

# WORLD WAR CTHULHU

# THE SOE HANDBOOK





# • CREDITS •

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No offence to anyone living or dead or to the inhabitants of any of these places is intended. Just as these stories have formed the basis for local folklore, so they are being used here as the basis around which to spin tales about the ancient horrors from the imagination of H. P. Lovecraft and those who have expanded upon his visions.

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# • INTRODUCTION •



In preparation for the extraordinary tasks demanded of them, the men and women of the Special Operations Executive underwent intense and unusual training, covering topics as diverse as radio operations, knife fighting and the fine art of sabotaging railways. While investigators generated using the character creation rules of *World War Cthulhu: The Darkest Hour* will have skills that reflect this training, there are specific techniques with which many players may not be familiar. This book aims to help fill that gap.

*The SOE Handbook* serves a number of purposes. First and foremost it provides a more detailed insight into the techniques and tools used by SOE, allowing both players and Keepers to add depth to their *World War Cthulhu* campaigns. While there are a number of existing books that cover SOE operations and training, *The SOE Handbook* concentrates on the elements that will be of interest to players of *World War Cthulhu*. The main text takes the form of a training manual for SOE agents, with contents derived from historical SOE training materials.

As well as opening up new tactical options, this knowledge may make the game richer by giving players more of an idea as to how their investigators would tackle a variety of situations.

*The SOE Handbook* then takes a number of these techniques and items of equipment and translates them into new game mechanics for *Call of Cthulhu*, or provides examples of how existing rules can be used. You will see these sections as separate boxes, addressed directly to the Keeper and marked with the following symbol:



Additionally, there are a number of special inserts from N and his researchers. While the training given to SOE agents is effective against human enemies, there are

special considerations that need to be kept in mind when dealing with the Mythos. Obviously these would have no place in normal SOE training materials, as they would, at best, cause confusion and raise awkward questions. The versions of the handbook distributed to members of N's network are annotated, with additional pages and inserts providing vital details.

These additions are not meant to be shared outside the network under any circumstances. N's notes are addressed directly to the reader and can be identified by the following symbol:



Finally there are two appendices. The first describes a selection of the many locations used as SOE training establishments, along with some of the personalities an investigator might meet there. This also includes two facilities specific to Network N. The second provides game rules for SOE training, helping you include specialised training for individual missions as part of your campaign. While *Call of Cthulhu* has mechanics that cover training, they assume a somewhat less-intensive approach than that taken by SOE.

Depending on the nature of your campaign, you may want to incorporate such training programmes into the game itself. SOE training will take the investigators to a wide variety of locations, from English stately homes to the windswept wilds of the Scottish Highlands, bringing them into contact with some eccentric and larger-than-life personalities.

And while most of N's missions take the agents of his network behind enemy lines, he may well take the opportunity to use agents on a training course on British soil to deal with a nearby domestic threat. The tendrils of the Mythos reach everywhere.



- CLASSIFIED ADDITIONAL -



The handbook you hold has been adapted to cater for the special requirements of our little outfit. While most of the techniques used by our colleagues in the Special Operations Executive are applicable in all circumstances, some may prove less than effective against Our Other Enemy. Our own operatives have developed some additional techniques and equipment to suit our own unique requirements, and these are also outlined via special amendments.

All these amendments are marked [Classified Additional]. While I am sure I need not remind you of the absolutely secret nature of these materials, it would still be remiss of me not to do so. Even in the unlikely event your SOE colleagues were to believe the information you shared with them, the panic and upset caused would likely outweigh any benefits. Ours is a secret war, and it must remain as such.

There may be occasions where sharing details of a threat from Our Other Enemy with a member of the armed forces or civilian contact may appear operationally necessary. You must always evaluate such circumstances carefully. Many individuals who worship or call upon dark forces would never have done so had some idiot not made them aware of the existence of such things in the first place. On those rare occasions when there is no choice but to share these secrets, do so parsimoniously.

A further danger comes from those who are already in the know. If you expose your knowledge to a practitioner of the dark arts or some entity able to feign human form, you risk identifying yourself as a threat to be dealt with. Agents with your specialised knowledge are rare, and we prefer not to lose you needlessly.

Learning who to trust is as essential a skill in our specialised field as it is in secret operations at large. It is a difficult skill to teach, and much of it comes down to instinct.





Creatures in human guise often give themselves away through congenital deformities or strange mannerisms. When you encounter people with strange features, such as protuberant eyes, waxy skin or strong and repellent bodily odour, be prepared to assume the worst of them. Even if they prove human, these features may be the result of unnatural occult practices. Our instincts warn us about such people for a reason, and we must listen to them.

While instincts are also useful in evaluating priorities while on assignment, there is often no substitute for the cold, hard calculus of possible outcomes. It is rare that you will be assigned a task that will conflict with the military objectives of SOE or the larger interests of the Crown; however, should you discover that you are unable to complete all your objectives due to one of these rare conflicts, or, more usually, shortage of time or resources, you must evaluate what poses the greater threat. It is easy to fall into the trap of favouring your simpler military mission out of patriotic duty or tackling Our Other Enemy out of fear. Always take time to evaluate what the consequences of failure in a given objective would be and set your priorities accordingly.

I have received a number of requests for additional training about the nature of Our Other Enemy. Like everyone else in our little outfit, you have had enough practical experience of these matters to understand how little you (and all of us) know. While there is more that our researchers and specialists could teach you, we limit access to such knowledge for a number of sound reasons. The first and foremost is that we have all seen the effects that such knowledge can have upon the human psyche. Agents already operate under conditions that would break weaker minds, and placing this additional strain on them can severely compromise effectiveness. Secondly, this is a broad and arcane field, and imparting sufficient information to be useful is a slow process, requiring academic discipline that few possess. We need you out in the field, not in the library. Finally, written training materials comprise the kind of grave risk to security I have mentioned. The fewer we possess, the better. Some training will be made available when absolutely operationally necessary, but please limit requests to only the most urgent requirements.

You and your colleagues occupy a unique position in the history of warfare, and much is expected of you. The techniques spelt out in this manual will help you meet these expectations. Never forget, however, that Our Other Enemy often defies categorisation and simple answers. There is no substitute for ingenuity and courage.

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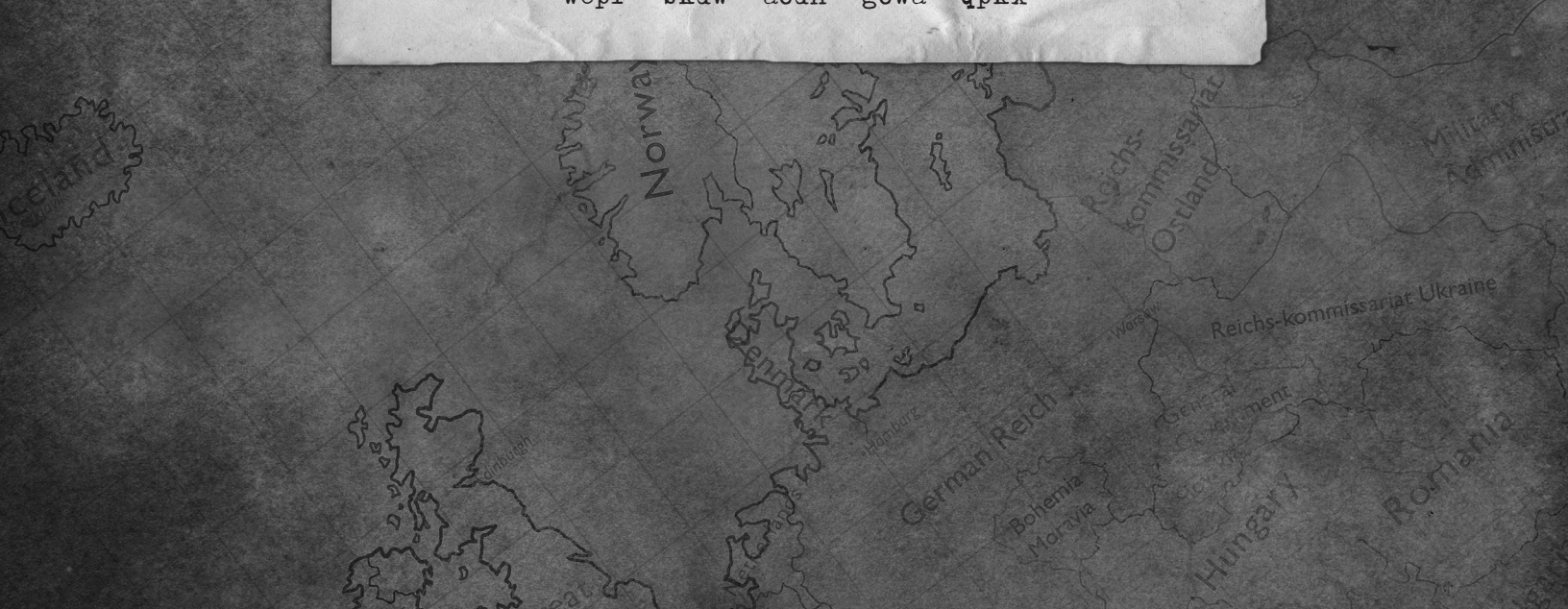
# THE SOE HANDBOOK



NETWORK IN USE ONLY

## CHAPTER ONE: COMBAT

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## • COMBAT •

The Agent should, under ideal circumstances, rarely – if ever – engage in direct action against enemy personnel. Our purpose and mission – in the words of the Prime Minister – is to “Set Europe ablaze”. The elimination of a handful of enemy personnel is a trivial matter when set against the greater mission.

It is, however, true that ideal circumstances rarely occur in wartime, so the individual Agent should be prepared for combat where necessary. Direct action may be useful under the following circumstances:

- To eliminate high-ranking or otherwise important enemy personnel, i.e. assassination.
- To eliminate an imminent threat to a mission in progress, e.g. sentry removal or when necessary to break contact with pursuers.
- To eliminate a security threat, e.g. the removal of ‘friendly’ personnel suspected of being either an informer or an inadvertent security risk, or the interception of a messenger carrying information that may lead to increased enemy security measures.
- When and if an opportunity occurs to eliminate a significant force of enemy personnel, e.g. derailing a troop train or planting explosives in a barracks area.



*When and if a threat from Our Other Enemy can be eliminated before whomever is trying to contact it can make use of it, or to weaken negotiations between rogue elements among either side and entities such as Mi-Go or Deep Ones.*

*When the activities of Our Other Enemy are assessed to pose a great and immediate threat, such as in rituals to summon those entities classified as gods. There is little purpose to be served in maintaining cover if it allows a much greater danger to proliferate.*

Some friendly personnel, for example resistance fighters whose home area has been subject to harsh reprisals, may consider the conflict to be a personal vendetta against any and all representatives of the Axis powers.

Whilst this attitude is understandable, it is generally counterproductive. The elimination of one enemy soldier, even an officer of middling rank, will not affect the course of the war and will draw security responses that will impede other operations in the area. An SOE Agent who operates in this manner should understand that he is essentially rendering aid to the enemy by increasing their alertness at the relatively trivial price of the odd sentry. Direct action, therefore, must be undertaken ONLY when absolutely necessary to facilitate a mission or to preserve the life of the Agent.

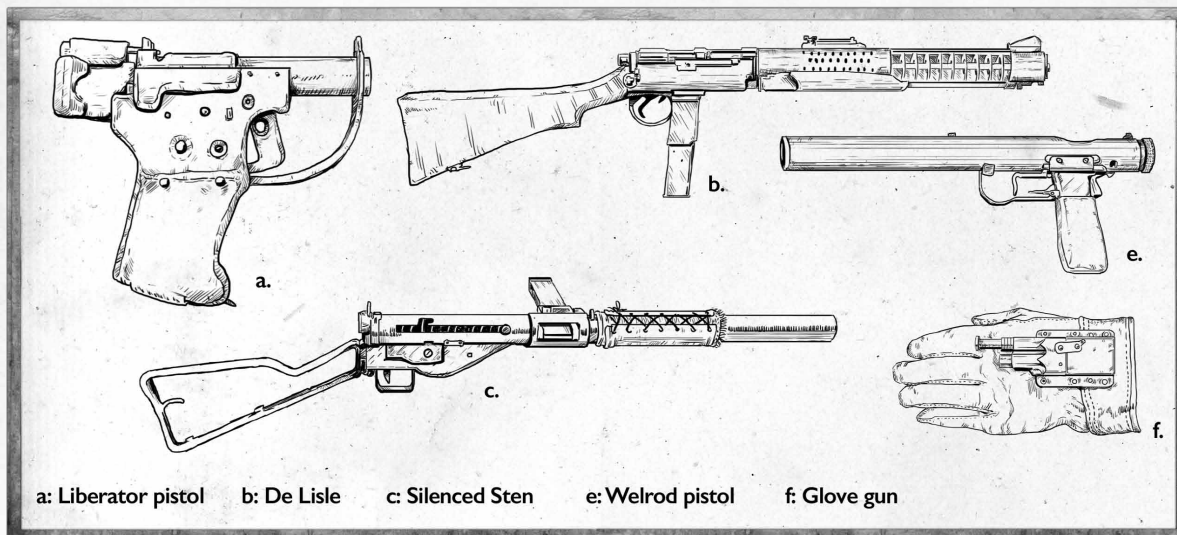
This all said, there may be times when direct action is necessary. The key to winning, which translates both to **completing the mission** and **surviving the encounter** is calm, resolute yet ferocious action undertaken without hesitation. Enemy personnel cannot be shown mercy in the course of a mission, and probably deserve none at any time. At best they mean to kill you; at worst they will deliver you into the hands of the Gestapo or SS interrogation units. Before you die – and die you certainly will – you may reveal the location and identities of your friends and allies, which will render them vulnerable to the same fate.



*Where Our Other Enemy is present, it may in fact be productive to show mercy to enemy personnel under certain circumstances. The typical Wehrmacht soldier or Kriegsmarine sailor will be as ignorant of – and terrified by – these creatures as a typical resident of Lambeth Town or the Port of Leith.*

*Personnel exposed to various Horrors may become an active opponent of the creatures or their masters – or a useful and expendable distraction – if shown what is happening in their vicinity. If the Agent feels that it may be productive to reveal the activities of Our Other Enemy to ordinary enemy personnel then this can be considered a viable option. There is also the possibility that enemy personnel surviving such a situation may spread dissent among their own side, which aids our cause. However, they will also know that Allied Agents were active in the area and may be deemed too much of a security risk for this to be attempted.*





## THE PROPER AND EFFECTIVE USE OF FIREARMS

Firearms of various sorts offer the Agent a range of options. We shall first consider the use of firearms for assassination purposes, by which we also mean the elimination of sentries, guard dogs and other obstructions to the carrying-out of a mission, before moving on to the discussion of when and how to engage in open combat.

### ASSASSINATION

It is a general and well-proven rule that assassination is best carried out from as close as possible. A skilled rifleman may be able to reliably kill enemy personnel at a great distance, but the difficulty inherent in obtaining a clear shot and a definite kill against a specific target is significant. Where an assassination attempt fails, further chances are unlikely for some time. Thus assassination by sniping is not a good option – even if the target is seen to be hit he may survive and recover. If there are no better options, a skilled spotter should be employed to call corrections and observe the effects of a hit.

The best option for the use of firearms in assassination is the point-blank shot. Ideally, the target should be shot multiple times if it is not possible to deliver a coup de grâce to the heart or brain. A target that is not instantly killed may be saved by prompt medical attention; a group of small-calibre wounds close together are much more difficult to treat than a single larger-calibre one or a dispersed group.

Some of our Colonial cousins prefer a technique known as ‘zippering’. This rather appalling label refers to ‘walking’

a series of shots up the abdomen of the target so that they create a wide wound zone. This makes bleeding very difficult to control and virtually ensures death even if a doctor is swiftly summoned to the casualty’s side.

Zippering requires a weapon capable of multiple rapid shots, such as a semi-automatic pistol or a small-calibre revolver. A machine pistol, or one of the handguns capable of automatic fire that are popular in some quarters, will serve admirably but may attract unwelcome attention.

The alternative is to use a ‘silent’ weapon such as the Welrod pistol or the De Lisle carbine. These weapons do not shoot quickly but they are unlikely to attract attention. A target that is badly wounded by a first shot can be finished off with another (or perhaps several) if his wound disables him or prevents rapid escape. Thus it is sometimes more effective to shoot to disable with the first round, then to kill with the second – but only if there is little chance of guards being alerted.

Although a little bulky, the ‘Silent Sten’ submachine gun is an ideal choice for this sort of assassination, combining as it does the assets of rapid and devastating firepower with greatly reduced noise. It should however be noted that even ‘silent’ weapons (as they are sometimes called) are NOT in fact without noise.

A ‘silencer’ attached to a pistol or a submachine gun will greatly reduce the sound it makes but the shot will still be audible over a short distance. It may not be recognised as such, however, nor noticed through a wall or over background noise. The Agent must also be aware that working a pistol slide or the bolt of a larger weapon

creates a distinctive sound that can seem surprisingly loud when there is no other noise, e.g. in the dead of night.

If there is time for only one shot, then it must be perfectly placed to kill the target. This is often the case when using a weapon such as the Liberator pistol or one of the baton or glove guns that may be issued. These are one-shot weapons; while it is true that they are in some cases reloadable the chance for an assassination will be long gone by the time this is accomplished. These weapons must be used by surprise, either by stealth or distraction. The Agent must hold his nerve and place his shot carefully.

One potential drawback to such methods is their very precision. A target that has been killed in his office by a close-range pistol shot suggests the actions of a well-trained Agent, and this may draw a determined response. It may in some cases be beneficial to make an assassination seem like the work of local partisans.

The best opportunity for assassination will occur when the target is on the move. Many Axis personnel favour open-topped vehicles that are vulnerable to simple ambush. Automatic weapons are best for this sort of

operation as they can thoroughly riddle both the vehicle and its passengers. Killing the driver will likely result in a crash that will cause further injuries to the target.

Variants on the vehicle ambush include drawing alongside the target vehicle in a motor car or on a motorcycle and using automatic weapons, or hurling a grenade into the vehicle. This may be thrown out, so it is most efficacious to distract the occupants of the target vehicle by firing upon them. The combination of explosion, gunfire and subsequent crash will surely eliminate even the most tenacious of targets.

## OPEN COMBAT

We will now consider the situation where the Agent must engage in open combat with firearms. This is best avoided, but if it proves necessary then the Agent should be able to shoot effectively and accurately.

Note that in many cases combat will take place in the dark. An Agent may be better off attempting to hide and slip away than to exchange fire with an enemy patrol. Muzzle flash can be used to locate the position of the shooter, so withholding fire is sometimes a good option – remember that your goal is to complete the missions

## HANDLING ASSASSINATION ATTEMPTS



Where investigators simply attempt to shoot a target or lob a grenade into his car, or any similar situation that parallels normal combat, then the usual combat rules apply. Assassination attempts must come as a surprise to the target; the investigator must approach undetected or unsuspected and make the initial attack by surprise. This requires the use of other skills to deceive the target into either not suspecting the Agent, or simply not noticing that he is there at all.

In this case, the investigator rolls to hit as normal with his weapon, including any bonuses for surprise or positioning. If the roll is under one-fifth the investigator's chance to hit, the target is killed instantly or so badly wounded that he will die within moments regardless of medical assistance. These odds are increased to half the investigator's chance to hit if an automatic weapon is used at very close range. If the investigator rolls a hit but more than his assassination chance, the target is hit for normal damage.

This special rule does not apply when a sniper targets someone, even if they are oblivious, or when firing at someone who is on the move, in a vehicle and so on. It only applies to the situation where the target is unsuspecting and at close range. Shooting someone in the back at point-blank range as you walk down a corridor behind them would count as an assassination attempt; firing at them as they turn and try to draw their sidearm would not.



you are assigned, not to do battle with the enemy for no particular purpose.

The observant Agent may be able to place a shot based on the enemy's muzzle flashes or even the sound of a rifle bolt being worked. Automatic fire more than likely indicates a submachine-gun; return shots should be placed closer to the weapon's flash than with a rifle. However, it must be reiterated that if your best guide to the enemy's position is muzzle flash then the odds for a stealthy withdrawal are good. Shooting at muzzle flashes should be a last resort – the enemy will reply in kind and with a greater volume of fire!

All Agents should be familiar with the principles of accurate shooting using the bolt-action rifle. This weapon is standard (with some minor variations) in all armies, and although in some cases it is being replaced by semi-automatic weapons, these are employed in an almost identical fashion. Thus the rifle is the most likely weapon to be obtained from the enemy or loaned by friendly resistance fighters. Firing a rifle from the hip is a pointless exercise except at very close range. When expecting contact with the enemy, the Agent should move with the rifle stock at the shoulder and the weapon angled down. The rifle can be instantly brought to bear by rocking the muzzle up, combining the advantages of careful aim with the speed normally gained from hip firing.

For extreme rapidity of firing, the trigger can be operated with the second finger, whilst retaining hold of the bolt. With a little practice the Agent will be able to fire five or more rounds in four seconds using this method, with no perceptible reduction in accuracy at close ranges.



This shooting method was taught to some British personnel and proved effective in action. At ranges out to about 25m, an Agent who has trained in this method for a suitable time (typically 15 minutes a day for a couple of weeks, assuming he was a decent shot to start with) may make an extra attack each combat round. Beyond 25m or so, accuracy becomes an issue and a more normal shooting style must be used.

The machine pistol, or submachine gun, is an ideal weapon for close combat. The SOE Agent will be familiar with the Sten gun, which is supplied to many resistance

forces and is easy to carry disassembled. Other light automatic weapons may be readily obtained from enemy personnel, and will prove most efficacious in clearing buildings or bunkers as well as close-quarters combat in the streets.

The main drawback of the submachine gun is its tendency to run out of ammunition and, depending on the design, to jam or suffer ammunition stoppages. An Agent armed with such a weapon must exercise strict trigger discipline to avoid wasting ammunition, and should learn to hold the weapon correctly. In the stress of combat there may be a tendency to pull back on the magazine, which will misalign it and cause a potentially fatal misfeed.

The submachine gun is possibly the ideal weapon for urban combat, partly because it will 'put down' enemy personnel quickly and partly because its intense firepower will force them to take cover even if not hit. However, the effective range of this weapon is limited and its penetration is poor. Even light furnishings may provide adequate protection against a submachine gun. It is thus a weapon better employed for sudden killing at close range than in a protracted firefight.



*The light automatic weapon is one of the few firearms that are even marginally effective against beings composed of non-terrene matter or which are highly dispersed with no vital organs to strike. The multiple impacts of many bullets are far more effective against such beings than more powerful rifles. However, this is relative - using firearms against certain creatures is a desperate measure at best. If a creature does not react to gunfire, assume that it will have no effect and flee immediately. While other weapons may prove more effective, there will probably be little opportunity for experimentation.*

*Agents should be on the lookout for groups of guards armed exclusively with machine-pistols such as the MP38 and MP40. These weapons are normally issued only to squad leaders in conventional infantry formations, so a force armed exclusively with them may indicate the presence or awareness of creatures resistant to the rifles of conventional infantry. Special weapons such as flamethrowers are not normally used on security operations, so this too may be an indication that something more is afoot. Where fire is deemed the most*

*effective solution to dealing with a problem, Agents are encouraged to improvise, always keeping in mind the attention that obvious arson attacks will draw.*

The handgun is valuable to Agents primarily for its concealability. It provides a means for emergency self-defence or assassination when no better weapon is available. Indeed, unless an Agent is expecting to engage enemy personnel in direct combat the handgun is probably the only weapon necessary. Agents should be familiar with a range of revolvers and semi-automatic weapons in case weapons can be obtained from enemy personnel.

As noted previously, the ideal use of a handgun is for point-blank elimination of high-value enemy personnel or a surprise attack on an enemy soldier, official or similar who is about to discover the Agent's presence or identity. Pistols are not ideal for open combat, though there may be times when their concealability makes them the only weapons available. Agents must balance the ability to slip weapons past a patrol against the firepower needed to complete a mission. The Parabellum 1908 (also known as the 'Luger') and Mauser pistols favoured by many Axis personnel often come with a detachable shoulder stock that converts these weapons into a carbine, which can be a useful compromise. Whilst hardly the most effective weapon for long-range fire, this capability is occasionally useful when no longarm is available. Agents should consider the ease of concealing a pistol, albeit a large one, rather than a rifle or carbine. Note also that some models of the Mauser pistol are fully automatic. Whilst not controllable enough for most combat purposes, these weapons do make excellent assassination tools.



*Similar comments apply to the fully automatic Mauser pistol as to other light automatic weapons; they are a possible choice for engaging non-terrene creatures. Alternatively, Agents may consider a sawn-off shotgun as a concealable sidearm of considerable power. Although such weapons are rather crude and may be associated with criminals they have the advantage of immense killing power at close range combined with reasonable concealability. We should not allow our prejudice against 'bank robbers' guns' to blind us to their utility.*

*A typical farmer's shotgun can be sawn down to a manageable length, with the stock left intact or rounded off into a pistol type*

*grip. A weapon of this sort delivers very significant impact, which may be useful in throwing back a creature long enough for the Agent to flee.*

*Some Agents have reported success with cut-down pump-action military shotguns such as the Ithaca or Remington models. Shortened to a magazine capacity of three rounds and with a rounded-off stock, these weapons can deliver special shells (as noted below) or heavy buckshot that will at least halt most assailants. Not much larger than a handgun, modified shotguns are offered as an alternative to some Agents.*

*Special ammunition for shotguns includes a variety of experimental types. Incendiary rounds are available as part of the standard SOE equipment inventory, but may also be useful against some creatures. A variety of shells loaded with projectiles formed from exotic materials have been offered for trial by experts in the field; there is at present no clear information available as to their efficacy against any given target. It should be noted that shotgun shells are easy to modify and can be loaded with almost anything. Agents who discover an effective field-expedient exotic loading are required to report their findings as a matter of the utmost urgency. Intent to experiment with a given loading should also be reported if possible. Lack of future reports will give an indication that success was not achieved.*

## ENGAGING MOVING TARGETS WITH MASED FIRE

The principle of 'leading' a moving target such as a running enemy soldier will be well known to all Agents who successfully complete their training. However, it may at times be necessary to instruct local resistance personnel in correct techniques for engaging a vehicle or aircraft. For example, an Agent working with a group of resistance fighters might be attacked from the air, or may decide to ambush an enemy officer's staff car or a despatch rider.

Unless a weapon such as a machine gun is available, a single Agent cannot reliably damage an aircraft or stop a vehicle, and would normally be better to conceal himself



or take cover. A motorcyclist or the driver of a car can be targeted, of course, but the odds of a single shot hitting the vehicle operator are minuscule. There is simply no point whatsoever in engaging an aircraft with a single rifle.

Agents must absolutely **not** permit resistance fighters to open fire on any moving vehicle or aircraft unless they have at the very least been briefed on the principles necessary for success. The key to an effective ambush or defence against an aircraft is to concentrate fire at a point that the vehicle or aircraft will pass through. Resistance personnel need to be taught not to shoot directly at an aircraft or fast-moving vehicle – this is completely

pointless and a waste of ammunition – but to fire ahead of it and to create a ‘cloud of bullets’ that will endanger the aircraft or vehicle as it passes through.

The Agent should lead the engagement by firing the first shot, which is a signal for all others to fire their weapons at the designated spot. Ideally, this should be pointed out ahead of time using a landmark such as a tree or wall.

Engaging an aircraft in this manner is unlikely to be successful, but it is better than nothing. A staff car, lorry or similar light vehicle can be put out of action and its occupants killed much more easily using the same principles.

## HANDLING MASSED ATTACKS, OR CONDUCTING AIR DEFENCE AGAINST A BYAKHEE



A massed fire attack can only be made if there are enough weapons and firers to deliver at least 20 rounds at once or in very rapid succession. A machine gun can be considered to deliver 10 rounds in this case, so one machine gun and ten rifles would be sufficient. A massed-fire attack negates the penalty for shooting at a moving target, and is more or less the only way to engage aircraft with rifle fire.

Under ordinary circumstances, the Agent controlling the fire rolls to hit for the whole group, with the usual modifiers for movement and the like. If firing at a light vehicle or similar (for example, a truck or staff car) then the vehicle is considered to be disabled if a successful attack is made. For each occupant, roll 1D6: on a 1 the occupant is unhurt (but probably very alarmed), on a 2-3 they take half damage from a weapon of the type used in the ambush, on a 4-5 they take full damage and on a 6 they are instantly killed.

If the target is an exposed personnel target, such as a motorcycle dispatch rider, he is treated as if hit by one or more of the weapons used in the ambush. Roll 1D6 for how many weapons hit him, and add up the damage for all of them.

Most aircraft capable of ground attack are lightly armoured. An unarmoured aircraft such as a spotter plane or a civilian aircraft is treated as a light vehicle. For fighters and ground-attack planes, the chances of inflicting serious damage with small-arms fire are rather low. For each massed attack hit, roll 1D100. 01-05 indicates a lucky hit that cripples the aircraft, kills the pilot or otherwise brings down the plane. 06-25 indicates that enough damage was inflicted to cause the plane to return to base. Otherwise, any damage done is cosmetic.

When making a concentrated fire attack on a Mythos creature, the first task is to keep everyone from scattering in panic or freezing due to impending madness. If the Agent makes his own SAN roll, he can delay the rolls needed by others until after they open fire by making a Command roll. If he fails, the massed attack is disrupted. Success indicates that those involved keep it together long enough to fire their weapons, but will still have to make SAN rolls afterwards. A massed fire attack of this sort delivers 1D6 hits with the weapons used in the attack, just as if shooting at a personnel target.



*The same method can be used against flying creatures and those that are resistant to bullet impacts. The Agent will need to be mindful of the disbelief and terror often associated with Our Other Enemy, and to provide firm guidance and reassurance. Resistance fighters or military personnel not accustomed to such beings can be kept focused by reminding them that they have a task to accomplish. Psychotic episodes and the like may follow, but it is sometimes possible to keep the majority of a group focused on their task at least long enough to permit a massed attack.*

## USING CAPTURED HEAVY WEAPONS

Enemy personnel will typically be armed with conventional small arms and light support weapons such as mortars and machine guns. These can be appropriated for use, although support weapons are difficult to carry and to conceal from enemy troops searching the area. A search is inevitable if significant weaponry is taken; a rifle or two may not be considered worth combing the countryside for but a mortar or machine gun is a more serious matter.

It may therefore not always be worth stealing support weapons unless there is a clear need in the near future. They should be destroyed whenever possible, to deny the enemy their use, but for the most part the typical resistance group needs small arms and concealable weapons, as well as ammunition.

