

ACHTUNG! Cthulhu

HEROES OF THE SEA PDQ

ZERO POINT - May 1940



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PDQ
SYSTEM



MODIPHIUS
ENTERTAINMENT

ACHTUNG! Cthulhu

WARTIME ROLEPLAYING... ...WITH TENTACLES!

Achtung! Cthulhu brings you a two-fisted wartime roleplaying game setting packed full of fiendish Nazis, terrifying ancient mysteries, legendary war machines, and enough writhing tentacles to fill ten Reichstags!

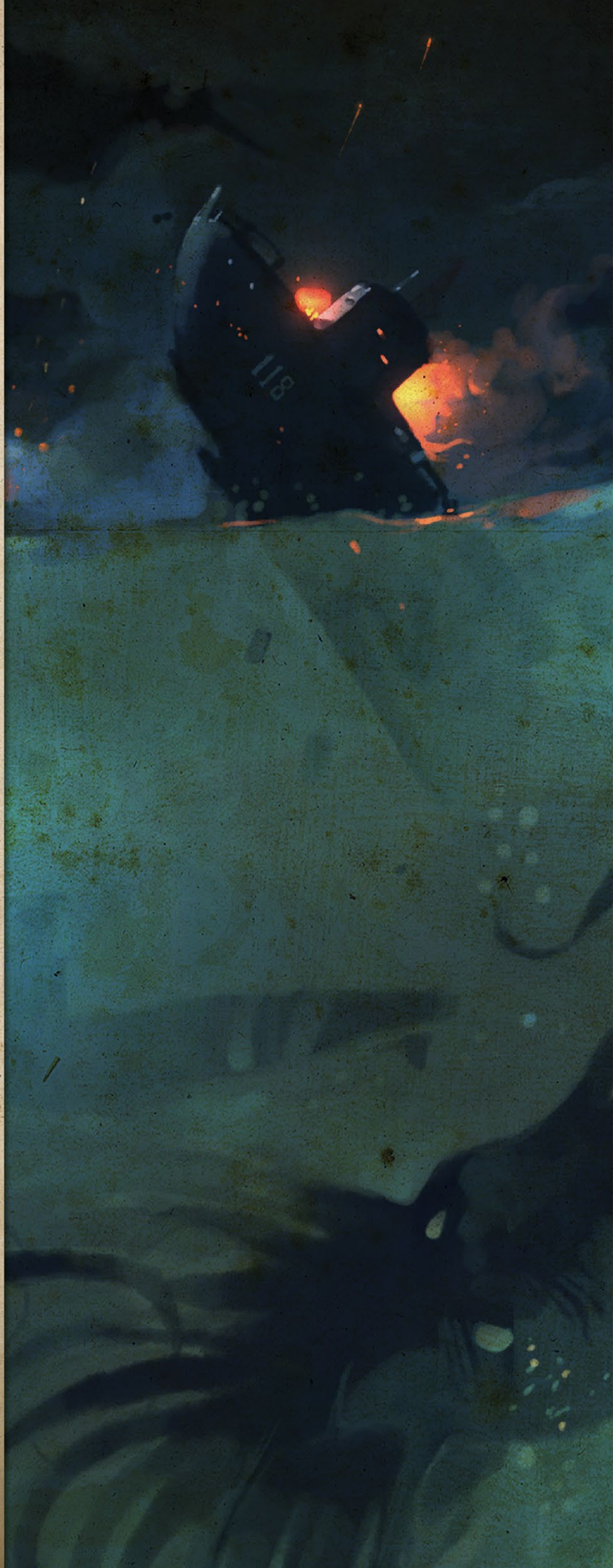
Heroes of the Sea PDQ is the second standalone adventure supplement in the globe-spanning *Zero Point* campaign using the **PDQ system**. Play soldiers, agents, and resistance fighters in the chaos and carnage of the Battle of Dunkirk, as a sinister conspiracy threatens the lives of the retreating Allied forces!

Inside you will find everything you need:

- A standalone multi-episode adventure for several sessions of play!
- New rules for **PDQ** wartime investigations, including tanks and Stukas!
- Maps of Europe and the evacuation at Dunkirk
- An "Operational Briefing" and many other beautiful handouts!
- Four pregenerated characters to get you playing immediately!

Requires *Achtung! Cthulhu: Three Kings PDQ* rules to play.

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ACHTUNG! Cthulhu

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...COMING OUT THE WATER
REPEAT, COMING OUT THE WATER!

Foreword by Sarah Newton

World War Two is amazing. By turns terrifying, exciting, tragic, filled with courage and desperation, the appalling spectacle of a civilisation tearing itself apart. And yet it created the world we live in today—the borders between our nations, the memories and stories our families tell one another, photographs and medals on walls. We owe our lives, directly or indirectly, to the terrible sacrifice made by an entire generation in the middle of the twentieth century.

Here in Normandy we dig up bullet casings when we turn over the garden. Our chickens peck at an old wooden shell crate, whose US Army stencilling is only visible when it rains. We go for days out in a pretty seaside town where my grandfather desperately unloaded fuel in the days after D-Day, not an hour away. It's hard to believe sometimes how close it still is—scratch the surface, and the War is there, everywhere you look.

Three years ago Chris Birch and I got talking about roleplaying in World War Two. How could we do it—how could we draw on its awesome tales of heroism, tragedy, and sacrifice, without trivializing a profound and historical event? Those who know me will know I've always loved conspiracy theories—and World War Two is filled with them. Together Chris and I talked about how we could draw out the sinister pulp elements of these conspiracy tales, and use them to create action-packed roleplaying adventures worthy of the greatest war films. This adventure, and the rest of the *Zero Point* campaign for **Achtung! Cthulhu**, are the result...

Heroes of the Sea takes place during the evacuation at Dunkirk. Like many of us, I knew the broad brushstrokes of the Dunkirk story—but in researching those terrible days in May and June 1940, I've been amazed and humbled. Maybe it's a feature of war that its events are so terrible you can never imagine they could ever happen—until they do.

The evacuation of over three hundred thousand soldiers from the beaches of Dunkirk, under constant attack from land and air, by naval vessels and ragtag flotillas of "little ships" which themselves were often torpedoed and sank even as they fished soldiers from the sea, the eyewitness accounts of those who fought—on both sides—and the sheer *scale* of the devastation, are breathtaking. I hope in some small way I've been able to convey the magnitude of Dunkirk's events as the backdrop to this adventure.

Lovecraftian roleplaying thrives off mystery, and the dread that unimaginable inhuman powers hold sway over our cosmos, before which mere human concerns pale into insignificance. *Zero Point* brings those themes directly into World War Two, as our intrepid investigators unveil a terrible conspiracy alongside, between, and beneath its world-shattering events. During this series of linked adventures, your players will fight a secret war which threatens the future of the world itself. How they do so—and whether they succeed—may lead your campaign down some very dark and twisted avenues. Can they thwart this dreadful menace, even as humanity tears itself apart? What is the true history of that secret war? Play on... this story only you can tell...



Sarah Newton
Normandy, September 2012

Introduction - What is Achtung! Cthulhu?

Heroes of the Sea is the second scenario in the *Zero Point* campaign, an epic series of adventures for the **Achtung! Cthulhu** setting—Lovecraftian roleplaying in World War Two. **Achtung! Cthulhu** allows you to play investigators uncovering the terrible secrets of the Lovecraftian Mythos which threaten the world at a time when humankind is already poised to tear itself apart.

This version of *Heroes of the Sea* is intended for use with the **PDQ (Prose Descriptive Qualities)** roleplaying system, published by Atomic Sock Monkey Press. *Three Kings*, the first scenario of the *Zero Point* campaign, includes a version of **PDQ** specifically designed for Lovecraftian terror amid the horrors of war. *Heroes of the Sea* includes rules for mystic powers and rituals as well as pre-generated characters to allow you to get started right away. You can also create your own characters using the rules found in *Three Kings PDQ*.

Overview

This adventure contains material for several sessions of play. It incorporates historical and geographical background; an extensive encounters section; and five complete plot episodes with maps and non-player characters. Extensive appendices provide pre-generated characters, new rules for Mythos magic and adventuring in World War Two, an operational briefing for the players, and a handouts section.

THE MISSION

Following the bizarre events of *Three Kings*, the first adventure in the *Zero Point* campaign, the British Secret Intelligence Service has been operating undercover

“WOTAN had uncovered a secret German operation named FALL NADEL (‘Operation Needle’), and had information vital to the fate of the Allied forces.”

in occupied Europe gathering information on unusual activities in the Third Reich. In recent weeks, a female undercover agent, Agatha Marcham (codename

The Real Heroes of World War Two

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

In *Heroes of the Sea*, the historical figures of the Dunkirk campaign are not intended to play major roles. They include: General Lord Gort, commander of the British Expeditionary Force; General Blanchard, commander of the French First Army; and many more.

We dedicate this book to the many forgotten heroes who fought and died across the world, and particularly to the “Little Ships”, which saved so many lives at Dunkirk.

WOTAN) has gone missing in northern Europe after attempting to contact Section D with critical information.

Agent WOTAN had been operating in northern Germany and Belgium. While travelling to British Expeditionary Force territory, she was overtaken by the sudden Blitzkrieg advance of German forces in May 1940. Contact has been lost, and the worst is feared. All that is known is that WOTAN had uncovered a secret German operation named FALL NADEL (“Operation Needle”), and had information vital to the fate of the Allied forces.


The characters are members of Section D, an arm of the British Secret Intelligence Service. Ferried to the besieged port of Dunkirk by *H.M.S. Durant*, their mission is to make their way into the warzone of what is being called the Battle of France, contact Agent WOTAN, and take appropriate action based on the nature of FALL NADEL.

THE REAL DEAL

Agent WOTAN has happened upon a bizarre secret German operation in the Dunkirk region. Operation Needle will require all of the characters’ resourcefulness to defeat.

During the last glaciation, millennia ago, global sea levels were much lower than today. As late as 6000BC, large stretches of what is now the North Sea were dry land, populated by Stone Age hunter-gatherers of the Maglemosian culture.

The Maglemosians found their coastal lands dotted with ancient, forbidding stones, which seemed to have



The Intelligence Service in May 1940

Since *Three Kings*, the British Secret Intelligence Service has improved its intelligence efforts in Occupied Europe, and a shake-up is imminent. For now, however, the characters are still considered members of Section D, tasked with clandestine operations in enemy territory.

United States intelligence efforts have picked up since the British and French declarations of war on Nazi Germany in 1939, but are still relatively small scale and unfocussed. Members of G-2, the US War Department's Military Intelligence Division, may work with Section D on an informal basis.

been shaped by no human hand—temples and carvings of terrifying age. The men and women who set themselves as priests of these “temples” spoke of clammy, antediluvian horrors which still dwelled in the deeps, waiting for the day the sea would rise and claim their lost lands again.

Eight thousand years ago, a catastrophic inundation swamped the low-lying northern European coasts, sweeping away all traces of Maglemosian people. In the early twentieth century, fishing trawlers began to dredge up remains of these rich forests and hunting lands from the seabed, and people became aware of the great flood

“Himmler’s sorcerer is obsessed with the ‘lost lands’ beneath the sea, believing they hold the key to a great prehistoric power...”

which had sunk these lands. And yet, no one could guess at the awful truth of what had caused the ancient waters to rise... or that it might happen again.

A member of Heinrich Himmler’s personal staff and expert in the occult, Karl Friedrich Walpurg (sometimes known as “Himmler’s Sorcerer”), has become obsessed with the “lost lands” beneath the North Sea, believing they hold the secret to a great prehistoric power which can be harnessed by the Third Reich. Walpurg has been assigned command of an SS “special group”—SS Sondergruppe KFW2—which he has dispatched to the area with his trusted minion, Frau Edeltraud Wassermeister.

In darker circles, Frau Wassermeister is known as the “Fishwitch” (“die Fischhexe”), infamous for her uncanny

affinity with the deep. Her bulbous eyes, clammy pallid skin, and foul stench force all but the hardiest to recoil. The Fishwitch has seen the secrets beneath the waters off Dunkirk in her dreams...

Walpurg and Wassermeister are united by their researches into what they believe is “astral projection”. They believe they have found a way to travel in time and space, and send their “astral selves” back to the prehistory of Earth—to the ancient Maglemosian period. The duo *met there*, and witnessed dreadful rituals propitiating hideous “dwellers beneath the sea” at a temple which now lies beneath the waves.

Since then, Walpurg and Wassermeister have begun to realise the lands they have named “Maglemosian” are not in the deep past at all, but are in fact strange, dream-like lands, with a mysterious and often tenuous connection to the “waking world”. They have established a secret outpost there—the “Black House”—and have constructed an occult “portal” to Maglemosian through which they can travel without using their “astral bodies”. At the same time, they have found traces of the prehistoric Maglemosian culture—including the forbidding inhuman temple—off the Dunkirk coast, and evidence that it is still frequented by “dwellers beneath the sea”.

Their plan is simple: to forge a deadly alliance with this inhuman power. Using a u-boat assigned to the Sondergruppe, they aim to retrieve a hideous statue to a ghastly marine deity from the sunken temple, and transport it to a location south of Dunkirk, where they will perform a ritual to once again cause the seas to rise. This time, the flood will claim the lives of hundreds of thousands of Allied troops on the beaches at Dunkirk as a “sacrificial offering” to the dwellers beneath the sea, sealing with blood an unholy alliance between these unknown “deep ones” and the nascent occult powerbase within the Third Reich. They have dubbed this operation FALL NADEL—“Operation NEEDLE”.

Only the accidental discovery of their plan by an undercover agent of British intelligence stands in their way...

*Needle? Could this be poison gas?
Or some kind of disease?
Contact Wehrmacht -
top priority!*

FRAU EDELTRAUD WASSERMEISTER, AGE 45, "THE FISHWITCH"

- Good [+2] German Madwoman
- Expert [+4] Mysticism and Witchcraft
Techniques: Lucid Dreaming
- Expert [+4] Fanatical Determination
Technique: Battle of Wills
- Master [+6] At Home On The Water
Technique: Swimming
- Good [+2] Commanding The Sea*
- Good [+2] Oneiromancy*
- Average [0] Large Build
- Average [0] Speaks English
- Poor [-2] Unpleasant Looks
- Poor [-2] Messianic Delusions

Commanding The Sea is a Power (for rules on Powers and Rituals see **Appendix Two** on page 45) used to control the ocean. Some possible feats could involve summoning fogs, commanding waves or currents to topple boats or drag men beneath the waves.

Oneiromancy is a Power that grants control over dreams, allowing Wassermmeister to inflict nightmares, peer into other's dreams or even trap sleeping victims in the Dreamlands.

Weapons: Wassermmeister carries a *Luger P08* (+2 damage bonus)

Rituals: Astral Wanderer, Contact Deep Ones, Maglemosian Ritual, Open The Door To Dreams, Summon Dreamer.

Appearance: Wassermmeister is a big woman given to massive leather greatcoats and startling hats; her round, pallid face houses bulging eyes and a loathsome sneer. Head of SS Sondergruppe KFW2 under Karl Friedrich Walpurgen, far from being a scientist, she is a deranged occult obsessive with a messianic streak, and a believer in Atlantis, astrology, divination, demon summoning, astral travel, and more. Dimly aware of the great inhuman forces in the universe, her affinity for the sea comforts her that she is part of something greater and more eternal than mere humanity. She believes it is her mission to establish worship of the true "gods" of the cosmos in the Third Reich, and will do anything for her cause—human life and suffering have no value when measured against such immense power. Naturally, Walpurgen thinks she's *great...*

OPERATION DYNAMO

Heroes of the Sea takes place against the backdrop of Operation Dynamo, one of the biggest (if not the biggest) wartime troop evacuations in history. Following

Image: Public Domain. From the 1945 US Army film "Divide and Conquer," ("Why We Fight #5"), directed by Frank Capra.



British troops escaping from Dunkirk (France, 1940)

Timeline of Operation Dynamo

10 May – Battle of France begins; Winston Churchill becomes Prime Minister of Great Britain.

14 May – Plan Yellow (“FALL GELB”): the German Wehrmacht begins its western offensive with an attack through the Ardennes forest and a strategic drive for the coast, cutting Allied supply lines—the infamous “Sickle Cut”.

20 May – German advance reaches the coast, separating the BEF, the French 1st Army, and the Belgian army from the main body of French troops.

24 May – the “Halt Order”: the Germans stop their advance on Dunkirk for 3 days and attack Arras. This gives Sondergruppe KFW2 a short window to carry out FALL NADEL. German armour is kept south of Dunkirk to attack BEF forces retreating before Army Group B. The British begin organising the evacuation of British and Allied troops from Dunkirk.

26 May – the BEF and the French 1st Army are confined in a shrinking corridor to the sea, about 60 miles long and 15-25 miles wide. Most of the British are around Lille, 40 miles from Dunkirk; the French are further south. German Army Group B is to the East; Army Group A to the West. Anthony Eden, British Secretary of State for war, tells General Lord Gort, commander of the British Expeditionary Force, to prepare to “fight back to the west”, ie. to evacuate.

27 May – the Germans launch a full-scale attack with three divisions south of Ypres. In forested and urban terrain, the Germans beat the British back, cutting telephone lines and taking advantage of poor British communications. The Allies fight back to the Dunkirk perimeter, arriving by the 30th of May.

28 May – British counterattack by 3rd Grenadier Guards battalion and 2nd North Staffordshires battalion reaches

the Kortekker River, disrupting the Germans and buying the evacuation time. This allows the characters to push forwards to the last known position of Agent WOTAN, the village of Mesegen (page 17).

A confused battle rages along the perimeter, with Allied forces being gradually forced back.

29 May – the Belgians surrender. General Gort sends British troops to plug the gap created in Dunkirk’s semi-circular perimeter defence, including the docks at Nieuport.

30 May – the perimeter holds. Bad weather hinders airborne operations.

31 May – the Germans nearly punch through at Nieuport. Bad weather continues to hinder airborne operations. General von K  chler assumes command of German forces at Dunkirk and plans an all-out assault for the following day.

1st June – fine bright weather, perfect for airborne operations. The French hold the line while the British evacuate, despite concentrated artillery, bombing, and strafing.

2 June – the last British evacuate, and French forces slowly fall back. The fortified town of Bergues falls to the Germans.

3 June – Germans are 2 miles from Dunkirk. This night is the final night of evacuations, and the last possible night for Wassermeister’s “Searise” ritual (page 36). If successful, tens of thousands of French and BEF troops on the beaches and ships offshore will be lost, and the British capacity to continue the war seriously—perhaps irrevocably—damaged.

4 June, 10.20am – the Germans hoist the swastika over Dunkirk docks.

the German *Blitzkrieg* invasion of Belgium and France in May 1940, the combined forces of the British Expeditionary Force (the “BEF”) and the French First Army found themselves surrounded on three sides and in danger of being driven into the sea—a potential loss of almost half a million men.

After trying unsuccessfully to break the encirclement, on the evening of Sunday, May the 26th, the British Admiralty gives the signal: “Operation DYNAMO is to commence”. Over the following week, under heavy

attack, British naval vessels and a ragtag flotilla of small private vessels aim to pluck hundreds of thousands of troops from the beaches near the French port of Dunkirk and ferry them to safety in England. In doing so, it is hoped, the British army can be saved to fight another day, and prevent the British Isles from falling under the Nazi jackboot. The timeline above lists the main events of this extraordinary operation, and the key episodes of *Heroes of the Sea*.

The Dunkirk Environment

The Dunkirk area is low-lying, criss-crossed with drainage ditches, almost impassible to tanks and other heavy armour, which instead are forced to drive conspicuously along high raised roads, flanked by ditches. Throughout the adventure, the weather is poor, with torrential rain and thunderstorms hindering airborne operations, until the evening of the 1st of June, when the weather becomes fine and bright.

The area is occupied by the following groups:

The British Expeditionary Force

Commanded by General Lord Gort, over 200,000 British troops are making their way under difficult conditions to the Dunkirk bridgehead for evacuation. Losses are heavy, and at every step troops are destroying their equipment to leave behind nothing for the German forces.

The French

The French First Army under General Blanchard has been cut off from the main French forces by the “sickle cut”, and is defending the Dunkirk bridgehead. Much of its action is around Lille to the south, holding back the Germans in a furious battle, and in the western half of the Dunkirk perimeter. Later in the evacuation, from

“The Dunkirk area is low-lying, criss-crossed with drainage ditches, almost impassible to tanks and other heavy armour.”

the 1st of June, the French take positions behind the Bergues-Furnes Canal as the remaining BEF troops embark. While most troops the characters encounter are British or German, they may encounter French units away from the main French force.

The Belgians

The beleaguered Belgian army is under full attack from the Germans at the outset of the adventure, and morale is plummeting as many soldiers feel abandoned by their government. On the 28th of May, the Belgian army surrenders, leaving a 20-mile gap on the British eastern flank which General Gort struggles to fill.





