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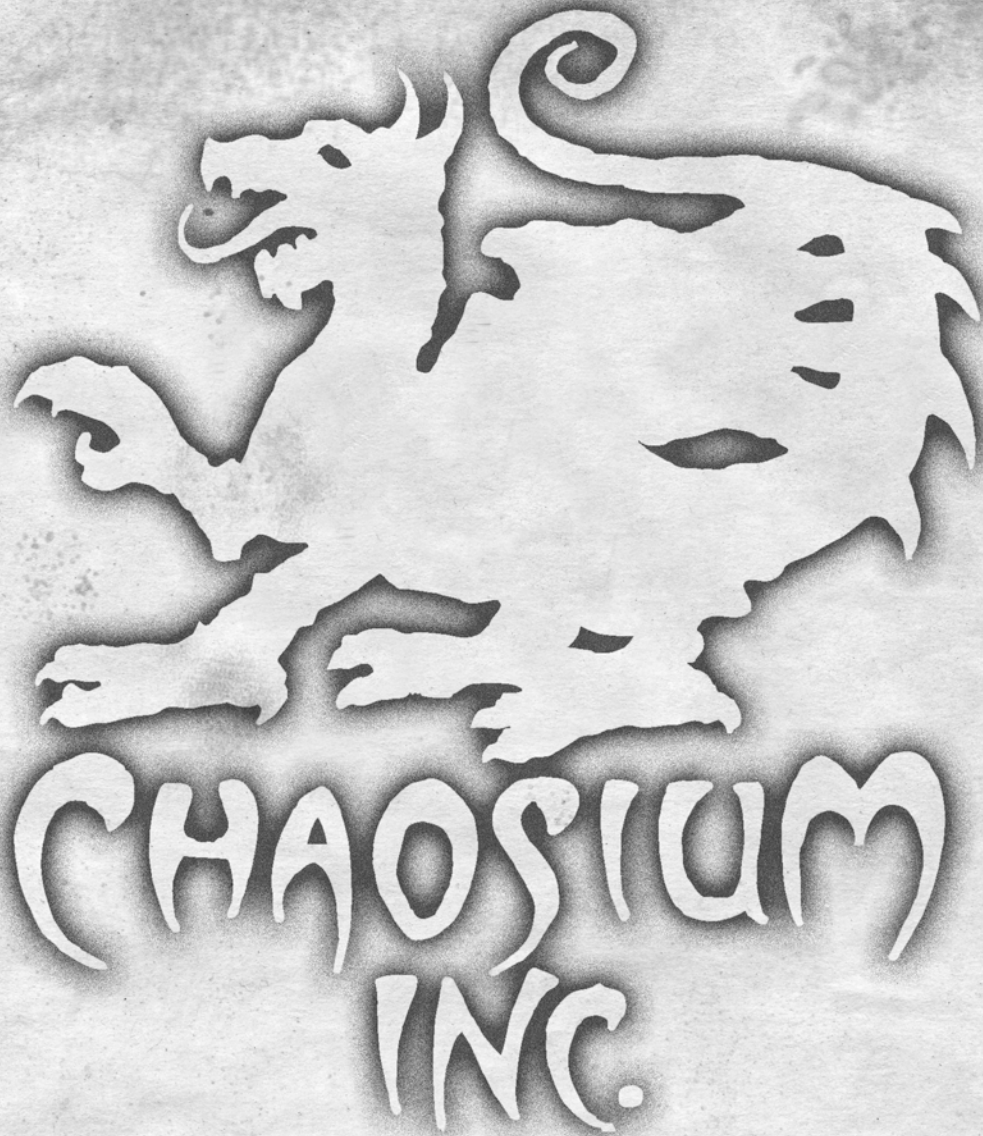


MACHINE TRACTOR STATION KHARKOV-37



A CTHULHU SCENARIO
SET IN STALIN'S USSR





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MACHINE TRACTOR STATION KHARKOV-37

A SCENARIO SET IN STALIN'S U.S.S.R.



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Contents

Introduction	1	Statistics: Vehicles	52
Getting Started	2	Statistics: Troop Roster	52
Red Army Depot 945	2	Keeper's Information:	
To MTS-Kh37	5	What Happened at MTS-Kh37	55
The Rabbit	6	Red Herrings:	
MTS-Kh37	8	The Tunguska Event	59
Garage map	12	Radiation	60
Map of Station	18	Bibliography	61
The Kolkhozes	19	Glossary	62
Keeper's map of area	19	Handouts	
Baiylenskhov	20	Players' map of area	63
Map of Baiylenskhov	22	Official Orders	64
Iurenkovo	23	Requisition sheet	65
Map of Iurenkovo	25	GRU dossier on MTS-Kh37	66
Tschenka	26	Tunguska handouts	67
Map of Tsechenka	28	Remembering meteor shower	68
The Crater	29	Fragments of Lab notes	69
The Lair of the Colour	30	MTS-Kh37 output report	70
Actions of the Party	32	Lt. Chirikov's Journal	71
Actions of the Colour	40	Final entry	72
Dealing with the Colour	44	Journal text	73
Conclusion	47	Character information	80
About the Colour	48	Character sheets	80
Statistics: Equipment	51	Additional information	95

For my father and his copy of Groff Conklin's *Omnibus of Science Fiction.*

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About Machine Tractor Station Kharkov-37:

This scenario was originally written for tournament use, with an unusual setting that makes it difficult to integrate into a long-term campaign. It would be most easily run as a one-shot or as a break from a longer campaign. Keepers who feel inspired to run a longer-term game set in Stalin's Soviet Union might purchase a copy of *Delta Green: Countdown* and read the section "GRU Spetsialni Viedotstvo 8" in that book for one starting point. A good, general, history of the Soviet Union is an excellent resource as well.

For those hoping to use previously published materials, there are two scenarios set in the U.S.S.R., though both are long out of print and without any immediate connection to this work:

"Secrets of the Kremlin" by E.S. Erkes in *Glozel est Authentique* (T.O.M.E., 1984)

"Sleigh Ride" by Steve Kluskens and Liam Routt in *Fearful Passages* (Chaosium, 1992)

Scenario philosophy and inspiration:

The author's goal in writing this scenario was to capture the desolation, melancholy, and despair of H.P. Lovecraft's story "The Colour Out of Space", which is one of the primary inspirations for this work. This is not a scenario about defeating a monster or about saving the world; it is intended to evoke a mood and provide a chance to role-play and problem-solve. Keepers should be prepared for the possibility that some players who are used to being able to overcome any obstacle might be disappointed that total victory is not an option in this scenario. Machine Tractor Station Kharkov-37 is a place not to be defeated but a place that is, at best, simply to be survived. I feel this is in keeping with the spirit of Lovecraft's fiction.

.....

Despite this bleak quality, I did not intend this scenario as a party-killer or Keeper power-trip. It is meant to be a puzzle, albeit a deadly one, that challenges investigators from within and without. Keepers are encouraged to tailor the difficulty level to that of their players. The game (and enjoyment of the game) is the thing, after all.

.....

Aside from Lovecraft's story, inspiration for this scenario includes a diverse range of source materials, including, but not limited to: long Minnesota and Iowa winters, a personal visit to Ukraine in the early post-Soviet era, the scenario *Project Damocles* (by H.N. Voss) from the post-apocalyptic game *The Morrow Project*, William Barton's *The Killer Out of Space* from *Cthulhu Now*, Adam Scott Glancy's GRU SV-8, Edward Acton's *Russia: the Tsarist and Soviet Legacy*, a host of "Where did everybody go?" stories and films, and the album cover of Bruce Springsteen's "Nebraska".



Credit Where Credit is Due:

GRU-SV8 was created by Adam Scott Glancy. The author wishes to thank Mr. Glancy for his kind permission for the use of his creation in this scenario. *Spasibo!*

The cartoon avatars of several mythos deities on page 101 were originally drawn by Goomi. *Merci!*

Patrick Murphy (*aka* the Mad Irishman) put together some nice character sheets and gave approval for them to be used in this monograph.

Important corrections were thoughtfully pointed out by Jasna Martinovic.



Introduction

On December 10, 1931 the twilight skies over south-western Russia were unexpectedly illuminated by a fantastic meteor shower, the most vivid in living memory. Most amazingly a number of these stellar items fell to earth in a region stretching from the city of Kursk to the Don River. Unfortunately one of these celestial objects bore several embryonic Colours Out of Space which had spread into the local environment.

Russia itself was in the midst of the man-made horror of the Collectivization drive. Caught between the power of the State and creatures beyond the comprehension of man, the unfortunate residents of the area near Machine Tractor Station Kharkov 37 slowly succumbed to the enervating power of the Colours. The meteor itself was taken for examination by the Volokolamsk Astronomic Institute west of Moscow, unleashing a Colour upon the unfortunate scientists there, but their sad story is told elsewhere.

Initially the Colours' presence was beneficial for the inhabitants near the station. Struggling to meet the grain quota assigned to them in previous years, suddenly their spring harvest wildly exceeded their goals. As a reward the station was assigned as a test site for a dairy farm and awarded the Order of Lenin. However, as the summer progressed the withering power of the Colours upon the area became increasingly

evident and was reported by the Party officials at the station to their superiors.

Stalin's special projects division in the OGPU had already been closely monitoring the strange events at the Volokolamsk Astronomic Institute. When similar reports were made at the Station, it was decided to send a covert team to the station to study the situation there to determine if these occurrences were related. As a measure of security, only the team leader was informed of what was going on at the Institute and of the possibility of some deadly force. The OGPU team arrived just in time to be trapped with the villagers in the thrall of the Colours when the harsh winter hit. After a few partial reports to headquarters they fell silent in early December.

GRU Spetsialni Viedotstvo (Special Department)-8, which had been monitoring the OGPU's unusual and occult activities since 1931, had taken notice of the activity at the station and after the sudden loss of contact decided to investigate. Due to the extreme severity of the winter, any action by the OGPU was postponed until spring. Using this delay, SV-8 concocted a cover story to dispatch its own group to the Machine Tractor Station. A team of GRU agents, under the guise of Department of Internal Communication and Telegraph (TASS) officers charged with repairing the Station's telegraph lines would travel to



the station and determine the purpose of the OGPU team.

Note from the Author

It is recommended that Keepers read (or reread) H.P. Lovecraft's short story "The Colour Out of Space" before running this scenario. Copies can be found in *The Annotated H.P. Lovecraft* (1997) and *The Call of Cthulhu and Other Weird Stories* (1999), as well as other places.

Familiarity with the chapter "GRU Spetsialni Viedotstvo 8" in the book *Delta Green: Countdown* is very helpful but not critical unless the Keeper intends to incorporate this scenario into a longer campaign.



Getting Started

It is the dawn of March 11, in the late winter of 1933. The ground is still frozen in many places, and icy drifts persist in the lee side of hills and in the shadows. Travelling under expedited internal passports, a small group of GRU agents (in the guise of Telegraph Service of the Soviet Union, TASS) have arrived at Red Army Depot 945. The three GRU agents have been together since they rendezvoused in the Kursk Rail Station, riding in the back of a supply truck bound for the station.

Keepers are encouraged to emphasize the chilly weather. While not the deadly cold of the Arctic, daily temperatures range from the low 40°s in the early afternoon to slightly above zero at night. Coats are necessary, as are gloves and hats. Long-term exposure can be fatal to the unprepared. As the soldiers of the

station are not equipped with high quality winter gear, they will spend most of their time huddled around fires, trying to stay warm. As a general rule, those who travel outdoors without adequate gear must make a **CONx5** roll for every hour outdoors during the day (every 1/2 hour after dark) or suffer 1 hp of damage. Both Maj. Grigorev and Lt. Fyodorov have the skill **Survival: Arctic**. A successful application of this skill will allow unprotected characters to roll versus their **CONx8**, as well as to allow these men to construct adequate winter gear if proper materials are available.

The sun rises daily at around 6 am and sets each evening at 6 p.m.¹ The moon will be full on the 12th and will wane thereafter. Unless the Keeper wishes to be especially cruel, assume that the weather remains clear while the party is investigating the station. Any precipitation that falls as rain will freeze at night, making travel difficult.

None of them have met before, though Grigorev and Urazov are aware of each other by reputation. The Keeper should allow a few minutes for the GRU agents to privately discuss their orders and for the Red Army personnel to interact.



Red Army Depot 945

Red Army Depot 945 is a scene of disorder and chaos. Built in 1929 to enforce the Collectivization drive and

¹ Specifically, Mar 11 6:46 am/ 6:19 pm, Mar 12 6:44 am/ 6:21 pm, Mar 13 6:42 am/ 6:22 pm, Mar 14 6:40 am/ 6:24 pm, Mar 15 6:38 am/ 6:26 pm, Mar 16 6:35 am/ 6:27 pm, Mar 17 6:33 am/ 6:29 pm.

forced state grain seizures, the camp facilities are already decaying. Barbed wire surrounds the camp but poor maintenance has allowed the fence to collapse in some areas. Two makeshift guard towers flank the gate; each is equipped with non-functioning searchlights (the generator is beyond repair) and operable Tulamash-Maxim machine guns. A sluggish stream of foul water bisects the camp. Green logs have been laid down on the muddy soil, creating a usable path between the buildings. The hastily constructed buildings are beginning to disintegrate. All construction is of green timber except for the machine shed, the munitions block house, the infirmary, and the brig which are somewhat more sturdily built of fired brick. Several empty and rusty grain bins are scattered about as well.

Keeper Option:

The recent spring thaw has compounded the difficulties of the famine of the previous year with an outbreak of dysentery. While General HQ is aware of the outbreak, its extent and severity have been downplayed by the officers at the depot, leaving the GRU team ill prepared. Unless precautions are taken by the GRU agents, they have a chance of falling ill themselves. All the soldiers have the disease to some extent and should be considered carriers. Their statistics reflect this, but since they were selected due to their relative good health, none of the troopers have fatal cases. If Keepers are choosing to use the dysentery rules, allow a **spot hidden**, **medicine**, or 1/2 **idea** roll (whatever is higher) for each of the GRU team members to detect this threat. Even if the Keeper chooses to allow the GRU agents immunity to this outbreak, they should eventually become aware of it, as the effects of dysentery are a useful cover to the attacks of the Colour.

Keepers who wish to inflict additional horror on the GRU agents can employ the

following rule. Each day that the investigators spend with troops from the depot the Keeper should make a CON roll. The base level of the multiplier is x 5. A successful **medicine** roll (assuming some basic materials are available) will increase the multiplier to x 10. Each success raises the multiplier by one and each failure lowers it by one. Each failure costs 1d2 hit points and stops that investigator from healing damage (though **medicine** rolls and bed rest recoveries still apply). If a stricken investigator drops to two hit points or lower, they are incapacitated by the disease and all subsequent damage from the disease is applied to their CON. A fumbled roll (96+) means that the unfortunate Investigator is overwhelmed by a sudden chronic bout of the disease and is immediately dropped to 2 hit points and suffers CON damage as above. Any impaled success means that Investigator is immune to this strain of the illness and need not make any additional rolls. The Depot officers can be considered immune to this particular outbreak, though neither they nor the GRU team members should be informed of this.

Upon arrival, the GRU agents will quickly notice the lack of guards. A **spot hidden** roll reveals that a number of the troops that are visible are in fact drunk. A few shouts will eventually rouse the officer on duty from his poker game inside one of the bunkhouses. He can direct them to the base's acting Colonel, who is being treated in the infirmary.

Agent Grigorev carries with him a set of orders for Major Previenshchi, acting head of the base since the death of the Depot's commander three weeks previous. The Major, a chubby Party appointee currently suffering from a bout of 'food poisoning' (intoxication), is properly obsequious to anyone making a **Party Standing** roll, otherwise a 1/2 **persuade** roll is required to get his full assistance. If either roll is successful, the



Major orders his aide Sr. Lt. Fyodorov to gather together the requisitioned items for them. Otherwise, the agents are required to wait for over an hour while the Major finishes his recuperation, at which point he will assign Sr. Lt. Fyodorov to the same task as above.

While supplies are short at the Depot, most of the equipment listed on the requisition sheet is available. The following are available and in good condition: the telegraph wire (which arrived with the agents), the mess kit, the camp stove, the kerosene, the shovels, tents, and the vehicle maintenance kit. The following items are available but either in limited amounts or in poor quality: the grenades (see their description in the statistics section), the delousing agent (can only be found with a **luck** roll by Lt. Fyodorov), and the station only has four gas cans available.

Maj. Previenshchi will assign Lt. Fyodorov, Cmsr. Iushkevich, and Dr. Liubimova to assist the agents, as well as two squads (A and B as per the troop roster on page 52). Two of the stations' three operable GAZ-AA trucks will be granted over to the team as well, along with a two-wheeled trailer each to carry their supplies. Lastly, adequate food and drink (including a twenty-gallon canister labeled pesticide but containing kvass) will be scrounged up for them.

It will take the remainder of the day to collect all of the equipment, muster the troops, and otherwise prepare for the journey to MTS-Kh37. This organizing period can be role-played as much as the Keeper desires, though checking supply lists can only hold a person's interest for so long. It is recommended that the Keeper allow the GRU agents and the personnel from the base a few moments to introduce themselves and feel each other out. If the party is particularly

eager to press on, Keepers should allow them to do so, and engineer a breakdown along the way to the station, so as to make sure that the party arrives early in the morning.

A Note about Soviet Military Rankings:

The hierarchy of Soviet rankings descends from highest to lowest thusly:

Marshall of the Soviet Union

Marshall/ Army General

Col. General

Lieutenant. General

Major General

Colonel

Lieutenant Colonel

Major

Captain

Senior Lieutenant

Lieutenant

Junior Lieutenant

Master Sergeant

Senior Sergeant

Sergeant

Junior Sergeant

Private, 1st Class

Private

Commissars (later called *politruk*) are not considered to be part of the Army hierarchy but are representatives of, and responsible to the Party. They technically have the right to over-rule officers who act in a manner "contrary to the principles of Communism". The exercise of this power is left to the discretion of the individual officer.

In this scenario the hierarchy of officers goes from Fyodorov to Liubimova on the Red Army side and Grigorev, Urazov, Dugov on the TASS/GRU side. While the senior two TASS/GRU agents nominally outrank the Red Army soldiers, the ambiguity of the hierarchy between the army and the State Telegraph agency was intentionally created to produce tension and prevent the higher-ranking characters from dominating. If the players ask for a clear ruling, Keepers should state that the position is undefined. Even if the GRU agents admit their status as genuine superiors, there should be no guarantee they will be in charge.

To the Station

The road to Machine Tractor Station Kh37 is a rough one, having fared poorly over the winter. The investigators should make a **drive** roll on behalf of the drivers for every two hours of travel to the Station. Each failure requires ten minutes of repairs to continue on their way though drivers may ignore the minor damage for a -10% (cumulative) penalty to each subsequent roll, if the penalty is greater than the driver's **drive** score, they must stop immediately. Any damage will need to be repaired that evening before the party can continue in the morning.

The party will pass three small kolkhozes on their way to MTS-Kh37, at hours 2, 4, and 7. To add to the grim mood, a light rain tapering off into a persistent drizzle starts at hour 3 and concludes in hour 8. While stopping at any of these places is not necessary, vehicle problems, troop illness, or curiosity will probably induce a brief visit.

The first kolkhoz, Bogodosk, is mostly empty, as the majority of the residents have been arrested and shipped to the gulag having been labeled kulaks. The local commissar greets the party warmly if they stop but has nothing to offer them (and most of the locals look enviously at the better-fed members of the party) and he has had no word from the station since September. No one at

Bogodosk encountered any members of the OGPU team.

One-hundred-fifty peasants, only just relocated here from a number of smaller farms, inhabit the second kolkhoz, Ulovka. There are no Communist party officials here, a fact to which the gaunt peasants offer no explanation. They are starving, and if given time to organize, might attack the party, though Keepers should only employ this option to punish either profoundly foolish or to prod on overly cautious Investigators. Only the most stolid will linger long enough to discover the remains of six Party representatives in shallow graves hidden in the unplowed fields of the village, or perhaps to join them there...

Lastly, the two trucks will pass the burnt ruins of Degmatorsk, which was destroyed by the Red Army the summer previous due to the activity of 'wreckers' in the area, as the Lt. Fyodorov can grimly relate. Many of the troops with the party took part in the act and the remains of gallows can be seen on the outskirts of the ruins. A **psychology** roll will detect more than a few guilty glances at the burned hulk of the barn as the trucks rumble by.

It will take ten hours of driving to reach MTS-Kh37. Considering the delays at the supply depot and difficulties of the road to the station (to which cruel keepers will add stops for the relief of the



soldiers' dysentery), most parties will not reach the station without stopping for the night. For the purposes of increasing tension, it is best that the investigators reach the station early in the morning, giving them time to examine the entirety of the station and perhaps one of the outlying kholkhozes before they are attacked by the Colour.

If the party does indeed rest for the evening, a makeshift camp is made at the side of the road. The soldiers busy themselves erecting tents and digging a latrine. The team's drivers must spend several hours examining their trucks (cruel Keeper should roll a handful of dice and make concerned noises). The GRU agents and the staff from the base may use this time to discuss their mission or to observe each other.



The Rabbit

During the early hours of the morning, two soldiers from Squad A posted as guards raise the alarm. Investigators awake to the sound of a rifle shot with a successful **listen** roll; otherwise they awake with the rest of the

camp a few minutes later in the general confusion. One of the two guards, Pvt. Yuzhlek, reports to Sgt. Blochinstev that he spotted a rabbit moving through the underbrush. He took aim and hit it, but when the two of them went to recover their quarry, they found something awful. A successful **psychology** roll shows that Pvt. Yuzhlek is rather shaken, and an **idea** roll raises the question of where the other guard is. Pvt. Dziubenko can be found nearby retching into the dirt. (Yuzhlek lost 2 points of Sanity, Dziubenko 3. Their Sanity scores on the troop roster reflect this loss already). If ordered Pvts. Yuzhlek or Dziubenko will lead others to the creature, though Dziubenko needs a few moments to collect himself.

In the dim light of the near-full moon the creature in question bares only a passing resemblance to a rabbit. The hind-quarters are mostly normal, though the fur is blotchy. The fore-legs are abnormally long and mostly hairless. Careful examination shows that there is a set of useless and deformed legs partially hidden by the other two. The wound in the creature's left side, which has destroyed most of the internal organs, bled a bizarrely thick brown-red blood into a pool on the ground, which also produces an awful stench. The sex of the creature is indeterminable.

The head, however, is what has so shaken the two guardsmen. It is obscenely large- nearly five inches in diameter. A row of curved yellow teeth protrudes from the underside of the jaw, in a line extending down the neck. The whiskers are tendril-like and still curl spasmodically, reaching out toward proffered extremities. Lastly, while the left eye is relatively normal, the right is monstrously huge, taking up a full quarter of the head and distorting the rest of the skull. White with cataracts, it is a solid tumorous lump two inches across.

Sanity loss for seeing the creature in the dim light of the kerosene lamps is a scant 0/1d2. A fuller examination, back in the tents of the camp, cost 1/1d2. Lastly, if Dr. Liubimova or Lt. Dugov dissects the creature, both must make additional rolls for a loss of 1/1d3 Sanity, as what internal organs that have

survived the bullet are malformed and frequently displaced and confound science's understanding of anatomy. *For more information of what they find, refer to the autopsy section on page 35.*

In the morning, before departure, the soldiers will insist that the creature's remains be disposed of away from the camp. The base officers can order the troops to stand down from this demand but this will lead to resentment of the officer (-5% from future **persuade** rolls) and a lingering suspicion of the TASS agents. Once the Colour begins its attacks on the party, the soldiers will blame the corpse and demand that it be destroyed. If thwarted they will attempt to do so secretly



КРОЛИК МУТАНТА

Machine Tractor Station Kharkov 37

After breaking camp another hour of rough driving is required, calling for one final **drive** roll. The turn off to Machine Tractor Station Kharkov-37 is not marked, though a telegraph branch line points the way. The station and its surrounding kolkhozes rest upon a low ridge projecting into a marshy area, and the heavily rutted road keeps mostly to the heights. All of the party members should make an **idea** roll to spot the many places where the telegraph line (which is mostly visible from the road) has been broken by the winter weather. As the two trucks grow closer to the station a **spot hidden** roll points out a short stretch of telegraph poles that are missing along with a stretch of cable. No rolls are required to notice the dusty, loose soil that is picked up and tossed about by the wind. Anyone asking about the lack of plant or animal life should be reminded that it still is winter.

Upon reaching the station, the party members will quickly become aware that things here are amiss. The ground is unusually dry and dusty and is completely without vegetation. There is the faint whiff of decay in the air that grows stronger when the wind blows from the silos. It soon becomes obvious that the Machine Tractor Station is the quiet home of only the dead.

Each of the locales at the Station is described below. Like all areas affected by the Colours, all organic materials here, including wood, are strangely brittle and dry.

1. Barracks

The barracks, originally intended to house the staff of the station, were partially damaged in the chaos of the failed attempt to trap the Colour. Of the seven barracks, B and C have been severely damaged in a fire.

The barracks, all built to roughly the same specifications, are of wooden construction with a brick base. They all are one story in height, with small coal stoves for heating and cooking. Additionally, there is a functional outhouse just to the west of the barracks.

1A. Administrative

Housing

Meant to house the Communist Party officials appointed to run the Station, this was the first barrack built and is the best constructed. In addition to the normal amenities the barracks provide, there is also a set of curtains dividing the space into four individual rooms as well as a gaudy collection of posters praising the Community Party and Josef Stalin. The personal effects of the Station Chairman and the Station Doctor can be found here.



A thorough search (1 hour) of this barrack turns up a stash of Turkish cigarettes (tasting even more foully thanks to the Colour), a liter of poor quality vodka (again tainted by the Colour's influence), and half-full vial of morphine in the doctor's bag, total POT 80.

1B. Telegraph Office (burnt)

This barrack house was used as telegraph office and a place to coordinate the construction projects at the station. Sadly, the fire that destroyed building C also ignited this building as well. All that remains is the cracked brick foundation and a few charred timbers. A successful **spot hidden** roll will uncover a not-entirely ruined telegraph key (search takes two hours). It can be repaired with both a successful **mechanical repair** and an **electrical repair** roll (three hours to repair).

1C. Infirmary (burnt)

This building was the infirmary for the Station as well as the surrounding kolkhozes. In the panic after the failure of the attempt to trap the Colour, a few of the survivors barricaded themselves inside in a futile attempt to avoid falling prey to its alien hunger. In the throws of panic one of the damned souls within set the building alight, killing all many still inside, the Colour taking the rest. All that remains of this structure is the blackened foundation. The first person exploring this ruin who fails a **luck** roll dislodges a charred human skull in the ashes (Sanity loss 1/1d2). Careful excavation of the rubble (4 hours work) uncovers the blackened bones of four men. Mixed in with the bones are two ruined rifles. There are no salvageable materials here.

1D & 1E. Housing

These two buildings served as housing for the staff of the Station, D for the tractor drivers and E for the mechanics and the guards. Neither of these buildings was badly damaged by the fire though both show slight scorching. D contains eight cots, a few personal effects (including a pack of 'French' postcards), and little else though it takes one hour of searching to determine this. E contains ten cots, personal effects including a battered guitar and harmonica, and an open wooden cabinet used as a gun locker. While all the rifles are gone, almost one-hundred rounds of 7.62x54mm rifle ammunition is scattered inside and on the barracks floor. Each building requires a one-hour search to determine its contents.

1F. Temporary Mess Hall

Though intended as housing, due to the shortage of staff at the station and the lack of a proper kitchen, this building was converted into a mess hall soon after it was constructed. Two coal stoves, along with a good supply of coal, pots, pans (a few unwashed), and other cooking utensils can be found here, though there is no food to be found. Curious investigators can determine the last meal prepared here was in part made up of shoe leather and oats. Anyone making a **biology** roll or a 1/2 **idea** roll notice that there is no mold on any of the kitchen surfaces, including the month old food. It will take two hours to fully sort through all of the kitchen goods here.



1G. Prison

To expedite the construction of the Station's test dairy, a small group of convicts from the Soviet penal system (*zeks*) were relocated here to act as slave laborers. Poorly fed, these men were some of the first to fall victim of the Colour. When the OGPU moved to relocate the kolkhozi to the station, several of the *zeks* were armed and promised reduced sentences in exchange for their assistance as guards.

An **idea** roll will allow searchers to notice the heavy bar that could be used to lock this building's only door as well as the bars bolted across the windows. It should be obvious that anyone housed in this building was there against their will. Aside from these trappings the building was emptied of its inhabitants and their very meager possessions many months ago. All that remains is the lewd graffiti they carved onto the walls. Even their bunks were moved to the garages. A search of the building takes an half an hour and yields nothing.

2A. Barn

Across from the barracks is the station's newly constructed barn. A gift from the Soviet State for the Station's remarkable surpassing of their grain quotas, the barn was intended to hold forty dairy cows (though only thirty were ever delivered). The barn is nearly totally empty, having been thoroughly

cleaned by order of Colonel Shilov. All that can be found in it is a loft half-full of crumbling hay and a few discarded rags and wooden buckets that smell slightly of bleach. In the south side of the barn there are three wooden crates containing rusting milking equipment. If these crates are thoroughly searched a small nest of mice can be found. They are all dead, dried husks sapped by the Colour. While this sight is certainly not on par with the gruesome contents of the



silo, Keepers can still demand a **Sanity** roll for the discoverer, with failing rolls costing a single point of Sanity as the powdery remains of the nest tumble unto the floor. It will take two hours to peek into all the barn's corners.

There is a large fenced in area behind the barn intended for the cattle. There is nothing in this area but mud.

2B. Pyre

Behind the barns are the grisly remains of the herd of dairy cattle shipped here in the late summer as well as the human victims of the winter's famine and cold. After being shot in the head, the carcasses were piled together

by a tractor into three large mounds, mixed with logs, doused in kerosene, and set alight. The piles of blackened bones (obviously bovine) and cinders have subsided in the winter snow but still stand nearly 1.5 meters tall. Visible nearby on the wall of the barn is a section listing the names of over one-hundred people (all of the kolkhozi and Station staff who died or disappeared but excluding the OGPU agents killed in the 'coup'). At the top of the hand-written (in many different hands) memorial to the dead is the motto "Long Live the Com-munist Party and the Workers' and Farmers' State".

Digging through any of the piles the investigators quickly discover that there are a large number of human bones in each pile as well, otherwise a **spot hidden** roll will note that the remains are not all of cattle. Inquisitive investigators can unearth the remains of 33 cows (28 adults and 5 calves) and 140 humans. For information of what can be learned by a closer examination of these remains, see the *Autopsies* section on page 35. Sorting bone from ash takes 20 hours per pile, for a total of 60 hours. The sanity cost of this grim task is 1/1d3 for all participants.

3. The Dairy

The dairy, though construction was started in the summer, was left unfinished due to a shortage of material. All that currently stands is the building's cement foundation. Careful inspection

reveals a number of cracks that suggest a rushed job. Behind the foundation pad are two two-hundred gallon metal tanks intended to store milk. Both lack the necessary pumping equipment to make them functional. Scattered around the tanks are the remains of the cement mixing gear (a dented tin wash tub) and other equipment used to lay bricks (trowels, hodders, etc). Hours can be wasted here, poking about at the ground but only two are needed to be sure there is nothing there.



4. The Garages

The most intact buildings are the three brick garages, though one [B] has been damaged by fire. The OGPU officers set themselves up in garage B. The OGPU relocated the surviving kolkhozi to garages A and C and the station personnel to garage B. Each of the garages is a two story brick building. The entirety of the ground floor of each is one open room. Only the rear section of the second floor is divided into a series of small offices accessible via two flights of stairs. Each garage possesses lights to illuminate the ground floor and a single bulb in each room, though some of these have been removed. Windows also provide light in the offices (rooms 4 & 5 looking out at the garage interior) and the garage area itself though many have been covered with blankets to keep out the cold. If the Rural Electrification Truck is repaired, the lights can be rigged to run off its

generator with a successful **electrical repair** roll and two hours work. See the generic garage map for more details. Northwest of the garages is an outhouse as well as a pit used to empty chamber pots into.