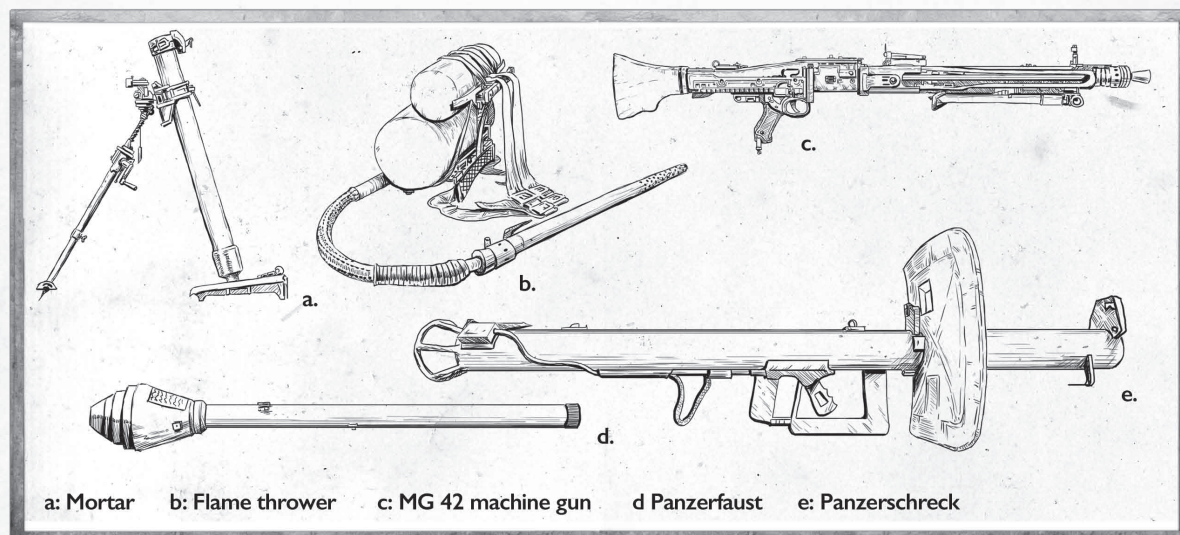
However, the enemy's support weapons can be a useful source of explosives and the like. Mortar bombs contain more high explosive than artillery shells of the same weight, and are a better choice as a source of explosives. Shells and bombs are safe to transport providing the fuses are removed but can still be initiated without the fuse. A nearby explosion will set off bombs or shells, or the explosive extracted from them.

### BEING SILLY WITH EXPLOSIVES



A properly trained Agent, or anyone with a modicum of common sense, will realise that moving explosives without ensuring they are made safe is a rather poor idea. If investigators want to move shells with the fuses still in place, or kick them about, let them bounce around in a truck or perhaps juggle with them to intimidate someone, the Keeper should call for a Luck roll. If it is failed, there will be a detonation.

Similar comments apply to weapons such as torpedoes and air-dropped bombs. These cannot be immediately used in their standard form by the typical resistance group and are generally too large to remove to a safe place for explosive extraction. However, they can be set off by other explosives to destroy a depot or storage area. Naval depth charges are a better option for a resistance group seeking a source of explosives, and can sometimes




a: Mortar    b: Flame thrower    c: MG 42 machine gun    d: Panzerfaust    e: Panzerschreck



be used whole. For example, a depth charge can be concealed by a road or used to demolish a bridge.

Command detonation – i.e. where the charge is set off using an electrically operated detonator manned by one or more personnel located where they can see the target – is far more reliable than any timing device or burning fuse. This may not matter where, say, a bridge is the target but more damage will be caused by destroying the bridge when a train is crossing it and this requires better timing. Command detonation is the only sure method. Agents should always be mindful of the fact that any operation will result in increased security measures, so always plan for maximum effect from each attack.

Other weapons, such as flamethrowers and anti-tank weapons such as Panzerfaust and Panzerschreck, can be used to attack vehicles (obviously) but can also be put to more innovative uses. The rocket-propelled explosive charge of a Panzerfaust could be used to detonate a munitions dump or used to attack a bridge that is not otherwise vulnerable. Likewise, a flamethrower can be used to cause rapid and widespread destruction. However, these weapons may require some expertise to use effectively and should not be left in the hands of resistance fighters who may make serious errors. Heavy weapons of this sort should be concealed and held back until they are needed for a major undertaking.

 Heavy weapons of this sort are highly useful in attacking certain creatures that are largely invulnerable to small arms. The practice of caching flamethrowers and anti-tank weapons – more the latter than the former – makes sense and is unlikely to be questioned by resistance personnel other than those that want to use them on the first target that presents itself.

However, the availability of weapons that can harm or drive off certain creatures may be worth ensuring if the Agent suspects there is activity in the area. This does not refer only to enemy activity – ‘friendly’ groups may inadvertently or deliberately bring our Other Enemy into the area. Heavy weapons are at best a marginal response but they are better than nothing. An Agent might consider offering to trade a ‘friendly’ partisan group a quantity of heavy weapons in return for them agreeing not to undertake activities inimical to the well-being of humanity as a whole. Although unreliable, this method of giving

*resistance groups a workable alternative might be enough to forestall a potentially disastrous ritual.*

## HAND-TO-HAND COMBAT

Hand-to-hand fighting is always a desperate and messy business, and should be avoided whenever possible. Ideally this means using underhanded and ungentlemanly means to bypass or neutralise enemy personnel, or to convince them to allow the Agent to pass unhindered. Where physical combat with enemy personnel is absolutely necessary, the aim must be to eliminate the enemy as swiftly and surely as possible. There is no room for notions of fair play or gentlemanly conduct in a hand-to-hand skirmish. The Agent must know how to find and exploit the weaknesses of an enemy, and be willing to strike at vulnerable points such as the eyes, throat, knees and the fork without hesitation. If a weapon is available then it must be employed, however crude or ungentlemanly this may seem.

## IMPROVISED WEAPONS

Weapons can be improvised from almost any object. A simple stick or rock can be used to strike with great effect, as can an empty pistol or a full can of soup (or any other contents). Blunt weapons of this sort can best be employed against the head, unless of course the enemy is wearing a helmet.

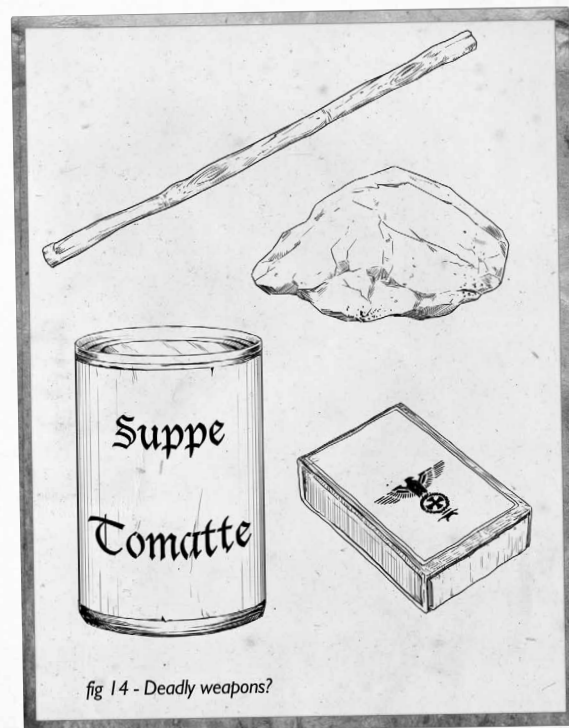


fig 14 - Deadly weapons?

Even a small and innocuous object can be used to gain an advantage over the enemy. For example, the humble matchbox, held tightly in the hand, can be used to strike an enemy in the face and render him unconscious. Swung with a short, vicious inward bending of the arm towards an unsuspecting enemy, the object in the hand increases the efficacy of the blow and offers very good odds of rendering him unconscious.

## IMPROVISED WEAPONS



A small but heavy object held in the hand, such as a paperweight or soup can, will add significant extra weight to a fist attack. This is worth 1D4 of extra damage in most cases. Very light objects such as a matchbox will add only 1D2 damage their effect is mainly to help support and shape the hand for an attack.

If the investigator can achieve a surprise attack with an object in the hand (the matchbox attack was taught by SOE for exactly this purpose), he may knock the target out with the first blow. This is covered under Knockout Blows, page 19. The presence of an object in the hand increases the chance of success from half the investigator's skill to three-quarters of it.

## STICKS AND SIMILAR BLUNT INSTRUMENTS

A stick, or stick-like object of any sort, can be used to strike in the conventional manner at the enemy's head, arms or knee joints, but the Agent can successfully employ a stick in two more scientific ways. Both require a medium-sized stick that can be held with one hand close to each end.

Begin your attack with the stick held horizontally, across in front of you with a hand close to each end. An enemy might not realise that a stick held in this manner is a threat, giving you the element of surprise. You can take one hand off the stick and simply swing it at his head, but it is more efficacious to push the stick out at him with both hands still holding it, striking across the nose or just below it. This works well even on a helmeted opponent.

## UNCONVENTIONAL STICK ATTACKS



If the opponent does not expect an immediate attack, this first strike will allow an attack to the head without striking the helmet if the investigator rolls under half of his skill. If he rolls more than this, the opponent gains armour protection for his helmet as normal.

The end of the stick can be smashed down into his face (still holding both ends) and raked down the face, or the stick can be horizontally driven upward in the manner of a circus strongman lifting a weighted bar, striking under the chin. Still holding both ends of the stick, you can also drive one end of the stick into the opponent's face or his belly, then angle one end up and ram it into his throat to kill him.

## BAYONETS

These strokes can also be performed with a rifle, though this larger weapon can be used to strike in other ways – especially if it has a bayonet mounted upon it. Fighting with the mounted bayonet is covered in basic training, and needs little expansion here beyond some general comments. The basic bayonet attack is the driving thrust to the belly or chest area. However, this thrust is not guaranteed to immediately incapacitate an opponent; he may grab at you and pull you down or even strike you as he collapses. Thus it is important to use the length of the rifle to push the impaled enemy away from you.



*While some creatures are less than vulnerable to an impaling stroke of this sort, it can be used to pin a creature or at least hold it at rifle's length away from the Agent whilst other measures are taken. The broad crosspiece of the bayonet and the muzzle of the rifle should be sufficient to push most minor threats back even if the bayonet itself causes little harm.*

The bayonet can be used to make a slashing stroke. This is often forgotten about by personnel who have been trained to thrust. A skilled bayonet fighter can knock aside the thrust of an enemy's bayonet and slash with his own, following with a thrust or a butt stroke with the rifle.





Butt strokes and other blunt-force attacks are not effective against many creatures, and additionally require the Agent to approach rather too closely to the target. Repeated slashes with the bayonet's cutting edge can be used against tentacles, pseudopodia etc., enabling the Agent to defend himself for a time whilst other measures are taken. Most commonly, these other measures involve an expeditious retreat to a place of safety.

## KNIVES

The Agent must be aware that whilst using a knife to eliminate an enemy by surprise, fighting with a knife is almost never silent. An enemy who is cut or stabbed will cry out, and is unlikely to drop instantly. Where possible, the Agent should seek to strike a killing blow to a vital area, or to deliver a disabling cut, and then retire out of reach. Never remain within reach of a wounded or dying enemy.

The primary targets with cutting blows are the inside of the arms and wrists (although these may be somewhat difficult to attack) or the neck area. Slashing tendons at the inside of the elbow is best done as a defensive stroke against an enemy's attack, while the arteries of the wrist or neck can be more readily cut from any angle.

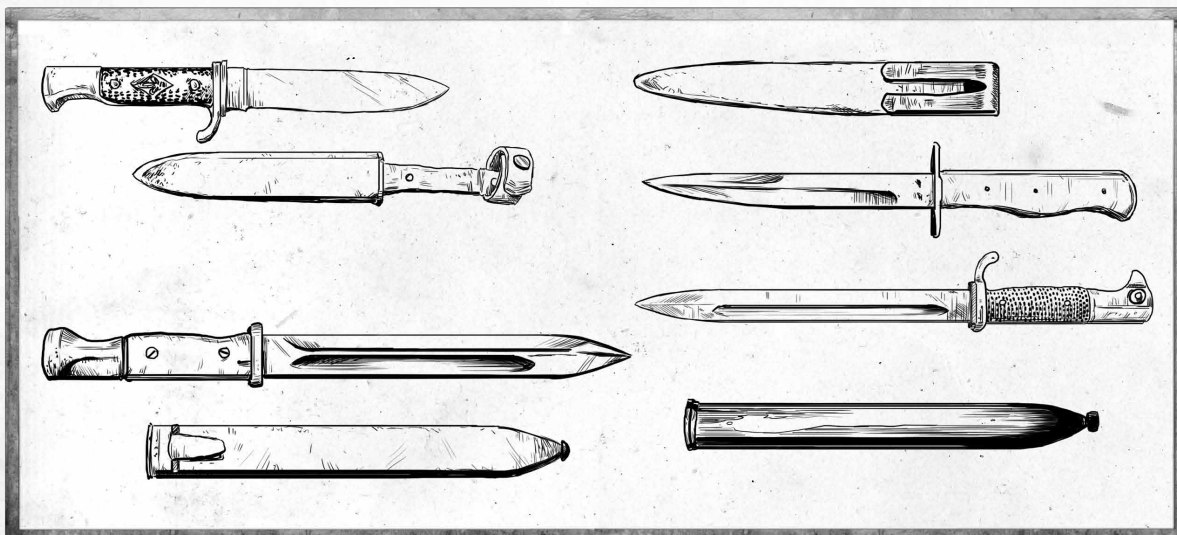
Cutting strokes will perhaps force an enemy to keep his distance, but care must be taken not to over-commit. The unarmed hand must be ready to defend, batting away an enemy's strikes, or to grab him for a killing stab.



Some non-human creatures are virtually impossible to kill with a knife. A stabbing blow will not penetrate deeply enough to find a vital organ - if there are indeed any to find - and some creatures are constructed such that a stabbing attack will have no effect at all. Cuts may be useful in separating tissues or other matter, perhaps slowing down the onslaught of the creature, but the aggressive instinct that normally carries an Agent through a knife-fight must in this instance be curbed. The intent must be to disengage and retire; a focus upon seeking a decisive blow will be fatal to the Agent who cannot strike one. Agents should take care to avoid contact with any fluids discharged from knife wounds, if possible. Not all creatures bleed as we do, and there are records of some such discharges proving toxic or corrosive.

The point of the knife is generally more lethal than the edge. A slashing wound is generally survivable, whereas any penetration of the torso may be fatal. However, unless an artery or vital organ is found - and sometimes even then - death is not always swift. The Agent should, wherever possible, strike for one of the primary arteries or organs:

- **Inside the upper arm**, best attacked with a slashing stroke.
- **Inside the wrist**, again attacked with a slash.
- **The side of the neck**. A slashing stroke is highly effective, or the enemy may be seized and the knife pushed into the neck from the side.



- **Inside the collar bone.** This is not an easy artery to reach, requiring a downward stab from very close quarters, but once achieved it will cause the enemy to drop and certainly die; there is no possible help for a man injured in this manner.
- **Inside the thigh,** generally best attacked with a slashing action. Death will generally occur within fifteen seconds.
- **The heart.** Whilst not an artery as such, the heart surrounded by them and is the source of all blood movement in the body. A thrusting blow anywhere in the heart region will be rapidly fatal, although the heart is well protected by ribs. A thrust that instead enters the lung area will disable the enemy but may not kill him. Note also that the shoulder blades provide protection from a thrust that goes in too high from behind.
- **The belly area (and lower back).** This is perhaps the easiest of targets, but is the least likely to quickly disable or kill an opponent. A blow to this area should be rapidly followed up for maximum effect.



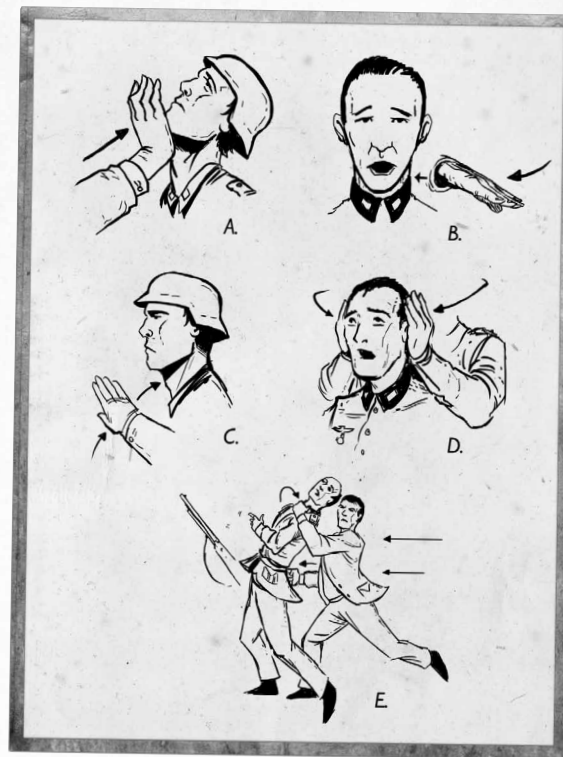
*These comments apply to humans and similar creatures. Not all beings have a similar structure, making attempts to eliminate them with a single strike problematical at best. Even in the cases of creatures that were once human, or share human anatomical features, the Agent should not assume that internal organs, blood vessels and the like will be found in the same locations.*

*If you are still in possession of documents issued previously by our section giving advice on specific techniques for dispatching certain types of creatures, these should be disregarded and destroyed. Reports from the field suggest that there is enough difference within the anatomies of species of these creatures to render such instructions useless, and the false confidence they may engender can prove fatal.*

## UNARMED COMBAT

Close combat, whether armed (e.g. with a knife or bayonet) or unarmed, is the absolute last recourse of the Agent. The only occasion upon which direct personal combat is desirable is the situation when an unsuspecting enemy is to be eliminated (e.g. a sentry) or incapacitated and captured. When unarmed, or armed only with an improvised weapon such as a rock held in the hand, the Agent's options are rather limited. The equipment of an

enemy, including his helmet, gas mask case, ammunition pouches, water bottle and other solid objects, will make effective striking very difficult.



The primary targets are the head and neck (especially the eyes and throat) when striking with the hands, and the knees when using the boots. Attempting to box, striking with the fists in the manner of a prize-fighter, should be avoided as it risks damaging the Agent's hands. Rather, the Agent should remember his unarmed combat training and strike with the palm or the edge of the hand, or else cause the enemy to fall and then finish him off with the boots.

Against the head from the front, the 'chin-jab' should be employed. Crouch fairly low and drive the strong hand (probably the right) upward into the opponent's chin. The striking surface is the fleshy area at the base of the palm, with the fingers pulled back out of the way. This blow will snap the opponent's head back and stun him, perhaps even knocking him out.

If the strike does not land cleanly, it will still have a powerful stunning effect. However, the Agent is well advised to disregard the various myths surrounding this strike. It will not kill an enemy if his nose is struck instead of the chin, though it will cause intense pain and some distraction.



*Striking in this manner works well on humans, less so on other creatures. Do not attempt it against entities lacking discernible facial features. Where an entity appears to have amorphous flesh or a propensity for creating new mouths spontaneously, unarmed strikes are discouraged.*

Against the side of the head, a strike with the edge of the hand is effective. It slips in between the helmet and the shoulder, striking the side of the neck with stunning force which may even be sufficient to render an enemy unconscious in a single blow. The same strike, delivered with a 'chopping' action to the base of the skull, also has a most impressive record in rendering unconsciousness.

## KNOCKOUT BLOWS



If delivered against an opponent who is aware and able to fight back, these are simply combat blows of a normal sort. However, an enemy who is caught unawares, for example by an Agent who successfully sneaks up on him or deceives him into thinking there is no threat, can be rendered unconscious by these blows. Roll to hit as normal, but if the attack roll is less than half what is needed to hit, the target is instantly rendered unconscious. On a higher roll that is still a hit, the target takes normal damage. (See also the note on matchbox attacks under Improvised Weapons, page 16)

These blows are delivered with an inward (and usually downward) chopping action. Agents should disregard any nonsense they may have heard about 'Judo Chops' to the shoulder area rendering enemies unconscious. This simply does not happen. The side of the neck is the target of choice. However, in a fist-fight situation, which the Agent should attempt to avoid if at all possible, the key is to attack, attack, attack.

The same chopping blows can be used against the opponent's arms, to sweep them aside and to inflict painful blows that will weaken him. Once his arms are aside, a chin-jab can be delivered, or another edge of hand blow, this time to the neck. It may be useful to kick

at the opponent's knees from the front or side, making him stagger or even breaking the knees.

The edge-of hand blow can also be delivered with an 'outward' or 'backhand' motion, against the arms or the side of the neck. A simple but effective gambit is to strike 'outward' (backhand) at the arm with the left hand, knocking it aside, then strike 'inward' (forehand) at the neck with the right, through the gap cleared in the opponent's defence.

## CHEAP SHOTS OF VARIOUS SORTS



A properly trained Agent has the option to deliver an incapacitating blow under certain circumstances. If he can catch an opponent by surprise, either by the usual stealth and deception or by attacking him while he is distracted (e.g. by fighting one of the Agent's comrades), an incapacitating blow may be attempted. The Agent strikes at half his normal chance to hit, since he is attempting quite a precise strike, and if successful the opponent is put out of action for 106 combat rounds. He can still make quite a bit of noise during this time, even if it is just groaning and coughing, but cannot defend himself against further attacks. No actual damage is done by the attempted incapacitating strike it either works or it does not.

An incapacitated opponent can be put out of action more permanently by various means. The typical SOE method is vigorous stomping with the boots. A normal attack with any weapon (or unarmed) will, if successful, result in the target being killed or sufficiently badly hurt that he will be hospitalised for quite a while.

The outward edge of hand strike can also be directed at the front of the throat. The aim here is to cause the target to cough and choke, rendering him vulnerable to a follow-up strike. A very hard blow can actually kill an opponent, but this is hard to achieve except on an unsuspecting enemy.

Some other expedients, such as striking with cupped hands at the opponent's ear or ears ("boxing his ears"), or striking with the knee to the leg or to the fork, can be effective in rendering an enemy helpless for a few seconds. Strikes of this sort are difficult to carry off in the hurly-burly of a scrap, but can be effective when delivered by surprise. At best, they will gain the Agent a few seconds to follow up – even a knee to the fork will rarely incapacitate a man who his fighting for his life, unless it lands just right.

## SENTRY REMOVAL

Sentries are normally best bypassed rather than engaged, but when necessary the Agent should be ready to act swiftly and ruthlessly. Be aware, however, that a missing sentry may be conspicuous, and will draw investigation sooner or later. Once a sentry is missing from his post the clock has started ticking; the alarm will be eventually raised.

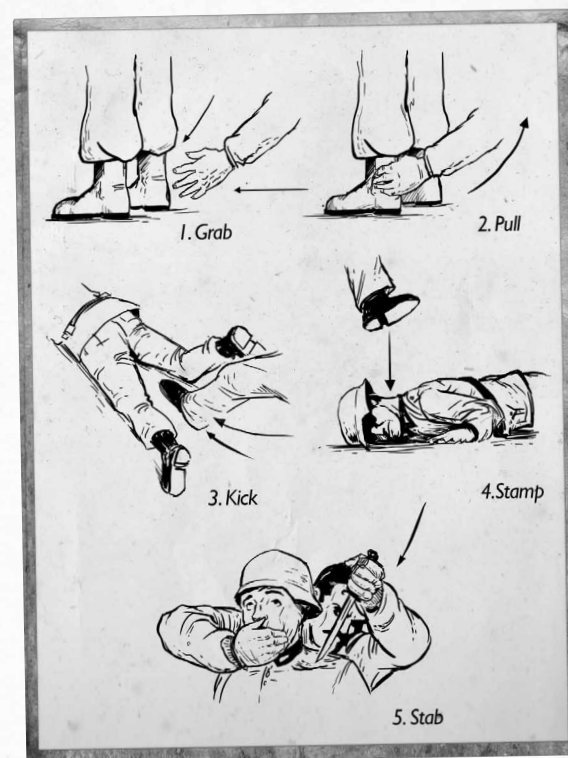
Bodies should be concealed of course. A missing sentry may be presumed to have simply moved out of sight, and a search may be less than determined – indeed, the aim may be to find and chastise a sentry assumed to have been derelict in his duty rather than to locate intruders. Once a body is found, the enemy will be on the alert and are likely to assume that intruders are present.

Silent sentry removal requires the use of stealth (or perhaps deception) to approach the sentry unsuspected. Normally this will be from behind. It is absolutely essential to prevent the sentry from using his weapon or calling out, so he must be secured swiftly with his mouth covered, or otherwise prevented from crying out.

The Agent should sneak close to the sentry from behind, then rush the last three to four feet. The left hand goes around his throat, chopping backwards into his throat to prevent him from drawing breath to call out, whilst the right hand simultaneously strikes him in the lower back to arch his back. This is an exception to the rule about using fists – it is acceptable to punch the sentry in the kidney area under these circumstances.

The right hand then comes around to close over the sentry's mouth, with the left still pulling him back against the Agent. He will now be dazed and unable to breathe, and thus easy to control so long as he remains bent backwards. If he can pull forward, he will escape. This hold is used when a sentry is to be captured or held for another Agent to eliminate, or where no knife is available.

If a knife is available, the sentry can be swiftly dispatched by pushing the point of the knife into his neck from the side, severing the vocal chords as well as the arteries of the neck. Alternatively, the plunging strike inside the collar bone as described earlier will be found to be most effective in ensuring a quick and silent kill.



The sentry should be held while he expires, with the mouth covered if possible to prevent noise. If his helmet falls off or his rifle is dropped, the Agent should not attempt to prevent them from falling. Instead, the Agent should keep still (and hold his target very still) for ten seconds. After this time, it is likely that anyone glancing in the direction of the noise will have looked away upon seeing nothing untoward.

As an alternative to the above, it is possible to attack a sentry with less subtle methods. This will generate noise but will ensure he cannot fight back, and can be used to facilitate a rapid entry to or exit from a secured area. From behind, the ankle takedown is most effective for this purpose as it ensures the sentry cannot possibly use his weapon.

Approaching from behind, the Agent grabs the sentry by the ankles and pulls up and back, at the same time lunging forward to drive his shoulder into the sentry's lower back.

This will cause the sentry to fall forward, crashing face-first to the ground. A follow-up kick to the fork will keep him from reacting long enough to stomp down on the neck, just below the helmet rim. This will cause a broken neck and, naturally, instant death.

## GRAPPLING AND WRESTLING

There are few circumstances under which the Agent should engage in grappling with an enemy. Weapons should be used where possible, or striking methods intended to render the opponent quickly helpless. Grappling can be a complex and time-consuming business, which exposes the Agent to the risk of additional enemy personnel becoming involved in the engagement.



Grappling techniques are best used to disarm an enemy or to immobilise him while other measures are taken. This can be as simple as grabbing an opponent's arm to prevent him using his weapon while a comrade stabs him repeatedly. Alternatively, an opponent can be sent crashing to the ground, causing injury or at the very least making him vulnerable to finishing off with the boots.

The surest way to cause an enemy to fall is the rear trip, which can be turned into what in Ju-Jitsu is termed a 'reverse hip throw' for greater effect. The Agent pushes forward as if trying to shove his way past his opponent and

reaches his leg across behind those of the enemy soldier. At the same time he places his arm across the opponent's upper chest or shoulder and drives him forcibly backwards, causing him to trip over the Agent's extended leg.

For greater effect, the Agent should attempt to block his opponent's rearward hip movement (caused by the vigorous shove across the chest he has made) with his own hip, and bend forward to propel the enemy over his hip. He will land hard on his upper back and neck, and can be readily finished off. Note that instead of pushing on the chest or neck, it is also possible to push the opponent by the head. In this case, tilt his head up and back to arch his spine and deprive him of balance.

From the front, the quickest way to render an opponent prone is to shoot both hands around his head, low over the shoulders and thumbs pointing outward, then cup them on the back of his head and pull him forward and down. A knee strike can be delivered to the midsection to fold him in the middle, at which point the Agent takes a step back and drags the enemy forward and down, pulling with the arms to hurl him face-down at the point where the Agent's feet had previously been. The impact may be stunning for the opponent, and it is a simple matter to then use the boots to finish him off.

## TAKEDOWNS AND THROWS



If the intent is to simply make the enemy fall, a normal attack will suffice. This is termed a takedown. The opponent will not take any extra damage from the takedown, but if the attack roll is made he will be on the ground and thus disadvantaged as combat goes on. Alternatively, a similar movement can be used to reposition an enemy, such as causing an opponent to stagger through a door which can then be slammed behind him. If it is intended to damage the opponent, for example by using the reverse hip throw or following a takedown with a stomp, the attack is made at half the Agent's normal chance. If it fails, the Agent and the opponent remain standing but are entangled at close quarters. A successful attack at the reduced chance causes twice the Agent's kicking damage to the target.

## DISARMING A FOE

An enemy can best be disarmed by killing him and taking the weapon from his fingers. Failing this, it is possible to disarm an opponent as a defensive measure, as he lunges forward with a knife or even a bayonet mounted on a rifle. As a last resort, it is also possible to disarm an enemy holding the Agent at gunpoint.

A defensive disarm is best conducted by knocking the weapon to the side and moving diagonally forward to get 'behind' it. The Agent then turns to face the same way as the opponent, pushing his shoulder down and pulling his arm up to force his head down and lock the arm straight. From here it is a simple matter to slide one hand up the opponent's arm, grasp his weapon and twist it from his hand. Even a knife can be grasped this way. If it is held tightly and not allowed to move, it will not cut. The weapon can then be used to disable the opponent – a pistol can be used as an effective club at this point, avoiding the noise of a shot.

An enemy who has an Agent at gunpoint or knifepoint must be drawn in close by pretending to be afraid and submissive, at which point the Agent must then act decisively and, above all, suddenly. From the front, a pistol or even a rifle can be swept aside by swinging a hand down from the surrender position. The Agent then grasps the weapon with one hand and the user's wrist with the other and twists violently.

If the weapon can be turned to point at the user, this will make him unwilling to shoot, but the most important thing is to ensure that the weapon points in any direction but at the Agent. From the rear, it is possible to turn quickly and sweep the weapon aside, providing the Agent gains surprise by deception, pretending to comply with his captors. Once the weapon arm is grasped, the Agent should deliver knee strikes to weaken the opponent and wrest the weapon from him.

## DISARMS



A disarm will only work against a ready weapon if the Agent achieves surprise, by the usual combination of acting skills and deception. Whether performed against an attack or a captor, a disarm is a risky business.

The Agent attempts to grapple at half his normal skill, and if the attack is unsuccessful he is shot or stabbed with the weapon for normal damage. If he succeeds, he prevents the opponent from using his weapon and gains possession of it.



*Against many creatures, such as Deep Ones, conventional hand-to-hand combat is largely ineffective. Takedowns can be used to make the being fall, which may facilitate an escape. Some beings can possibly be harmed by expedients such as vigorous stomping with the boots, but in most cases the best option is to cause the being to stumble and then flee, returning with suitable weapons when they are available.*

*Care should be taken to avoid touching an entity with bare skin if possible. Field reports suggest that some are capable of exuding strong acids or bases, possibly as a precursor to digesting their prey. Others may possess mouths or spines in unexpected places. If unarmed combat proves unavoidable, a stout pair of gloves will prove invaluable.*



# THE SOE HANDBOOK



## CHAPTER TWO: ESPIONAGE

hk dj db ke ck kf ku qw op cw



# • ESPIONAGE •

Espionage is one of the key activities of SOE; indeed, it is perhaps the most important of all. Whilst sabotage and coordination of resistance forces do contribute significantly to the discomfort and dismay suffered by the enemy, it is information gathering that contributes the most to the war effort.