Key Locations on the Dunkirk Bridgehead Map

- **Aire Canal:** During the Halt Order the German forces stop here, advancing again when the order is lifted.
- **Beaches:** 17.5 miles of sand beaches extend from Dunkirk to Nieuport. As the sea is too shallow for deep draught vessels, evacuating troops wade chest-height into the water to be ferried to larger ships by small craft.
- **Bergues:** An old fortified town 6 miles southeast of Dunkirk. The Bergues Canal leads to Dunkirk, and is the border between the BEF and French forces; the Bergues-Furnes Canal leads 14.5 miles east to Furnes. From the 23rd of May, Colonel C.M. Usher's "Usher Force" holds the town, together with French forces; on the 25th it comes under the command of General Thorne until the 2nd of June, when it falls to the Germans.
- **Bray-Dunes:** France's northernmost commune, right on the Belgian border. The beaches here are embarkation points for the evacuation.
- **Deule Canal:** Location of a BEF and Allied rearguard on the 28th of May as troops retreat to the Lys River.
- **Dunkirk:** A French port close to the Belgian border, and suddenly the only viable port from which to conduct the evacuation. It has been heavily bombed (particularly on the 24th of May), forcing evacuations to be made from the mole (the harbour breakwater) and the beaches between Dunkirk and Nieuport.
- **Dunkirk Bridgehead:** An area formed by the line of the Mardick-Bergues-Furnes-Nieuport canals. A fairly strong defensive position, although easily flooded. From the 26th of May, the bridgehead is under the command of Lieutenant-General Sir Ronald Adam.
- **Furnes:** A fortified town. The canal leads east 6.5 miles to Nieuport, and west 14.5 miles to Bergues, and forms the perimeter of the Dunkirk bridgehead.
- **Kortekeer River:** Furthest extent of the Allied counterattack of the 27-28th of May. The village of Mesegen (page 17) lies on the other side.
- **La Panne:** A port in the Dunkirk bridgehead. BEF General Lord Gort's headquarters are established here on the 28th of May.
- **Lille:** A French city and site of the Siege of Lille from the 28-31st of May, as 40,000 men of the French First Army keep seven German divisions from Dunkirk.
- **Lys River:** A river in northern France. The BEF and Allied forces fall back to the Lys by the 28th of May.
- **Mesegen:** A small Belgian village on the Kortekeer River southeast of Ypres. Unremarkable except for the fact that Agent WOTAN lies unconscious here (page 18).
- **Nieuport:** A Belgian port with boatyards and multiple locks, forming the easternmost part of the Dunkirk bridgehead. The town falls to the Germans in fierce fighting on the 28th and 29th of May. The Sondergruppe KFW2 u-boat U-3a is docked here (page 20).
- **Ostend:** A major Belgian port and headquarters of the Belgian admiralty. The Belgian government retreated here in mid-May, and surrenders to the Germans on the 28th.
- **Poperinghe:** Site of an intact bridge over the Yser canal and a bottleneck for the withdrawal to Dunkirk from fighting further south. Traffic here was bombed by the Luftwaffe for two hours on the 27th of May, destroying or immobilising vast numbers of vehicles, and again on the night of the 28-29th of May.
- **Ypres:** Belgian city and site of heavy fighting during the Great War, Ypres was rebuilt using money from German reparations. Fighting is intense here during the Allied retreat.
- **Ypres Canal:** Site of a furious battle lasting several days from the 27th of May as BEF troops plug the gap left by withdrawing Belgians. General Franklyn's augmented 5th Division opposes three German divisions. The line from Comines to Ypres is attacked by artillery, mortars, and dive-bombers, and gradually pushed back.
- **Yser River:** A river which enters the sea at Nieuport, forming the Allied line on the 29th of May.

*this looks like a
suicide mission!*

The Germans

German Army Groups A and B are attacking Dunkirk from the west and east respectively; they have excellent morale, riding the crest of their Blitzkrieg until Hitler's "Halt Order" on the 24th. They have good tank and air support, and include the SS "Adolf Hitler" motorised infantry regiment and the SS Totenkopf Division.

Civilians

The German Blitzkrieg has left many French and Belgian civilians stranded on both sides of the border. They're doing all they can to avoid the fighting, and columns of refugees are everywhere, clogging the roads and adding to the chaos. Even where civilians stay put, they are ambivalent about the troops, regardless of their country; the characters may be surprised when they don't necessarily receive a heroes' welcome.



Encounters

The situation at Dunkirk is chaotic and rapidly changing, and characters have a wide choice of actions. The following Encounter Table provides a way of determining the events they encounter.

Roll two D6's and multiply the results together every 4 hours to see what the characters have run across. If it takes less than a full 4-hour encounter period to reach a destination, roll for a single encounter anyway.

MOVEMENT

Movement in the Dunkirk area, even in a vehicle, is slow—roads are narrow, and often circuitous and clogged with refugees, retreating troops, and wrecked vehicles and other materiel. Many roads are damaged and impassable.

Assume a maximum speed of 3mph on foot, or 10mph in a vehicle; these speeds may be modified by encounters. Reduce walking speed to 2mph if accompanied by walking wounded; to 1mph if bearing stretchers.



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ENCOUNTER TABLE

The table divides the Dunkirk area into five broad areas:

- **Allied Perimeter:** Within the perimeter, two themes dominate: troops retreating to the beaches; and other troops holding the perimeter to give them time to do so. Initially this means mostly BEF troops retreating while French and BEF troops hold the line, but gradually the two forces become mixed (particularly after the 1st of June) as French troops also begin to evacuate.
- **Behind Enemy Lines:** Territory that until recently was occupied by Belgian, French, or BEF troops, but has been overrun by the German “Blitzkrieg”. It’s chaotic, but there isn’t any open fighting here.
- **Counterattack:** Attempts to push through to the Kortekker River on the 27th and 28th of May, and to hold Nieuport and push back the Germans on the 28th and 29th.
- **The Retreat:** The sometimes disorderly retreat of the Allies to the beaches, often harried by German troops, armour, and aircraft. There’s confusion,

abandoning and destroying of equipment, and huge columns of retreating troops.

- **The Beaches:** The awe-inspiring sight of the Dunkirk beaches—thousands of troops, under repeated aircraft attack, queueing and wading out to sea for pickup by naval vessels and “little ships”.
- **At Sea:** To be used for characters on board ship off Dunkirk, either pursuing the U-3a submarine in **Episode Four: The Dive**, or returning to Britain in the **Epilogue**.

ENCOUNTER DETAILS

Allied CP

A temporary command post of a handful to a couple of hundred troops. A good place to gather information, treat wounds, replenish ammo, and possibly gain reinforcements.

Booby Trap

German and Allied troops leave booby traps for pursuers; usually tripwires and grenades (an Impressive [TN

Dunkirk Encounter Table (D6 × D6)

Encounter	Allied Perimeter	Behind Enemy Lines	Counterattack	The Retreat	The Beaches	At Sea
Allied CP	1-4	—	—	1-2	1-7	—
Booby Traps	—	—	1-4	3-4	—	1-4
Civilians	5-9	1-5	5-7	5-8	—	—
Criminal Activity	10-12	6-8	8-9	9-10	—	—
German CP	—	9-12	10-11	—	—	—
German Infantry Unit	13-14	13-24	12-21	11-15	—	—
Half-Track	—	25-30	22-25	16-18	—	—
Refugee Column	15-18	31-33	26-29	19-22	—	—
Retreating Troops	19-17	—	—	23-27	8-25	—
Shore Battery	—	—	—	—	—	5-8
Submarine Attack	—	—	—	—	—	9-19
Stuka Attack	28-29	—	30-32	28-31	26-32	20-28
Tanks	—	34-36	33-36	32	—	—
Traffic Jam	30-33	—	—	33	—	—
Troops in Water	—	—	—	—	—	29-36
Vehicle Destruction	34-36	—	—	34-36	33-36	—

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will usually require a persuasion or influence-related Challenge. Failure leads to hostility and possibly even violence.

Criminal Activity

The line between legal and illegal actions during war-time is thin and easily crossed. The characters encounter activities breaking the rules of war, and must decide what to do. These include: summary executions of suspected disloyal civilians, fifth columnists, and prisoners of war (carried out by the SS Adolf Hitler and Totenkopf divisions, but also by Allied forces); attacks on civilians; and “appropriation” of civilian property (particularly, but not limited to, food) at gunpoint.

German CP

The characters stumble upon a German command post! They will need to overcome a stealth-based Challenge to avoid being noticed. If they’re spotted then they have only one round before an alarm is raised. Roll 1d6 for the size of the CP:

- 1-3: small CP of 2d6+8 troop.
- 4-5: large CP with 1D6+1 half-tracks and ten times that many troops.

Roll again for the type of troops present:

- 1-3: regular army (*Heer*).
- 4-5: Waffen SS command post.
- 6: tank command post (vehicles present are tanks instead of half-tracks).

German Infantry Unit

Roll 2d6 to determine the type of unit:

- 2-7 single squad (or *Gruppe*) of 13 men, comprising one squad leader with an MP38; an assistant squad leader (MP38); 7 riflemen (GEW98s); a machine gunner (MG34 and P08); an assistant machine gunner (P08); and 2 machine gun ammo carriers (GEW98s).
- 8-10: platoon (or *Zug*) of 3 squads, led by a lieutenant.
- 11-12: company (or *Kompanie*) of 3 platoons, led by a captain (or *Hauptmann*).



German General Heinz Guderian plans his next move

15] Hazard), and occasionally mines (an Intimidating [TN 17] Hazard). Detecting a booby trap before it is triggered is usually a Good [TN 9] Challenge. For a tripwire, all characters may roll; for a mine, only the triggering character rolls. For a tripwire, success means the wire has been found, and investigators may disarm it or step over it; for a mine, success means the character has stood on the mine, but has not yet lifted his foot—the mine must be disarmed if the character is to avoid wounding. In addition, stepping on a landmine is a Good [TN 9] Fear Hazard.

Disarming a Booby-Trap: Depending on the complexity of the booby trap and the means a character uses to disable the device, disarming the device is a Challenge that ranges from Average [TN 7] to Expert [TN 11]. A roll of double 1's will trigger the device.

Civilians

The characters find a dwelling occupied by civilians. They may have food and supplies. Civilians are wary of intruders, and try to avoid them. Positive interaction

TYPICAL HEER SOLDIER

- Good [+2] Heer Footsoldier
Technique: Physically Fit, Heavy Weapons
- Good [+2] Always Vigilant
- Good [+2] Rifleman
- Average [0] Loyalty
Technique: Resisting Interrogation
- Poor [-2] Unthinking Obedience

Weapons: GEW 98 bolt-action Mauser rifle (+4 damage modifier) with a bayonet (+2 damage modifier)

MP38 Maschinenpistole SMG (+2 damage modifier; Autofire)

MG34 machine gun (+4 damage modifier, Autofire)

Mauser C96 pistol (+2 damage modifier)

Notes: These stats can be used for Heer or SS personnel, whether infantry, guards, crews of half-tracks, field guns, tanks, etc.

TYPICAL HEER OFFICER

- Good [+2] Heer Officer
- Good [+2] Sidearm
- Good [+2] Leadership and Tactics
Technique: Knows His Men
- Good [+2] Loyalty
- Poor [-2] Contempt For Non-Aryans

Weapons: Officers carry a Luger P08 pistol (+2 damage modifier).

Half-track

The characters encounter a single Sd.Kfz.11 half-track with full complement of 8 troops. See page 50.

Refugee Column

Endless lines of fleeing refugees clog the roads, shocked, bewildered, and clinging to treasured possessions. Characters travelling by vehicle lose any movement for this encounter period unless they get out and walk. Remaining with the column for the rest of the encounter period runs a 50% chance of a Stuka attack (see below).



Retreating Troops

Allied troops (probably BEF), retreating to the Dunkirk bridgehead. Roll 2d6 for the type of group encountered.

- 2-6:** squad of 8 privates, 1 squad leader (a sergeant), and 1 assistant squad leader (a corporal).
- 7-10:** platoon of 3-4 squads, commanded by a lieutenant.
- 11-12:** company of 3-4 platoons, commanded by a captain.

There is a 50% chance the troops are retreating in good order, with commanding officers with clear orders; otherwise they are in poor order, shambolic and disorganised. In the latter case, characters with the appropriate Qualities may attempt to take command of a unit whose CO they outrank.

TYPICAL BEF SOLDIER

- Good [+2] British Infantry
Technique: Marksmanship
- Good [+2] Scavenging and Scrounging
Technique: Hasty Repairs
- Good [+2] Courage
- Good [+2] Teamwork
- Poor [-2] Exhausted and Poorly Supplied

Weapons: Lee Enfield .303 bolt-action rifle (+4 damage modifier, Deadly) with bayonet (+2 damage modifier)

.45 Thompson Submachine gun (+2 damage modifier, Deadly, Autofire)

BREN .303 light machine gun (+4 damage modifier, Deadly, Autofire)

Webley .455 pistol (+2 damage modifier, Deadly)

Shore Battery

The characters' vessel strays close to the coast and is attacked by German shore batteries. The captain must succeed at an Expert [TN 11] Challenge to evade battery fire, otherwise a shell bursts nearby (an Impossible [TN 19] Hazard). Two successful Challenges in a row means that the players have escaped the attack.

Stuka Attack

Much of the weather during the Dunkirk evacuation is unsuitable for flying, and mercifully the embarkations are spared the full brunt of Luftwaffe attacks.



Nevertheless, Stuka dive bombers make lethal surprise attacks—particularly on the beaches where dense concentrations of troops make missions horribly easy. See page 50 for Stuka statistics.

Submarine Attack

The investigators' vessel is attacked by submarine—see "Submarine Combat" on page 51.

Tanks

An encounter with 1D3 German tanks. At this stage in the war the German armies are not yet highly mechanised; in fact, the Germans have less tanks than the Allies. Most German tanks are obsolescent light Mark I and Mark IIs, augmented by several hundred Czech light tanks. Statistics can be found in **Appendix Three: Vehicles** (page 48).

Commandeering a Tank!

There's a vast amount of materiel lying around Dunkirk. Although most is sabotaged and non-functional, characters may find themselves in possession (albeit temporary) of a working tank. Tank combat demands appropriate Qualities (Tank Crew, Heavy Machinery, Gunner) but more loosely related Qualities might apply with a Downshift. Keep in mind that tanks typically must be manned by 3-4 people, inflicting a Downshift for insufficiently crewed vehicles (Poor [-2] Requires Crew).

Troops in Water

Embarking on a vessel isn't the end of a soldier's travails at Dunkirk: a long sea voyage awaits, with attacks from ships, submarines, shore batteries, and even dive bombers. Many soldiers find themselves back in the water rapidly as their rescue craft are sunk. Here, the characters encounter Allied troops, either already in the water, or on a sinking vessel. Can their own vessel accommodate any more passengers? Use the "Retreating Troops" section to determine the number of troops encountered, with the proviso that they're in the water or on a rapidly sinking ship!

Traffic Jam

Destroyed bridges and the sheer number of retreating troops and fleeing refugees mean traffic jams are everywhere, as roads become clogged and impassable. Assume this encounter period is wasted for movement purposes, as the characters search for a way round; additionally, roll for another encounter in the traffic jam—they're a favourite target for Stuka attacks!

Vehicle Destruction

Retreating BEF troops are under orders to leave all equipment behind, and render anything that may be of use to the pursuing Germans inoperable. Huge fields of wrecked equipment are everywhere—burning cars, broken guns, sabotaged tanks. Characters receive an Upshift to any rolls made to scavenge gear or salvage parts for repairs. There's a 2-in-6 chance of booby traps and a further 2-in-6 chance each of encountering looting civilians or German troops.

Plot Episodes

The following episodes and scenes detail locations, characters, and events the investigators may encounter as they pursue Agent WOTAN's disappearance. Not all episodes and scenes need to be played, and not necessarily in the order presented. As the players forge their own path through the investigation, use this information as a baseline to create a unique and exciting plot.

"They find WOTAN's unconscious body, and a coded letter filled with tantalising clues of a submarine archaeological dig..."

Two threads contribute to the plot of *Heroes of the Sea*. First, the Dunkirk evacuation in late May and early June 1940 provides a dangerous and changing backdrop; second, the characters investigate the mystery of Agent

WOTAN's disappearance and the nefarious conspiracy behind it. The investigators' actions are influenced by the evacuation; and, in turn, their decisions may affect the outcome of the evacuation itself.

EPISODE PLOT SUMMARY

This section summarises the key goals and events of the five episodes of *Heroes of the Sea*. Player decisions will likely change these episodes dramatically!

Episode One: Behind Enemy Lines

The characters set out to rescue British agent Agatha Marcham, AKA WOTAN, lost behind enemy lines. They find her unconscious body, and a coded letter filled with tantalising clues of a submarine archaeological dig and her mysterious fate.

Episode Two: The U-Boat

Following clues in WOTAN's letter, the characters find a Nazi u-boat in the besieged town of Nieuport. There

Pulp or not?

Heroes of the Sea can be played as a gritty, nail-biting adventure. However, as befits horror gaming in the theatre of World War Two, many scenes can easily lead to violent confrontations; the nature of the Dunkirk environment means investigators will be in almost constant danger, and the risk of death through military encounters is very real. Despite this, combat is never a requirement, and players used to stealthy, intrigue-heavy, investigative styles of play should be able to navigate a satisfying plot thread through the options which follow. The key encounter areas in this adventure are not active battlefields, and in many cases can be dealt with using persuasion, intimidation, or other forms of social interaction. Active battlefields themselves can be circumvented, and retreats made before advancing troops. When crossing combat zones is necessary, allow characters to use stealth, cunning, or perception-based Qualities to minimise their exposure; even where characters do come under fire, remember that their goal is not to kill the opposition, but to survive, get out of the fight, and continue with the mission. Allow them to take advantage of cover, dodging, and the noble art of running away.

Having said that, it's also possible to play the adventure in a more gung-ho, pulpy style, where characters are

larger-than-life heroes with a far greater chance of surviving combat-heavy scenes. In this case GMs may wish to take advantage of the **Heroism** rules found on page 23 of the PDQ rules in *Three Kings*. For extra cinematic combat "cannon-fodder" enemies (street toughs, Nazi thugs, or brutish deep one/human hybrids) can be treated as Minions.

Minions: These are faceless, expendable enemies who can easily be cut down by heroic characters. Minions have only a single Quality (Average [0] Desperate Refugee, Good [+2] Nazi Footsoldier, etc) and a single Damage Rank will cause them to Zero Out. Groups of minions are treated as a single character with each Minion beyond the first granting a Boost to attack or defense rolls (these Boosts can be divided up among offense and defense during a Turn). When a character attacks a group of Minions then every Damage Rank inflicted causes a Minion to Zero Out. Ignore weapon damage bonuses when fighting Minions.

For Example: Sgt. Jack Killarney is under attack by a gang of 5 Germans (Good [+2] Minions). The enemy soldiers have 4 Boosts that they can divide among offensive and defensive rolls in a turn. However, Jack hoses them down with automatic fire from his Thompson gun, inflicting 3 Wound Ranks and killing three of the enemy troops in one fell swoop.

they discover a special SS “Sondergruppe” group, and mention of a mysterious place named Maglemosian—an embryonic Nazi Dreamlands outpost! From there, they may enter Maglemosian, or proceed to the Sondergruppe’s attempt to retrieve a prehistoric artefact called the “Sea Statue” from the seabed off Dunkirk.

Episode Three: Maglemosian

The investigators enter a dark and mysterious realm the Nazis have named “Maglemosian”, a shadow of the Dunkirk area; they may believe they have somehow travelled to the distant past. There they may find Agent WOTAN, and discover the Fishwitch—the leader of the Sondergruppe—and a nefarious deep one alliance.

Episode Four: The Dive

As the German u-boat dives to retrieve the Sea Statue from the seabed off Dunkirk, the characters may be on land, at sea, or even on the u-boat. They discover the Sondergruppe’s ultimate, dreadful goal, and possibly disrupt the undersea expedition.

Episode Five: Searise

Following the raising of the Sea Statue, the sea begins to behave strangely, and the Sondergruppe travels to the *Les Sept Pecheurs* stone circle near the Dunkirk

bridgehead to perform an ancient ritual. If they succeed, the sea rises to claim the Allied forces on the beaches as a sacrifice to the deep ones!

EPISODE ONE: BEHIND ENEMY LINES

A Section D undercover agent, Agatha Marcham (codename WOTAN) has gone missing behind enemy lines, with vital information on enemy activities relating to Operation Dynamo. In this episode, the characters arrive at Dunkirk and attempt to track her to her last known position.

Scene One: The Counterattack

It is the 27th of May, 1940. In Belgium and northern France, Allied forces are falling back everywhere under pressure from the overwhelming German advance. South of the city of Ypres, a furious battle rages between the heavily-reinforced British Expeditionary Force 5th Division and three German divisions. Caught by the speed of the Allied withdrawal, British intelligence agent WOTAN is trapped behind enemy lines beyond the Ypres front, and the characters must make contact.

THE BEF ZONE

The characters land at a heavily-bombed and barely functioning Dunkirk under constant Stuka attack, and make their way through twenty miles of chaos to the Ypres front. The chaos of war is everywhere; abandoned vehicles, burnt-out and useless materiel; hollow-eyed civilians.

Alternate Beginning: Agents of the Abwehr

The local station of the *Abwehr*, or German intelligence service, has got wind of bizarre activities by the SS SonderGruppe KFW2. There is little love lost between the *Abwehr* and the SS and, wary that the SS operations may jeopardise FALL GELB, the *Abwehr* dispatches agents (the characters) to the Dunkirk area to investigate rumours of secret SS submarine activity off the coast.

In this case, the characters are the German counterparts of Section D, whose mission is to find out what Sondergruppe KFW2 is up to, and ensure it doesn’t interfere with the success of the Wehrmacht’s western campaign. Admiral Wilhelm Canaris, head of the *Abwehr*, was himself anti-Nazi, and indeed a member of the German Resistance, in contact on occasion with the British Intelligence Services and helping convince Hitler not to invade Spain and Switzerland during the war. This danger-fraught stance can be a fruitful source of confusion and dramatic conflict for *Abwehr* characters.

Alternate Beginning: The Archaeological Report

The characters are academics working inside Nazi Germany, researching the archaeology and geology of the northern European coast. They have become aware of SS interest in the Maglemosian culture, and the discovery of a mysterious archaeological site. However, a colleague who was digging into the SS activities has been found dead—an apparent suicide—and the characters suspect they’re next! Their only hope is to get to the bottom of what the SS are doing off the Belgian coast. What have they found?

In this case, the characters are in a non-military role, and may even find their way into Maglemosian (page 25) first, only then realising they must travel into a war zone to rid themselves of the Fishwitch’s nefarious attentions!

Keeping Track of Time

The real-world history of Dunkirk follows a time frame which is probably too restrictive for a roleplaying game. Although we reference specific dates in this adventure, we recommend you allow your game's events to be the deciding factor in what happens when. Where necessary, subordinate the timing of retreats, battles, and other events of the background Dunkirk evacuation to the dramatic requirements of tension and excitement.

Use this scene to familiarise the characters with the environment, playing it out in as much detail as you want. Roll up to 3 encounters on the “Allied Perimeter” column of the Encounter Table on page 11.