4A. Garage A

This garage was used to house the survivors from Baiylenskhov; the ground floor of this garage is divided by blankets hung over bailing wire, separating the floor into a number of private areas for the families there. Numerous everyday things can be found in these small 'rooms', though nothing useful. The Keeper is free to improvise the discovery of a rag doll or other such fragments of shattered lives. If he or she wishes, those who linger too long over these artifacts will lose a point of sanity, and realize more fully the catastrophe that has occurred here. Two tractors, stripped of their lights, sit against the back wall. They are dusty with disuse, but otherwise in good repair and can be driven if fueled.

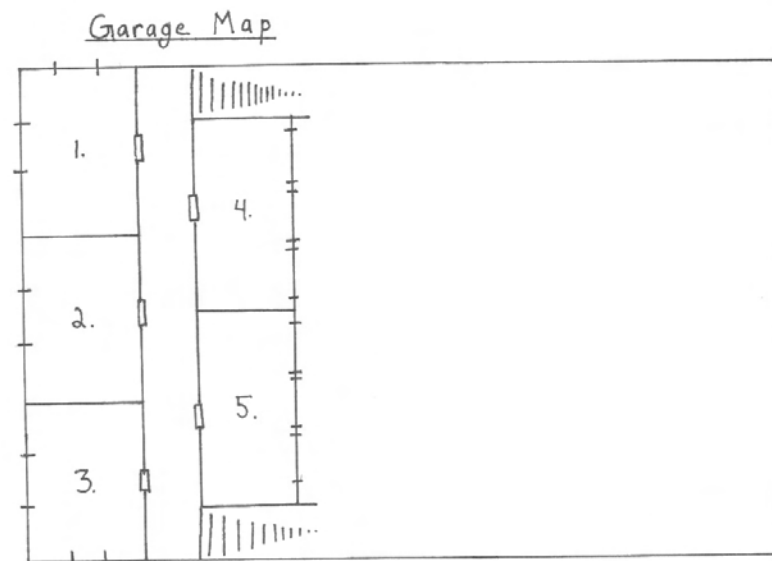
The second floor offices were used to house the largest families. As with the ground floor, there are a number of small personal effects here but nothing that will give any indications of what happened to all these people. Searching this building completely will take 25 hours.

Parked behind this garage is the wreck of the OGPU team's truck, a

GAZ-AA. Both axles are badly broken. A crude welding job has mended one, but anyone making a **mechanical repair** roll will realize this vehicle is only good for parts.

4B. Garage B

This building still reeks of smoke from the lab fire started by Dr. Pachenkin who was driven mad by the Colour. The ground is cluttered with the materials left over from the assembly of the light array used in an attempt to trap the Colour. Long planks have been slung between the two tractors here as a make-shift workbench. Welding gear lies scattered beneath it, with burnt-out light bulbs, short bits of wire, and shreds of insulation stripped from the removed telegraph line. Stacked by the door are a



pile of dirt crusted shovels and five crates containing what food was left at the station- oily sardines, two bottles of very good cognac, a few dried-out potatoes, three sacks of sawdust-cut flour, etc. Very little of it remains edible save for the canned goods and alcohol which are passable. Searching the ground floor thoroughly will take 20 hours.

4B-1. Sergeants' Quarters

The four OGPU sergeants who were dispatched with the team to provide any needed force were housed in this room. Their quarters are spartan; four cots, a basin and mirror, four sturdy wooden chairs, and a battered crate that was used as a table. Most of the personal effects of these four men were gathered up after two of the three survivors were killed in Lt. Chirikov's mutiny. The lone survivor, Sgt. Bukovich, left his gear here laid out on the bed ready for an expected departure once the creature was contained. Searching his gear turns up a deck of cards, two changes of uniform, a spare set of good boots, a gun cleaning kit, and a few popular Russian novels. Rolled up in an oilcloth at the bottom of the pack are dental tools, several sharp knives (ranging in damage from 1d2 to 1d4+2), a pair of handcuffs, a set of brass knuckles (+2 points of damage to fist attacks), and several small vials of formic acid. It will take 15 minutes to go through his gear.

4B-2. Lieutenants' Quarters

This room served as housing for Lt. Chirikov and Lt. Gudzin. The room is almost as bare as the Sergeants' room, though a calendar (turned to February) livens up one wall. The two cots have been carefully folded and set aside. As in Sgt. Bukovich's room, much of their gear remains, carefully packed for the planned evacuation. Two packs are visible by the rooms' makeshift desk. Each contains a change of clothing, a weapon cleaning kit, a canteen full of water mixed with iodine, a wool blanket, toiletries, a sewing kit, and firing gloves. In one pack (Gudzin's) there is also a pack of Turkish cigarettes, a flask containing a potent home-brewed vodka, and a bundle of erotic letters from a

number of Soviet women in various cities to different men (Gudzin purchased these from a mail censor he knew). On the desk are also a full box of 7.62x25mm ammunition, a full kerosene lantern, a file folder containing a report prepared by the Agricultural Commissariat about the station's output and a locked metal box (STR 15 to pry open). For more information on the report see *Actions of the Party: Reading Documents: Station Output report* on page 38.

Inside the box are the internal passports for nearly every deceased person at the station, a total of 273 in all. They do not include the Vizhedikh family, some early victims of the Colour, the zeks, and the children born after May of the previous year, but it does include all the dead members of the OGPU team. Half an hour is needed to search this room.

4B-3. Scientists' Quarters

The three scientific specialists on the OGPU team were housed here. The survivors packed their gear in preparation for departure. Their meager goods are packed in a trunk sitting by the door. Inside are several changes of clothing, a few scientific texts (three on geology, two chemistry books, and five by T. D. Lysenko on agronomy), a hand-carved wooden chess set and a board made from a scrap of cloth, toiletries including some rather pungent cologne, a small bible with a bookmark in Genesis, Chapter 19 (Mezhlauk's Baptist faith was tolerated in exchange for his service to the State), and a brass microscope that somehow escaped the lab fire. Anyone who examines the books notes that one of the chemistry volumes has a significant number of pencil corrections and notations in the margins hinting darkly that our



understanding of the universe is at best profoundly flawed. A successful **chemistry** along with an **idea** roll cost the reader 1/d2 sanity points otherwise the truths revealed here are dismissed as madness. It will take fifteen minutes to look through the items here. For reading time of the annotated chemistry text, see *Actions of the Party: Reading Documents: Annotated Chemistry text* on page 38..

4B-4. Burned Laboratory

The hallway and door outside this room have been charred by fire and smell of smoke is strongest here. Once the door is opened a slight smell of gasoline can be detected. Untouched since Dr. Pachenkin's suicide, this room once served as a laboratory for the OGPU team's scientists. In his madness, Dr. Pachenkin set the room alight and then hung himself, destroying most of the equipment and the records that the team had generated. Bits of very modern lab equipment including oxygen cylinders, numerous beakers and flasks, scales, and much else lie scattered on the floor. Above a scrap of charred rope is still tied around a beam. A **spot hidden** roll notices an upturned dustbin half buried in the remains of a desk. Inside are a few scraps of paper partially shielded from the flames. For their contents, see *Actions of the Party: Reading Documents: Fragments of lab notes* on page 38. Four hours and a tolerance for soot are required to search the lab; it is



up to the Keeper if other useful pieces of gear can be found. Allow a **luck** roll for each searcher to have them uncover the dustbin's contents.

4B-5. Shilov's Room

Colonel Shilov occupied this room. After his execution his gear was thoroughly searched and, aside from useful items, was then incinerated in one of the building's small stoves. Sharing a wall with the lab, this room has suffered some damage from the fire there. A single folded cot is the room's only furniture.

Five minutes at most are needed to prove that this room is empty, but more time can be wasted if desired.

4C. Garage C

This garage was used to house the survivors from Tsechenka and Iurenkovo. Its layout and contents are similar to garage A. The ground floor is subdivided by blankets hung over bailing wire. The personal goods of

the relocated kolkhozoi remain here, most of them carefully wrapped in sacks or secured in battered trunks. The rooms of the upper floor were likewise used to house families and contain their goods. A hand-cranked pump can be located in a pile of scrap on the ground floor with a **spot hidden** roll. A thorough search of the building will uncover nothing else except the magnitude of the calamity of the disaster that befell the people here, but it will take twenty-five hours.

The primary difference between this garage and the others is that this garage's tractor is free from cover and is ready to be operated. There is a metal plate welded across the front of it and a hook welded onto the back axle (the tractor was used to haul cattle carcasses and to move the telegraph poles into position).

Parked on the south side of garage C is one of the OGPU team's trucks. This is a GAZ-AA modified to seat twenty by way of an extended bed. The tarp covering the bed has torn off. Exposure to the elements has slightly damaged the vehicle. It will need 12 hours of work and two **mechanical repair** rolls, as well as a new battery to make it ready to drive. There are no appropriate batteries at the Station, so either one must be taken from another truck or this vehicle will have to be jumped each time to start. Another difficulty is that the vehicle's keys are nowhere to be found. They are in the rubble of the burnt infirmary, but only an impaled **spot hidden** roll will uncover them.

The truck is fully fueled. In its bed are two twenty-gallon tanks of water that tastes strongly of iodine. The truck is otherwise empty.

5. Silos

On the northeast side of the station are the incomplete grain silos, one of which is inexplicably surrounded by telegraph poles topped with lights. All of the silos are constructed of fired brick hastily mortared together.

5A. Silo ('Lenin')

The first silo, nicknamed 'Lenin' by the locals and, bearing a remarkably well-done profile portrait of the founder of the Soviet State, is intact and whole. The only complete silo, 'Lenin' is thirty-four feet tall including its domed top.

Entry can be gained by means of access doors at the base of each silo (these are rusty and resist attempts at opening with a Strength of 10), or, for characters of SIZ 8 or less, the grain chute at the top some thirty feet up, can be crawled into. This will require two **climb** rolls- one to get up and the other to lower oneself into the interior (a rope can be used to alleviate the need for a second roll). On the inside are a few scraps of the past summer's fantastic harvests. A **farming** or **biology** roll will allow the observer to recognize the fact that unusual mutations were endemic in the crop. A **spot hidden** roll will also uncover a profoundly deformed grasshopper wedged into a crack in the floor of the silo. It is a dead albino that consists almost entirely of legs, over twenty in all and of various shapes, attached to an elongated thorax. There is no discernable head. *For more information on the grain or the mutated grasshopper, see the Experiments section of 'Actions of the Players: Experiments' on page 34.*

5B. Silo ('Stalin')

The second silo, 'Stalin', is only partially finished and it shows some signs of damage. This silo is only twenty feet tall and the portrait of Stalin is an unfinished rough outline. Lacking a top, the silo has filled with ice, rainwater, and water brought by the Colour, though this cannot be seen from ground level. Closer examination of the exterior of Stalin shows a perfectly circular hole about eleven feet off the ground on the northeast side of the silo. Individuals bold enough to climb up the side (a **climb** roll again, though due to the slight drop, there is no damage from a fall if a **jump** roll is made otherwise 1d3 points) to look into the hole see the top of the water that fills Stalin.

Unfortunately they also discover the terrific odor of the silo's other contents. A **CONx6** roll or less is required to suppress a gag. The hole itself measures nine inches across and looks strangely melted though there is no evidence of heating.

There are two access doors at the base of the silo, measuring 2' by 2'. Both are rusted stuck. The doors have a **STR** of 20 to open and will require a single attack of 15 hp to break open or total damage equal to 100 hp. Forcing the doors produces a wave of foul smelling water, ooze, and remains that pours out over much of the central area of the Station. Anyone within five-hundred feet of the Station must make a **CONx6** roll or become ill. This multiplier drops by one for every hundred feet closer one is, down to a minimum of 1. This overwhelming stink will pass in a few hours, but the scent will linger indefinitely. After the wave subsides, anyone within sight of the silo will spot the numerous human and animal remains, causing a Sanity cost of 2/2d4.

The circle of telegraph poles that surround the silo are each topped with some sort of light- headlights from tractors, arc-lights from the garages, groups of small bulbs stripped from the buildings of the station and bound together. All of the lights are directed into the silo. A thick electrical cable leads from the poles to the small truck in the central parking area. (See 5D for more details on the truck). The pole nearest to the hole has also been cut in half and lies on the ground, its wires snapped free. Closer examination of the pole shows that it too seems to have been melted, though the gap in the wood is nearly two feet in length. Three hours work and an **electrical repair** roll can make this array function again.

If the investigators probe the bottom of the silo, they find that their probe reaches some sort of soft substance (perhaps as viscous as a very firm silt) eight feet down. Solid earth can only be found five feet below ground level. In the course of any probing, they dislodge a horrifically disfigured human figure that floats, face up, to the surface. This was Lt. Gudzin, the Colour's final victim. Sanity loss for seeing the mind-numbingly awful corpse is 1/1d8. Any of the GRU agents who make an **idea** roll recognize his OGPU uniform, despite its immersion in the water.

Those who wish to can uncover the other victims of the Colour who rest here in the silo. The remains of twenty-four humans (including Lt. Gudzin), the fragments of two adult cows and seven calves, and numerous small animal remains including birds, rabbits, two dogs, and a deer are mixed together with some sort of preternatural muck. It will take fifty hours to extricate these remains, twenty-five hours if the pump from garage C is used, and fifteen if the access doors are forced open. Anyone who helps to fish out or gather the remains must make a **Sanity** roll for 2/2d4. If immediately taken into a dark place (or this work is done at night without lighting) the remains will very briefly shine with the hue of the Colour. This will cost views an additional point of **Sanity** if an **idea** roll is succeeded.

5C. Unfinished Silo

The third silo consists of only a foundation. A few scattered bricks, a broken cement hopper and an overturned barrel half filled with dried cement are all that can be found here.

5D. Rural Electrification Truck

Parked between the silos and the garages is an abandoned truck. It is a



GAZ-AA, modified to be used as a mobile generating unit with the addition of a very sizable fuel tank and a generator. Clearly visible on both sides of the tank is stenciled the motto “Rural Electrification Plus Soviet Power Equals Communism.” Anyone approaching within twenty feet (and is in sight of the cab) will notice a dried splatter of blood on the driver’s side window and the windshield. Closer inspection will show a bullet hole in the driver’s side window. Anyone looking in the cab will discover that the front seat contains a corpse.

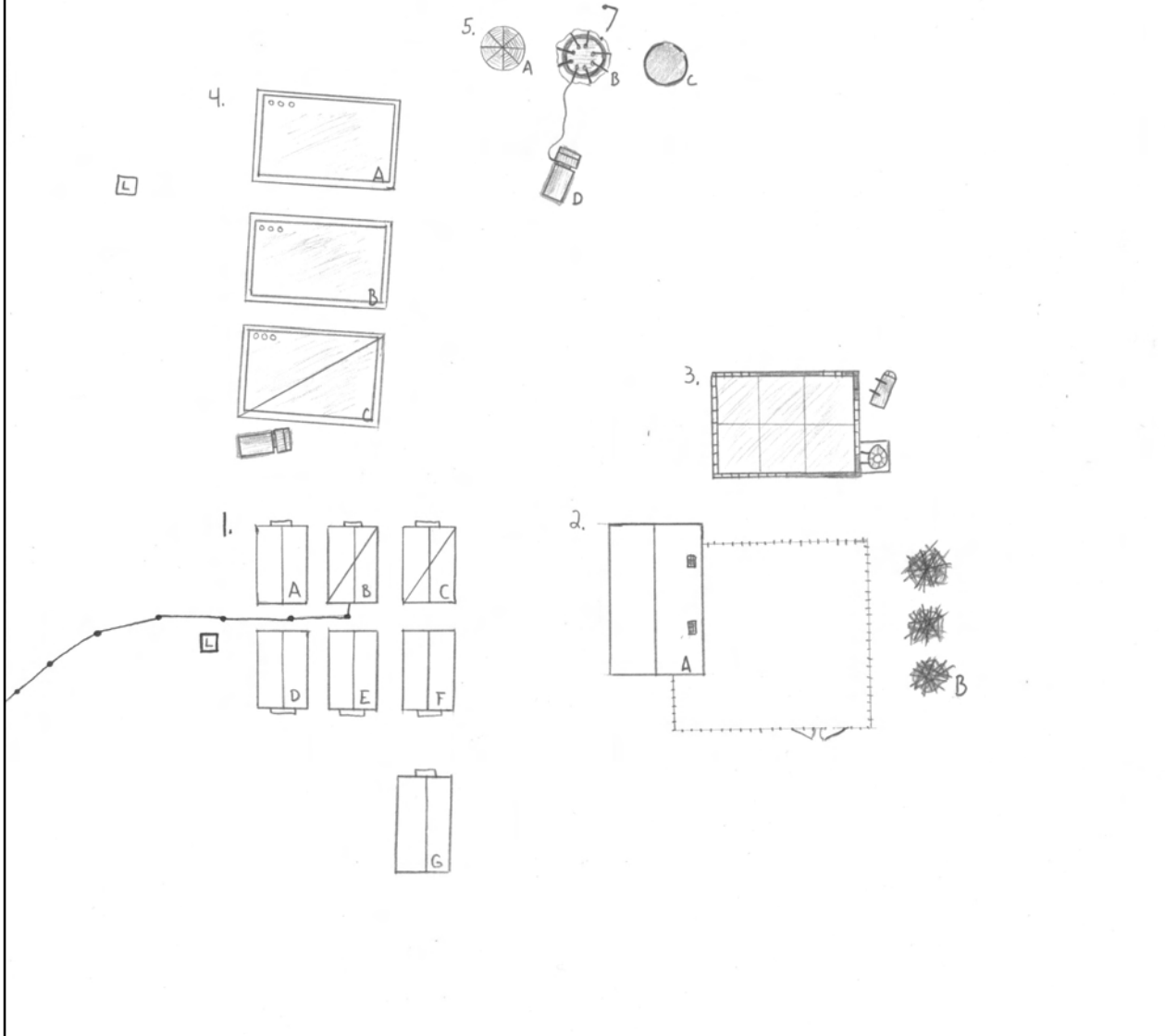
Slumped down in the driver’s seat are the mummified remains of Lt. Chirikov. Tightly gripped in his desiccated hand is a Tumulash TT-33 pistol with six shots remaining. He is wearing an OGPU uniform under a good Red Army winter jacket. Sitting on the adjoining seat is a finely made leather satchel, a little splattered with dried blood. Inside the satchel is a Red Army map of the vicinity of MTS-Kh37 (as per the player’s map), a spilled, half-empty box of shells for the pistol (twenty-seven rounds if counted), a dented tin containing pencils, a small ink bottle and a silver fountain pen, a small wrapper containing what appears to be a handful

of pills (actually the invisible ink Chirkov used), a harmonica, a small package of peppermint candy, and Lt. Chirikov’s sketchbook.

The book is about 1/3 filled with pencil sketches of mostly mundane subjects- trees, snow-covered buildings, and soldiers. The final sketch shows the view of the silos and lighting array from the truck itself. The final entry, however, takes the form of a journal entry. See the handout on page 72 for a copy of the text. This book is Lt. Chirikov’s secret journal; all but the final entry being written in invisible ink and obscured beneath pencil sketches. This is a fundamental clue if players wish to learn just what has transpired at the station. For more information on the sketchbook, see the *Action of the Players and Players’ Handouts*, page 36.

The truck itself is intact, though the fuel tanks for both the engine and the generator are empty. It will take one hour, some lubricating oil, a few liters of gasoline, and one successful **mechanical repair** roll to fix the damage caused by exposure to the weather and to make the truck operable again. The damage to the window cannot be repaired with the equipment on hand.

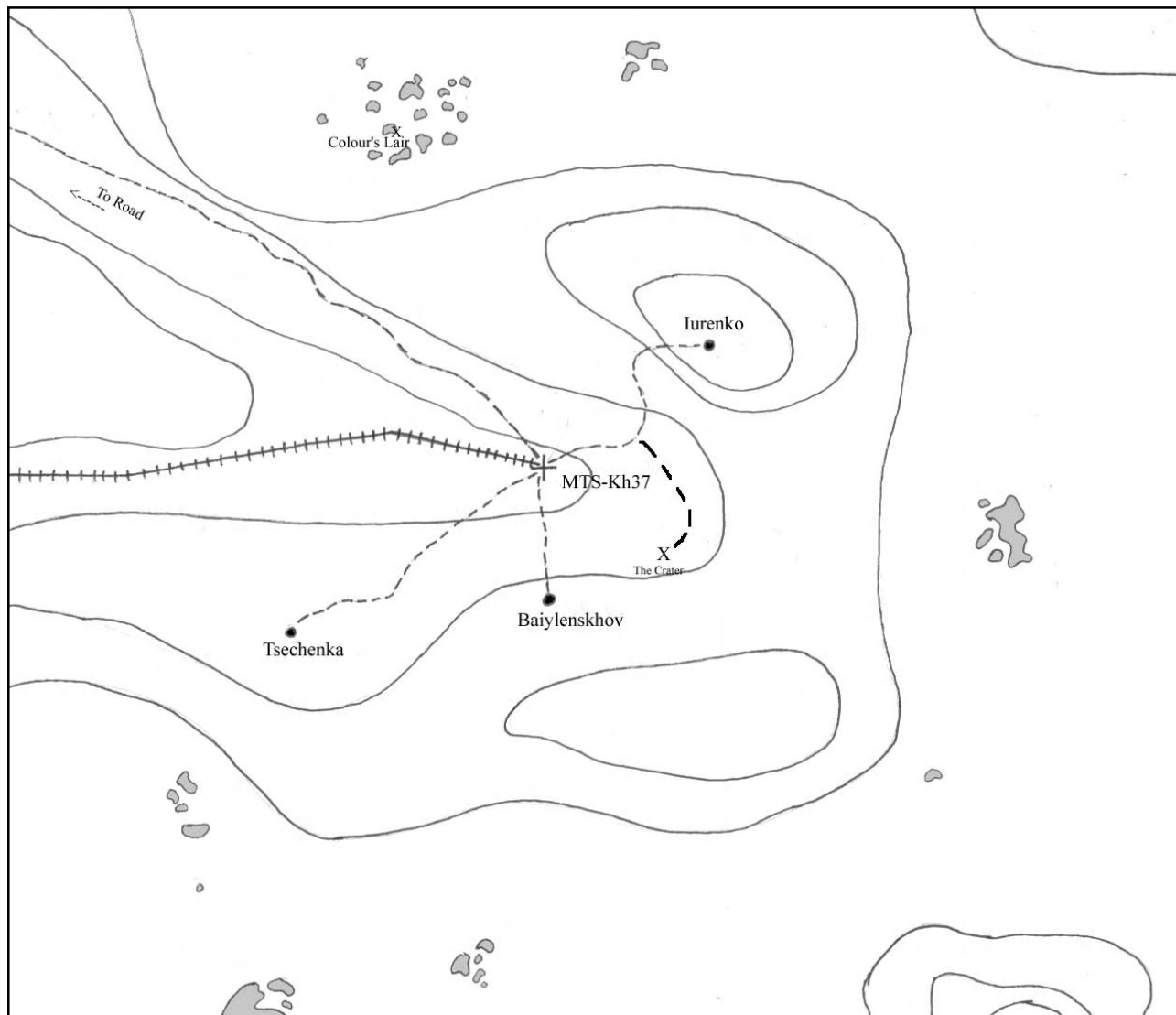
Machine Tractor Station Karkhov 37



The Kolkhozes

Most of the buildings of the three nearby kolkhozes are unremarkable private dwellings made of wood. These are marked by a lower case (r). Keepers are free to improvise any sort of personal contents, but remember that most portable goods were moved with the kolkhozoi to the Station. Barns (marked b) have been emptied as well, as all of the animals they contained were killed either by the Colours or by human action. These will contain all the necessary materials to maintain animals but little food. Hay (bearing obvious mutations if the Keeper desires) is plentiful. Finally, buildings marked with a diagonal line have been burned to some extent. It is up to the Keeper what, if anything, remains of these structures.

Each kolkhoz has a transit time listed. It is assumed here that the party will drive at a safe speed for the road conditions (10-15 mph). These times can be halved if the driver can make a **drive auto** roll. Failure means a **luck** roll is required to avoid damaging the truck, same penalties as the drive to the Station. If the trip is made on foot, triple the time required.



Baiylenskhov

(transit time to station 15 minutes)

Baiylenskhov was settled in the mid-18th century as part of Russia's push towards the Volga. All the buildings here are constructed of wood except the sheet metal chicken coops. As the largest kolkhoz in the area, Baiylenskhov was ravaged by two Colours, leaving it a dry and powdery tomb. Those approaching Baiylenskhov notice a marked decline in the health of nearby trees and shrubs as they near kolkhoz.

Upon entering the Baiylenskhov, the party will notice that many of the buildings on the northern side of town have been burned. This is the result of an unattended lamp that was left when the kolkhozoi were relocated to the Station.

1. Eastern Orthodox Church

The largest building in town, the onion-domed church has been boarded shut since the end of the New Economic Program in 1927. A sun bleached and tattered notice closing the building is still pasted across the main door. The curious can force their way into the building. Inside, the church is empty, its pews chopped into firewood, the relics and icons stolen, the fixtures pried off the wall. All that remains are the beautifully painted frescoes of the ceiling. Even they are marred by bullet holes. A faceless Christ stares mournfully down from above the altar.

1A. Cemetery

A small cemetery bares mute witness to the many deaths of the past 18 months. While there have been burials since 1782, the wooden markers are only legible from about 1880 on. There are three to four graves per year (most often children) except for the years 1917-21 (seven to eight deaths per year) and 1929-31 (six and five and four respectively). There are twenty graves marked 1932. A **spot hidden** roll notices there are five unmarked graves a little ways off from the main part of the cemetery. If desired any of these graves

can be exhumed, though only those from 1931 will show signs of the Colours' attacks. The twenty marked graves all contain people who died either by exposure (fourteen) or starvation (six). The five unmarked graves are all suicides, buried separately from the main area due to the stigma of their deaths. Of these, three died by hanging, one from poison, and one from a fall off the roof of the Church. Each grave requires five man-hours to open. For more information on what can be learned from these remains see the *Actions of the Party: Autopsies*, page 34.

2. 'Commons'

This is the central area of Baiylenskhov and is fronted by the largest houses and the church. There is a covered well on the east side of the commons.

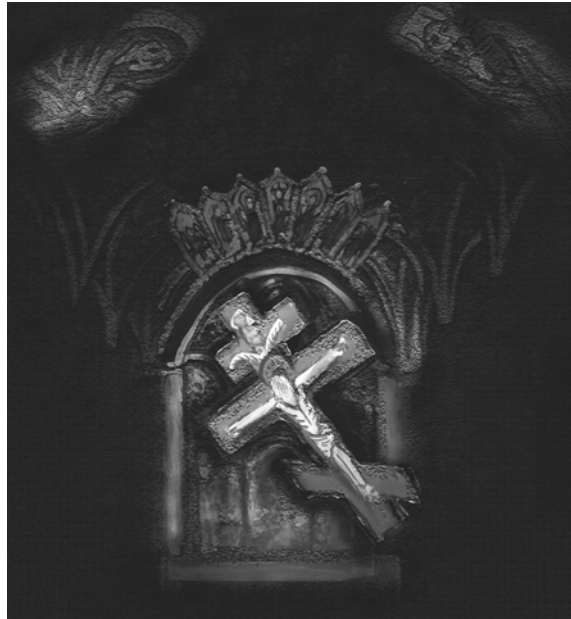
2A. Village Well

Anyone approaching the well will notice a foul odor emanating from it. This was the lair of one of Baiylenskhov's Colours. Probing the well will uncover human and animal remains (**Sanity** cost 1/1d4 to discover if the 'Stalin' silo or another lair has been

examined, otherwise 1/1d6). It will take thirty hours to remove the remains from the well and all doing this work must make multiple **CONx6** rolls or less to suppress their gagging. Fifteen human corpses, twenty-two goats, and many chickens can be found here. For more information about what can be learned from these remains see the section *Actions of the Party: Autopsies*, page 34.

3. Cistern

The lair of Baiylenskhov's second Colour, this small cistern might go unnoticed by rash investigators. Its wooden cover sits slightly ajar. Anyone approaching within a few feet of the cistern or will notice the distinct smell of the Colour's victims, as will anyone disturbing the cistern cover. A **CONx6** roll or less is required to suppress a gag. There are twelve human remains here, five goats, and a few chickens. It will take thirty hours to empty the cistern, half that if the water is removed. The bottom of the cistern is hard to determine, as the ground has been transformed into a viscous gelatin-like substance. A **CONx6** roll is required of all people helping with the removal of these remains to refrain from becoming sick. For more information about what can be learned from these remains see the section *Actions of the Party: Autopsies*, page 34.



These two large barns were built two years previously to hold Baiylenskhov's goat herd. They are empty now, cleared thoroughly. The village leadership decided to slaughter the herd when the cattle at the Station were killed. The barns both contain the equipment needed to care for goats, though this will not be particularly useful to the Party.

4A. Empty cistern

Similar in construction to Baiylenskhov's other cistern (see 3), this one is empty of all but a foot of stagnant water.

4B. Chicken coops and small pyre

The metal boxes here once contained the kolkhoz's chickens. Sapped of life by the Colours, the chickens were some of the first to wither and die. Fearing an outbreak of some illness, the chickens were slaughtered and the remains burned in a heap on the north-

east side of the barns.

5. Smithy

Baiylenskhov's smith operated out of this small building. When he died (of old age accelerated by the Colour's powers) his family packed away his gear as his sons had all died fighting for and against the Soviets in the Civil War. The building is eerily clean, having not been entered in nearly a year. If the party is in need of some small tools or to repair metal equipment, the smithy will be an invaluable resource. Use of the

4. Barns

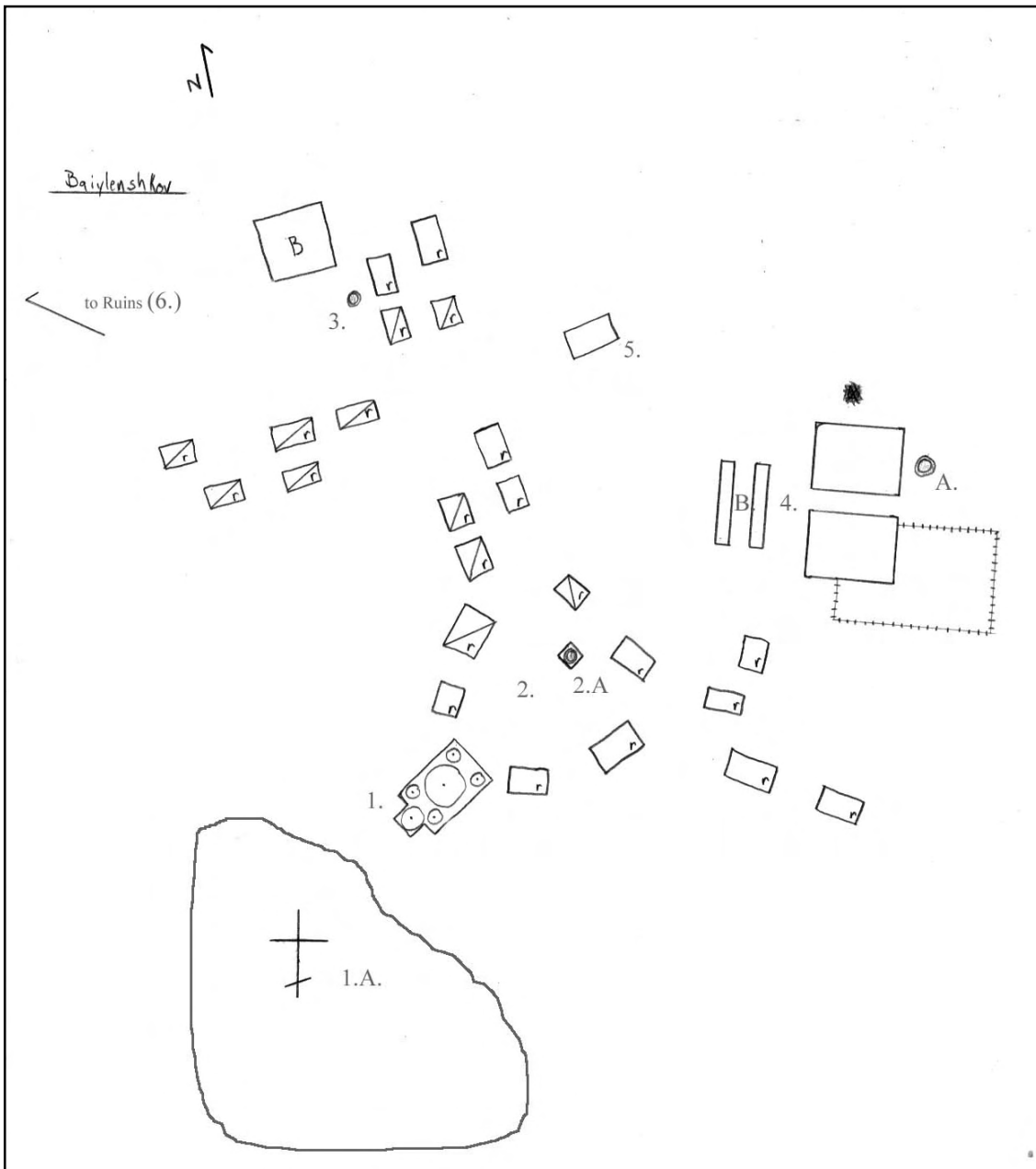


equipment here requires a successful **Mechanical Repair** roll.