Almost any piece of information can be valuable to the Allies. Even already-known facts can be useful, as they provide confirmation of data obtained by other methods, and can serve as a guide to the reliability of new information uncovered.

The intelligence gathering process is at times a long one, and information is of no value until it is in the hands of Allied intelligence officers ready to be made available to planning and command staff. For this reason, the communication of information is an essential part of the gathering process and must be done efficiently, but not necessarily immediately.

Some information must be transmitted immediately to have any value, and some is so important that it must be passed back to the intelligence services as speedily as possible. Most information, however, is not so time-dependent. The Agent must balance the importance of ensuring the facts are known to the intelligence services against the risk of discovery. Frequent transmissions – and frequent visits to places where transmitters are concealed – increase the risks for the Agent and his allies. More about communications can be found in Part Three.

Note that the Agent should not engage in analysis of information or supposition. The facts are to be reported in as simple a manner as possible. When the Agent's own conclusions are incorporated into a report, there is a danger that these conclusions can become confused with the facts and may be reported to higher levels as such, when in fact they may not be reliable. Intelligence analysts are better positioned to interpret and analyse information; the Agent's job is to provide them with as much – and as reliable – information as is possible.

The information gathered by an Agent can take various forms, and it is sometimes the smallest facts that reveal the most about the enemy. An Agent therefore requires a keen eye for detail and will note any changes in the routine of enemy troops in the area, or in the pattern of

patrols or supply movements. The quality of enemy forces can also be estimated from their general efficiency (and in some cases the reputation of clearly identified units in the area) as well as by their equipment.

A force lavishly equipped with anti-tank and anti-aircraft weapons is likely a higher-grade formation than a simple or under-equipped infantry unit. Occupation troops are often either low-quality formations or front-line units rotated into a quiet area for a period or rest and reorganisation. A unit that is well equipped and undertaking considerable training is probably preparing to return to combat duties; one that has settled into a comfortable routine of securing a quiet area is most likely expecting to remain there.

This can have important ramifications, not only for front-line combat areas. A weary unit that is moved into an area to rest can be demoralised by resistance attacks, and will not be efficient in its security duties. Enemy personnel may be effective in basic tasks such as sentry and patrol duties, but they will not be familiar with the habits of the local population or the layout of the area. Gaps in enemy capability can be exploited by Agents alert enough to spot them.

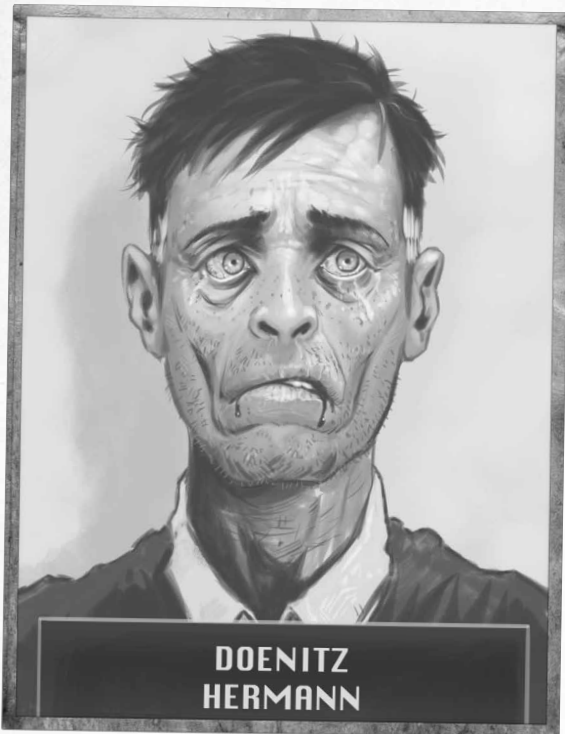
High-quality formations are rarely used in the long term to secure an area that is not threatened by large-scale Allied military action. High-quality formations, and particularly Panzer or Waffen SS units, may be rested in a quiet area but will not remain there without a good reason. Thus a Panzer unit or an elite infantry formation located near a coast that might be used for Allied landings should be considered fairly normal by an Agent in the region, but the same formation located far inland, in a quiet area, suggests that something more is afoot.



*The presence of elite or specialist formations such as paratroops, SS units or engineers may indicate that a special project is underway in the area. This may be something entirely conventional, but the arrival of these formations should be cause for the Agent to take notice. This comment applies particularly to any formation with unusual or hard to identify insignia, or which seems excessively well equipped for the security role. The*



*Agent should make identifying such units, and discovering their intent or at least reporting their presence, a matter of some urgency.*



## INTELLIGENCE GATHERING

There are many kinds of information that can be gathered. Some is routine, such as the presence and numbers of enemy forces in the area if this remains fairly constant. Some is reactive, such as assessments of damage to enemy facilities or infrastructure due to bombing or resistance activities. Some is of unknown value, such as the deployment of a new type of half-track truck or a change in the uniforms worn by enemy personnel.

These facts are often overlooked by an Agent in the field, as there may be no real value to them. However, it must be remembered that the more information the intelligence services have, the clearer picture they can build of enemy intentions and capabilities.

Small facts can also be valuable in penetrating enemy deception operations. Some deceptions are physical, such as the construction of a dummy airfield or ammunition dump. Others are more subtle, such as permitting Allied agents and resistance personnel to observe a unit training for amphibious operations, suggesting that one is imminent when there are in fact no such plans. Minor

details about the enemy's equipment and movements can help penetrate these deliberate falsehoods and prevent a reaction that might expose Allied forces to enemy measures elsewhere.



*The typical SOE Agent will draw different conclusions from the same observations to one who has encountered inhuman creatures or at least knows about them. Obviously, reports on suspected activity by such entities cannot be included in the main body of a report that will be seen by uninitiated members of the intelligence services, but it is possible to report 'something highly unusual' occurring.*

*Remember that the Nazis are widely known (rightly or otherwise) to be involved in occult and other bizarre practices, and there are indications of cults and other activities not directly connected with Our Other Enemy. Since these are known to many in the intelligence community - and given the depravity of the Nazis, there are many who would believe almost anything of them even if specifics are not known - then if the need exists it is permissible to report openly on 'strange rituals' or 'some kind of secret project' through the normal channels. However, specifics of activity by Our Other Enemy must be reported only through the proper mechanism. This is not merely a matter of security; it is possible that an over-zealous intelligence officer may discard the report or omit the more bizarre parts of it if he feels that it makes no sense. His perspective is different to ours - he is trying to help - but by cutting out what he feels to be the work of an over-stressed and frightened imagination he may inadvertently prevent vital information from reaching the correct personnel.*

*The Agent must also be mindful of the fact that such activity may be unconnected with enemy, friendly or co-belligerent groups. The deployment of elite enemy units to an area might be triggered by the need to investigate untoward happenings or even to prevent an outbreak of unusual activity caused by someone else. We must not assume that the enemy knows any more about any given situation than we do and - galling as it may*

*be - we must accept that at times the best hope for containment is to allow the enemy to carry on with whatever he is doing.*

*However, active co-operation with the enemy is to be strongly discouraged. The enemy will use any information passed on to them in their activities elsewhere, and will of course try to seize an Agent of whom they become aware. To quote a high-ranking member of His Majesty's Government: "The enemy of our enemy is not our friend, but while he is doing battle with our enemy it may be in our best interests not to interfere."*

Information can be gathered by many means. Some are beyond the capabilities of a field Agent, such as aerial photo-reconnaissance or radio intercepts. These completely separate channels provide cross-corroboration with one another, and often provide different kinds of information or levels of detail. By way of example, an aerial photograph can detect the presence of an enemy cruiser in a port, and attention to its lines will give an indication of its class and – possibly – its individual identity. An Agent stationed nearby might ascertain by various means that the captain of the vessel has recently gone on leave and a new draft of crewmembers is undergoing training aboard the vessel. This indicates that the ship is not intending to undertake operations in the immediate future.

The role of what we might call ground-level intelligence gathering is vital in discovering enemy intentions and weaknesses. Only so much can be determined from a photograph or from radio signals. Thus, alongside routine intelligence gathering in the Agent's assigned area, he may be required to investigate and clarify specific points of interest raised by other forms of intelligence gathering.

## PRIMARY, SECONDARY AND TERTIARY OBSERVATION

The Agent's primary method of intelligence gathering is termed 'human intelligence'; some experts insist on abbreviating this to HUMINT, a distinctly American practice that is unlikely to be widely adopted. Human intelligence, as the name suggests, requires the efforts of people in the close vicinity of the target. However, the Agent does not have to conduct all intelligence gathering personally.

Primary human intelligence is gathered by the Agent himself or by properly trained colleagues that the Agent considers completely reliable. In order to gather

information in this manner, the Agent obviously needs to go abroad in occupied territory. This is always a risk, but it is one that was accepted when the Agent began training. General observations made whilst going about normal business are relatively low-risk, and often an opportunity to gather more detailed information will present itself without being specifically engineered.

The Agent must consider carefully the balance of importance to risk when attempting to procure first-hand information on a highly secure area. Whilst such observations can be invaluable, an Agent who is captured cannot report back. A lost Agent not only fails the mission at hand but also loses all future value he might have had. He may also compromise other assets in the area.



*Primary observation is the only sure way of obtaining information on the activities of Our Other Enemy. Other personnel may be confused, in denial or driven insane by what they witness, making them less than reliable witnesses. Where it is not possible to conduct primary reconnaissance, the Agent must endeavour to collect corroborating evidence from other sources, and may have to carefully coax information out of the primary source. One option in the latter case is to treat the interview as therapy (which it may in fact be, though this is very much a secondary goal), gently persuading the primary source to talk through "the nightmares" or "what you think you saw". Presenting the interrogation of a primary witness as a friendly "talk about it" can induce the subject to reveal details that he would normally conceal for fear of being considered quite mad.*

*Agents should avoid harsh or judgemental statements. Phrases like "Get a grip, man!" will simply force the subject further into denial. An Agent must be patient and careful, talking softly and in a friendly manner, and above all must convince the subject that it is in his best interests to talk through whatever he has witnessed for the sake of his sanity. Reliving events in this manner can sometimes cause the subject to lose his final grip on reality, but the greater good requires it.*

Secondary observation is a generally safer option in most cases. The Agent should recruit local people whose



normal business takes them into proximity with enemy forces or installations, and should give them rudimentary instruction on what to look for and how to report it. Ideally, the Agent will have at his disposal a quiet web of observers and informants, so that anything out of the ordinary is quickly noticed and reported.

The most valuable informants are those in a position of some trust, or who work in a sensitive installation. The Axis practice of recruiting (or forcing) local labour can be exploited by the Agent to this end, since the people working in an installation or on a project have to come and go. Since they were forced into their activities by the enemy they are unlikely to be suspected of wanting to gain access and have a ready explanation if questions are asked.

For example, a worker in a dockyard (rather obviously) has access to the docks on a regular basis, and can go about his business without attracting undue suspicion. He will be able to make observations and walk back out through the gates at the end of his shift. An Agent who wanted to make primary observations would need to either establish a cover identity or make a risky covert entry. This would expose him to greater scrutiny or the risk of detection, so unless there is a great and pressing need such a course of action would tend to be unwise.

Secondary intelligence gathering is less reliable than primary observation, but this is balanced by the generally lower level of risk. Information gathered by recruited locals should always be treated with caution, of course. This may be due to nervousness, inexperience or an agenda on the part of the informant. The Agent must

always remain aware that locals can be suborned or 'turned' by the enemy and used to feed false information back to the Allies, or in some cases may belong to rival groups.

For example, an apparently reliable local informant might in fact be part of a communist resistance organisation. These groups are co-belligerent with the Allies of course, but this does not mean that they are completely trustworthy.

A communist informant might give incomplete or incorrect information for his own purposes. Likewise, a local might try to manipulate the Agent into triggering actions on the part of the Allies. A resistance member who is motivated by vengeance or simple hate for the enemy might downplay or overstate enemy capabilities depending on what he wants the Agent to do. He might hope to trigger an air attack or a hasty assault by resistance forces whilst the enemy is allegedly weak, or otherwise manipulate the Allies through the medium of the Agent with whom he is working.

The Agent must thus always treat secondary observers as being of questionable reliability. Corroboration is always desirable. This can take the form of additional information, but sometimes it is possible to carefully question the subject on details to see if he is telling the truth. Most invention is of a simple sort, and relatively easy to penetrate. An observer can easily claim that he saw an anti-aircraft gun, but if he has not seen one then the details will be sketchy at best. A knowledgeable Agent can compare what the subject claims to have seen with what he knows about the item observed. Details that are



wrong, stories that change and excessive vagueness are all indicators that the subject is incorrect or lying.

Tertiary observation takes the form of pictures, documents and even newspapers that the Agent can gain access to. These are rarely very good sources of information, but sometimes they can prove useful. Even a simple tourist map of an area is better than nothing, and sources as diverse as photograph collections and travel brochures can contain useful images.

The Agent will of course be aware that what is reported in newspapers in an occupied country is likely to be a mix of propaganda, partial information and outright lies. Axis military publications are generally more reliable, though they are similarly propaganda-laden. Still, it is often possible to glean useful information from army or navy magazines, which servicemen tend to throw away or leave lying around.

## AVOIDING DETECTION

When gathering information, the Agent runs the risk of encountering enemy patrols and suspicious locals who may report him for various reasons. There are two primary ways of avoiding detection; disguise and stealth.

Disguise is discussed in detail below, and stealth in a later section of this manual. For now, it is important merely to consider the value of each. An Agent who is not seen cannot be challenged nor reported – although his absence from wherever he would normally be may attract attention. Thus it might seem that stealth is the answer to avoiding enemy attention. This is not always so.

The main problem with stealth is that, if detected, the Agent looks suspicious and will at the very least be questioned if caught. A sentry who glimpses movement in the hedgerow may trigger a search that will certainly abort the mission and may be impossible to evade.

Equally, there are some areas where stealth is unlikely to afford a means of entry or a way to pass by checkpoints; the enemy is quite skilled at observation and at removing obstacles to vision.

The alternative is to adopt a suitable disguise and 'hide in plain sight'. This requires a steady nerve and good disguise skills, and is best carried out by observing how locals look and, just as importantly, act. An Agent who is dressed like everyone else has no chance whatsoever of evading detection if he does not act like them. Thus it is

imperative to observe the mannerisms and habits of local people, and to constantly remember not to show undue interest in enemy activities.

A disguised Agent, who can sound like a local, can often dissemble his way through interrogation if stopped. If he has not been doing anything that attracts undue attention then the questioning will most likely be routine and cursory. If he looks and sounds the part and has some reasonable excuse for where he is, then he will probably not be detained. However, someone caught sneaking through the bushes is likely to be subject to much closer scrutiny.

It would seem, then, that disguise is harder to carry off than stealth, but offers more chance to bluff through the questioning if caught. Perhaps the best option is both; a farmer's son caught hiding by a roadside after dark might be able to claim he was sneaking home after curfew where a man dressed in commando assault equipment will have no such option.

Thus, before beginning any sort of operations, the Agent should engage in a period of preparation and orientation. He must absorb the local accent and mannerisms, and gain sufficient familiarity with the local area that he does not make simple mistakes that will give him away. He should know at least a little about the following:

- Local personalities and the local population in general.
- Where roads lead, well enough to give directions.
- What industry and employment there is locally and in nearby cities.
- Local history; both recent and any notable events of the past.
- Local culture including food, drink, sports, dances and other pastimes.

In short, the Agent must be able to ensure he does not stand out among a group of locals – at least, not to a casual inspection. Once this is established, then the Agent can begin gathering intelligence. He should always be mindful of chances to strengthen his false identity and increase his ability to fit in among a group of local people.

Without taking the time to at least accomplish this much, the Agent will be forced to rely on stealth and avoidance of detection when carrying out even the most basic of operations. He is unlikely to be able to do this successfully for long.



## WHAT IS HE BLATHERING ABOUT?



Whether the Agent is questioning a shocked and confused witness about a Mythos creature or trying to determine what sort of armoured vehicle an informant saw on the road to Saint-Étienne, the process is the same. A properly trained SOE Agent can be assumed to have a good working knowledge of enemy hardware, gained during his extensive training. This is subdivided into three categories: Specialist, General and Obscure.

An Agent's Specialist knowledge will be relevant to the region he was trained to operate in. Thus an Agent intended to work in the coastal areas of France will have a good grounding in German aircraft, ships and army equipment. He would probably not know all that much about Hungarian Air Force fighters or specialist winter equipment issued to troops fighting on the Eastern Front. If the Keeper decides that the topic falls within the Agent's Specialist field then the Agent's chance to have detailed knowledge of it is equal to EDUx5%

An Agent's General knowledge will be relevant to the common air, land and sea forces of the Axis. He will have at least received an overview of the most common equipment types and their capabilities. He should be able to identify most common vehicles and weapons by a general description and have a good idea of their capabilities. He will be able to identify most troops by their uniforms and insignia (e.g. they're Italian Mountain Troops; I wonder what they're doing here? ) but may not have very detailed information. If the Keeper decides that the topic falls within the Agent's General knowledge of enemy capabilities then the Agent's chance to have correct information is equal to EDUx3%.

Some facts are Obscure unless the Agent is trained to operate in an area where

they are relevant. For example, the capabilities of (and even the ability to recognise) an obsolete Hungarian Air Force fighter would be Obscure for anyone other than an Agent who has been trained to operate in Hungary and given instruction on Hungarian military equipment. The chance to have detailed information on an Obscure topic is EDUx1%.

If the Agent fails his roll to have detailed knowledge, the Keeper may optionally give him partial, inaccurate or negative information. The latter case would be where the best a investigator can do is well, it's not a German or Italian tank or Those are not SS insignia. This can still be somewhat helpful.

As an option, the Keeper may allow Agents to have an additional area of specialised knowledge as a result of their training. This must be specified before the investigator deploys, and will be fairly specific. Examples include:

- Cruisers and Destroyers of the Italian Navy.
- The U-Boat Service.
- German and Italian Fighter-Bombers.
- The Waffen SS.
- Allied Armoured Vehicles.

This specialism cannot involve Mythos knowledge or Occult practices; these are not subjects that are taught on the standard SOE training courses. However, the same process can be used to determine the truth of a witness' claims or to figure out what a confused or less knowledgeable person is talking about using any skill the investigator has.

The process is simple. The Agent makes a Psychology skill roll to coax as much information out of the subject as possible. If this roll is made, and is also lower

than his Specialist, General or Obscure SOE knowledge, or a relevant skill such as Cthulhu Mythos, then he is able to correctly fill in the blanks and figure out what the witness is describing or spot enough holes in the story to be sure it is not true.

This ability can be useful because many people will describe what they see in terms of what they think it is. Thus any

armoured vehicle is 'a tank' which can be misleading if in fact the vehicle is an anti-aircraft system mounted on a tank chassis, or a self-propelled artillery piece. The difference can be important in some cases. Likewise 'a flying nightmare thing of blackness and claws' is a nice piece of prose, but the Agent needs to know exactly what he is dealing with before challenging any monster.

## DISGUISES AND COVER IDENTITIES

As previously noted, the Agent must be able to take advantage of a range of disguise techniques. There are essentially two types of disguise: generic and specific.

A generic disguise makes the Agent look like a general type of person, such as a farm labourer, fisherman, delivery boy or some other fairly common type of person who might be seen out and about his business. Such a disguise can often be quite simple, as the Agent will be spotted only from a distance and – so long as he does not attract attention – should not be subject to close scrutiny.

A generic disguise is useful when the Agent does not expect to be questioned, but will not be sufficient to allay the suspicions of an alert checkpoint guard or Gestapo officer. It might work well enough if the Agent is among several others who all look and act the same, since the group as a whole will be subject to inspection. Thus it may be effective to join a work gang or other group and rely upon the fact that most members are exactly what they seem to bypass any scrutiny.

A bored sentry who has been seeing comrades pass his post all day may not look further than uniform and helmet as an Agent walks boldly past him, and one that sees yet another French peasant go past with an armload of firewood might not trouble himself to ask for papers on this occasion. However, a generic disguise will only work so well. If the Agent can remain distant from enemy personnel and blend into the general activity of the area he should be able to operate unhindered, but he will be instantly compromised if someone decided to pay close attention.

Any disguise will only work if it is worn correctly. If using a captured uniform then the Agent must carry equipment correctly and wear clothing either in the correct regulation manner or in the way that experienced field soldiers do. In some cases this can be quite different; an Agent who is wearing the worn and hard-used kit of a veteran in the manner of a recruit fresh from Basic Training will stand out.

The same goes for civilian clothing. Some items are too expensive (or too cheap) for some applications, and will stand out. Others are worn in a particular way in a given area. The Agent needs to be aware of local variations in seemingly minor details such as how boots are laced, coats are fastened and how bags are carried. It is quite startling how much these minor details can matter; discrepancies are picked up subconsciously even by those that are not looking for them.

Thus a generic disguise is useful only for a short time and under the right conditions. It is, of course, much quicker and easier to fashion than a specific disguise. The latter requires more than obtaining the right clothes and perhaps altering hair colour or adding a false beard; on the other hand there are both physical and personal elements to a specific disguise.

Simply donning the uniform of an enemy soldier might allow the Agent to pass unnoticed, but this generic disguise can be made specific and far more effective by adopting the persona of the usual wearer of that uniform. This means that the Agent needs to know more about the identity they are assuming, and that in turn requires more preparation.

People develop habits in almost every occupation. These habits affect how they walk and what movements are



natural to them. An experienced soldier, used to marching long distances and going about his business encumbered by rifle and kit, moves differently to a farm worker or a bank clerk. He also carries himself differently, and reacts in an appropriate manner upon sighting or encountering various people.

For example, a bank clerk is a middle-class, educated individual who holds a certain amount of status in his community. He deals differently with tradesmen and common workers than their peers might, and will expect a certain amount of deference. As an educated individual, he also takes a wider view of the world and may view occupation by foreign forces differently. Certainly he is more likely to know about world events than a farm labourer, and will not so easily be able to claim ignorance of events outside his immediate locale.

Members of a foreign force occupying a country are always prone to a certain sense of superiority, and the armies of the Axis are to a great extent defined by their arrogance. An Agent dressed as an Axis soldier or officer need not necessarily be a bully towards local people, but he will need to act towards them as a conqueror (or perhaps, a conqueror who has been ordered to act like a friend). A soldier who seems a little too comfortable around the locals might attract attention – at least in the form of a stern lecture not to let his guard down.

For a specific disguise to be effective, the Agent needs to understand the mindset of whomever they are impersonating. He must move, talk and act as he appears to be. This obviously requires that he be able to speak the right language with a reasonable accent. Some

discrepancies can be explained by a good cover story, but it is better not to have to explain at all. This is even more important when creating a cover identity. It is not enough to have the right clothes and papers, and to know a few facts about the cover identity's background. This will do as a start, but the Agent needs to take it further if he is to remain convincing in the face of questioning.

Details about the Agent's identity need to corroborate and support one another. He also needs to be able to freely and casually mention plausible-sounding facts about his life and work. Ideally, the Agent should have one or more stories (the more long-winded and boring the better) that he can tell about growing up or working in a particular place, or how he moved from somewhere else and thus has an unusual accent. These stories need to be rehearsed – and that means told – over and over again until they are 'worn smooth' and casually trotted out as if the Agent has actually lived through these events. Stories of this sort need to be full of common and mundane details. What colour was the village doctor's car? How many eggs did the neighbours bring you every day after you helped fix their fence? Describe the cattle market you worked in... a good cover identity includes answers to questions of this sort that are as natural as answers about your own life.

As well as knowledge, the Agent needs various physical items to create a persona. Identification papers are an obvious example, but in all but the most rural of areas the population will have other paper items as well. Anything from theatre tickets to a well-worn novel or a receipt for the purchase of some utterly mundane item can help establish an identity and make it seem real.





Clothing, tools and the like must not be too new. A tradesman's tools will be familiar and well-worn, and his clothing will likely show a wear pattern that matches his occupation. A workman or labourer will have calloused hands, and will be familiar with his usual tasks and the use of his tools. An Agent selecting a cover identity must therefore be able to carry out normal tasks – a mechanic who knows nothing about engines will soon be discovered.

Be careful when selecting a cover identity. Occupations such as policemen may be called upon by occupation

forces to carry out tasks that the Agent will not be able to stomach, whilst a doctor might be summoned to assist enemy personnel. This will require extended interaction with the enemy and will place the cover identity under strain. It is generally far better to choose a simple and mundane occupation shared with many others in the area, such as a dockyard riveter or farmhand.

A passable level of skill can be obtained in training, and the Agent may well be able to evade notice by passing as just one more faceless worker among many.

## STRENGTHENING THE COVER



There are a number of actions that investigators can undertake in order to strengthen their cover. These take some time and should give rise to various roleplaying opportunities and even side adventures as the investigator builds up their cover identity.

### CULTURAL IMMERSION

Cultural immersion essentially means living among the local population and learning to think like them. The investigator will pick up mannerisms and figures of speech and so on, and use them unconsciously. It is one thing to know facts about a place, like who the doctor's daughter is about to marry, and quite another to make the same facial expressions and gestures as everyone else whilst telling that tired old joke that unaccountably remains funny.

Cultural immersion may have already taken place, for example an Agent who grew up in Romania will be familiar with Romanian customs, accents and idiom, so will have an easier time posing as a Romanian than a Welshman might. If not, it can be done in one of two ways. The first requires contact with a population drawn from the target area; perhaps refugees or citizens of a free part of an occupied country. Extensive contact with these people will help the Agent 'become' one of them.

The only alternative is to live among the target population after arrival. The Agent

needs to have as much contact as possible with the locals, listening to their gossip and dreadfully unfunny jokes. This needs to be done over a lengthy period, and there are always risks when trying to blend in among the population.

For each week the Agent carries out cultural immersion activities, there is a cumulative chance equal to his INT that he has become more or less indistinguishable from the locals. Once this has occurred, the Agent's chance to defeat questioning by using Fast Talk, Disguise and so forth, or to avoid attracting attention at all (with a Camouflage roll see page 35), is increased to one and a half times its normal value.

The Keeper can use these cultural immersion attempts to slip in the odd side adventure or incident, or to introduce NPCs to the players. It is even possible that the Agent will be approached by the resistance or another intelligence service!

### HARMLESS NOTORIETY

This is a risky but useful gambit, in which the Agent actually sets out to be noticed but in a way that will strengthen his cover. For example, he may set out to create a reputation for himself as a womaniser, gambler or drunk, or as someone who gets fired from three jobs in the same week and spends most of his time begging farmers to hire him as a hand.





This reputation is best 'backdated' by having sympathetic contacts mention to their friends how the Agent was fired from the paper mill twice last year, and before that there was that hilarious series of incidents when he tried to make a living as a riveter. This way, the point where the Agent arrived will become blurred in the minds of locals, who may then entirely honestly, as far as they know vouch for him when questioned.

There are advantages to being known as a harmless, often drunk, unfortunate layabout who gets chased off (sometimes with sticks) from one place of employment and wanders to others seeking just one more chance. Similarly harmless but well-known identities can be created with some effort.

Doing so is partly a matter of roleplaying suitable incidents (with the chance for disaster or unexpected consequences determined by the Keeper) and partly a matter for the investigator's skills. The investigator needs to make a Psychology roll to create a believable character, and a Persuade or POWx5% roll to 'sell' it. He may attempt both rolls once per week. Once both of them have been made (this need not be in the same week, but the role cannot be 'sold' to the population until it is established), the investigator has a 'harmlessly notorious' cover identity.

Any time that a harmlessly notorious person comes to the attention of the authorities for example he is spotted close to a secure area or caught without suitable papers at a checkpoint the investigator may make a Luck roll. If he succeeds, someone recognises him as that harmless fool or whatever the cover identity is, and this may get him out of trouble.

If the Luck roll is made, someone is present who knows the character or knows about the character's harmless nature. If the player can roleplay a good excuse based on the persona, then the Keeper should allow him to get away with it providing the goal is only self-preservation. For example, an



investigator caught with no papers and a gun under his shirt during a security sweep might be simply told to go home and sleep it off without a check, because everyone knows he is just some bum. If the investigator wants to use his harmless persona to carry out a mission, such as getting the gun past a checkpoint, then this will be treated normally.

### ATTENTION TO DETAIL

A investigator can go about strengthening his cover by collecting items and knowledge. This may take the form of visiting places and making first-hand observations, talking to people and deepening his knowledge of the area or deliberately making friends who will vouch for him but who are outside the Agent's network. He can also strengthen his cover by collecting items like theatre tickets, old worn tools and the like, which suggest that he has had a long and pretty mundane life in the area.

Collecting suitable items and knowledge is something of an art, and can be quite time-

consuming. The player will need to explain what he is doing cultivating a friendship with a local family, buying battered old clothes and tools in the market, scrounging for items like train tickets, and so forth. A successful Psychology roll and the investment of 106 days of fairly concerted effort will usually suffice to obtain what is needed.

Any of these 'props' can be used when the investigator must prove his identity or otherwise avoid suspicion. The investigator

can have as many 'props' as he cares to collect, but a maximum of three can be used in each incident. Each is worth +10% to the investigator's chance to allay suspicion or otherwise avoid trouble. After each prop is used, the player must make a Luck roll. If it is passed, the prop remains useful. If not, it has been destroyed or passed its usefulness. Friends and contacts 'lost' in this way may still be friendly to the Agent, but they will not risk themselves on his behalf a second time.

## RESISTING ROUTINE INTERROGATION

An Agent may face many forms of interrogation, not all of which involve being asked questions. That is to say, his cover identity is challenged every single time an enemy official or occupation soldier sees or speaks to him. It is often possible to allay (or at least not arouse) suspicion at the first stage of the process that would lead to a formal interrogation.

As he goes about his business, an Agent will be 'interrogated', for lack of a better term, by every enemy soldier, sentry and official he encounters as well as by local authorities. This will generally take the form of a casual glance. If the observer sees nothing out of the ordinary he will probably not even notice the Agent and is unlikely to remember him.

There are exceptions to this. Resistance activities may cause the enemy to search a town or check identity cards, and presentation of papers at the very least will be necessary at check points. Personnel manning these posts are required to scrutinise the papers of everyone who passes. They may at times be so lax that they do not do so, but usually these basic security procedures are followed.

If a check point is busy or a routine security sweep is in progress, it may be possible to simply hold out papers and nod a couple of times. However, many papers checks are accompanied by a few routine questions. These are often simple and easy to answer providing the Agent has created a reasonable cover identity. How the Agent presents himself will often determine the reactions of his interrogator. Sentries and officials are used to a certain amount of resentment and even defiance – and certainly

nervousness – so these emotions will not necessarily arouse suspicion. However, an excessively defiant Agent or one who somehow annoys the official asking for his papers will be more thoroughly questioned.