CROSSING ENEMY LINES

The investigators arrive at the scene of heavy fighting on the Ypres front, and meet Captain Robert Jackson, company commander of the 3rd Grenadier Guards. The players must decide how they're going to cross the enemy lines; they may try to take command of one of Captain Jackson's units, or simply head off themselves and try to get to the village of Mesegen unscathed. Crossing enemy lines requires passing through an active battlefield: see “Skirmishes and Combat Encounters” in **Appendix Two: New Rules** (page 43). Once across, it requires one encounter period to reach Mesegen: roll on the “Behind Enemy Lines” column (page 11).

Scene Two: Mesegen

Agent WOTAN last communicated from a secret radio in the Belgian village of Mesegen—now Nazi territory. The BEF counterattack was expected to reach her, but was pushed back. The village is behind the main battle lines, which can be heard three miles to the west.

While the village isn't a combat zone, it certainly isn't safe. German soldiers are within half a mile, and patrols pass through the village regularly; there may also be German sympathisers among the villagers. For every 4 hours, roll on the “Behind Enemy Lines” column of the Encounter Table (page 11).

TALKING TO THE LOCALS

Agent WOTAN lies unconscious in the De Smet family house (see **Scene Three: The Sleeper** below), who want her presence to remain secret—none of the villagers know they've been sheltering a British agent,



Locations in Mesegen

- 1. Materiel Fields:** West of the Kortekeer River, across the ruined bridge, lies a large field of wrecked Allied equipment, vehicles, etc. See “Vehicle Destruction” on page 14 for the items that may be found here.
- 2. Broken Bridge:** The bridge has been blown, leaving a 20-foot gap across the Kortekeer River. Swimming the river is an Average [TN 7] Hazard (inflicting Failure Ranks) but evading notice requires a Good [TN 9] Challenge to avoid being spotted, either by the townsfolk (including the German informer) or any German patrols the Keeper determines are in the area.
- 3. Burnt-out Houses:** These shells of houses provide concealment or even cover in a fire-fight (usually granting an Upshift to relevant rolls).
- 4. Church:** Miraculously untouched, the church tower gives an opportunity to survey the village and surroundings.
- 5. Broken Tank:** A battle-damaged British A11 “Matilda” tank (page 49), which is repairable with the right parts (perhaps scrounged from the Materiel Fields, area 1) and an Expert [TN 11] mechanical Challenge.
- 6. The De Smet House:** Agent WOTAN lies unconscious here. See **Scene Three: The Sleeper**.

and they fear informers and summary execution by the German army.

Moving through the village, searching house-to-house or talking to locals requires a Good [TN 9] Challenge to avoid detection. Failure means the village becomes aware of their presence; this has two consequences:

1. A German sympathiser leaves to inform the Germans. The informer will attempt to sneak out unseen and will flee if spotted. If he succeeds, a squad of German soldiers in a half-track (page 50) arrives in 30 minutes and starts a house-to-house search.
2. The De Smets attract the characters' attention. If the informer has fled, they do this openly—there's no time to lose. Otherwise they'll attempt to be subtle, with innuendo and hidden signals. Once contact has been made, proceed to **Scene Three: The Sleeper**.

Success means that the village is not aware of the character's presence. The first time they talk to the locals roll 1d6. On a 1 they meet the De Smets straight away; on a 2 they meet the informer; otherwise they meet a frightened villager who can offer no help. Each subsequent attempt involves another Challenge to avoid detection and the chances to meet the De Smets or the informer increase by 1 (so on the second roll 1-2 for the De Smets, 3-4: the informer, and on the third roll the odds become 50/50).

THE INFORMER

The informer pretends to be a normal villager, and claims to know nothing. If he escapes the investigators'

Handout #1

—my source tells me the Nazis have a new submarine super weapon, possibly involving detonations on the sea floor... A special SS group under the direct control of WALPURGEN is transporting it to Nieuport for something called FALL NADEL, or Operation NEEDLE. I have detected neither Ahnenerbe nor Abwehr; yet WALPURGEN's involvement means this is no normal science. What are they up to? What is Operation Needle?

attention, he attempts to alert the Germans. He has the following Qualities: Average [0] Treacherous Civilian; Good [+2] Sneaky (*Technique: Hiding His Allegiance*).

Scene Three: The Sleeper

Maarten and Ophelie De Smet, a Belgian family, have been harbouring Agent WOTAN since she sought refuge here. Wounded and fleeing, she hid in the attic, writing a letter and complaining of weird nightmares. Several days ago she lost consciousness, and has been in a coma since. The family have forced a little water between her lips, but fear she hasn't long to live.

Agent WOTAN is in a terrible mess—hidden in

“Agent WOTAN is in a mess — hidden in the dank attic, filthy and starving to death.”

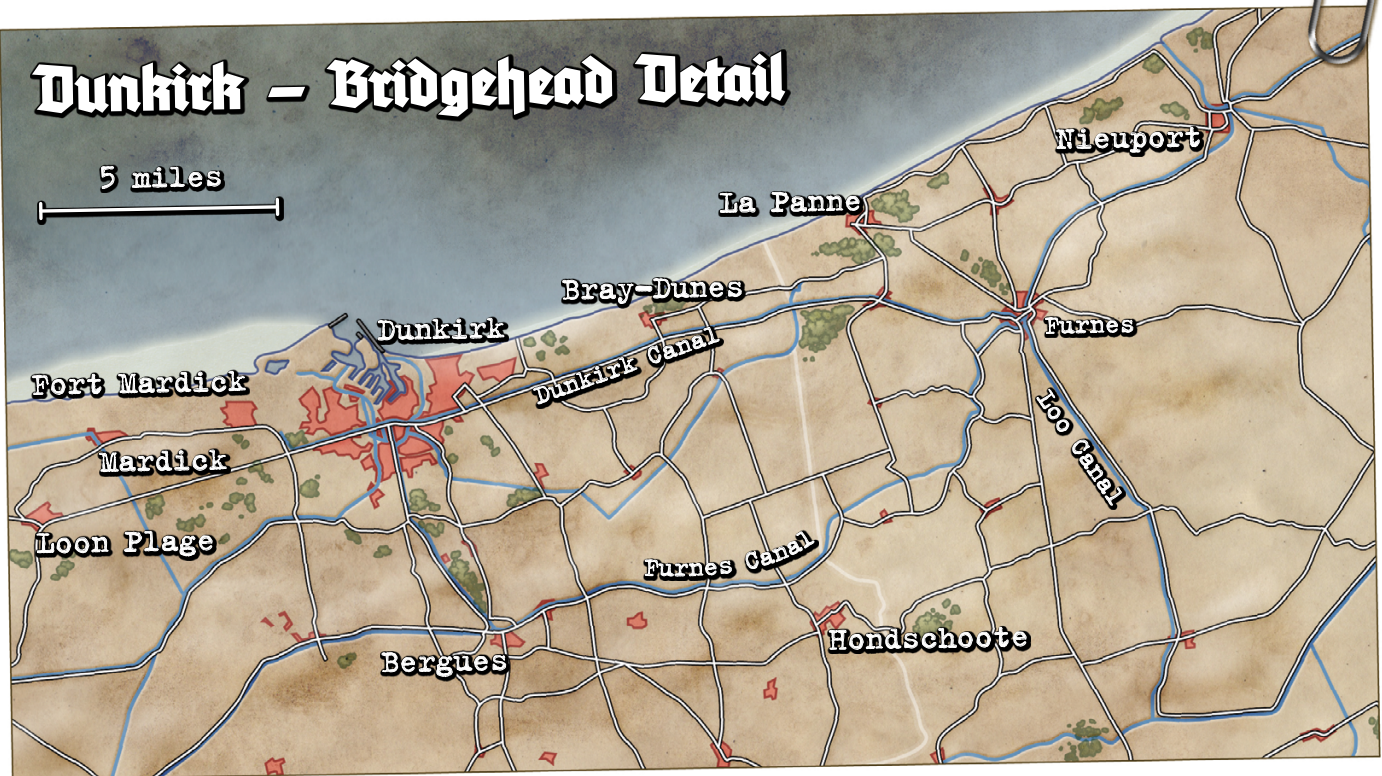
the dank attic, filthy and starving to death. Characters performing a medical examination (a Good [TN 9] Challenge) will reveal that she seems to be in a deep coma, although there is no obvious cause; she seems to be deeply asleep, but cannot be awakened. Characters with knowledge of the supernatural or occult may (Expert [TN 11] Challenge) realize that her condition resembles documented accounts of “astral projection” or other out-of-body experiences. Characters with Qualities related to Dreamlands lore or the Mythos will recognize

Handout #2

My mind will stand these nightmares no longer—that hideous house, the loathsome sea and sky! I must finish this document and pass it to the good people who shelter me. I fear that if I go to sleep again I shall not waken, it draws me so much. But IT IS DOWN THERE, and they are going to bring it up. God! Help us!

THEY ARE GOING TO BRING IT UP!

Dunkirk – Bridgehead Detail



that her condition is deeply unnatural, possibly a result of her “dream self” being trapped in some way.

The De Smets are terrified Agent WOTAN will be discovered by the Germans, and dearly wish her gone. They have her suitcase radio hidden in the house—using this runs the risk of detection by the Germans. Before she lost consciousness, she left a letter with the De Smets, which they will give to the characters. It appears to be gibberish, but is written in a Section D cipher; given several hours any character with Qualities related to code-breaking, or cryptography can decipher the code. If pressed for time it can be done in under an hour (an Expert [TN 11] Challenge) or even less than a half-hour (a Master [TN 13] Challenge).

The letter is Agent WOTAN’s report to Section D. The key points are given in handouts 1 and 2.

NEXT STEPS

The characters must decide what to do with Agent WOTAN. She will not awaken under any circumstances short of those detailed in **Episode Three: Maglemosian** (page 25). If the German informer has escaped, it won’t be safe for WOTAN or the De Smets to remain.

WOTAN’s letter gives the characters a clue: an SS group under the command of noted Nazi occultist Karl Friedrich Walpurgen is due to arrive at the port of Nieuport, on the edge of the Dunkirk bridgehead!

What Has Happened to Agent WOTAN?

Agatha Marcham, codename WOTAN, has fallen victim to a powerful spell performed by Frau Wassermeister, the Fishwitch. Having narrowly avoided capture by Wassermeister’s SS in an encounter which saw WOTAN’s source taken prisoner, Marcham was subsequently dragged into the strange Dreamlands realm of Maglemosian (page 25) while she slept, a victim of Wassermeister’s Summon Dreamer ritual. Once there, the Fishwitch bound her using her *Oneiromancy* Power. Now Marcham’s mind is imprisoned, her body gradually starving to death; she will only last another 3 days. Once her Waking World body is dead, the Fishwitch intends to sacrifice WOTAN at the sea temple (page 29).

Agent WOTAN’s stats can be found on page 28.

Seems as though we have found yet another dreamer.

EPISODE TWO: THE U-BOAT

Following the clues in Agent WOTAN's letter, the characters head to the town of Nieuport on the hunt for a Nazi u-boat! They may travel there directly, or report to the nearest BEF command post first—Nieuport lies on the eastern edge of the Dunkirk bridgehead, and may be the target of a major German offensive!

Scene One: To Nieuport!

Nieuport lies 25 miles from Mesegen. The characters may travel there behind enemy lines—the shortest route, but all encounters are rolled on the “Behind Enemy Lines” column. Or, they may cross the Ypres front again (see page 17), and travel through Allied territory—a longer distance (some 35 miles) but safer: roll on the “Allied Perimeter” column instead.

The characters may commandeer transport, as 25-35 miles may take a couple of days on foot under current conditions (bad weather, open fighting, blown bridges, etc). Finding a vehicle behind enemy lines is difficult, although there's a broken A11 Matilda (a British tank...) in Mesegen and a materiel field just across the river. Otherwise it's a question of seizing one from the Germans...

In the Allied perimeter, the characters may attempt to commandeer a functioning vehicle—if they're lucky, they may even acquire a driver to go with it!

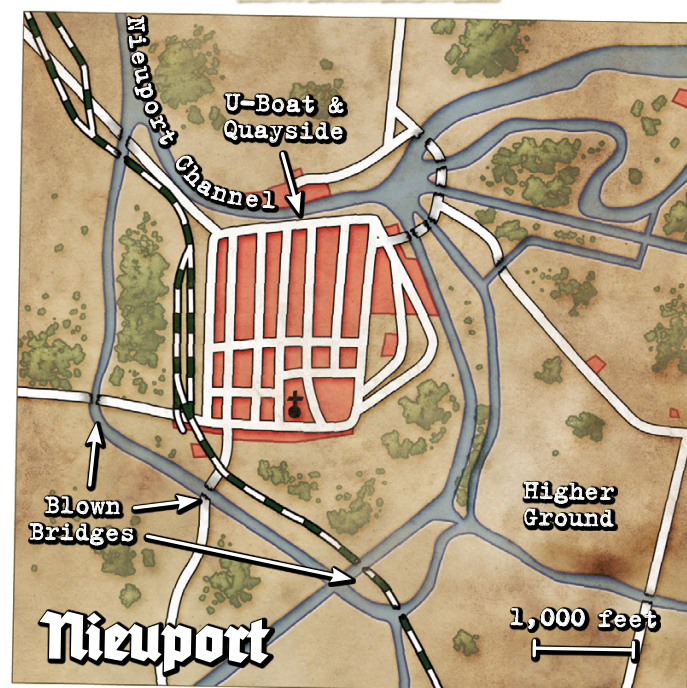
“The Germans have seized Nieuport, and there is fighting on its western edge.”

Scene Two: Nieuport

Nieuport lies a couple of miles from the sea, on the estuary of the Yser River. A strategic Belgian port, it saw heavy fighting in the Great War. Now it lies on the eastern edge of the Dunkirk bridgehead, a lethal frontier between Allied and German forces.

By the end of May (approximately the 30th—but see page 17), the Germans have seized Nieuport, and there is fighting on its western edge. Entering the town is hazardous, roll once for encounters to reach the quays, where a 137-foot u-boat is docked.

The Germans are constantly **on alert** (see page 45) for BEF raiding parties, especially at canal and river crossing points near the blown bridges.



Recognising Maglemosian

There are several occasions in this episode when characters may encounter the mysterious term “Maglemosian”. A character with Qualities related to anthropology, pre-history, paleontology, etc. may (Expert [TN 11] Challenge) recognise it as the name of a European mesolithic hunter-gatherer culture which existed along the North Sea coast between approximately 10000BC and 6000BC.

Scene Three: The U-Boat

The u-boat U-3a is docked at the quayside to the north of the town. Captained by Commander Rainer Hagen, and crewed by a skeleton crew of 12 *Kriegsmarine* sailors, its forces are divided between the u-boat proper and the harbourmaster's offices nearby (area 1 on the map).

Hagen's crew aren't the only occupants of the U-3a; the leader of Sondergruppe KFW2, Frau Edeltraud Wassermeister (AKA the Fishwitch) is also present, together with three assistants. When the characters arrive, only one of the Sondergruppe assistants is present—Wladislaw Eisenberg, the security specialist. The Fishwitch and the other two assistants are currently in Maglemosian (see page 25).

Keepers should be flexible about NPC locations: this isn't a static situation, and if enough time passes Wassermeister and her assistants return to the U-3a.

Handout #3

"As Reid has postulated, the vast quantities of water bound in the ice caps during the last glaciation led to lower sea levels all around the world. In northern Europe, habitable land extended much further out to sea than it does today, and included the so-called 'Dogger Bank' alluvial plain or land bridge..."

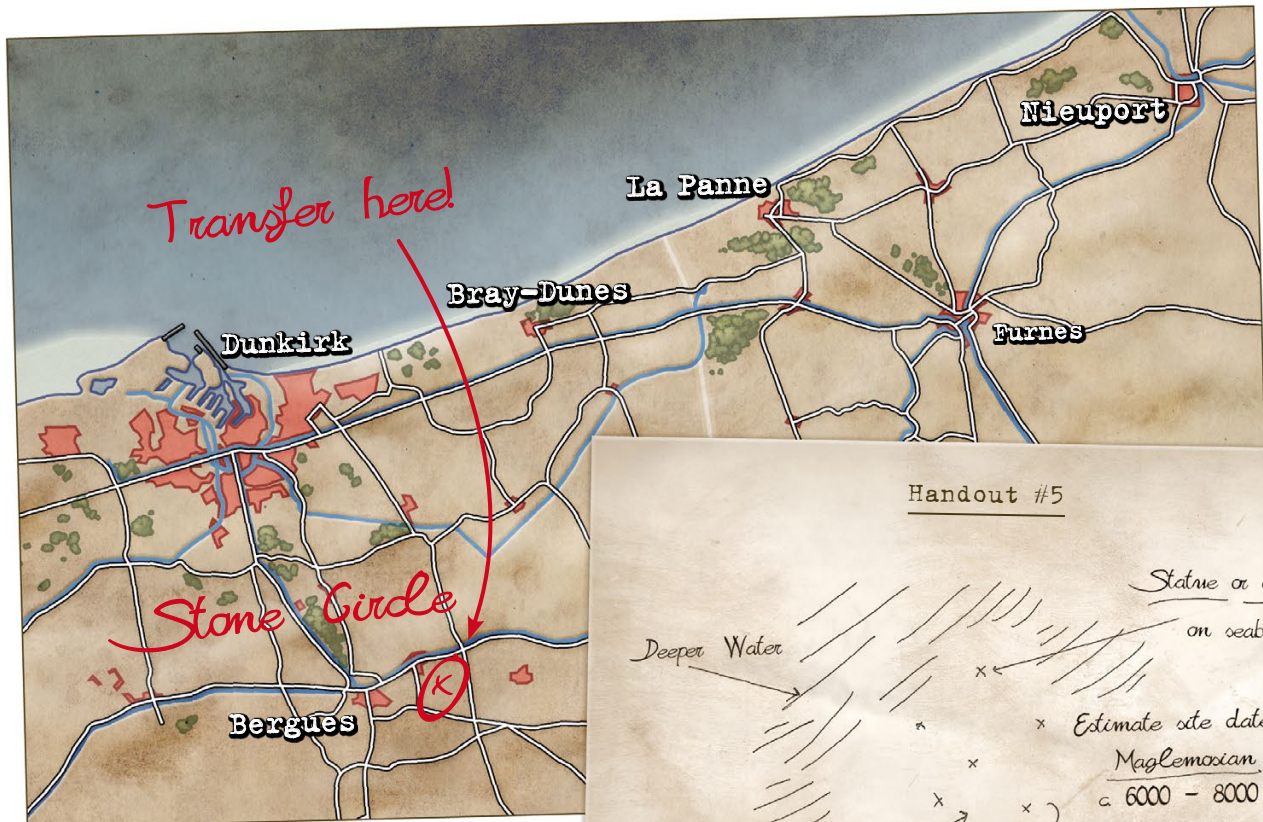
—Ancestors of the Germanic Peoples, Prof. Heinz von Achtigen, ed. München Verlag 1938, Chapter 1

Handout #4

"The Maglemosian hunter-gatherer culture was widespread along the now-inundated coasts of northern Europe, including stretches of the ancestral fatherland. They were a pure and hardy people, noble and inventive; relics recovered by dredger and fishing boat from what is now the North Sea bed show considerable sophistication, and include beautiful examples of the leister or fish-spear. They appear to have worshipped a maritime pantheon of bizarre appearance. [...] The Maglemosian culture disappeared suddenly approximately 6000BC..."

—Ancestors of the Germanic Peoples, Prof. Heinz von Achtigen, ed. München Verlag 1938, Chapter 6

Handout #5



Handout #5

Statue or dolisk
on seabed

Deeper Water

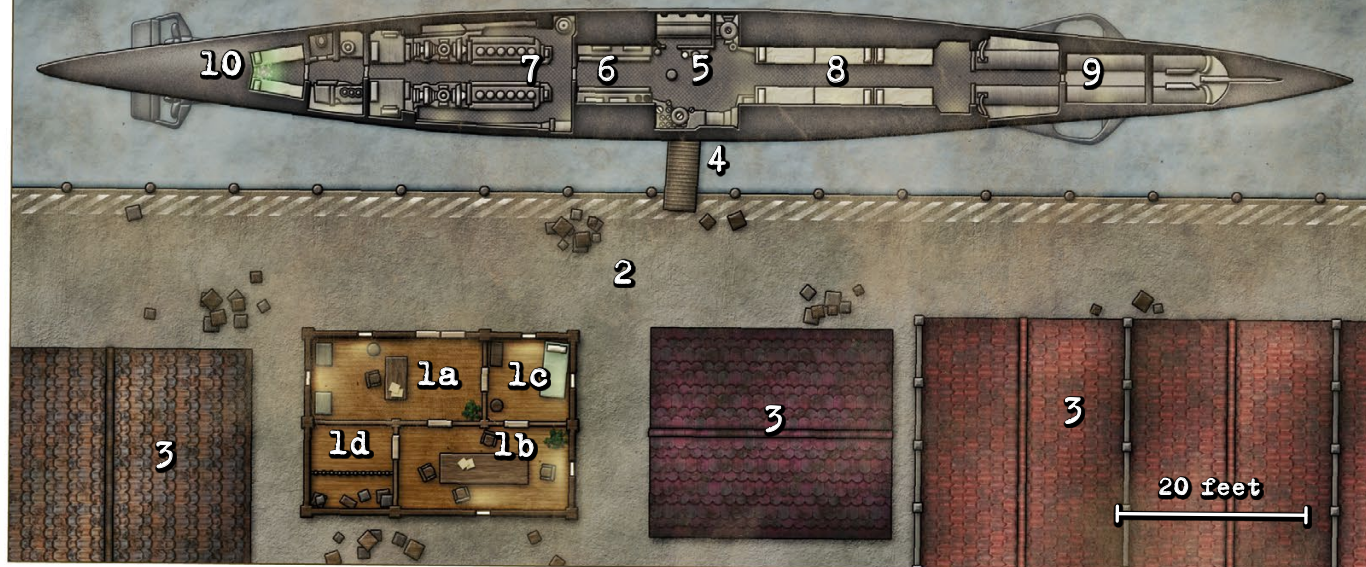
Estimate site dates from
Maglemosian period
c. 6000 - 8000 B.C.