6. Manor Ruins

Burned in the Decembrist 1905 uprising, a scattering of foundation stones and a few worm eaten timbers are

all that remains of the old Piambirosk family manor. Keepers have the option of using this site as a distraction to investigators who are piecing the puzzle of the Station together too quickly; otherwise, it's just rubble.



Iourenkovo

(transit time from the Station thirty minutes)

The newest of the kolkhozes, Iourenkovo was settled by Communist Party activists as part of the establishment of the Machine Tractor Station, to lead the other settlements by example into the shining dawn of the Workers' Paradise. Today, Iourenkovo is a mostly burned ruin, mute testimony to the riot caused when the OGPU agents attempted to relocate the people of Iourenkovo to the garages of Station.

The road to Iourenkovo has been passably maintained, and should cause no significant problems to vehicles driving at low speed. It takes thirty minutes to from the Station to this kolkhoz. Keepers should remember to allow halved **Spot Hidden** rolls for everyone driving between the two sites to spot the trail to the crater. See the description of the Crater for more details. All animal and plant life within a mile of Iourenkovo is dead, though in these wintry conditions, this is nearly impossible to realize.

1. Hall of the Fallen Heroes of the Revolution

The largest building in the kolkhoz, the Communist Party Hall was intended to be the heart of life here. Now it is an empty shell, roof destroyed by fire, walls teetering in the wind. The fire that ruined most of Iourenkovo has left the Hall on the verge of collapse. Anyone investigating the ruin has a chance of causing the weakened walls to collapse. The chance of this happening is a percentage equal to the total **SIZ** of people in the building. If the walls collapse everyone inside the building must make a **dodge** roll. Those succeeding will take 1d6 points of damage, failing that they take 2d6 points from falling bricks and half-burnt beams. The only feature of interest to investigators is the well-painted mural depicting Comrade Stalin surrounded by smiling children.

2. Windmill and water-tank

Part of the modern facility built for the model kolkhoz, a wind-powered water pump and steel storage tank stand here. The windmill is in good working order. Iourenkovo's Colour made its lair in the water tank. A portion of the top

(not visible from the ground) has been disintegrated by the Colour to allow it to bring victims into the tank. Anyone investigating the tank will notice a slight foul smell, similar to the one at the Station and near the other lairs, but only those climbing the windmill will notice the hole. Inside the tank are the remains of ten humans and a handful of small game, such as rabbits, birds, and mice (Sanity cost 1/1d4 to discover if 'Stalin' or another lair has been examined, otherwise 1/1d6). It will take twenty-five hours to remove the remains from the tank, (fifteen if the water is drained from the tank). If the tank is drained, a terrific odor pervades the kolkhoz, similar to the effect of draining the silo at the station. In either case, everyone assisting in removing the bodies must make multiple CONx6 rolls or less to suppress gagging. For more information about what can be learned from these remains see the section *Actions of the Party: Autopsies*, page 34.

3. Barns

No animals were delivered to Iourenkovo, so the barns have never been used. The metal fixtures still bear traces of the packing oil they were shipped in.

Keepers can allow the Party to spend as much time as they desire here, but it should be obvious to all that there is nothing to learn here.

3A. Massacre site

Close examination (**spot hidden** rolls for those distant from the barns, automatically if nearby) of one of the barns notes a number of bullet holes and dried blood along the south wall. This was the site of the execution of the male residents of Iurenkovo after the riot here was suppressed (for more details on the riot, see the section *Keeper's Information: What happened at MTS-Kh37*, page 55). 7.62x54mm shell casings can be found in great number here.

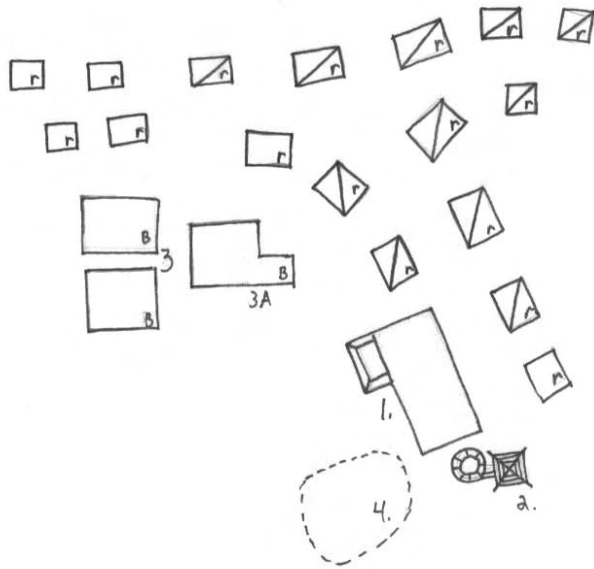
4. Mass grave

Iurenkovo's dead are buried here in a mass grave. The earth has been roughly heaped over their remains and most bodies are within a few feet of the surface. There are forty-five corpses hastily interred here. Most have been shot. It will take sixty hours to unearth and arrange these bodies for transport. Everyone assisting in this task must make a Sanity roll for a cost of 1/1d3. For more information on what can be learned from these bodies, see *Actions of the Party: Autopsies*, page 34.



Iurenko

N/



Tsechenka

(transit time 40 minutes)

Tsechenka was the smallest and most isolated of the kolkhozes and also was the home of a single Colour. Settled by Old Believers in the 17th century, Tsechenka was the oldest of the settlements here. Now all that remains are a circle of dilapidated huts surrounding a small partially boarded up church.

Buttressed by their faith, the humble people of Tsechenka reacted to their impending deaths with calm and dignity. All of the homes here are clean and well maintained; doors locked still awaiting their owner's return.

1. Eastern Orthodox Church

The focus of life in Tsechenka, the domed church building is at the physical center of the community as well. Though officially closed in 1928, the people of Tsechenka continued to gather for services up until the point they were relocated to the Station. Though stripped bare of any decorative features of value, the interior of the building is clear and well maintained. There is nothing here of note, besides the good condition of the structure.

2. Cemetery

Containing the remains of three centuries of Tsechenka's dead, this kolkhoz's cemetery is a large one. Like Baiylenskhov, most of the graves are unmarked, but a few stones are mixed in with the surviving wooden ones dating back to the 1860s. There are 2-3 deaths a year, except for 1905 (seven), 1918-22 (3-5) and 1932 (nine). A **spot hidden** roll made while exploring the cemetery will note a small grave a few hundred feet to the north, under decaying willow tree. Another body is buried here in an unmarked grave. It will take five hours to exhume each grave here. Sanity loss for each grave is 0/1. For more information on what can be learned from

these remains see *Actions of the Party Autopsies*, page 34.

3. Barn, With Pony

Inside one of the barns curious investigators will locate the last living creature near the station; a withered and inexplicably alive draft pony in the rear of the south-most barn. The animal is lying on its side, its legs curled up to its stomach. Though it can no longer move its eyes are still alert and will follow anyone who enters the barn. A shallow breath also continues to raise and lower the chest. If any attempt is made to move the pony, significant portions of its body will break off and crumble to dust. Lifting its head will cause the extremity to snap off at the neck. The eyes continue to move for several hours, though this will stop its breathing immediately. Anyone making a **spot hidden** roll while closely examining the animal will note weird injuries to fleshy parts of the body resembling burns. Viewing the abominable pony causes a **Sanity** loss of 1/d4, though a bonus of +1 Sanity may be given to whoever puts it out of its misery. *For more information on this horrible survivor, see the Experiments section of 'Actions of the Players' page 33.* There is nothing else of note in either barn.

4. 'Commons'

The central area of Tsechenka. On the north side is the church and cemetery and all around are small homes. The air hints at decay.

5. Well

Tsechenka's Colour made its lair here. As with the other lairs, a strong odor is easily noticed by those approaching the well. Anyone investigating will uncover sixteen human remains, a horse, two dogs and few smaller animals all within the murky waters inside. (Sanity cost 1/1d4 to discover if 'Stalin' or another lair has been examined, otherwise 1/1d6). It will take thirty hours to haul the remains from the well. All assisting in removing or transporting the bodies must make multiple CONx6 rolls or less to suppress gagging. For more information about what can be learned from these remains see the section *Actions of the Party: Autopsies*, page 34.

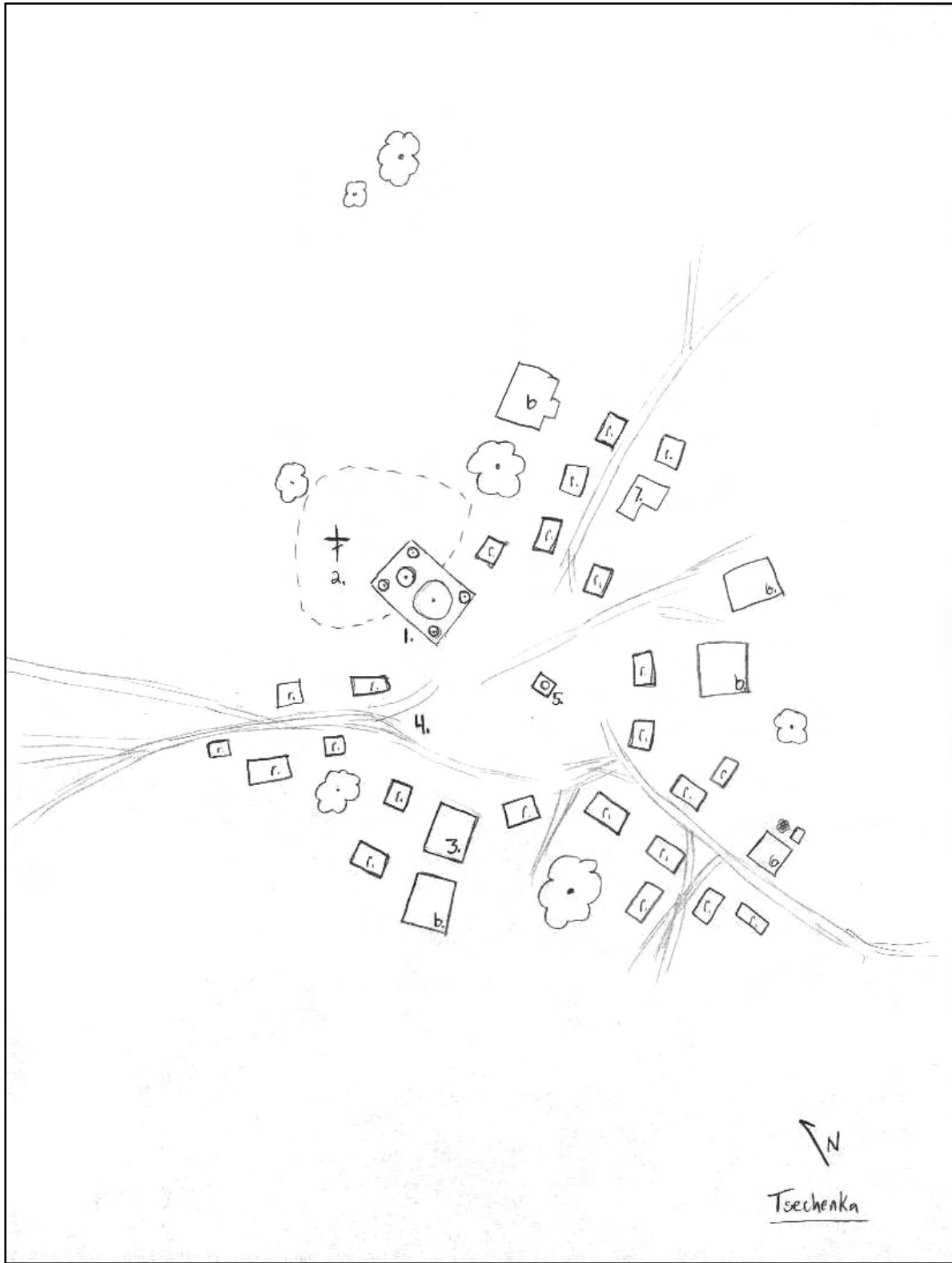
6. Smithy

Unlike the smithy in Baiylenskhov, the tools here were taken by the smith and buried (to guard against looting). They will be impossible to find. The only thing of use here is the good supply of coal stored at the side of the building.

7. Disturbed home

Unlike all the older buildings in Tsechenka, this home is not in good order. The front door hangs open and the house looks to have been emptied quickly. If the building is searched investigators will note a section of the floor has been pulled back, exposing a small root cellar otherwise unnoticeable when closed. The Vizhedikh family lived here and the house bears the evidence of their hiding from the OGPU and quick departure. For more information on their fate, see Day Two in *Actions of the Colour, Optional Encounter: the Vizhedikh family discovered*, page 41.





The Crater

Lying to the southeast of the station is the source of the deaths of the many villagers and the OGPU team. The Keeper should make a halved **spot hidden** roll for the players each time they pass between the station and Iurenkovo to notice a number of faded tire ruts that leave the main road towards the south. Walkers can make this roll at its normal level. Alternatively, anyone who reads Lt. Chirikov's journal may make either a **navigate** roll or a 1/2 **idea** roll (whichever is higher) to trace his path. Failing these options, a halved group **luck** roll can be made per each hour of wandering to stumble upon the crater if Chirikov's journal has been read and the crater is sought.

Whatever means are used to reach it, the crater itself only raises more questions. Like the station and area around the kholkozi, all the vegetation and animal life is dead. A desiccated tree twenty meters to the south-south east is the remains of life in the area. Patches of snow cling to the shadows and the deeper tire ruts.

The area surrounding the crater is deeply gouged by tire tracks and signs of digging. Curious investigators can make out at least four different sets of tracks, three from very heavy vehicles. A **track** roll suggests that one set of tracks is much newer than the others, as is confirmed by Lt. Chirikov's journal. An **idea** roll can tell that the heaps of dirt

around the crater came from rather extensive excavation many months ago.

The crater itself is an eroded depression, roughly thirty meters across and five meters deep, at the center. Water from the spring thaw has filled the center with a brackish pool, though the water has an odd, opalescent sheen. An **idea** roll recalls the strange shade of the corpses in the silo at the Station. Samples may be taken, but aside from



the water's unnatural tint and oily feel, nothing unusual can be detected; though this will take several hours work and a **chemistry** roll. *For more information on what can be learned from such examinations see the Experiments section of Actions of the Party, page 35.* There is no evidence of any meteor or cometary fragments. An **astronomy** or 1/2 **idea** roll suggests

that this is very unusual, while a **know** roll will allow the investigator to recall the information from the players' material of the Tunguska Blast, page 67. Any discussion of a meteor will spur Dr. Liubimova and Sr. Lt. Fyodorov to make **idea** or **know** rolls to recall the spectacular meteor shower of December, 1931. If they succeed, the Keeper should give them the relevant handout on page 69. Allow a roll every day until they succeed, or if the Keeper wishes, this information can be passed on through an NPC. No other evidence can be found here.





The Lair of the Colour

The last Colour resides in the small lake to the north-northwest of the Station. Smaller and weaker than the others that hatched from the meteor, this Colour was forced away from the main food sources to the swampy region here. Investigators who observe it coming to or departing the Station area can track it. It is also possible to track it following the bodies it hauls to its lair, though this will require a successful combination of tree **track** rolls (made by the party member with the highest skill) and two **luck** rolls (made against the party member with the lowest POW). The **track** rolls will allow the party to follow the trail made by the body at the points where the Colour dragged the body while the **luck** roll is to find a dropped item or some other clue when the trail grows cold. Lt. Chirikov never encountered this Colour and his journal contains no clues about this creature's location.

No path leads from the station or any of the kolkhozi to the lair and vehicles will make poor time in the muddy, oddly barren soil. Tracking the creature requires going by foot once the lair or its general area is discovered, the team's trucks can be used. Those going by

truck will need to make two **drive** rolls to reach the lair. Failures mean that the truck has become mired, if the driver makes a **luck** roll. Otherwise, the truck suffers some sort of serious breakdown requiring 2d3 hours to repair as well as a successful **mechanical repair** roll. Those traveling on foot will face no such difficulties, beyond possible **persuade** rolls to cajole the restive soldiers, if they are being brought along.

While the area around the Colour's lair bears the obvious hallmarks of its presence, the precise location of the lair is hard to determine. Allow the investigators to split into groups if they wish, and then let each group make a 1/4 **spot hidden** (using the highest skill in each group) roll for each hour of searching for the lair. If the investigators have visited the villages or examined the unfinished silo at the station, an **idea** roll can prod slower groups into looking specifically at bodies of water. If this idea roll succeeds, the penalty is lowered to only 1/2 **spot hidden**. Remember that once the Colour's POW becomes ten points greater than its target's it can drain them at will. The Colour knows this and will do so, especially if the victim is alone or with one or two others.

The Colour's lair is an isolated pool sitting between two lightly-wooded low hills. The water of the pool has the same unusual coating as the water in the crater, though this is only observable in dim lighting or darkness, not full sunlight. If the investigators probe the bottom of the pool with available branches or other long implements, they will find it to be inexplicably porous and covered in a thick mucoid slime. Those seeking to excavate the lair will uncover the remains of a number of small animals, like rabbits, various rodents, several birds, and one small deer. Until this Colour takes a victim from the team,

there are no human remains here. It is impossible to fully excavate this lair as the pool will constantly refill and the Colour will attack anyone who greatly disturbs its lair, even in full daylight. It will take a few hours of probing to irritate the Colour. For more information on the nature of the material in the lair, the water in the pool, or the animal remains, see the sections *Actions of the Players: Experiments and Autopsies*, page 34.



Actions of the Party

Since there is a range of possibilities in what the party may do, only a rough guide these potentialities is provided. What follows is a list of probable activities that the party can undertake at the station besides exploration. Each listing gives the required man-hours to perform each task. Use the following notes as a foundation and your own judgment as a final arbiter. Feel free to make adjustments to keep the story flowing.

Making Camp: It is presumed by the author (and desirable to advance the plot) that teams will spend at least one night in the Station's vicinity. Keepers are free to engineer events to force them to do so. The party may set up a camp at any place they see fit, though Station will be the most probable location due to its central location, availability of shelter, and (for the GRU agents) proximity to the OGPU teams remains. The NPC troops accompanying the party will organize a watch roster, dig a latrine (if needed) and otherwise take care of establishing camp. Depending on what exposure the troops have had to the situation at the Station and the surrounding area, they may or may not be disturbed, though the absence of kolkhozi and Station staff will be unsettling at best. Keep careful track of Sanity losses incurred by the actions of the party, including the examination and collection of remains.

Setting up camp will take between ten and twenty-five man-hours depending on how much work is required (clearing out a building, digging a latrine, etc). Each day the party remains in camp, 1 hour per person will be required for food production and

general upkeep (therefore, barring death or displacement, 25 hours will be required).

Autopsies: With the large number of human corpses and animal remains available, it is reasonable that the party will wish to examine them to determine the cause of death. Each section contains three parts: 1. a summary listing the time and Sanity requirements for examination and losses caused by the examination, 2. a description of what is gained from an external examination, and 3. what can be gained from an autopsy. For each item



listed, make a secret **medicine** roll. A success means that the item can be related to the examiners. It is assumed that those undertaking the examination have the skill **medicine**. Individuals with the **medicine** skill can be aided by one other person without that skill for up to 1/2 of the required autopsy time. If no one examining the body has **medicine** only the information listed in the description can be learned. Additional examinations may be conducted, allowing for new **medicine** rolls, in 1/2 the time of the first exam.

Remains are listed in order of ease of discovery.

The rabbit

2 hours. 1/1d2 : 1/1d3 Sanity loss.

Description: *See the section on the approach to the Station.*

Autopsy results:

1. The creature was a neuter.
2. The bones are strangely inverted with external marrow in odd grooves.
3. The spinal cord is enlarged with nodules of brain like material extending from spine.
4. The lungs are divided up into multiple small sections.
5. (Requires the microscope to have been discovered) The creature's muscle cells lack striation and resemble cancerous cells in healthy tissue.

whole it will continue to take sporadic shallow breaths. Though it should be dead it is not. Even fragmented it will persist for a few more painful hours.

'Autopsy' results:

(Examination can begin before the creature is truly dead, for all purposes, it is still an autopsy.)

If alive-

1. It should not still be alive- its blood does not circulate.
2. It is responsive to visual and aural stimulation but not to pain.
3. It is immobile.
4. Some crevasses extend deep into the body.

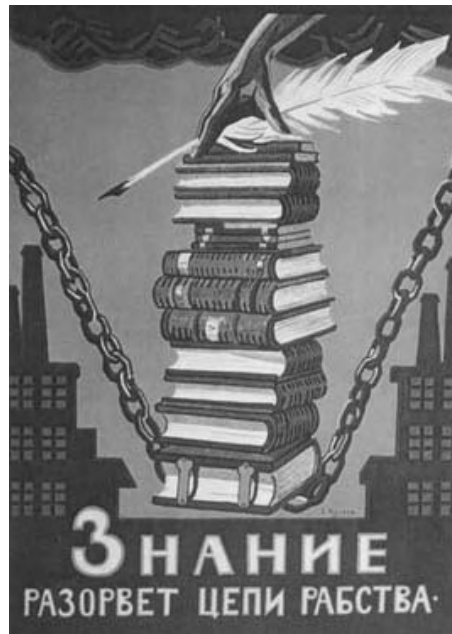
Lt. Chirikov

6 hours. 1/1d4 : 0/1 Sanity loss.

Description: *There is an obvious gunshot wound to the head, with an entry wound to the right temple and an exit wound on the left side of the head. There are no other obvious wounds on the body. His body has dried and has been dead some time.*

Autopsy results:

1. The wound self-inflicted and Chirikov died sitting upright.
2. Chirikov has been dead for at least a month.
3. (This will only be noted if victims of the Colour are examined) Lacks the withered look of Colour victims.
4. Victim was somewhat malnourished at time of death.



Once dead or if vivisected-

1. Brain, nervous system, eyes, still living, though no other tissue is.
2. 'Burn' marks leave injuries several inches deep, similar injuries can be found deep within the tissue.

Incinerated cattle carcass

1 hour, 0/0 : 0/0 Sanity loss.

Description: *Blackened, cracked bones and dust.*

Autopsy results:

1. Bones were burned with a mixture of wood and some sort of flammable liquid.

2. Bones are bovine, mostly adults, though 1 in ten are from a calf. All the adults are female, though it will take some sifting through the bones to find a pelvis to be sure.
2. All the cattle were shot in the head by a large caliber bullet at close range.

The pony

4 hours. 1/1d4 : 1/1d2 Sanity loss.

Description: *This was once a small female pony, four or five years old. Now it is a cracked and withered corpse. The body weighs about three hundred pounds (significantly less than a healthy animal). The body is crisscrossed with strange burn marks and deep cracks. Most of the fur has fallen out and the skin comes off in large patches if disturbed. Any attempt to move it will cause the creature to break into pieces. Its eyes are still alert and will watch anything within sight. If*

Incinerated human corpses

1 hour, 0/1 : 0/0 Sanity loss.

Description: *Blackened, cracked bones and dust.*

Autopsy results:

1. Bones were burned with a mixture of wood and some sort of flammable liquid.
2. Unless a *luck* roll is impaled, there is no sign of violence. If a **luck** roll is impaled one of the OGPU agents killed in the coup or one of the Station staff killed in the riot.

The cause of the violence is up to the Keeper. Coup victims were shot or stabbed, riot victims bludgeoned or shot.

3. Victims were evenly divided between men and women. About one-fifth were children.

Human remains from a lair

4 hours, 1/1d6 : 0/1 Sanity loss.

Description: *Waterlogged but yet brittle, these corpses were thoroughly drained by the Colour. The bodies are horrifyingly disfigured and gaunt, with chunks of flesh sloughing freely off the bone. The sex of the victims is indeterminate. (These remains will glow when the Colour is in the area).*

Autopsy results:

1. The more intact victims show signs of unusual 'burns'.
2. The cause of death cannot be determined.
3. They have been dead for some time, though the exact date is difficult to determine.

Other animal remains from a lair

30 min. to 2 hours. 1/1d4 : 0/0 Sanity loss.

Description: *Similar to the human remains. (These remains will also glow when the Colour is in the area).*

Autopsy results:

1. The more intact remains show signs of unusual 'burns'.
2. The cause of death cannot be determined.
3. They have been dead for some time, though the exact date is difficult to determine.

Other human remains

2 to 4 hours, 0/1 to 1/1d3 : 0 to 1/1d2 (if a Colour victim)

Description: *There are a wide variety of human remains that can be exhumed. Refer to the discussion of what happened at the Station for specifics on how individuals died. Remember that only corpses from 1932 give any hints to the actions of the Colour. Those will show signs of the Colour's attacks such as brittleness, unusual burns, hair-loss, and wasting.*

Autopsy results:

These will of course depend on what killed the individual. Should include cause of death, state of victim at time of death, and how long the victim has been dead.

Experiments: Aside from remains, there are a number of items that can be discovered at the Station and the various kolkhozes that will attract the attention of Investigators. Each of the following sections provides the time needed to examine, skills required for such an examination, resultant Sanity costs, and a description of what will be learned via this research.

Mutated insects

2 hours to examine, 0/1 Sanity cost with a successful **biology** roll.

Inside the 'Lenin' silo are the remains of a horribly mutated grasshopper. The Keeper may allow the Party to find more of these creatures in the kolkhozes or at the Station if desired. Examining the mutated grasshopper reveals very little and requires a successful *biology* or 1/2 *natural history* roll. This specimen has no head, only a thorax with multiple legs of various lengths. There is no excretory system and it's shell is a mottled purple-brown. Cutting the creature open finds a jumble of internal organs, few of which correspond to normal insect anatomy. For a small creature, it reeks terribly.

Mutated grain

1 hour to examine, 0/1 Sanity cost with a successful **biology** roll:

Similarly to the grasshopper, specimens of the previous year's bumper harvest can be found in 'Lenin'. More can be uncovered in the kolkhozes if desired. Like the grasshopper it is deformed and strange looking. A successful *biology* or 1/2 *natural history* roll will clearly show that this grain, while superficially resembling normal wheat, is some perversely warped form of it. Some sheaves are overburdened by grains, others have grains mixed with strange hard nodules. All of the grain is wretched tasting.

Lair or crater water

2 hours to examine, 0/1 Sanity cost with successful **Chemistry** roll:

Water tainted by the Colour has a strange oily feel to it and in dim light seems to have an odd sheen. Drinkers will notice a strong bitter flavor initially, though this reaction will fade with continued exposure. Attempts to distill this

unusual element out of it will prove unsuccessful. All that will remain are the usual impurities in the local water, though there is a slightly higher metallic salt content. The sheen will fade if the water is taken from a lair after a day or so. The oily feel will persist for weeks and the bad taste remains permanently.

(Drinking the polluted water from the Colour's lair will cause a cumulative -1% penalty to all resistance rolls against the Colour for each day's worth of consumption.)

The lair 'goo'

8 hours to examine, 1/1d2 Sanity points with a successful **Chemistry** roll:

Depending on the source, the material from the lair of a Colour shines with the unmistakable hue of the Colour, though all but the remaining Colour's lair material is visibly luminous only in near total darkness. Two successful **chemistry** rolls reveal the following. The material itself is a viscous, very plastic translucent gel, about the consistency of warm Silly-Putty or well-chewed chewing gum. It adheres to any organic substance strongly (it will need to be scraped off any remains imbedded within it) and it sticks to even metallic and ceramic objects. It doesn't react to any chemicals (though acid cools it slightly while it is immersed), will not burn or even oxidize and will only absorb or loose heat after hours of exposure. It is otherwise well outside of the chemistry of the time. It is slightly magnetic and over time (two days minimum) will dissolve silicates like glass, though an equal portion of the material will totally vanish with the glass.

Anyone making either roll will suffer a sanity loss due to the nature of the material. As with the other finds, the Keeper is free to allow the party to spend as much time as they desire investigating this material, but they will learn nothing of practical use.

Reading Documents:

There are a variety of surviving documents that can be uncovered in the area of the Station.

Lt. Chirikov's secret journal:

Using the clues provided, curious investigators will realize that Lt. Chirikov's sketchbook contains a journal as well. Knowing that there are messages hidden within is not the same as finding those messages however. Once the pencil images are erased, the

paper can be tested for possible reagents designed to reveal the text. Each attempt at determining the proper reagent takes one hour, requires a successful **chemistry** roll, and will ruin one half page of text if the roll is a failure. On each subsequent roll the experimenter's INT score may be added to their **chemistry** skill as each failed attempt narrows the list of possible reagents down. Alternatively, if an **idea** roll is made,

the odd tablets in Chirikov's satchel will be remembered and can be used to produce a reagent without losing any text, though a roll as above will still be required. It is up to the Keeper whether any important passages are ruined by botched rolls.

Once a reagent is created, it will take ten hours to prepare, treat the pages, and dry them, to make the entirety of his journal readable. It will take three more hours to read and comprehend the



information within. For more information on the Sanity cost of reading the journal and its contents, see the Players' Handouts section.

Keeper's Option:

If your players are finding the mysteries of the Colour difficult to penetrate, the Keeper may decide that Chirikov did not conceal his journal with invisible ink or that he hid it in some other way, such as by gluing pages together. In any case, the contents of the journal will prove to be a fundamentally important aid.

The annotated chemistry text:

Before being driven to suicide by his madness, Dr. Pachenkin feverishly revised a standard college textbook that he had brought with him for reference. While the contents don't directly reveal any important information about the Colour or the nature of its powers, readers making a successful **chemistry** and **idea** roll will lose 1/1d2 sanity points, otherwise the truths here are dismissed as madness. It will take eight hours of review to compare the marginal notes with the text completely. Kindly Keepers will allow any successful reader of the annotated text a bonus of +25% to any **idea** rolls regarding the Colour.