Questions at this stage tend to be very simple – name, occupation, business in the area and so forth. Simple ready answers and a suitable demeanour will suffice to allay suspicion. If, however, a more in-depth questioning is undertaken there are several hurdles to overcome.

The Agent must realise that being interrogated at a checkpoint is not especially unusual. It may be nothing more than a routine 'question every tenth person' procedure or something similar. The Agent must, above all, not panic. If he thinks he is discovered, or loses his nerve, then all is lost. Thus the Agent must quickly take stock of the situation and decide whether he thinks he has a good chance of bluffing his way through.

If things look bleak, the only hope is to try to escape or eliminate the interrogator. This is more practicable at a country road checkpoint than in the middle of a town, and in either case it will compromise the Agent's mission. If it is the only chance then it must be taken, no matter how desperate the situation. More commonly, it is better to stick to the cover identity and story and defeat the interrogation. It cannot be stressed enough how important the cover story is in this. A well set-up cover requires considerable work to break through, whereas most lies invented on the fly can be uncovered with a few simple questions about details.

If the cover story is weak then the Agent can try misdirection, attempting to distract the interrogator and confuse him into failing to spot discrepancies in the Agent's story. This is risky but better than nothing. Bribes



## HANDLING ROUTINE INTERROGATION



Routine interrogation takes place whenever an enemy official or guard notices the investigator. If interaction is not enforced by the need to pass a checkpoint or a general papers check, then the investigator may avoid notice entirely if he looks the part. This is covered by the Camouflage skill; if the Agent makes his skill roll then nobody notices him while he goes about his routine business that day.

This routine hiding-in-plain-sight allows the Agent to come and go wherever the sort of person he is disguised as would go, so long as he does not need to pass checkpoints or otherwise enter a secured area. The Keeper may allow this to include routine movements into and out of secured areas if they are part of the Agent's cover. Thus an Agent disguised as a worker in a factory could enter and leave with the rest of his shift without making any additional skill rolls. See also Cultural Immersion on page 32, which may assist in this roll.

If the Agent comes to the notice of a guard or official, say by being somewhere out of the ordinary or having to pass through a security checkpoint, then much depends on the alert status of the guards. Normally

the guards will not be especially vigilant. Under such routine security conditions, the Keeper should make a Spot Hidden skill roll for one of the guards. If it is made, something catches his attention and he will take an interest in the Agent. If not, he accepts disguise and papers at face value and passes the Agent through his position without comment.

If there is an alert in progress, such as in a highly secure area or when resistance fighters have triggered heightened security, the Keeper should again make a Spot Hidden roll for the guards and the Agent should also make a Camouflage roll. If the Agent fails his Camouflage roll or the guards make their Spot Hidden roll, the guards take an interest in the Agent and a more detailed interrogation takes place.

This detailed interrogation does not mean that the Agent's cover is 'blown' and that he will be arrested. It does however mean that he will face some tougher questioning either at the checkpoint or close by. If he passes this, he will be released and allowed to go on his way. See Tougher Questioning on page 37 for details.

and other inducements can work, but few enemy personnel will take a bribe of any amount to directly betray their own side. Thus a bribe to let the Agent pass without papers will almost certainly be rejected if the Agent seems to be an SOE saboteur, but might be accepted if the Agent seems to be simply a local who has lost his pass and needs to get home without getting into trouble.

## RESISTING TOUGHER INTERROGATION

Thus far we have considered what might be considered routine interrogation, i.e. the fairly casual sort that occurs on a routine basis. If the Agent attracts attention or is unlucky enough to be caught in a security sweep – or needs to get into a highly secure area – then he will face

tougher questioning. A flimsy cover will be blown almost instantly in this case; the Agent stands no chance of resisting the questioning and will need to take desperate measures to escape.

Assuming that the Agent has a reasonably good cover in place, he will face a more rigorous interrogation with at least some chance of success. It must at this point be reiterated that by 'interrogation' we do not necessarily mean a full arrest-and-investigation process. Interrogation can take the form of a few polite questions at a checkpoint and still pose a severe threat to the Agent's cover identity.

The most basic interrogation technique is to try to trap the subject in a lie or to ask a question that he cannot

answer. If the Agent is forced to make up details then he must be consistent if he needs to repeat any of them. It is also vital to avoid using technical terms that the Agent's cover identity would not know. Resisting interrogation is not merely a matter of answering the questions satisfactorily; it is also necessary to answer them in a manner consistent with the Agent's cover. If the Agent's cover would not know a fact, then he must pretend not to know it.

Figures of speech and mannerisms will be observed by an astute interrogator, although some will not notice even the most blatant mistakes – sometimes the Agent might be fortunate enough to meet an incompetent or tired interrogator who is not alert enough to spot discrepancies in the Agent's story.

Another very common technique is to return to the same question, phrased slightly differently, and to compare the subject's response each time. A variant on this is to claim that the subject, answered differently last time or to repeat back details wrongly to see if the subject recalls that they are incorrect. It is worth noting that some interrogators will start out believing that the subject is lying or guilty and have to be persuaded that he is not (if this is even possible), while others are neutral or even seeking any excuse to release the subject and go off duty. The attitude of the interrogator is important to the process, and can be somewhat manipulated by a clever Agent.

It must therefore always be remembered that being detained and questioned does not spell certain doom, but it will if the Agent loses his nerve. Some interrogators act in an extremely hostile manner or make claims that are simply untrue. An interrogator might tell the subject that his radio has been found, or someone has informed on him, or perhaps that the rest of his 'spy ring' has been rounded up.

The Agent may sometimes be able to tell whether the interrogator is telling the truth or simply fishing for information with a false claim. The interrogator will usually not furnish details if he is 'fishing', but will hope to panic the Agent into admitting something in return for lenient treatment.

Agents need to be aware that it is standard practice to hand over all subjects proven or even strongly suspected to be covert operatives to the Gestapo, and that lenient treatment is not an option. The only chance is to remain calm and to defeat the interrogation. If you cannot, then it is your final duty to protect your fellows from

the same fate by revealing nothing of use to the enemy. Thus whatever claims the interrogator may make should be discounted. You can believe your radio has been found when it is presented to you and you have verified that it is actually yours and not a similar one captured elsewhere. Similarly, claims that your fellow Agents or resistance allies are in the next room confessing can be believed when you see them do so – *and not until*.

Typical interrogation techniques involve disorientation, such as by blindfolding or holding in a dark room (perhaps facing a bright light) and confusion. The latter is often caused by sudden changes in demeanour from highly aggressive to polite or even friendly, or by rapid changes of subject which can cause the Agent to say something he did not intend to. For example, after a series of questions about what the Agent was doing over the past few days, the interrogator might suddenly demand to know when he last reported to London. Occasionally an automatic response slips out, though this technique is not particularly effective with a well-trained Agent.

Violence, or threats of violence, are commonly used. Torture rarely produces much useful information, since the subject will usually say whatever the torturer wants to hear in order to make him stop. However, some enemy interrogators do not know this, or else do not care. An innocent person who admits under torture that they are an Allied agent will be counted as a success as far as the Axis authorities are concerned, so the fact that torture does not work very well may not be a concern for the Gestapo or other Axis agencies.

If the Agent is tortured, then there is still a chance to defeat the interrogation in one of two ways. He may maintain his innocence to the point where the interrogator decides that he cannot possibly be lying and be released. Alternatively – and we must all be prepared for this eventuality – he must deny the enemy useful information to the very last. He may even be able to offer a final service to our cause by implicating an enemy officer or otherwise giving false information.

The threat of violence, and the fear of torture, can be more effective than torture itself. Sometimes the interrogator will use some violence to establish that he is willing to do so, and allow the subject's fears to run riot. Time is an important part of this approach; the subject will be left alone for long periods with nothing to do but brood on his fate, perhaps after being told that his home is being searched or some other activity is going on out of his sight.



## TOUGHER QUESTIONING



In the case where the Agent has aroused suspicion, he will be detained (which can often be quite polite and involve no force or coercion, though rough treatment is not uncommon) and questioned more thoroughly.

The interrogator might have spotted something not quite right about the character and wants to know what is going on. However, this situation is still fairly routine. For some people it can happen more or less every day, and any given guard may well administer some 'routine tougher questioning' every day. Some are polite but firm about it, some are a bit sinister and some like to shout. Violence is mostly minor on the occasions it is used at all, but instilling a certain amount of fear helps the questioning process and may actually be enjoyed by the interrogator.

Thus the investigator will be treated to a deliberate attempt to poke holes in his story and to frighten him into giving something away. He must make a Fast Talk or Orate roll to provide suitable answers that sound plausible. The Keeper might award a bonus to the chance of success for some good roleplaying. If the Agent is successful, he is released and not subject to any greater suspicion than before many people questioned in this manner are harmless and simply did something to arouse suspicion by accident. If he fails, however, he will be arrested and subjected to a formal interrogation.

Formal interrogation does not necessarily equate to torture, though some enemy officials are liberal in their use of coercion. It does mean that the investigator will be closely questioned, including all sorts of apparently random questions that are designed to trip them up (or in some cases are used to simply confuse the subject). A formal interrogation is a lengthy process and is a battle of wits

and wills between the suspect and the interrogator. This situation is important enough to be roleplayed out in some detail. The interrogator might insinuate that he knows all about the suspect (he may be wildly wrong in what he thinks the suspect is involved with, which can be interesting) or may simply try to catch him in a lie.

The interrogation process is exhausting for the subject, even if there is no physical coercion. He must pass a POWx5% roll, or else his will breaks and he admits something that compromises him. Assuming this is passed, the interrogation takes one or more 'rounds'. During each the subject must make an Oratory or Fast Talk roll to plausibly answer questions, and the interrogator must make a Psychology roll to see if he suspects lies.

- If the suspect succeeds and the interrogator fails, the Interrogator buys his story and releases him.
- If the suspect fails and the interrogator succeeds, the Interrogator becomes sufficiently convinced that the suspect is lying to hold him. He will likely be passed to the local Gestapo or taken to one of their facilities.
- If both succeed or both fail, the battle of wits continues.

If the interrogator uses torture, the POWx5% roll can be reduced to anywhere from x4 to x1 depending on the severity of the torture. However, if torture is used then so long as the Agent succeeds in his Fast Talk or Oratory roll, the interrogator will probably decide that since the suspect is sticking to his story despite torture, it may well be true. Release is likely at this point but the Keeper should decide whether or not the authorities still have suspicions about the character. This may lead to him being watched in the future

One approach used by the Axis (and others) is to mix periods of intense interrogation (often with some violence and a lot of threats) with lengthy intervals in which the subject is left in a darkened room. Each time he is dragged from his cell he feels new fear about what is to happen to him, especially if he has been led to believe that he is to be executed or tortured.

Mock executions, which are sometimes taken so far as to have the subject dig his own grave, are a rather extreme means of inducing fear and hopelessness. Subjects may also be deprived of food, water and sleep to make them more malleable. The combination of several factors can be enough to break a subject or at least cause his cover identity to slip. The only real chance of defeating an interrogation this harsh is to cling to the innocent cover identity as if it were more real than the Agent's true experiences, and to hope that the interrogators conclude that the Agent is what he says he is.

Once an Agent breaks and admits that he is a foreign spy, his fate is sealed. Whether he is executed, sent to a concentration camp or faces some other end, he can be sure he will be killed sooner or later. His experience in between will be intolerable, with no chance of release. It is possible – but highly unlikely – that he will be able to escape or will be rescued, but overall the Agent needs to understand that his only hope is to resist interrogation for a little longer... and then a little longer... until the enemy gives up and releases him or at least gives him a quick execution.

Perhaps the most insidious method of interrogation is also one of the most effective. The interrogator will try to befriend the subject and gain his trust, or at least get him to let his guard down. This sort of 'interrogation' can take place at any time, unsuspected, if the enemy has informants or agents in the area. What appears to be a chance conversation might in fact be an enemy agent testing the SOE operative's cover story. Friendly strangers in bars and the like should be treated with well-concealed suspicion.

In a more formal interrogation, often one member of the interrogation team will be 'nice' while others are 'nasty'. The sympathetic interrogator will grant the Agent some concessions like arguing for him to be given a meal and a blanket which others have denied. The usual practice is to build trust and to create the illusion that the sympathetic interrogator can arrange lenient treatment if the subject admits secrets to him. This is, of course, just part of the interrogation process and is a lie.

Obviously, it is not possible to reveal what the Agent does not know, and this applies to allies and informants too. The less that any given member of a resistance group or SOE 'ring' knows about the operation, the less they can reveal under interrogation. The Agent should therefore carefully limit who knows what, including himself. If a task such as concealing weapons can be entrusted to a local ally, then the Agent does not need to know where they are. If he is captured then he has already done his duty by ensuring that he cannot reveal their location.



*There are some means of interrogation that cannot be resisted. Those with access to otherworldly powers can compel truthfulness by serum, spell or mental invasion. Few measures can compel an Agent to reveal knowledge after death, but they may exist. If so, death before capture is the only sure defence.*

## ORGANISING ESPIONAGE AND OTHER ACTIVITIES

It requires a considerable investment of time and effort to set up an espionage operation in a given area. Even without considering the lives of those involved, this investment must be carefully protected if it is to provide a suitable return. A 'blown' Agent not only compromises everyone he is involved with but also all future opportunities he might have had to be of service. Thus all operations must be balanced against the risk involved, and before any operations are undertaken the Agent must ensure that his 'spy ring' (or whatever other term is used) is properly set up. The first stage, as discussed above, is to establish a cover identity that will protect the Agent from immediate discovery and will allow him to begin recruiting operatives.

## USING AN EXISTING NETWORK

If the Agent is fortunate, he will be met upon arrival in occupied territory by fellow Agents or friendly resistance operatives, who can then introduce him to their existing network. This has the advantage of reducing the set-up time and enables the use of pre-existing assets, identities and so forth.

However, it is possible that the receiving group has been compromised or 'turned', or has an agenda of its own. Agents have been lost upon arrival in this manner, but it is a risk that we must continue to take.



Even if there is a pre-existing network, it will be desirable to recruit additional members. This is always hazardous, as there may be informants in the area. There are two main risks here: that the individual contacted is an informant; and that the enemy's security apparatus will spot the Agent's activities and realise that they are suspicious. The latter risk can be reduced by a good cover and discretion, but can never be fully eliminated. The former, similarly, is always a possibility. Local contacts can often provide an indication of who might be trustworthy and who not, based on long familiarity, but at some point it will be necessary for the Agent put his trust in someone. If the person indicating who is trustworthy is poorly chosen, the Agent will soon be caught.

### SETTING UP A NETWORK FROM SCRATCH

For the Agent sent 'blind' into enemy territory and having to set up a network from scratch, this problem is particularly great. The only option is to carefully sound out people without committing to anything or making an overt statement, and to build up a picture of who might be a useful contact. Of course, in occupied territory everyone is likely to be guarded in what they say, so this is a painstaking process.

Some people can be obviously discounted as poor prospects for an approach. New arrivals in an area may be agents or informants for the enemy (or perhaps operatives for a different intelligence agency, which poses a somewhat complex problem best avoided for now), and in any case will not know enough about the local people and situation to be much use. Obvious enemy collaborators or sympathisers can be made use of through blackmail and coercion, but contact must be made carefully and this should not be an immediate priority. Where possible, coerced assets of this sort should be 'run' through a subordinate so that they never meet the Agent – or at least, not knowingly. They could pass him in the street and not realise that he is their master.

Conversely, rabid 'haters' should be avoided. Individuals who make a lot of noise about how much they detest the occupation forces will draw unwelcome attention if they do so publicly, and even if they are discreet their hatred can cause them to be unreliable. A properly selected and trained Agent can see that he is in this for the long haul, and can school himself to have the necessary patience to see his task through. Someone burning with desire for vengeance may compromise an operation for the sake of an immediate strike at an enemy target; for example,

trading the chance to provide long-term intelligence to the Allies for the opportunity to kill a single enemy soldier.



Eminent citizens and potential leaders, such as highly decorated soldiers from the Great War, are likely to be watched by the enemy as they might be a rallying point for the resistance. Although these individuals may be a great asset to the cause, recruiting or even having contact with them poses a grave risk. Again, such people can best be contacted through a third party, ideally someone they already know and have contact with. Not only does this build trust but it will not attract attention from the enemy – a newcomer suddenly frequenting the house of a war hero will pique the interest of the authorities; the continued visits of an old friend less so. Thus the best prospects for an approach are fairly ordinary people who will not attract the attention of the authorities as they go about their business. The Agent should ensure that only certain members of his network are authorised to make contact on its behalf, to avoid over-zealous allies bringing in questionable individuals.



*The Agent may also need to make contact with experts in fields not usually associated with resistance operations. These typically include university professors and collectors of occult objects. Such a contact might look*

*suspicious, and compromise the Agent even though it has nothing to do with conventional resistance activities. Thus a covert approach is usually advisable.*

*Alternatively, the Agent's cover identity might allow association with these contacts on an open basis. It would seem odd for a farmhand to be visiting a major university to speak with the research staff, but a university handyman might have regular contact. The Agent must never forget, however, that he is operating in an occupied country in an atmosphere of paranoia. He must always have a plausible explanation for his actions that not only avoids arrest by the Gestapo but also does not draw attention to the activities of Our Other Enemy.*

## CELL ORGANISATION

Organisation needs to be on a 'cell' basis. A cell is a group of operatives who can carry out operations on their own or in conjunction with other cells if necessary. Cells are usually defined by locality but can be based on function instead. For example, a cell based in a given area might have a leader, two to four operatives with various skills and a liaison officer who is the cell's only contact with other cells or the network's overall leaders. Another cell might be spread over a wide area and specialise in a certain function, such as moving downed airmen or compromised resistance operatives out of occupied territory. In each case, a cell must be self-contained, and the identities of its members known only to one another. In the event of one cell being penetrated and compromised, others are protected by anonymity so long as the liaison officer is not captured. For this reason the liaison officer should not be included in operations; his function is too important to risk capture.

The cell organisation has a few weaknesses. It can be difficult to coordinate a large-scale operation quickly, and of course there is always the danger that a liaison officer will be turned. If so, he will lead the enemy to his own cell and possibly other liaison officers, which can lead to the whole network being compromised. However, this is the only way that the network can be collapsed in this manner – capturing any given operative will only yield the identities of four or five more.

In a larger network, there will be what is in effect a 'network command cell' and various subordinate cells.

The command cell will contain commanders, planners, strategists and communications personnel. This typically means one or more radio operators, who should be specialists kept isolated from other activities. The loss of a network's radio operator means that information cannot be passed to the Allies and orders cannot be received. The network will not be rendered impotent by this eventuality but its usefulness will be reduced. Obtaining a new radio and operator can be a lengthy and difficult process, exposing the network to additional risk, even if the need for one can be successfully communicated. Communications functions are thus situated at the highest level of security along with the planners and commanders who know most about the network's operations.

Other specialists can be situated in the command cell or a specialised cell that supports their activities. Examples include the network's armourer, explosives experts and quartermaster. The latter might be a euphemism for someone who can get what is needed from questionable sources. Agents should not balk at working with thieves and other criminals if necessary, but should remember that they are rarely trustworthy and should be kept outside the main cell organisational structure.

A large network might have a command cell, a supply and logistics cell, several widely spaced informants who do nothing but pass along information, all organised as an intelligence cell, a transport and logistics cell that moves personnel and equipment as needed, and several field operations cells. Some of these will be fairly specialised, such as a group skilled at infiltration or sabotage, while others may be more general.

Few networks will have all of these, of course, but the example serves to illustrate how a network can be compartmentalised. Intelligence from the informant cell is used by the command cell to plan an operation. Equipment is procured by the specialist cell and delivered to the field operations cell tasked with the mission. Information is on a 'need to know basis' with only the command cell knowing what is planned and how it is to be carried out. Thus if an operative is caught transporting explosives, he does not know what they are for, or where the target intelligence was procured, nor who was to use them. Damage to the network is minimised in this manner.

## MINIMISING RISK

Risk and damage can also be minimised by the use of 'enforcers'. These can be nothing more than common thugs who might have other duties. Their role is to ensure





that network members do not break the rules. Loose talk, bragging, complacency and avoidable errors must all be discouraged, and harsh as it may seem the network must be willing to eliminate one or more of its own members if they are a risk to the organisation as a whole.

Suspected informants must be investigated or eliminated, but at times the hard decision must be made to kill a loyal member of the network. This might be done to prevent their capture, or because they are acting in a way that compromises the network as a whole. For example, a resistance fighter who likes to brag to the local girls about his exploits may have to be silenced. In extreme cases this can mean killing one of your own. The alternative is to permit him to compromise several more valuable operatives.

Other ways to deny the enemy information include a practice of not keeping any paper records for longer than they are needed. Maps and the like may be useful many times over, but other information should be destroyed as soon as it is no longer needed. Every scrap of information committed to paper is a chance for the enemy to obtain intelligence or incriminate a member of the network.

Radio transmissions must be kept to a minimum in terms both of duration and number, and transmitting at the same time of day or night must be avoided. Once the enemy knows there is a transmitter in the area he can use radio-direction-finding equipment to approximate the device's location. At best this will lead to its loss, but a clever enemy commander might instead have the location watched in the hope of catching the operator and anyone with him.

Moving assets like weapon caches or radios is a risky business, but it should be considered from time to time. A cache does not advertise its presence by active transmissions, of course, but each time someone retrieves an item from it or visits a radio site, there is a risk of being followed or creating a trail that can alert a patrol. Caches should be dispersed if possible, but not to the point where visits to multiple sites are needed when preparing for an operation.

Overall, the best way to deny the enemy information about a resistance network is to keep operations as low-key as possible. Of course, when direct action is taken this will provoke a certain amount of interest from the authorities, but routine operations such as intelligence gathering, equipment procurement and personnel recruitment should be conducted as quietly as possible.

One useful tool is misdirection. If the enemy knows that weapons have been taken by the resistance, measures will be taken to recover them. This is a matter of self-preservation for enemy units in the area. On the other hand, if it seems that items have been stolen for criminal purposes then the response will be less urgent. It may be useful to 'allow' some elements of a stolen shipment to turn up on the black market, as if thieves have taken them for profit. This sort of misdirection can lead the enemy in the wrong direction and conceal the network's true activities.

Denying the enemy useful information takes two general forms – disinformation and misinformation. Disinformation is the denial of all information, and is best accomplished by the measures mentioned above. Misinformation is the deliberate feeding of incorrect information to the enemy. This can be directly misleading, such as implicating a collaborator or a rival resistance group (e.g. a communist cell) in some activity, but even if it does not result in direct action it is useful in that it causes the enemy to doubt the veracity of every piece of intelligence he receives.

If the enemy knows that an informant is reliable, they will act upon what he says. If, on the other hand, he is sometimes wrong, they will seek corroboration or fail to act at all. It is not always possible to see the benefits of disinformation or misinformation; the Agent cannot know that he avoided capture today because a patrol failed to act on a piece of information he does not know about. However, the benefits are very real. Wherever possible the enemy should be deceived or fed false information.

## DECEPTION AND COUNTER-INTELLIGENCE

Deception can take many forms. Some are quite subtle, such as creating a worn trail out to a wood and leaving an area of disturbed earth to be found. This implies that something has been dug up; once the enemy discovers the site they will be alert for a resistance operation when in fact nothing is planned. They may also waste resources watching the site for new activity. If the chosen site is far from the resistance group's normal area of operations then this will draw attention away for a time.

Creating false alerts in this manner does increase the risk for a resistance group, but there are some real benefits. Enemy personnel will grow weary of responding to what appears to be a crisis, only to find that nothing is happening. They will grow complacent and sloppy, and

will react more slowly when something really happens. In this way, a resistance group can tie down enemy resources and tire their personnel without actually doing anything.

Conversely, the enemy is likely to discount some warning signs when a real operation is made, and may not react in time to prevent it even if the operation is compromised. Thus false alerts can be used to lower enemy readiness or to distract attention away from the real target.

Informants can be fed false information. The hardest way to do this is to allow the enemy's informant to discover the information for himself. The more effort is expended getting a piece of information, the greater its perceived value. However, this is not always reliable – the Agent cannot guarantee that the enemy informant will find the right information and pass it to the correct destination in a timely manner.

If the enemy informant can be identified and 'turned', either by coercion, bribery or somehow winning his loyalty, then the Agent will have much better control over what information is fed to the enemy and when. It will be necessary to let the enemy have small pieces of true but not very useful information in order that he continues to consider the informant valuable. If his information flow drops to nothing or suddenly becomes a stream of untruths, it will be obvious what has happened. To remain useful the informant must still provide at least some truthful intelligence.

Using a 'turned' informant in this manner is risky, as he may become a double or even triple agent, but the benefits are considerable. The informant must usually be considered expendable, and even if he is led to believe that he has been redeemed and is now accepted by the resistance group, he should not be trusted with any important information such as identities or any plans that the Agent does not want the enemy to know about. If his new allegiance is discovered he will be interrogated and killed by the enemy and will surely reveal all he knows.

A turned informant can be fed a mix of truthful but harmless information and deliberate lies intended to confuse the enemy, and can be used to deliver intelligence that will distract the enemy or perhaps make him react in a manner beneficial to the Agent. This might mean using an informant to tell the enemy about a communist resistance group\* that is causing problems for the Agent's network.



\*or a creature, inexplicable event etc.

Deception operations can be carried out for other purposes, and may not be the sole work of the Agent and his network. For example, the Agent might help spread rumours of an Allied parachute attack or a major bombing mission against a local target, which can then be followed up by a dummy parachute drop or a strike elsewhere whilst the defenders are distracted.

This all said, counter-intelligence on the part of a network is primarily defensive in nature. The aim is to deny the enemy useful information about the network if its existence cannot be concealed. The enemy needs to be denied knowledge of (or at least, caused to seriously doubt) the following:

- The size of the network.
- Identities of the network's personnel.
- The network's main purpose (e.g. intelligence gathering, sabotage etc.).
- The network's specific plans and intentions.
- The network's capabilities e.g. access to explosives or ability to enter secure areas.
- The network's available assets, e.g. sources of information.
- The network's operational status.

The last point refers to the ability of the network to carry out operations. A group that has been hit hard by arrests and security operations might not be able to carry out operations, but if the enemy does not know this then he must continue to commit resources that could be used elsewhere. Conversely, a group that is ready for a major series of operations would do well to conceal this, gaining the element of surprise when the order to commence is given. A second large operation coming rapidly after another might be just as much of a surprise as the first if the enemy does not suspect the network is capable of such high-tempo activities.

Overall, then, a network must be painstakingly built up and protected, but must also be exposed to risk when necessary. This risk must be balanced against gain and necessity, and the Agent must be prepared to 'burn' his entire network if a suitably desperate need arises. Until and unless this occurs he should guard his network carefully through concealment and misdirection. It is a priceless asset that must not be lightly thrown away through carelessness or complacency. The Agent may pay for such a mistake with his life, and countless more lives might be lost for lack of information or support gathered by the network that might have been.

# THE SOE HANDBOOK



NETWORK N USE ONLY

## CHAPTER THREE: COMMUNICATIONS

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# • COMMUNICATIONS •

Information is of no value whatsoever unless it is passed in a timely fashion to the appropriate destination. Communications of various sorts are the cornerstone of intelligence operations, yet are often overlooked by personnel fixated on more 'direct' aspects of the task at hand.

The Agent must ensure that he has at his disposal a suitable means of communicating with both his immediate network and with the Allied intelligence services. This means must be reliable and secure, and ideally also fast.

Some information can be smuggled in written form out of occupied territory by boat or plane, which may be the only method possible in the case of photographs, maps and detailed documents.

However, this is a very slow and not always reliable method of communicating, which also provides the enemy with physical evidence against the carrier if he is caught. The enemy will be able to tell what is known to the Allies from recovered materials, and will probably increase security at whatever points have been infiltrated. Therefore, urgent information should be transmitted by radio if at all possible.

Not all information takes the form of intelligence to be sent back to England, of course. The Agent can make use of information locally in the form of propaganda or act upon it to set up a resistance operation. In all cases, however, the fundamental concept is the same: the information must be communicated in order to be used.

Communication is one of the cornerstones of our operation and must be carried out in an effective, secure and timely manner. These three factors sometimes contradict one another, in which case judgements must be made.



*Some information must never be communicated to anyone. Quite apart from the sensitivity of this information, there is also a risk that revealing knowledge of our other Enemy might distract local allies from their main mission of weakening the Axis, or could undermine their faith in the Agent.*

## RADIO COMMUNICATIONS

Radio transmissions can be detected and listened to by enemy personnel. They can also be triangulated with direction-finding equipment, leading perhaps to the arrest of the operator. The only effective safeguards against these eventualities is to avoid detection of the transmissions, or to make them very short. This helps prevent detection, but also ensures that the enemy does not have time to set up a triangulation or to begin listening in.



Where possible, transmissions can be made using different channels each time. This means that even if the enemy intercepts one and listens in on that channel, he will not detect the next. Even if a later transmission is detected it is possible that the enemy will not realise it is the same transmitter. This should help delay a response in searching for the radio either physically or using radio direction-finding.

However, there are only so many channels that a given set can transmit on, and of these will be in use by other transmitters, which may make reception problematical. The receiver needs to know what channel the Agent will



transmit on next if he is to be ready, so a prearranged sequence of channels is likely to be part of the Agent's mission package.

Changing channels is one way to avoid detection, but a good simple rule is: "the less time spent on the air, the better". One highly effective method of shortening transmissions is to use a set of pre-agreed code words. There is a limit to how many can be set up, and it is not possible to foresee all eventualities, but these single-word messages can convey important information in a very short space of time. Even if the enemy does detect the transmission and manages to hear it, he is hardly likely to infer that the agent is asking for a resupply drop when he says, "trousers, repeat, trousers," and then turns off his transmitter.

One-word codes are normally set up before a mission begins, and will usually include a 'duress code'. This word (or phrase) allows the Agent to inform his superiors that he is being forced to use his radio, and can prevent additional personnel being sent into a trap.



See document 'Case Seven' for one-word codes specific to creatures and activities. These codes are on the Reserved List and are never assigned as reporting codes by the Western Allies. The Reserved List contains numerous special-case codes, most of which fall outside our remit and their meanings are therefore, quite rightly, not available to us. Case Seven is the only special contingency planned for by the Allies which falls specifically within our remit. Do not ask about Case Seven codes or the Reserved List; only those assigned a set of Reserved Codes are to know of the list's existence, and revealing that we know of the list will indicate to outsiders that we are involved with at least one of the Special Cases. We do not want the attention this may bring about.

Additional code words can be used to shorten a transmission and to build a detailed message. These are more typical of military radio codes and include

Extract from document 'Case Seven'

### CASE SEVEN CODE WORDS

\*\*\*\*\* M O S T S E C R E T \*\*\*\*\*

To avoid revealing information about Our Other Enemy to telegraph and radio operators, the following code words should be used in all written and transmitted communications. If no codeword can be found for an event, use the nearest approximation and prefix with COLD.