Menhirs indicate
possible later period link
(cf. Les Sept Pecheres)

Site appears to be
ritual space

*This research is pointing to
something very sinister...*

U-Boat and Quayside



U-Boat and Quayside Locations

I. Harbourmaster's Offices: A pretty but functional 19th century wooden building. The front door is locked at night.

Ia. Reception: A desk and chairs, and various chandlery and office supplies. The harbourmaster is elsewhere while there is fighting in the city. Captain Hagen is sometimes here during the day; otherwise he's aboard the U-3a.

U-BOAT COMMANDER KAPITÄNLEUTNANT RAINER HAGEN

- Good [+2] Dutiful German Soldier
- Expert [+4] U-Boat Commander
- Good [+2] Sense of Honour
- Good [+2] Hard-Bitten And Tough
- Good [+2] Keen Eye and Good Aim

Technique: Sidearm

- Expert [+4] Sailor
Techniques: U-Boat, Navigator
- Poor [-2] Inflexible

Weapons: Mauser C96 (+2 damage bonus).

Appearance: Captain Hagen is the archetypal u-boat commander, and an honourable man. He dislikes Wassermeister, perhaps detecting her aquatic affinity. If he captures the characters, he's unlikely to harm them, even as the Fishwitch gloats and completes her ritual.

Once he understands what the ritual entails, Hagen may even cooperate with the characters to stop it!

Ib. Meeting Room: Used by Wassermeister's Sondergruppe, it's usually empty while she's in Maglemosian. Wladislaw Eisenberg, the Sondergruppe security specialist may be here by day (otherwise he's in area 10).

There are two documents on the large meeting table:

- » **An Archaeology Report:** typewritten in German, this binder report summarises current (c. 1940) thinking on the lower sea levels at the end of the Ice Age and the Maglemosian culture. The key sections are in handouts 3 and 4.
- » **A Research Document:** handwritten in German, including archaeological schematics and charts of the sea bed off Dunkirk, including a marker showing a "stone circle" near the town of Bergues (south of Dunkirk). This has been circled in red ink several times, with the annotation "TRANSFER HERE!" —see handout 5.

Ic. Bedroom: Usually occupied by Wassermeister, and probably empty at the moment.

Id. Stores: There's a lockup here storing valuable gear, including several Italian-manufacture diving suits and rebreathers.

2. **The Quay:** Two groups of two infantry guards patrol the quay day and night (page 13). In addition to the U-3a, several other boats are moored here—and could be “appropriated” at a pinch.
3. **Dockside Buildings:** These include chandlery, supply warehouses, and shipyards and repair shops. The guards check on the buildings as part of their patrol.
4. **The U-3a Submarine:** This 137-foot German u-boat is moored at the Nieuport quayside. There are usually at least one or two crew below decks, accessed by a hatch mid-deck; the deck is also fitted with a C30 cannon. The u-boat has also been modified to incorporate two cylinders on deck containing Italian *Maiale* manned torpedoes (page 50).
5. **Command Centre:** The u-boat bridge, containing the periscope and piloting stations. When the u-boat is underway, the captain and several crew work here; in dock, it's empty, except at night when there's a single guard. Investigators descending the ladder from the deck access hatch must make Sneak rolls to avoid being heard by crew or guard. A weapons' locker here holds small arms for the crew:
 - » 2 x GEW 98 rifles and 768 rounds
 - » 6 x C96 Mauser pistols and 360 rounds
 - » 5 bayonets
 - » 2 x MP38 submachine guns and 2000 rounds
 - » 1 x MG34 machine gun and 6000 rounds
6. **Galley:** The food storage and preparation station.
7. **Engines:** The engine can be sabotaged (a Good [TN 9] mechanical Challenge) with a few minutes work or using a couple of grenades. During the day, 1 or 2 crewmen work or carry out maintenance here.
8. **Troop Bunks:** At night, all 12 *Kriegsmarine* crew (including the captain, excluding the guard in area 5) sleep here. By day, 1-4 crew relax here, though most are ashore.
9. **Torpedo Tubes:** There are 3 tubes, and the u-boat carries 5 torpedoes. With time, explosives and skill with demolitions (an Expert [TN 11] Challenge), an explosion here could tear the boat apart.
10. **The Gate:** Formerly the engineers' bunks, this strange chamber still holds 4 bunk beds. On the floor against the aft bulkhead, however, is a strange arrangement of lines and sigils painted on the metal, in an unsettling pattern. This is a gate to the Dreamlands, which physically transports anyone who stands on it to the clearing (area 1) in **Episode Three: Maglemosian**.

The chamber is usually occupied by Wladislaw Eisenberg, security specialist of Sondergruppe KFW2.

SONDERGRUPPE KFW2 MEMBER WLADISLAW EISENBERG, SECURITY SPECIALIST

- Good [+2] German SS Member
- Good [+2] Military Security Specialist
- Technique: Breaking & Entering
- Good [+2] Rugged Charm
- Expert [+4] Powerful Muscles
- Techniques: Boxing*
- Expert [+4] Sharpshooter
- Good [+2] Demolitions
- Good [+2] Smarter Than He Looks
- Poor [-2] Bored With His Assignment

Weapons: Eisenberg carries a *Luger P08 pistol* (+2 damage bonus) and a *MP38 Maschinenpistole SMG* (+2 damage bonus, Autofire) but isn't afraid to use his bare hands if he needs to.

Appearance: A strong, robust man in his mid-thirties, bald with a black goatee. He “dresses down” when he can, and often looks like a wrestler or boxer. Skilled with explosions and break-ins, he's been disappointed his skills haven't been easily applicable in Maglemosian.

The chamber also contains personal effects of Sondergruppe members, who sleep here on occasion. These include:

- » **A Report:** typewritten in German, this 5-page folder is a specially commissioned “Hypothesis on the Maglemosian Flood Event”. The key section is shown in Handout 6.
- » **A Telegram from Heinrich Himmler:** Typewritten in German, to Frau Wassermeister. The key section is shown in Handout 7.
- » **A Handwritten Journal Entry by Frau Wassermeister:** Handwritten in German. The key section is shown in Handout 8.
- » **Two sets of diving suits and rebreathers.**
- » **A Medicine Tin:** containing a syringe and vial of liquid labelled “Maglemosian”. The vial contains 10 doses of a powerful mystical drug. Taking the drug quickly puts the drinker to sleep and sends their dream-selves to the Clearing (page 26) in Maglemosian. The drug is a powerful narcotic which inflicts a new Weakness (Poor [-2] Drowsy and Dizzy) for the next 4 hours if the drinker attempts to remain awake.

Handout #6

"Preliminary evidence suggests that the final disappearance of the 'Dogger Bank' and associated alluvial plains in the North Sea occurred with catastrophic rapidity, far more swiftly than any geological phenomenon. Indeed, it seems possible to speak of a 'flood event'. This does not seem consistent with the gradual rise in sea levels associated with the end of the last glaciation. Instead, one must look towards more violent causes: at this stage, we hypothesise an earthquake, or a major undersea landslide and devastating tidal wave. Until we penetrate the sea depths, the truth is impossible to confirm."

RFSS - The 'Book of Aciel' refers to a 'great swallowing of (or by) the deep', the destroyer of the precious knowledge the Book claims to be preserving. Was this a global event? Or did the Book's author have a connection with Maglemorian? WALPURGEN*

*RFSS—abbreviation for Reichsführer SS, a title of Heinrich Himmler

Handout #7



**Deutsche Reichspost
Telegramm**



WASSERMEISTER,

WALPURGEN INFORMS ME OF PLANS. CESSATION OF ACTIVITIES TO TAKE PLACE. IF FORCES YOU BELIEVE BEHIND DOGGER BANK EVENT ARE REAL, DO EVERYTHING POSSIBLE TO ENSURE COOPERATION, FOR GLORIOUS FUTURE OF OUR THOUSAND YEAR REICH. DO NOT FAIL. I WILL NOT BE LENIENT AGAIN.

HEIL HITLER
R.F.H.H.

HANDOUT #8

There are records in De Vroet, Kleiningen, Fraser, etc. that a 'drowning ritual' continued at least until the Middle Ages along the North Sea coast, dating from no later than the Bronze Age. This may lie behind the 'ducking chair' torture used against students of the esoteric sciences. Is this the Key to the Junction of the Seven fishermen? We must seize Bergues from Allied hands!

EPISODE THREE: MAGLEMOSIAN

This episode deals with events if the characters enter the strange environment of Maglemosian, a Nazi outpost in the Dreamlands. Keepers who do not wish to incorporate Dreamlands elements into their game may ignore this episode; alternatively, Maglemosian may be portrayed as a mysterious “other place”, unconnected with the Dreamlands proper. Indeed, characters may believe they are time travelling, “astral projecting”, or have stumbled onto a portal to another world or “parallel universe” when visiting this realm.

In some uncanny way, Maglemosian seems to be a shadow of the Dunkirk area. When the characters enter, their weapons “wriggle” and “twist” in their hands, transforming into weirdly primitive, mediaeval forms such as bows, spears, and slings.

Stretching before them is an ominous coastal landscape, devoid of all signs of civilisation. In an atmosphere of pervasive unreality, colours are dark and muted—

“The sky is perpetually overcast,
the air heavy with moisture
and the smell of ozone and the
exposed seabed.”

bruised purples, deep greens, midnight blues, blackish browns—and the sky is perpetually overcast, the air heavy with moisture and the smell of ozone and the exposed seabed. There is the feeling of the calm before the storm, of an impending doom.

Although the characters may not initially realise it, Agent WOTAN is mysteriously “imprisoned” in Maglemosian, and it is possible to rescue her, causing her emaciated body to regain consciousness in the Waking World. Additionally, the Fishwitch, Frau Wassermeister,

is visiting Maglemosian with two of her assistants and several Nazi guards—the embryonic “Traumstaffel” or “Dream Guard”. Together, Wassermeister and Walpurgen are creating a Nazi foothold in Maglemosian—possibly the beginnings of a Nazi Dreamlands enclave. They are also communicating with its hideous denizens—the dwellers beneath the sea—to enlist their power in support of the Third Reich in the Waking World.

Encounters in Maglemosian

Investigators travelling in Maglemosian should roll on the following table every 4 hours:

2D6 ENCOUNTER

2-6	Maglemosian Tribesfolk
7-8	Maglemosian Hunters
9-10	Traumstaffel
11-12	Dreamlands Creatures

- **Maglemosian Tribesfolk:** If encountered before **Scene Two: The Black House** has been played, these 2D6 tribe members are heading for the Hunting Camp. Otherwise they are heading towards the Temple for the Ceremony of Binding (see **Scene Three: The Sea Shaman**). If approached by the characters, they lead them to the Black House or Temple, as appropriate.
- **Maglemosian Hunters:** This is a group of 1D3+1 hunters, armed with Fish-Spears. Use the Maglemosian Warrior statistics on page 26. If the investigators haven't been identified as adversaries, they offer to lead them to the Black House or the Temple, as above. Otherwise, they attempt to take the characters prisoner.
- **Traumstaffel:** There are fewer than 10 Traumstaffel troopers in Maglemosian; this is a 2-man patrol, possibly with 1D3+1 hunters in tow. They apprehend the characters and take them to the Fishwitch or the Black House, as appropriate.
- **Dreamlands Creature:** Gamemasters who wish to emphasise Dreamlands elements may have the characters encounter Dreamlands creatures, Gamemasters may use the stats for Mythos creatures provided in *Three Kings* or come up with their own.

Where in the Dreamlands?

If the Gamemaster wishes, Maglemosian can be placed in a specific Dreamlands location. In the writer's campaign, Maglemosian was situated on a bleak and lonely stretch of coast north of the Enchanted Wood, in the straits between the Cerenarian and Southern Seas.

Scene One: The Clearing

Characters entering Maglemosian find themselves in this clearing in the Dark Forest. Almost immediately, they become aware of three other people: one in Waffen-SS uniform (a Traumstaffel trooper), and two in crude leather hides and skins (Maglemosian tribesmen).

Make opposed DEX rolls between the investigators' highest DEX score and that of the guards; the winning side surprises the loser, who can only act at half DEX. The Traumstaffel trooper perceives who the investigators are, and attacks unless they surrender immediately. Remember the investigators are suddenly armed with archaic weapons!

TRAUMSTAFFEL TROOPER

- Good [+2] Dream Guard
- Good [+2] Physically Fit
Technique: Fast Reflexes
- Average [0] Basic Dreamlands Knowledge
- Good [+2] Archaic Weapon Training
- Poor [-2] Complete Dedication

Weapons: The Traumstaffel carry a *Composite Bow* (+2 damage bonus) and a *Rapier* (+2 damage bonus, Defensive). Their uniforms are also reinforced with *light armor* (granting a Boost to defensive rolls).

Appearance: The Traumstaffel wear the SS uniform, but with an "Eh" rune on the left cuff. Membership requires skill with bladed weapons and possibly bows, and a willingness to do **anything** to support the Third Reich!



The "eh" rune

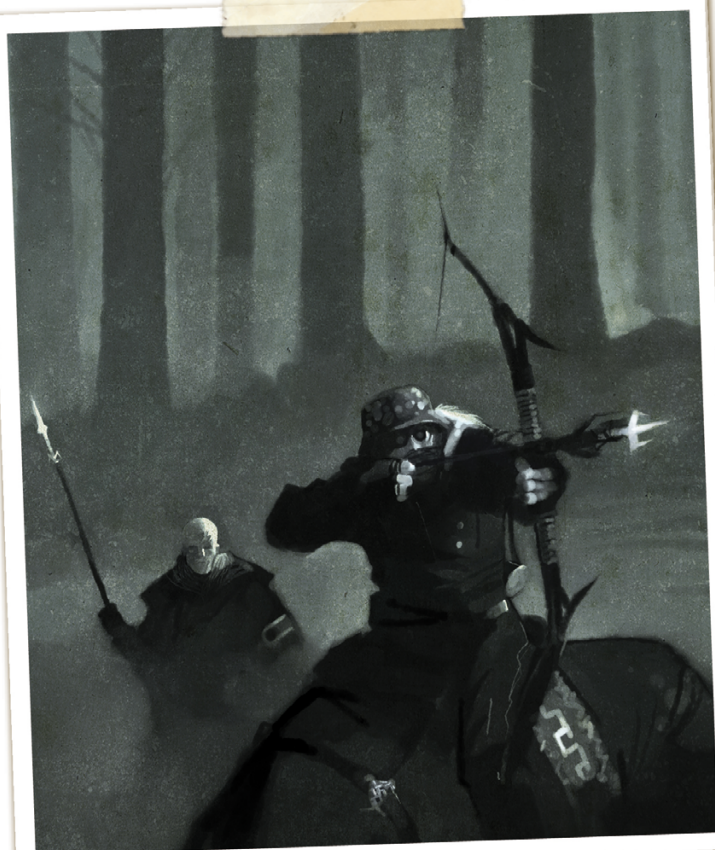
**Traumstaffel are not insane cultists or fanatics like the Fishwitch. They believe they are participating in an Ahnenerbe-related science mission possibly linked to time or dimensional travel. If confronted with the reality of the situation, the Traumstaffel will have to resist a Master [TN 13] Madness Hazard.*

MAGLEMOSIAN WARRIOR

- Good [+2] Primitive Warrior
Technique: Spear
- Good [+2] Strong and Tough
- Expert [+4] Athletic
- Good [+2] Lay of the Land
- Good [+2] Hunter
- Poor [-2] Primitive

Weapons: The warriors carry a *Fish-spear* (+2 damage bonus, Long Reach) and wear *thick hides* (granting a Boost to defensive rolls).

Appearance: These are classic Stone Age tribesmen, with flint-tipped weapons and simple hand-made gear. They have a northern European appearance, but are wiry and weatherbeaten, used to surviving in a harsh environment.



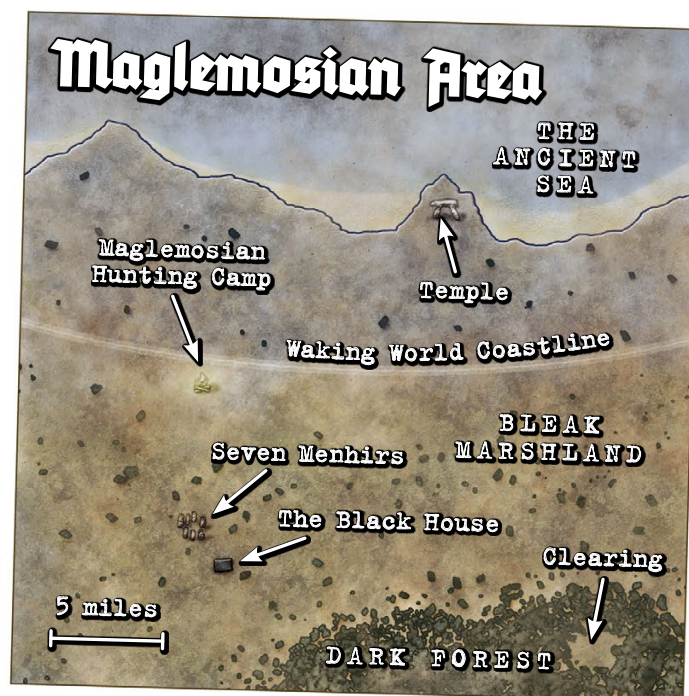
Interacting with the Maglemosians

The Maglemosians are oppressed and benighted by their worship of the dwellers beneath the sea. Led by evil shamans, they practise propitiatory human sacrifice; their world view is harsh and bleak. Characters are assumed to be members of Wassermeister's Sondergruppe or the Traumstaffel, and are escorted to the nearest group of Nazis. While individual Maglemosians may prove friendly and even sympathetic, the Maglemosians as a whole have little interest in the unfathomable dealings of the Waking World.

Maglemosian Locations

- **Ancient Sea:** A cold and windswept shore of low-lying and bleak marshlands. A character with Qualities related to geography (Waking World or Dreamlands) may realize that the shoreline corresponds to the the sunken sea bed off the Dunkirk coast.
- **Black House:** This ponderous block of forbidding black stone has a flat roof. Red banners emblazoned with swastikas and flaming braziers flank its double doors. See **Scene Two: The Black House** for details.
- **Bleak Marshland:** Maglemosian consists mostly of stretches of bleak marshland, eerily reminiscent of the terrain around Dunkirk. Everything is terribly still, as though waiting.
- **Clearing:** Characters who have been to the De Smet house may sense (a Good [TN 9] Challenge) that the clearing in the dense forests somehow corresponds to the attic where Agent WOTAN lies unconscious. See **Scene One: The Clearing**, below.
- **Dark Forest:** Maglemosian is dreary and overcast at the best of times; here, so little light penetrates that it inflicts a Downshift to visual rolls. Instead, strange phosphorescent fungi shed an eerie glow. The Dark Forest may be part of the Enchanted Wood in the Dreamlands at the Gamemasters discretion. If so, the area is close to the Waking World, and the seven hundred steps of the Gate of Deeper Slumber lie somewhere within.
- **Maglemosian Hunting Camp:** Maglemosian is sparsely populated by Stone Age humans, a forest and wetland culture indigenous to the northern European coasts between 10000-6000BC. This is one of their seasonal hunting camps, an assortment of tents and crude stone huts of menacing aspect—just why do none of them have windows?

The Maglemosians use fishing and hunting tools of flint, wood, and bone, and carry three-pronged “leister” fish-spears. They have a wolf-like domesticated dog which growls at any newcomers threateningly.
- **Seven Menhirs:** Seven crude menhirs stand in a circle; characters may sense (a Good [TN 9] Challenge) they are somehow connected to the Waking World. The



Language in Maglemosian

If the Gamemaster is treating Maglemosian as part of the Dreamlands, remember that all characters seem to speak the same language. Feel free to give everyone recognisable and suitably outrageous accents!

menhirs correspond to the stone circle known as *Les Sept Pecheurs* (page 36), although these stones appear to be a new construction. If Agent WOTAN is with the characters, she can identify the menhirs; otherwise this is an Impressive [TN 15] Challenge using Qualities related to archaeology or the local area.

- **Temple:** This ancient stone structure feels uncanny and inhuman; characters may recognise it from the Research Document on page 21. See **Scene Three: The Sea Shaman** for more.
- **Waking World Coastline:** Characters crossing this line will intuitively sense that they have somehow entered lands that are “underwater” in the Waking World.

The Black House Locations

- 1. Reception:** This room looks uncannily like the Harbourmaster's Office (page 22). There are ID3 Traumstaffel troops here.
- 2. Meeting Room:** A copy of the room in the Harbourmaster's Office. If the investigators haven't removed the originals, the table holds versions of the Archaeology Report and Research Document shown on page 22.
- 3. Unused Bedroom:** The walls of this chamber are draped with occult runes of Nazi significance, occult paraphernalia, and images of a single man—a corpulent SS officer with a menacing expression. The items are associated with the German Ahnenerbe, and the images depict Karl Friedrich Walpurgen. Walpurgen often uses this room when he travels to Maglemosian; the décor is his own dream creation.
- 4. Prison:** The prison bars are solid steel (Impressive [TN 15] durability) with a hefty lock (an Expert [TN 11] Challenge to pick). Behind them sits Agatha Marcham—Agent WOTAN! Unlike her emaciated body in the De Smet house (page 18), she looks the picture of health—if bewildered and terrified.

Marcham is overjoyed to see the characters. She tells them about the Sondergruppe and Wassermeister's presence; she doesn't know her plans, but does know she's involved with a ceremony at a temple by the sea, and that in the waking world the Sondergruppe is planning to raise a dreadful prehistoric statue which she has seen in her dreams—and which seems to be related to this bizarre Maglemosian realm.