Option for cruel Keepers:

Written by a madman, Pachenkin's annotations inspire madness in others. Anyone who successfully reads this work must resist becoming obsessed with it. To do so, match the reader's POW versus 10; failure indicating that the reader has become fixated with the work and must make an **idea** roll to resist studying the book every hour, to the point of physical exhaustion. Future rolls may be attempted, once each day, to resist the book's call, but each day's failure adds 1 point (cumulative) to the strength of the book (i.e. the next day's roll

is POW versus 11, the following day POW versus 12, etc).

Friends (or asylum orderlies) can separate the obsessive reader from the book by force if needed. It is up to the Keeper what extremes the deprived reader will go to in order to study the text and what physical effects lack of sleep and mania for the book will have on the afflicted.

MTS-Kh37 Agriculture Report:

One of the few OGPU documents that survived the laboratory fire, the summary of the station's agricultural output reveals much but explains little. After two years of low output, the station greatly surpassed its quotas in the spring of 1931 only to fall back to under-performing the next year. Unusually, the report is marked as 'Secret' by the OGPU. The report takes one hour to read and an **idea** roll to understand. There is no sanity cost for reading it.

For more information about this report see the handout on page 72.

Scientific reports

Only fragments survive of the scientific reports available to the OGPU scientists at the Station or the work they generated there themselves. These scraps reveal very little.

For more information about these fragments see page 70.

Other Activities:

There are several options not covered in the previous sections.

Electromagnet Construction:

It is not impossible for the party to determine how to ward off the Colour by use of an electromagnetic field, though unlike in the situation presented in the scenario *The Killer Out of Space*, this solution is not an obvious one. In order to produce a useable electromagnet a

power source, a large amount of copper wire, and a piece of iron are needed. As the party has at least one generator, as well as telegraph wire and plenty of scrap metal, this should not be a problem. Since a wide range of possibilities exist for the size and shape of any magnet, only a rough guide to their construction is provided.

The electrical generator mounted on the rural electrification truck produces a smaller magnetic field around it, forcing the Colour to stay out of a five-foot radius around the generator, without any modification. The generator consumes 1/2 liter of gasoline per hour's use. To remove it from the Rural Electrification Truck will take ten hours work. It weighs six-hundred pounds and takes the space of two people. It generates a magnetic field with a POW of 45.

The engines of the tractors can be converted into a generator with twenty hours of work (no more than four people can work on it), five successful **mechanical repair** and two successful **electrical repair** rolls. The result of fumbled rolls (permanent damage to engine, catastrophic failure after a short working time, long delay) is up to the Keeper, but failed rolls result in an additional 2 hours work per failed roll until the seven needed rolls are made. The tractors run on kerosene and consume it at the rate of one liter per hour. A tractor engine converted to a generator weighs five-hundred pounds and takes up the space of two people in a truck. It generates a magnetic field with a POW of 30.

The engine of any of the trucks can also be used as a generator. This will take twenty-five hours of work, four **mechanical repair** and two **electrical repair** rolls to finish the project. Failed rolls add three hours of repair time,

otherwise see above for results of fumbled rolls. These engines run on gasoline, and consume it at the rate of .75 liters per hour. A truck engine converted to a generator weighs four-hundred pounds and takes up the space of only one person in a truck. It generates a magnetic field with a POW of 35.

A magnet can be powered off any of these generators. A focused magnet (such as a wire wrapped iron rod) increased the POW of the generator by 1.25. A distributed magnet (such as a truck cabin surrounded by small magnets) reduces the POW by .1 for every 500 cubic feet the magnet surrounds (i.e. no reduction for a truck cab, .8 for the entirety of a truck bed, .2 for a barracks building, etc.).

The construction of focused magnet takes five hours and one **electrical repair** roll. The construction of a distributed magnet requires 10 hours per 500 cubic feet contained plus two **electrical repair** rolls and one **mechanical repair** roll per 10 hours. Failed rolls can be remade for a five-hour penalty per roll. Fumbled rolls are subject to the Keeper's whims as are impales.

Fixing the telegraph lines:

Ostensibly the purpose of this mission, it is quite likely that for reasons of cover, to distract the troops, or to contact superiors, the party will attempt to repair the Station's telegraph lines. This is no easy task. There are at least five severe breaks in the line caused by the harsh winter weather, several telegraph poles have been removed, and portions of the wire taken down as well. Additionally, there are small imperfections in the line's rubber



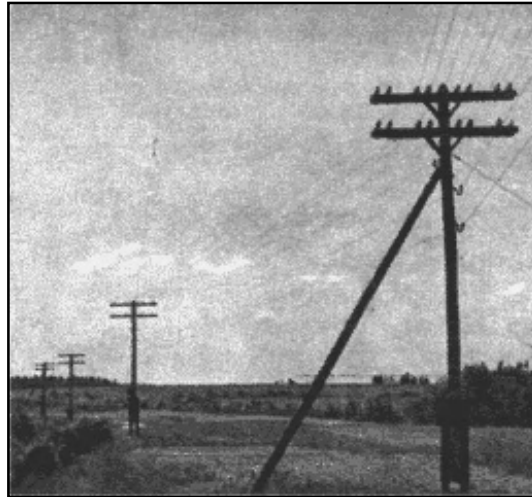
coating that will need to be mended before the line is operable.

300 man hours, as well as the use of at least one truck, will be needed to repair the telegraph lines, 400 if the party chooses to scrap the existing wire and restring the length from the junction to the Station. Replacements for the telegraph poles can come from the poles used around the silo at the Station (one will need to be replaced) or make from existing lumber, either finished wood or from a tree in the area. While no useful trees are available within a mile of the station or any kolkhoz, the swampy areas north and southeast of the Station are dotted with small trees that would do. The repair times include felling any needed trees, as well as testing the line, patching cracks, etc. Since this is very dull work, it is assumed that it will be assigned to underlings and no be role-played out. Five **electrical repair** rolls are needed to make the line functional via repairs, only one to restring the line.

Communicating with the central authorities will require a telegraph key. See the description of the Station for the location of a damaged one, otherwise, one can be made, though this will take ten hours and a **mechanical repair** and an **electrical repair** roll.

If the line is repaired and a key is in place, communication with the authorities is possible. Keepers should adjudicate any communication with the following in mind. Firstly, the GRU agents have been ordered to secrecy and

any attempt to contact their supervisors will result in the loss of their cover. Secondly, the OGPU is aware that a problem exists at the Station and they will dispatch a team to the site immediately if news of the massacre there is made know. Thirdly, the OGPU monitors all telegraph communications. Lastly, all communication will require at least a two-hour delay between a message and a reply, more if there is any reason for the authorities to delay in reply. Obviously, the issue of contacting the authorities will be a point of conflict between the GRU agents and the Red Army soldiers.



Dealing with the troops:

The team has available to it nineteen soldiers who can perform some or all of the various tasks around the Station. So long as they have officers monitoring their work they can work without complaint for nine hours. The remaining

time they are awake is taken up in the daily necessities needed to maintain hygiene, socialize, and do the small things that keep humans sane. If necessary, they can be pushed to work past this limit, so long as a **persuade** roll is made. For each additional hour they work, all skills are penalized 10% per hour as are subsequent **persuade** rolls. If at any time the skill in use (or if not using a skill and are doing non-skilled tasks like digging use **CONx5**) drops to zero or below, the soldier in question must rest in order to recuperate from their labors.

The draining effects of the Colour will begin to undermine the health and sanity of these troops. To reduce die rolls somewhat, a few rules of thumb are suggested. While a daily roll of INT vs. the Colour's POW should be made, it is not necessary to make continual rolls to determine if an individual trooper has been bound. Instead, keep a tally of the total Sanity points lost to it. Once that total is six or more, assume that the trooper has been bound by the Colour. This will most commonly manifest as a desire to remain inside. Additionally, if the attacks of the Colour have been noticed, they will wish to wait at the Station for some element of the central government to come and rescue them (such as by fixing the telegraph and alerting the government). Any bound soldier can be cajoled to depart, so long as a **persuade** roll is made. Keepers are free to assign bonuses and penalties to this roll as they desire.

More severely, any trooper losing 20% or more of their total Sanity should be considered indefinitely insane and will resist removal from the Station area and can only be removed by force. These severely effected individuals can offer no explanation for their wish to remain.

Beyond the Colour's power to bind, the magic point draining abilities of the Colour will also affect the soldiers. There is no penalty to their actions for limited loss of MP. If they drop below one-half MP, the Keeper should indicate that they seem to be taking ill. At 2 or fewer MP, they require bed-rest and cannot work. If the Keeper so desires, they can assign penalties for soldiers working with very low MP.

The troops should be used for three purposes. They are primarily to be used as a resource for the players, to allow the

party to spend time investigating the mysteries of the Station without being bogged down in heavy labor. Secondly, they are a tool for the Red Army PCs. Since their skill and statistics are for the most part poorer than the three GRU agents, the troops can provide them leverage in a dispute between the characters. Lastly, and more importantly for the Keeper, they are a useful plot device. The troops can be used to control the actions of the party, to limit their options as they attempt to deal with the Colour. They can also be used as dramatic pawn for the Keepers who wish to force a showdown between tardy investigators and the Colour-bound troops. They can also be used as Colour victims to illustrate the creature's power or to prod the story forward.

To reduce the need to role-play all the soldiers, the Keeper is encouraged to use the two sergeants as liaisons with the party. Remember, that they too can fall prey to the Colour and have the ability to order the troops around with their **persuade** skill. Both are Red Army lifers who are dedicated to serving the Soviet State (or at least looking that way to keep themselves alive). Blochinstev is more prone to the use of force and prefers rigid order. Kovalevskii, a younger and somewhat more ambitious man, is prone to feigning obedience while scheming against his superiors. He is the more likely to mutiny of the two and the Red Army PCs are aware of his tendency.



Actions of the Colour

The only remaining Colour near the Station is currently in a near state of torpor when the party arrives, slowly draining away the life-force from the swampy area it has been sapping since it hatched more than a year ago. Currently the Colour is draining 180 magic points per day from its environment, leaving it a surplus of 12 magic points assuming inactivity. With the arrival of a more concentrated food source it will awake and begin to drain the party until it has the POW necessary to depart into space. For more information on the lifecycle and behavior of the Colour see the creature's statistics on page 48. What follows is a general guideline with a suggestion of the creature's behavior. For specific reactions to certain actions of the party, see the section on Dealing with the Colour.

Day One:

During the first day the Colour is almost totally inactive. While it senses the arrival of the party, it will take no action until nightfall. At that point the Colour will draw near to wherever the party is encamped, but not closer than 1/2 mile, and begin to drain them. Allow for any posted guards to make 1/4 **spot hidden** rolls to notice an unusual glow, but only if they have no lights with them.



On the first night, the Keeper should make a roll for all the investigators of their INT versus the Colour's current POW of 15. Failure means the loss of 1d6 Sanity and 1d6 Magic points. Additionally, those failing this roll are 'bound' to the area around the station and in order for them to leave this area they must receive a success on a roll of current magic points x 5 or less on a d100, or stay.

The effects of this 'binding' are initially subtle and should be dealt with in a like manner. The investigators

should not be prompted to make a resistance roll unless they actually attempt to depart. The loss of Magic and Sanity points should also not be disclosed. The Keeper should simply give the affected investigators notes suggesting why they would want to stay and avoid ever openly telling them that they have been 'bound' to the area.

The Colour's power is insidious, and a resistance roll should only be made by the Keeper when a player, despite suggestions to the otherwise, tries to leave. They should then be taken aside and told what has happened to them.

Investigators who fall prey to the Colour's influence should be told they awaken feeling tired and lethargic. Since several of them might have also begun to feel the effects of dysentery, most will blame this more mundane source of illness. The soldiers will report to their sergeants that they are having a renewed bout of the illness. Any bound soldier will only work at 1/2 effectiveness

though this can be countered by supervision by an officer who makes a successful **persuade** roll hourly and directly oversees their work. All rolls to cajole them to continue working past their limit will suffer a -10% cumulative penalty per hour, as will attempts at direct oversight.

Day Two:

As with the first day, the Colour remains mostly inactive during the day. At nightfall it again will draw near the party's camp, coming to within perhaps 1/4 of a mile. Again, posted guards without lights have a 1/3 **spot hidden** roll to notice the unusual glow near the horizon.

Optional Encounter: the Vizhedikh Family Discovered.

If the Keeper wishes, in the late afternoon of Day Two a small flock of birds can be spotted circling far to the south. Curious investigators can attempt to locate the cause of these birds' actions. An **idea** roll suggests that these are the first living creatures seen since arriving at the Station. Tracking the birds will require a successful **navigate** roll and two successful **drive** rolls (unless they wish to go on foot, but that will take three hours of walking over rough terrain). It will take an hour of driving to reach the birds. They turn out to be crows circling over a set of dark clumps in the snow. Uncovered by the thaw, the clumps turn out to be the six members of the Vizhedikh family. Fearing relocation to the Station, and being of remarkable will, the family instead hid from the OGPU agents, and fled in the dark of night to the nearest kolkhoz.

Unfortunately, they made no fire and as a result froze to death, huddled together here. All six (father, mother, three daughters (16-10) and one son (11) show signs of the Colour's draining, although this will only be noticeable once they are thawed out. All were residents of Tshenka and were Old Believers and were dressed accordingly. (Autopsies will cost 1/1d2 points of Sanity and will take four hours. All were malnourished and have an unusually pallid,

flaky complexion, but none have the obvious markings of the pony.) Kindly Keepers might include a note or a scrawled message containing clues to help truly lost investigators discover the Colour.

Day Three:

By this point it is likely that more than 1/2 of the party will have been bound by the Colour. Once this point is passed, the creature will become bolder and begin to attack lone individuals. At night, the approach of the Colour can be noted with a halved **spot hidden** roll (quartered if carrying lights). Remember to make Sanity rolls for those who spot it. Those attacked by the Colour may make an **INTx5** roll or less to notice the Colour before it attacks. Being attacked by the Colour is grounds for an automatic Sanity roll failure. Attacked individuals may cry out before they are totally sapped of life. They may also attempt to flee if they match their INT versus the Colour's POW and win, though only bright light will deter the Colour, and even bright light will have not effect on it once the Colour's POW reaches about 25. Once a victim is drained, they are carried back to the Colour's lair where they are added to the morass of victims.

Day Four:

The Colour will continue to attack lone individuals, picking off strays from the main body. The Colour is smart enough to attract attention to itself to draw investigators after it and then turn on them. The Colour's return to the area of the Station begins to affect the structures and dead plant life. They glow with the light of the Colour and the brown grass wavers in a wind that isn't there. At this point it takes a **spot hidden** roll at 1/2 to notice this. If the



Colour draws near, even those carrying lights will notice it with a **spot hidden** roll. Anyone moving about in the dark will automatically see it.

Day Five:

The attacks of the Colour will grow in frequency as its POW starts to approach the level needed for it to escape the Earth. Once its POW surpasses 30, the Colour will begin to attack small parties (two or three individuals) without hesitation. It will draw near to the party's camp soon after twilight and depart at dawn. Anyone who ventures outside a building, or is alone or in a small group inside is a possible target, until the Colour drains at least two victims fully. Even the interior of a building will begin to shine with the unholy light of the Colour. Only the catatonic will not notice its presence.

Day Six:

The Colour will continue to attack the party with increasing frequency. In all ways similar to day five, except at least three victims will be drained before the Colour is sated.

Day Seven and beyond:

By now the Colour should have the 50 POW needed to depart the earth. If it still requires POW, it will continue to attack and drain the party until the 50 point level is reached. Once the 50

POW level is reached, the Colour will become dormant for a few days as it prepares to depart into space.

Attacks of the Colour

The Colour has no immediate need to attack the party and will only do so under certain circumstances. The Colour prefers to attack individuals who are outdoors at night but will enter buildings once its POW has reached 20 points. The Colour also prefers to attack those it has bound. The investigator will notice the local environment is suddenly awash in the Colour and the Colour will be upon them. Allow an **INTx5** roll to notice before the Colour attacks (not that this will do much good, but at least they will feel on top of the situation). The Colour then feeds until the victim dies. Once the victim dies from the attack, the Colour will carry the corpse to its lair in the swamp.

If a majority of its victims attempt to flee by night, it will attempt to prevent this from happening. The Colour is an intelligent creature and understands, in some alien fashion, that the trucks can carry away its food. It does not understand how the vehicles work, of course, and so its attacks are somewhat inefficient. It can easily outrun any of the vehicles at the station, so even the most breakneck speed will only delay the Colour's attack. If the players wish to wreck the truck without the assistance



of the Colour, feel free to let them. When it does attack, it will attempt to disintegrate a portion of the truck. The Colour must make an **idea** roll to strike a vital portion of the truck, otherwise its attack only destroys some part of lesser importance- a fender, a side panel, etc. If the **idea** roll is a success, some component of the truck necessary for its functioning is destroyed.

The driver of the truck should then make a **luck** roll. If this roll is failed, assume that one of the tires has been disintegrated or some other catastrophe has occurred. The driver then must make a **drive** roll; otherwise the truck will careen wildly and roll over. Passengers in the truck bed take 4d6 points of damage from crash damage while investigators in the cab take 3d6. Anyone succeeding a **dodge** roll can throw themselves clear of the wreck and will only receive 2d6 points of damage. If the **drive** roll is a success, the driver was able to maintain control and prevent the truck from flipping, though passengers must make a **dodge** roll or take 1d3 points of buffeting damage. Keepers should recall any penalties to the **drive** roll of any damaged trucks before making this roll. If the Colour made a number of ineffectual attacks, it will most likely immediately drain the weakest living survivor of the wreck. Whatever the case may be, remember to deduct Sanity points for seeing the Colour and viewing it attack a member of the party.

Serious damaged caused by the Colour will be difficult to repair. The truck must be hauled back to the station to replace a disintegrated wheel, axle, or engine. Towing a damaged truck will require one of the other trucks or a STR roll (totaled STR of all those pulling the truck) versus the truck's SIZ (**SIZx2** if a wheel was lost, **SIZx8** if all wheels are somehow destroyed) for every kilometer that the truck needs to be moved.

Once back at the station the Colour will attempt to disable any vehicle remaining to prevent future escapes. As soon as it is able the Colour will approach wherever the GRU team is encamped and disintegrate significant portions of the remaining trucks. If the party has constructed an electromagnet the Colour can be deterred for a time. The Colour will also disable the tractors at the station, as it does not distinguish between the large trucks and the smaller vehicles.



Dealing with the Colour

There is no easy solution to this situation. The Colour cannot be bound by magic, it has no cult to disperse, and there are no musty books containing the secrets of stopping it. At best, it can be escaped, and once the trucks have been repaired, most groups will sensibly attempt to flee. Sadly most Call of Cthulhu scenarios seem to have abandoned the idea that humanity is weak and the forces inimical to mankind are much more powerful. The situation at the Station is a no-win one. The greatest soluble problem for the party may in fact be their own internal conflict.

What follows is a rough guide to the most likely approaches that the party will take in dealing with the Colour. Some of this material is discussed previously in regards to the attacks of the Colour. Undoubtedly some players will invent a novel solution to this problem, so Keepers must always remember that they are the final arbiter of all things.

Escape:

Flight is the most reasonable response to the threat posed by the Colour. Setting aside questions of organizing an exodus in light of the Colour's ability to bind, flight is the surest way of surviving the horrors of the Station. The chance of escape depends on several factors. The most important of these is the strength of the Colour. The Colour will make no attempt to stop any flight, day or night, before its POW reaches 20. Those fleeing during the day are safe so long as the Colour's POW is less than 40. Once the Colour's POW is above that point, it will attack any group moving more than a few miles or so from their camp. As a rule of thumb, the Colour views any movement outside of a kilometer boundary around the Station and the kolkhozes.

If there are more than one group fleeing at the same time the Colour will target the group with the highest total



POW. The Colour is intelligent enough to try to corral its prey; therefore it will try to steer the escapees back towards the Station.

Anyone witnessing a Colour attack who has been persuaded to depart despite being bound must make another roll of

their INT versus the Colour's POW or retreat back to their camp. Once the Colour has satiated its hunger (based on its POW levels) it will return to its lair, carrying at least one victim with it.

Once the first group is attacked, so long as others are still fleeing, the Colour will continue to attack fleeing targets in an attempt to drive them back to the Station, though it will only drain its victims for a few rounds, not to death. The Colour won't be concerned if a few victims escape, but it will do all it can to keep the bulk of its food as close-by as possible. For more information about the problems of escape by truck, see the previous section.

Attack:

A vastly less secure manner of dealing with the Colour is to lash out at it. Sadly, the only weapons available than can affect the Colour can at most irritate or possibly contain the creature. Bright light, even daylight, will not impede the Colour, though it will attempt to avoid daylight until its POW reaches 40. Optionally, Keepers who wish to penalize the Colour in some way for light exposure may deduct one magic point per every ten minutes exposure to artificial light, or one per minute of daylight. When possible, the Colour will simply avoid bright light. If for some reason, such as what happened at the silo, the Colour will disable the light source if it can, and then flee. If particularly harried, it will lash out against its attackers.

When exposed to a strong magnetic field, the Colour must match its current POW versus the POW of the magnet. If it fails, the Colour is forced to retreat for 1d3 rounds. To entrap a Colour, it must either be lured into an enclosed area that has been specially prepared (see the section on magnet creation for more details on this process). The Colour will not approach a strong magnetic field (1/2 its POW or more) unless it is seeking prey, so it will not, for example, enter

into a magnetized garage unless it has no other choice of food.

The Colour, if it is pressed by hunger, will attempt to disable a magnet if able. Each round that it overcomes the magnet's POW, the Colour can make an idea roll to disintegrate a portion of the magnet that will stop it from functioning. For larger magnets, such as enclosed space, the Colour can attempt to disintegrate its way out or disable the generator creating the field, if it is exposed.

Capture:

As will hopefully be obvious from the doom that befell the OGPU team, light will not trap the Colour. In order to entrap a Colour a powerful magnetic field, however, can be used. The force of the field must be at least twice as strong as the Colour's POW to be sure to contain it (as an examination of the Resistance Table will indicate). Otherwise, the Colour will continue to attempt to escape

until it overcomes the magnet. Trapped Colours will metabolize their available POW until they reach a POW of one, at which point they will become dormant and will reform back into an egg. It is unlikely the party will be able to entrap this Colour, given its strength, the size of its range, and the availability of strong magnets. Remember also that this Colour has an INT of 17 and will do all

it can to trick its prisoners to discontinue the field.

Shielding:

Though trapping a Colour using magnets is quite difficult, using a magnetic field to shield a group is more easily possible. The natural field created by the Rural Electrification truck is the obvious choice. Sadly, there is only space for three people in the truck's cab. Clinging to the sides is also a possibility, but will require a number of checks (Keeper's choice) versus DEX x 3 or lower (depending on the speed of the vehicle) in order to hold on. Those failing should take 1d6 per 10 mph of speed as they tumble to the ground (halved if a successful *jump* roll is made). Sadly, these brave souls are not guaranteed protection, as the radius of the field does not cover the entire truck.

As was discussed in the section on assembling a magnet to shield the body of a vehicle, a generator can be installed on a truck to shield the entire vehicle, though remember the space taken up by the various generators and their fuel supply.

In a trickier situation, the Rural Electrification Truck's generator can be used to create a magnetic field on another truck by running a cable between the two, but that is a profoundly risky situation. It is up to the Keeper as to the difficulties and dangers of running wires between the two vehicles as they are moving, etc. Assume a number of **drive** rolls for each vehicle, a few **luck** rolls to cover the irregularities of the road, etc.

Conclusion

Depending on how many and which investigators survive, there are a number of possible outcomes to this scenario. The GRU agents that survive will no doubt wish to report what has happened at the Station to their superiors. The Red Army troops will certainly wish to alert the central authorities to the disaster as well. Additionally, since they are operating under pretense, it seems likely that the GRU agents will depart from the base's personnel at the first opportunity to protect their cover. The Keeper is free to expand on this portion of the scenario as they see fit.

Keeper's Notes

The setting of this scenario is an unusual one that may not be familiar to most keepers. It is important that this unfamiliar terrain distract from the scenario itself

Mood:

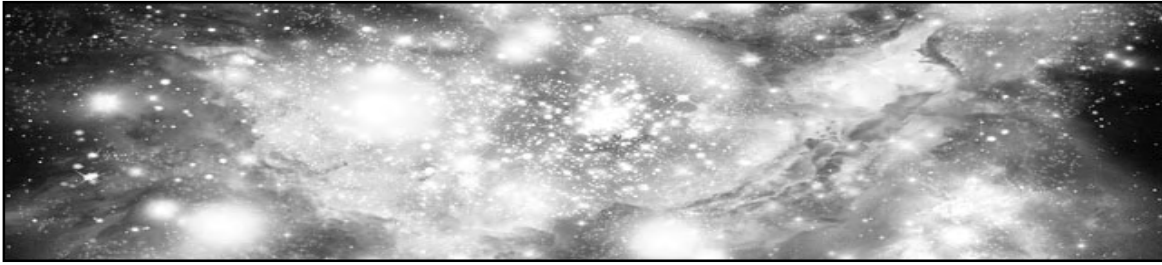
The mood of this scenario is one of bleakness and desolation and since there is not potential for combat aside from internal fighting, establishing an keeping up that mood is the basis for the challenge of the scenario. Keepers are encouraged to create atmosphere the playing area. In one playtest, the Keeper posted Soviet posters he found on-line in the gaming area and had the Soviet national anthem playing in a loop. The author opened the room's windows to the February air and made his party play in their coats and gloves. It is also probably best for the Keeper to distribute the character sheets well in advance of actual playing time so that the players will have time to absorb the information contained within (especially the secret info) and to ask the Keeper questions, such as historical or motivational ones.

Player versus player:

Keepers should be clear on various deceits that underlie the relationship between the Red Army officers and the GRU team. Make sure that the GRU team's secrets aren't accidentally discovered due to a carelessly forgotten handout. The author gave each player a folder to hold his or her character sheet and handouts to prevent this. Also, Keepers should know their players well enough to select roleplayers up the to task of either keeping secrets and to maturely deal with the fact that they have been lied to throughout the game. The scenario's goal is entertainment, not angry recrimination!

Modifying the scenario:

One concern in running this scenario is length. There is much to explore at the station and since it places role-playing at a premium it is quite possible that this scenario cannot be played through in a single sitting. Keepers have several options based on their knowledge of their group's play style. Keepers who anticipate a lengthy game should consider likely or dramatic stopping points. Those who wish a shorter game might consider simplifying or deleting one or more of the kolkhozes or even transforming the GRU agents into Red Army officers openly assigned to investigate the loss of communication with the station.



"It was a monstrous constellation of unnatural light, like a glutted swarm of corpse-fed fireflies dancing hellish sarabands over an accursed marsh, and its colour was that same nameless intrusion which Ammi had come to recognize and dread. All the while the shaft of phosphorescence from the well was getting brighter and brighter, bringing to the minds of the huddled men, a sense of doom and abnormality which far outraced any image their conscious minds could form. It was no longer shining out; it was pouring out; and as the shapeless stream of unplaceable colour left the well it seemed to flow directly into the sky."

H.P. Lovecraft

- *The Colour Out of Space*

About the Colour

The Colour is a sentient organism which manifests itself as pure color- it is not gaseous, it is insubstantial. When it moves, it is visible as an amorphous, glistening patch of color, rolling and shining in shades of its pale colors that match nothing in the known spectrum. This patch pours over the ground or flies in a living fashion. When it feeds, its victim's skin and face glow with the Colour. All materials in the presence of a Colour will shine with its radiance after prolonged exposure.

Though incorporeal, its passing nonetheless feels like the touch of a slimy, unhealthy vapor. The Colour is nearly invisible in bright light.

Colours come from the depths of space, where natural laws differ. In a zero or low gravity environment free from strong magnetic fields, adult Colours create eggs; harmless three-inch

spheres seemingly empty. When these eggs come into proximity with living creatures, they will germinate. After a few days, the outer shell dissolves and the infant Colour emerges.

The young Colour is profoundly weak. Most will seek out lairs in a body of water or another available liquid. The first sign of its presence is a growing corruption in the local ecosystem. As it infiltrates the local environment, vegetation exhibits a tremendous but unhealthy growth. Fruit tastes bitter and insects and living creatures are born deformed. At night, all plant life will start to glow with the Colour, and the vegetation begins to twist and writhe at night, as though in a strong wind. During this time the Colour subsists of the magic points of the living things in its immediate area. After a few months, the young Colour has grown enough to feed directly from small animals.

It now makes brief trips from its lair to feed, and begins to drain the life-force from an ever increasing area. The remains of drained creatures as well as creatures not yet dead, are taken to its lair, where the Colour gathers them as some sort of nest. While such a grouping of corpses is not needed for the Colour to feed, if its lair is disturbed, the Colour will be unable to drain magic points for reasons unknown. When it drains enough energy, which this author has arbitrarily set at 50 POW, it departs the planet for space and adulthood. In the course of its maturation, the Colour

will drain a wide area, and depending on the availability of high POW victims, it may range up to a few miles in search of food. The focal point of the area drained is ruined thereafter, and no plant can grow, the taint of the Colour being proportional to the area affected.

Bright light inhibits a Colour. It spends daylight hours in dark, cool hideaways, preferably underwater: cisterns, wells, lakes, reservoirs, and oceans are all suitable. It is entirely possible that the Colour adapts to whatever fluid is available, and for example on the moon Titan, it would lair in liquid methane. No human made light source in the 1930s has the ability to do more than to irritate a Colour.

Since a Colour is so efficient an attacker, as a warning keepers sometimes may wish to allow INT x 4 or x 5 to detect its slight glow, or to notice a sudden presence of ozone. The bonus for detecting it should be increased if in a dim setting and should be automatic in total darkness.

If it is feeding, match the Colour's POW against the victim's current magic points. For every 10 full points by which the Colour exceeds its victim, it permanently drains 1 point each of STR, CON, POW, DEX, and APP from the victim, and costs him or her 1d6 hit points as well. Each POW so drained increases the Colour's POW. The victim is aware of a sucking, burning sensation, and progressively withers and grays. His face sinks, and his skin ages with hideous skin cracks and wrinkles. Once drained totally, the victim dies.

Colours of low POW feed on high POW creatures by using Mental Attack. A Colour can weaken the minds of nearby sentient beings. For each day of residence in the Colour's vicinity, each person must match his or her INT

against the Colour's POW or lose 1d6 magic points and 1d6 Sanity points. Magic points so destroyed cannot be regained without leaving the area. Once the victim's magic point level reaches zero or less, assume that the body's natural regenerative properties will restore their magic point level to two points (the minimum required to function), though obviously those operating on minimal points will be sluggish at best. If the victim ever fails his test versus the Colour will a roll of 00, they also lose one point of POW permanently. The Colour does not gain this lost POW. Conversely, if the affected ever succeeds their test with a roll of 01, they automatically succeed and are free from the Colour's power at least for a day.

The influence also strongly binds the victim to his or her home, and the influences become increasingly irresistible as the victim's will weakens. To decide to leave the area, he or she must receive a success of current magic points x 5 or less on a d100, or stay. **Persuade** rolls can be allowed by Keepers at varying penalties if so desired to convince bound individuals to flee.

Low POW Colours slowly accumulate POW by concentrating magic points. For every 100 magic points drained, the Colour may convert them to one point of POW. The Colour expends one magic point per hour per point of POW to maintain itself when active, half that when not. If desired, Colours may convert POW into magic points if they have a need. It is up to Keepers the amount of magic points drained daily from an area. Assume that fertile areas, such as swamps or high-density farm land will give up to 10 magic points per acre, desert or arctic areas as little as zero.



A Colour can focus its energies to disintegrate a hole through almost any material. The ability is used primarily to excavate a lair underground. The same effort to melt a cubic foot of titanium removes several cubic yards of pinewood. The sides of the hole appear melted, but no heat is generated as the Colour has dissolved the molecular cohesion that held the item together.