**Burn this document as soon as you have memorised it.**

**SUPPER:** Occult Text, Class One (e.g. *Necronomicon, De Vermis Mysteriis*).

**TIFFIN:** Occult Text, Class Two (e.g. *Saracenic Rituals, The People of the Monolith*).

**LEFTOVERS:** Occult Text, Class Three (notes, diaries, etc.).

**PITCHFORK:** Dagger, Ritual.

**HAYSTACK:** Altar, Sacrificial.

**PIGSTY:** Suspected Summoning Site.

**ABATOIR:** Confirmed Summoning Site.

**CATTLE:** Cult, Malignant.

**SCARECROW:** Sorcerer, Lone.

**CARBUNCLE:** Portal to non-terrestrial destination.

**BUNION:** Subterranean temple or catacombs.

**POLONIUS:** Ghoul.

**COLD POLONIUS:** Subterranean creature of unknown classification.

**OPHELIA:** Deep one.

**COLD OPHELIA:** Aquatic or amphibious creature of unknown classification.





designators for places, types of enemy unit or actions. While the content of some coded transmissions may be possible for the enemy to fathom out, it will be much more difficult to establish just what the Agent is reporting from an intercepted transmission such as "Deciduous sighted at Supper-time."

Code-word identifiers add an extra level of security to radio transmissions. If a code or cipher is used to encrypt the transmission and this is broken, then the enemy may still not be able to fathom the meaning of the transmission. Since some codebreaking methods use common words as a starting point, the use of randomly selected code words can make codebreaking harder for the enemy. It is not always feasible to use codes when making a radio transmission, especially when the Agent is in a hurry or must explain something complex, but broadcasting 'in clear' should be avoided wherever possible. The use of codes and ciphers is discussed below.



*There are those who feel that references to the activities of Our Other Enemy can be broadcast in clear, since they will seem so bizarre to the uninitiated listener that he will probably assume it is some kind of code. This is a false impression. While the enemy may have different words for creatures, the timing and content of a message may give him a clue as to its subject and in any case the use of certain words will inevitably attract some notice.*

*This leads to several problems. Uninitiated enemy personnel may start inquiries as to the meaning of words they hear on the radio, which increases the number of people alert to Our Other Enemy - and we do not want this to happen! Likewise, at some point an enemy expert who knows the English names for these creatures is inevitably going to realise that if our Agents are transmitting these words then we know about the creatures and have personnel in the field who are knowledgeable. Again, we do not want this to happen!*

*Thus all references to these creatures must be encrypted and should use Case Seven reporting codes rather than the actual names of creatures. The enemy must not suspect that we have agents abroad with knowledge of Our Other Enemy. Our task will become enormously more hazardous if our Agents are hunted for*

*their knowledge and their transmissions become a signal for enemy investigators to descend upon an area.*

*A single breach of protocol may be all that it takes. This must not be permitted to happen.*

## HANDLING RADIO COMMUNICATIONS



Basic radio operation is covered in SOE training. All Agents are assumed to be able to set up a fairly standard transmitter or send a signal on the desired channel. Other operations require the use of the investigator's skills in a slightly unusual context.

Attempting to avoid detection uses the character's Camouflage skill - it is a different form of concealment, but concealment all the same. A successful Camouflage roll will usually indicate that the transmission was sufficiently short and well-timed to avoid detection by routine measures.

Any task that requires modifications to the set, significant adjustments to overcome local conditions or (obviously) repairs, uses the Electrical Repair skill. For example, modifying a set to broadcast on an unusual channel or to burn through interference would use this skill. Most other operations are simply applications of what the Agent has been taught about radio communications. Fairly simple tasks will be completed with ease; more complex or unusual applications can be covered by a Know roll.

## SIGNALS, CODES AND CIPHERS

Codes have already been discussed to some extent, but we will now consider them in more detail. A code essentially substitutes a word or phrase for something else that represents it. This may be a single word or a phrase, possibly one longer than the original message.



However, on the whole the use of a code will shorten a transmission by allowing the meaning of a message to be conveyed by a short phrase or a single word.

Thus one-word codes convey a meaning rather than the specifics of the message. A prearranged code such as 'Waterfall' might mean something quite complex, such as the fact that a specific enemy vessel has left its berth headed for the South Atlantic convoy routes. In this case an entirely different code would be required to convey the meaning that the same vessel was headed for the North Atlantic instead.

Over-specific codes can be useless, and an Agent can only have so many of them available. Thus highly specific codes are only used for certain eventualities that are usually connected with the main function of the Agent's mission. However, more general codes can be extremely useful.

For example, the German heavy cruiser *Prinz Eugen* might be given the code name 'Lightning', while the code for 'one or more destroyers' might be 'Trowel'. A third code, 'Conical' might indicate 'left port in the last 24 hours'. The signal 'Lightning Trowel Conical' would then convey to the Allied intelligence staff that *Prinz Eugen* was at sea with a destroyer escort. This is precious information to be conveyed in such a short message, and even if it is intercepted the enemy may not know exactly what has been transmitted.

Signals of various other sorts can also be used to convey a meaning. Pre-arranged signals such as a bottle left beside a gateway can be used to indicate that it is safe for the Agent to come to his informant's house, or that a message has been left at a prearranged drop point. Signals of this sort, like codes, require prearrangement and cannot convey a meaning that lies outside their field of coverage. In the example above, if there is no code for the heavy cruiser *Admiral Hipper*, then the Agent has no way to tell his superiors that there are in fact two heavy cruisers at sea.

Ciphers, on the other hand, translate not the meaning of a word but its letters. This allows a message to be created with any meaning the Agent wants it to have, and then encrypted to make it hard to read. The problem with ciphers is that they can be broken by various means. If the 'key' to the cipher is known (such as from a captured enemy code book) then it can be read as easily as a clear transmission, but even if it is not known the cipher can be penetrated by looking for known words. Thus a simple substitution cipher is of little value. Complex ciphers,

which rearrange the letters in a word and break the text into blocks of a set length (e.g. four-letter blocks) can make it hard to recognise words, and of course mixing codes and ciphers results in a translation of meaning and of actual text.

The enemy is known to have a number of highly technical devices that use a constantly changing key to encrypt messages. Without a similar machine set to the same values, such ciphers are widely thought to be unbreakable. Locating and securing enemy encryption machines is a primary mission for most intelligence operatives, and may be considered a standing objective that overrides most routine operations.



*There are fellows doing some very strange work in certain parts of England. Within our group there are two working theories as to their intentions. One is that they are engaged in esoteric methods of codebreaking using advanced machinery and captured devices, the other that they are doing something far more sinister. We can obtain no information about these fellows, not even where they are based, but there is growing conviction in certain quarters that unearthly means may be in use for the purposes of codebreaking. Alternatively, these mysterious boffins may be attempting communication with inhuman creatures. It is possible that a similar operation is ongoing in Axis territory.*

The most secure cipher likely to be available to an Agent in the field is the one-use pad. This contains a key that can be used to encrypt any message, and is extremely difficult (perhaps impossible) to decrypt without the identical corresponding pad. Such pads allow communication only between an Agent and the holder of the other pad and may thus suffer from a lack of flexibility. However, providing proper channels for information flow have been set up this is an extremely secure means of communication.

The Playfair cipher is both effective and simple. It consists of a 25-square grid and a key that contains at least eight letters. These are written into the first squares of the grid, omitting any letters that are repeated. Thus, if the key is 'ENGLISH AGENT' (this is NOT recommended!) then the key as written would be ENGLISHAT. The remainder of the alphabet is then written in order, omitting any letters that have already been used in the key. To make

the alphabet fit a 25-square grid I and J are compounded. The message is then written as groups of two letters, with a 'dud' letter inserted between any pairs of the same letter (such as the 't' in 'letter') and an extra dud letter added to the end if necessary to even up the message. Encryption then goes as follows:

- If the pair of letters is on the same line in the grid, substitute each with the letter to its right.
- If the pair of letter is on the same column of the grid, substitute each with the letter directly below it.
- If the pair of letters form opposite corners of a rectangle, substitute with the letters from the opposite diagonal.

Decryption of a Playfair-cipher message uses the reverse process, and requires knowledge of the proper key.

The Agent in the field can always rely on his poem code. We do not believe that the enemy knows that we use this method (this secret must, of course, be closely guarded) but even if he does discover it, he cannot know which poem the Agent has memorised for use as his cipher

key. The use of a poem creates a fairly large key, making decryption a problem for anyone who does not know the origins of the key.

When selecting a poem for use as a key, the Agent is well advised to avoid the use of well-known or classic works. Obscure or unpublished verses are the best choice. The key used for any given message will be five words from the chosen poem, indicated by the five letters at the start of the message. This gives a great variety of possible keys without the need for physical reference material; a poem is easy enough for the Agent to remember. Although not perfect or impenetrable, the poem code does offer a good balance of security and functionality. When combined with one-word codes, encryption of this sort can be very hard to penetrate.



*Certain unearthly languages and symbol sets offer us interesting possibilities in terms of secret communications. Whilst there is a risk that an unearthly language might be identified as such by an expert observer, this is not likely under most circumstances. An Agent with*

## HANDLING CODES AND CIPHERS



For the most part, use of codes and ciphers is routine; it is something the Agent is trained to do. He will thus be able to automatically encrypt and decrypt his own messages and those using a system he has the key to. However, when the Agent wants to figure out a coded or ciphered message he has found, he will have a more difficult time.

A simple code can sometimes be broken by the Agent with no outside help. Codes of this type are likely to be used by amateurish resistance groups or possibly very backward national armed forces. An Idea roll can be made each hour the Agent spends on the code. If he fails, he cannot break the code. If he succeeds, he can keep trying for another hour. If he makes a special success on his Idea roll, he has broken the code and can read future messages that are sent using it fairly easily, though he will require some time to decode them.

More complex codes, such as those used by the Axis armed forces, cannot be broken by local means, if they can be broken at all. Even after the Allies penetrated ENIGMA and other top-level codes, they were very careful who knew they could do it. Information from broken codes was only used if there was a plausible other means for it to be known even if this meant casualties were taken or ships sunk. The secret that the Axis codes had been broken was extremely precious.

Thus information from enemy complex codes is a matter of plot, not skill rolls. The Agent may sometimes be able to get a decrypt of an enemy code, but often will not. He may also get the occasional mysterious piece of information without any indication of its source, and will not be told, under any circumstances, where it came from.





*suitable knowledge may be able to use these symbols to convey his message, but this should only be done when absolutely necessary. The only likely scenario is where the Agent needs to convey information to a similarly initiated and knowledgeable colleague about a threat from Our Other Enemy of a most imminent and pressing nature.*

*There is a danger that symbols or unearthly words may be excised from a report by those that do not understand them, on the very reasonable assumption that they are gibberish used to confuse the enemy. In some extreme cases, unearthly symbols can induce madness in those that see them. Intelligence staff are under enough strain without being driven to lunacy by an accidentally glimpsed glyph or symbol. It is also possible that an attempt to puzzle out the meaning of strange symbols could lead to an accidental summoning or other unexpected and distinctly unwelcome occurrence.*

## OTHER METHODS OF COMMUNICATION

As previously noted, signals can be sent by various means. A set of basic code-like signals can be used to convey simple but important information. For example, a bottle left on a certain wall or a particular hat on a scarecrow, can inform network members that there is a message waiting for them in the usual place, or that the enemy has patrols in town and they should maintain a low profile.

The amount of information that can be conveyed in this manner is limited, but nonetheless it can be very important. Pre-arranged signals of this kind are passive in nature and are unlikely to be detected, but equally the Agent cannot be sure they will not be accidentally removed or simply not missed by the intended recipient. The Agent can make sure the signal is sent or placed, but delivery of its message may not be reliable.

A message can be written and passed by hand or left for the recipient to find. Any written message can expose everyone involved to the risk of exposure, and can be used as evidence by the enemy. It should be stressed once again that the enemy's security apparatus is not as concerned with the burden of proof as our courts would

be in peacetime – being caught in possession of a coded message is grounds for arrest and interrogation even if the enemy cannot ascertain the individual's role in the network.

Thus it is generally wise to destroy messages once they are delivered, ideally by burning them. The Agent may also consider the use of couriers who have no other role in the network. A 'blind' courier will pick up a message from a known place (called a 'drop') and convey it to another drop, leaving a signal for the recipient to pick it up. Even if the courier is caught, he knows nothing about the network and cannot compromise missions or personnel.

Messages can sometimes be conveyed by semi-natural means, such as placing them in a watertight container and floating them downriver. This is a useful way to bypass a frontier or checkpoint, though it relies on a watchful recipient at the far end. A signal to watch for a message may be used, such as smoke or noise from a particular point. This method should be considered unreliable under most circumstances, however.

Carrier pigeons are also somewhat less useful than many might imagine. They must, of course, be kept and cared for until used, which could result in detection. They are also prone to being shot and perhaps eaten, or otherwise intercepted. The Agent may be provided with a single pigeon to signal his safe arrival but will not normally be equipped with sufficient for long-term communication. This might be done for a specific mission, but it is not standard practice.

Communication by telephone is, of course, possible, though there are a limited number of telephones available and detection is quite likely. So long as the Agent has a good cover and a plausible reason for the call, he should be safe enough. It is, however, not advisable to discuss secret matters over the telephone in plain language. Quite apart from the danger of listeners on the line, there is always the chance that nearby persons will hear what is being said and report it.

Telephone conversations should be limited to innocuous-sounding exchanges that convey prearranged codes or harmless-seeming information such as an address or a request for a meeting to discuss some harmless business. It is sometimes possible to obtain permission to call outside the country, perhaps to a colleague or friend in a neutral country. This will require special permission and will attract attention, so caution must be used. The same comments apply to telegrams.

An enciphered message, using the poem code or some other method, can be concealed in an innocuous-looking letter or other document. The usual method is to conceal the encrypted message within the text of the letter. The first letter of words at a known interval (say every second or third word) forms the enciphered message. The Agent must create a plausible message using words that begin with the right letters, which can be tricky but is a good cover for secret messages. So long as the letter itself does not arouse suspicion, it is very unlikely to be detected as a means of secret communication, which will protect the courier or sender if the message is intercepted. As already noted, being caught carrying secret messages will result in a dire fate, but simply delivering the post is a harmless activity.

Another way to conceal a message is to use one of the many secret inks that are available. Possession of secret ink will brand the Agent as a spy, so ideally the one chosen should be something normally associated with his cover identity. It should also be something that does not betray its presence by damaging paper or leaving behind a distinctive smell.

Inks that 'develop' (i.e. become visible) under the application of heat or that have many possible developing agents are a poor choice. Those that react with iodine or other common developing agents are acceptable, but if possible an ink should be chosen that requires an unusual developing agent. This makes it less likely that the enemy will be able to find the message or recognise its presence.



*The photographic emulsions developed for certain specialist applications have some properties similar to 'invisible ink', and may be mistaken for them by the enemy. If so, the Agent will be revealed for what he is, albeit for the wrong reasons. Caught is caught, however. Agents must ensure that specialist chemicals or other items that might seem like secret equipment to the uninitiated are well hidden or only created when needed.*

## PROPAGANDA AND MANIPULATION OF THE LOCAL POPULATION

As has been noted elsewhere, we are engaged in a most ungentlemanly business, and all thoughts of fair play – towards either side – must be put aside in favour of an

all-out effort to win. It may therefore be necessary to manipulate the actions of friendly civilians or resistance fighters by misleading or downright lying to them. Propaganda and similar tools are a weapon in the arsenal of the Agent, and they must be used ruthlessly against any suitable target.

Propaganda is a means of communication, and can be disseminated in a variety of ways. It is rather unlikely that the Agent will be able to make radio broadcasts or publish a newspaper, but he may be able to manipulate what others make public. The Agent is quite possibly the only means of communication a resistance group or local population has with the free world, and he will position himself so that he is trusted. This trust can be used to spread propaganda, which may or may not be true.

It may also be possible to help local resistance fighters set up a pamphlet-printing operation, which can be used to spread propaganda messages to the occupation troops as well as the local population. Pamphlets can be a useful means of propaganda dissemination, but they do indicate to the enemy that there is an organised resistance – of some kind – in the area and will draw attention. Conversely, the fact that anti-Axis pamphlets keep appearing is itself a form of propaganda – it shows the locals that the enemy has not managed to silence the voices of dissent.

It may be possible to engage in more subtle propaganda by providing information to newspapers and radio broadcasters. Those that openly challenge the Axis will be shut down, but sometimes damaging information can be placed in apparently neutral reports. Similarly, news items that will hearten the population to resist can be put out despite the efforts of the censors.

It may also be possible to use newspapers and other publications to reveal information of use to the Allies and to send signals to resistance units. Advertisements taken out can have a hidden meaning, which must of course be set up beforehand. Messages of condolence might be used to reveal the location and identity of enemy units.

For example, a news report might note that a German officer wounded in a recent air raid has been sent several bottles of wine by his French friends. Whilst apparently about collaborators, the story can quietly reveal the officer's unit, and the identity of the wine could indicate its location. The Allies do receive newspapers from conquered countries, and they are scanned for any useful information that may be inadvertently (or, in this case, deliberately) included.



The manipulation of a press controlled by the enemy is a difficult business, requiring great subtlety on the part of the Agent. It may be worth appointing someone with specialist skills – perhaps a journalist – to perform these tasks. It will not always be possible to see the results of these efforts but their benefits are real.

Note that if the Agent does not control propaganda use himself, he must still provide solid guidelines on the type of propaganda to be used. There must be a plan and a definite aim, no matter how nebulous the actual situation. To this end, the Agent must understand the different types of propaganda and their uses.



## FORMS OF PROPAGANDA

'White' propaganda is true. It consists of facts that the enemy would prefer suppressed, such as the recent sinking of a battlecruiser or a heavy defeat in battle. News of resistance attacks will not be publicised by the enemy, but would be heartening to hear for the local population. Knowing they are not alone in their struggle will greatly improve their morale and willingness to defy the enemy. White propaganda is the best because it cannot be disproved and will strengthen the reputation of our Agents for telling the truth when it is corroborated.

'Grey' propaganda is mostly true, but presented in a way that most benefits our cause. Thus we might mention that the enemy took heavy casualties during a recent attempted bombing raid against us but downplay the extensive damage done. We might draw attention to the withdrawal of an enemy division from combat, but not mention that this is a routine redeployment intended to allow the formation absorb some new equipment and personnel. Grey propaganda is somewhat risky since the recipients may realise that they have been misled, but being at least partially true it does offer the Agent an excuse if he is caught out.

'Black' propaganda is false. Most propaganda used by the enemy is of this sort, and often of a very crude sort. As we have seen, big lies repeated over and over can come to be accepted as truth, but there is another dimension to black propaganda. Denial of truthful information forces the people of Axis countries and occupied nations to accept what they are told, or at least creates an information vacuum that is filled only by Axis propaganda. People need to believe something, so with no alternatives they will come to believe whatever they are told.

We can use black propaganda – it is a tool like any other. However, caution must be used. The enemy has already made numerous claims about the sinking of our battleships and aircraft carriers, which have then been disproved. This weakens the inclination of the listener to give any credence to what is being said, to the point where a propagandist can become a laughing-stock rather than an asset to his side.

When we make use of black propaganda, we must be careful not to be caught out. Lies must be plausible and not subject to easy exposure. There is no need to avoid contradicting enemy 'official' information, however; we simply present it to our friends as a lie and trust that they are more willing to believe us than them.

Black propaganda must always be targeted. There is no real value in endlessly making up stories about how evil the Axis is. They are an occupying army that has committed numerous atrocities in the conquered territories. What could we say that is more damaging to their reputation than simply reporting what they have actually done?

Instead, black propaganda (indeed, any propaganda) must be used towards a specific end. 'News' of an enemy atrocity might be used to incite the local population to resist the invaders, and subtle lies might be planted over a long period to create a convincing story. This is



particularly useful in convincing the local population to engage in passive or active resistance, and to harden them against enemy reprisals. It can also be used to encourage them to 'deal with' collaborators and informants, and to want to protect the Agent from discovery.

Counter-propaganda, for want of a better name, is all about preventing the enemy's propaganda (of any sort) from having its desired effect. This can sometimes be done on a very direct basis; the enemy claims that a battleship was sunk, and soon afterwards the Agent says he has asked London and they have confirmed this is not true. At other times, the Agent can be more subtle.

For example, the Agent might not comment directly upon what is being said by a given propagandist or printed in a newspaper, but could instead mention some 'fact' that sheds doubt on his reliability in general, or which would make the propagandist's claim unlikely. By constantly challenging the likelihood of the propagandist's claims the Agent can eventually bring the local population around to the viewpoint that he is a liar and that his claims should be scoffed at.

Thus when the enemy says that a cruiser has been sunk in the North Sea, the Agent comments that she was deployed to the Indian Ocean. A claim that Plymouth has been heavily bombed could be countered by an assertion that the Agent has seen the air defences around the port and city; if the enemy has really launched a heavy raid there, then he has just lost hundreds of aircraft. This constant casting of doubt is a powerful tool in countering propaganda, as it gradually erodes its credibility.

Ridiculing those that repeat or believe enemy propaganda is also effective, but can alienate the subject. It is sometimes better to let someone into a 'secret' that the Agent knows, i.e. that the propagandist is a known liar and has been proven wrong on many occasions. The local who thinks he knows something others do not will – if well selected – spread his 'secret' and discourage belief in propaganda without the Agent's direct involvement.

## USING PROPAGANDA

As already noted, propaganda can be used for various long and short term purposes. One of the main long-term missions of SOE is the promotion of active and passive resistance towards the enemy. Active resistance takes the form of direct action and intelligence gathering, and is discussed in detail throughout this manual. Passive resistance is a different matter, however.

## PASSIVE RESISTANCE

Few people in a conquered area will be willing to act directly against the enemy, and those that are will be observed by the Agent as potential recruits to his network. The remainder of the populace can be encouraged not to collaborate or (better) to engage in passive resistance. This takes the form of minimal cooperation with the occupying forces, without doing anything that would be hazardous to the populace.

Passive resistance is a way of improving morale and pro-Allied feeling in the occupied nations. People who feel that they are part of a massive effort to weaken the Axis will feel more positive about the prospects of eventual freedom than those who simply must accept occupation. Similarly, those that have 'hit back' by some trivial disobedience may gain enthusiasm for resistance which could lead to greater efforts and finally open resistance.

Even if resistance never goes beyond the passive stage, it reduces the risk from collaborators and enemy informants and causes economic disruption that will sap the strength of the Axis war effort. It will also reduce the morale of occupation troops. Most of the men on occupation duties are from second or third-echelon units, of low training standards and morale. They are unlikely to be heavily politicised.

More importantly, they are simply men; men who are far from home. For all their uniforms and insignia, many of these men are homesick and disheartened by the resentment of the locals. They may actually be sympathetic to the local people and unenthusiastic in their duties. Making every work party, every papers check and every simple task a frustrating experience for these men will further reduce their morale and efficiency; quite possibly to the point where they fail to do their duty at times.

We can encourage passive resistance by propaganda, encouraging the locals to believe that the Allies can win the war and that collaboration will be punished when they do. We will also need to show them how to go about it.

Those that work in production that the enemy needs, such as road or other building projects, shipbuilding, farming, coal mining or any one of dozens of other industries, can reduce their output in various ways. A series of small delays at each stage of a process can make it take far longer than necessary. Delays can be caused by ordering the wrong parts and tools, or having inadequate



transportation available. Paperwork can be used to good effect, by losing it or requiring a complex requisition process to be followed and stalling at each stage.

Excessive quality-control can cause inspections to take far too long, and a large proportion of production to be returned as inadequate. Conversely, loose quality control can be used as an excuse to put out shoddy items that will fail their users.

Orders can be 'misunderstood' or carried out in an excessively literal manner. If a number of these actions are taken by many different workers in a factory or other production site, the effect on production can be enormous.

A general culture of not checking on one another, and not informing on anyone taking too many breaks or turning up late for work, can assist others in their efforts. Failure to help out colleagues or to pass on information to less skilled workers can also be damaging. The workforce can use air attacks, rationing or other wartime hardships as an excuse to work slowly and inefficiently.

The enemy's administrative apparatus can be used against him. Forms can be filled in incorrectly or illegibly, and simple questions can be given lengthy or incomprehensible answers. It is likely that an occupied people can get away with pretending to be stupid; their conquerors are unlikely to hold them in high respect. Likewise, excessive politeness or caution will be put down to fear of the invaders – it is even possible that they will take it as a sign that they are in control of the situation where in fact the opposite is the case.

## MISINFORMATION

The enemy has only limited manpower with which to garrison all the occupied countries and to fight Allied forces. Occupation units are likely to be short-handed. We can make use of this by causing needless activity. Feeding informants rumours about non-existent parachutists, downed aircraft, weapons caches and the like can force the enemy to send patrols on long missions to investigate. We can also spread rumours or give direct information about mines or unexploded bombs that will have to be investigated.

Care must be taken that this misinformation remains plausible; it should come from different sources and seem believable each time. It must also be sufficiently detailed and 'likely' to merit action. A claim that the Allies have

dropped mines in a harbour from the air will not be believed if there has been no air activity in the past few days. On the other hand, a claim that a resistance group has mined a remote stretch of road will seem more likely and may merit a response.

## SAPPING ENEMY MORALE

Propaganda can also be used against enemy personnel, both directly and indirectly. Spreading rumours that an official or an informant is connected with the resistance or is engaged in criminal activity can discredit them or cause an investigation that will impair efficiency. Alternatively, if the local population seems inclined to cooperate with a seemingly decent official, his reputation can be blackened with claims that he is engaging in unsavoury activities or will take advantage of his position of power given the chance.

A wedge can also be driven between enemy groups. There is always a divide between officers and enlisted personnel; we can exploit this by claiming that the officers are profiteering while the men are out on patrol, or that the officers get special privileges and rewards when their men do well, but do not pass along any of the credit or benefits.

The SS and Gestapo are apart from the regular armed forces, and may not be liked by them. We can exploit this by claiming that army wives and girlfriends are being coerced into relationships with SS men 'back home', which is one reason why 'real soldiers' cannot get leave to visit their families.

Enemy morale can also be sapped by encouraging troops to think about the bombing raids being conducted against their homes, or the lateness of mail and pay. Bad food is extremely detrimental to morale, and this effect can be compounded by claims that all the best goes to SS units, or that a general is throwing lavish parties for his collaborator friends while the troops eat rotten meat.

There has to be a cause for disaffection before propaganda can work, of course, but it acts as a 'force multiplier' in the battle of wills between occupiers and resistance. A passive campaign to deliver poor food and to delay shipments until they start to go bad, coupled with a propaganda effort aimed at making the occupying troops think that others on their own side are getting better rations – or even cheating them out of their entitlement and substituting inferior food – can have a profound effect on enemy morale.

Fear and anxiety can also be exploited. If the enemy feels confident in the countryside and towns, he will be effective in his duties. If he can be induced to fear that there is a sniper behind every tree and a bomb under every stone in the road, he will be tentative and inefficient. He may even fail to carry out a search or properly man a checkpoint, or otherwise fail to carry out his duties, out of fear of partisan attack.

These fears can be played on in various ways. Spreading tales that a legendary (and possibly fictional) resistance sniper has come to the area, or that the Allies recently dropped a large number of grenades for the resistance to use, will increase fear. So will claims that some soldiers are being sent to the worst war zones of the Eastern Front for failure to carry out unreasonable orders.

This undermines confidence in officers and the army, placing soldiers in a position where they are frightened to venture out for fear of attack, but equally terrified of failing to carry out a mission. Soldiers who respond to a report of a sniper will be nervous as they go out, but if the situation can be created where they are frightened to report that they have not found anyone then their anxiety will not abate at the end of the patrol. Men in a constant state of fear are not effective; we must do all we can to promote this.

Thus, an Agent makes the best use of what he has by attacking the enemy in as many ways as possible. No action is taken in isolation; instead, the Agent wrings as much value out of every situation as possible. His goal, of course, is to make the enemy despondent and inefficient, wearing down his will to win. The battle to overthrow the Axis is fought in many small ways as well as in great clashes of arms.



*Never use 'ghost stories' or other tales of the paranormal or supernatural. They do at times work, and can make enemy troops very reluctant to search a given area or remain there after dark. However, they touch upon the fringe of our secret activities and can draw attention to the sort of unusual happenings we investigate. We know there is no connection between conventional superstition and the unearthly horrors we deal with; outsiders do not. It does not matter how discovery takes place, discovered is discovered. Do not increase the risk by using 'ghostly' propaganda or spreading grim folk tales.*

## ORDERS, BRIEFINGS AND PERSONAL MEETINGS

Orders are, of course, an important form of communication. They must be conveyed in a manner that is concise and easily understood, especially by untrained but enthusiastic resistance fighters. Before beginning operations, the Agent should establish a format for orders that will always be followed. This can include an element of authentication to ensure that the enemy does not feed false orders to the network's cells after turning a courier or other network member.



Authentication can take the form of a code phrase or deliberate discrepancy in the date on an order. The enemy may capture previously issued orders or turn a courier, so may know the standard order format, so the authentication system should not be obvious or repetitive. Instead, it should be something not immediately obvious, such as misspelling a designated word or using a particular sign-off specific to what day the order is to be carried out.

Orders will usually be in written form, and must convey enough information to allow the mission to be carried out without additional clarification, yet remain short enough to be quickly absorbed and understood.



Orders must include the following:

- The purpose of the mission and intended outcome.
- Who is to carry out the mission.
- What equipment they are likely to require.
- When and where the mission is to be carried out.
- How the mission is to be carried out.
- Additional information necessary to the mission, e.g. support from other cells, getaway plan etc.

It cannot be stressed strongly enough that operational orders must be secure in terms of both protection from interception and what they will give away if they are somehow obtained by the enemy. Detailed orders should only be used where necessary. Sometimes, the details of a mission can be left to the cell leader. It may be enough to inform him that "Munitions train scheduled to arrive 7pm tonight. Attempt to derail it." and allow him to arrange the details. This decentralisation of command has security advantages, but can only be used for small operations. Larger missions, which may involve members of other cells, will require more detailed orders. This can be a problem when working with resistance fighters who are not trained military personnel. As a rule, the Agent should stick to simple missions or ones that can be compartmentalised to avoid one cell's error affecting the whole.

There is no need to give detailed information in most orders. It is necessary, however, to supply the personnel who are to carry out the order with everything they need to know. If the target of an operation is a specific person, the operatives need to be able to identify him. If there is a need for rendezvous with a guide to reach the target area, or if equipment is to be passed to the operatives, then they need to know how and when this is to take place. This is a matter for common sense, but it is easy to overlook some important detail that seems obvious to the planner. Thus orders need to be carefully re-examined before being issued.

The following standard 5-heading format for orders should be used:

- Information
- Intention
- Method
- Administration
- Inter-Communication

**Information** includes as much detail on the target as is necessary, but operatives should not be given information that they do not need. They should also be informed in a

general sense about the friendly forces in play. If there is to be involvement with other cells or resistance groups, or support in the form of a bombing attack, then operatives can be informed of this, but they should not know precise details unless they need it for their mission role.