Even if Agent WOTAN is freed from the Black House, she is still trapped in Maglemosian, unable to waken. There are two ways to rescue her:

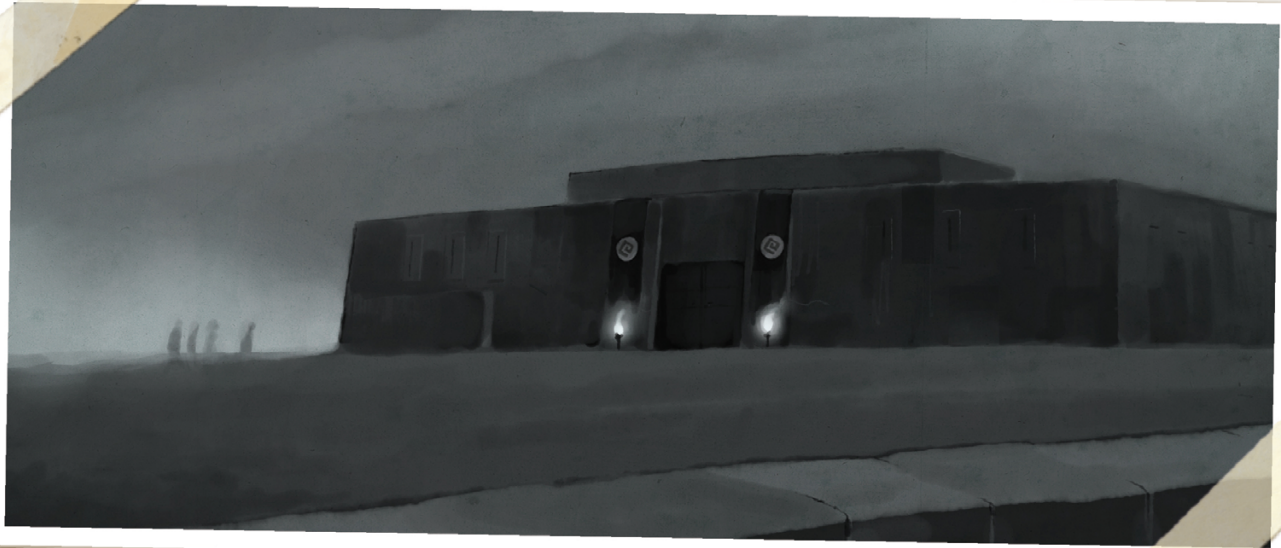
- » Kill Agent WOTAN! Although the characters probably won't know this (An Impressive [TN 15] Challenge), if Agent WOTAN "dies" in Maglemosian, she will wake up in the Waking World. This does not apply to characters who have entered Maglemosian via the U-3a gate (page 23).
- » Agent WOTAN finds her way through the Dreamlands back to the Waking World. If she passes through the Gate of Deeper Slumber or even the Clearing in the Dark Forest, she wakes up in her own body—wherever it is.

AGATHA MARCHAM, AKA AGENT WOTAN

- Good [+2] British Agent
- Good [+2] Undercover Intelligence Agent
Techniques: Research, Cryptography
- Good [+2] Keeps a Wary Eye Out
- Expert [+4] Moves Quietly and Cautiously
- Good [+2] Clever Young Woman
- Expert [+4] Polyglot
- Poor [-2] Small and Slender
- Poor [-2] Clinophobia

Appearance: A petite and pretty woman in her mid-twenties, Marcham has dark hair, blue eyes, and dresses in the inconspicuous skirt and blouse common to her Belgian contemporaries. She has recently suffered several major traumas, including her entrapment by the Fishwitch, and the strain clearly shows on her face. She has developed clinophobia (fear of beds) as a souvenir of a recent bout of temporary insanity.





Scene Two: The Black House

The Black House is the destination to which the Traumstaffel or other Maglemosian tribesfolk escort the characters, either freely or as captives. Otherwise the characters may find it by exploration or by tracking natives. It is an incongruous structure; a rigidly symmetrical building of forbidding black stone, with a flat roof. Its windows are tall slits, and it has black double doors in the middle of its northern wall. To the characters' surprise, the doors are flanked by red hangings emblazoned with swastikas, flanked by flaming braziers. The Nazis are here!

The Black House is the first Nazi outpost in Maglemosian. Created by Wasserremeister's Oneiromancy and Walpurgen's dream-shaping skills, it is a place for them to meet and research the strange forces of the shadow-realm.

Those entering may realise that it has the same appearance and layout as the Harbourmaster's Office in Nieuport (page 26). From within, each window looks out on uncanny views (roll 2d6):

- 2-5: the view is the exterior of the house in Maglemosian.
- 6-7: the view is the townscape of Nieuport, from the Harbourmaster's Office.
- 8-9: the view is another place in the Dreamlands, or possibly its moon. Any creatures viewed may cause a Madness Hazard.
- 10-12: The view is an impossible vista on deep space, where vast and terrifying beings cavort and play. This is an Impressive [TN 15] Madness Hazard.

Scene Three: The Temple

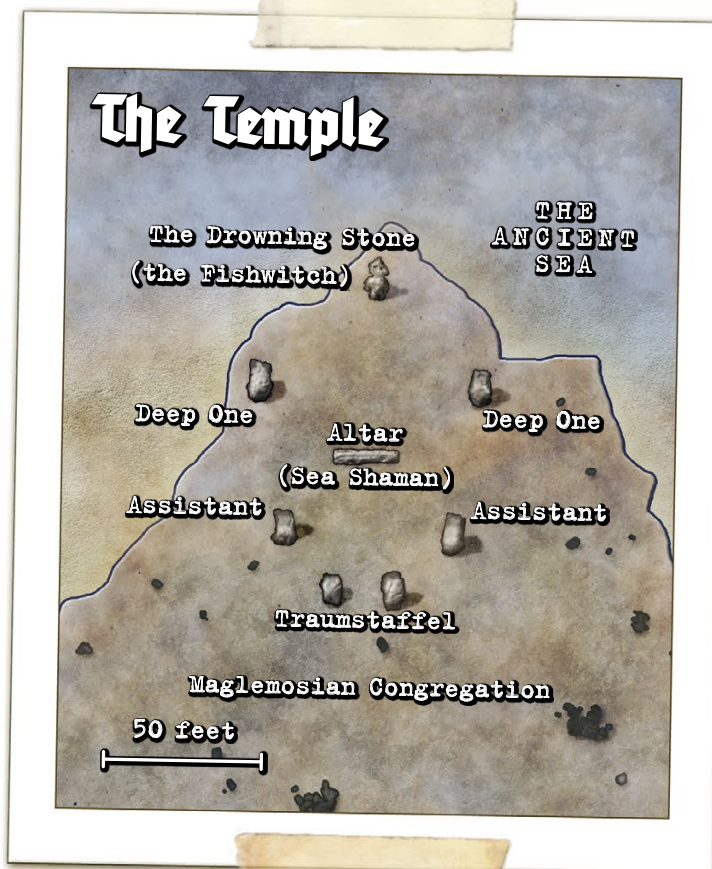
If the characters enter Maglemosian prior to the events of Episodes Four and Five (the raising of the Sea Statue and the Searise ritual), Wasserremeister is attending a "Ceremony of Binding" at the antediluvian temple on the Maglemosian shore. There, in the presence of a Maglemosian "Sea Shaman" cultist, she encounters a hideous representative of the dwellers beneath the sea, and begins to forge an alliance which will be sealed by the Searise ritual in the Waking World (see **Episode Five: Searise**).

When the characters arrive at the temple, the ritual is already underway. Over a hundred Maglemosian tribesfolk have gathered at the base of the headland, and before them two Traumstaffel troopers, Frau Wasserremeister,

"In the presence of the Maglemosian Sea Shaman, Wasserremeister encounters a hideous representative of the dwellers beneath the sea."

her two Sondergruppe assistants, and the Maglemosian "Sea Shaman" are performing the ritual amidst the temple stones.

In the ritual, the Traumstaffel and assistants take positions at the standing stones indicated, and the Sea Shaman stands before the low stone altar, looking out to sea. The Fishwitch advances further still, to a menhir which has been carved in the shape of a crude humanoid figure with sinister fishlike features—here known as the "Drowning Stone", but identical to the Sea Statue in the Waking World. Sacrifices to the dwellers beneath the sea



are usually bound here; the Fishwitch stands in front of the stone.

The ritual takes 15 minutes, during which time the Sea Shaman chants and gesticulates wildly, and the Maglemosian tribesfolk sway and chant in reply. At its climax, a wave surges over the headland from the sea, reaching the feet of the congregation. With it, three hideous humanoid shapes emerge from the water—deep ones, the dwellers beneath the sea!

Witnessing the deep ones emerge is an Expert [TN 11] Madness Hazard.

Two deep ones stand by the standing stones as marked, facing the Sondergruppe assistants. The third, significantly larger, approaches the Fishwitch, and the two converse. The Fishwitch is in a state of great excitement; she cries out chants, and gesticulates grandly. Finally, with an almost hysterical cry, she raises her arm in a Nazi salute; and, in a hideous mockery, the deep one does likewise! Then it turns and vanishes beneath the waves with its brethren.

The Fishwitch returns to the Sea Shaman, and a wild orgy of celebration begins, lasting several hours. At the end of this, the Fishwitch leaves for the Clearing (page 26) and the Waking World, accompanied by the Traumstaffel and her assistants.

CHARACTER ACTIONS

The characters may want to interfere with the ritual, or its aftermath. Let them try. Interrupting the ritual itself is hardest; the tribesfolk stop them, probably some two dozen trained warriors (see page 26 for stats), as well as the two Traumstaffel troopers (stats on page 26) and the two Sondergruppe assistants (page 34).

If the characters manage to break through, they face the Sea Shaman and the Fishwitch, who are both formidable opponents, and possibly the three deep ones if they have already arrived. To be honest, attempting to interrupt the ritual this way is probably suicidal.

See page 5 for the Fishwitch's stats. The Sea Shaman and the deep ones are as follows.

THE SEA SHAMAN, CULTIST OF THE DWELLERS BENEATH THE SEA

- Good [+2] Megalomosian Native
- Expert [+4] Follower Of The Deep Ones

Techniques: Ritual Dance

- Good [+2] Arrogance
- Good [+2] Magical Aptitude
- Good [+2] Torment Flesh*
- Average [0] Mind Wrack*
- Good [+2] Defensive Charms

Technique: Deflect Missiles

- Poor [-2] Savage Shaman
- Poor [-2] Withered Ancient One

Magical Aptitude: The Shaman has incredible magical power due to numerous dark rituals and bargains. This quality aids in any rolls related to Powers, rituals or resisting magical effects.

Torment Flesh: This is a Power used to shrivel flesh, fill lungs with fluid and twist muscle. The Power allows the user to make Monstrous-Scale attacks against opponents.

Eavesdropping on the Fishwitch

If the characters somehow eavesdrop on the Fishwitch and her assistants after the Ceremony of Binding, they learn that the Sondergruppe are about to retrieve a "Sea Statue" from the seabed off Dunkirk, which they intend to use in a ritual near something called "The Seven Fishermen", near the town of Bergues—a few miles from Dunkirk and currently defended by the Allies. The characters know where the German forces will next attack!

Mind Wrack: This Power allows the shaman to attack a character's mind, bypassing most defenses. These attacks inflict Wound Ranks (as Madness Hazards) and cause victims to Snap if Zeroed Out.

Weapons: The shaman carries a *Fish-spear* (+2 damage bonus, Long Reach) like his warriors, but it is mostly ceremonial.

Rituals: Contact Deep Ones

Appearance: A hideous old man with straggling hair filled with kelp and seaweed, dressed in mottled soaking rags. Fetishes made from shells and fishbones decorate his body, which exudes a foul fishy stench.

THE GREATER DEEP ONE

- Expert [+4] Immortal Fish-Man
Technique: Swimming
- Expert [+4] Ancient Secrets Of The Deep
- Good [+2] Slimy, Scaly Hide

What If They Win?

This episode assumes Wassermeister survives to Episode Four—the odds heavily favour this outcome. However, there is a slim chance the characters defeat her in Maglemosian. What happens then?

Defeating the Fishwitch in Maglemosian should **not** be easy. Their primitive weapons, lack of magical support, and the fact that they're horribly outnumbered in a hostile environment, should conspire to make things difficult for characters who try to take out the Fishwitch in a head-on confrontation. However, if the characters do succeed, then they will have thwarted the Searise ritual and Walpurgen's plot to forge a deep one alliance!

If this happens, don't play it down; it's an *enormous* victory, and should be feted as such—a clear and acceptable conclusion to the adventure. Of course, there are loose ends to tie up: the future of Maglemosian, and the fate of the Sea Statue. But otherwise proceed to the Epilogue on page 39, and consider "rewarding" surviving characters with Mythos Dice.

Far more likely, however, the characters return to the Waking World in hot pursuit of the Fishwitch, determined to thwart her nefarious plan!

- Expert [+4] Towering Brute
- Expert [+4] Strength To Tear Men Limb From Limb
Techniques: Fighting Underwater, Claws
- Poor [-2] Cold, Piscine Mind

Madness Rating: Expert [TN 11]

Natural Weapons: The deep ones' claws grant a +2 damage bonus.

Appearance: A huge and powerful-looking deep one, with the authority to negotiate with the Fishwitch. Its emotionless face has a shark-like coldness, and its evil calculations may take years to come to fruition.

See page 38 for statistics for the two deep one servitors.

An alternative may be to infiltrate the orgiastic celebration. Successful Sneak rolls get the investigators into the Fishwitch's vicinity; any subsequent attack is met by the Fishwitch, the Sea Shaman, the two assistants, the two Traumstaffel, and possibly 1D6 Maglomorian warriors. It's still pretty foolhardy.

Lastly, the players may intercept the Fishwitch on her way to the Clearing. This may involve setting up an ambush to cut her off during her journey; otherwise the players may be forced to chase down the Fishwitch and her entourage. A chase can be resolved as a Conflict between the players and the Fishwitch as both groups race to the gate. If the characters force a confrontation they face the Fishwitch, the two assistants, the two Traumstaffel, and 1D3+1 Maglemosian warriors.

Ultimately, the characters may simply decide to observe the ceremony, and then track the Fishwitch back to and through the gate, reasoning they have a better chance of summoning reinforcements in the Waking World.

EPISODE FOUR: THE DIVE

This episode deals with the Sondergruppe attempt to retrieve an ancient Stone Age artefact from a prehistoric temple sunk off the Dunkirk coast. The scenes here are very variable, as the characters have a wide range of actions open to them, and may begin the episode in a variety of locations.

If the Sondergruppe successfully retrieves the "Sea Statue" (the most likely outcome), they proceed to the besieged town of Bergues on the edge of the Allied bridgehead, where they perform a ritual which will doom the Allies on the beaches of Dunkirk. See **Episode Five: Searise** for details.



Taken Prisoner!

In Scene One, the characters may be taken prisoner by the u-boat crew. Don't worry about this—it's the kind of trouble grand adventure is made of! First, u-boat captain Rainer Hagen (page 22) orders the characters to be tied up under armed guard in the engine room. Second, Frau Wassermeister gloats, sneering that she has a "very special death" in store for the "Allied spy Schweinehunde".

At this point, if the characters don't know already, Wassermeister rants about the stone circle of *Les Sept Pecheurs* near the town of Bergues. She doesn't divulge the ritual's exact nature.

Next, unless the investigators free themselves, describe the retrieval of the Sea Statue and the return to Nieuport. Thereafter, several hours pass, until the Searise ritual begins, whereupon the characters hear cries of terror and alarm from the u-boat crew (as they fail their SAN rolls). Ashen-faced, Captain Hagen comes down to the characters and asks them if they know what's going on. Assuming they make a good case, he frees them—the sea is rising, and something is very wrong! Can the characters set it right?

In this case, proceed directly to **Episode Five, Scene Two: The First Flood**.

The Sondergruppe plan to retrieve the Sea Statue is as follows:

- Set out from Nieuport in the U-3a u-boat under cover of darkness.
- Head for a location some 2 miles northwest of the Nieuport estuary, north of the beaches—the location of the sunken temple.
- Surface the u-boat, and deploy the two Sondergruppe divers, Renee Duchamps and Torsten von Leichhardt, on a *Maiale* manned torpedo.
- Dive again as the diving team heads down to the temple, and remain in the vicinity.
- Once the Sea Statue has been retrieved, surface to take the divers on board.
- Return to Nieuport.

The mission is hazardous; the Dunkirk evacuation is ongoing, and attacks by dive bombers are possible, as well as shelling and attacks by Allied ships. However, weather conditions are poor, not clearing up until the dawn of the 1st of June, and the Sondergruppe hopes to take advantage of this cover.

CHARACTER ACTIONS

The characters may begin the episode in the following locations.

On Board the U-3a: If the investigators have stowed away on the u-boat, or are returning from Maglemosian the Dreamlands Gate, they find themselves on board the U-3a as it powers towards the diving point! See **Scene One: On Board the U-boat**.

Onshore: The characters may observe the U-3a or the Sondergruppe from the shore (possibly at Nieuport). See **Scene Two: Tracking the Sondergruppe**.

Awakening from the Drug: If the characters entered Maglemosian using the "Maglemosian Drug" (page 23), they awaken exactly where they started. This could be ashore or even on board the u-boat, as above.

Straight to the Temple: It's possible the characters may somehow head to the temple on the seabed, possibly using diving gear, a captured manned torpedo, or another creative solution. Proceed directly to **Scene Three: The Sea Statue**.

Scene One: On Board the U-Boat

If the Fishwitch knows she is being followed when she leaves Maglemosian via the Dreamlands Gate, the characters are taken prisoner when they re-enter the u-boat, already en-route to its destination! See the adjacent box for details: the characters step through the gate one at a time, with their firearms permanently transformed into bows, etc, to a welcome by a heavily-armed submarine crew with MP38s!

Otherwise, the characters find themselves sneaking around a cramped u-boat at sea, armed only with bows and arrows! Use the deckplans on page 32; depending upon events in **Episode Two: The U-Boat**, there may be up to 18 opponents on the boat: Captain Hagen, the 12 Kriegsmarine crew, the Fishwitch, her 2 assistants, and 2 Traumstaffel troopers. An open firefight is likely suicidal!

A WINDOW OF OPPORTUNITY

The one thing working in the characters' favour is time: the crew are busy preparing to surface over the sunken temple and embark Duchamps and von Leichhardt on

the *Maiale* manned torpedo. The characters may take advantage of this to jump ship as soon as the u-boat surfaces. Let any reasonable plan by the players succeed: the crew are not bristling with weapons, and indeed probably only the Traumstaffel are armed, standing on deck keeping a lookout. The characters may have the element of surprise, rushing on deck and possibly arming themselves from the weapons' locker. There's even a second manned torpedo on deck...

If the characters don't make it off the u-boat, their only options are to wait for the boat to return to Nieuport, or to be taken prisoner.

Scene Two: Tracking the Sondergruppe

In this scene, the characters are not on board the U-3a, but are aware of its movements. They may follow in a commandeered boat, and interrupt the *Maiale* dive; attack the u-boat directly; or mount a separate dive and interfere with the raising of the Sea Statue.

INTERRUPTING THE MAIALE DIVE

This may be a pitched battle at sea, with the investigators on a commandeered boat attacking the crew of the U-3a with small arms fire as they surface.

Use the U-3a weapons' locker (page 23) to determine how heavily-armed the crew are. Their objective is clear; to fend off the characters long enough to get Duchamp and von Leichhardt onto one of the *Maiale* manned torpedoes and successfully dive. If this proves impossible, the submarine may even launch one of its torpedoes; figure this happens if the small arms fight continues for longer than 5 Turns.

The characters may also use stealth to interrupt the dive; sabotaging the diving gear or the *Maiales* forces the U-3a to return to Nieuport to regroup.

ATTACK THE U-BOAT

This requires heavy gear; perhaps the characters have somehow obtained an armed German *Schnellboot*. It is difficult to call in Allied reinforcements—all Allied naval vessels are taken up with the evacuation—but enterprising characters may call in a single naval Motor Torpedo Boat to help. Make sure it's the players who are calling the shots and rolling the dice, even if their characters are not wholly involved. See pages 51 and 50 for statistics for the U-3a and Motor Torpedo Boat respectively; rules for resolving ship-to-ship actions are on page 45.

INTERFERE WITH THE SEA STATUE RETRIEVAL

This assumes the characters are in diving gear, possibly mounted on a *Maiale* manned torpedo. If the characters are swimming freely, the Sondergruppe divers on their *Maiale* easily outpace them, and the characters have only a single action before being left behind. They must then make their way to the ruined temple on the seabed: see **Scene Three: The Sea Statue**. If the characters have their own *Maiale*, treat this as a Conflict between the pilots.





Decompression

The depth of the temple of the Sea Statue is sufficient to cause decompression sickness—the infamous “Bends”—those who return immediately must resist a Master [TN 13] Hazard (inflicting Wound Ranks) at the beginning of the following Scene after surfacing. Characters with related Qualities should be aware of the danger, allow other characters a Good [TN 9] Challenge to realize the threat.

Firearms cannot be used underwater. Hand-to-hand attacks are possible, but suffer a downshift, as well as spearguns (+4 damage modifier).

RENEE DUCHAMPS, SONDERGRUPPE MEMBER AND UNDERWATER FROGWOMAN

- Expert [+4] Combat Diver
Technique: Speargun
- Expert [+4] Student of Mythology and Legends
- Good [+2] Seen More Than She Should
- Expert [+4] Ingenious
- Good [+2] Quick Reflexes
Technique: Underwater Agility
- Poor [-2] Under Immense Mental Strain

Weapons: When diving Duchamps carries a *speargun* (+4 damage bonus).

Appearance: Duchamps is a short, stocky woman with russet hair and green eyes, and a smooth, watery skin. She is feeling the strain of working with the Fishwitch in Maglemosian, and is regularly afflicted by periods of hysteria and mania. She is a mythology specialist, and is finding it difficult to distinguish between reality and the legends she loves to read.

TORSTEN VON LEICHHARDT, SONDERGRUPPE MEMBER AND UNDERWATER FROGMAN

- Expert [+4] Combat Diver
- Technique: Speargun
- Expert [+4] Large And Heavily Muscled
- Master [+6] Nazi Interrogator
- Good [+2] Occultist
- Average [0] Hypnotic Command*

Technique: You Will Answer My Questions

Hypnotic Command: Torsten von Leichardt can use this Power to force his victims to obey his verbal commands, if he succeeds at a Challenge (with a TN based on the victim’s willpower or mental resistance Qualities). The commands must be brief because the control lasts only a few seconds.

