

REFUSE, RESIST, RETALIATE!

A MODIPHIUS
PUBLICATION®

ISSUE
NO. 9

*Fight back against the
hated oppressor!*

*Vive la
Résistance!*

MODIPHIUS®
ENTERTAINMENT

FFA™

*The complete
field manual for
Resistance operatives!*

Sample file

ACHTUNG!

Chillhu®



VIVE LA
RESISTANCE!

Credits

ACHTUNG! CTHULHU CREATED BY CHRIS BIRCH

Creative Lead
John Houlihan

System Design
Nathan Dowdell

Writer
Meric Moir

Editor
John Houlihan

Cartographer
Glynn Seal – Monkey Blood Design

Graphic Designers
Jane Robertson, Matthew Comben, Richard
L. Gale, Michal E. Cross

Project Managers
Haralampos Tsakiris, Gavin Dady

MODIPHIOUS ENTERTAINMENT

Chief Creative Officer
Chris Birch

Chief Operations Officer
Rita Birch

Managing Director
Cameron Dicks

Head of Brand
Samantha Webb

Head of Development
Sophie Williams

Head of Creative Services
Jon Webb

Creative Coordinator
Kieran Street

Financial Controller
Luc Woolfenden

Logistics and Production Manager
Peter Grochulski

Art Directors
Rocío Martín Pérez, Ariel Orea

Studio Coordinator
Rocío Martín Pérez

Photographer
Fátima Martín Pérez

Lead 3D Designer
Jonny La Trobe-Lewis

Senior 3D Designers
Joana Abbott, Domingo Díaz Fermín,
Chris 'Chrispy' Peacey

Senior 3D Plastics Designer
Colin Grayson

3D Designers
Ben de Bosdari, Sean Bullough

Lead Graphic Designer
Michal E. Cross

Graphic Designers
Stephanie Toro, Chris Webb,
Mark Whittington, Leigh Woosey

Audio and Video Producer
Steve Daldry

Editor
Bryce Johnston

Development Coordinator
Jason Enos

Games Designer
James Hewitt

QA Testers
Samantha Laydon, Nathan Perry

Community and Design Assistant
Dominic Westerland

Scheduling and Design Assistant
Justin Talsma

2d20 Developer
Nathan Dowdell

RPG Design Assistants
Andy Douthwaite, Jess Gibbs

Senior Project Manager
Gavin Dady

Project Managers
Daniel Lade, Ben Maunder,
Haralampos Tsakiris

Operations Manager
John Wilson

Factory Manager
Martin Jones

Senior Production Operatives
Drew Cox, Warwick Voyzey

Lead Production Operative
Anthony Morris

Production Operatives
Thomas Bull, Rebecca Cartwright, Louis
Hartley-Edwards, Jake Pink,
Jake Skinner-Guy, Miles Turner

Assembly Team
Elaine Elizabeth Hughes, Nichola Jones

Tool Makers
Luke Gill, David Hextall

Customer Service and Accounts Manager
Lloyd Gyan

Events Manager
Gregoire Boisbelaud

Community Manager
April Hill

Translations and Publishing Manager
Matt Timm

Distribution and Key Accounts Manager
Gary Moore

Sales Account Manager
Matt Vann-Hinton

Marketing Manager
Ben O'Brien

Marketing Coordinator
Shaun Hocking

Brand Manager
Chris Shepperson

Customer Support Representative
Chris Dann

Webstore Manager
Apinya Ramakomud

Bookkeeper
Valya Mkrtchyan

MODIPHIOUS®
ENTERTAINMENT



Modiphius
Entertainment Ltd.
39 Harwood Rd,
London SW6 4QP,
United Kingdom
info@modiphius.com
www.modiphius.net

Modiphius Entertainment
Product Number: MUH0010329
ISBN: 978-1-80281-090-5

LEGAL

Achtung! Cthulhu © Modiphius Entertainment 2023.

Artwork © Modiphius Entertainment Ltd 2023. The *Achtung! Cthulhu*, *Nachtwölfe*, Black Sun, Section M, Majestic & Modiphius Logos copyright 2012-2023. The 2d20 system and Modiphius Logos are copyright Modiphius Entertainment Ltd. 2020. All 2d20 system text is copyright Modiphius Entertainment Ltd. Any unauthorised use of copyrighted material is illegal. Any trademarked names are used in a fictional manner; no infringement is intended. This is a work of fiction. Any similarity with actual people and events, past or present, is purely coincidental and unintentional except for those people and events described in an historical context.

All Rights Reserved., except the Modiphius Logo which is Modiphius Entertainment Ltd.

Achtung! Cthulhu and all characters, underlying game systems and mechanics are copyright works © 2023 of Modiphius Entertainment Ltd. All rights reserved. "*Achtung! Cthulhu*", "Modiphius"® and the *Achtung! Cthulhu* and Modiphius logos are registered trade marks of Modiphius Entertainment Ltd.

