THANKS

Chris would like to thank: Rita for her love and support in pursuit of new worlds, and encouraging my creativity, without her help you would not be holding this first Achtung! Cthulhu release. Dedicated to the memory of my mum Daphne, who always gave me time to explore my dreams.

Sarah would like to thank: Chris McWilliam, for his constant encouragement and support, and for listening to all my mad ideas; Chris Birch, for giving me the chance to make the Zero Point campaign a reality; Michal and Dim, for making such a gorgeous book; to all the gamers and Keepers at GenCon who gave such valuable feedback on the convention version of this scenario; and my grandfather, George Clifford Newton, for serving in North Africa, the Atlantic Run, and Normandy, and helping make this world a place where a game like this can be played without fear.

Thank you.

LEGAL

Three Kings by Sarah Newton is used under licence.

Artwork © Dim Martin, except the Chaosium and Call of Cthulhu logos which are used under licence.

Call of Cthulhu is a Registered Trademark of Chaosium Inc., and used with permission.
http://www.chaosium.com

Achtung! Cthulhu & MODIPHIUS © 2012 Chris Birch.

Any unauthorised use of copyrighted material is illegal.

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

The names, descriptions, and depictions applied to this supplement are derived from works copyrighted by and include trademarks owned by Chaosium Inc. and may not be used or reused without permission.

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

Find out more about Achtung! Cthulhu at www.achtungcthulhu.com and other MODIPHIUS games at www.facebook.com/modiphius

MODIPHIUS product number: MPS01011
## Table of Contents

- Foreword 2
- Introduction 3
- Overview 3
- Plot Episodes 5
  - Getting In 5
  - The Resistance 8
  - Codename ANGEL 13
  - An Unspeakable Evil 15
  - Escape! 22
- Allies and Adversaries 27
- Appendix One: Pre-generated Characters 29
- Appendix Two: New Rules 33
- Appendix Three: Operational Briefing 36

**LIONHEART TO CHECKMATE –**
**REPEAT TRANSMISSION, MESSAGE DOES NOT MAKE SENSE, OVER.**
Foreword from Chris Birch

As a child I roamed the fields behind our house in uniform with my friend Jonny, clutching our plastic weapons, imagining our constant battles with the enemy. Visions of stirring British war films with brave heroes fighting incredible odds drove me to recreate these battles with my long suffering plastic soldiers and my brother’s collection of miniature tanks. We didn’t study World War Two at school before the age of 16, something I think every kid should since it’s the most defining event in the last 100 years, but this lack of information only drove me to learn more about this fascinating period and the soldiers and civilians that risked everything for their countries.

Now, developing my last game Starblazer Adventures helped satisfy the space opera urge, but there was something missing, so producing this new setting Achtung! Cthulhu is a return to my childhood imagination where every soldier is a hero, where anything is possible in the war torn landscape of Europe. Of course there has to be a darker side to this tale, so working with writers like Sarah Newton we are going to take you on a terrifying journey through the heart of a World War Two twisted by the machinations of the crazed monsters, gods and followers of the Cthulhu mythos and a war machine bent on using any and all weapons at its disposal.

War can be a tricky subject, especially the darker deeds during those terrible years, but we attempt throughout to treat the memory of those who fought and suffered with respect. During our research we repeatedly discover tales of such astonishing bravery and sacrifice that from time to time you will encounter very real heroes in the background of the setting. This is an opportunity for your players to encounter real heroes and learn how they contributed to the final downfall of the Nazi regime.

We have several Achtung! Cthulhu campaigns planned, of which the Zero Point campaign by Sarah Newton is the first. It’s fantastic being able to work together with Sarah again, who has done a lot of work on creating this historical yet tentacle-filled wartime adventure. It’s amazing to be able to publish Achtung! Cthulhu for some truly big guns in the world of role playing: Call of Cthulhu, Trail of Cthulhu, Savage Worlds and our own new introductory role playing game system, Expeditions. So no matter what type of gamer you are you, there are plenty of ways to experience our chilling vision of how World War Two could have been if Cthulhu had not been halted at every point by the heroes of Section D!