**Intention** is, as the heading suggests, an indication of the intentions of the mission as relevant to each operative. Security must be balanced against the morale benefits of knowing an operative's place in a larger scheme. Generally it will suffice to outline the general aim of the mission and the importance of each operative's part in making the larger whole work.

**Method** is a detailed set of instructions for what each operative is to do, how and when. The method must include what means (weapons, explosives, apparently accidental damage etc.) are to be used, how to get by enemy security, how to reach the target and how to get away after the mission. Timings are also essential. Where possible, each operative should know only his own part in the mission and any details necessary to cooperate with his fellows.

**Administration** covers facilitation of the mission with such matters as weapons supply, transportation, documentation and other necessary items, and the identity of any contacts to be met with. Measures for dealing with casualties and dispersing after the mission will also be included in this section, as well as the cover story if the operation is not overt.

**Inter-Communication** covers means of communicating during the operation. A signal should be prearranged for contingencies such as beginning the mission, aborting it if necessary, and passing warnings of danger or complications. Lines of communication for more complex matters should also be established, as well as any recognition signals, signs or code phrases necessary when dealing with other groups or operatives from other cells.

Operational security is vital to any resistance undertaking. Orders should deal with what is to happen and when, but should contain no information that could compromise the other cells in the network other than what is absolutely essential to the mission. If separate cells are involved, they may not need to know what the others are doing unless there is a danger of conflicting with one another. Orders can often be delivered by a courier or 'cut-out', an individual who does nothing but carry messages. If compromised he cannot reveal anything about the network as a whole, and if he is able to destroy the orders he carries

# NETWORK EYES ONLY

## OPERATION GABERDINE

### Information

Make diversion from OPERATION WINDSWEPT at first available opportunity. Reliable informant has identified village priest Guillaume Leparisy in St Emilion as the SCARECROW we have been looking for. Leparisy is reported to have access to BUNION, possibly containing ROSENKRANTZ.

### Intention

Kill Leparisy. Recover any LEFTOVERS. Locate BUNION and prevent further access. Neutralise ROSENKRANTZ.

### Method

Deal with Leparisy as quietly as possible. He is known to local Gestapo and may have friends. Method for disabling ROSENKRANTZ unknown at this time. Burial using explosives may be best option if location is remote.

### Administration

Make contact with FORMALDEHYDE for resupply if required using usual protocol. Local supplies of explosives are limited, so divert some from OPERATION WINDSWEPT if possible. Try to arrange for Leparisy's body to disappear to avoid questions, possibly when burying ROSENKRANTZ. Any personnel lost during this mission should be buried along with them.

### Inter-Communication

If Leparisy is not SCARECROW but tending CATTLE then alert FORMALDEHYDE using codeword LIVERWORM to arrange additional supplies. If mission to be aborted, alert FORMALDEHYDE using codeword BOTFLY and return to OPERATION WINDSWEPT if feasible.

the enemy cannot find out their contents from him. The standing orders for any cell should include a retreat plan if their courier is intercepted, including how equipment is to be concealed and where the cell will disperse to. This fallback plan will not be known to the courier, of course.

The risks associated with personal briefings are greater than with courier-delivered messages, but complex operations may require it. A liaison officer or intelligence expert might deliver the briefing, or the network's commander. It may be preferable to brief each cell separately, and to meet only with the cell leader. There is a danger of miscommunication in this approach, but a gathering of several cells would be a hazardous undertaking at best, and might reveal operatives' identities to one another.

A personal briefing is normally only be required prior to a major operation, or a situation where security will be less critical in future. In a desperate turn of events, such as a major enemy round-up of suspects or hostages, might be grounds for a large-scale operation to limit the damage or gain time for escape, but the most likely scenario for a full briefing is in preparation for operations in support of 'Day Zero', i.e. an Allied offensive into the occupied territory.

If liberation is successfully supported, the days of covert operations will be over. This may make it worth assembling all operatives, especially if support operations are to be complex. Otherwise, briefings should be as small as possible; not least to avoid cells knowing one another's detailed plans. The more widespread a piece of knowledge becomes, the more danger there is of it becoming known to the enemy.

Personal meetings can be conducted for other reasons than briefings, but are always prone to risk. It should be noted that an operative might come to the attention of the enemy security services simply by being seen with a suspected resistance operative who is being watched. An Agent in place may not know the identities of every other agent or operative, especially those of different ideologies, e.g. communists, so even innocent personal contact can involve some risk. Meetings for the purpose of conducting clandestine business, more so.

A personal meeting does allow full and detailed information to be passed, and proper emphasis to be placed upon it. It will also be possible to obtain an immediate response and to ensure that the information or





orders have been passed and understood. These benefits may outweigh the risks, but the Agent must never forget that any meeting may be a trap or could bring one or both parties to the attention of the security services.

A meeting must be conducted with a suitable cover, and in a suitable place. Areas with large numbers of people around are generally a poor choice. Large restaurants, railway stations and the like may not only increase the risk of random exposure to an informant or police agent placed there in case of this very sort of meeting, but they also allow security agents to conceal themselves within the crowds either to observe or to make an arrest. Smaller, quieter meeting places are a better choice, but there must always be a solid cover for the meeting. Some Gestapo agents will consider almost any meeting suspicious, so everyone involved must be able to explain their presence – a hole in one story can be the downfall of all those present. Observers will be a lot less suspicious of those who smile or laugh as if enjoying a social conversation than of those that speak quietly and furtively, though as always it is important to act appropriately for the surroundings.

A meeting can be presented as either 'chance' or 'arranged' as part of its cover. Obviously, there must be a reason for a pre-arranged meeting, so the people involved must know one another as part of their cover. If the cover is a chance meeting, then all involved must have a reason why they were in the area to run into one another. An operative who is waiting to have a 'chance meeting' must not look like he is waiting – he must have a reason to be there, and must not show impatience. If the individuals meeting are not already known to one another, then recognition must be arranged. This will generally take the form of something worn or carried, and something the operative is doing. Having a pair of recognition signals is useful as it reduces the chance of an accidental encounter with someone entirely different. A recognition phrase should also be used. This needs to sound innocuous but not be something that the typical person would say. A combination of words and a gesture can be used to ensure there is no likelihood of an accidental use of the phrase by an outsider.

When meeting with someone who is not part of the network, additional precautions should be taken. If the Agent is in any doubt about the security of the meeting he should not go. He may use a cut-out (intermediary) to meet with his contact and bring him to a secondary location, or might intercept the contact before he reaches the arranged meeting place and go to another location. If a trap has been set then this will hopefully avoid it.

On no account should the Agent accept the suggestions of an outsider for the time and place of a meeting. It is far too easy to fall into a trap in this manner. A meeting should be set up on the Agent's own terms and the time and place should not be given out too early. It is acceptable to tell the contact when but not where at the time the meeting is set up, with the location given at the last minute. Alternatively, the contact can be told when and where to pick up the details of the meeting, ensuring that he cannot have contact with enemy security personnel between obtaining details of the meeting and going to it.

There is always a risk inherent in any meeting or communication between members of a network, but this is lessened compared to making contact with outsiders. For this reason, it may be preferable to have a specialist operative who has no other role than making initial contacts. He need know nothing about the rest of the organisation, which greatly limits the damage done if he is caught.



*An additional complication when dealing with Our Other Enemy is that some entities or human accomplices have the ability to take on the identities of others. This ability goes beyond mere disguise, and in extreme cases may even involve assuming the memories and knowledge of their target. This can make it extremely difficult to tell whether a contact has been compromised. There are a few signs to watch for.*

*Are there any notable changes in the contact's speech or mannerisms? Causes for concern include changes in accent, vocabulary or handwriting. Special attention should be paid to how the contact carries himself, especially in unguarded moments.*

*Has the contact begun to shun the light? There may be cause for concern if the contact only wants to meet in poorly lit locations where their features and skin texture are obscured.*

*Does the contact smell different? Be especially vigilant if the individual has acquired an odour of animal musk, fish or decay.*

*Such substitutions are rare, and the Agent who suspects a contact should confirm this suspicion with other Agents to reduce errors due to paranoia.*

# THE SOE HANDBOOK



NETWORK N USE ONLY

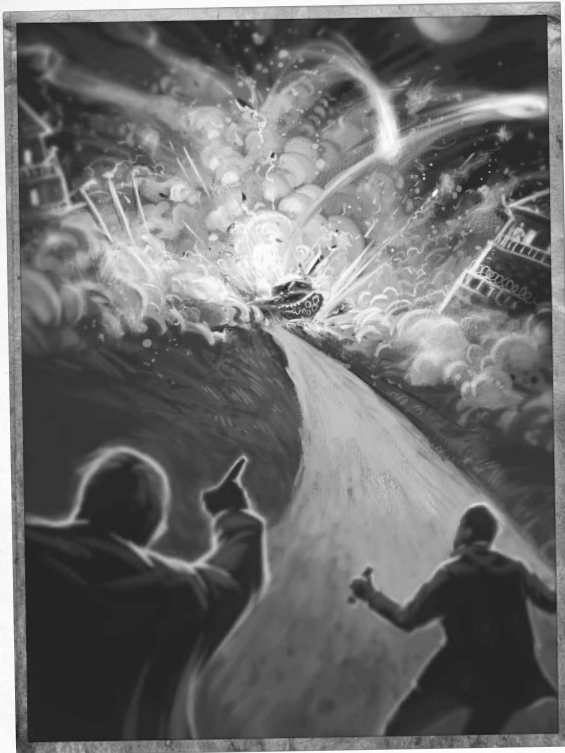
## CHAPTER FOUR: IRREGULAR WARFARE

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# • IRREGULAR WARFARE •



The term 'irregular warfare' covers a range of activities intended to weaken and wear down the enemy. It must be understood from the outset that until major Allied forces are in the area there is no prospect of defeating the enemy in open warfare. A successful engagement will not drive the enemy out of a region; it will trigger the deployment of stronger forces to retake it. Thus resistance forces, partisans and all other irregular fighters operate in an environment where final victory can be achieved by only two means.

The first, as noted, is the arrival of Allied liberation forces, at which point all efforts will be bent towards supporting them and ensuring their victory. At this point, it is permissible to 'burn resources' i.e. expend every contact, munition and even individual available to the network in order to ensure victory – this is what we are here for!

The second situation is unlikely, to say the least, but could in theory occur. It is possible that resistance forces become powerful enough to trigger a popular rising in the absence of liberation forces. The enemy will do his

utmost to crush such a rising, but whether or not he succeeds it will absorb enemy resources that could be deployed elsewhere.

In the unlikely event that this occurs, the decision to make an all-out effort rests with the Agent, and should be based on the perceived possibility of success. The odds against such a rising are enormous, so the default position should be to keep the network intact and prepare to survive the repercussions of a failed uprising.

If an uprising were to occur, resistance units and partisans would move into a more overt role as 'warfighters', battling the enemy in open combat while formal military units are unavailable. This would require large numbers of personnel and proper military arms, including anti-tank weapons and machine guns. Some might be supplied by the Allies, but the enemy is the most likely source for most of the necessary equipment.

Other than these two hoped-for situations, the resistance fighter operates in an environment where he must be satisfied with small victories and must never over-extend himself. At the utmost, it will be possible to create areas where the enemy fears to go; where patrols cannot be mounted on a regular basis. The enemy will try to clear these areas when he has the manpower available, but until that happens it will be possible to use these areas as a base of operations or to train personnel.

A major operation that clears a resistance stronghold is still beneficial to the Allies. The enemy will use resources and take casualties, and the formations involved will be unavailable elsewhere for the duration of the operation.

However, it is more desirable that the region continue to be a steady drain on Axis will and capability. In the long term, this is all resistance units can realistically hope to achieve. If they can sap the enemy's strength in one place, and others do the same in many other areas, then ultimately his forces will be spread too thinly to keep control.

Well-handled resistance units have the ability to cause a disproportionate amount of damage to the enemy, and will then further drain his resources as he tries to find and eliminate them. Efforts against the enemy can take several forms, including but not limited to:

**Sabotage** of infrastructure and production. Targets include factories and other production sites as well as the infrastructure required to move resources and equipment to where they are needed. Roads, railways, bridges, canal locks and the vehicles that use all of them are all excellent targets which will yield results far beyond the effort expended to attack them

**Ambush and Assassination** of patrols, sentries and higher-ranking personnel. A few soldiers are not, in the grand scheme of things, much of a loss to the Axis, but the reduction in morale that results from a steady stream of casualties can be a powerful weapon. A fairly remote area can be given a bad reputation among enemy personnel by the frequency of ambushes there, necessitating large security sweeps or the establishment of a permanent garrison to control the region. This garrison must then be supplied, which adds to the drain on enemy logistics as well as creating opportunities to ambush the supply runs and steal their contents.

**Direct Attacks** on remote outposts (such as those established to counter a spate of ambushes) can be used to inflict casualties and steal equipment, and of course will trigger another large-scale enemy operation to clear the area. The partisans should move on or go to ground after such an attack, re-emerging once the enemy response has abated. The enemy will be forced to either continue expending resources and placing his personnel in a vulnerable location or to abandon attempts to control the region. Both work to the benefit of the resistance.

**Subversion** takes many forms, all of which are aimed at reducing the will of the enemy and the morale of his troops. There is a large psychological element to any conflict, and never more so in the case of resistance to occupation. If the enemy abandons an outpost, this is a clear victory for the resistance. If he puts more men into it, he has created a target. If he fortifies it to the point where it is unassailable, then these personnel and resources cannot be used elsewhere. The only way the enemy can win in this case is if the resistance makes a foolish attack and suffers serious casualties.

Subversion can also be carried out by many other means. Information is a powerful tool for both sides, so if the enemy can be fed false information or led to doubt the veracity of what he is able to get, he will make mistakes. The willingness of enemy troops to do their duty is vital to the occupation; if they can be induced to be derelict in their duty the resistance benefits. This can be achieved

through fear, incapacity due to sickness or other maladies, or even sympathy for the local population. Subversion is the most subtle and varied of all the approaches available to an Agent; any and all means should and indeed must be employed.

## GENERAL TACTICS

Selection of the target and preliminary reconnaissance are of the utmost importance. Although resistance fighters may agitate for action it is more important to retain the 'force in being' as an ongoing threat to the enemy, and this may cause an operation to be cancelled or aborted even after preparations are underway. Note that cancelling any operation is bad for morale, but in the case of resistance fighters there is also the chance that the order may not be received or obeyed. Some elements of a force may attack regardless. Such is the nature of irregular forces in the environment where we operate.

It is vital not to commit to an operation that is too risky unless the need is very great. Targets should be selected for their vulnerability and the damage that can be inflicted upon the enemy. One useful rule is to consider the possibility that the attack will result in the capture or elimination of the entire resistance network in the area. Is it worth the risk? If this was the final operation carried out by the resistance in this area, would the Agent consider the job had been well done?

By viewing the operation in this light, it is easy to see that some operations are not worth undertaking. Strikes at the enemy made out of hatred or for the sake of being seen to do something (i.e. to avoid criticism from other opponents of the occupation) are simply not worth the hazards they incur. An attack must be sufficiently damaging to the enemy that it is worth risking the network's existence to make.

To be successful, resistance operations must make use of as many 'force multipliers' as possible. The most critical of these are speed and surprise. The enemy must be caught unawares and hit hard before he can recover. The resistance force should then withdraw and disperse before a major response materialises.

Note that some personnel involved with the resistance will be former soldiers and used to thinking in terms of taking and holding objectives. We must not be drawn into open battles in this manner; an attack is designed



to cause disruption and damage to the enemy and not to permanently clear him from an area no matter how desirable this may seem.

Knowledge of the local terrain and conditions is another important force-multiplier. Resistance forces will be able to move and hide in their home region much more efficiently than the enemy can search for them or mount a pursuit. We must make as much use of this advantage as possible. For example, the enemy will be inclined to think in terms of roads, railways and the towns they connect, and not of the countryside in between.

The enemy will mount patrols and searches, but away from the population centres he will be in unfamiliar and perhaps even unsettling terrain. Local partisans, on the other hand, will know many good hiding places, quick and well-concealed routes, and good ambush points. It should be possible to make operating in the countryside an uncomfortable and generally fruitless task for the occupation soldier and one liable to result in casualties.

## INFILTRATION, EXFILTRATION AND MOVEMENT

Something as mundane as movement around town is a hazard in an occupied country. There is always the risk of a papers inspection or other routine challenge to the Agent's cover identity. Surviving this is a matter of a good cover story and the ability to act naturally, which has already been discussed at some length (see page 30).

Likewise, infiltration into a secured area and exfiltration back out again can be a matter of presenting well-forged papers and acting the part. What we must discuss now is covert movement in the countryside and in urban areas.

### INFILTRATION

For operations where there is no cover story, such as planting explosives on a bridge, there is no alternative to covert movement unless the Agent is very confident that any security challenge will be lax and easily defeated without a search. In that case it may be possible to move through a checkpoint carrying concealed explosives or weapons. A disassembled Sten gun or a pistol is the largest weapon that can be smuggled in this manner, and even so the risks are high.

It may seem that almost any weapon or device can be carried if the operation is 'overt', but there are still some considerations to be aware of. A rifle or other long, straight object will attract attention in the manner that a man sauntering across the fields will not. It may thus be better to use smaller weapons such as submachine guns and to conceal them by rolling them up inside blankets or other shapeless coverings – a band of armed men who are not in uniform can mean only one thing, but an unarmed group might be ignored by observers who discount them as workmen, farmhands or similar.

Be aware that it is not just enemy patrols and checkpoints that can spot a resistance group. Locals might choose to inform the authorities for any one of a number of reasons, but might not realise that a group of apparently unarmed men is engaged in resistance work, or may not be sure and thus unwilling to risk talking to the authorities in case they are wrong and attract unwelcome attention. Aircraft, even passing trains and boats, all contain potential observers who will surely take note of weapons but may discount unarmed men going about some apparently harmless business.

Where there is some chance of not being identified as a resistance unit, the Agent should consider acting like a harmless group, sauntering along in a clump chatting, laughing and perhaps passing a bottle around. When overtly armed or operating at night (or in a restricted area) the group should always move as a military unit.

The unit should not clump, but must spread out a little, with scouts ahead and flank guards where appropriate. The general shape of the formation, if it can be called that, is usually a single file with flankers. This assumes a fairly small force of ten or so personnel; larger forces will have to double up to avoid straggling over a long distance.

Scouts must never be so far ahead that the commander cannot see them; precise distance will be determined by distance and terrain. Indeed, the formation should not be so strung out that the members cannot see one another. The exception to this is when crossing an open area that may be in view of the enemy. A group is more likely to be spotted than men moving across singly.

The formation must always provide for all-round observation and defence. If there is a halt, everyone must get under cover and await instructions; scouts and flank guards must remain on alert no matter what the reason for the halt. In particular, the group should not halt in exposed places; choose somewhere that has adequate



concealment, especially if a map or other documents are to be consulted. Paper can be spotted from a surprisingly great distance.

If some elements of the partisan force are carrying heavy or bulky objects, such as explosives, they should be near the middle of the group and protected by the rest. Similarly, unarmed personnel or those equipped only with short-range weapons should be protected by those armed for longer-range combat.

## FINAL RECONNAISSANCE

Before approach to the target, a final reconnaissance must be carried out. The force should go to ground while the leader conducts his reconnaissance. This is the last point at which the mission can be 'scrubbed', and contingency plans should be in place for a withdrawal that will not only preserve the safety of the operatives and their equipment but, ideally, will not alert the enemy to the aborted mission.

Members of the force must accept the leader's decision without question – there is no place for argument with the enemy in close proximity.

Final orders will be given at this point, but preparation should have been sufficiently good that these orders can be concise. Orders must not be debated, and one of the best ways to avoid this is for everyone to already know his part in the plan before the mission begins. Changes can be made at the last second, and some situations will require assessment on site before the final plan is implemented, but this is to be avoided where possible.

## GOING LOUD

Silence is, of course, of paramount importance when in proximity with the enemy, so any elimination of sentries and the like must be done quietly. Once a mission has become 'overt' or 'loud' then speed is more important than stealth. Until then, however, stealth must be preserved. Personnel will tend to rush unless well trained; they must understand the importance of remaining quiet and slow for as long as possible, which can mean taking a long time about a task while every instinct tells them to jump up and run, shoot the sentry etc.

It does not matter who fires the first shot; a resistance fighter or a sentry's dropped rifle. Once this occurs, the mission is 'loud' and should become a rapid and extremely violent assault. The closer the team is to its

goal at the point of the first loud noise, the better the chances for success and survival. The first shot should be a signal for everyone to "go!" and not stop for anything.

Personnel must have confidence in their weapons, which means not only familiarity with them but also certainty that they have been well maintained. In some cases, a weapon will be passed to an assassin by a gun-carrier at a late stage of the mission, in which case he has to assume the weapon is ready and effective. For more conventional missions, personnel should conduct their own weapon maintenance or at least a final check before the operation begins. Personnel should be taught to carry ammunition ready for use, and should be mentally prepared to use their hands, a knife, or some improvised weapon if their firearm fails for any reason (see page 15).

## EXFILTRATION

Withdrawal (exfiltration) after a mission will, in an ideal world, be silent and undetected, with the enemy not realising anything has happened until the charges blow or the mission's effect is felt in some other way. If this is the case, then the force should slip quietly out, meeting at one or more rendezvous (or 'rally') points, then move away from the target area and disperse. The withdrawal should be covered by a rearguard, who will withdraw by bounds, i.e. there will always be someone watching for an alert to begin.

More commonly, the partisans will have to escape from an alerted enemy. The aim must always be to break contact as soon as possible and to disperse, hiding weapons and fading back into the local population. If there is direct pursuit and the enemy is in sight, the force will normally fall back by bounds, with the retreat covered by a rearguard who will then retire covered by other elements of the force.

The opportunity may present itself to make a brief stand, either forcing a small enemy force to break off pursuit due to casualties or allowing other elements of the partisan group to get away. It may even be possible to stage an ambush during the withdrawal, which can help break contact. However, the partisans must never be drawn into a stand-up fight with the enemy. Every moment they are engaged, the resistance fighters risk being cut off by superior forces and trapped. Their only chance of survival is to slip away. This may mean abandoning the rearguard to their fate in order to save some of the force. It is the leader's duty to do so if necessary.



## STEALTH

The general rule for stealth is 'low and slow', making use of shadows and available cover. If he thinks the enemy will be looking, such as upon hearing a sudden noise, the operative should freeze in place. Movement such as ducking into cover WILL be spotted; an immobile man might not. Obviously, this does not apply if the noise is a gunshot unless the operative is fairly certain that the enemy will be looking in the wrong direction and he can remain concealed.



Moving in a crouch is tiring, though less so if the operative has practiced and is in good physical condition. Crawling is much slower than crouched movement, and not always much more stealthy. Crawling rapidly on all fours is not much better than crouching, except that it keeps the operative very low and perhaps behind cover. A 'belly crawl' – pushing along with the legs and pulling with the arms – is slow and tiring, and prevents the operative from looking around, but it is the most stealthy form of movement under most circumstances.

Staying low helps, but it does no good if the operative knocks undergrowth about or stands out due to what he is wearing. Dark colours such as green or brown (or blue at night) are a good basis for rudimentary camouflage, but not too dark! Black and very dark shades stand out by being darker than the surroundings.

Hands and face must be concealed as they will stand out. Something as simple as hand wraps or gloves and a hood will be of help, and anything that breaks up the distinctive outline of the head is advantageous. A shapeless veil, with some foliage attached, is an effective way of concealing the outline of the head. Similarly, distinctive objects such as rifles should be wrapped to disguise their outline and dulled, so long as the camouflage does not interfere with the use of the weapon.



*Some creatures possess more finely tuned senses than human enemies. This is especially true of the sense of smell. An Agent should be prepared to mask his own scent using any means at his disposal when evading detection by such creatures. Depending on the situation, this may involve application of unpleasant substances, such as excrement, rotten flesh or the secretions of the creature itself. Any nausea this provokes will almost certainly prove less unpleasant than detection.*

*Never assume that darkness will obscure your presence. Some entities see just as well in darkness, or use senses other than sight. When avoiding the attentions of such a creature, there is no substitute for adequate cover.*

*There are many entities that possess senses unknown to our researchers. Any Agents who survive an encounter with such a creature should make a full report of effective methods of evasion.*

## DEMOLITION OR SIMILAR MISSIONS

No tactical situation is exactly like another, and force composition will sometimes be dictated by availability rather than necessity. The majority of resistance operations will be carried out by a force no larger than about ten men; larger operations can usually be compartmentalised into sub-operations of this size. It is hard to control much more than this number of fighters, especially if they are enthusiastic partisans rather than well-trained soldiers.

In general terms, we will assume that the mission is to blow something up; perhaps an ammunition dump

or a road bridge. The group carrying out the main part of the mission in this case will be a demolition party, who will be carrying explosives. On a different mission this group might be a 'Grab Party' tasked with seizing important documents, an assassination squad tasked with finding and killing an enemy officer, and so forth. The 'Demolition Party' will stand for this main-mission group in this example.

Once at the objective, the force should be composed of three main elements, plus the leader. The **Demolition Party** is tasked with carrying out the main objective of the mission; all other elements are there to support this mission and to ensure that it can be carried out without interruption.

The Demolition Party's path to the target will be cleared by the **Sentry Party**, which will be quite small. This group is tasked with stalking and killing any sentries or other guards that might spot the operatives. These men are NOT sentry-hunters; their focus must be on clearing the way for the mission, not killing enemy soldiers. A sentry positioned so that he cannot see or hear the objective area should probably be left alone even if he could be easily killed; his absence from his post may give away the mission.

The **Covering Party** is responsible for protecting the demolition group and the Sentry Party while they work, and for acting as rearguard during the withdrawal. The covering party is primarily concerned with ensuring that those focused on a task are not surprised; their attention must be general and they must not become fixated on anything, e.g. watching the Demolition Team lay their charges.

The mission will proceed in distinct stages:

- **Start.** At this stage the team assembles, checks camouflage and equipment, ensures that no members of the team are carrying any incriminating or noisy items, and makes a final check that everyone knows his orders. Watches are synchronised.
- **Approach.** The team moves to the target area, by methods already discussed, and assembles at the final launch point. The leader (and scouts perhaps) undertakes a final reconnaissance and the decision is made to 'go' or 'scrub'.
- **Deployment.** The team moves into its final deployment, attempting to get the Demolition Party (or other main-mission force) as close to the objective as possible. The Sentry Party moves

into position. The leader will usually be with the Demolition Party, but this need not be the case.

- **Action.** The mission is carried out. IT WILL NOT GO EXACTLY TO PLAN! No mission ever does. The leader and all other personnel may have to improvise and react to circumstances, but a good plan that is well understood will provide a sound basis for a successful mission. Normally the Sentry Party will provide extra security for the Demolition Party, though it may be more appropriate for them to pull back to cover a retreat.

- **Withdrawal.** If the mission has remained covert, withdrawal should be stealthy. The Sentry Party will cover the Covering Party or escort the Demolition Party, who will be the most lightly armed of the force. The Covering Party will withdraw after the Demolition Party, watching for signs of enemy response. If the enemy is alerted, the Covering Party will engage as necessary, but shooting should not commence unless the Covering Party is sure the enemy has spotted them. If the enemy is searching rather than pursuing, they should not be fired upon as this will indicate the direction of withdrawal.

The party should meet at a predetermined rendezvous point, with a time limit set. After this, anyone not present must be considered lost. The team leader should decide whether to make a grouped or dispersed withdrawal; the latter may not be practicable if everyone is going to the same destination. Pursuit must be lost before returning to equipment stashes or places of abode, and care must be taken not to leave tracks that can be followed.

## DEMOLITIONS AND THE USE OF EXPLOSIVES

If explosives are to be used for any purpose whatsoever, then the following must be borne in mind at all times:

### THE DEMOLITION MUST NEVER FAIL

Explosives and associated equipment such as detonators and timers are hard to come by and must not be wasted in a failed attack. Although it is desirable to conserve what explosives are available, i.e. not to waste them on excessively sized charges, it is a greater waste to fail in a mission because the target was not destroyed. Err on the side of a bigger bang or call the mission off.





When undertaking a mission involving explosives, their use will be the sole mission of some operatives, who must not become distracted with other tasks and must not be surprised by the enemy whilst focusing on their mission. A complete set of charges, detonator and so forth will be carried by the demolition party, along with a spare means of detonating the explosives carried by every member of the demolition party.

In addition, a complete duplicate set of charges and all necessary detonators, timers etc. will be carried by the covering party and be available should the primary charge be unavailable for whatever reason. In short, if the mission is to demolish something with explosives, then the demolition MUST NOT FAIL as this will waste explosives and render the whole mission pointless.

Most explosives are stable, i.e. they will not detonate if knocked, dropped or even shot. A detonator is necessary to initiate the main charge, and this must be set off either by a timer or an electrical command system. Plastic explosive is the best for many purposes, since it can be moulded and shaped to create whatever kind of charge is required. Other sources of explosive, such as dynamite, cannot be shaped.

All Agents are trained in the basic use of explosives, but where possible an operative with greater training or experience should determine the amount of explosive to use and the manner in which it is to be placed. It is not necessary to calculate out the amount of explosive precisely. For most applications, rounding up to the nearest pound of explosive is sufficient. In the case of large demolition tasks, units of 25lbs (one tin of amatol is 25lbs) are a precise enough measure.

Pre-set charges such as sticks of dynamite or individual anti-tank mines generally contain the right amount of explosive for a given task. 'X sticks of dynamite' is one of the demolition engineer's rules of thumb and can be used as a conversion measure for other types of explosive.



*Never assume that burying a creature alive will disable or trap it. Agents have reported encounters with creatures that are able to dig through earth as easily as a man can swim through water. Additionally, some entities are amorphous or able to change state, allowing them to slip through rubble, and many are simply strong enough to survive such an attack and lift the rubble off themselves. While*

*launching further attacks against a creature that is attempting to extricate itself may prove effective, Agents should be prepared to retreat if it appears the enemy cannot be killed through normal means.*

## HANDLING DEMOLITION TASKS



All SOE agents are trained in the use of explosives, detonators and so on, so for most applications the question is not how to accomplish the task but how long will it take and what difficulties must be overcome in terms of dodging sentries and the like. Explosives use should for the most part be a matter of plot rather than skill rolls; it will take a certain amount of time to place the charges, they must be at these three points, and there will be these difficulties. The scenario should be about doing sneaky, exciting things under the enemy's nose, not working with slide rule and pencil to calculate a charge to the last grain of black powder.

If the characters want to do something unusual, the Keeper should let them make an Idea or a Know roll (depending on whether it is innovative or complex) to figure out what to do using their already extensive knowledge of explosives.

## TYPES OF EXPLOSIVE

Explosives are generally used to 'cut' or to 'blast'. A cutting charge is used to sever or fatally crack a hard or solid object such as a rod or pipe. This produces excellent results with even quite modest amounts of explosives if a critical structural member is severed, causing the whole structure to collapse under its own weight.