Weapons: Leichardt carries a *speargun* (+4 damage bonus).

Appearance: Torsten is a devout Nazi and a believer in Aryan supremacy, the theory of the Übermensch, the

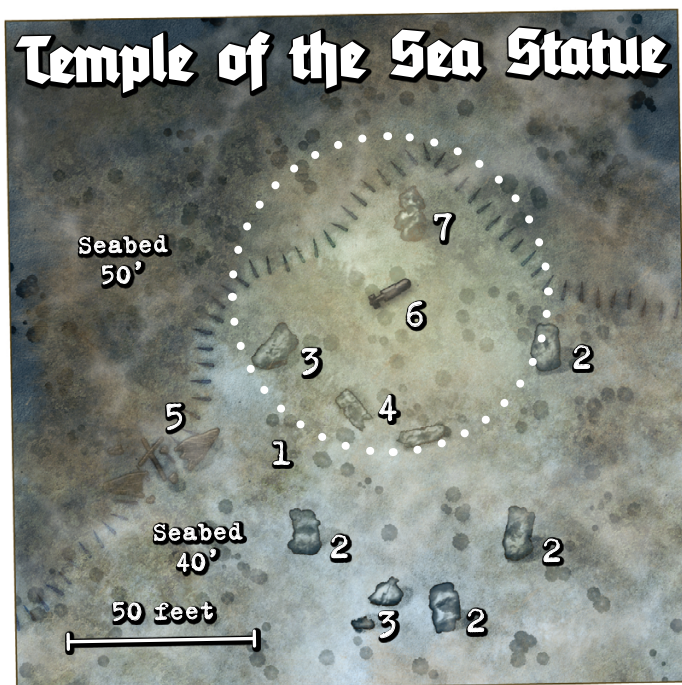
right of might to rule, and generally anything that lets him preen himself while putting the boot in on anyone weaker or more principled than himself. He loves to refine his “interrogation techniques”, and is looking to Maglemosian for the power it might give him. He’s a bronze-skinned Nordic type with a perpetual sneer.

The characters may follow the Sondergruppe to the temple; if the characters can keep up then it may be treated as a chase Conflict; otherwise they may attempt to follow the Maiale’s faint trail of bubbles (a Master [TN 13] Challenge). Failing everything, the characters must wait for the Sondergruppe to return to the U-3a or even Nieuport.

Scene Three: The Sea Statue

The seabed off the shores of this whole stretch of northern Europe is very shallow, rarely exceeding 50 feet. A couple of miles north of Nieuport and La Panne, in 40 feet of water, stand the ancient ruins of a prehistoric temple, used by the Maglemosian peoples when the sea level was much lower.

Those who have visited the temple in Maglemosian (page 27) can make an Idea roll to recognise it; although partly toppled and encrusted with barnacles, it is the same. Another Idea roll might wonder what strange sea currents have kept it from being buried by sand these thousands of years...



Renee Duchamps and Torsten von Leichhardt are working with diving lights to tie tow ropes around the statue. Their aim is to dislodge the statue and lash it to the *Maiale*, then accompany it back to the submarine on the surface.

The characters may thwart this effort, but even if they do, this isn’t a long-term solution: Wassermeister eventually sends down 4 divers from the u-boat crew with the second *Maiale* to find out what’s become of the first. Instead, the characters may decide to dispose of the statue themselves; if they decide to take it further out to sea and abandon it, see below; if they decide to take it onto dry land, see **Episode Five: Searise**.

Temple of the Sea Statue Locations

1. **The Sea Bed:** Perpetual gloom covers the sea bed, and with the weed and sediment visibility is perhaps ten feet at best with a light, less than half that without. Locating a particular area on the map is a Good [TN 9] Challenge. The difficulty is Expert [TN 11] if the characters haven’t visited the Maglemosian temple or seen the layout schematic in the Research Report (page 21). Roll 1D6 to determine which location the investigators initially reach.
2. **Standing Stones:** Crusted with barnacles and draped with weed, these menhirs stand on the sea floor.
3. **Toppled Menhirs:** One of these huge stone blocks is broken; the other is simply toppled.
4. **Broken Altar:** Half of the altar has been swept away; a Good [TN 9] observation-based Challenge reveals it was probably shattered deliberately, millennia ago.
5. **Shipwreck:** Soaked and ancient timbers, the spine of this ship lies broken on the sea floor shelf. Attempting to date the ship (Expert [TN 11] Difficulty Rank) reveals it is from the 17th century.
6. **The Maiale:** When the Sondergruppe arrives, they leave the manned torpedo about 20 feet south of the Sea Statue. Their diving lamps are visible to the north.
7. **The Sea Statue:** A large stone statue facing north, it is encrusted with barnacles but noticeably humanoid, about 6 feet tall. A character with Qualities related to the Mythos may (Average [TN 7] Challenge) identify it as a deep one, as does any character who has already encountered the race.

EYES IN THE DEEP

All the time the investigators and the Sondergruppe are in the sunken temple, they are being observed. All around, just out of sight, there are deep ones—the dwellers beneath the sea. Not in great numbers—perhaps five or six in total—but they are watching to see what the humans will do.

Characters straying outside of the immediate temple vicinity, perhaps planning to abandon the statue further out to sea, should make a Good [TN 9] perception-based Challenge. Failure means they see nothing in the murk; success indicates they suddenly see a hideous, ichthyoid face looming enormous-eyed out of the gloom! Unless the characters are carrying the sea statue, the deep ones won't necessarily attack, but they still represent a Master [TN 13] Madness Hazard. If they are carrying the statue, the deep ones attack, until the characters replace the statue back in place or lift it to the surface.

EPISODE FIVE: SEARISE

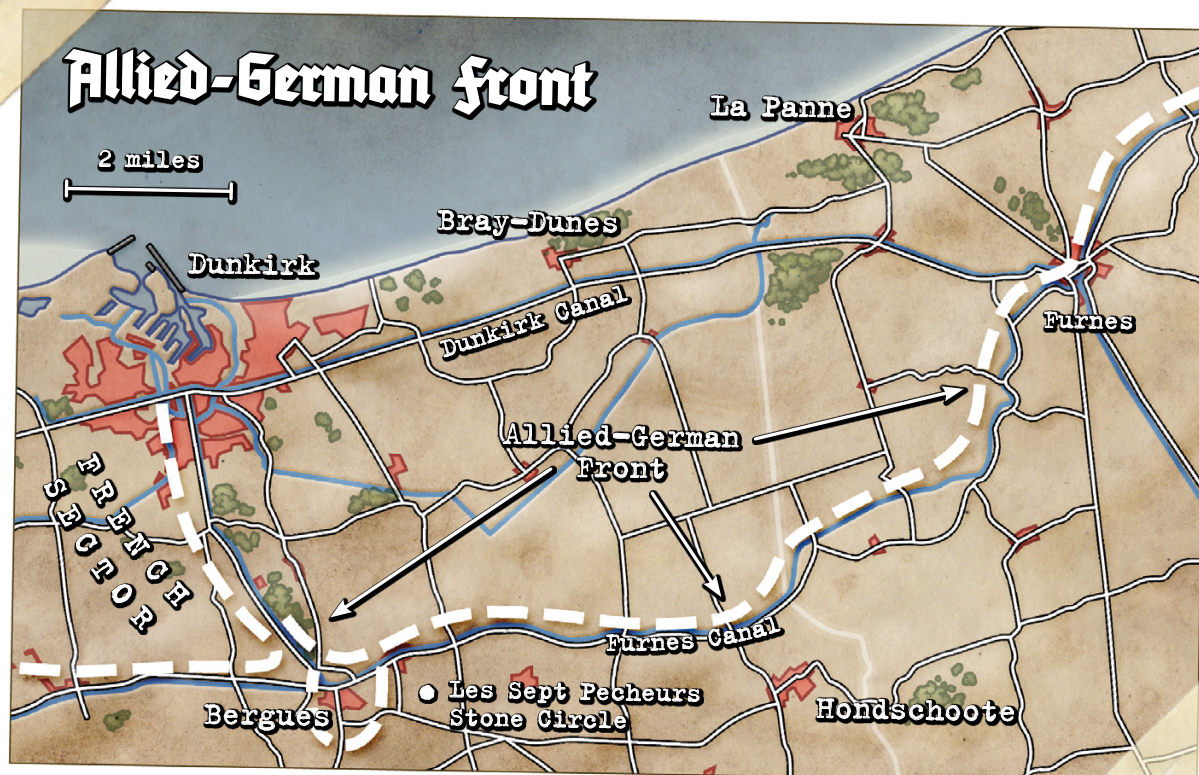
This episode is the climax of *Heroes of the Sea*. If the characters have not managed to thwart the plans of Wassermeister and the Sondergruppe, events now take a catastrophic turn. The Sea Statue has been removed from its resting place, and the dwellers beneath the sea

react. The sea becomes troubled and, as the Fishwitch speeds to a stone circle outside the town of Bergues close to besieged Dunkirk, only the characters can save the evacuating Allies from a hideous fate!

Scene One: The Beach

This scene is a headlong dash to the stone circle known as *Les Sept Pecheurs* (“the seven fishermen”) to thwart the Fishwitch’s “Searise” ritual. The characters have two routes open to them: to follow the Fishwitch directly in German-occupied territory, or to head through the chaos of the Dunkirk bridgehead, and approach the stone circle from Allied lines. The latter route is less dangerous (well, a little...), but requires the characters to have found the clues that *Les Sept Pecheurs* is the Fishwitch’s destination (the Gamesmaster can be quite obvious about this).

Stress the vivid chaos of the “Dunkirk experience”: the investigators are travelling through one of history’s great and incredible events. All through the bridgehead, tens of thousands of Allied troops are streaming down to the beaches and into the water, trying to embark upon whatever ship or boat they can. If the Sea Statue has been raised, the weather does not improve after the 1st of June; all the same, Stuka dive bombers harry the massed ranks of hapless troops.



The characters must cover 10-20 miles to Bergues. They may find or commandeer a vehicle which hasn't yet been wrecked, in which case the journey takes 1 encounter period instead of two. The characters may also try to take control of a unit of troops (see page 43), although this slows them down.

Roll for 1 or 2 encounters on "The Beaches" column of the Encounter Table (page 11). Let the characters know they are on the clock: time is running out!

Characters travelling along the beaches notice the strange behaviour of the sea; it has become very choppy, and a high tide seems to be coming in. Ships may get closer to shore, but equally the Allied soldiers are forced to retreat from deeper water to avoid being submerged. There is consternation among the troops.

After 1 encounter period, proceed to **Scene Two: The First Flood.**

"The sea is advancing across the beaches, swamping the dunes, flooding the low-lying terrain."

Scene Two: The First Flood

After the first encounter period, the characters may be approaching Bergues (if travelling by vehicle), or may only be half-way there (if on foot). The weather has taken a turn for the worse; a drenching storm is blowing in from the sea, with high winds and torrential rain. This has cleared the sky of Stukas, but in the bridgehead things are only getting more chaotic.

The tide is unbelievably high. The sea is advancing across the beaches and swamping the dunes; beyond, the drainage channels and canals are filling with storm surge and breaking their banks, flooding the low-lying terrain.

At some point, the investigators are at the mercy of the rising floodwaters. Perhaps this happens as they are crossing the front at Bergues, disrupting the fighting long enough for them to break through.

The characters face being overcome by the waters, the crashing waves represents an Expert [TN 11] Hazard, inflicting Failure Ranks. Characters who fail to overcome the floodwaters must continue to resist the Hazard until they manage to succeed and pull themselves to safety.

Characters on boats receive an Upshift to resist the Hazard, but if they Zero Out then they're swept from the deck and will likely drown unless rescued. If the pilot of the vehicle fails then the boat suffers Damage Ranks and may run aground if it Zeroes Out.

The Little Ships

In addition to the 220 warships participating in the Dunkirk evacuation, 700 or so shallow draft private vessels were also used. These are the famous "little ships", some piloted by naval pilots, others by their owners and original crews. As the warships had difficulty approaching the beaches at Dunkirk, many of the little ships did "ferry duty", transporting small numbers of soldiers from the beaches and back to the larger warships waiting offshore. Between the 27 May and 4 June, together they rescued over 330,000 troops – over 192,000 British and 139,000 French.

In game terms, this means it's possible the characters may return to England effectively in "their own" boat. See the "At Sea" column of the Encounters Table on page 11 for possible events while trying to return from Dunkirk, which takes 1D3+1 encounter periods.

Once the characters are through the first flood, they reach the *Les Sept Pêcheurs* stone circle.

Scene Three: The Ritual

If the characters reach *Les Sept Pêcheurs* in 1 encounter period, the Fishwitch has just arrived and the Searise ritual has not yet begun; otherwise, it is approaching its climax.

The stone circle lies less than a mile outside Bergues. The town itself falls to the Germans on the 1st of June, so the surrounding area may be in Allied hands (prior to the 30th of May), the scene of heavy fighting (31st of May to the 2nd of June), or completely in German hands (after the 2nd, when the Allies leave the area). The Fishwitch and the Sondergruppe may be in hostile territory!

The Fishwitch arrives from Nieuport in two Sd.Kfz.11 half-tracks (page 50), carrying the Sea Statue. Her force comprises:

- Half-track 1:
 - » The Fishwitch (page 5)
 - » The surviving members of the Sondergruppe: Wladislaw Eisenberg (page 23), Renee Duchamps (page 34), Torsten von Leichhardt (page 34).
 - » 1 driver, and from 3-6 Traumstaffel (to a total 8 occupants).
- Half-track 2:
 - » 1 driver and 7 German infantry.

What if the Investigators Seize the Sea Statue?

It should be obvious that this isn't a good idea. However, players being players...

First, the characters become the focus of the deep ones' efforts to retrieve the statue (and probably exact a hideous revenge). This happens *anywhere*, even if the the somehow take the statue back to Section D (deep ones in the Thames...?). Such events are beyond the scope of this adventure...

Another option is for the characters to return the Sea Statue to its resting place. This succeeds—although it doesn't stop the deep ones pursuing them all the way. However, it may provide a satisfying conclusion to the scenario.

This scene aims to provide a challenge without being impossible. If the characters have brought reinforcements (a commandeered squad of BEF troops, or maybe even Captain Hagen and his men!), then feel free to beef up the opposition: the presence of a Panzer should focus the characters' minds! Allow the characters to command any reinforcements to do any "real" fighting, while they deal with the business at hand—stopping the Fishwitch!

HOW TO STOP THE FISHWITCH

A sniper bullet removes the Fishwitch from the story and mitigates the denouement (see below). Don't make this easy, though: if the investigators arrive before the ritual, the Fishwitch defends herself (see page 5 for the nasty things she can do); if she's already conducting the ritual, then she has other defenders (see below...).

Characters may try to seize or destroy the Sea Statue. Destroying it is difficult: it has a single Quality: Master [+6] Ancient, Hardened Rock and should be treated as Monstrous-Scale for purposes of defending against attacks. A shell from a tank or a large quantity of explosives may do the trick.

THE CRESCENDO

Once the Searise ritual approaches its conclusion (if the characters arrive after it begins, or allow it to take its course), appalling events begin to occur. First, a terrible roaring is heard from the direction of the sea, like a great wave. The flood waters suddenly surge, and from them emerge hideous, malformed creatures, monstrous parodies of the human form—deep ones!

This happens *all across the Dunkirk bridgehead*. Visibility is poor in the driving storm, but wherever they appear they seize the hapless soldiers waiting for rescue and drag them beneath the waves. The Allies, disunited and confused by an attack from the sea, mount a chaotic resistance, but to little avail.

At *Les Sept Pêcheurs*, the characters see deep ones swarm out of the water. They do not attack the Fishwitch or her troops; but everyone else, including the characters and their allies, are fair game. Figure on 4 deep ones as a base, plus up to 6 more depending on the power of the characters. The horde of deep ones is treated as a Master [TN 13] Madness Hazard.

TYPICAL DEEP ONE

- Good [+2] Immortal Fish-Men
Techniques: Swimming
- Good [+2] Slimy, Scaly Hide
- Average [0] Hulking, Inhuman Form
- Good [+2] Brute Strength
Technique: Fighting Underwater
- Poor [-2] Clumsy On Land

Madness Rating: Expert [TN 11] individually or in small groups.

Natural Weapons: *Webbed claws* (+2 damage).

Finale

"Thus began the great deluge, which fell not from the sky as is the wont of the world of light, but rose from the bowels of the lightless abyss, a great swallowing of the deep, as though contagion itself licked its lips and feasted on the sins of men. And so the city of Egador and its courts of silk and sapphire were swept away, and the palm-fronded gardens scoured clean, so that naught remained. Nay, not even a blade of grass or tangle of vine remained to feast the locusts which the curse of Aciel next brought to the lands of Ur and Azhan..."

—The Book of Aciel, Canto LXII,
Persepolis Recension

If the Fishwitch is allowed to complete the Searise ritual, the characters are probably doomed, as the entire Allied force on the Dunkirk beaches is swept away by the rising waters. Perhaps they may escape, but the knowledge of the catastrophe they have failed to prevent an Impossible [TN 19] Madness Hazard. See the **Epilogue**, below.

If the Fishwitch is stopped before the ritual is completed, the deep ones change their objective. No more emerge from the water, and those that have converge on the Sea Statue, dragging it away beneath the waves. Several hours later the storm abates, and the sun shines on a confused and chaotic bridgehead. The evacuation picks up with renewed vigour—there's no time to lose!

If the Sea Statue is destroyed, the deep one attack ceases immediately. Those around *Les Sept Pecheurs* turn on the Fishwitch and seize her, carrying her away screaming to a watery fate.

And the storm abates...

Ending the Episode

Above all, aim for a dramatic and satisfying conclusion to this episode (and the adventure). The characters have many options, some combat-heavy, others less so. Give any reasonable and exciting strategy a good chance of success: while the events of *Heroes of the Sea* have the potential to cause an outcome very different from the "official" history, the investigators should stand a good chance of keeping the Secret War just that—secret!

EPILOGUE

"We shall go on to the end. We shall fight in France, we shall fight on the seas and oceans, we shall fight with growing confidence and growing strength in the air, we shall defend our island, whatever the cost may be. We shall fight on the beaches, we shall fight on the landing grounds, we shall fight in the fields and in the streets, we shall fight in the hills; we shall never surrender..."

—Prime Minister Winston Churchill, addressing the House of Commons after the evacuation at Dunkirk, 4th of June, 1940.

There are many possible endings to *Heroes of the Sea*. If the characters have been successful, FALL NADEL ("Operation Needle") will have been thwarted, and the Nazi-deep one alliance dreamed of by the Fishwitch and Himmler's Sorcerer crushed before it could ever begin. If the characters have failed, the evacuation of Dunkirk could have become a disaster, far fewer troops returning to Britain, and the future for the Allies looking increasingly bleak. Likewise, there could be whispers of a forbidding new force on the rise in the Third Reich.

"If the investigators have failed, the future for the Allies looks increasingly bleak."

A Kind of MAJIC

Back at Section D, the characters are debriefed and discuss the implications of FALL NADEL. Unlike Operation: *Three Kings* (adventure 1 of the *Zero Point* campaign, also published by Modiphius), which appeared to demonstrate a new strain of weird scientific research pursued by the Third Reich, events surrounding the Fishwitch are far less easy to explain. For the first time, Section D may have evidence of other, *inhuman* forces, existing in the world's hidden places, and evil powers without rational explanation. That elements in the Third Reich appear to be trying to contact and harness these forces sends shivers of fear through the corridors of the Allied intelligence services.

At the Gamemaster's discretion, the events of *Heroes of the Sea* may precipitate the formation of a secret operational group within the Allied intelligence services, tasked with uncovering the hidden forces at work and neutralising the Nazi efforts. This isn't some slick,



faceless organisation with vast manpower and unlimited resources: it's a formalisation of the efforts of the characters into a small, thinly-stretched yet passionate team dedicated to saving the world from the nightmarish terrors which seem to threaten it—including keeping its sanity-shattering truth from public knowledge. Organised and staffed by the characters and their allies, it is to report to the head of Section D—at least for now. The intelligence services need re-organising...

And the name of this group? We suggest the “Mysterious Activities Joint Intelligence Committee”. MAJIC.

Appendix One: Pre-generated Characters

The following pre-generated characters include three of the original operations group from Three Kings, the first adventure in the Zero Point campaign, adjusted for the intervening months (with 18 Training Points). In addition, a local agent of Section D from the Dunkirk area has been added.

Gear

For the *Operation: WOTAN* mission, each character is issued with the following items of basic gear in addition to weapons and ammunition:

- 2 hand grenades (Impressive [TN 15] Explosives)
- 1 gas tank charge (shaped grenade. Intimidating [TN 17] Explosive when set)
- 1 garrotte
- 1 dagger (+2 damage modifier)
- 1 water bottle
- 1 gas mask
- 1 entrenching tool
- 1 potassium cyanide “L-pill”
- 1 haversack containing:
 - » 2 packs of 24-hour rations (including tea)
 - » 1 ground sheet
 - » 1 enamelled mug

- » 1 mess tin
- » 1 collapsible stove
- » 1 tin of fuel blocks
- » 1 tin of water purification tablets

The operations group as a whole also carries the following equipment. Let the investigators decide which of them should carry these items.

- 2 compasses
- 1 map set, showing the Dunkirk area (see **Appendix Four**)
- 1 pair binoculars
- Wire cutters

REMEMBER, THIS IS ALL USELESS BEHIND ENEMY LINES IF
YOU DON'T USE YOUR HEAD!



Special Agent Nathan Chance, “the Professor”

By 1940, the Military Intelligence Division of the US Army is beginning to realise that it needs a radical shakeup if it's to meet the challenges of the developing war in Europe. Since *Operation: Three Kings*, Nathan Chance has continued to work closely with his counterparts in British intelligence, and is widely seen as a candidate for heading up intelligence efforts should the USA enter the war.