As the first major release for my new games imprint MODIPHIUS I hope you will join our journey through this and many other fantastic worlds. We have visions of apocalyptic science romance, fantasy and much more to unveil, so please stay in touch at www.facebook.com/modiphius or write to achtung@modiphius.com and let us know what you think!

Chris

Publisher. Achtung! Cthulhu
Introduction – What is Achtung! Cthulhu?

Three Kings is the first scenario in the Zero Point campaign, an epic and episodic series of adventures for the Achtung! Cthulhu setting. Achtung! Cthulhu is a setting for Lovecraftian roleplaying in World War Two, allowing you to play investigators uncovering the terrible secrets of the Lovecraftian Mythos which threaten the world when humankind is already poised to tear itself apart.

This version of Three Kings is intended for use with the Call of Cthulhu roleplaying game, published by Chaosium, Inc. Everything else you need can be found there. Pre-generated characters, created using the 6th edition Call of Cthulhu rules, are provided in Appendix One on page 29, below; you can also create your own investigator characters using the Call of Cthulhu rules.

Overview

It’s summer, 1939, and a shadow is falling over Europe. Czechoslovakia has been invaded by the Third Reich, and the country dismembered. In its place, the Nazis have declared a “Protectorate of Bohemia and Moravia”, centred on the former capital of Prague. And yet, amidst the restive populace in the surrounding countryside, resistance is growing—led by a triumvirate of patriots known only as the “Three Kings”.

The British government, not yet at war with Nazi Germany, has received intelligence from the nascent Czechoslovak “government-in-exile” in London that a Czech priest working for the resistance in the vicinity of Prague has information about atrocities committed by the Third Reich—information which will provide priceless propaganda if war does break out. According to British intelligence, the priest—codename ANGEL—is hiding Czechoslovakian children and preventing them from being transported to Castle Karlstein, some 25 miles (approx. 40 kilometres) southwest of Prague, reportedly where the atrocities have been committed. British intelligence is also very interested in any possible military significance to these atrocities.

Under instruction from the mysterious “Section D”, part of the British secret intelligence service, the British army has assembled a special operations group to

The Real Heroes of World War Two

Of course, 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 Three Kings, four of the characters the investigators might meet are historical figures, and heroes of the war. They are: Frantisek Moravec, the head of Czechoslovakian military intelligence in London in 1939; and Josef Masin, Vaclav Moravek, and Josef Balaban, the “Three Kings” of the title, who gave their lives for their country’s freedom during the war. You can find out lots more online about the heroic actions of these remarkable people.

What is “Section D”?

“Section D” is a section of the British Secret Intelligence Service (also known as MI6) formed a little over a year ago in March 1938 to carry out paramilitary and covert political actions, including propaganda and sabotage, against an enemy during wartime. In 1939 and the early months of the war, Section D is based at the Metropole Hotel, on the corner of Northumberland Place and Whitehall in central London, close to the heart of the British government.

In the summer of 1939, Section D is under the command of Major Lawrence Grand, and is still very much finding its way, developing its operational structures, and learning to work with its allies, and in particular helping the USA develop its own intelligence efforts. As its role in aiding resistance forces under Nazi domination becomes more important, it will form a key component in the new Special Operations Executive (the famous “Baker Street Irregulars”), established in mid-1940.
parachute into occupied Czechoslovakia to contact the
Czech resistance. The operations group is undercover,
ot in military uniform, and will likely be shot as spies
if captured by the Nazis. They are each given poison
capsules to take in the event of capture. Briefed at the
Section D headquarters in central London by Czech
resistance leader in exile, Frantisek Moravec (see box,
and briefing summary in Appendix Three, page 36), and
provided with a handwritten letter of introduction by
him (with no reference to the British government, who
are determined to maintain deniability), their mission is
to establish communications with the resistance on the
ground (including, if possible, contacting a group of re-
sistance leaders known as the “Three Kings”), contact
Codename ANGEL, find out just what the Nazi atroci-
ties at Castle Karlstein are, and return with the infor-
mation. They should also take any measures to prevent
these atrocities from continuing.