Blasting charges cause damage by the extremely rapid expansion of gases, which will push surrounding material away. A blasting charge placed in the open will dissipate its force in all directions, possibly to the detriment of anyone nearby, but will not necessarily destroy a hard

target. The force of the blast will take the path of least resistance, so if the explosive is 'tamped' by placing solid and heavy objects against it, the blast will be focused on the target and will punch through it far more effectively.

There are three basic types of charge:

**Cutting Charges** are placed externally and crack or sever the target. This method works best on metals. Masonry can be cut, but beyond a certain thickness an embedded (mined) charge is more efficient.

**Mined Charges** (also embedded charges, buried charges) develop the full blast effect of the explosive. This can be used to blast rock or earth aside, or to break up a strong structure of masonry or wood (which is highly resilient to cutting charges). A buried charge will produce good effects against a vehicle passing over it or can be used to collapse foundations.

**Concussion Charges** are similar to mined charges but are surrounded by air that transmits the blast in all directions. This is effective for general area destruction of light structures and personnel, or can be inside a building or other containment, in which case the blast is transmitted to the walls by air.



## MAXIMISING THE EFFECT

Explosives detonated inside something, such as the firebox of a locomotive, will cause massive damage to anything inside the contained area. The blast effect will escape at any weak point, which might tear the containing vessel object entirely apart. It will certainly cause ruptures and enormous destruction.

Taking for example the railway locomotive, a charge could be detonated under it in the hope of destroying it. Much of the effect would be wasted, with the blast escaping out between the wheels and making a crater in the ground. There would likely be significant damage to the underside of the locomotive, and it might be lifted off the tracks to topple over, but this is an extremely inefficient way of attacking such a target.

The same charge detonated in the containment of the firebox or otherwise inside the locomotive, such as in the casing around the boiler, would transfer all of its force to the locomotive. This blast would eventually escape through any weak points or the open rear of the firebox, but by that time the locomotive would have been comprehensively wrecked.

Alternatively, a small cutting charge could be used to sever connecting rods or to destroy pistons, rendering the locomotive useless until fully repaired for the use of just a small amount of explosive.

The speed of detonation of various explosives varies. A 'low' explosive such as black powder (gunpowder) detonates much more slowly than a 'high' explosive such as that used in shells, torpedo warheads and of course plastique (plastic explosive). Low explosives tend to push the material around them where high explosives shatter it. This makes high explosives much more effective for cutting charges.

The force of an explosion can be controlled by the shape of the charge (not always possible, as noted above) and by positioning and tamping the charge. For example, a blasting charge placed against the supports of a bridge will not achieve much unless it is enormous.

The same charge tamped by burying it in earth right next to the support or backing it with something solid such as a metal plate, will be more effective. Boring holes into the structure and placing the explosive inside them is the most effective means to bring down a large structure, though this requires tools that may not be available.



## SUCCESSFULLY DESTROYING A TARGET

The mode of use of explosives depends on the target, i.e. the materials it is made from and how it is constructed in terms of arrangement of structural members and so forth. The intended effect is also a factor. Complete destruction is sometimes an option, but it is not always necessary. Often explosives can be used to obtain a secondary effect that will result in destruction of the target.

Completely obliterating a bridge with explosives is a difficult prospect, but cutting its supports so that gravity will cause it to collapse is far easier and has the same end result. Likewise, blowing a freighter apart would require enormous charges, but punching holes in the hull so that it sinks is a relatively simple task. A train could be demolished with enough explosives, but a small charge will derail it, at which point its own speed and weight will do the rest.

Thus, explosives are often a means by which destruction can be facilitated rather than accomplished. A creative Agent should be able to find many applications for quite small charges which will yield good results. However, some targets require specialist explosives to be sure of success.

Steel girders and the like can be effectively attacked with cutting charges. The charge should be large enough to accomplish the girder's destruction, but it is not necessary to completely sever it. A sufficient charge will weaken the girder and cause it to fail under its existing load.

Ships can be attacked from the outside with limpet charges, but these are a specialist device that may not be available. Stuck to the hull magnetically, the charge cuts a hole in the hull and allow water in. These must be placed below the waterline.

Alternatively, a large blasting charge under the vessel will cause a pressure wave that will lift it at the point of the charge. This can spring plates and perhaps even blast a hole in the hull, but the charge should be sufficient to break the target's back, i.e. the ship's own weight tears it apart as the part nearest the charge is lifted and the rest is not. A detonation point under the middle of the hull is desirable.

Ships can also be attacked from inside with small charges used on machinery and fuel tanks, or larger charges placed near the bottom of the ship to blow a hole in the outer hull. The vessel will act as containment for the charge and suffer enormous internal damage as a result.

Armoured vehicles can be attacked with large blasting charges if placed on the engine deck (or inside the vehicle if it is unattended), or buried and detonated as the vehicle passes over. Smaller charges can be used to knock off tank tracks. The only real alternative is a shaped charge of the sort found in anti-tank grenades and limpet mines. A shaped charge uses the arrangement of the explosive to create a cutting jet of superheated gas, but is only effective if detonated in contact with the target's armour. This is the same principle that some anti-tank weapons use.

Buildings (and personnel, light vehicles etc.) can be attacked with a concussion charge placed within the structure or close to it. Ideally a charge should be placed against an essential part of the building such as a load-bearing wall to increase the effects of the detonation. Doors and windows should be closed to contain as much of the blast as possible. This will increase the effect on the structural components of the building.

Bridges and other load-bearing structures will collapse if sufficient damage is done to their supports. For steel bridges this requires cutting all the main load-bearing members. Stone or brick-built bridges can be attacked via the arch or pier. Charges should be placed so that the heaviest section of the bridge will fall.

Note that demolishing a bridge will be at best a temporary inconvenience to the enemy. Repairs can be made and temporary alternatives can be set up with surprising speed. A bridge that is demolished whilst in use will cause extra losses to the enemy and may affect enemy morale. Those that hear about their comrades' sudden death will be nervous about crossing all bridges in the future.

When attacking weapons such as anti-aircraft guns or artillery, it should be noted that barrel replacement is a normal part of maintenance. A cutting charge that severs the barrel will render the weapon useless for a time, but replacing it will not be a serious problem. Demolishing the breech or the elevation/traversing mechanism will have greater long-term effects. Axles or the carriage can also be attacked to good effect when attempting to disable mobile guns.

Shells and other explosives may or may not be set off by fire – it is not a reliable method of destruction. Likewise, the detonation of one dump may not set off another nearby. To be sure, use a small charge on each group of shells or other munitions.

Industrial machinery, hoists, cranes and the like can often be attacked with cutting charges to remove supports, causing the machinery to be damaged by a fall or under its own weight. Machines are best attacked while they are moving, in the hope that moving parts will cause additional damage as they run wild or strike other parts of the machine. The best places of attack will often be quite obvious from the structure of the target.

## AMBUSH

Ambush is the preferred method for small groups to inflict heavy casualties on the enemy, but in general should not be undertaken simply for that purpose. It is acceptable to ambush enemy personnel in order to facilitate some other mission or withdrawal from same, or to inflict extra casualties by attacking a searching or pursuing force after a successful mission. However, unless some immediate goal is realised, ambushing common troops is not a worthwhile activity for resistance forces, given the risk.

Ambushes might be used to obtain or at least deny to the enemy supplies or important documents (e.g. by killing dispatch riders and making off with the papers they are carrying). High-value enemy personnel such as pilots, officers and technical personnel such as tank crews are worth ambushing (or eliminating in some other manner).

The key to a successful ambush is surprise, which comes from concealment, timing and firepower. There is no point in attacking a vehicle that the partisans do not have the weaponry to damage, and the presence of one – e.g. an armoured car or tank – may require the ambush to be reconsidered.

Opportunistic ambushes against infantry patrols or pursuing forces must be undertaken wherever the terrain and tactical situation permit. Pre-planned ambushes will almost certainly be made against vehicles, which means they will take place on a road. Ideal spots for ambush are found where a road passes through a 'choke point' such as a bridge or narrow sunken lane, and where there is good cover for the ambushing party. A good ambush site also poses obstacles for enemy personnel who dismount from their vehicles and attack the ambushers, and has a clear line of retreat for the ambushers.

Ideally the terrain will confine the enemy, allowing the ambushers to 'cut up' a convoy by attacking vehicles within it. If a vehicle close to each end of the convoy is disabled, others may not be able to pass if there are

trees etc. close to the road, trapping those vehicles to be finished off at leisure. If the convoy follows good discipline, vehicles will be well spaced, but a sloppy convoy can be exploited by causing crashes or disabling vehicles that are too close together to create a larger roadblock. In areas where air raids are frequent, convoys will be very widely spaced out, making this impossible.

Note that convoys will always be guarded and escorted. Even lone vehicles, if they are carrying an important officer, will be preceded and perhaps accompanied by motorcycles. An advance scout will move ahead of the convoy or target vehicle, precisely for the purpose of spotting (or triggering) ambushes. This vehicle should not be attacked; the ambushers should instead conceal themselves and let it pass.

To be effective, an ambush party must know the rough composition of the convoy, its speed and spacings, and what level of protection has been provided. The former considerations affect the timing of the ambush; the latter its feasibility. An idea of what the enemy will do when ambushed is also highly useful – ambush drills are not always carried out, so relying on the enemy to make a standard response may not be wise.

Once the choice of time and place to make the attack has been made, the next consideration is how to stop the vehicle or convoy. Explosives offer a range of possibilities, from the direct (mines on the road, explosive charges by the side of the road etc.) to the indirect (blowing a bridge, explosively demolishing a building or tree so that it falls across the road). If this is not practicable, other measures include felling a tree (this is difficult to time correctly though) or pushing an obstacle such as a farm cart or even animals into the road. Deception (e.g. dummy mines) can sometimes work, but this is not reliable.

Some convoys can be halted by riddling the target vehicle with bullets, destroying the engine and killing the driver. The vehicle will then be an obstacle for others, at the very least forcing them to slow down and go around the obstacle while in the midst of the 'killing zone' where the ambushers' firepower is greatest. This also solves the final question in any ambush plan – how is the target vehicle to be destroyed?

For soft-skinned vehicles such as cars and lorries, rifles and light machine guns will suffice to destroy the vehicle if firepower of sufficient intensity is brought to bear. Lighter weapons such as pistols and submachine guns are of lesser value as they may not penetrate the vehicle



sufficiently to cause injury to the occupants or those taking cover behind it. However, they will be effective when firing down into an open-topped vehicle.

Rifle fire can be used precisely but may have to be poured into vehicles from several shooters if the enemy remains within; a lorry is quite a big target and many hits will be required to disable it or kill the crew. Conversely, any weapon will suffice to deal with motorcyclists or guards who dismount from their vehicles.

Heavier vehicles can only be attacked with more potent weapons. Explosives – e.g. mines and electrically detonated charges – offer the best chance to disable a tank or armoured car. Anti-tank weapons such as the Panzerfaust, Panzerschreck or anti-tank rifle may not reliably penetrate a tank, though they will probably be effective against armoured cars.

Tanks can be attacked with grenades in one of two ways. If the hatches are open, a grenade can be thrown in, but this is very difficult to accomplish on a moving vehicle. Grenades are sometimes sufficient to blow off a track, which will disable the tank in terms of mobility but not prevent it from firing. Note that this does not apply to anti-tank grenades, which should be directed at the body or turret of the vehicle.

Fire can be used against a tank, usually in the form of a bottle filled with flammable liquid, thrown against the vehicle. The bottle can be fused with a petrol-soaked rag, which is lit before throwing, or the fuel can be ignited once it is in place. The engine deck is the best target as this will set most tanks aflame.

Open-topped armoured vehicles such as half-track trucks are especially vulnerable to grenades or firebombs thrown in from above. Some are fitted with a mesh 'roof' to keep out grenades, but it will not stop burning petrol from entering! These vehicles have another vulnerability: they have no doors and are entered by vaulting over the side. A machine-gunner can sweep just above the level of the armoured sides and hit anyone trying to get out.



*When arranging ambushes against the human accomplices of Our Other Enemy, always remember that they may be assisted by creatures that are at home in the water, air or beneath the ground. If possible, find as much information about any creatures allied with such people*

*before engaging them to avoid unpleasant surprises. Otherwise, assume the worst and keep a lookout on all fronts.*

## AMBUSH ORGANISATION

An ambush has to be organised according to the circumstances, but as a rule the following elements will be necessary:

**Lookouts** will warn of the approach of the convoy, and of any other vehicles that may be nearby.

The **Forward Party** will be positioned at a point that the scouts or outriders are expected to have reached at the time the ambush is sprung, and will eliminate these once the main force has engaged. They will not open fire until the main ambush is sprung.

The **Roadblock Party** is responsible for ensuring that whatever means is used to halt the convoy is deployed in a timely fashion. The ambush leader will normally be with this group. If the halt is to be accomplished by weapons fire, this party must contain at least one weapon capable of rapidly halting a vehicle.

The **Rear Party** prevents the enemy from backing out of the trap, by destroying vehicles or creating a second road block. This party should be heavily armed as there are often guards at the rear of the convoy.

The **Remainder of the Force** will be dispersed along the ambush zone, ready to attack. It may be possible to roughly predict where a given vehicle will be halted, and to detail personnel to attack a particular target, but nothing ever goes exactly to plan and the ambushers should be briefed either to engage whatever they can for maximum general damage to the enemy, or whether they are to move to engage a particularly high-value target within the convoy.

Once the ambush has begun, riflemen should rapidly engage drivers and officers to ensure maximum confusion and inability to respond. After this, they should engage whatever targets present themselves until resistance is suppressed. One or more light machine guns should be tasked with suppressing concentrations of resistance (rather than firing into vehicles to destroy them), and should be positioned to have the best field of fire possible throughout the whole ambush zone.

Grenades and incendiaries can be used against vehicles or personnel. A volley of grenades at the outset of the

ambush will increase the shock and confusion, and may kill large numbers of the enemy. Even if a grenade cannot be thrown into a vehicle, it will still cause damage when detonating alongside or underneath.

There is no sure way to plan an engagement like this beyond certain base principles. Speed, surprise, firepower and aggression are the order of the day. Resistance should be crushed as quickly and overwhelmingly as possible, after which the convoy or target vehicle can be approached.

There must not be a general descent upon the target. Some members of the ambush party must remain in position to deal with any eventualities, such as a pocket of resistance that has been overlooked. Those detailed to search enemy personnel and vehicles should be briefed beforehand with what to look for and which vehicles they are to search.

It may be possible or desirable to take some vehicles, especially if supplies are to be carried off. Those that are not to be taken should be destroyed. Fire will work admirably, but may alert enemy forces in the area. If time is very limited, damage may have to be limited to slashing tyres and smashing instruments or ripping out pipes and cables.

In the event that heavy resistance is encountered, the ambush may have to be broken off without destroying all enemy vehicles. The ambushers cannot afford to become engaged in a protracted battle; enemy reinforcements will be despatched as soon as the alert is raised, and the ambushers need to be far away by the time they reach the scene of the attack.

Heavy supplies may have to be abandoned if there is pursuit. It may be possible to conceal them nearby and return for them, but unless these items are absolutely essential, the 'force in being' is more important than looting a single convoy. As with all operations, the value of the attack must be weighed against the potential losses to the resistance force.

## DISRUPTING THE RAILWAY SYSTEM

The destruction of trains can be accomplished by ambush under some circumstances, and can be performed by forcing the train to stop (usually because there is something on the line) and then launching an attack similar to the convoy ambush discussed above. However,

there are few weapons available to the resistance that can be usefully employed against a train. An anti-tank rifle or rocket might penetrate the boiler, but otherwise there are few direct attacks that are likely to succeed against a train. Its own mass can be used to destroy it if the train can be caused to come off the rails at speed, which is the preferred method of attack.

Attacks against rolling stock (wagons, carriages etc.) are unlikely to be very effective under most circumstances if the goal is simply to destroy them. Locomotives, on the other hand, are in shorter supply and can be disabled in their sheds to deprive the enemy of their use.

A locomotive is best attacked with explosives, aiming to do as much damage as possible to prevent an easy repair. Rail yards are usually well protected, but trains are vulnerable on the move. Indeed, this is probably the best time to attack them as a catastrophic crash can be induced fairly easily.

The two primary ways of derailing a train are to create a gap in the line or to cause the train's wheels to come off the track. This is most effective at a spot where the train will be moving fast and where a crash will be most severe, e.g. on a curve or into a ravine. Derailing a train in a tunnel will block the tunnel and make removal of the obstruction very difficult.

Removing a section of rail or cutting a section out can be done ahead of time, though this might be spotted. Similarly, objects placed in points or cross-overs in the track, or on the rails at any point, can work well but may be detected and dealt with. Command-detonated explosives or a charge that is fired by the train moving over it will leave no time for the gap to be discovered (though the explosives might be).

One highly effective means of setting off charges is to steal railway detonators and use them to trigger other explosives. Detonators are used to warn of danger, by creating a small explosion when crushed by the wheels of the train. They are ideal for our purposes and readily available from railway installations.

Demolishing a bridge with explosives as a train passes over it will ensure the destruction of the train and also increase the certainty that the bridge will collapse. Trains can also be attacked with mines on the track, though as with other pre-placed measures these may be detected or detonated by a wagon pushed ahead of the locomotive so that it, not the locomotive, is damaged.



It may at times be possible to make a concentrated attack on the rail system. At its simplest, this could be the derailment of a train on a curve so that it blocks both tracks. Lines could be damaged at several points and the repair train then attacked, making a whole section of the rail network impassable until a repaired path is created.

Attacks on turntables (e.g. by running a locomotive into the pit) or signals can be effective in disrupting the enemy's use of rail transport. If there is a chance of destroying large amounts of rolling stock, e.g. by setting fire to a marshalling yard, then this may be worthwhile, but rather than wasting effort on a few wagons or coaches it will usually be better to disable the shunting engine and/or the points, preventing the use of the entire yard for a time.

## STREET AND HOUSE FIGHTING

'Street fighting' is one of the most complex and lethal forms of encounter. We are seeing a lot more of it in the present war than in any previous conflict, mainly due to the increasing urbanisation of society. Thus an effective doctrine is still being developed, and there are many theories about what is the best way to go about this vicious business. What follows is a basic set of guidelines that will be useful but should not be considered to be a rigid tactical manual on street warfare.

The scale of combat will to some extent influence its characteristics. A skirmish in which a resistance party attempts to break off after a mission or launches an ambush that happens to take place in the streets rather than the countryside will tend to be much like any other fight in close terrain. When an attempt is being made to take or hold buildings, for example when trying to oust the enemy from a village for whatever reason, the pace of combat and its characteristics will change.

Urban terrain is very cluttered, with generally short sight lines and a great deal of cover available. It also takes place in three dimensions, with the upper levels and rooftops of buildings serving as vantage points. Combat tends to take place at short range, but there is always the possibility of riflemen, snipers or machine guns positioned to shoot all the way along a street.

The weapons of choice for most urban combat are light automatics such as submachine guns, or perhaps

shotguns. These weapons offer a good mix of rapid killing power and lightness, enabling faster movement and the ability to bring the weapon to bear more quickly than a rifle. The grenade and the handgun have their place in combat, especially when clearing a house room to room.

However, a force armed exclusively with these short-range weapons will be at a severe disadvantage if the enemy has riflemen and a good position to shoot from. The force should include at least a few marksmen armed with rifles to counter this threat.



If the enemy has significant numbers of riflemen, and perhaps machine-gunners, positioned in buildings to sweep the streets, then it can be impossible to move outside without being shot. Even just a handful of snipers can make the streets untenable.

The alternative is to move through buildings, using hammers and other tools to smash holes in the internal walls between houses, and move along a street in this manner. This is termed 'mouseholing' and can also be used to set up an interconnected defensive position within a line of buildings, such that the defenders can slip from one part of the building line to another without being seen or engaged by the enemy.

## MOUSEHOLING



Mouseholing will make a sniper even harder to find. In an adequately prepared row of houses, a sniper slipping through such holes to the next vantage point can add 20% to his or her effective Hide score while doing so to reflect the misdirection. If an investigator is the target of a sniper that is using this technique, then any Spot Hidden roll to locate the source of fire will be reduced by 20% over any penalties already in effect for cover, darkness, etc.

If internal movement is not possible, concealed movement might be carried out through sewers, or by careful use of concealment in gardens and the like. The only alternatives are smoke, darkness, heavy covering fire or all three. Brute-force movement of this sort runs counter to the wily nature of resistance fighters, but can be successful if movement is coordinated with support.

Any street combat will be a chaotic business, in which self-reliance and faith in the determination of others are vital. Each man should be equipped to hold out alone if necessary, with sufficient ammunition, food and water to fight on if cut off. He must also know that this is his duty.

Often in urban combat there is no clear 'battle line' but an intermixing of both sides in which the most determined will win out. Men who feel that all is lost will abandon their posts and try to flee; those that are convinced that their allies will win through if they just hold their position and fight on are – more often than not – rewarded with victory.

It is very rarely possible to achieve complete surprise in a street combat, other perhaps than in the initial assault. Therefore you must assume that the enemy knows you are coming, sooner or later, and has prepared his defences. The main streets leading to objectives will be 'kill zones' swept by snipers and machine guns. Therefore it is necessary to make an indirect approach and to use stealth, speed and cunning to come at the enemy from an unexpected direction.

Offensive tactics are generally more effective than passive defence of strong points, but aggression must be tempered with caution and a sound tactical sense. The most effective tactics are to attack the enemy in the rear or flank either as an offensive movement or as a counter-offensive after defeating an attack on your own positions. Seizing a strong point that the enemy must retake is another good way to inflict casualties if it can be strongly held, but casualties will not necessarily cause the enemy force to collapse. Ultimately, this is achieved by breaking his will to fight on, and that requires offensive action.

We must also remember that the enemy will bring in reinforcements that the resistance force will not be able to match – so an urban combat must be won and the mission accomplished (and the force then withdrawn) before large enemy formations arrive. If not, then the resistance force will be cut off and ground down. This will cost the enemy dearly, but it will be a heroic last stand with only one possible outcome.

Information is hard to come by during urban combat, but it is possible to prepare a framework beforehand that can be used to hang any scraps of intelligence upon. Fighters should have a good knowledge of the layout of the town, which will enable predictions to be made about where the enemy might site his strongpoints and heavy weapons. If the commander learns that a particular building has been taken, he should be able to infer what advantage that gives the possessor and what other areas might be compromised by its loss. A last-minute check-up reconnaissance is vital before an operation, since circumstances can change enormously in just a few hours or days.

## ATTACKING A BUILDING

When clearing a house or other building, it is best to attack from the top and fight downwards if at all possible. This probably means gaining entry over rooftops or through attics, but an enemy expecting attack at ground level may be caught by surprise. He may have deployed his riflemen and machine gun teams on the upper floor and submachine-guns on the lower, as this plays to their advantages if the attack is made at ground level; entering from the top places defending riflemen at a close-quarters disadvantage against pistols, submachine guns and knives.





Entering from the top of a building also creates the possibility of dropping grenades on defenders below, as opposed to having this done to you. Enemies that are cornered in the upper floors will fight desperately to survive, whereas those with a ready exit via ground-floor doors and windows are more likely to flee if hard-pressed. Wherever possible the enemy should be given a chance to flee rather than being forced to fight to the death. This is not for humane reasons; it reduces the savagery of the defence and lowers friendly casualties.

Grenades are excellent for clearing rooms, especially during the initial assault on a building, but should never be carried with the pin out. If the 'bomber' is wounded or simply drops the grenade it will pose a severe hazard to the rest of his unit. The pin must be withdrawn only at the last moment before releasing the grenade. If no grenades are available any suitably sized object can be flung into the building instead. It will at least cause some distraction.

Entry to a defended building can be made through a door, window or a breach in the wall. It must, however, be done fast. A party of five men is ideal for entry to most buildings, consisting of the **Leader**, a **Bomber** (armed with grenades), two **Entry Men** and a **Landing-man**.

The two Entry Men take up station on opposite sides of the door or other entry point, and one throws in a grenade. As soon as it detonates, both Entry Men (armed with submachine guns, shotguns or perhaps pistols) burst in and engage any survivors with overwhelming firepower. The Landing-man moves in and covers the stairway, engaging anyone showing himself at the top, while the Bomber prepares to use grenades to clear other rooms or cellars. Once the ground floor is clear the Leader, Bomber and Landing-man proceed upstairs and search the upper floors while the entry men search the cellar.

Any 'suspect' areas can be liberally hosed with a submachine gun to eliminate defenders who may be hiding in cupboards or behind furniture. Automatic fire through walls, floors or ceilings can also be used to eliminate or rattle defenders in other rooms. This is a matter of guesswork to some extent, but even a burst that does not hit anyone will frighten the defenders and may make them take cover instead of watching the entry points.

Staircases are always dangerous. One man should cover the stairs, ready to shoot anyone who shows himself at the top, while his partner rushes up to the next landing and takes up a defensive position there. The first man then moves up and past him, and so forth until the stairs are cleared.

A covering party should be positioned to take the enemy under fire and, ideally, to eliminate some or even all of the defenders while the assault is taking place. The covering party also provides security against enemy reinforcements arriving during the entry operation and can eliminate any enemies who try to flee out of the building.

It is vitally important to have a signal arranged with the covering party to indicate that the building is secure and thus ensure that the entry team are not fired upon when coming back out.

Personnel must be assigned to one role or the other; some will be watching for enemy reinforcements, others engaging the defenders or anyone fleeing. It is very dangerous to fixate on the attack to the point where the covering party's own security is compromised and it is open to attack. The covering party is also tasked with holding open the entry team's route of withdrawal. Thus personnel tasked with security must never be tempted to become involved in the action against the defenders of the target building.

## DEFENDING A BUILDING

When on the defensive, it is important to understand that it is not possible to hold every building, and often not desirable. An appraisal of the situation will indicate which buildings are likely to be enemy targets and which are good defensive strongpoints. These are not necessarily the same structures.

It may be useful to place mines or explosives in buildings that the enemy will want, as booby-traps. Likely candidates include structures deemed probable to be objectives and those that the enemy is likely to occupy in order to cover his advance. The approaches to these buildings can be covered by men stationed in other buildings, which has the added advantage that the enemy may waste a great deal of ammunition suppressing wholly imaginary defenders in a target building, and then be ambushed from another structure as they approach it.



The decision as to which buildings to defend and which to leave is a difficult one. It should be based partially on the protection a building will give its occupants and partly on the fields of fire offered.

An excellent defensive position that the enemy can simply bypass behind other structures is of no value. Defended structures must be able to communicate with one another, and ideally have a means of escape if they are too heavily attacked.

Basements make good defensive strongpoints once reinforced with props and sandbags. They are, however, prone to having grenades thrown in once the enemy gets close. Indeed, the ideal situation for all defensive positions is one in which the enemy never gets close enough to use grenades or force an entry. This is unlikely to happen in practice, and defenders need to be on the lookout not only for powerful assaults but also stealthy approaches from an unexpected angle.

It should be noted that no structure can be held forever. The enemy will eventually bring up tanks, assault guns, flamethrowers, artillery or dive-bombers and flatten or incinerate the building. The defenders must be able to get out when the time comes, or else hold out long enough for the enemy to be driven off or distracted while they escape.

There should, therefore, be a plan for the defence that is simple and flexible. Personnel need to understand their role in the plan so that if communications are cut off they can still fulfil a useful role.

Where possible, fire should be opened as late as possible, to ensure that as many enemy personnel are hit as possible. If an assault is engaged too early, men will be able to return to their cover quickly and casualties will be few. On the other hand, if intense fire is directed at an assault party, casualties will be heavy.

If a defended building is taken by the enemy, the choice must be made whether to try to recapture it or to accept its loss. Fighting over terrain objectives for the sake of it is to be strongly discouraged; only if the structure is important to an ongoing defence should a counter-attack be considered. In this, the mindset of the resistance fighter must be maintained. The defence is mounted for a specific purpose, and buildings are important to that defence only so long as the defence itself is viable. Once

the time is right, the partisans should disengage and escape rather than trying to hold a town against rapidly mounting odds.

The obvious exception to this would be when holding open a route for the advance of liberation forces or some similar scenario. In all other cases it is harming the enemy that matters, not taking and holding ground. This is a hard lesson for the resistance patriot who wants to free his home from occupation, but it is a lesson that must be learned and remembered if we are to succeed in our mission.

## SABOTAGE AND ARSON

Sabotage can be quite a subtle business if done well. Indeed, the enemy may not even realise that an attack has taken place if the sabotage is made to look like an accident or natural occurrence. We have already discussed the effects of passive resistance and 'slow working' as a form of weakening enemy industrial output and general efficiency. More direct measures are riskier, but there are times when a sabotage campaign can have enormous effects.

Sabotage should be directed at targets that will give the greatest return in terms of disruption to the enemy. This may not always be a simple or easy question. For example, a very expensive machine might seem like a good target but if it can be quickly replaced then the damage to the enemy is limited to its cost. A cheaper target might produce greater gains if it disrupts production or distribution of some important item.

Some acts of sabotage have little value in and of themselves, but become more important when combined with other actions. For example, bringing down an electricity pylon would not normally disrupt the enemy's production very much – factories often have backup generators, so it would be the domestic population that suffered most.

However, if the disruption to electricity distribution were combined with sabotage of the generator at a factory, this would be useful. It might even be used to facilitate that sabotage, for example if fuel oil were laced with corrosive or coagulant materials that will damage the generator when run. The 'doctored' fuel oil could be in place for some time before the generator were used,



allowing the saboteur to be far beyond suspicion when the sabotage finally manifests itself.

Other ways to avoid detection of sabotage include making it seem accidental. A metal object dropped into a machine will be treated by the enemy as sabotage and the perpetrator punished whether he is guilty or not, but a loose bolt that eventually allows a rotating component to come free may seem like accidental damage or even the result of natural wear on the machine. The enemy will become suspicious of too many 'accidents' and 'equipment failures', but it should be possible to arrange several before security is tightened. On the other hand, one overt act of sabotage will alert the security forces to watch for more.

Fire is a constant hazard, and can start accidentally. Operatives can facilitate the outbreak of 'accidental' fires by quietly failing to observe fire precautions or deliberately leaving solvents and other flammable materials where they will be exposed to a fire risk. This sort of 'deliberate carelessness' is not reliable – it is more of a manipulation of the odds than an overt act – but it has the value of looking like a genuine and unavoidable accident.

Deliberate arson can be used as a tool of sabotage. Heavy machinery may well survive even a major fire in a repairable condition, but the destruction of raw materials and components as well as the surrounding facility may prove sufficient to cause serious disruption. Industrial premises such as factories have no shortage of flammable materials, so only a means of ignition need be brought in. Arson is especially effective in areas where dust explosions can occur, such as grain or coal stores. Dust explosion is a constant threat, and can occur accidentally. A small fire will be enough to trigger such an explosion if the right conditions can be established, and may be considered to be accidental.