The Colour must expend one magic point per disintegration.

Finally, a Colour can concentrate and solidify a part of itself. That part becomes translucent. It can then use its STR to grapple humans, to grab weapons, or to manipulate other objects. Such solidification cost one magic point per round. It costs the Colour 1 magic point per ten minutes of solidification.

COLOURS OUT OF SPACE, Life force feeders

<i>Char.</i>	<i>rolls</i>	<i>this creature</i>
STR	1d6 per 10 POW or fraction	8
SIZ	equal to POW	15
INT	4d6	17
POW	2d6*	15*
DEX	2d6+12	19
Move	12 pouring / 20 flying	HP N/A

*will continue to increase

Ave. Damage Bonus: +0

Weapons: Feed 85%, damage 1d6 + characteristic loss

Mental Attack 100%, damage 1d6 magic points + 1d6 Sanity

Disintegrate 100% damage physical disintegration

Grasp 85%, no damage

Armor: none. Invulnerable to physical attack except by strong magnetic fields, which can irritate or imprison it. Vulnerable to magic.

Spells, skills: none.

Sanity Loss: 0/1d4 Sanity to see a Colour; 1/1d8 Sanity points to see a victim of a Colour. It is never possible to become accustomed to seeing a Colour. This sanity penalty is inflicted upon each new sighting.

But What About...

Astute readers will note that this description of the Colour differs in certain ways from the statistics provided in the main rulebook (as well as in William Barton's "The Killer Out of Space" in *Cthulhu Now*). This is intentional. The author found it difficult to reconcile the effects of the Colour, as described by Lovecraft, with the statistics provided in the rulebook. In particular, the Colour metabolizing of POW and Magic Points, and setting a minimum POW required for it to depart Earth differ from the original. These changes were made to cause the Colours to need many months to transform from larva to adults instead of simply sucking away the POW of several creatures and then blasting off into space immediately. Keepers are free to accept or ignore these changes as they see fit.

Statistics: Equipment



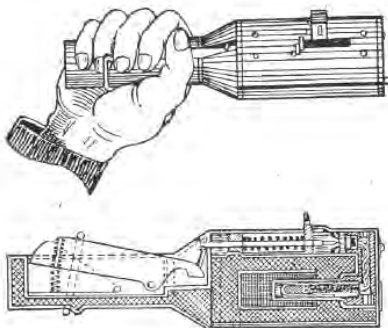
Weapons: Though totally useless against the Colour, detailed weapon statistics are provided in case of intraparty violence-

Name/Type	Caliber	dam.	RoF	Action	Shots	Base	Malf
<u>Pistols:</u>							
Tulamash-Nagant M-1895	7.62x39mmR	1d10	2	rev	7r	15	99
Tulamash TT-33	7.62x25mmR	1d10	2	semi	8	15	98
<u>Rifles:</u>							
Mosin-Nagant M-1891	7.62x54mmR	2d6+4	1/2	bolt	5	110	99
Bayonet		1d6+1+db	1	n/a	n/a	hand	n/a
<u>Machine gun:</u>							
Tulamash-Maxim M-1890	7.62x54mmR	2d6+4	20	auto	250b	110	98

(Note: The Tulamash-Maxim is a tripod mounted, water-cooled gun that requires two people to operate)

Grenades:

Two cases of stick-grenades (also called ‘bottle-grenades’) are available to the party. They default to **throw**, have a base range of the thrower’s STR in meters, and can be thrown every other round. They do 4d6 in a four yard radius, 2d6 in a six yard radius and 1d6 in an eight yard radius damage. Due to the low quality of manufacture and the age of the grenades, they have a malfunction number of 96. A **spot hidden** roll will allow anyone examining the grenade case to notice that they were manufactured more than a decade ago, during the Civil War. Make a roll before each grenade attack to determine if the grenade is good. Assume these failures are duds. Dud grenades do (1d5-1)d6 of damage. The user should also make a luck roll. In that case of failure, the grenade detonates in the thrower’s hand for the previously mentioned damage, no dodge rolls allowed. The user, if they survive, lose limbs as follows based on damage roll- 5 points: hand, 10 points: arm to



Käsigranaatti -v:n 1914 mallia

elbow, 15 points: arm to shoulder, 20 points: arm to shoulder plus significant portions of head.

If the grenade is not a dud but the attack is a miss, roll a d10 and consult the following table. 1 far short, 2 far long, 3 NE, 4 E, 5 SE, 6 S, 7 SW, 8 W, 9 NW, 10 N. Each miss is by d10 meters, except far long and short which is 2d10 meters.

Vehicles:

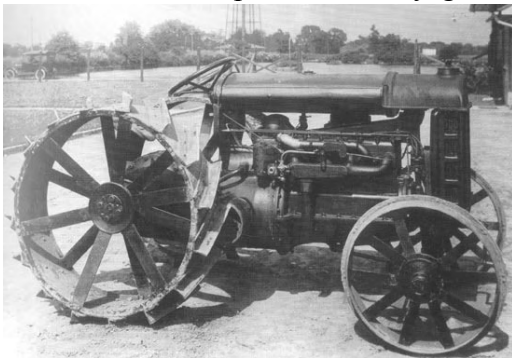
The Depot's Trucks: The Station has available three new GAZ-AA trucks, modified for winter use by covering the truck-bed with a tarp. Two will be allotted to the party to transport them to and from the Station. Each truck has a rear hitch and at least one trailer will be made available to the party. Each truck can seat three people in the cab (two comfortably) and twelve in the rear in little comfort and without gear using a row of benches hastily hammered in. The trailer can carry up to one ton of gear securely. For the sake of this adventure, assume that all the gear the party is assigned will fit into a single trailer and the spools of telegraph wire will fill the second.



The truck's fuel tank holds 40 liters of gasoline and consumes it at a rate of 5 km per liter. Fully loaded without a trailer the truck's top speed is 43 mph, with a trailer, 36 (Keepers should feel free to apply **luck** rolls to see if the hitch holds during sharp maneuvers). Unloaded, the truck can be pushed to a top speed of 50 mph.

The cab offers three points of armor for anyone seated inside, the truck bed but one point, though there may be penalties assigned due to the cover the vehicle offers. There is a 1% cumulative chance per three points of damage inflicted on the truck that it will cease to function and need repairs, though deduct two points from every attack due to the sturdy construction of the truck. Tires can take five points of damage and have one point of armor but require an aimed shot to hit.

The Station's Tractors: These tractors arrived with the construction of the Station and have been kept in relatively good repair. They run on kerosene and have 60 liter capacity tanks (welded on and certainly nonstandard, but not a risk to operators). They consume their fuel at a rate of 3 km per liter of plowing, 8 km per liter of driving. The tractors have a top speed of 15 mph on road, significantly less than that off-road. The tractors are sturdily built and have metal tires. There is a cumulative chance equal to 1% per four points of damage inflicted to cripple a tractor. Each comes with a rear hitch that can



be used to tow a variety of farm implements as well as the GAZ-AA trailer, a felled tree, or any variety of heavy objects (including a crippled truck).

The Rural Electrification Truck: A modified GAZ-AA with a very large fuel tank and an electrical generator replacing the truck-bed. The rear tank can hold up to 800 liters of fuel for the generator, while the vehicle's tank holds 40 liters. Both operate on gasoline. The generator consumes its fuel at a rate of 1 liter per 15 minutes of operation. It generates enough power to light 20 buildings. The truck is in all other ways like a standard GAZ-AA, though its top speed is 35 mph fully fueled and 50 empty.



Roster of Troops

Squad A

Name	STR	DEX	INT	CON	POW	EDU	SIZ	APP	SAN	HP
Sgt. Blochinstev	16	14	12	9	10	5	12	11	50	11
Pvt. 1 st Class Chagan◊	16	15	14	7	12	4	12	12	60	10
Pvt. Isakov◊	13	8	13	11	12	3	16	9	60	14
Pvt. Nosilevskii	9	7	9	6	12	4	13	16	60	10
Pvt. Dziubenko	10	12	11	13	10	2	13	11	47	13
Pvt. Yuzklek	12	8	13	8	14	4	11	11	68	10
Pvt. Anokhin	10	5	11	10	15	5	12	15	75	11
Pvt. Pirgov	9	12	10	8	10	5	9	15	50	9
Pvt. Tamovtsev	11	10	9	6	11	5	15	13	55	11
Pvt. Nikolskii*	9	18	10	10	11	4	12	10	55	11

Squad B

Name	STR	DEX	INT	CON	POW	EDU	SIZ	APP	SAN	HP
Sgt. Kovalevskii	11	9	15	11	7	6	13	10	35	12
Pvt. Radziukevich	12	12	11	9	8	4	11	8	40	10
Pvt. Yalenskii	9	9	8	14	14	3	15	14	70	15
Pvt. Bogomolov	10	8	13	8	13	4	16	14	65	12
Pvt. Ershov	13	11	10	12	10	4	17	10	50	15
Pvt. Rydnin	12	7	9	10	9	2	15	11	45	13
Pvt. Golushkin	12	13	7	14	12	3	13	13	60	14
Pvt. Lomakin	8	11	13	13	12	4	11	8	60	12
Pvt. Fomenko*	10	12	16	11	9	2	12	7	45	12

Key: ◊= machine gunner/ mg asst. *= driver/mechanic.

Skills-

Sergeant: Rifle 60%, Pistol 40%, Spot Hidden 35%, Mechanical Repair 20%, Electrical Repair 10%, First Aid 40%, Machine Gun 20%, Dodge (DEX x 2)+10%, Punch 75%, Persuade 45%, Drive Auto 25% (Kovalevskii only)

Private: Rifle 55%, Mechanical Repair 15% (Drivers 50%), Electrical Repair 25% (Drivers only), First Aid 35%, Machine Gun 55/35% (Gunner/Asst. Only), Dodge DEX x 2)%, Punch 60%

Attacks-

Punch: 1d3+DB

Bayonet: 1d6+1+DB

Pistol: Tulamash-Nagant M-1895, 1d10

Rife: Mosin-Nagant M-1891, 2d6+4

New Skill: Party Standing

In a purely Marxist-Leninist state, one does not have a bourgeoisie 'credit rating'. As a replacement, the author submits that members of the Worker's Paradise can attempt to sway the actions of others and gain access to privileges via their real or perceived standing in the Communist Party.

Party Standing works exactly like Credit Rating. There are some people without a membership in the Party. While they can still possess 'Party Standing' they are instead relying upon their relationship to a member of the party. A **Party Standing** skill based on the influence of others can be no higher than 1/2 of the skill of the patron. For example, the brother of a local party member with a skill of 30 could have a **Party Standing** skill of 15 and no higher. Additionally, if one's patron were to fall from favor with the Party, the dependent would suffer a loss corresponding to x2 their patron's loss.





Keeper's Information: What happened at MTS-Kh37

On December 10, 1931 a two-meter diameter meteor struck the earth a few kilometers to the southeast of Machine Tractor Station Kharkov 37. Noted immediately by local people, the impact site was inspected by Director Liminov, the Communist Party chief at the station, who reported the event to the central government. The Soviet central authorities were quick to act to recover the body, dispatching a recovery team that reached MTS-Kh37 a mere two weeks after the crash. The many remaining small fragments of the meteor were gathered and transported to Volokolamsk Astronomic Institute, including a number of pieces bearing Colour eggs.

In the meantime, six Colours had spread into the local environment, leading to fantastic and early crops. This was good news for the peasants and Party agents around the station, as they were able to exceed the high output quotas set for the station by the central planning authority. The fact that the grain was inedible was inconsequential in the mad rush towards production.

A similar pattern of crop growth and unusual mutation was noticed in the vicinity of the Volokolamsk Astronomical Institute as well as the

unusual spheres imbedded inside the remaining fragments of the meteor. Seeking to explore the potentially revolutionary advance in agriculture this information was withheld from the residents around the Station. Instead, an agricultural team was dispatched to the Institute to study the phenomena. Soon the enervating power of the Colour was noted and the area was quarantined.

Following the unusual reports from the Station of illness and sudden crop failure, and already aware of the infestations of Colours at the Volokolamsk Astronomical Institute, the OGPU dispatched a team to the site in mid November to monitor the situation. Lead by OGPU Colonel Nicholai Shilov, the team was made up of Lt. Gudzin and Lt. Chirikov (both also of the OGPU), several OGPU thugs to protect the team, and Drs. Zelentsov (Astronomy), Mezhlauk (Medicine), and Pachenkin (Chemistry) the team was intentionally not informed of the nature of the situation.

Soon after arriving, the OGPU agents began to understand that something terribly wrong was happening at the station. The first sign of this corruption was the swarm of mutated locusts that infested the area in late



November. The warped insects seemingly came from nowhere, ravaging what little had grown since the harvest and ruining most of the stored grain. As suddenly as they came, many of the insects began to die. The surviving locusts horrifyingly feasted on their dead comrades until they too expired.

Another sign of the Colour's presence noted was the deteriorating health of the locals and their livestock. Doctor Mezhlauk began to take note of the widespread illness and unusual injuries in early December, initially misdiagnosing it as anthrax, a fact that Cmdr. Shilov suppressed to prevent chaos. This theory was soon abandoned.

A more obvious sign of the Colour's malign influence was its mutilation of the dairy's cows. Mistaking the wounds left by the Colour for a bizarre strain of hoof-and-mouth disease, Dr. Mezhlauk ordered the herd to be slaughtered and burned, in order to prevent a wider outbreak. As a majority of the kolkhozoi were on the brink of starvation, this decision was initially welcome. Again, out of fear of disease, no one was allowed to slaughter the cattle for food, and the carcasses were instead incinerated, increasing the resentment against the OGPU team. A starving villager caught gathering meat was ordered to eat it. The kerosene it had been soaked in made him violently ill and he died a few days later.

Though the locals attempted to conceal it from the OGPU team, December was also witness to a number of disappearances from the kolkhozoi. This was noted towards the end of

December after the slaughter of the cattle when a mechanic vanished. Cmdr. Shilov ordered daily counts be taken at the Station and in the kolkhozes. This revealed the rash of missing people and interrogations uncovered the disappearance of chickens, goats, and other livestock.

In early January, in response to these disappearances (and after abandoning the infection theory), the OGPU team decided to relocate the surviving civilians to the building of the station itself. This decision proved to be a poor one, due to the lingering fears of infection from the animal carcasses at



the station, a suspicion of the OGPU's motives, and most importantly, the Colour's power to bind its victims. Iurenkovo was the first kolkhoz to be relocated and it was the scene of the fiercest resistance as a riot that erupted when the announcement of the relocation was made. The OGPU agents were driven from the village in the riot. Returning after augmenting the OGPU agents' force with tractor drivers, mechanics, and even prisoners from the station who were pressed into service, Colonel Shilov was able to regain control of Iurenkovo. Despite a distinct advantage in arms, eight men recruited

from the station were killed and OGPU agent Bukovich was badly injured. Twenty-five kolkhozoi were also killed. To discourage further violence, Colonel Shilov had the remaining twenty adult males in Iurenkovo executed. The rest were removed to the Station.

News of the massacre spread to the other kolkhozoi quickly, cowing the survivors there. Baiylenskhov's evacuation went smoothly, though a few villagers were shot when they refused to leave their homes. The villagers of Tsechenka came quietly as well, though one family evaded the OGPU agents by hiding in the nearby woods and remained undiscovered, fleeing to the south only to die of exposure.

Relocating the kolkhozoi to the station did nothing to impair the Colours and compounded the shortage in the food supply. While the larger of the two Colours in Baiylenskhov remained behind, as did Tsechenka's sole Colour, the remaining Colours joined the one that had been feeding off the Station's cattle and humans, making nightly forays from their lairs. With three Colours in the vicinity, the presence of the alien horrors could no longer be denied. The unnatural movement of the trees, the strange glowing at night, the disappearances could not be explained away by the OGPU team and panic began to set in. Cmdr. Shilov kept the situation stable by careful control of the food supply, feeding only those who would support him and maintain order. Many began to starve, which perversely reduced the pressure on the meager food supply.

Having fed themselves well, the fully mature Colours began to depart into space. The first to leave was Tsechenka's, in mid January, followed two days later by the remaining Colour

in Baiylenskhov. The unburning pillars of light pouring back into space were watched by the terrified and silent people of the Station, driving a few to suicide including Dr. Pachenkin, who nearly caused one of the garages to burn to the ground. A few days of stillness followed but soon the remaining Colours were observed again.

After this brief period of hope that the last of the creatures had gone was dashed, Cmdr. Shilov, in a drunken haze, admitted to Lt. Gudzin that he had known that there was something unnatural living at the Station even before the team had arrived. Enraged by his deception and his inaction and prompted by a growing desperation, Lt. Chirikov instigated a coup against Colonel Shilov by members of the OGPU team. Shilov and three other team members died in the attack. The surviving OGPU team members, with the aid of the few surviving residents of the Station conceived of a plan to trap the remaining Colour so they might flee. Realizing that the creatures avoided daylight, Dr. Eletsii made the rational, but inaccurate assumption that light harmed, or at least hampered, them. A week of preparation was used to assemble the needed equipment.

In early February the OGPU team, in conjunction with the surviving Station personnel and villagers assembled a circle of lights around the unfinished silo. Powered by the team's Rural Electrification truck, which had previously been used to light the Station's garages, the team exposed the creature to bright light in an attempt to trap it. In the early morning the interior of the silo was illuminated and the survivors assembled to flee from the Station by truck and on foot. The Colour reacted quickly. First, it



disintegrated a hole in the silo and destroyed the light ring. Then it proceeded to attack the fleeing villagers and scientists. A few escaped to the infirmary where in a futile attempt to repel the creature the building was set alight, killing the occupants. Only Lt. Chirikov, frozen with panic inside the Rural Electrification truck survived the creature's onslaught. Unaware the magnetic field produced by the vehicle's large generator kept the Colour at bay, he assumed the headlights were responsible. Most of the fuel had been moved to the escape truck, so Chirikov felt he would not be able to drive far. A profound sense of guilt also impaired his judgment.

He watched as the Colour ravaged his companions, draining all of them of life, then hauling their bodies into the silo. As the engine began to die when the truck's fuel was expended (and with twilight drawing on) Chirikov shot himself to deprive the Colour of another victim. Glutted on its many victims, the Colour in the silo departed into space without living witnesses three days later. Now only one small Colour remains in the area, slowly accruing the life-force it needs to depart into space from its swampy lair.

It was starvation that killed the majority of victims at MTS-Kh37, followed by a combination of exposure to the elements, disease, and violence. In the end the Colours only directly killed a quarter of the 310 humans living near the Station. Their malign influence compounded by human folly killed the rest.



A Possible Red Herring: The Tunguska Event

Call of Cthulhu players are a notoriously suspicious lot and on occasion it is wise to place distractions in their path. For this scenario, erroneous connections can be encouraged between the doom that came to MTS-Kh37 and the Tunguska Event of 1908. Keepers who feel that their players are overmatched by the mystery of the Colour are free to ignore the following.

After viewing the impact crater or reading Lt. Chirikov's journal, the Keeper should make an idea roll for GRU agents Grigorev and Diachenko as well as Commissar Iushkevich. Keepers might also consider giving this red herring out to players (such as the commissar) who are looking for a natural explanation of the events at MTS-Kh37 without requiring a roll.

Those who succeed should be given a copy of the following statement.

“A year or two back you recall reading in an issue of *Astronomicheskikh S'ezdov* a profile of Professor Leonid Kulik. While working for the Mineralogical Museum in Leningrad, he was assigned the task of recovering and cataloging the many meteorites that had fallen within the borders of the Soviet Union. From newspaper reports he learned about a remarkable impact near the Podkamennaya (Stony) Tunguska River in 1908. An expedition to this site under the auspices of the Academy of Science was mounted in 1927 discovered a massive swath of flattened trees but no crater.

After another expedition in 1929, Kulik estimated that the area of leveled trees was

nearly 2000 square kilometers. No trace of a meteor was ever found although a few unusual water-filled depressions were discovered.

Natives reported that immediately after the meteor strike the evening skies were unusually bright and that plant growth in the blast area was limited, even two decades after the impact.”

Keepers seeking even more misdirection can allow team members who recall this article to make another **idea** roll to remember the following anecdote from the article-

“The article also mentioned that Kulik had much difficulty procuring guides from the villages nearest to the blast site. Most of the superstitious locals refused to discuss the event as they believed that the fireball that had fallen was a manifestation of the god Ogdy. He had cursed the area, smashing the trees and killing the animals. Only a few of them would approach the forests near the impact site out of fear of incurring Ogdy's wrath.”

An Impossible Red Herring: Radiation

Another possible misinterpretation of the events around Machine Tractor Station Kharhov-37 is that the December 10 meteor irradiated the vicinity, causing the rampant mutations, the unusual lights, and the deaths of most of the local population. While this might seem like an obvious solution to players who have grown up after Hiroshima and Chernobyl, popular understanding of the effect of radioactivity was very limited in this period.

If in the course of gaming one of the Investigators suggests that radiation might be the cause of the events at the

station, turn to them and ask them what their character knows about the effect of radioactive materials. If they suggest using their skill, allow them to make a roll. If they succeed, allow them to read a copy of the Encyclopedia Britannica's entry on "Radiation" from 1930. It won't help them.

Of course, this can be a nice example when outside of game knowledge is detrimental to the health of a character. If they want to pretend that there is something radioactive in the area, let them. Lead plating will not help them. The Colour won't care.



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Glossary

Collectivization: Soviet program to centralize agricultural production while simultaneously turning farmers into State employees. Individuals forfeited personal property in exchange for membership in a kolkhoz in which they would be paid a wage while the State would control their production.

GRU (*Glavnoye Razvedyvatelnoye Upravlenie*): Soviet Military Intelligence. Hypothetically to function only outside the borders of the Soviet Union.

Kolkhoz (*Kollektiv Noye Khozyaynstvo*): A collective farm.

Kulak: Prosperous peasant. A fictitious distinction used by the State to divide the peasantry and increase central authority.

kvass: A Russian fermented beverage similar to beer, made from rye, barley, stale bread or even vegetables.

Machine Tractor Station/MTS (*Mashinno-Traktornaya Stantsiya*): A part of the mechanization of agriculture, these were central depots of tractors and other farm equipment (along with drivers and mechanics) that would be leased by the State to the kolkhozes.

OGPU: The Unified State Political Directorate. The Soviet intelligence agency and a precursor to the KGB.

Old Believers: Members of the Russian Orthodox Church who refused to adopt certain liturgical changes in the 17th century. A conservative segment of the religion most clearly distinguishable by their wardrobe (heavy clothing from the last century as well as full beards for men).

SV-8 (*Spetsialni Viedotstvo 8*): Special Division 8. The secret GRU subdivision that monitors Stalin's occult and paranormal investigations.

TASS: the Telegraph Agency of the Soviet Union.

zek: Russian slang for labor camp prisoner.

Player's Map of the Vicinity of MTS-Kh37



TASS DIRECTIVE D16-3-9a:
Priority Telegraph Repair

ATTN: Major Yevgeni Prevlenshchi, RED ARMY Supply depot 945
OFFER ALL NEEDED ASSISTANCE TO Maj. Y. Kopelev (TASS), Col. A. Triespinov
(TASS), Lt. N. Bugov (TASS)
FOR THE COMPLETIONS OF THE FOLLOWING TASKS

1. INVESTIGATE possible Kulak wreckers near Machine
Tractor Station Kharkov-37
2. APPREHEND or ELIMINATE COUNTER-REVOLUTIONARIES
3. RESTORE telegraph communications with MTS-Kh37
4. AID COMMUNIST PARTY representatives in maintaining
order and discipline
5. PROMOTE and EXPAND the COLLECTIVIZATION DRIVE
6. SECURE any hoarded surplusses and punish hoarders
7. EXPAND the accord between INDUSTRIAL and AGRICULTURAL
labourers

ISSUED ON BEHALF OF THE WORKERS, SOLDIERS, AND FARMERS OF THE
TELEGRAPH AGENCY OF THE UNION OF SOVIET SOCIALIST REPUBLIC (TASS)

LT. GENERAL VASIL N. PRIMNYCH, TASS
KIEV- MARCH 2, 1933

 *Василь Н. Примных*
М. Макушев
А. Овощев

TASS DIRECTIVE D16-3-9a:
 PRIORITY REQUISITIONS
 APPROVED: LT. GEN. VASIL M. PRIMNYCH, TASS
 APPROVED: GEN. Y. Iu. MOLKOV, RED ARMY

Troops as available from Depot 945 w/ officers
 Transport, as needed
 FIVE spools type 3 telegraph wire, 1000 meters ea.
 Foodstuffs, as needed
 ONE platoon mess kit
 ONE camp stove w/ 20 litres kerosene
 FIVE 20 litre petrol cans (filled)
 ONE vehicle maintenance kit
 TWO trench shovels
 ONE box type K3 delousing agent
 TWO cases grenades (20 each)

Мандат / приказ

Генерал / приказ



Генерал / приказ

GRU Dossier on MTS-Kh37

Machine Tractor Station 37 (Kharkov district) was established in 1929 as part of the Collectivization drive, in an attempt to incorporate the existing villages of Baiylenskhov and Tsechenka into the State agricultural production system. To assist in collectivization and provide a model of Marxist-Leninist methodology, a new model settlement named Iurenkovo (in honor of Vladimir Iurenko) was founded nearby. The collectivization of this area encountered little resistance and grain-outputs for 1929 were low but acceptable. The output for 1930 was lower, prompting the 'resignation' and removal of the Communist Party representative at the Station. His replacement, Dmitri Liminov, appeared to have had great success in increasing output as all of the kholkozses were awarded the Order of Lenin, due to their significantly increased production in 1931. The Station was also assigned to be a test dairy as a reward for their efforts. Output for 1932 was lower, but still within quota guidelines. There have been no significant reports of hoarding, draft resistance, wrecking, or any resistance to the local authorities.

Baiylenskhov is a village dating from the late 18th century, settled as part of a land grant by Catherine the Great to Baron Hugo Mainz-Foches, a Bavarian born engineer who served in her government. A generation later the land then passed to Piambirosk family, conservative loyalists of the Romanov dynasty. The manor house built by Mainz-Foches was burned during the suppressed revolution of 1905 and was not rebuilt. White Forces held the settlement from 1917 to 1919, when the Red Army recaptured it after Kolchak's retreat from Moscow. A few residents of Baiylenskhov have been arrested due to their participation in the New Economic Program, as has the village's recalcitrant priest. Population 156.

Tsechenka is a settlement of Old Believers founded sometime around 1675. The population has been on a steady decline for several decades now. Despite their attachment to this extremist form of the Orthodox faith, they have offered no significant resistance to the collectivization and the local Party representative has indicated in reports that he felt there was no need to liquidate this body in the immediate future. Population c.60.

As mentioned previously, Iurenkovo is the newest settlement built in 1929 to secure the collectivization of the area and as a model farm. Settled mainly by 25,000ers and other Party faithful, Iurenkovo is a modern and securely loyal settlement. Population 108.

As far as records indicate, an eleven-man team was dispatched to the Station on November 10, 1932. Operatives noted routine communication between the Station and OGPU headquarters using secure codes until communications ceased in late December. So far none of the messages have been decoded.

The Tunguska Event: Item One

A year or two back you recall reading in an issue of *Astronomicheskikh S'ezdov* a profile of Professor Leonid Kulik. While working for the Mineralogical Museum in Leningrad, he was assigned the task of recovering and cataloging the many meteorites that had fallen within the borders of the Soviet Union. From newspaper reports he learned about a remarkable impact near the Stony Tunguska River in 1908. An expedition to this site under the auspices of the Academy of Science was mounted in 1927 discovered a massive swath of flattened trees but no crater.

After another expedition in 1929, Kulik estimated that the area of leveled trees was nearly 2000 square kilometers. No trace of a meteor was ever found although a few unusual water-filled depressions were discovered.

Natives reported that immediately after the meteor strike the evening skies were unusually bright and that plant growth in the blast area was limited, even two decades after the impact.

The Tunguska Event: Item Two

The article also mentioned that Kulik had much difficulty procuring guides from the villages nearest to the blast site. Most of the superstitious locals refused to discuss the event as they believed that the fireball that had fallen was a manifestation of the god Ogdy. They feared that he had cursed the area, smashing the trees and killing the animals. Only a few of them would approach the forests near the impact site out of fear of incurring Ogdy's wrath.



Remembering the meteor:

Thinking back on it, there was a very bright meteor shower a few years ago. If you recall correctly, it was in early December of 1931. As you remember, there were a series of bright streaks across the sky, huge arcs of blue and green lights that went from southwest to northeast, just after sunset. You don't remember hearing any news that any of the shooting stars reached the earth.

At the Keeper's discretion, another successful *idea* roll will allow the investigator to remember the exact date (December 10) and to be sure that the event was conspicuously absent from the newspapers or other official reporting.

Fragments of lab notes:

Though intentionally uninformed about what had happened at the station, Colonel Shilov, the OGPU team leader, did have available to him a report from Volokolamsk Astronomical Institute regarding the events of the meteor strike and their subsequent examination of the recovered fragments. This information was to be withheld from the team until such a time when he felt it was vital for the success of their mission. This duplicity is part of what led to the mutiny that resulted in the death of the Colonel. Only a few of these records survived the laboratory fire.

...Widmannstätten figures suggests an iron component to the body but subsequent... ...likewise an acid bath...

...unreactive to heating elements...

...unusual traces of... ...though the spectroscopic analysis proved inconclusive, Dr...

...further testing produced similar results. Without additional time to...

...novich, Professor Volokolamsk Astronomical Institute...

Additionally there are some handwritten notes here produced by the OGPU team's own scientists.

*Dissection of specimen eleven-
Adolescent female goat*

Similar results. Creature listless before euthanasia, did not resist injection and required no restraints.

Animal has significant tissue damage to both extremities and trunk, similar to, but not identical to effect of serious chemical burn. Petri dishes show no cultural growth from any effected areas- precludes possibility of infection. Clearly our previous hypotheses have proven to be incorrect. Bowel shows no signs of parasite active... musculature likewise.

Neural tissues unaffected by tissue damage, unlike...

...without... clearly... of illness: unknown.



MTS-Kh37 output reports 1929-32:

A summary report from the Commissariat of Agriculture, marked 'Secret' by order of the OGPU, provides an overview of the output of Machine Tractor Station Kharkov-37 since its inception. Initially (1929 and 1930) production levels were quite poor. The Station director blamed "kulak wreckers" in Baiylenshkov as well as the soil unsuitability for growing wheat (as they were assigned) instead of the traditional rye. A number of locals who opposed the collectivization were arrested, with some being executed immediately and others being indefinitely imprisoned. A settlement of Communist Party volunteers was established late in 1929 at Iurenkovo to insure the loyalty of the area. The station was finally supplied with some of its promised tractors early in 1930 and the station chief was reassigned.

Output for 1931 was significantly, if not impossibly better. Production was so high the station itself was awarded the Order of Lenin. Grain production was nearly three-times quota and other products, such as hay and goat meat, were all well-above assigned production levels. As a reward for this agricultural achievement, the station was assigned a modern dairy facility that summer, as well as a "voluntary work team" consisting of prisoners.

The next year's harvest was unimpressive and well-below quota levels. Milk and cheese output was negligible, due to the failure to complete the construction of the dairy on-time. Grain output was below what was necessary for replanting due to "poor condition of seed-stock" and an order for seed wheat was placed with the Agriculture Commissariat (but never filled). A footnote suggests that the station director be prepared for "minimal foodstuff availability" in the coming winter and that he should do all he could to guarantee "deserving individuals including Party members and technical specialists" had priority in the distribution of available supplies to the detriment of "the disloyal and superfluous".