The players take the roles of this operations group—
investigators with a military bent and a desperate, clan-
destine cause. Pre-generated characters can be found in
Appendix One (see page 29).

THE REAL DEAL

The truth of what is happening in Castle Karlstein—
unknown to the British—is far worse. Over the past
few years, an evil Nazi scientist by the name of Herr
Doktor Graf Ernst von Kammerstein has been conduct-
ing nightmarish experiments on prisoners and other
victims. Since the invasion of Czechoslovakia, he has
moved to Castle Karlstein for reasons unknown, and has
begun using the cowed population as a ready source of
experimental test subjects. Codename ANGEL is sav-
ing the children from a fate worse than death! However,
the Nazis are gradually closing in on his underground
railroad.

But there’s a twist. Codename ANGEL is not what
he first seems. The Czech priest, one Father Andrej, be-
gan as a well-meaning but desperate individual, willing
to do just about anything to rescue those he considered
under his care. In saving the children (and some adults)
from the Nazi clutches, he has got too close to Doktor
von Kammerstein’s work, and has discovered what he’s
truly up to (see page 16). The revelation of the reality of
the Cthulhu Mythos and the power of magic has broken
his mind; he has tried to use its unholy power for good,
rationalising that a little evil in the service of a greater

good is justifiable. In doing so, Father Andrej has saved
a lot of lives, but at the cost of his sanity. At the mercy
of an overweening Messiah complex, he now truly be-
lieves he is an “angel”, come to deliver mankind from
the devil’s clutches.

The investigators must decide what to do with
Codename ANGEL. He’s certifiable, but handled cor-
correctly his real heroism could make great propaganda for
the British and the cause of the Three Kings—or cause a
horrific scandal if the truth leaked out...

CHECKMATE TO LIONHEART -
SOME KIND OF ANIMAL! REQUEST
AERIAL PICKUP IMMEDIATELY, OVER!
Plot Episodes

There are many ways the investigators can tackle the events of Three Kings. The following episodes deal with some of the most likely ones, presented in roughly the order they may occur in. Each episode comprises a number of scenes: depending on the investigators’ actions, these may or may not happen. Use this section as you see fit: Keepers should be flexible with any reasonable and well thought-out plan of action the investigators come up with to achieve their goal.

**EPISODE ONE: GETTING IN**

This episode deals with the investigators’ arrival in the heavily forested area around Castle Karlstein to the southwest of Prague, in the Nazi-occupied former Czechoslovakia. By the end of the episode, the investigators may have mounted a daring rescue to contact the resistance.

**Scene One: Parachute!**

The investigators are parachuted into occupied Czechoslovakia aboard an RAF Armstrong Whitworth Whitley. The drop zone is in the lightly populated

---

**The Armstrong Whitworth Whitley**

The Armstrong Whitworth AW38 Whitley is one of the three twin-engine medium bombers in service with the British Royal Air Force (the RAF). It's used for maritime reconnaissance, training, towing gliders, and also transporting troops.

Because of design constraints, the Whitley flies with a distinct “nose-down” attitude, and experiences considerable drag. It has a powered nose turret and also a retractable hydraulic ventral turret with two machine guns (which also adds to the drag when deployed). It has a full crew of five. It’s specifically designed for use as a night bomber, although of course its mission to the former Czechoslovakia is to drop an entirely different payload!

In 1939, the British army is still experimenting with the idea of parachuting troops behind enemy lines. The Whitley used by the investigators is a specially converted model with the rear turret removed to allow parachutists to jump from the plane.