Chance has been shaken by the events of *Three Kings*, and has been immersed in occult research since, in a desperate attempt to provide some kind of defence against the terrifying Nazi efforts. Officially still a lecturer in archaeology and anthropology at the Miskatonic University in Arkham, he has been on secondment to Section D of the British Secret Intelligence Service in London—also known as MI6—for over a year, a “hands-on” liaison between the British and US intelligence efforts. Once again, as *Operation WOTAN* begins, Chance finds himself as “group leader” of the Section D operations group. This time, he hopes, the Brits will know that he's up to the job.

- Good [+2] Occupation: Professor of Anthropology
- Good [+2] Nationality: New Englander
- Good [+2] Personality: Attentive
- Expert [+4] Occult Lore

- Expert [+4] Keen Intellect
- Good [+2] New-Found Leadership Ability
Technique: Overwhelming People With His Vocabulary
- Good [+2] Reading People Like Books
Technique: First Impressions
- Average [0] Speaks French
- Average [0] Speaks German
- Poor [-2] American Out Of Water

Weapons: Nathan carries a *Colt m1911 .45 semiautomatic pistol* (+2 damage modifier, Deadly) and a *Thompson m1928a1 submachine gun* (+2 damage modifier, Autofire, Deadly)

Appearance: Chance is a preppy type in his mid-twenties, slightly unkempt and with a distracted air. Sometimes his eyes assume a haunted look. He's a good listener—even when you don't think he is—and a great reader of people, although he has a tendency to drift off sometimes, seemingly at random. He becomes terribly earnest when talking about the dreadful things the Nazis might be up to, but falls silent when asked how to defeat them.

Annette de Vries, “the Field Agent”

Annette de Vries is in her mid-twenties, but feels older, with a serious and penetrating stare. She is a Section D field agent operating in northern France in the Dunkirk area, and was one of the contacts for the missing Agent WOTAN, for whom she feels a certain responsibility. She dresses in a trenchcoat and beret, and is affable but not startlingly noticeable. She speaks several languages, and has gained quite a lot of weapons experience in the field; a serious wound six months ago has left her somewhat debilitated. She occasionally gets exasperated when less experienced soldiers call her “miss” and assume her injury means she's less than capable.

- Expert [+4] Occupation: Intelligence Field Agent
Techniques: Picking Locks, Breaking Codes
- Good [+2] Nationality: Frenchwoman
- Good [+2] Personality: Serious And Unflappable

- Good [+2] Multilingual
Techniques: English, German, Faking Accents
- Good [+2] Going Unnoticed
Technique: Blending In
- Good [+2] Excellent Aim
- Good [+2] Keeping Her Eyes Open And Ears To The Ground
- Poor [-2] Injured Right Leg

Weapons: Annette is armed with a *Browning Mk 1 9mm semiautomatic pistol* (+2 damage modifier) and a *Thompson m1928a1 submachine gun* (+2 damage modifier, Autofire, Deadly).

Appearance: Dresses in a trenchcoat and beret, affable but not startlingly noticeable. She occasionally has painful twinges in her hip and right leg which slow her down—a souvenir of a recent wound. She tends to drink too much when the pain gets too bad.

Sgt. Jack “Killer” Killarney

“Killer” Killarney is a 33-year old British Army sergeant assigned to Special Operations with Section D, and one half of the soldierly contingent to the mission. Born in Londonderry, his enthusiasm for violence stems from his early life in the 1920s and the Irish civil war; his hand-to-hand combat skills are second to none. He now uses his undoubted abilities in what he regards as a greater cause—a cause which he is tight-lipped about since Operation: Three Kings last year. He has a newfound respect for Chance’s command of the operations group, but never hesitates to speak up when he thinks he knows best. He and Ferret Farnsworth still think of themselves as the only “proper” soldiers in the group, and are as thick as thieves.

- Good [+2] Profession: Army Sergeant
- Good [+2] Nationality: Irish
- Good [+2] Personality: Fearless
- Good [+2] Powerful Build
- Good [+2] Alertness
- Good [+2] Hand-To-Hand Combat

Technique: Fisticuffs

- Expert [+4] Precision Shooting
Technique: Taking Aim
- Good [+2] Surprisingly Fast
- Technique: Dodging
- Poor [-2] Blunt Manner

Weapons: Sgt. Killarney is heavily armed, and carries a *combat knife* (+2 damage modifier), a *Browning mk I 9mm semiautomatic pistol* (+2 damage modifier), a *Thompson m1928a1 submachine gun* (+2 damage modifier, Autofire, Deadly) and a *PI4 sniper rifle* (+4 damage modifier, Scope)

Appearance: Jack is a big lad—over six feet tall and powerfully built—although he can move surprisingly quickly when he needs to. He has a shock of blond hair with a streak of grey visible in certain light, and is usually clean-shaven. Some people have compared him to a leopard or a panther—he always seems about to pounce.

Corporal Ron “Ferret” Farnsworth

Every army unit needs someone who can whistle up essential supplies out of thin air—and Ferret Farnsworth is that someone. He’s a wiry-looking cockney who’s *much* tougher than he looks, very light-fingered, and with a joking cockiness that sometimes lapses into a brooding grimace. He’s never happier than when “appropriating” enemy equipment, and although he’s no hero, he can take outrageous risks when violence threatens. He can fix almost anything—and if he can’t, he can usually steal (or even make!) a replacement.

- Expert [+4] Profession: Sticky-Fingered Soldier
- Good [+2] Nationality: Cocky Cockney
- Good [+2] Personality: Cool-Headed
- Expert [+4] Mechanically Gifted

Techniques: Jury Rigging; Lockpicking

- Good [+2] Driving
- Expert [+4] Tough as Nails

- Average [0] Handsome
- Poor [-2] Not So Smooth Talker

Weapons: Corporal Farnsworth carries a *.455 Webley Mk VI service revolver* (+2 damage modifier, Deadly) and a *Thompson M1928a1 submachine gun* (+2 damage modifier, Deadly, Autofire). He also carries a *combat knife* for backup (+2 damage modifier)

Appearance: Ferret is as ferret does—Ron is always checking out his surroundings, picking things up, “accidentally” pocketing things he thinks might come in useful later. If he has a shortcoming, it’s an alarming propensity to “clank” at inappropriate moments—his pockets invariably fill up with all manner of bric-a-brac and components. He’s quite handsome, in a weasely kind of way, although he tends to clam up when put on the spot or embarrassed—he definitely does *not* have the gift of the gab, although that doesn’t stop him trying.

Appendix Two: New Rules

This section contains additions to the *Call of Cthulhu* rules suitable for investigative adventures in the theatre of World War Two.

SKIRMISHES AND COMBAT ENCOUNTERS

As a small, lightly armed team of experts, the agents of Section D are not well-equipped to handle military combat encounters. The battlefields of World War Two are lethal environments and can pose many additional hazards to characters.

Avoiding Combat

It's assumed that players are not actively seeking combat; their mission objectives are not principally military, and avoiding firefights is desirable. Moving through an active battle should be treated as a Hazard, with a Difficulty Rank based on the scale of the firefight. Exceptionally large battles may involve multiple rolls before the characters manage to slip away from the battle (see the table below).

Battlefield Hazards inflict Wound Ranks (Massive and Epic battles are usually Deadly situations as well) and can be resisted in a variety of ways. Stealthy characters may sneak across the war zone without attracting attention. More strategically-minded characters may use their Qualities to predict their opposing forces' movements and avoid them. If worst comes to worst characters may simply run, trusting to their speed, durability or luck to see them through. Gamemasters should make sure that Hazards are more than just a series of rolls...perhaps the first roll involves the characters sprinting through a hail

of enemy gunfire, while another involves dodging out of the way of a tank plowing through the wall of a building or taking cover as artillery shells rain down.

Running Skirmishes at Unit Level

Sometimes, players and Gamemasters may want to determine the outcome of a unit-level engagement randomly (or see how the player's actions influence the results). Perhaps the players have taken command of a significantly sized unit (squad, platoon, or even company); or perhaps their next actions depend on knowing precisely how a given engagement works out.

Achtung! Cthulhu is not intended as a military mass combat simulation game, but the following abstract rules mechanic can be used to resolve such Conflicts. Each unit is given Qualities and treated as a single "character". Like a character, each unit has several "core" Qualities: Troop Quality and Unit Size.

- **Troop Quality:** This Quality represents the average level of skill and experience of troops in the unit.
 - » Poor [-2] Untrained
 - » Average [0] Green
 - » Good [+2] Regular
 - » Expert [+4] Veteran
 - » Master [+6] Elite
- **Unit Size:** This Quality represents sheer number of troops in the unit. Anything larger than a battalion should be treated as multiple units.
 - » Average [0] Squad/Gruppe (10-12 soldiers)
 - » Good [+2] Platoon/Zug (30-40 soldiers)
 - » Expert [+4] Company/Kompanie (60-120 soldiers)
 - » Master [+6] Battalion/Abteilung (200-300 soldiers)

Avoiding Combat Table

Scale	Description	Difficulty Rank	# of rolls needed to escape
Minor	A small firefight between one or two squads of combatants.	Expert [TN 11]	1
Major	A battle involving several dozen soldiers. Trench warfare.	Master [TN 13]	1D3
Massive	A battle spanning an entire city. A bombing raid. Tank warfare.	Impressive [TN 15]	1D6
Epic	The Normandy landing. Operation Dynamo.	Intimidating [TN 17]	1D6+2

Units typically have between 3-6 additional Qualities (and perhaps a few Techniques) set by the Gamemaster. These additional Qualities may be used to represent morale, equipment, vehicles, special training, or the support of specialty units such as tanks or artillery. Units may or may not have one or more Weaknesses.

For example: Nathan Chance has taken command of a platoon of BEF troops to chase down the Fishwitch. They've lost their CO in a previous battle but they're well-equipped and ready to fight. The GM assigns the unit the following Qualities:

- Good [+2] Platoon
- Average [0] Regular Troops
- Good [+2] Well-Supplied
- Expert [+4] Let's Get Those Nazi Bastards!
Techniques: Fighting Outnumbered
- Good [+2] Military Trucks
- Poor [-2] Taking Orders From Some Bloody American

If a unit is Zeroed Out in a Conflict then they've lost cohesion...they've suffered too many casualties, fled from battle or otherwise fallen apart. With an appropriate Challenge (set by the GM) a commander may be able to rally a defeated unit, forming a new unit with a Unit Size Quality one Rank lower (and possibly with other Qualities altered or reduced).

Characters And Unit Combat

Although most unit Conflicts are between two or more groups of soldiers, occasionally individual characters may engage in Conflicts with full-fledged military units. Normally these Conflicts are long-term, extended situations such as chase scenes, sabotage, or psychological warfare. However, if the GM is running a more action-

*"The battlefields of World War
Two are lethal environments,
and pose additional hazards to
investigators."*

oriented, pulpy game then they may allow individual characters to engage units directly in combat. When battling characters treat units as Monstrous-Scale opponents and ignore the damage bonus of weapons (the difference between a rifle and a pistol is fairly academic when facing down dozens of Germans by yourself).

Even if they are not directly involved in a Conflict, players may be able to influence the outcome of a battle. If a character has a Quality that would be helpful then they may add a Boost to one of the unit's rolls in a Turn, either offensively or defensively. However, this is not without risk: characters attempting to influence the battle in a Turn must resist a battlefield Hazard (see page XX).



For example: Chance and his men have engaged a solidly entrenched squad of elite German soldiers blocking their way to the Fishwitch. They're accompanied by Jack Killarney and "Ferret" Farnsworth. While the BEF troops are trying to outflank the Germans, Jack keeps up a steady stream of suppressing fire (using his Expert [+4] Precision Shooting to add a Boost to the unit's offensive roll). Meanwhile Chance uses his Good [+2] New-found Leadership Skills to keep the soldier's spirits up (adding a Boost to their defense) and Farnsworth tries to repair a damaged tank near the battlefield. Since this is a Major battle (see page XX) Chance and Killarney must both resist a Master [TN 13] Hazard ("Ferret" meanwhile is keeping his head down) as bullets fly and explosives burst all around them.

RITUALS AND POWERS

In the world of *Achtung! Cthulhu* characters have to worry about more than just the military might of the Axis powers; the crazed scientists and fanatic occultists of the Third Reich are hard at work unearthing powers beyond human comprehension. The following rules cover various spells and powers of the Mythos that players may encounter.

Rituals

Rituals are complicated procedures or formula based on arcane principles or inhuman science. Most rituals will be created by the Gamemaster to serve as plot devices in the hands of either players or their antagonists and there is no "standard" mold for rituals. Some might require nothing more than a diagram and several minutes of chanting while others might involve complex scientific procedures and expensive reagents. The one thing that all rituals have in common is that they are extremely specific, rituals cannot be improvised or altered. If the caster cannot perform the ritual properly then nothing happens (at best, at worst a poorly performed ritual could be disastrous).

Below are rituals used in *Heroes of the Sea*, mostly by the Fishwitch and her foul allies. These rituals can always be used for other adventures or used as inspiration for original spells.

ASTRAL WANDERER

By performing a series of meditative exercises before falling asleep the caster can project their soul from their body, either into the Dreamlands or wandering invisibly in the waking world. While astrally projecting the caster cannot interact with the physical world but can

move, see and hear like normal. The caster will remain comatose until their spirit returns to the body (or is "killed" in the Dreamlands) and will awake exhausted (an Impressive [TN 15] Hazard).

CONTACT DEEP ONES

This ritual requires specially carved tablets or stones, etched with glyphs in the deep one's alien language. These carvings likely take hours but require no special skill or material. By chanting for several minutes and casting the carved stones into the sea the caster attracts the attention of any deep ones nearby who will make their way to the summoning site. This ritual grants no control or influence over the deep ones, it merely catches their attention.

MAGLEMOSIAN RITUAL

This ancient spell is a variation on the Contact Deep One ritual. It requires an enchanted statue of Dagon to work, and must be cast within a few miles of a large body of salt water. This involves a foul, one-hour ritual (a Good [TN 9] Fear Hazard for anyone witnessing or participating). When complete, the sea will invade the land, submerging the ancient statue of Dagon. At the same time, great numbers of deep ones arrive with the waters, taking any land-dwelling beings submerged as sacrifices to their deity; must succeed at an Expert [TN 11] Challenge (based on willpower, force of personality or determination), or be carried away "in glory" to dwell with the deep ones beneath the sea. If he succeeds, he is "marked" by the deep ones in some way (bulging eyes, clammy skin, webbed fingers and toes, etc), and may call upon them in the future for a single, specific task. The waters subside in 2D6 hours; when they do so, all traces of the sacrifices and the statue of Dagon are gone.

OPEN THE DOOR TO DREAMS

This ritual is used to create a mystical Gate that allows travel directly from the Waking World to the Dreamlands (and vice versa). Creating the gate involves creating a precise arrangement of glyphs and symbols (which may be carved or simply painted) on the floor which will transport anyone standing within physically into the Dreamlands. Variations on the ritual may link to different parts of the Dreamlands, otherwise those transported arrive at the Dreamlands location "closest" to the location of the Gate. From the Dreamlands side the gate appears to be a simple ring of dirt, stones or mushrooms.

Learning Rituals

Most commonly rituals are found in the depths of rare grimoires, hidden in the notes of madmen or etched on the walls of ancient tombs. So long as the ritual can be properly understood and performed (perhaps requiring study, Challenges or even Madness rolls), anyone can attempt to complete a ritual by following the reference material. In many cases there will be no need to learn a ritual by heart; the heathenish rite that must be performed every 1000 years to keep the tomb of the Black Pharaoh sealed has little use once the millennial anniversary has past. However, desperate or immoral individuals may want to use rituals without consulting the source material and would-be sorcerers can dedicate a ritual to memory.

Memorizing a ritual is a demanding process and requires dedicated study. This may take several hours for simple rituals (such as the precise geometry of an Elder Sign) to several weeks for more complicated rites (for the hour long spells needed to summon an ancient god). Once the study period is completed the player must spend 2 Training Points or 1 Mythos Die (if the GM is using those rules).

SUMMON DREAMER

By intoning a high pitched droning chant for 20 minutes the caster may summon a soul that is not within its body (whether they are astrally projecting or simply dreaming normally) and call it to them. The caster must have some token of the victim (a piece of hair, a photograph, bit of clothing, etc) and must be within 5 miles of the victim's body or soul. Once the ritual is complete the victim must overcome a willpower-based Challenge (TN is set by the caster's most appropriate Quality) or their soul will be drawn immediately to the caster.

Powers

While rituals represent specific procedures and actions that produce a supernatural result, Powers are more personal and free-form abilities that represents a character's own supernatural capabilities. Powers are a special type of Quality (marked with a star: *) that may represent magical spells, psychic abilities, mystical or alien artifacts or the results of bizarre scientific experiments. Most Powers will be used by NPCs and beings of the Mythos, it is entirely up to the GM what (if any) Powers are appropriate for their game and whether these abilities are available to PCs.

Purchasing Powers

In order to purchase a Power a player needs an appropriate justification, determined by the GM. The GM may decide that a particular arcane tome might yield the opportunity to purchase an appropriate Power, or even that a character with an appropriate background may purchase Powers at character creation. More exotic possibilities abound: exposure to alien artifacts, out-of-body experiences, "gifts" granted by inhuman gods, etc. remember, the GM has the final call, and usually will inform a player if they have the opportunity to gain a Power.

Powers are purchased like a normal Quality (costing 8 Training Points), but should be marked with a star (*) and given an appropriately evocative and descriptive name. Depending on how useful the GM feels the Power will be they may also declare that the Power comes with an additional cost. Here are some possible extra costs:

- The simplest cost is simply time. Purchasing a power may require extensive study, special meditations, etc.
- One or more Mythos Dice must be spent when the Power is purchased. Improving the Power may require the expenditure of more dice.
- The Power is purchased at Average [0] Rank rather than Good [+2].
- Purchasing the Power requires the character to take a new Poor [-2] Weakness.
- One of the character's existing Qualities may be altered, reduced, or removed entirely (this is a big deal, and should be considered carefully by the GM).

Example 1: While exploring the Black House, Nathan Chance manages to find some of Frau Wassermeister's notes on the Dreamlands. After the events of the Searise ritual and the defeat of the Fishwitch he has the opportunity to study them and the GM lets him know that this is an opportunity to learn the Oneiromancy Power. The GM decides that this will take 8 Training Points, several weeks of study and practice and the Power will begin at Average [0] Rank.*

Example 2: Project BALDR is a Nazi super-soldier program using genetic material retrieved from an ancient Antarctic ice core sample. The single, surviving test subject has developed a hideously deformed and immensely strong right arm (Good [+2] Monstrous Limb). Any character*

desperate or mad enough to inject themselves with one of the few surviving samples of the experimental serum may be able to purchase a similar Power (or die screaming...). In exchange, the GM declares that they must take a new Poor [-2] Weakness as the serum distorts their flesh.

Using Powers

Powers work much like other Qualities, adding their MOD as a bonus to a 2d6 roll. However, they usually grant some sort of special benefit that makes them superior to ordinary Qualities:

- In most cases Powers allow characters to perform abilities beyond the normal range of human abilities, performing impossible feats against Difficulty Ranks set by the GM.
- Powers may also allow characters to engage in Conflicts in ways that would normally be impossible, attacking an opponent's mind, spirit, or sanity.
- A Power might allow the character to operate on the Monstrous Scale (affecting multiple targets or adding an extra die to the roll). This should usually be limited to very specific, narrow powers.

Powers are almost always a strain on both the mind and body and using a Power will inflict Wound Ranks equal to the Power's MOD (Average [0] and Poor [-2] Ranked powers inflict 1 Wound Rank) whenever the Power is used. The user can always choose to use a Power at a lower Rank in order to reduce the strain. What qualifies as a "use" of the Power is up to the GM, but generally any time the Power is used to influence a roll (such as a Challenge or an offensive or defensive roll in Conflicts).

Madness and Magic

Few things are more terrifying than witnessing the supernatural in action. GMs should keep in mind that witnessing blatantly unnatural events as the result of rituals or Powers is a Madness Hazard (usually ranging between Expert [TN 11] to Impressive [TN 15]). The caster is no exception, it is no less horrifying to see a fellow man's flesh flayed by invisible razors when you are the one responsible for the deed. Only those who have already succumbed completely to madness would not be disturbed by such things.

Example 1: Nathan and his team are trapped in the basement of a collapsed building with no radio or hope of rescue. Nathan decides that he will use his Oneiromancy (now Ranked at Good [+2]) to send a dream-message to the closest Allied commander, hoping to inspire him to send help. The GM determines that sending a dream vivid and convincing enough will be an Expert [TN 11] Challenge. Chase rolls 2d6+2, failing with a result of 8. After several minutes of deep meditation, Chase's concentration falters and he wakes up with shivers and cold sweats, taking two Wound Ranks. He'll have to try again if he wants to be rescued.*

Example 2: The rampaging Project BALDR test subject's limb resembles a mass of spoiled, pulsating meat but he has incredible strength, operating on the Monstrous Scale. A solid blow could snap a man like a twig or even dent tank armor. When cornered by the player characters the mutated soldier attempts to grab one of them and smash them into a wall. To avoid over-exerting himself he chooses to limit his Power to Average [0] rank, rolling 3d6+0 (since he's a Monstrous Scale opponent attacking a Human Scale character) and suffering 1 Wound Rank as the effort causes his skin and muscle to tear.



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Appendix Three: Vehicles

Vehicles are a key feature of the battlefields of World War Two. Several “generic” vehicles are provided in *Three Kings PDQ* which may be used when more details aren’t needed or desired but this section provides statistics and information for the principle vehicles which may be encountered in the Battle of Dunkirk.

GERMAN TANKS

The German armies fielded some 2574 tanks in the invasion of France. Although only a part of these participate in the Dunkirk campaign, they are nevertheless a significant part of the action.

All German tanks are equipped with radios during the Western campaign, unlike Allied tanks, which were only equipped later. This fact goes a long way to explaining the German success against superior numbers and offensive power of the opposition.