Contents

Introduction 8

Welcome! 8

Chapter 1: Resistance Movements in Europe 12

Introduction.. 12

Chapter 2: The Resistance Needs You! 18

Introduction.. 18

Assassin..... 19

Propagandist..... 20

Raider..... 21

Resistance Leader..... 22

Saboteur..... 23

Backgrounds..... 24

Characteristics..... 26

Talents..... 28

Chapter 3: Heroes & Villains of the Resistance 34

Heroes..... 34

Villains..... 38

Demons..... 42

Chapter 4: Tools of the Trade 46

Requisition in the Resistance..... 46

Tables..... 51

Chapter 5: Spells & Tomes 54

Demonology Spellbook..... 54

Chapter 6: Table & Charts 60

Introduction..... 60

Chapter 7: Missions & Maps 66

The Grotesque Gala..... 66

Home and Hearth..... 68

The Industry of Storms..... 70

Under Moonlit Skies..... 72

War on the Rails..... 74

Appendix: Handouts 78

Museum..... 78

Dock District..... 79

Manufacturing Plant..... 80

Occupied Territory..... 81

Railway Depot..... 82



Introduction



Welcome! 8

Introduction

Welcome!

The Nazi war machine blazed a trail of destruction and tyranny across Western Europe and beyond for half a decade. They burned, pillaged, and oppressed but even more insidious than the rolling tanks and marching soldiers, were the changes that took place in the countries under Nazi occupation. Neighbours were turned against each other, fascists within those borders were empowered to spread the Nazis' poisonous ideologies, and countries and populations were carved up by the Axis powers. Millions were sent to concentration camps and murdered simply on the grounds of their ethnicity, sexuality or disability.

As a GM, Resistance campaigns require careful handling, even more so perhaps than a standard game, due to the controversial and sensitive subject matter you're often dealing with. *Achtung! Cthulhu*'s heroic, pulp nature and sinister Secret War occultism doesn't always sit easily alongside the serious and sombre tone of the real world Resistance experience, so plan accordingly and be aware that you may be dealing with contentious and problematic encounters and themes. We in no way wish to diminish the very real suffering and hardship experienced in occupied territories during World War II, but rather celebrate the indomitable and heroic nature of the human spirit which resisted oppression and evil. Please see the Safety at the Table (p.10) section for further advice and always bear in mind the preferences and feelings of your player group.

But playing a game of *Achtung! Cthulhu* set in an occupied territory gives your players the opportunity to stand up against a pervasive and overwhelming force—military, political, ideological, and even mystical. Your adversaries aren't just the occupying armies garrisoned in your towns and cities, they're also the fear and terror that affect an occupied population. The possibility of discovery and betrayal is very real for Resistance fighters but the struggle for liberation can be an inspirational one.

In *Achtung! Cthulhu*'s Secret War, Resistance tales are stories of heroism, inspiration, bold action, espionage, moral dilemmas, survival against the odds, and the true cost of opposition.

When you're completely overmatched and have few allies that you can count on, you'll have to find resources and solutions how and wherever you can. There's always the temptation to believe that the ends justify the means,

and in the Secret War, compromising your morals might lead to dire consequences for your body and even your soul. Demonic pacts, experimental technology, and untrustworthy allies feature heavily in *Achtung! Cthulhu*'s Resistance-themed adventures.

Will you be able to liberate your country from the Nazi stranglehold? Will you be able to meet the might of Black Sun and *Nachtwölfe* without the backing of Section M or Majestic? And if you survive these trials, who will you be afterward?

Vive la Résistance!

WHAT IS ACHTUNG! CTHULHU?

Achtung! Cthulhu is a setting for Lovecraftian roleplaying during World War II, which allows players to discover the truth behind the malign influence of the Mythos on the Nazi war machine and beyond, as conflict engulfs the globe during 1939-1945.

In this pulp-influenced world of brave Allied heroes and dauntless two-fisted adventure, players will take on the roles of Allied servicemen and women, secret agents, members of the Resistance or even hapless civilians caught up in the wider conflict. All stand firm against the twisted might of the Nazi occult: the Cult of the Black Sun, who wield foul magic and summon captive horrors in their bid to unleash Yog-Sothoth, and *Nachtwölfe*, their nominal allies and rivals who place their trust in Atlantean technology, weird science, and strange wonder weapons to prevail.

Players will experience a world where dread secrets and powerful artefacts lie forgotten in ancient ruins, abandoned sites and forgotten cities, and peer deep into dusty tomes and manuscripts seeking to understand eldritch knowledge that was never meant for the sight of mortals. They'll arm themselves with experimental technology and deadly weapons and learn to wield powerful magical spells or harness potent psychic powers to fight against this uncanny threat.

They'll also encounter exotic native races like the Deep Ones, undersea worshippers of the dreaming god Cthulhu, or the strange Mi-Go, fungoid-insectoid beings from the furthest corners of the solar system who have come to Earth for an unknown purpose. Towering over them all are the monsters, entities and gods of the