Sketchbook of Lt. Chirikov

Lt. Chirikov kept a secret journal for many years — from his days with the Young Communists, through his recruitment into the OGPU, to his work on Yagoda's secret projects. To protect himself and to keep his compulsive habit of writing hidden, he concealed his journal in a sketchbook, writing in invisible ink and obscuring that writing with pencil sketches. The slim volume that is found near his corpse represents the fifth volume in this series though the other four are unrecoverable. The book itself is a hand-bound volume of unlined paper, with sketches done mostly in pencil, though a few are redone with ink. The leather cover has the words “Sketches” embossed on it.

The final entry is not concealed.



Failure.

The lights did not hold it back. I was by the generator truck when the lights were activated. There was a moment of silence and then a ragged cheer. We began to move again and to load the truck. Suddenly one of the poles came crashing down. I saw it pour around the silo and begin to pluck people up and put them inside it like a man picks berries into a basket. I-

I don't know why, leapt into this truck and it seemed to pass me by. I turned the lights on and perhaps that is why it stays away.

Old Bukovich lead a group of them back into one of the old barracks. It somehow got inside because I heard their screams. Soon the building was burning and it was pulling people out. I saw it drag Gudzin out the garage... burning...

Oh God

I am the only one left. It wants me and I know that when the night comes or the lights on this truck fail it will come.

I hear it. I cannot let it win. I will find my own escape. In these last minutes I think of my grandfather and his warm chair, the sunflower filled fields in summer, Sasha and Evgenia. Perhaps I will find my way there.

*the light fails
you will know if I escaped.*

Lt. Pavel Chirikov

8 November, 1932

A new assignment. It will be with Shilov again, the bastard. Somehow he's been promoted to Colonel. We are to rendezvous in Kiev. I'll drink tonight and sleep on the train.

10 November, 1932

Met with Shilov and our new team. We are to monitor the area of a Machine Tractor Station near Kharkov—unusually high grain output (three times quota!) means either a miracle or cheaters. I suspect we'll get to hang an over-eager manager. I dread the next few months playing nursemaid to a bunch of kulaks.

Shilov is as arrogant as ever, if not more so. He is working out of Moscow now it would seem, so why were meeting in Kiev is beyond me. Lt. Gudzin seems like Shilov's creature. Four 'sergeants' have also been assigned to us, they seem like up-from-the-ranks killers of the lowest sort. Perfect Checkist!

Oddly, we have three scientists, probably just to rubber stamp our findings. Zelentsov, first time out of a university, teaches, or should I say taught, at school in Tula. It is clear he doesn't think much of his recent 'promotion'. Dr. Mezhlauk is physician—he's been to Germany and Austria and I'll talk to him once we're alone. Pachenkin is a cipher so far.

11 November, 1932

Shilov is drinking less than usual and it took me a while to loosen him up to see what he knows. Mainly he likes to brag about being one of Yagoda's men now, part of some special project reporting directly to Stalin. He's full of shit.

14 November, 1932

Shilov hasn't allowed me much time to write. We loaded up quite a caravan in Kharkov—two trucks and a truck mounted with a generator (some relic of the Rural Electrification program) and drove, as best we could considering the weather all the way to our target—blowing dust and high winds.

The Station itself is a rather bleak spot. The locals are listless and sickly. They are down to three-quarter rations and Shilov has ordered that a guard be posted on our supplies. The local Party chief, Liminov, had a long meeting with Shilov that I wasn't privy to. What a dismal place.

16 November, 1932

Not much to report. We've surveyed the local kolkhozes and otherwise kept ourselves occupied with make-work. It is clear that there is nothing to our supposed mission to find out why the Station exceeded quotas last year. They've barely raised enough to plant in the Spring.

19 November, 1932

Finally able to talk with Lt. Gudzin. He's actually a decent sort—Moscow University, bourgeoisie upbringing, married. Clearly not Shilov's sort, though he's too young to know any better than to listen to his every whim. I'll try to find out more about our specialists when I can.

20 November, 1932

Shilov had me interrogate the kolkhoz heads. What a waste of time. They're odd men on the whole... sickly and docile. They answer questions as if in a dream, or drunk, but since we've confiscated all the alcohol (for 'rationing') I'd doubt it. The Iurenkovo head, Ostrogorskii is a real piece of work.



Nervous ties, shaking hands, the works. Knowing these Party types, he's been dipping into the collective funds or sleeping with a comrade on the side. I can't wait to get back to Moscow.

24 November, 1932

Another rounds of interrogations, this time the tractor crew, mechanics and drivers. They're all nervous but I can't put my finger on it. They're like normal men drawn thin. If it wasn't a ridiculous notion, I'd say they hadn't slept in days. Clearly they rest (and what else can they do in this season of mud), it's just that they seem to gain nothing from it. I am sure that the local water is making me ill. I've lost weight already and I'm still on a full ration.

27 November, 1932

There is something seriously wrong here. Yesterday, just before sunrise, I was awake by the cries of the kolkhozoi. A swarm of locusts had arisen out of the swamp and was descending on the Station. How such a swarm had arisen in the winter is a question that is beyond me. We spent much of the day trying to keep them out of the meager grain supplies. My boots, my hands, are stained with the vile liquid of the things. Many of the horrible creatures were badly deformed- missing limbs (or more often, far too many), unnatural colors, other unsettling deformities I am too tired to mention.

We resorted to dumping kerosene on them and giving the poor zeks shovels. What a nightmare.

28 November, 1932

Shilov spent most of the day either grilling Dr. Mezhlauk or Dr. Pachenkin, or sending encrypted messages to headquarters. This gave me a chance to corner Dr. Zelenstov, since the Colonel didn't need him. Turns out he's not an agronomist at all, but works for some sort of astronomical academy sponsored

by Kiev University. He kept his mouth shut about why he was here, but now I'm sure that Shilov knows more than he has told even Gudzin. To hell with him and his 'special projects'.

1 December, 1932

Snow today. The zeks were put to work clearing the roadways. Looks like we'll put them on full rations so they'll survive the work. Poor bastards.

4 December, 1932

There is some disease making the cattle sick. Mezhlauk has spent most of the day cutting a few of them apart or examining various fluids in his 'lab' (a little room we set up in one of the garages here). He doesn't want us to make any announcements yet, but he thinks it might be hoof-and-mouth. This might go a long way to explain what is happening here.

5 December, 1932

Liminov had a row with Shilov today about the work Mezhlauk has been doing. After getting a message from the 'head-office', Shilov announced that the cattle at the station were infected with an 'unknown illness' and by order of the People's Commissariat of etc. etc. etc. that the cattle were to be quarantined until further notice. That means from now on only the doctor and two of our 'sergeants' would be allowed to enter the barns. I had a good laugh thinking of them dressed as milk-maids! It's more serious though- the kolkhozoi were depending on the milk for a good amount of food (and if things get much tighter here, for meat as well). The situation is not a happy one here.

9 December, 1932

Mezhlauk took apart one of the sickest looking cows today. There were unusual, well, burns on the

inside of the body (or so Pachenkin tells Zelenstov). Shilov spent the day sending off another round of telegrams. Mezhlauk has begun to test the blood of the zeks and some of the station staff for signs of infection. Hoof-in-mouth is not a human disease... I'm not sure what he's up to.

10 December, 1932

A calf expired during the night. I helped Mezhlauk haul it to his lab... it was horrible to look at- blotchy and scarred by some awful pox. It was much lighter than I had expected, almost as if had been left to dry for years, like a mummy. This is clearly why we are here, but what is it?

14 December, 1932

Shilov took Zelenstov and some of the zeks in one of the trucks today. They returned well past dark. They were covered in mud but wouldn't say where they'd been. The truck will need serious repair since they fractured an axle.

15 December, 1932

Went on the rounds to the kolkhozes today. They've stopped digging graves due to the cold and have begun to store bodies for the winter. Mezhlauk wants them to bring them to the station for disposal by incineration. I'm sure he'll be dissecting them first but I don't let on. The people here hate us enough as it is. If it weren't for the lack of food, I'm sure we'd been in a tight spot. Shilov's got enough rations to keep them in line for now...

This thing is worse than the Civil War. The children are particularly awful.

19 December, 1932

Telegraph lines went down today. Now who will Shilov talk to? We sent a crew out to fix them but

it was no use- we lack the spare parts to fix them. The wind is awful. One of the zeks lost part of his foot to frostbite. Once the weather breaks I'm sure I'll be sent for wire and more supplies.

20 December, 1932

Colder.

21 December, 1932

Mezhlauk has been keeping a close eye on the cattle and they've only gotten worse, particularly since the storms started. In order to kill off whatever disease they have, he convinced Shilov to have them put down. He let the boys loose in the barn with rifles. The cattle was, for the most part, so sick, that nearly none of them tried to run. The zeks had the pleasure of disinfecting the place. We then had the carcasses heaped up behind the barn and had them burned, using up half the kerosene the station had on hand. We added to that number the remains of those who've died since the ground froze. Shilov, in a show of unusual humanity, has started a makeshift memorial to the dead. Certainly not the Party man he made himself out to be in Kiev. He's been drinking more.

When I approached him today about taking the other truck to the nearest supply depot, he insisted that the weather was too severe and then he reprimanded me in front of the others for 'cowardice'.

22 December, 1932

One of the kolkhozi was caught today trying to scrounge some meat from the carcasses behind the barn. Shilov, back to form, ordered him to eat a heaping portion of one of the damn things, but he made sure it came from near the bottom where the kerosene had soaked in most. He died in a few, agonizing, hours. This is madness.



25 December, 1932

I caught Mezhlauk today holding a prayer service for two of the station staff. He claims that it is Christmas. What is there to celebrate?

Later-

We are in an uproar. One of the mechanics, Maritzov, disappeared en-route to the outhouse. A search only turned up a lamp he took with him laying in the snow. There were footprints leading up to it but none leading away. When I pointed this out to Shilov, he upbraided me for demoralizing the people.

This makes no sense. Where did he go? What took him?

26 December, 1932

Shilov had the station manager interrogated by one of the boys today. It turns out that people have been disappearing from the vicinity for nearly a month now! Now we're conducting a full survey of the surviving population to see how many have gone. Shilov tried to patch together the telegraph line today but it was no use. The wind has snapped the line in several places. Can't he make a decision without approval from above?

28 December, 1932

It is worse than we thought. A 'survey' of the kolkhozes turned up more than a dozen disappearances in the past month, not counting the loss of animals. A roster has been drawn up and the kolkhoz headmen are required to take roll every morning. How they'll master in the freezing outdoors I'm not sure.

31 December, 1932

A new year will begin soon. Two people disappeared last night- one from Iurenkovo (an old man living alone) and another in Baiylenskhov (a boy). There have also been a number of suicides that we are only now learning about. I feel sick in my

heart. There is something awful here that is stealing people away in the night but we cannot find it or any trace of the missing. Shilov does nothing but drink and bark out ill-considered orders that only serve to make us look foolish. I hope for a thaw, if only to depart this place and yet, the days go by almost placidly until some fresh horror reminds me that something is profoundly wrong with this place. My mind is afflicted. I am cheered a little by my comrades, Gudzin and Zelenstov in particular. Somehow we will escape all this.

1 January, 1933

A new year without improvement. A woman in Baiylenskhov leapt off the old church this morning, claiming that the aurora borealis had commanded her to murder her children in the night. It is madness without relief. Dare I mention that all the deaths have slightly eased our food situation? It is awful

I am becoming sick myself. I have lost my appetite for what rations we have. Everything here is bitter on my tongue. Even the water is bad.

3 January, 1933

More missing but no time to take note of them. Shilov has ordered that all surviving residents are to be moved to the station so that they can be more effectively guarded from what he is calling 'kalak assassins' who he claims are lurking in the vicinity. He's mad.

4 January, 1933

A general announcement of the relocation was made to jeers by the kolkhozoi and a few half-hearted stone throws. Shilov says they have one day to comply or force will be used. I am sick in bed, on Mezhlauk's orders.

5 January, 1933

What a mess. Shilov sent a few of his boys to Iurenkovo, figuring that the party loyalists there would come along quietly and that it would inspire the others. Instead they attacked the lot of them and ran them off. His solution? Arm the zeks and let them loose on the people there. Zelenstov, who was ordered there with the others (I am still too sick for duty though Mezhlauk had a shouting match with Shilov on my behalf. I suspect he's exaggerating for his own reasons but I am happy to comply) reports that we killed dozens of them and lost a few of the zeks and one of Shilov's boys (a dim-wit Barat named Polzhden). Once order was 'restored' Shilov had the remaining men (and boys!) shot then marched the women and children to the station in the snow. I can hear from the commotion below that they others have been frightened into line. There is no denying that patrons or not, Shilov has gone too far.

13 January, 1933

There has been quite a break in my journal. Shilov confiscated my 'sketch-pad' the day after he massacred the people in Iurenkovo. Zelenstov examined it for him and pronounced it innocent. He is a friend. I made sure to keep my sketches to flowers and objects as per usual. I suspect he thinks I'll report him once we're back in communication with our superiors. No time to say more.

16 January, 1933

Shilov has been drunk all day with his remaining boys. I have a little time. The food is tight and he doles it out each morning, after we haul out the dead ones. They don't even smell. Gudzin tells me even with the people relocated there still have been a few gone missing. He also tells me that it would seem

that we are not the first OGPU team sent to the area.

Later- Almost interrupted. Gudzin says that the new station chief (Liminov shot himself last week. No loss) tells him that one came here about two years ago. He wasn't stationed here then but Liminov told him that he'd been ordered to keep quiet about it. I'll see if I can finally crack one of our scientists. They must know more than they will admit.

18 January, 1933

Oh God

One of the sentries (a zek with a rifle, we've come to depend on them) came running back into the garage just after dark last night saying that one of the kolkhozes was on fire. Those of us that can still move (our group on the whole is better off than the locals, but we're still only marginal even with better rations) carried ourselves outside and looked off towards Tsechenka. Zelenstov ordered the station's lights extinguished and sure enough there was a light in that direction... but what a light...

It was a sickly glow that soon grew into a column of light, a search-light but not a beam, but a pulsing column that wriggled like something not quite a worm and not quite smoke. It flowed up from the ground in an unburning pillar. It was unlike anything I'd ever seen, no color or tint man-made or natural can describe it. For a moment the clouds above us shone with its light and then it was gone.

I finally coaxed on the trucks out there later the next morning. Everything is grey and crumbling and wholly dead. What sort of thing is this death without life?

19 January, 1933

Another one, this time from Baiylenskhov. Zelenstov watched it then walked back into one of the



labs where he spent the night weeping. Pachenkin is barely eating, still filling up note books and muttering to himself. Gudzin, he is my solace. Perhaps we can find a way, together, through this madness. Shilov, well, he drinks.

20 January, 1933

More deaths. We add them to the pile and burn them when we have enough to make it worth the fuel. The kolkozoi are so docile now we probably don't need to keep a watch on them, between the hunger and this sickness. I find myself losing and hour or two, just looking at the same page of a book or corner of a room and I don't know what I have been doing. How I long for ~~release~~ escape.

22 January, 1933

The light appeared in the station tonight when the generator failed. It permeated the very walls of the buildings, pouring, sliding over us all. It seemed to depart once the generator truck was patched up. What is it?

23 January, 1933

Valentin Pachenkin is dead. He hanged himself in the lab and set the room on fire. We broke the door down but it was too late. Zelenstov is enraged at the loss of much of his notes. I cared more for the man. I said a few words while Shilov stood by silently, stinking of vodka.

27 January, 1933

I am not sure where to begin. No time to write these past few days as Shilov had us all under tight wraps after Pachenkin nearly burned the place down. He was sober for a while but it didn't last. Once he was back in his bottle he began to rant about a range of topics. Gudzin, who was in the mood for liquor, had joined him. He reported back to me soon after that

Shilov had known full well that there was something here even before we arrived.

It would seem that some sort of meteor or comet landed nearby two Decembers back. When this was reported to the authorities, they collected and removed the fragments. The next spring the harvests in the vicinity were abnormally large, double and even triple quota. What caused this is unknown but it would seem some sort of parasite came along with it, and it is this that has been killing the people here for months now.

This was too much. After a short meeting with Dr. Zelentsov, Dr. Mezhlauk, Lt. Gudzin, and myself, we decided that we must demand that Cmdr. Shilov order an immediate evacuation, and if he resisted, we would place him under arrest for endangering the lives of the people and staff of the station as well as our team. Things did not go well, but when you have rifles and they have none, conversations tend to be short. Shilov refused to allow us to leave and, after a brief hearing, I shot him in the back of the head. Of his 'boys', Sgt. Bukovich made the right decision and renounced Shilov. The other two were also executed. I take full responsibility for my actions. To hell with Shilov.

It seems clear that we must flee this place. Dr. Zelentsov has been examining the situation and claims he might have a solution for keeping these things away from the station (the guards see them circle us at night, God help us). While he works on that we make ready to depart.

I also took one of the trucks to the crater that Shilov had described to Gudzin. There were tracks leading off the road to Iurenkovo, about two kilometers from the station. There were tracks from several large trucks, ruts still visible in the snow. Unfortunately the our truck became mired and we broke the front axle when we tried to tow it. We'll have to cannibalize parts from each truck to make

sure we have at least one functioning vehicle. We cannot flee here on foot.

29 January, 1993

We have discovered where one of the things has been taking all our people. Last night there was a commotion when one of the zeks was picked up at his post by one of them. It tried to lift him into the incomplete silo but he managed to hold on for long enough for us to hear his screams. Gudzin managed to shoot him in the head, poor bastard. This answers the question of where it lives. Now we must find a way to kill it, or failing that, contain it.

30 January, 1933

Preparations have been made for departure. Zelentsov claims that these creatures, some sort of vaporous beings (as he claims, though even I can scarcely accept such things), are from space and it would seem they have an aversion to bright lights. They don't move much in the daylight (and have not committed most of their abductions then) and are probably dormant then. Since it is dwelling near us, he proposes to guarantee our escape by brightly illuminating its lair in the silo with as many lights as we have available. This should harm it enough so that it cannot follow when we depart. I've put him to work assembling a rig of lights to contain it. Since we'll be taking what survivors there are (they keep dying of hunger!) in the truck, we'll need a warm enough day that they won't all die before we reach a settlement. There should be a village no more than a few hours away. Zelentsov says that if it approaches freezing then we have a good chance.

1 February

10 above freezing.

2 February

19! We have hope again.

3 February

24 We must go soon. The kolkhozoi are growing restless and suggesting they'd prefer to wait until the Spring. That is not an option, for any of them.

4 February

23. Zelentsov says the mercury is falling and a new low is on the way. We will leave tomorrow. I have ordered that the staff, residents, and my own team be ready to move. I have packed my things and feel almost like a boy again, ready to sneak into the pantry!





Character Sheets

There are two fundamental conflicts in this scenario — between the investigators and the Colour, and between the investigators themselves. The three TASS agents should also be given the second sheet for their characters, entitled “Additional Information for...” with their character sheet. This should be done secretly and the players should be encouraged not to consult the second sheet in front of the Red Army characters. The person who is playing Major Kopolev should also be given a copy of the team’s official orders as well as the (secret) dossier on the Machine Tractor Station.

Senior Lieutenant Grigor Fyodorov, Red Army

STR 15	CON 10	SIZ 13	INT 12	POW 11
DEX 13	APP 12	EDU 11	SAN 55	HP 12
Magic Points: 11		Current Sanity: 52		

Damage Bonus: +1d4**Skills:** Accounting 63%, Bargain 31%, Dodge 48%, History 29%, Law 35%, Navigate 38%, Persuade 54%, Psychology 43%, Ride 77%, Survival: Cold Weather 46%, Track 46%**Languages:** Russian 66%**Attacks:**

Tulamash-Nagant M-1895 pistol 49%, 1d10

Mosin-Nagant M-1891 rifle 65%, 2d6+4

Fist 57%, 1d3+db

Physical Description: 5'9", 187 pounds. Forty-nine years old. You are bald, have bad teeth (a back molar is currently well-past time to be removed), and need glasses to read. Your hands are scarred from several near bouts of frostbite. Your face is heavily lined with wrinkles and a few scars. Your most notable feature is the blank stare you have perfected for drills, talks with superiors, and endless 'friendly chats' with assorted CP commissars. You have a deep and rich voice grown slightly hoarse from smoking.

Background: You are a former White officer, having joined the Red Army when Kolchak's forces collapsed in 1920. Never a staunch supporter of the Czar, you made the switch into the Red Army easily (a substantial bribe helped) and have never looked back. Your background with the Whites and your avoidance of joining the Party have retarded your career, but you've noticed that officers who look for promotion via the Party tend to end up getting shot in the back of the head. You would prefer not to be shot, or failing that, to at least to face your killers.

You have enjoyed the structure, peace, and comradery of the army life. Regrettably, your situation has become unsettled. In the past few years you have spent more time rounding up peasants and seizing their crops than you have training your men. During last fall's famine your unit (along with most of the troops at the Depot) took part in the massacre of the village of Degmatorsk after they were discovered to be withholding grain. Clearly the Red Army is the tool of the new elite and not the people it claims to defend. You have been considering retirement or transfer to a reserve unit. How the boys would laugh to see you living off a pension, wedded to some babushka!

Personality: You are a good officer, but you are weary of your position in the army. A profound fatigue has settled over you. You are not a man to argue with authority- too many friends have been lost for you not to have learned to be circumspect with your opinions. You tend to follow your initial judgments and trust your instincts, as well as the advice of your subordinates. You greet every assignment as a burden you neither desire nor can put down. Perhaps this is why the men, behind your back, call you 'mule'.



Opinions of the others:

Dr. Liubimova: The old doctor is a good man. You and he are friends, playing poker when you can, always sharing a drink. Not quite cut out for the army, you suspect, but he never complains. He's told you a little secret- his cousin works for the Party and sometimes passes a treat on to him. You've shared in the wealth (those Turkish cigarettes in your pack for example), so you keep quiet about this little bit of graft. He isn't hurting anyone.

Cmsr. Iushkevich: New and too raw for your liking. He's too by-the-book for his own good and if he doesn't moderate his stances he'll end up making many enemies. Still, you've seen many young men like him, full of passion and devoid of reason. You avoid him when he is acting like a little Party drone (and make sly jokes about him to the men) but privately you have tried to offer him little kindnesses, hoping to temper his actions. He'll be transferred before long, no doubt. You know, though Liubimova doesn't, that the Doctor is not fond of him.

Sgt. Blochinstev and Sgt. Kovalevskii: Neither is your first choice as officers but your regulars are mostly down with whatever has been running through the camp lately. Blochinstev is dull and easily ordered around. Kovalevskii is bright but more prone to deception and disobedience. You know you can get them to do what you need them to do. You are the shepherd and they are your hounds.

Equipment

- Red Army officer's uniform,
- Red Army officer's cap
- One pair of worn boots
- One warm coat
- Mittens
- Reading glasses
- One Tulamash-Nagant M-1895 pistol with twenty-rounds of ammunition
- One set of field glasses
- A set of maps of the area
- Turkish cigarettes and matches
- A canteen with cold coffee
- Two tea cups
- One small flask of whiskey (to calm the men and for your teeth)
- One tin of aspirin
- One deck of playing cards
- Toilet kit (razor, soap, etc.)
- One Red Army pocket watch, broken,
- Two warm sets of long underwear.

Sr. Sgt. Dr. Vissarion (Beo) Ivanovich Iuskov Liubimova, Red Army

STR 12	CON 14	SIZ 9	INT 11	POW 12
DEX 9	APP 8	EDU 14	SAN 60	HP 12
Magic Points: 12		Current Sanity: 62		
Damage Bonus: --				
Skills: Biology 23%, Chemistry 29%, First Aid 81%, Medicine 34%, Natural History 46%, Persuade 38%, Pharmacy 48%, Psychology 62%, Ride 44%, Spot Hidden 67%, Swim 44%				
Languages: Russian 71%, Austrian 6%				
Attacks:				
Tulamash-Nagant M-1895 pistol 23%, 1d10				
Mosin-Nagant M-1891 rifle 38%, 2d6+4				
Fist 50%, 1d3				

Physical Description: 5'5", 160 pounds. Fifty-five years of age. Your hair, which you wear longer than regulations, has already gone a yellow-white. A bushy white beard almost gives you the appearance of an Orthodox priest, though this is a mistaken impression at best. You are short, but more than a bit plump.

Background: You have been an army medical officer (be it Czarist, White, Green, or even Red) since 1907. While you have not had much formal medical training beyond two years in a feldsher academy (a sort of rural doctor program), all of your skills are based on real experience. You are better at patching people up than you are at diagnosing illness, but in a world where so many people die young, your deficiencies have gone unnoticed.

You began your career with the Czarist army just after the disaster of the Russo-Japanese war. It was a peaceful life until the start of the Great War, when your unit was sent to fight against the Austrians. You were captured and spent a year in a prisoner of war camp. After you were released you returned home, only to find a civil war between the Communists and the Whites. You fought under Denekin in the south, until his forces collapsed. Changing names (and uniforms) with a dead Communist, you joined the victorious Reds. You've served in the Red Army since, living a relatively easy life. You have no family or children (at least that you are aware of).

You enjoy the finer things, perhaps to excess. You are not a drunk but a stiff drink or three makes the day go more easily. A fondness for good food has given you more than a small gut. You smile frequently and laugh easily.

Personality: You are not the jolly old man you pretend to be. You have used your position as confidant to your advantage, betraying trusts and confidences at every turn. While not at all political, you've used the Party to eliminate your enemies and increase your level of comfort when even possible. You pass your little pieces of information to Party representatives and they reward you with increased privileges, cash bonuses, and many intangible perks. You have, however, avoided advancement. Why ruin a good thing (and expose yourself to the scrutiny that higher office brings)?

Opinions of the others: What fools! They all treat you like a grandfather and you've reaped the rewards of their folly.

Lt. Fyodorov: Perhaps the biggest fool. You almost have pity for him. He is a harmless former White officer (so he confided!) who switched to the Red side as the Whites collapsed. Lucky for him he's harmless. He's trusted by the men and through him he passes all sorts of useful bits of information to you. He's slow and trusting, which makes him an ideal friend.

Cmsr. Iushkevich: Timid little man. A bit old for his job, perhaps he was demoted due to some mistake or for befriending the wrong people, which in these times is tantamount to suicide. He is a strict Communist, which has caused you to avoid him. Despite your contacts, your Party standing is poor. He'll get promoted out of here and end up dead- his loyalty to the Party will be his undoing.

Sgt. Blochinstev and Sgt. Kovalevskii: Blochinstev was dropped on the head as a child and can be treated as a child. Kovalevskii is a conniver and can't be trusted. You enjoy suggesting targets for his pathetic games.

Equipment

A Red Army uniform

One internal passport (legitimate)

One internal passport (falsified, in case of disaster)

One good cloth coat

One fox fur hat

A doctor's kit, containing: scalpel (1d2), stethoscope, syringe (can hold up to POT 20), morphine (Total POT of 240 available to be divided), a scattering of expired pills, bandages, rubbing alcohol, burn ointment, 'medicinal' vodka,

Emergency surgery kit, containing: large scalpel (1d3), bone saw, needle and thread, splints, plaster of Paris, gauze, clamps, half-full bottle of ether (POT 22), an old belt for use as a tourniquet

One unused Tulamash-Nagant M-1895 pistol, thirty rounds of ammunition on a belt

Good boots

A pipe and a large pouch of good tobacco

Eye glasses and case,

A backpack

One set of civilian clothes,

One liter of high quality vodka (personal use),

One liter of cheap vodka (to share),

A small assortment of chocolates, tobacco, and other barter goods

A few hundred rubles,

One carbide lamp (for operations if necessary),

A small notebook with your own personal notes (in a code) of the information you've accumulated about the soldiers and others.

Commissar Petr Petrovich Iushkevich, Communist Party Liaison

STR 13	CON 11	SIZ 11	INT 13	POW 14
DEX 7	APP 13	EDU 15	SAN 70	HP 11
Magic Points: 14		Current Sanity: 67		
Damage Bonus: --				
Skills: Bargain 57%, Dodge 34%, Drive Auto 36%, First Aid 41%, Fast Talk 48%, Law 72%, Party Standing 53%, Persuade 81%, Psychology 21%, Sneak 32%, Spot Hidden 31%				
Languages: Russian 82%, French 16%				
Attacks:				
Tulamash-Nagant M-1895 pistol 33%, 1d10				
Fist 46%, 1d3				

Physical Description: 5'7", 157 pounds. Twenty-nine years old. You have a round face but are too thin. Your pale blond hair is already receding. A slight bout with measles has given your face a roughened look. Your eyes are a glossy blue.

Background:

This is not the career you had expected to have. You are the fifth child of a very minor noble from the Lithuanian border (you are ethnically Russian). Most of your family fled when the Communists took over, but you, perhaps naively, decided to remain with your older sister who was active in the local Communist Party. You both fought with the Red Army, battling Kolchack and his reactionaries. Your sister married another passionate Communist and gained a position in the new government. Through her you attended the new Moscow Technical University, hoping for a position yourself.

After graduation, you took a position overseeing NEP licensing in Suzdal. Your life began to come apart after the death of Lenin and the dissolution of the NEP. As Stalin solidified his hold on the Party, your own standing, in part based on your sister and his husband, began to diminish. It was all over when your sister's husband was arrested in 1929. You attempted to distance yourself from her but you knew you were in trouble. She was arrested, as were you. She was sent to the camps, while you were given the chance to redeem yourself by joining the Red Army as a Party officer. Recently, you have begun to rehabilitate yourself and gained a promotion as a junior Commissar at a little military base south of Kharkov. Perhaps things are looking up.

Personality:

Your fear of exposure as a Bukharinist makes you act with a false zealous bluster. You strive to be the most loyal, most focused agent of the Soviet State you can be, in part to protect yourself and in part to build your standing with the Party to gain the freedom of your sister, assuming she has survived her five year stint in Siberia. You are constantly aware of your actions and the actions of others. Are they OGPU agents? Will they betray you? Danger is always around, so you keep your nose down and the Party rulebook open.

Opinion of the others:

You've only been at the Depot for five months now. They've been dull and lonely months. You don't know any of the soldiers well.

Dr. Liubimova: A jovial old-timer. The only really friendly face you've encountered so far, but there is something about him that puts you on edge. Perhaps it is his drinking, which is prodigious. Perhaps it is his overly familiar way of dealing with everyone. He calls the base Colonel by his first name! Still, he is kind- which is so rare these days. Still, you can't help but wonder where he gets his alcohol from. He's always got little luxuries available to smooth things over. Perhaps he's dealing on the black market.

Lt. Fyodorov: He doesn't take your suggestions to improve morale very well. He reminds you of a cat your grandfather once owned named Black Ivan. All he would do was sit on your grandfather's lap and refused to move unless fed. Not a bad animal, certainly, and if well cared-for it would purr and lick your hand. He was an old cat and not a very active one at that. He does look after his men and doesn't abuse you openly so you tolerate him.

Sgt. Blochinstev and Sgt. Kovalevskii: Neither man gives you any respect. They are two more at the base who treat you poorly.