To randomly determine which type of tank is encountered, roll on the following table:

2D6	TANK ENCOUNTERED
2-4	Panzer Mark I
5-7	Panzer Mark II
8-9	Panzer Mark III
10-12	Other (Panzer Mark IV, Czech Panzer 35(t), Czech Panzer 38(t)), or roll again

Panzer Mark I Light Tank

Originally designed for training purposes, the Panzer Mark I light tank is limited in combat by its lack of anti-tank weaponry and relatively thin armour. Nevertheless, in 1940 it comprises a large part of the German army’s tanks and is widely used in all its campaigns. It’s capable of speeds of up to 30mph on roads, and about 23 mph off-road.

PZ.KPFW. 1 (PANZERKAMPFWAGEN 1) PANZER MARK I (MONSTROUS)

- Expert [+4] All-Terrain
- Good [+2] Light Tank
- Good [+2] Radio Communications
- Good [+2] Unstoppable

Feature: Crushing Things

- Average [0] Speed

Feature: Off-Roading

- Average [0] Light Armour
- Poor [-2] Heavy
- Poor [-2] Requires Crew

Armaments: Two 7.92mm MG13 machine guns (+4 damage modifier, Autofire, Linked Guns). The Panzer I has no Monstrous Scale Weapons.

Panzer Mark II Light Tank

Designed as a stopgap successor to the Mark I while more advanced tanks were being designed, the Panzer



German Panzer II and Panzer I Tanks on the move

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Mark II light tank nevertheless saw a great deal of action in the early part of the war. It has a top speed of 25 mph—slower than the Mark I, but more than made up for by its heavier weaponry and increased armour.

PZ.KPFW. 2 (PANZERKAMPFWAGEN 2) PANZER MARK II (MONSTROUS)

- Expert [+4] All-Terrain
- Good [+2] Light Tank
- Good [+2] Radio Communications
- Good [+2] Unstoppable

Feature: Crushing Things

- Good [+2] Light Armour
- Feature: Resisting Small Arms Fire
- Average [0] Speed
- Average [0] 2 cm Autocannon

Feature: Rapid Fire

- Poor [-2] Heavy
- Poor [-2] Slow
- Poor [-2] Requires Crew

Armaments: In addition to the Monstrous-Scale KuK30 autocannon, the Panzer II has a 7.92mm MG34 machine gun (+4 damage modifier, Autofire).

Panzer Mark III Medium Tank

The first of the German medium tanks, the Mark III's gun is nevertheless ineffective against the newer British Matilda IIs and more advanced French tanks, who dub it the "door knocker", but easily effective enough against the majority, older Allied light tanks in the field at Dunkirk. It has a top speed of 25mph on road and 12mph off-road.

PZ.KPFW. 3 (PANZERKAMPFWAGEN 3) PANZER MARK III (MONSTROUS)

- Master [+6] All-Terrain
- Expert [+4] Armour Plating
- Expert [+4] Unstoppable

Feature: Crushing Things

- Good [+2] Radio Communications
- Good [+2] Medium Tank
- Good [+2] 3.7 cm Cannon
- Average [0] Speed
- Poor [-2] Heavy
- Poor [-2] Requires Crew

Armaments: The Panzer III has a Monstrous Scale KuK36 cannon and a trio of 7.92mm MG34 machine guns (+4 Damage Modifier, Autofire). Two of the machine guns are slaved together (giving them the Linked Guns Feature).

BRITISH TANKS

The British Expeditionary Force had relatively few tanks in the Western campaign, but as most of them are concentrated in the Dunkirk area, there is a relatively high chance of encountering them.

Out of the 160 or so BEF tanks, some 140 are A11 Matildas; there are also a small number of A12 Matilda IIs.

A11 "Matilda" Infantry Tank

The Matilda A11 infantry tank is limited by its lack of anti-tank weaponry. However, it is very effectively armoured, and performs well in infantry support. Very slow, the Matilda has a maximum speed of 8mph on the road, and only 6mph off-road.

BRITISH A11 "MATILDA" INFANTRY TANK (MONSTROUS)

- Expert [+4] Armour Plating
- Expert [+4] All-Terrain
- Good [+2] Unstoppable

Feature: Crushing Things

- Good [+2] Infantry Tank
- Average [0] Radio Equipment
- Poor [-2] Heavy
- Poor [-2] Slow
- Poor [-2] Exposed Tracks

Armaments: The Matilda I lacks any Monstrous-Scale weapons, instead it features a .303 Vickers machine gun (+4 damage modifier, Autofire).

FRENCH TANKS

While the French fielded some 4000 tanks in the invasion of France, few were directly in the field in the area of the Dunkirk evacuation featuring in this scenario. The most frequently encountered types were, in descending order: the World War One relic FT17; the Char B1; and the Somua S-35.

HALF-TRACKS

German half-tracks have been improving since the start of the war, but properly armoured personnel carriers are still uncommon. The **Sd.Kfz.11** half-track is an open-topped troop carrier and gun tractor capable of towing an anti-aircraft gun or field howitzer as well as carrying eight troops.

The Sd.Kfz.11 is unarmed, although it tows a field howitzer which can be brought to bear in 1D3+3 combat rounds. A crew of 5 is required to operate the howitzer at full efficiency (see the Artillery skill on page 43).

SD.KFZ.11 (SONDERKRAFTFAHRZEUG 11) HALF-TRACK (MONSTROUS)

- Expert [+4] All-Terrain
- Expert [+4] Towing
- Good [+2] Easy Handling
- Good [+2] Half-Track
- Average [0] Speed
- Poor [-2] Heavy

Armaments: The *10.5cm leFH18 field howitzer* is treated as an explosive (Impossible [TN 19]), using the crew's relevant Qualities to target successfully.

AIRCRAFT

“Stuka” Dive Bomber

The archetypal German dive bomber sees a great deal of action in the Dunkirk campaign, spreading terror among the closely packed Allied troops on the

ground. The effect of the attack, and the Stuka's famous “Jericho Trumpet” siren, should be treated as a Good [TN 9] Fear Hazard.

“The Stuka is the archetypal German dive bomber, spreading terror among the closely packed Allied ground troops.”

JUNKERS JU87 STURZKAMPFFLUGZEUG “STUKA” DIVE BOMBER (MONSTROUS)

- Expert [+4] Precision Ground-Attack
Features: Screaming Out Of The Sky
- Good [+2] Fearsome Symbol Of German Power
Feature: Jericho Trumpet
- Good [+2] Dive Bomber
- Good [+2] Sturdy Design
- Poor [-2] Slow
- Poor [-2] Maneuverability

Armaments: The Stuka is equipped with two *7.92mm MG17 forward machine guns* (+4 damage modifier, Autofire, Linked Guns) and a rear *MG15 machine gun* (+4 damage modifier, Autofire). In addition it carries two *50kg bombs* and a single *250kg bomb*. These bombs are powerful enough to annihilate anything short of hardened fortifications on a direct hit but a nearby strike (12+ yards for 50kg, 30+ yards for 250 kg) can be treated as an Impossible [TN 21] explosive.



WATERCRAFT

“Maiale” Manned Torpedo

Formally known as the “Siluro a Lenta Corsa” or SLC (Low Speed Torpedo), Italian divers have nicknamed this the “pig”. It’s exactly what it sounds like—its long chassis can seat 2 people in diving gear (although it’s possible for other divers to hold on and be towed). It doesn’t have any weapons.

Currently the Italians are the only force to field “frogmen” divers and manned torpedoes. The gear used by the Sondergruppe has been obtained from them.

“MAIALE” MANNED TORPEDO (MONSTROUS)

- Good [+2] Manned Torpedo
- Average [0] Speed
- Good [+2] Durable And Simple Design
- Poor [-2] Steers Like A Pig

Motor Torpedo Boat

This is a generic vessel, called MTB (“Motor Torpedo Boat”) by the British and *Schnellboot* (lit. “fast boat”) by the Germans (the British call the German version an “e-boat”). It has a wooden hull for avoiding magnetic mines, and is armed with 4 torpedoes, fired from a single bow hatch tube.

MOTOR TORPEDO BOAT (MTB / SCHNELLBOOT) (MONSTROUS)

- Expert [+4] Speeding Across The Water
- Good [+2] Light, Agile Craft
- Feature: Running Circles Around Larger Boats
- Good [+2] Torpedo Boat

- Average [0] Wooden Hull
- Average [0] C30 20mm Cannon

Armaments: The Monstrous-Scale C30 20mm cannon is a common feature for MTBs, along with two torpedoes (Impossible [TN 21] Explosives). German *Schnellboots* use the G7a torpedo which feature a critical design flaw which means that they have a 2-in-6 chance of exploding prematurely before they reach the target.

U-boat Type IIA Submarine “Einbaum”

The type II u-boat, nicknamed the “Einbaum” or “dug-out canoe” for its cramped size, is designed principally as a coastal submarine, with limited range and armament and a relatively small tonnage. The U-3a has been modified for use by the Sondergruppe KFW2, with twin deck cylinders housing two *Maiale* manned torpedoes. The boat itself has 3 torpedo tubes, and carries 5 torpedoes.

UNTERSEEBOOT (U-BOAT) TYPE IIA “EINBAUM” (MONSTROUS)

- Expert [+4] Stealthy
- Expert [+4] Steel Hull
- Expert [+4] Small, Slim Design
- Good [+2] Submarine
- Good [+2] Diving
- Average [0] Surface Speed
- Average [0] C30 20mm Cannon
- Poor [-2] Cramped Conditions
- Poor [-2] Slow When Submerged

Armaments: The *Einbaum* is equipped with a single Monstrous-Scale 20mm anti-aircraft gun and it’s G7a torpedoes (Impossible [TN 21] Explosive, but see the MTB above for the G7a’s flaw).

*We've got to get some defence
against these damn e-boats!*



Appendix Four: Operational Briefing



SECRET

HEADQUARTERS SECTION D OPERATION "WOTAN"

Commanding Officer's Briefing
0915 Hours, 26 May 1940

/1940/BEP16.D

Section-7 Report:

Since the 10th of May the overwhelming attack by German armed forces has placed the B.E.F. ("British Expeditionary Force") and our French and Belgian allies in a dangerously precarious situation. Faced with the possibility of total loss of B.E.F. forces, the Admiralty has today announced OPERATION DYNAMO, the complete evacuation of the B.E.F. and whatever Allied forces can be accommodated by sea to south-east England.

Furious fighting is raging in Northern France and Belgium, and the B.E.F. and Allied forces are retreating to the French port of DUNKIRK ("DUNKERQUE"). The aim is to evacuate more than 300,000 armed forces personnel before the entire region falls to the Germans, a result which we believe is now only a matter of time.

DUNKIRK itself has been heavily bombed. Evacuations are to be made by ship from the 17 1/2 mile stretch of beaches between DUNKIRK and the town of NIEUPOORT. A bridgehead has been established, some 5 miles deep, between the two towns, for the regrouping of B.E.F. and Allied forces. A shrinking pocket exists to the south of the bridgehead, funnelling retreating B.E.F. and Allied forces. Beset on all sides by overwhelming German forces, British and Allied forces are suffering heavy losses in order to make time for our troops to withdraw.

The DUNKIRK area comprises low-lying coastal plains, comprising sand dunes giving way to agricultural lands criss-crossed by drainage canals. The terrain is not considered favourable to armour, and roads are raised above the surrounding plains and flanked by drainage ditches, making traffic using them easily visible.

Section VIII Report:

Belgian forces are crumbling and the surrender of King Leopold is expected imminently. Communications on the ground are difficult, and it is unclear

SECRET

if the French command under General BLANCHARD appreciate the full nature of OPERATION DYNAMO.

Due to the speed of the German advance, there are limited Resistance or intelligence assets on the ground. The presence of tens of thousands of B.E.F. troops with inadequate communication and a rapidly changing situation is expected to provide a chaotic environment.

Section D Analysis:

Section D agent Agatha MARCHAM (codename: WOTAN) has made a recent transmission from what is now German territory in the combat zone. She has reported the existence of a secret operation named FALL NADEL ("Operation Needle") by a German S.S. SONDERGRUPPE ("Special Group of the S.S.") under the aegis of Heinrich HIMMLER, designed to thwart OPERATION DYNAMO. WOTAN is tasked with gathering information relating to activities pursuant to OPERATION THREE KINGS in the area of Castle Karlstein last year: it is unknown precisely what FALL NADEL refers to or what other information WOTAN has received. WOTAN was attempting to return to the B.E.F. occupation zone but has been stranded behind enemy lines by the speed of the German advance. Her last known position (radio transmission) was the village of MESEGEN. Recent attempts to retake MESEGEN have failed.

London station considers WOTAN's information to be highly sensitive and critical to the success of OPERATION DYNAMO. Authorisation is given to take command of an appropriate unit of 3rd Grenadier Guards and penetrate enemy lines to make contact with WOTAN and discover the goals and nature of OPERATION NEEDLE.

*So now the SS are directly involved.
Find out what Himmler is up to.*

C.

Dunkirk Bridgehead

5 miles



Appendix Five: Handouts

Handout #1

—my source tells me the Nazis have a new submarine super weapon, possibly involving detonations on the sea floor... A special SS group under the direct control of WALPURGEN is transporting it to Newport for something called FALLMADEL, or Operation NEEDLE. I have detected neither Ahnenerbe nor Abwehr; yet WALPURGEN's involvement means this is no normal science. What are they up to? What is Operation Needle?

Handout #2

My mind will stand these nightmares no longer—that hideous house, the loathsome sea and sky! I must finish this document and pass it to the good people who shelter me. I fear that if I go to sleep again I shall not waken, it draws me so much. But IT IS DOWN THERE, and they are going to bring it up. God! Help us!
THEY ARE GOING TO BRING IT UP!

Handout #3

“As Reid has postulated, the vast quantities of water bound in the ice caps during the last glaciation led to lower sea levels all around the world. In northern Europe, habitable land extended much further out to sea than it does today, and included the so-called ‘Dogger Bank’ alluvial plain or land bridge...”

—Ancestors of the Germanic Peoples, Prof. Heinz von Achtingen, ed. München Verlag 1938, Chapter 1

Handout #4

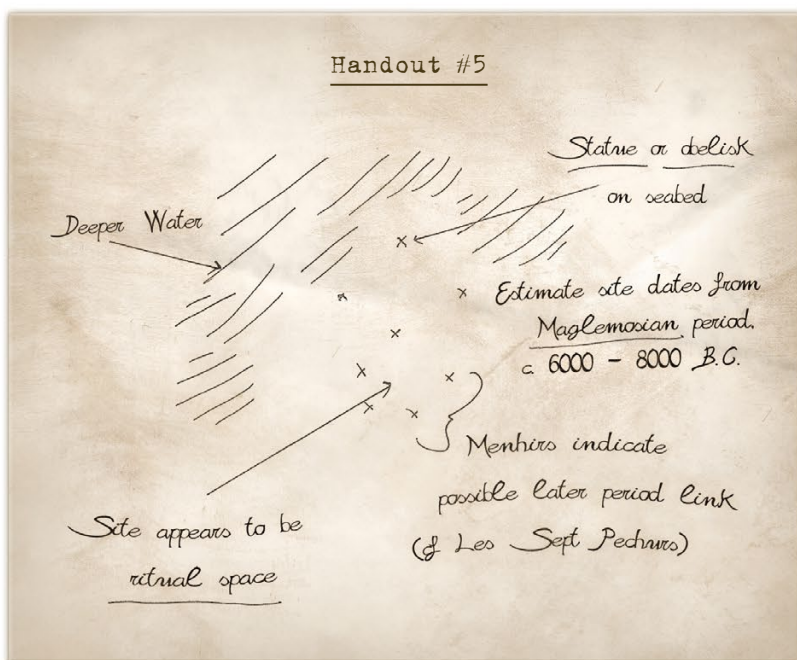
“The Maglemosian hunter-gatherer culture was widespread along the now-inundated coasts of northern Europe, including stretches of the ancestral fatherland. They were a pure and hardy people, noble and inventive; relics recovered by dredger and fishing boat from what is now the North Sea bed show considerable sophistication, and include beautiful examples of the leister or fish-spear. They appear to have worshipped a maritime pantheon of bizarre appearance. [...] The Maglemosian culture disappeared suddenly approximately 6000BC...”

—Ancestors of the Germanic Peoples, Prof. Heinz von Achtingen, ed. München Verlag 1938, Chapter 6

Handout #5



Handout #5



Handout #6

"Preliminary evidence suggests that the final disappearance of the 'Dogger Bank' and associated alluvial plains in the North Sea occurred with catastrophic rapidity, far more swiftly than any geological phenomenon. Indeed, it seems possible to speak of a 'flood event'. This does not seem consistent with the gradual rise in sea levels associated with the end of the last glaciation. Instead, one must look towards more violent causes: at this stage, we hypothesise an earthquake, or a major undersea landslide and devastating tidal wave. Until we penetrate the sea depths, the truth is impossible to confirm."

RFSS - The 'Book of Aciel' refers to a 'great swallowing of (or by) the deep', the destroyer of the precious knowledge the Book claims to be preserving. Was this a global event? Or did the Book's author have a connection with Maglemorian? WALPURGEN*

*RFSS—abbreviation for Reichsführer SS, a title of Heinrich Himmler

Handout #7



**Deutsche Reichspost
Telegramm**



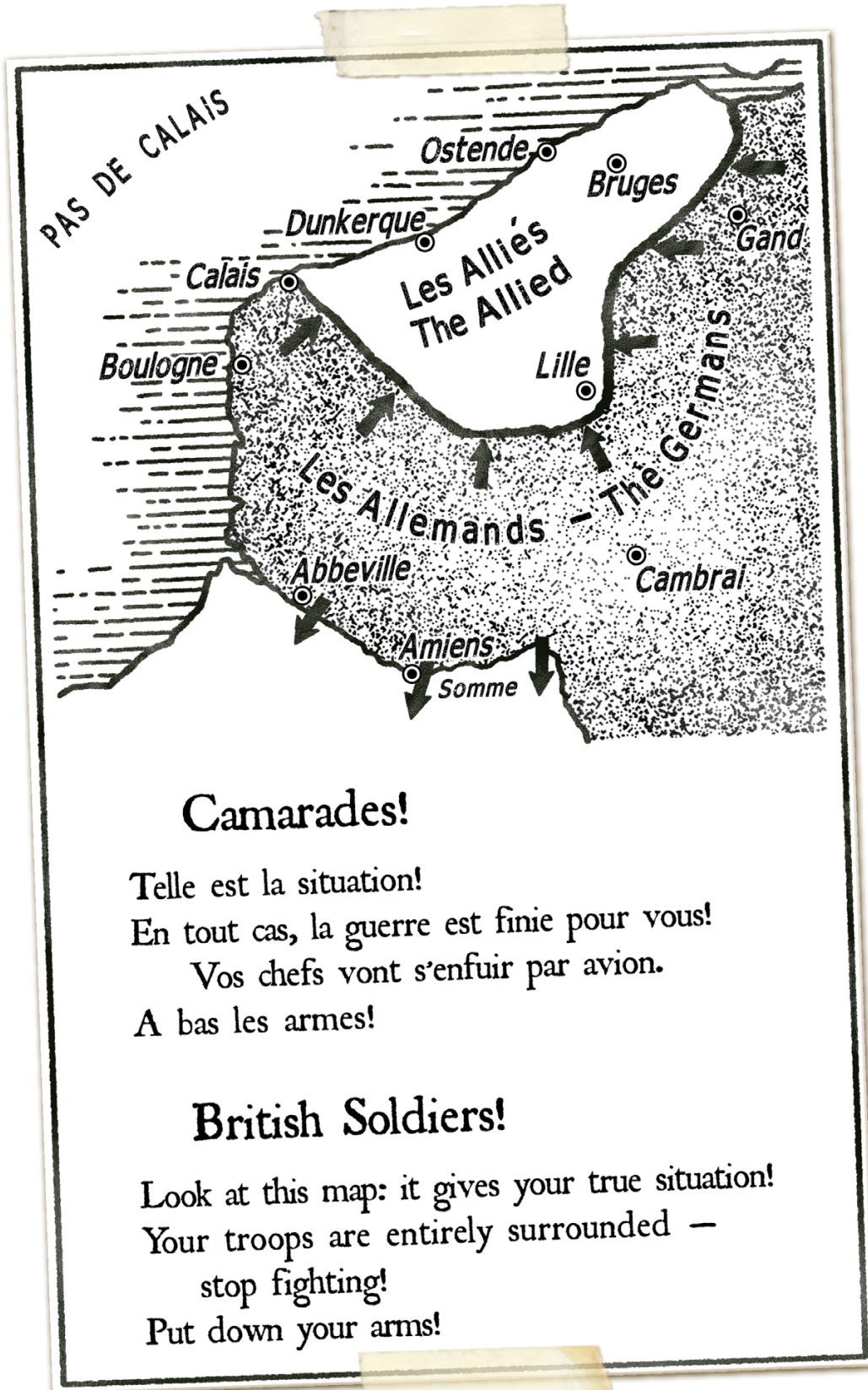
WASSERMEISTER,

WALPURGEN INFORMS ME OF PLANS. CESSATION OF ACTIVITIES TO TAKE PLACE. IF FORCES YOU BELIEVE BEHIND DOGGER BANK EVENT ARE REAL, DO EVERYTHING POSSIBLE TO ENSURE COOPERATION, FOR GLORIOUS FUTURE OF OUR THOUSAND YEAR REICH. DO NOT FAIL. I WILL NOT BE LENIENT AGAIN.

HEIL HITLER
R.F.H.H.

HANDOUT #8

There are records in De Vrocht, Kleiningen, Fraser, etc. that a 'drowning ritual' continued at least until the Middle Ages along the North Sea coast, dating from no later than the Bronze Age. This may lie behind the 'ducking chair' torture used against students of the esoteric sciences. Is this the Key to the Junction of the Seven fishermen? We must seize Bergues from Allied hands!



Camarades!

Telle est la situation!

En tout cas, la guerre est finie pour vous!

Vos chefs vont s'enfuir par avion.

A bas les armes!

British Soldiers!

Look at this map: it gives your true situation!

Your troops are entirely surrounded —
stop fighting!

Put down your arms!

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