Equipment

- Communist Party by-laws manual
- Red Army legal manual
- Compact Civil Code (1931) of the Soviet State
- One Red Army Commissar's uniform
- One loaded Tulamash-Nagant M-1895 pistol and 20 rounds of ammunition
- A heavy and frequently mended winter coat
- A rabbit fur hat
- One pair worn boots
- One pair of gloves
- A wool scarf
- A spare uniform
- Your internal passport
- Your Party membership card
- A shaving kit
- A backpack
- A blank notebook
- Two pencil stubs
- Several letters from your sister
- Scrap paper
- A few back issues of Pravda that you've read several times
- A Red Army issued pocket watch
- A copy of a biography of Stalin

Administrator-Major Yuri Kopolev, TASS

STR 13	CON 12	SIZ 14	INT 14	POW 15
DEX 16	APP 10	EDU 14	SAN 75	HP 13
Magic Points: 15		Current Sanity: 71		

Damage Bonus: +1d4

Skills: Anthropology 10%, Dodge 36%, Drive Auto 29%, First Aid 41%, Library Use 35%, Listen 54%, Locksmith 32%, Occult 38%, Party Standing 27%, Persuade 69%, Psychology 67%, Sneak 42%, Spot Hidden 63%, Survival: Arctic 60%, Throw 58%

Languages: Russian 75%, Finnish 11%, French, 13%, German 22%

Attacks:

Tulamash TT-33 pistol 73%, 1d10
 Mosin-Nagant M-1891 rifle 44%, 2d6+4
 Fist 57%, 1d3+db
 Trench knife 34%, 1d4+2+db

Physical Description: 6'0", 196 pounds. Thirty-eight years of age. You are an average looking man with light brown hair and dusty blue eyes. There is a significant scar across your abdomen. Your hair is just starting to gray.

Background:

A university student during the Revolution, you joined the party and the Army, but never saw much action. After the war you were recruited to work for TASS where you've become an administrator, responsible for many projects furthering the cause of the People. Currently you have been assigned to a small technical team assigned to restoring telegraph lines damaged in the fierce winter weather. You are unmarried and have few friends.

Personality:

You prefer discussion to violence, subterfuge over confrontation. You know that force is a useful tool, but leave the dirty work to others. You don't lie well but you enjoying knowing things that others don't. Your favorite strategy is to stay silent while others try to look bright tell all they know. You miss the old days of the Party, before all the blood and the madness.

Opinion of the Others:

You have never met the two other TASS officers before. You've only started to develop some impressions of them from your trip together.

Capt. Triepinov: An experienced officer with many years under his belt. He is a good man and a loyal servant of the state.

Lt. Dugov: A young and inexperienced technician. No doubt he'll prove his dedication to the cause with this mission



Equipment:

One Tulamash TT-33 pistol and fifty rounds of ammunition
TASS uniform
Your internal passport
A trench knife
Sturdy boots
A heavy winter coat
Fingerless firing gloves
Wool mittens
A rabbit fur hat
A backpack
One bed roll
A gun cleaning kit
Two leather-bound notebooks
A pen case with pens and ink
A set of German binoculars
A set of civilian clothes
Multiple pairs of warm socks
A canister of tea leaves and a straining spoon
A half-full jar of sugar
A personal mess kit (small pan, two cups, a tin plate, silverware)
Two boxes of wooden matches
A smaller knife (1d4 damage)
Some emergency rations (mostly crackers and questionable sausage)
A bottle of sulfur-smelling mineral water
A German wristwatch
A deck of playing cards
A compass
A set of regional Red Army maps
A copy of your official orders.

Lieutenant-Electrician Nikolai Dugov, TASS

STR 10	CON 15	SIZ 12	INT 16	POW 9
DEX 13	APP 14	EDU 19	SAN 45	HP 14
Magic Points: 9		Current Sanity: 45		

Damage Bonus: --

Skills: Astronomy 43%, Biology 84%, Chemistry 57%, Electrical Repair 40%, First Aid 34%, History 28%, Library Use 64%, Mechanical Repair 52%, Medicine 47%, Natural History 56%, Party Standing 10%, Pharmacy 15%, Physics 49%, Play Accordion 26%, Singing 38%, Spot Hidden 44%, Swim 59%

Languages: Russian 96%, German 54%

Attacks:

Tulamash TT-33 pistol 23%, 1d10

Fist 56%, 1d3

Physical Description: 5'8", 173 pounds. Twenty-six years old, you have a round face, bright eyes, and a warm smile. You have black hair, brown eyes, and a thin (almost embarrassing) beard. Your attempts to look intellectual usually make your appear constipated, so you've given up.

Background:

You are a recent graduate of the Leningrad Technical Academy and have been given a position with the Soviet Telegraph Agency, TASS. You are an only child and lost both of your parents in the war, sadly. You strongly hope that you can prove your zeal for the cause to your new family. You hope for promotion!

Personality:

You are reserved and polite. You have a deep faith in your abilities and your discipline. You do not suffer overbearing people well and show a remarkable depth of courage in times of crisis. People tend to underestimate you and you let them make this mistake.

Opinion of the others:

This is your first field mission with TASS. You have never met the other two TASS agents before but are beginning to develop an opinion about each man.

Maj. Kopolev: A very experienced officer. A recommendation from him will further your career!

Capt. Triepinov: Another skilled officer. Not as friendly as Kopolev, but a good man nevertheless.

Equipment:

- Your TASS uniform
- Your internal passport
- One Tulamash TT-33 pistol and twenty rounds of ammunition
- A Red Army woolen overcoat
- A wool cap and scarf
- Well-worn boots
- A backpack
- A bed roll
- A small mess kit (pan, wooden spoon, plate, tin fork)
- A small accordion (perhaps it would be best not to bring this out)
- A toilet kit (razor, soap, cologne)
- A pocket knife (damage 1d2)
- A good wristwatch with a second hand
- A set of electrician's tools
- Two sets of civilian clothes
- Warm bear-skin slippers

Captain-Technician Aleksandr Triepinov, TASS

STR 17	CON 16	SIZ 17	INT 12	POW 10
DEX 14	APP 11	EDU 13	SAN 50	HP 17
Magic Points: 10		Current Sanity: 48		
Damage Bonus: +1d6				
Skills: Climb 56%, Conceal 31%, Disguise 34%, Dodge61%, Drive Auto 68%, Electrical Repair 28%, First Aid 53%, Hide 31%, Jump 52%, Listen 82%, Locksmith 62%, Martial Arts 26%, Mechanical Repair 38%, Navigate 52%, Occult 12%, Persuade 42%, Psychology 64%, Ride 38%, Sneak 46%, Spot Hidden 74%, Swim 33%, Throw 67%, Torture 67%, Track 64%				
Languages: Russian 67%, German 26%, Polish 28%, Ukrainian 55%, Mandarin Chinese 6%				
Attacks:				
Tulamash TT-33 pistol 72%, 1D10				
Tulamash-Maxim M-1890 machine gun 42%, 2d6+4				
Mosin-Nagant M-1891 rifle 81%, 2d6+4				
Trench Knife 64%, 1d4+2+db				
Fist 92%, 1d3+db				
Kick 59%, 1d6+db				
Head butt 51%, 1d4+db				
Grapple57%, special				

Physical Description: 6' 1", 219 pounds of muscle. Thirty-five years old. Your sandy blond hair is streaked with a few flecks of gray, which would bother you if you didn't cut it so short. You have numerous scars, have broken many of your bones, and otherwise have abused your body over the years. You developed a fondness for tattoos while in China. Your right arm is home to a small harem of nude and semi-dressed women of various lewd postures. People avoid your gaze for good reason. Your smile is actually less pleasant.

Background:

You served for many years in the Red Army. Recently, due to Comrade Stalin's visionary decision to replace technicians with motivated but untrained workers, you were promoted into TASS, the telegraph agency. You have proven to be a most skilled servant of the People in your new role and you look forward to future success.

Personality:

You are a borderline sociopath. While you are not a sadist, you have very little regard for the suffering of others, or your own pain for that matter. You have a clinical view towards the world, regarding others as little more than curiosities to be studied for their reactions. You do not provoke fights but you resolve them quickly. The threat of violence always preferable to actual violence but, of course, an occasional demonstration is always necessary. Everyone you meet is a potential opponent. You share nothing of yourself for this reason.

Opinion of the others:

As you have just met them, you have no opinion of the others. They are loyal TASS agents, like yourself, obviously.

Equipment:

- A TASS uniform
- Your internal passport
- One Tulamash TT-33 pistol and fifty rounds of ammunition
- A large knife and sheath, gloves
- A heavy leather jacket
- A woolen overcoat
- One pair new tanker boots
- A fur lined leather cap
- A Red Army pocket watch
- A backpack
- A bed roll
- A spare pistol and a box of 100 rounds of ammunition,
- One spare TASS uniform
- A whetstone
- A box containing a packet of licorice, a box of crackers, and a small wheel of cheese
- Twenty feet of light rope,
- A toiletry kit (razor, shaving powder, a bar of soap, scissors, etc.)
- A metal file
- A notebook and pencil
- A new gun cleaning kit.

Additional information for Yuri Kopolev

Your real name is Lt. Colonel Anatoli Alexandrovich Grigorev and you are an agent in the military intelligence bureau, the GRU, specifically Special Division 8. The following information is for your information only and should not be shared with anyone other than fellow GRU officers.

Skills: Cthulhu Mythos 7%

Personality: You suffer minimal sanity losses from witnessing or inflicting violence.

Background: You were a university student during the Revolution. Petr Milikov, a friend of yours (a fellow student but a much more active Communist than you) got you into the military intelligence agency as a favor. You found the work much more interesting than your studies- the carte blanche ability to have people arrested and the other perks of your position aside, you found it challenging and exciting work. Your natural aptitude was noted by your superiors and you were promoted up through the ranks, including extensive arctic training and a very exciting stint in Germany and France.

Unexpectedly, you found yourself on the wrong side of things when your friend (whose zealotry had gained him a position with the then NKVD) Milikov vanished just after your return from the West. When you attempted to track him down you quickly realized that he was involved in some very secret project. While you thought your inquiries were discrete, you attracted the attention of elements within the GRU that had become suspicious of Comrade Stalin's researching into the occult. Always a thrill seeker, you offered your services after attending Milikov's funeral. He looked like a man of one hundred.

It's been a strange two years working for Division 8. You've seen many things that you can neither accept nor quite understand. You know that the work you do is instrumental for the safety of the Soviet cause. Whatever it is that Stalin has been up to, it is not good.

Mythos knowledge:

You have witnessed a number of mythos related activities, though you are remiss to discuss them, even with your associates. Most notably you have neutralized a trio of Leningrad University professors trying to summon something called "The Shaper without Form", and encountered some parasitic worms that seemingly reanimated corpses- you nearly died fighting one of those beasts. Most often, you have also spent many months tailing, investigating, and generally monitoring the OGPU's occult activities on the behalf of Stalin.

Opinions of the others:

You have never met anyone else here. You were told by your contact in the GRU that the technical man ("Dugov") is competent but very new, perhaps unreliable. He is not to be told about the purpose of the mission or of SV-8 unless absolutely necessary for the success of the mission. You think that your superiors might be testing him.

You do recognize "Triepinov" as Lev Urazov- a notorious GRU thug. He once escaped from a police round-up in Warsaw, killing five Polish police officers, stealing a car, and running a roadblock, all while still in handcuffs. He is clearly dangerous, but a



remarkable asset if needed. He also suggests that the SV-8 leadership is taking this mission very seriously.

Equipment:

Five cyanide capsules wrapped in foil (POT 15, hidden in pen case)

A set of handcuffs

A dossier on MTS-Kh37 and surrounding area

A set of fake internal passports sewn into the lining of your bag with several thousand rubles of bribe money

Two 'one-time' encryption pads (to report your mission, once completed)

Your orders:

XXXXXXXXXXRENDEZVOUSXWITHXAGENTS
 XATXKURSKXPASSWORDXKRASNYAXSTOPXC
 OVERXTASSXAGENTSXASXPERXPACKETXSTO
 PXINVESTIGATEXSITUATIONXATXMACHINEX
 TRACTORXSTATIONXKHARKOVXTHIRTYSEVE
 NXSTOPXPRIORITYXMAINTAINXCOVERXSTOP
 XSECONDARYXONEXDETERMINEXPURPOSEXO
 FXOGPUXTEAMXATXSTATIONXTWOXIDENTIF
 YXOGPUXAGENTSXTHREEXRECOVERXOGPUX
 DOCUMENTSXRELATINGXTOXMISSIONXFOUR
 XCAPTUREXINTEROGATEXELIMINATEXOGPU
 XAGENTSXASXABLEXSTOPXXXXXXXXXX

Additional information for Nicholai Dugov

Your name is not Nicholai Dugov, it is Konstantin Diachenko. You are a new recruit into Soviet Military Intelligence, the GRU. You are under orders not to break your cover on this mission.

Background:

You are a recent graduate of the Leningrad Polytechnic Institute, second in your class with a degree in Agricultural Science. Unfortunately for your career, you are not an adherent of Lysenko's methods (if one stoops to call them methods) and theories (if one can call them theories). Rejecting him openly is impossible, but even your less than enthusiastic endorsement of him has cost you. Luckily, you were contacted a few months ago by a man you later learned worked for the GRU. He was investigating a religious sect whose members were afflicted with some sort of degenerative condition brought on by inbreeding. You examined some remains for him and what you found was disturbing... This project led to another, which led to an appointment with the GRU as a 'field expert'. Strangely enough, you've never left the Soviet Union (your knowledge of German was necessary in your studies of Chemistry).

You've started to have some doubts about your work because of the bizarre things you have seen in your nine months with the GRU. There is a growing suspicion in your mind that science does not, in fact, have all the answers. You are convinced that you're working for some sort of covert section of the agency, since they often have you working under an assumed name and you've never left the Soviet Union.

You are the oldest of three boys. Your mother died soon after you were born, but your father, who works as a factory manager in Novgorod, stays in close touch, as do your brothers. You spend your free time reading novels and writing letters to your family.

Opinions of the others:

You do not know anyone you have been assigned to work with on this mission. As your orders inform you, you are subordinate to the two other GRU officers on this case. They are both supposed to be very experienced, and they look it! You are most disturbed by "Triepinov". He cuts his meat like a surgeon performs an autopsy.

Equipment:

Five recent issues of the Leningrad Academy Scientific Review

You also have with a wooden trunk (labeled as 'spare parts') containing a science kit containing a Bunsen burner, glass-ware flasks, a distilling apparatus, a strong magnifying lens, small microscope and slides, a portable chemical kit (including several acids, bases, pH testing kit, alcohol), dissecting kit (including scalpels, tray, pins), a few jars of formaldehyde, and scales.

Your orders:

XXXXXXXXXRENDEZVOUSXWITHXAGENTS
XATXKURSKXPASSWORDXKRASNYAXSTOP
XCOVERXTASSXAGENTSXASXPERXPACKET
XSTOPXINVESTIGATEXSITUATIONXATXMA
CHINEXTRACTORXSTATIONXKHARKOVXT
HIRTYSEVENXSTOPXPRIORITYXMAINTAIN
XCOVERXSTOPXSECONDARYXONEXDETER
MINEXPURPOSEXOFXOGPUXTEAMXATXST
ATIONXTWOXIDENTIFYXOGPUXAGENTSXT
HREEXRECOVERXOGPUXDOCUMENTSXREL
ATINGXTOXMISSIONXSTOPXXXXXXXXXX

Additional information for Aleksandr Triepinov

You are not Aleksandr Triepinov. Your name is Lev Urazov and you are a killer for the GRU, Soviet Military Intelligence. Working for Special Division 8 you are working to investigate Josef Stalin's occult researchers, to determine if his investigation into these topics is a danger to the security of the Soviet State. It is very dangerous work.

Skills:

Cthulhu Mythos 4%
Garrote 75%, strangle

Background:

You had a loving family. You were raised in a caring home. You had a surprisingly happy childhood despite the dangers of the War. None of this, of course, explains why you joined the Red Army when you were old enough and rose through the ranks until your natural skills were noticed by the GRU and you became an interrogator for Army Intelligence. For whatever reason, you have a remarkable talent for violence. You have served in Germany, Poland (where your escape from an ambush is still the stuff of GRU legend), and in Peking. In all of your work you have gained a reputation as ruthless, brutal, and thoroughly efficient agent. Your disdain for authority has drawn you into Special Section 8, which is conducting a clandestine investigation into Stalin's dangerous occult research. The state must be preserved, after all, even from its leaders.

Mythos knowledge:

You've beaten to death numerous madmen who claimed to have some occult power. Most of the time you didn't care- they need teeth and to be conscious to call on whatever weird powers they claimed. There have been some things that disturbed even you, like a pair of cannibal brothers in Arkangelsk who claimed they were under the thrall of "He who Walks the Wind". Then there here was that little girl in Odessa... Some of these things stay with you. You cannot deny that there might be some truth to the rantings of the people you've dealt with.

Opinions of the others:

You don't know the other two GRU agents on this mission. You suspect that Kopolev is Anatoli Grigorev, a lifer with a good reputation. Perhaps the bosses take this thing seriously. The kid however, "Dugov", is supposed to be an expert, but he looks like he's barely out of short-pants. Just in case, you know you could kill either of them, though Grigorev might give you a little trouble. These Red Army troops don't look like much either, come to think of it.

Equipment:

A length of piano wire and a set of lock picks (hidden in boot heels)
A set of fine lock-picks
A small pry-bar
Three sets of handcuffs
A garrote
A few hundred rubles,
A rifle scope for your Mosin-Nagant
A spare passport (under an assumed name),

Your orders:

XXXXXXXXXXRENDEZVOUSXWITHXAGE
NTSXATXKURSKXPASSWORDXKRASNYAXS
TOPXCOVERXTASSXAGENTSXASXPERXPA
CKETXSTOPXINVESTIGATEXSITUATIONXA
TXMACHINEXTRACTORXSTATIONXKHARK
OVXTHIRTYSEVENXSTOPXPRIORITYXMAI
NTAINXCOVERXSTOPXSECONDARYXONEX
DETERMINEXPURPOSEXOFXOGPUXTEAMX
ATXSTATIONXTWOXIDENTIFYXOGPUXAG
ENTSXTHREEXRECOVERXOGPUXDOCUMEN
TSXRELATINGXTOXMISSIONXFOURXCAPT
UREXINTEROGATEXELIMINATEXOGPUXA
GENTSXASXABLEXSTOPXXXXXXXXXX



Тов. Ленин ОЧИЩАЕТ
ЗЕМЛЮ ОТ НЕЧИСТИ.

INVESTIGATOR DATA

SENIOR LIEUTENANT GRIGORI FYODOROV

Player Name _____
 Sex Male Age 49 Height 5'9" Weight 187 lbs.
 Affiliations Red Army
 Birthplace & Nationality Russian

CHARACTERISTICS

STR 15 DEX 13 INT 12 Idea 60
 CON 10 APP 12 POW 11 Luck 55
 SIZ 13 SAN 55 EDU 11 Know 55
 99-Mythos 99 Dmg Bonus +1d4



MACHINE TRACTOR STATION KHARKOV-37

DESCRIPTION

You are bald, have bad teeth (a back molar is currently well-past time to be removed), and need glasses to read. Your hands are scarred from several near bouts of frostbite. Your face is heavily lined with wrinkles and a few scars. Your most notable feature is the blank stare you have perfected for drills, talks with superiors, and endless 'friendly chats' with assorted CP commissars. You have a deep and rich voice grown slightly hoarse from smoking.

INVESTIGATOR SKILLS

- | | |
|--|--|
| <input type="checkbox"/> Accounting (10%) <u>63</u>
<input type="checkbox"/> Anthropology (01%) _____
<input type="checkbox"/> Archaeology (01%) _____
Art (05%) _____
<input type="checkbox"/> _____
<input type="checkbox"/> _____
<input type="checkbox"/> Astronomy (01%) _____
<input type="checkbox"/> Bargain (05%) <u>31</u>
<input type="checkbox"/> Biology (01%) _____
<input type="checkbox"/> Chemistry (01%) _____
<input type="checkbox"/> Climb (40%) _____
<input type="checkbox"/> Conceal (15%) _____
Craft (05%) _____
<input type="checkbox"/> _____
<input type="checkbox"/> _____
Cthulhu Mythos (00%) _____
<input type="checkbox"/> Disguise (10%) _____
<input type="checkbox"/> Dodge (DEX x 2%) <u>48</u>
<input type="checkbox"/> Drive Auto/Carriage (20%) _____
<input type="checkbox"/> Electrical Repair (10%) _____
<input type="checkbox"/> Fast Talk (05%) _____
<input type="checkbox"/> First Aid (30%) _____
<input type="checkbox"/> Geology (01%) _____
<input type="checkbox"/> Hide (10%) _____
<input type="checkbox"/> History (20%) <u>29</u>
<input type="checkbox"/> Jump (25%) _____
<input type="checkbox"/> Law (05%) <u>35</u>
<input type="checkbox"/> Library Use (25%) _____
<input type="checkbox"/> Listen (25%) _____
<input type="checkbox"/> Locksmith (05%) _____
<input type="checkbox"/> Martial Arts (01%) _____
<input type="checkbox"/> Mechanical Repair (20%) _____
<input type="checkbox"/> Medicine (05%) _____
<input type="checkbox"/> Natural History (10%) _____
<input type="checkbox"/> Navigate (10%) <u>38</u> | <input type="checkbox"/> Occult (05%) _____
<input type="checkbox"/> Operate Hvy Machine (01%) _____
Other Languages (01%):
<input type="checkbox"/> _____
<input type="checkbox"/> _____
<input type="checkbox"/> _____
Own Language (EDU x 5%):
<input type="checkbox"/> Russian <u>66</u>
<input type="checkbox"/> Party Standing (15%) _____
<input type="checkbox"/> Persuade (15%) <u>54</u>
<input type="checkbox"/> Pharmacy (01%) _____
<input type="checkbox"/> Photography (10%) _____
<input type="checkbox"/> Physics (01%) _____
Pilot (01%):
<input type="checkbox"/> _____
<input type="checkbox"/> _____
<input type="checkbox"/> Psychoanalysis (01%) _____
<input type="checkbox"/> Psychology (05%) <u>43</u>
<input type="checkbox"/> Ride (05%) <u>77</u>
<input type="checkbox"/> Sneak (10%) _____
<input type="checkbox"/> Spot Hidden (25%) _____
<input type="checkbox"/> Survival, Cold Weather <u>46</u>
<input type="checkbox"/> Swim (25%) _____
<input type="checkbox"/> Throw (25%) _____
<input type="checkbox"/> Track (10%) _____
<input type="checkbox"/> _____ (%)
<input type="checkbox"/> _____ (%)
<input type="checkbox"/> _____ (%)
FIREARMS
<input type="checkbox"/> Handgun (20%) <u>49</u>
<input type="checkbox"/> Machine Gun (15%) _____
<input type="checkbox"/> Rifle (25%) <u>65</u>
<input type="checkbox"/> Shotgun (30%) _____
<input type="checkbox"/> Submachinegun (15%) _____ |
|--|--|

SANITY

										Insane									
0	I	2	3	4	5	6	7	8	9	10	II	12	13	14	15	16	17	18	19
20	2I	22	23	24	25	26	27	28	29	30	3I	32	33	34	35	36	37	38	39
40	4I	42	43	44	45	46	47	48	49	50	5I	52	53	54	55	56	57	58	59
60	6I	62	63	64	65	66	67	68	69	70	7I	72	73	74	75	76	77	78	79
80	8I	82	83	84	85	86	87	88	89	90	9I	92	93	94	95	96	97	98	99

MAGIC POINTS

										Unconscious										
										0	I									2
3	4	5	6	7	8	9	10	II	12	13	14	15	16	17	18	19	20	21	22	23
24	25	26	27	28	29	30	31	32	33	34	35	36	37							

HIT POINTS

										UNCONSCIOUS										
										Dead	-2	-1	0	I	2					
3	4	5	6	7	8	9	10	II	12	13	14	15	16	17	18	19	20	21	22	23
24	25	26	27	28	29	30	31	32	33	34	35	36	37							

ATTACKS AND WEAPONS

Attack Type or Weapon	Skill %	Damage	Malf	Range	# Att	Shots	HP
Fist	57	1d3+1d4	-	-	1	-	-
Tulamash-Nagant M-1895 revolver	49	1d10	99	15	2	7	10
Mosin-Nagant M-1891 bolt-action rifle	65	2d6+4	99	110	1/2	5	9

PERSONALITY

You are a good officer, but you are weary of your position in the army. A profound fatigue has settled over you. You are not a man to argue with authority—too many friends have been lost for you not to have learned to be circumspect with your opinions. You tend to follow your initial judgments and trust your instincts, as well as the advice of your subordinates. You greet every assignment as a burden you neither desire nor can put down. Perhaps this is why the men, behind your back, call you 'mule.'

BACKGROUND AND HISTORY

You are a former White officer, having joined the Red Army when Kolchak's forces collapsed in 1920. Never a staunch supporter of the Czar, you made the switch into the Red Army easily (a substantial bribe helped) and have never looked back. Your background with the Whites and your avoidance of joining the Party have retarded your career, but you've noticed that officers who look for promotion via the Party tend to end up getting shot in the back of the head. You would prefer not to be shot, or failing that, to at least to face your killers.

You have enjoyed the structure, peace, and camaraderie of the army life. Regrettably, your situation has become unsettled. In the past few years you have spent more time rounding up peasants and seizing their crops than you have training your men. During last fall's famine your unit (along with most of the troops at the Depot) took part in the massacre of the village of Degmatorsk after they were discovered to be withholding grain. Clearly the Red Army is the tool of the new elite and not the people it claims to defend. You have been considering retirement or transfer to a reserve unit. How the boys would laugh to see you living off a pension, wedded to some babushka!

OPINIONS OF YOUR COMRADES

Dr. Liubimov: The old doctor is a good man. You and he are friends, playing poker when you can, always sharing a drink. Not quite cut out for the army, you suspect, but he never complains. He's told you a little secret—his cousin works for the Party and sometimes passes a treat on to him. You've shared in the wealth (those Turkish cigarettes in your pack for example), so you keep quite about this little bit of graft. He isn't hurting anyone.

Cmsr. Iushkevich: New and too raw for your liking. He's too by-the-book for his own good and if he doesn't moderate his stances he'll end up making many enemies. Still, you've seen many young men like him, full of passion and devoid of reason. You avoid him when he is acting like a little Party drone (and make sly jokes about him to the men) but privately you have tried to offer him little kindnesses, hoping to temper his actions. He'll be transferred before long, no doubt. You know, though Liubimova doesn't, that the Doctor is not fond of him.

Sgt. Blochinstev and Sgt. Kovalevskii: Neither is your first choice as officers but your regulars are mostly down with whatever has been running through the camp lately. Blochinstev is dull and easily ordered around. Kovalevskii is bright but more prone to deception and disobedience. You know you can get them to do what you need them to do. You are the shepherd and they are your hounds.

NOTES

INVESTIGATOR DATA

SR. SGT. VISSARION (BEO) IVANOVICH IUSKOV-LIUBIMOV

Player Name _____

Sex Male Age 55 Height 5'5" Weight 160 lbs.

Affiliations Red Army

Birthplace & Nationality Russian

CHARACTERISTICS

STR I2 DEX 9 INT II Idea 55
 CON I4 APP 8 POW I2 Luck 60
 SIZ 9 SAN 60 EDU I4 Know 70
 99-Mythos 99 Dmg Bonus +0



MACHINE TRACTOR STATION KHARKOV-37

DESCRIPTION

Fifty-five years of age. Your hair, which you wear longer than regulations, has already gone a yellow-white. A bushy white beard almost gives you the appearance of an Orthodox priest, though this is a mistaken impression at best. You are short, but more than a bit plump.

INVESTIGATOR SKILLS

- | | |
|--|--|
| <input type="checkbox"/> Accounting (10%) _____ | <input type="checkbox"/> Occult (05%) _____ |
| <input type="checkbox"/> Anthropology (01%) _____ | <input type="checkbox"/> Operate Hvy Machine (01%) _____ |
| <input type="checkbox"/> Archaeology (01%) _____ | Other Languages (01%): |
| <input type="checkbox"/> Art (05%) _____ | <input type="checkbox"/> Austrian German _____ 6 |
| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Astronomy (01%) _____ | Own Language (EDU x 5%): |
| <input type="checkbox"/> Bargain (05%) _____ | <input type="checkbox"/> Russian _____ 7I |
| <input type="checkbox"/> Biology (01%) _____ 23 | <input type="checkbox"/> Party Standing (15%) _____ |
| <input type="checkbox"/> Chemistry (01%) _____ 29 | <input type="checkbox"/> Persuade (15%) _____ 38 |
| <input type="checkbox"/> Climb (40%) _____ | <input type="checkbox"/> Pharmacy (01%) _____ 48 |
| <input type="checkbox"/> Conceal (15%) _____ | <input type="checkbox"/> Photography (10%) _____ |
| <input type="checkbox"/> Craft (05%) _____ | <input type="checkbox"/> Physics (01%) _____ |
| <input type="checkbox"/> _____ | Pilot (01%): |
| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Cthulhu Mythos (00%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Disguise (10%) _____ | <input type="checkbox"/> Psychoanalysis (01%) _____ |
| <input type="checkbox"/> Dodge (DEX x 2%) _____ | <input type="checkbox"/> Psychology (05%) _____ 62 |
| <input type="checkbox"/> Drive Auto/Carriage (20%) _____ | <input type="checkbox"/> Ride (05%) _____ 44 |
| <input type="checkbox"/> Electrical Repair (10%) _____ | <input type="checkbox"/> Sneak (10%) _____ |
| <input type="checkbox"/> Fast Talk (05%) _____ | <input type="checkbox"/> Spot Hidden (25%) _____ 67 |
| <input type="checkbox"/> First Aid (30%) _____ 8I | <input type="checkbox"/> Swim (25%) _____ 44 |
| <input type="checkbox"/> Geology (01%) _____ | <input type="checkbox"/> Throw (25%) _____ |
| <input type="checkbox"/> Hide (10%) _____ | <input type="checkbox"/> Track (10%) _____ |
| <input type="checkbox"/> History (20%) _____ | <input type="checkbox"/> _____ (%) |
| <input type="checkbox"/> Jump (25%) _____ | <input type="checkbox"/> _____ (%) |
| <input type="checkbox"/> Law (05%) _____ | <input type="checkbox"/> _____ (%) |
| <input type="checkbox"/> Library Use (25%) _____ | <input type="checkbox"/> _____ (%) |
| <input type="checkbox"/> Listen (25%) _____ | <input type="checkbox"/> _____ (%) |
| <input type="checkbox"/> Locksmith (05%) _____ | FIREARMS |
| <input type="checkbox"/> Martial Arts (01%) _____ | <input type="checkbox"/> Handgun (20%) _____ 23 |
| <input type="checkbox"/> Mechanical Repair (20%) _____ | <input type="checkbox"/> Machine Gun (15%) _____ |
| <input type="checkbox"/> Medicine (05%) _____ 34 | <input type="checkbox"/> Rifle (25%) _____ 38 |
| <input type="checkbox"/> Natural History (10%) _____ 46 | <input type="checkbox"/> Shotgun (30%) _____ |
| <input type="checkbox"/> Navigate (10%) _____ | <input type="checkbox"/> Submachinegun (15%) _____ |

SANITY

Insane									
0	I	2	3	4	5	6	7	8	9
10	11	12	13	14	15	16	17	18	19
20	21	22	23	24	25	26	27	28	29
30	31	32	33	34	35	36	37	38	39
40	41	42	43	44	45	46	47	48	49
50	51	52	53	54	55	56	57	58	59
60	61	62	63	64	65	66	67	68	69
70	71	72	73	74	75	76	77	78	79
80	81	82	83	84	85	86	87	88	89
90	91	92	93	94	95	96	97	98	99

MAGIC POINTS

Unconscious									
0	I	2	3	4	5	6	7	8	9
10	11	12	13	14	15	16	17	18	19
20	21	22	23	24	25	26	27	28	29
30	31	32	33	34	35	36	37	38	39

HIT POINTS

UNCONSCIOUS						
Dead	-2	-1	0	I	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	31
32	33	34	35	36	37	38

ATTACKS AND WEAPONS

Attack Type or Weapon	Skill %	Damage	Malf	Range	# Att	Shots	HP
Fist	50	1d3	-	-	1	-	-
Tulamash-Nagant M-1895 revolver	23	1d10	99	15	2	7	10
Mosin-Nagant M-1891 bolt-action rifle	38	2d6+4	99	110	1/2	5	9

PERSONALITY

You are not the jolly old man you pretend to be. You have used your position as confidant to your advantage, betraying trusts and confidences at every turn. While not at all political, you've used the Party to eliminate your enemies and increase your level of comfort when even possible. You pass your little pieces of information to Party representatives and they reward you with increased privileges, cash bonuses, and many intangible perks. You have, however, avoided advancement. Why ruin a good thing (and expose yourself to the scrutiny that higher office brings)?

BACKGROUND AND HISTORY

You have been an army medical officer (be it Czarist, White, Green, or even Red) since 1907. While you have not had much formal medical training beyond two years in a feldsher academy (a sort of rural doctor program), all of your skills are based on real experience. You are better at patching people up than you are at diagnosing illness, but in a world where so many people die young, your deficiencies have gone unnoticed.

You began your career with the Czarist army just after the disaster of the Russo-Japanese war. It was a peaceful life until the start of the Great War, when your unit was sent to fight against the Austrians. You were captured and spent a year in a prisoner of war camp. After you were released you returned home, only to find a civil war between the Communists and the Whites. You fought under Denekin in the south, until his forces collapsed. Changing names (and uniforms) with a dead Communist, you joined the victorious Reds. You've served in the Red Army since, living a relatively easy life. You have no family or children (at least that you are aware of).

You enjoy the finer things, perhaps to excess. You are not a drunk but a stiff drink or three makes the day go more easily. A fondness for good food has given you more than a small gut. You smile frequently and laugh easily.

OPINIONS OF YOUR COMRADES

What fools! They all treat you like a grandfather and you've reaped the rewards of their folly.

Lt. Pyodorov: Perhaps the biggest fool. You almost have pity for him. He is a harmless former White officer (so he confided!) who switched to the Red side as the Whites collapsed. Lucky for him he's harmless. He's trusted by the men and through him he passes all sorts of useful bits of information to you. He's slow and trusting, which makes him an ideal friend.

Cmsr. Iushkevich: Timid little man. A bit old for his job, perhaps he was demoted due to some mistake or for befriendng the wrong people, which in these times is tantamount to suicide. He is a strict Communist, which has caused you to avoid him. Despite your contacts, your Party standing is poor. He'll get promoted out of here and end up dead- his loyalty to the Party will be his undoing.

Sgt. BlochinsteV and Sgt. Kovalevskii: BlochinsteV was dropped on the head as a child and can be treated as a child. Kovalevskii is a conniver and can't be trusted. You enjoy suggesting targets for his pathetic games.

NOTES

INVESTIGATOR DATA

COMMISSAR PIOTR PETROVICH IUSHKEVICH

Player Name _____
 Sex Male Age 29 Height 5'7" Weight 157 lbs.
 Affiliations Communist Party liaison
 Birthplace & Nationality Lithuania (ethnic Russian)

DESCRIPTION

You have a round face but are too thin. Your pale blond hair is already receding. A slight bout with measles has given your face a roughened look. Your eyes are a glossy blue.

CHARACTERISTICS

STR I3 DEX 7 INT I3 Idea 65
 CON II APP I3 POW I4 Luck 70
 SIZ II SAN 70 EDU I5 Know 75
 99-Mythos 99 Dmg Bonus +0



MACHINE TRACTOR STATION KHARKOV-37

INVESTIGATOR SKILLS

- | | |
|--|---|
| <input type="checkbox"/> Accounting (10%) _____
<input type="checkbox"/> Anthropology (01%) _____
<input type="checkbox"/> Archaeology (01%) _____
<input type="checkbox"/> Art (05%) _____
<input type="checkbox"/> _____
<input type="checkbox"/> _____
<input type="checkbox"/> Astronomy (01%) _____
<input type="checkbox"/> Bargain (05%) <u>57</u>
<input type="checkbox"/> Biology (01%) _____
<input type="checkbox"/> Chemistry (01%) _____
<input type="checkbox"/> Climb (40%) _____
<input type="checkbox"/> Conceal (15%) _____
<input type="checkbox"/> Craft (05%) _____
<input type="checkbox"/> _____
<input type="checkbox"/> _____
Cthulhu Mythos (00%) _____
<input type="checkbox"/> Disguise (10%) _____
<input type="checkbox"/> Dodge (DEX x 2%) <u>34</u>
<input type="checkbox"/> Drive Auto/Carriage (20%) <u>36</u>
<input type="checkbox"/> Electrical Repair (10%) _____
<input type="checkbox"/> Fast Talk (05%) <u>48</u>
<input type="checkbox"/> First Aid (30%) <u>41</u>
<input type="checkbox"/> Geology (01%) _____
<input type="checkbox"/> Hide (10%) _____
<input type="checkbox"/> History (20%) _____
<input type="checkbox"/> Jump (25%) _____
<input type="checkbox"/> Law (05%) <u>72</u>
<input type="checkbox"/> Library Use (25%) _____
<input type="checkbox"/> Listen (25%) _____
<input type="checkbox"/> Locksmith (05%) _____
<input type="checkbox"/> Martial Arts (01%) _____
<input type="checkbox"/> Mechanical Repair (20%) _____
<input type="checkbox"/> Medicine (05%) _____
<input type="checkbox"/> Natural History (10%) _____
<input type="checkbox"/> Navigate (10%) _____ | <input type="checkbox"/> Occult (05%) _____
<input type="checkbox"/> Operate Hvy Machine (01%) _____
Other Languages (01%):
<input type="checkbox"/> French _____ <u>I6</u>
<input type="checkbox"/> _____
<input type="checkbox"/> _____
Own Language (EDU x 5%):
<input type="checkbox"/> Russian _____ <u>82</u>
<input type="checkbox"/> Party Standing (15%) <u>53</u>
<input type="checkbox"/> Persuade (15%) <u>81</u>
<input type="checkbox"/> Pharmacy (01%) _____
<input type="checkbox"/> Photography (10%) _____
<input type="checkbox"/> Physics (01%) _____
Pilot (01%):
<input type="checkbox"/> _____
<input type="checkbox"/> _____
<input type="checkbox"/> Psychoanalysis (01%) _____
<input type="checkbox"/> Psychology (05%) <u>21</u>
<input type="checkbox"/> Ride (05%) _____
<input type="checkbox"/> Sneak (10%) <u>32</u>
<input type="checkbox"/> Spot Hidden (25%) <u>31</u>
<input type="checkbox"/> Swim (25%) _____
<input type="checkbox"/> Throw (25%) _____
<input type="checkbox"/> Track (10%) _____
<input type="checkbox"/> _____ (_____ %)
<input type="checkbox"/> _____ (_____ %)
<input type="checkbox"/> _____ (_____ %)
<input type="checkbox"/> _____ (_____ %)
FIREARMS
<input type="checkbox"/> Handgun (20%) <u>33</u>
<input type="checkbox"/> Machine Gun (15%) _____
<input type="checkbox"/> Rifle (25%) _____
<input type="checkbox"/> Shotgun (30%) _____
<input type="checkbox"/> Submachinegun (15%) _____ |
|--|---|

SANITY

										Insane									
0	I	2	3	4	5	6	7	8	9	10	II	12	13	14	15	16	17	18	19
20	2I	22	23	24	25	26	27	28	29	30	3I	32	33	34	35	36	37	38	39
40	4I	42	43	44	45	46	47	48	49	50	5I	52	53	54	55	56	57	58	59
60	6I	62	63	64	65	66	67	68	69	70	7I	72	73	74	75	76	77	78	79
80	8I	82	83	84	85	86	87	88	89	90	9I	92	93	94	95	96	97	98	99

MAGIC POINTS

					Unconscious								
3	4	5	6	7	8	9	10	II	12	13	14	15	16
17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37							

HIT POINTS

										UNCONSCIOUS				
		Dead	-2	-1	0	I	2							
3	4	5	6	7	8	9	10	II	12	13	14	15	16	
17	18	19	20	21	22	23	24	25	26	27	28	29	30	
31	32	33	34	35	36	37								

ATTACKS AND WEAPONS

Attack Type or Weapon	Skill %	Damage	Malf	Range	# Att	Shots	HP
Fist	46	1d3	-	-	1	-	-
Tulamash-Nagant M-1895 revolver	33	1d10	99	15	2	7	10

PERSONALITY

Your fear of exposure as a Bukharinist makes you act with a false zealous bluster. You strive to be the most loyal, most focused agent of the Soviet State you can be, in part to protect yourself and in part to build your standing with the Party to gain the freedom of your sister, assuming she has survived her five year stint in Siberia. You are constantly aware of your actions and the actions of others. Are they OGPU agents? Will they betray you? Danger is always around, so you keep your nose down and the Party rulebook open.

BACKGROUND AND HISTORY

This is not the career you had expected to have. You are the fifth child of a very minor noble from the Lithuanian border (you are ethnically Russian). Most of your family fled when the Communists took over, but you, perhaps naively, decided to remain with your older sister who was active in the local Communist Party. You both fought with the Red Army, battling Kolchak and his reactionaries. Your sister married another passionate Communist and gained a position in the new government. Through her you attended the new Moscow Technical University, hoping for a position yourself.

After graduation, you took a position overseeing NEP licensing in Suzdal. Your life began to come apart after the death of Lenin and the dissolution of the NEP. As Stalin solidified his hold on the Party, your own standing, in part based on your sister and his husband, began to diminish. It was all over when your sister's husband was arrested in 1929. You attempted to distance yourself from her but you knew you were in trouble. She was arrested, as were you. She was sent to the camps, while you were given the chance to redeem yourself by joining the Red Army as a Party officer. Recently, you have begun to rehabilitate yourself and gained a promotion as a junior Commissar at a little military base south of Kharkov. Perhaps things are looking up.

OPINIONS OF YOUR COMRADES

You've only been at the Depot for five months now. They've been dull and lonely months. You don't know any of the soldiers well.

Dr. Liubimov: A jovial old-timer. The only really friendly face you've encountered so far, but there is something about him that puts you on edge. Perhaps it is his drinking, which is prodigious. Perhaps it is his overly familiar way of dealing with everyone. He calls the base Colonel by his first name! Still, he is kind- which is so rare these days. Still, you can't help but wonder where he gets his alcohol from. He's always got little luxuries available to smooth things over. Perhaps he's dealing on the black market.

Lt. Pyodorov: He doesn't take your suggestions to improve morale very well. He reminds you of a cat your grandfather once owned named Black Ivan. All he would do was sit on your grandfather's lap and refused to move unless fed. Not a bad animal, certainly, and if well cared-for it would purr and lick your hand. He was an old cat and not a very active one at that. He does look after his men and doesn't abuse you openly so you tolerate him.

Sgt. Blochinstev and Sgt. Kovalevskii: Neither man gives you any respect. They are two more at the base who treat you poorly.

NOTES

INVESTIGATOR DATA

ADMINISTRATOR-MAJOR YURI KOPOLEV

Player Name _____
 Sex Male Age 38 Height 6'0" Weight 196 lbs.
 Affiliations TASS
 Birthplace & Nationality Russian

DESCRIPTION

You are an average looking man with light brown hair and dusty blue eyes. There is a significant scar across your abdomen. Your hair is just starting to gray.

CHARACTERISTICS

STR I3 DEX I6 INT I4 Idea 70
 CON I2 APP I0 POW I5 Luck 75
 SIZ I4 SAN 75 EDU I4 Know 70
 99-Mythos 99 Dmg Bonus +Id4



MACHINE TRACTOR STATION KHARKOV-37

INVESTIGATOR SKILLS

- | | |
|--|--|
| <input type="checkbox"/> Accounting (10%) _____
<input type="checkbox"/> Anthropology (01%) <u>10</u>
<input type="checkbox"/> Archaeology (01%) _____
Art (05%) _____
<input type="checkbox"/> _____
<input type="checkbox"/> _____
<input type="checkbox"/> Astronomy (01%) _____
<input type="checkbox"/> Bargain (05%) _____
<input type="checkbox"/> Biology (01%) _____
<input type="checkbox"/> Chemistry (01%) _____
<input type="checkbox"/> Climb (40%) _____
<input type="checkbox"/> Conceal (15%) _____
Craft (05%) _____
<input type="checkbox"/> _____
<input type="checkbox"/> _____
Cthulhu Mythos (00%) _____
<input type="checkbox"/> Disguise (10%) _____
<input type="checkbox"/> Dodge (DEX x 2%) <u>36</u>
<input type="checkbox"/> Drive Auto/Carriage (20%) <u>29</u>
<input type="checkbox"/> Electrical Repair (10%) _____
<input type="checkbox"/> Fast Talk (05%) _____
<input type="checkbox"/> First Aid (30%) <u>41</u>
<input type="checkbox"/> Geology (01%) _____
<input type="checkbox"/> Hide (10%) _____
<input type="checkbox"/> History (20%) _____
<input type="checkbox"/> Jump (25%) _____
<input type="checkbox"/> Law (05%) _____
<input type="checkbox"/> Library Use (25%) <u>35</u>
<input type="checkbox"/> Listen (25%) <u>54</u>
<input type="checkbox"/> Locksmith (05%) <u>32</u>
<input type="checkbox"/> Martial Arts (01%) _____
<input type="checkbox"/> Mechanical Repair (20%) _____
<input type="checkbox"/> Medicine (05%) _____
<input type="checkbox"/> Natural History (10%) _____
<input type="checkbox"/> Navigate (10%) _____ | <input type="checkbox"/> Occult (05%) <u>38</u>
<input type="checkbox"/> Operate Hvy Machine (01%) _____
Other Languages (01%):
<input type="checkbox"/> Finnish <u>11</u>
<input type="checkbox"/> French <u>13</u>
<input type="checkbox"/> German <u>22</u>
<input type="checkbox"/> _____
Own Language (EDU x 5%):
<input type="checkbox"/> Russian <u>75</u>
<input type="checkbox"/> Party Standing (15%) <u>27</u>
<input type="checkbox"/> Persuade (15%) <u>69</u>
<input type="checkbox"/> Pharmacy (01%) _____
<input type="checkbox"/> Photography (10%) _____
<input type="checkbox"/> Physics (01%) _____
Pilot (01%):
<input type="checkbox"/> _____
<input type="checkbox"/> _____
<input type="checkbox"/> Psychoanalysis (01%) _____
<input type="checkbox"/> Psychology (05%) <u>67</u>
<input type="checkbox"/> Ride (05%) _____
<input type="checkbox"/> Sneak (10%) <u>42</u>
<input type="checkbox"/> Spot Hidden (25%) <u>63</u>
<input type="checkbox"/> Survival, Cold Weather <u>60</u>
<input type="checkbox"/> Swim (25%) _____
<input type="checkbox"/> Throw (25%) <u>58</u>
<input type="checkbox"/> Track (10%) _____
<input type="checkbox"/> _____ (%)
<input type="checkbox"/> _____ (%)
<input type="checkbox"/> _____ (%)
FIREARMS
<input type="checkbox"/> Handgun (20%) <u>73</u>
<input type="checkbox"/> Machine Gun (15%) _____
<input type="checkbox"/> Rifle (25%) <u>44</u>
<input type="checkbox"/> Shotgun (30%) _____
<input type="checkbox"/> Submachinegun (15%) _____ |
|--|--|

SANITY

Insane										
0	I	2	3	4	5	6	7	8	9	
10	11	12	13	14	15	16	17	18	19	
20	21	22	23	24	25	26	27	28	29	
30	31	32	33	34	35	36	37	38	39	
40	41	42	43	44	45	46	47	48	49	
50	51	52	53	54	55	56	57	58	59	
60	61	62	63	64	65	66	67	68	69	
70	71	72	73	74	75	76	77	78	79	
80	81	82	83	84	85	86	87	88	89	
90	91	92	93	94	95	96	97	98	99	

MAGIC POINTS

Unconscious							
	0	I	2				
3	4	5	6	7	8	9	
10	11	12	13	14	15	16	
17	18	19	20	21	22	23	
24	25	26	27	28	29	30	
31	32	33	34	35	36	37	

HIT POINTS

UNCONSCIOUS							
Dead	-2	-1	0	I	2		
3	4	5	6	7	8	9	
10	11	12	13	14	15	16	
17	18	19	20	21	22	23	
24	25	26	27	28	29	30	
31	32	33	34	35	36	37	

ATTACKS AND WEAPONS

Attack Type or Weapon	Skill %	Damage	Malf	Range	# Att	Shots	HP
Fist	57	1d3+Id4	-	-	1	-	-
Trench knife	34	1d3+2+Id4	-	-	1	-	-
Tulamash TT-33 semiautomatic pistol	73	1d10	98	15	2	8	10
Mosin-Nagant M-1891 bolt-action rifle	44	2d6+4	99	110	1/2	5	9

PERSONALITY

You prefer discussion to violence, subterfuge over confrontation. You know that force is a useful tool, but leave the dirty work to others. You don't lie well but you enjoying knowing things that others don't. Your favorite strategy is to stay silent while others try to look bright tell all they know. You miss the old days of the Party, before all the blood and the madness.

BACKGROUND AND HISTORY

A university student during the Revolution, you joined the party and the Army, but never saw much action. After the war you were recruited to work for TASS where you've become an administrator, responsible for many projects furthering the cause of the People. Currently you have been assigned to a small technical team assigned to restoring telegraph lines damaged in the fierce winter weather. You are unmarried and have few friends.

OPINIONS OF YOUR COMRADES

You have never met the two other TASS officers before. You've only started to develop some impressions of them from your trip together.

Capt. Triepinov: An experienced officer with many years under his belt. He is a good man and a loyal servant of the state.

Lt. Dugov: A young and inexperienced technician. No doubt he'll prove his dedication to the cause with this mission.

NOTES

INVESTIGATOR DATA

LIEUTENANT-ELECTRICIAN NIKOLAI DUGOV

Player Name _____
 Sex Male Age 26 Height 5'8" Weight 173 lbs.
 Affiliations TASS
 Birthplace & Nationality Russian

DESCRIPTION

You have a round face, bright eyes, and a warm smile. You have black hair, brown eyes, and a thin (almost embarrassing) beard. Your attempts to look intellectual usually make you appear constipated, so you've given

CHARACTERISTICS

STR 10 DEX 13 INT 16 Idea 85
 CON 15 APP 14 POW 9 Luck 45
 SIZ 12 SAN 45 EDU 19 Know 95
 99-Mythos 99 Dmg Bonus +0



MACHINE TRACTOR STATION KHARKOV-37

INVESTIGATOR SKILLS

- | | |
|---|--|
| <input type="checkbox"/> Accounting (10%) _____ | <input type="checkbox"/> Occult (05%) _____ |
| <input type="checkbox"/> Anthropology (01%) _____ | <input type="checkbox"/> Operate Hvy Machine (01%) _____ |
| <input type="checkbox"/> Archaeology (01%) _____ | Other Languages (01%): |
| Art (05%) _____ | <input type="checkbox"/> German _____ 54 |
| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Astronomy (01%) _____ 43 | Own Language (EDU x 5%): |
| <input type="checkbox"/> Bargain (05%) _____ | <input type="checkbox"/> Russian _____ 96 |
| <input type="checkbox"/> Biology (01%) _____ 84 | <input type="checkbox"/> Party Standing (15%) _____ 10 |
| <input type="checkbox"/> Chemistry (01%) _____ 57 | <input type="checkbox"/> Persuade (15%) _____ |
| <input type="checkbox"/> Climb (40%) _____ | <input type="checkbox"/> Pharmacy (01%) _____ 15 |
| <input type="checkbox"/> Conceal (15%) _____ | <input type="checkbox"/> Photography (10%) _____ |
| Craft (05%) _____ | <input type="checkbox"/> Physics (01%) _____ 49 |
| <input type="checkbox"/> _____ | Pilot (01%): |
| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |
| Cthulhu Mythos (00%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Disguise (10%) _____ | <input type="checkbox"/> Play Accordion _____ 26 |
| <input type="checkbox"/> Dodge (DEX x 2%) _____ | <input type="checkbox"/> Psychoanalysis (01%) _____ |
| <input type="checkbox"/> Drive Auto/Carriage (20%) _____ | <input type="checkbox"/> Psychology (05%) _____ 43 |
| <input type="checkbox"/> Electrical Repair (10%) _____ 40 | <input type="checkbox"/> Ride (05%) _____ 77 |
| <input type="checkbox"/> Fast Talk (05%) _____ | <input type="checkbox"/> Singing _____ 38 |
| <input type="checkbox"/> First Aid (30%) _____ 34 | <input type="checkbox"/> Sneak (10%) _____ |
| <input type="checkbox"/> Geology (01%) _____ | <input type="checkbox"/> Spot Hidden (25%) _____ 44 |
| <input type="checkbox"/> Hide (10%) _____ | <input type="checkbox"/> Swim (25%) _____ 59 |
| <input type="checkbox"/> History (20%) _____ 28 | <input type="checkbox"/> Throw (25%) _____ |
| <input type="checkbox"/> Jump (25%) _____ | <input type="checkbox"/> Track (10%) _____ |
| <input type="checkbox"/> Law (05%) _____ 35 | <input type="checkbox"/> _____ (%) |
| <input type="checkbox"/> Library Use (25%) _____ 64 | <input type="checkbox"/> _____ (%) |
| <input type="checkbox"/> Listen (25%) _____ | FIREARMS |
| <input type="checkbox"/> Locksmith (05%) _____ | <input type="checkbox"/> Handgun (20%) _____ 23 |
| <input type="checkbox"/> Martial Arts (01%) _____ | <input type="checkbox"/> Machine Gun (15%) _____ |
| <input type="checkbox"/> Mechanical Repair (20%) _____ 52 | <input type="checkbox"/> Rifle (25%) _____ |
| <input type="checkbox"/> Medicine (05%) _____ 47 | <input type="checkbox"/> Shotgun (30%) _____ |
| <input type="checkbox"/> Natural History (10%) _____ 56 | <input type="checkbox"/> Submachinegun (15%) _____ |
| <input type="checkbox"/> Navigate (10%) _____ | |

SANITY

Insane									
0	I	2	3	4	5	6	7	8	9
10	II	12	13	14	15	16	17	18	19
20	2I	22	23	24	25	26	27	28	29
30	3I	32	33	34	35	36	37	38	39
40	4I	42	43	44	45	46	47	48	49
50	5I	52	53	54	55	56	57	58	59
60	6I	62	63	64	65	66	67	68	69
70	7I	72	73	74	75	76	77	78	79
80	8I	82	83	84	85	86	87	88	89
90	9I	92	93	94	95	96	97	98	99

MAGIC POINTS

Unconscious									
0	I	2	3	4	5	6	7	8	9
10	II	12	13	14	15	16	17	18	19
20	2I	22	23	24	25	26	27	28	29
30	3I	32	33	34	35	36	37	38	39

HIT POINTS

UNCONSCIOUS									
Dead	-2	-1	0	I	2	3	4	5	6
7	8	9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24	25	26
27	28	29	30	31	32	33	34	35	36
37	38	39	40	41	42	43	44	45	46

ATTACKS AND WEAPONS

Attack Type or Weapon	Skill %	Damage	Malf	Range	# Att	Shots	HP
Fist	56	1d3	-	-	1	-	-
Tulamash-Nagant M-1895 revolver	23	1d10	99	15	2	7	10

PERSONALITY

You are reserved and polite. You have a deep faith in your abilities and your discipline. You do not suffer overbearing people well and show a remarkable depth of courage in times of crisis. People tend to underestimate you and you let them make this mistake.

BACKGROUND AND HISTORY

You are a recent graduate of the Leningrad Technical Academy and have been given a position with the Soviet Telegraph Agency, TASS. You are an only child and lost both of your parents in the war, sadly. You strongly hope that you can prove your zeal for the cause to your new family. You hope for promotion!

OPINIONS OF YOUR COMRADES

This is your first field mission with TASS. You have never met the other two TASS agents before but are beginning to develop an opinion about each man.

Maj. Kopolev: A very experienced officer. A recommendation from him will further your career!

Capt. Trepinov: Another skilled officer. Not as friendly as Kopolev, but a good man nevertheless.

NOTES

INVESTIGATOR DATA

CAPTAIN-TECHNICIAN ALEKSANDR TRIEPINOV

Player Name _____
 Sex Male Age 35 Height 6'1" Weight 219 lbs.
 Affiliations TASS
 Birthplace & Nationality Russian

CHARACTERISTICS

STR I7 DEX I4 INT I2 Idea 60
 CON I6 APP II POW IO Luck 50
 SIZ I7 SAN 50 EDU I3 Know 65
 99-Mythos 99 Dmg Bonus +Id6



MACHINE TRACTOR STATION KHARKOV-37

DESCRIPTION

Your sandy blond hair is streaked with a few flecks of gray, which would bother you if you didn't cut it so short. You have numerous scars, have broken many of your bones, and otherwise have abused your body over the years. You developed a fondness for tattoos while in China. Your right arm is home to a small harem of nude and semi-dressed women of various lewd postures. People avoid your gaze for good reason. Your smile is actually less pleasant.

INVESTIGATOR SKILLS

- | | |
|---|--|
| <input type="checkbox"/> Accounting (10%) _____ | <input type="checkbox"/> Occult (05%) _____ I2 |
| <input type="checkbox"/> Anthropology (01%) _____ | <input type="checkbox"/> Operate Hvy Machine (01%) _____ |
| <input type="checkbox"/> Archaeology (01%) _____ | Other Languages (01%): |
| Art (05%) _____ | <input type="checkbox"/> German _____ 26 |
| <input type="checkbox"/> _____ | <input type="checkbox"/> Mandarin Chinese _____ 6 |
| <input type="checkbox"/> _____ | <input type="checkbox"/> Polish _____ 28 |
| <input type="checkbox"/> Astronomy (01%) _____ | <input type="checkbox"/> Ukrainian _____ 55 |
| <input type="checkbox"/> Bargain (05%) _____ | Own Language (EDU x 5%): |
| <input type="checkbox"/> Biology (01%) _____ | <input type="checkbox"/> Russian _____ 67 |
| <input type="checkbox"/> Chemistry (01%) _____ | <input type="checkbox"/> Party Standing (15%) _____ |
| <input type="checkbox"/> Climb (40%) _____ 56 | <input type="checkbox"/> Persuade (15%) _____ 42 |
| <input type="checkbox"/> Conceal (15%) _____ 3I | <input type="checkbox"/> Pharmacy (01%) _____ |
| Craft (05%) _____ | <input type="checkbox"/> Photography (10%) _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> Physics (01%) _____ |
| <input type="checkbox"/> _____ | Pilot (01%): |
| Cthulhu Mythos (00%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Disguise (10%) _____ 34 | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Dodge (DEX x 2%) _____ 6I | <input type="checkbox"/> Psychoanalysis (01%) _____ |
| <input type="checkbox"/> Drive Auto/Carriage (20%) _____ 68 | <input type="checkbox"/> Psychology (05%) _____ 64 |
| <input type="checkbox"/> Electrical Repair (10%) _____ 28 | <input type="checkbox"/> Ride (05%) _____ 38 |
| <input type="checkbox"/> Fast Talk (05%) _____ | <input type="checkbox"/> Sneak (10%) _____ 46 |
| <input type="checkbox"/> First Aid (30%) _____ 53 | <input type="checkbox"/> Spot Hidden (25%) _____ 74 |
| <input type="checkbox"/> Geology (01%) _____ | <input type="checkbox"/> Swim (25%) _____ 33 |
| <input type="checkbox"/> Hide (10%) _____ 3I | <input type="checkbox"/> Throw (25%) _____ 67 |
| <input type="checkbox"/> History (20%) _____ | <input type="checkbox"/> Torture _____ 67 |
| <input type="checkbox"/> Jump (25%) _____ 52 | <input type="checkbox"/> Track (10%) _____ 64 |
| <input type="checkbox"/> Law (05%) _____ | <input type="checkbox"/> _____ (%) |
| <input type="checkbox"/> Library Use (25%) _____ | <input type="checkbox"/> _____ (%) |
| <input type="checkbox"/> Listen (25%) _____ 82 | <input type="checkbox"/> _____ (%) |
| <input type="checkbox"/> Locksmith (05%) _____ 62 | FIREARMS |
| <input type="checkbox"/> Martial Arts (01%) _____ 26 | <input type="checkbox"/> Handgun (20%) _____ 72 |
| <input type="checkbox"/> Mechanical Repair (20%) _____ 38 | <input type="checkbox"/> Machine Gun (15%) _____ 42 |
| <input type="checkbox"/> Medicine (05%) _____ | <input type="checkbox"/> Rifle (25%) _____ 8I |
| <input type="checkbox"/> Natural History (10%) _____ | <input type="checkbox"/> Shotgun (30%) _____ |
| <input type="checkbox"/> Navigate (10%) _____ 52 | <input type="checkbox"/> Submachinegun (15%) _____ |

SANITY

Insane									
0	I	2	3	4	5	6	7	8	9
10	II	I2	I3	I4	I5	I6	I7	I8	I9
20	2I	22	23	24	25	26	27	28	29
30	3I	32	33	34	35	36	37	38	39
40	4I	42	43	44	45	46	47	48	49
50	5I	52	53	54	55	56	57	58	59
60	6I	62	63	64	65	66	67	68	69
70	7I	72	73	74	75	76	77	78	79
80	8I	82	83	84	85	86	87	88	89
90	9I	92	93	94	95	96	97	98	99

MAGIC POINTS

Unconscious									
3	4	5	6	7	8	9			
10	II	I2	I3	I4	I5	I6			
17	I8	I9	20	2I	22	23			
24	25	26	27	28	29	30			
3I	32	33	34	35	36	37			

HIT POINTS

UNCONSCIOUS									
Dead	-2	-I	0	I	2				
3	4	5	6	7	8	9			
10	II	I2	I3	I4	I5	I6			
17	I8	I9	20	2I	22	23			
24	25	26	27	28	29	30			
3I	32	33	34	35	36	37			

ATTACKS AND WEAPONS

Attack Type or Weapon	Skill %	Damage	Malf	Range	# Att	Shots	HP
Fist	92	Id3+Id6	-	-	I	-	-
Kick	59	Id6+Id6	-	-	I	-	-
Head butt	5I	Id4+Id6	-	-	I	-	-
Grapple	57	special	-	-	I	-	-
Trench knife	64	Id4+2+Id6	-	-	I	-	-
Tulamash TT-33 semiautomatic pistol	72	IdIO	98	I5	2	8	IO
Mosin-Nagant M-I89I bolt-action rifle	8I	2d6+4	99	II0	I/2	5	9
Tulamash-Maxim M-I890 machine gun	42	2d6+4	98	II0	20	250	20

PERSONALITY

You are a borderline sociopath. While you are not a sadist, you have very little regard for the suffering of others, or your own pain for that matter. You have a clinical view towards the world, regarding others as little more than curiosities to be studied for their reactions. You do not provoke fights but you resolve them quickly. The threat of violence always preferable to actual violence but, of course, an occasional demonstration is always necessary. Everyone you meet is a potential opponent. You share nothing of yourself for this reason.

BACKGROUND AND HISTORY

You served for many years in the Red Army. Recently, due to Comrade Stalin's visionary decision to replace technicians with motivated but untrained workers, you were promoted into TASS, the telegraph agency. You have proven to be a most skilled servant of the People in your new role and you look forward to future success.

OPINIONS OF YOUR COMRADES

As you have just met them, you have no opinion of the others. They are loyal TASS agents, like yourself, obviously.

NOTES



CHAOSIUM
INC.

MACHINE TRACTOR STATION KHARKOV-37

DECEMBER 10, 1931:

Russia spasms in the throes of the man-made horror of the Collectivization drive. The twilight skies over the southwest are unexpectedly illuminated by a fantastic meteor shower, the most vivid in living memory. Caught between the power of the State and creatures beyond comprehension lie the unfortunate residents of the area near Machine Tractor Station Kharkov-37.



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