Incendiary devices can be used to start fires. The most basic is the bottle filled with spirit or petrol. Phosphorous or thermite burn hotter than most normal fires and can be used to melt steel, ensuring the destruction of a critical machine or the breach of a large artillery piece. Incendiaries are also helpful in causing vehicles to burn. Whilst petrol catches fire readily, heavy fuel oils have a high flash point and may require an incendiary device to ignite them.

Fuel tanks – both static and mobile, e.g. airfield fuel bowzers – can be attacked with explosives but this may not ignite the fuel inside. A combination of penetration by explosive means and the presence of a long-burning incendiary will ensure that the fuel leaking from a ruptured tank catches fire and, ideally, spreads destruction elsewhere. A stockpile of coal can also be ignited by an incendiary device, though several may be required to ensure that the fire becomes well established.



*As tempting as it may be to view fire as the most effective weapon against Our Other Enemy, research and field reports indicate that not only are a number of entities unaffected by heat, some are positively drawn to it. One team used incendiary devices to burn down a former village church in the Morvan region of Burgundy in an attempt to foil a cult ritual being performed within. The sole survivor of the team, now retired to research duties, reported that floating balls of living flame came down from the sky, as if drawn to the fire, and engulfed the entire village. While this may have happened regardless of the actions of the team, it is still a wise idea to do one's homework before performing acts of arson.*

Various innocent-looking aids to sabotage are available and can often be carried without question. Concentrated soap tablets can be used to contaminate fuel or lubricants, causing damage to vehicles, and special 'lubricants' are available that look much like the real thing but actually contain dissolved abrasive materials.

Far from assisting the movement of a train's axles or a piece of machinery, this 'lubricant' causes damage and will result in the moving parts overheating or seizing. This can cause a fire, derail a train or ruin a piece of machinery in a way that looks accidental, and which occurs when the saboteur is nowhere in the vicinity.

Other forms of sabotage can be opportunistic. Tyres of lorries, staff cars or motorcycles can be slashed with any sharp implement, causing temporary inconvenience to the enemy. Bolts can be loosened, cargoes not tied down properly, and so forth in the hope that sooner or later an accident will occur. The saboteur cannot always

know what effect – if any – his actions will have, but ultimately a campaign of minor, subtle sabotage at every opportunity can and will cause severe disruption to the enemy. Not every attempt will succeed, but most are low-risk and may not be detected as sabotage.

This form of minor nuisance is often the first step taken after becoming involved in a passive resistance campaign. Once someone commits to low-risk actions of this sort, he can usually be convinced to undertake more direct action as his confidence grows, and sooner or later he may become a full member of an active resistance cell. This is a hidden benefit of sponsoring sabotage operations – it allows the Agent to use them as a training ground and selection process for his network.

One form of sabotage that might be overlooked is the sabotage of personnel. Women who have been unfortunate enough to contract venereal disease can be encouraged to have relations with as many enemy soldiers as possible, spreading the infection as widely as possible.

Irritant powders are available that can be dusted onto clothing or contraceptives used by the enemy, causing severe discomfort that will reduce enemy effectiveness and reduce morale. In some cases personnel have been hospitalised due to irritation in sensitive areas. It does not matter whether an enemy soldier is ineffective due to sickness, enemy action or venereal disease; what matters is that he is unavailable to take part in the fight against us.

## SURVEILLANCE AND SUBVERSION

These two topics go hand in hand under many circumstances, as detailed surveillance of a target will often provide insight into how he can be subverted. We have already discussed some elements of subversion under other topics. We will focus now on a more individual approach, for which at least some observation or knowledge of the target will be necessary.

Some observation or surveillance is carried out for you by the enemy. He sets up checkpoints and patrols, which use predictable locations and routes, and assigns personnel according to well-established principles. He appoints officers and officials to oversee the occupation

in a logical and generally efficient manner. All of this means that an astute Agent will have a good idea of the sort of personnel in the area and their deployments. He can fill in details from this starting point.



Observation can often be undertaken in a fairly passive manner, especially over the longer term. A subject can be observed as he goes about his business by the Agent and other operatives, who can gradually build up a picture of his activities without active measures such as following him, which are more likely to be spotted. Once a general picture has been established, it may be desirable to find out more through various means.

Second-hand sources must always be considered at least slightly unreliable. There are those that will give information (true or otherwise) for their own purposes and those that will sell information whether they have any or not. Invention is acceptable to many such individuals, especially if it leads to profit. The Agent's own operatives should be more reliable but there is always the chance that a personal hatred will colour the information presented.

It is possible to learn much about an individual from his routine; the cafes and bars he frequents, the company



he keeps and his timekeeping when carrying out his business. His bills and other financial dealings are often quite revealing. Extravagant spending suggests that an individual is corrupt or is living beyond his means, and may be open to bribery or vulnerable to financial influence.

Bills may also reveal other potential weaknesses such as one or more mistresses, unusual purchases that indicate a fondness for cars, art objects or other collectible items. Money put aside for other purposes may indicate that the individual has plans that should be investigated.

A detailed observation of an individual will yield a complete picture of his life and work; what he likes to eat and drink, the clothing he favours, sports and pastimes that interest him and other such factors. This may demonstrate vulnerabilities but equally it can be used to determine what sort of approach he will respond best to, and who from. Negative factors are also important to note; for example a individual living a very Spartan lifestyle will not respond to a new friend who gives him a gift of expensive wine.

A general knowledge of an individual or group is usually sufficient for most purposes, but it is vital to know all about someone before trying to subvert him. Control can be gained over some individuals by various means; others cannot be controlled but can be befriended, allowing information to be coaxed out of them or use made of them to gain access to documents, keys and so forth. Others can be coerced, though coercion generally only works for a time before the individual has exhausted his usefulness or his willingness to cooperate.

Before efforts are made to subvert an individual, it must be determined whether this is possible at all, which methods will work best and whether the individual is worth the effort. This can be decided from the results of a period of observation.

Do not assume that because an individual holds a particular office he will be a useful subject. Sometimes power lies elsewhere, or the individual is too honest, fanatical or ineffectual to be useful. Subversion is a long and risky process. Be sure of your target's worth before you begin.

The subversion process varies depending on what relationship seems possible or is desirable with the

subject. If the intent is to coerce an individual, a friendly approach is probably unnecessary although it may benefit an initial contact. It may also be helpful for the subject to be misled about who is subverting him. An enemy officer will be far less likely to assist the resistance than his (supposedly) adoring mistress who wants to store up funds to create a better life, or a crooked quartermaster within the same army, who is seeking a partner for mutual profit.

A 'friendly' approach can be used to gain slight cooperation from most subjects, with some being willing to do more for a close friend or lover. Friendly approaches can be made in various ways, beginning with an apparently chance conversation in which two strangers find that they share a common love of fine French wine, Beethoven or expensive cars.

Shared experiences are also useful in forming bonds of friendship, such as two men who have attempted to climb the same mountain (albeit at different times) or who fought in the same battle, even if they were in different armies.

The subject is likely to warm to a kindred spirit or someone who actually understands what it was like 'to be there' or 'to have done that'. Alternatively, it is possible to use sympathy as a way of establishing initial connections. Women tend to be more sympathetic than men, especially towards those who have fallen on hard times or are struggling to meet honourable goals under great adversity, such as a man trying to provide for his family when rations are simply not enough.

Sex can also be used to manipulate individuals and to get them to act as the Agent wants. This obviously requires the services of someone suitable who is willing to do what is necessary and yet remain detached enough to make use of the subject.

Sex can be used to manoeuvre an operative into a position of trust (many men have a blind spot towards their mistresses), gaining access to information, items or documents that the subject would die to defend from a direct attack. Men are prone to try to impress women, so a mistress may be able to get her subject to boast about plans, intentions and so forth.

It is occasionally possible to completely win over an individual by a friendly approach, eliciting their willing

cooperation, but this is unusual. Somewhat more often, the subject will develop a loyalty to their friend or lover that conflicts with their duty or even overrides it in some circumstances. An otherwise diligent enemy official might pass word to a friend or lover of a coming security operation, allowing them to ensure their friends and family are safe.

However, there are usually limits to this degree of cooperation, so 'friendly' contacts require a light touch. There must never be any hint that they have been betrayed or manipulated; anger at this abuse of trust will turn the subject into an implacable foe.

Many subjects can be approached from the point of view of self-interest. This may vary from the subtle to the blatant. Simple bribery can work, but usually only in the short term, but it is worth noting that a man who is willing to take money to betray a trust will not be trustworthy. Bribery may have to be covert, in the form of gifts and opportunities for gain rather than hard cash, especially among corrupt men who consider themselves to be clever and somehow honourable.

A variant on bribery – which generally works better than simple cash payment – is procurement. An individual's love of cars can be used to effectively bribe him by ensuring that he receives difficult-to-find parts for his beloved tourer or sports model; another man's weakness for women might be exploited by procuring sex for him. This is different to using sex as a 'friendly' approach; in this case it is a desired commodity and the arrangement is more one of business than romance.

The aim in this case is to create a partnership in which the subject becomes dependent on the Agent for things that he wants, or for a business relationship that greatly benefits him. This might include setting up opportunities for black marketeering or diverting supplies to turn a profit. If the activity is illegal, so much the better, as it will be in the subject's interests to keep quiet even if there is an investigation.

Coercion, in the form of blackmail or threats, is the least effective form of subversion and should only be used in the short term. It does have the advantage that the Agent need not pretend that the circumstances are anything other than they are – if the subject is told to deliver the keys to a certain place or time or his family will be killed, there is no need to feed him lies about

who is responsible though this may still be useful to deflect the enemy response.

Finally, some subjects can be subverted by a range of less common methods. For example, an official might be manipulated into altering his decisions out of appeals to his self-importance. If he is led to believe it is important to be seen to make big, bold decisions then he may do so rather than quietly following the expectations of the occupation forces.

Similarly, those that are disaffected with their present affiliations can sometimes be induced to turn against them out of vengeance (paying others back for a slight or injustice) or to find a way out.

It must be noted that not all German soldiers are ardent Nazis; even within Germany itself there is an active anti-Nazi resistance of domestic origin. Thus an enemy soldier might be 'turned' to work against his Nazi masters.

This is particularly likely when a decent man has seen some atrocity or excess perpetrated by the Gestapo or the SS. It may even be useful to engineer something for the purpose of causing disaffection, such as planting evidence that incriminates a soldier who is popular with his comrades. When he is hauled off by the Gestapo, his friends will begin to hate the Nazis more than they love their country, and may be inclined to withhold information or cooperation from them.

It is possible in some areas, where the resistance has become very powerful, to offer enemy personnel escape from their units or exemption from attack. This requires a very real, credible threat or the chance of a great benefit. For example, a disaffected soldier who worries that he may be arrested for some reason (we can invent or create one if none exists) might be offered the chance to be conveyed to a neutral country in return for cooperation in some scheme.

He might even be offered 'protection when the day comes', i.e. the resistance will undertake to protect him from reprisals and ensure he is able to surrender in safety and honour when the Allies arrive. This is a more credible offer in some regions than others, of course, but it may be attractive to personnel who believe their officers may throw them down in a vainglorious last stand and then flee, leaving their men to die.



Subverting enemy personnel to the point where they are willing to cooperate in this manner requires a combination of factors. There must be a real threat from partisans or the Allies arriving, and the subject must be confident that this is his best chance of survival. Disaffection and mistrust in his superiors will help to motivate the subject.

carefully, and to go about subverting those who serve a particular aim. It is not generally desirable to target officials on the off-chance that they will be useful later; the Agent should have definite plans in mind for each target – i.e. find the man for the job, rather than subverting the man and then hoping to be able to give him a job.

By way of an analogy, consider the garrison of a besieged castle in the Middle Ages. As the siege draws on and starvation begins, the offer of safe passage to anyone willing to leave his post becomes attractive. Opening the gates for an enemy who has promised to spare you may become preferable to fighting on. This is the mindset we wish to foster in enemy troops as liberation approaches.

Subversion is a lengthy process, which absorbs a great deal of time and effort. It is important to select targets

*Some individuals involved in the kinds of occult activities that warrant our attention may seek bribes of books, artefacts or information about rituals or entities. While Agents may offer the promise of such items as inducements or as a means of coercing these individuals, under no circumstances should these promises be made good. Our Other Enemy is dangerous enough without our providing material assistance.*



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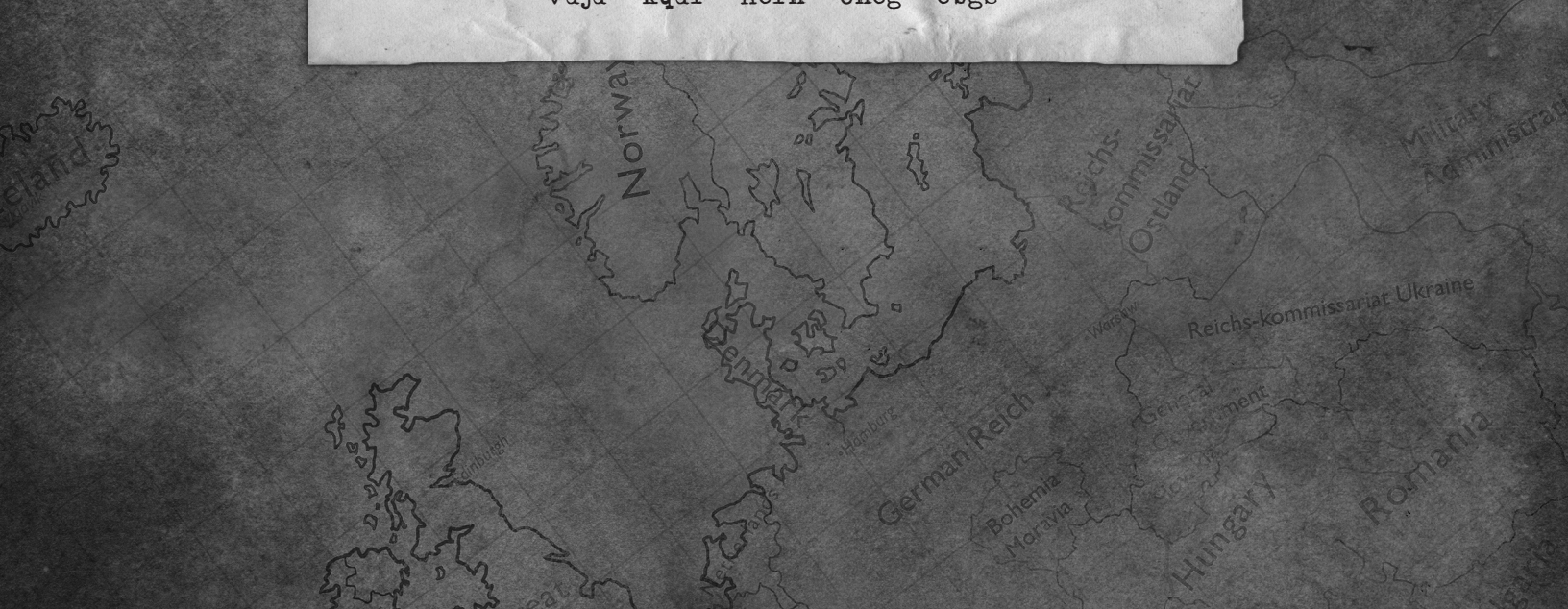
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# THE SOE HANDBOOK



## CHAPTER FIVE: WEAPONS AND EQUIPMENT

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# • WEAPONS AND EQUIPMENT •

## WEAPONS AND EXPLOSIVES

Our arsenal includes a number of weapons in common use by both sides in the current conflict. Most of these are entirely standard and will be familiar from orientation training. Whenever an Agent is operating in occupied territory the question must be asked – is a weapon necessary or is it an additional risk? Being caught with a gun is the end of the road for an Agent – no cover story or explanation will save him from the Gestapo.

Thus, a good rule is to only carry a weapon when carrying out an 'overt' operation, i.e. one for which there is no cover story. Deception and concealment are always a better option than exchanging fire with enemy patrols, but where there is no possible deception, a weapon might as well be carried.

Obviously, if the mission involves combat or other direct action, weapons are part of the necessary equipment.



*Many of the weapons we use against Our Other Enemy can appear innocuous. It is still worth preparing viable explanations for why you are carrying any such items, in case you are searched. Talismans can be good luck charms or family heirlooms, although be sure to downplay any financial value in case you make the item appealing to the greedy. Powders and liquids may be explained as medicines, but be sure any substance is safe for human consumption before you ingest a sample to prove it is not a poison.*

*Books may pose more of a problem, depending on the language and any drawings or diagrams they may contain. Some of the more innocuous ones may be explained as old religious texts. If you do have to admit that a book is of an occult nature, try to laugh it off as nonsense and explain that your interest is purely academic. Even if your challenger has no knowledge of the nature of Our Other Enemy, we don't want to pique his interest.*

When an Agent first enters occupied territory he will be provided with a weapon. Typically this will be a standard service revolver such as a Webley or Enfield, or perhaps an American-made M1911A1 semi-automatic pistol. There is no possible cover story for landing by parachute in the dead of night, so a weapon makes sense. However, the Agent should consider burying his gun along with his parachute – it will identify him beyond doubt as a foreign agent and will 'blow' his cover instantly if discovered.

A newly arrived Agent will not be able to immediately conceal his gun – not until a safe haven has been established – and will be forced to carry it until he does. The risks inherent in this are considerable, and must be balanced against the comfort offered by possession of a weapon.

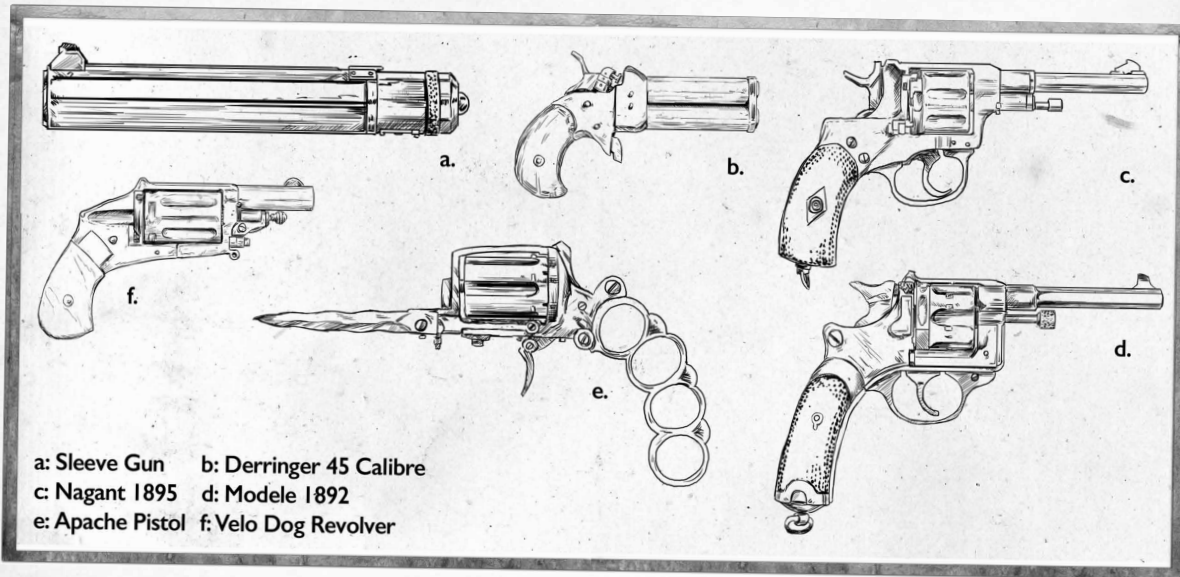
Note that if the weapon is buried along with the parachute, the agent should NEVER go back for it. All Agents are trained how to leave little evidence of burying a parachute (or other items) but there is a chance that the landing may have been observed and the area patrolled or observed. The gun and the chute are gone forever once they are buried.

Weapons and other equipment can be provided by local resistance contacts, in which case they are likely to be standard weapons stolen from the enemy or supplied by the Allies (often by boat or parachute). Most of these weapons have already been covered in previous training, but a few are worth further treatment here:

### Apache Pistol

Named for the 'Apache' street gangs of 19th-century Paris (and nothing to do with America whatsoever), the Apache pistol is a combination of a knuckle-duster, a small knife and a revolver cylinder. It can be used to strike, stab or shoot in close combat and folds away into a small package. Its 7mm cartridge is weak, and accuracy is minimal beyond point-blank range but it serves our purposes the way it served those of the gang members who first used it.

Associated with criminals rather than intelligence operatives, the Apache pistol might not identify the Agent as such if he is caught with one.



a: Sleeve Gun    b: Derringer 45 Calibre  
 c: Nagant 1895    d: Modele 1892  
 e: Apache Pistol    f: Velo Dog Revolver

#### Modele 1892

Often known as a 'Lebel Revolver' after its designer, the Modele 1892 was developed for the French military and is likely to be available in significant numbers. It is a fairly conventional double-action revolver with a swing-out cylinder, which fires the underpowered 8mm Lebel cartridge.

Although this is not the most effective of combat handguns, it is the most 'explainable' for an Agent operating in France or nearby regions – many ex-service weapons were retained by their users after the Great War.

#### Nagant M1895

To some extent this is the Russian equivalent of the French Modele M1892. A standard service weapon, it should be obtainable anywhere in Eastern Europe or even the Far East, where Russian personnel have served. Its .30 round is surprisingly powerful for its calibre due to a clever gas sealing mechanism, which makes this one of the very few revolver designs that can be used with a suppressor (silencer).

#### Derringer, .45 Calibre

A single or double-barrelled weapon reloaded using a break-open action, various Derringers are available. .45 ACP calibre is favoured for its hitting power, but smaller calibres can also be effective. Derringers are easily concealable and might not be found on a cursory search, but are only useful at point-blank range for assassination or surprise attack.

#### Velo Dog Revolver

The 'Velo Dog' revolver was developed in the late 19th century for use by cyclists to discourage dogs from biting them as they rode by. In this role it used a 'dust' round that would not seriously harm the target, but it can fire standard .22 ammunition.

This double-action 6-shot revolver is very small and has no external hammer, so it will not snag on clothing when drawn. It makes a good assassination weapon and would not normally be associated with intelligence operations since it was available in large numbers on the open market in much of Western Europe.

#### Sleeve Gun

These are custom-built assassination weapons, designed for use at point-blank range.

Sleeve and glove pistols should be considered 'assassination tools' rather than weapons as such, since they are virtually valueless in combat. These items consist of a pistol cartridge held in a tube that can be concealed within the sleeve, or a sorter tube on the back of a glove. The device is constructed such that when the tip is pushed against the target, the cartridge fires directly into him. These are one-shot items; reloading takes some time, and are obviously useful only with surprise.

## HANDGUNS

Weapon	Base Chance	Damage done	Base Range	Attacks per round	Bullets in gun	HPs resistance	Mal
Apache Pistol	Handgun % [1]	1D6 (pistol)	5 yards	1	6	4	96
Lebel Modele 1892	Handgun %	1D8	15 yards	1	6	8	98
Nagant Modele 1895	Handgun %	1D8+1	15 yards	1	6	8	00
45 Derringer	Handgun %	1D10	5 yards	1	2	6	98
Velo Dog Revolver	Handgun %	1D6	5 yards	1	6	6	99
Sleeve Gun	Handgun or Fist % [2]	1D8+2	3 yards	1	1	6	99
Glove Pistol	Handgun or Fist % [2]	1D8	3 yards	1	1	6	99

[1]The Apache pistol is treated as a small knife or knuckle duster when used as one.

[2] Use the Handgun skill for attacks carried out at range. If the gun is used as intended and pressed up against the target before being fired, the Fist skill may be used if this is higher; roll against double the attacker's skill level if he or she takes the target by surprise. Refer to the section Handling Assassination Attempts on page 10 to determine if the target is killed outright.

## SHOTGUN, CLOSE QUARTERS MODIFICATION

Almost any pump-action shotgun can be shortened and the stock removed or replaced with a telescoping or folding stock (such as that used on the German MP38 and MP40 submachineguns). This of course shortens the under-barrel tubular magazine to 3 or 4 rounds' capacity and causes shot to spread out more quickly which in turn reduces effective range. On the other hand, the weapon becomes somewhat less conspicuous and can be brought to bear very quickly in a confined space.

Some shotgun models have 'slam fire' capability. If the trigger is held down and the weapon's action is worked (using the pump), each shell will fire as it is forced into the breech. This is not an accurate way to shoot, but it is fast. Four or five shells slam-fired from a shortened shotgun can clear a room or trench in the space of seconds. However, the action of a weapon with this capability is of necessity not as robust as a standard pump-action, and malfunctions can occur under the stresses of firing.

Another useful modification is a magazine cut-off. This allows the shell in the breech to be ejected without chambering the next from the magazine. A shell (perhaps of a specialist type) can then be inserted directly into the breech, holding the standard shells in the magazine ready for use.

A variety of shotgun ammunition is available or can be made by replacing the shot with a different payload. This is not difficult and does not require much equipment, but some of the specialist ammunition thus created can be hazardous to handle.

Standard combat loads for a shotgun normally use buckshot; a charge of several (usually nine in a 12-gauge weapon) heavy pellets (typically of .36 gauge in a 12-gauge) which remain fairly close together in flight.

Pellets lose their velocity quickly and do not penetrate well, and once they spread out much of their effectiveness is lost. However, at close range buckshot is extremely deadly. Other ammunition types offer different advantages.

## HANDLING ALTERNATIVE SHOTGUN AMMUNITION TYPES AND CAPABILITIES



Specialist or alternative ammunition has different characteristics depending on the payload:

**BIRDSHOT:** Birdshot consists of a smaller number of lighter pellets, and is (as the name suggests) normally used for hunting small game and birds. In combat it is not as effective as buckshot and loses its velocity even faster, but the denser shot pattern does make a hit more likely. Birdshot is also readily available from farms and the like. Birdshot increases the chance of a hit with a shotgun by half (e.g. a character with 40% skill has a 60% chance of a hit) but damage at any given range is halved. 1D6 becomes 1D3 in this case.

**SOLID SLUG:** The shot charge can be replaced with a single ball. This somewhat reduces the hitting power of the weapon – several pellets will cause more harm than a single impact, at least on unarmoured targets. Solid ammunition is covered in the main rulebook.

**EXPLOSIVE SLUG:** A solid ball can be turned into an explosive projectile by various means. One simple way is to embed a small-calibre pistol primer in the ball when it is cast. This is a somewhat hazardous process, and even if it is completed without a mishap it doubles the chance of a weapon malfunction (usually from 98 to 96). If a malfunction occurs, this will likely be premature detonation of the projectile in the barrel, which is never a good thing.

An explosive slug essentially causes the ball to fragment when it detonates. The explosion is small and will not start fires unless the shot goes into something extremely flammable like petrol. It does increase damage by 1D6 at all ranges unless the target has more than 3 points of armour. In this case, the ball fragments on the surface and actually penetrates less well – each damage die is 1D3 rather than 1D6.

**OTHER SPECIALIST PROJECTILES:** A solid ball or shot charge can be replaced with specialist ammunition such as pellets containing poisons or phosphorous (or similarly flammable materials). The hazards inherent in working with these materials are often considerable, and may require a Chemistry skill roll to avoid disaster when concocting the ammunition. Demolitions skill is used instead for flammable materials. Having made it and rendered it stable, effects will depend on the ammunition type:

- Poisons will be introduced direct into the target's tissues and will be more effective than usual. This includes materials inimical to certain Mythos creatures.
- Incendiary ammunition will set fire to any flammable material they strike, and usually burn for 1D6 damage for 1D6 rounds, starting the first round after the hit lands. Some materials burn hotter or longer, but there is a limit to what can be packed into a shotgun shell.



SLAM FIRE can be used to sweep a room or other modestly sized space (i.e. within the weapon's short range) and can only be done with shotshells, not solid slugs. The shooter needs 4 or more shells in his weapon at the start, and it is completely empty when he has finished. The shooter makes a skill roll. If successful, he delivers full damage to one target of his choice. Everyone else in the room (friend, foe and passer-by!) will be hit for half damage (2D6 in the case of most shotguns). All of these secondary targets may make a Luck roll. If successful they are only peripherally hit, e.g. by ricocheting projectiles, and take quarter damage instead (typically 1D6). If the skill roll is failed, all targets in the room hit for 1D6 damage (and nobody takes the full 4D6); a successful Luck roll prevents any damage from being taken.

## DISGUISED EXPLOSIVES

Explosives are available in various forms, often by stealing them from the enemy. It may be possible to set up a 'gift shop' operation, in which technically skilled and brave individuals dismantle unexploded or captured mines, shells and grenades to extract explosive material and detonators. Dynamite and similar explosives may be available through other sources, such as contacts in the mining industry. And of course, explosive charges can be delivered by the Allies for resistance use in some cases.

However, there may be a need for disguised or concealed explosives of various sorts. Disguised explosives available to Agents include dynamite-based explosives that look like coal or logs. These can be sneaked past most checkpoints and either used immediately or placed within the stockpiles for a furnace or locomotives. The saboteur can be far away when the explosive is shovelled into the furnace or firebox, where it will detonate.

Other disguises include animal dung and similar noxious items. This not only enables concealment or 'hiding in plain sight' but also allows booby-traps to be laid. It has been observed that courier drivers in the desert or other featureless areas will deliberately drive through piles of camel dung just to relieve the monotony. A car proceeding down a country lane will similarly not stop or go around what appears to be a pile of horse droppings. The vehicle will then be disabled or the occupants killed by what amounts to a land mine.

Concealment is possible in other ways. For example it is possible to hollow out an innocuous object and fill it with liquid explosive. This is hazardous; liquid explosives are unstable and may detonate if struck a sharp blow.

They are very potent, however; a small amount can cause a great deal of damage. Enemy personnel might not think to search for explosives in something quite small, as they will expect a fairly large amount of explosive to be needed.

Plastic explosive is a useful alternative to liquid explosives. It has the advantage of being very stable – it will not detonate if dropped or even burned – and malleable, allowing it to be hidden inside something else. It can also be burned in the event that discovery seems likely, though this produces noxious fumes that are likely to be noticed unless the air is cleared.

Plastic explosives must be detonated by another explosive. This is usually a detonating charge that is less stable and can be initiated by heat or electricity. Plastic explosives thus require more training to use than simple dynamite and the like. However, they can be transported by anyone, concealed inside an otherwise harmless object.

Since the explosive needs no special treatment and there is no danger of accidental detonation, the courier does not need to know they are carrying explosives, which can be beneficial – someone who does not know he is carrying illegal items cannot be nervous about them and is thus less likely to be spotted and questioned by guards or patrols.

One novel approach to concealing explosives involves the use of hollowed-out animal carcasses. Some minor success has been achieved using dead rats filled with plastic explosive, with a time pencil inserted in the rear. These were initially developed to be placed amongst coal

piles, although they can be used anywhere a dead rat would not raise suspicion. Be warned that the Germans have caught onto this technique, and it may prove more effective as a red herring than an effective act of sabotage.

For creative acts of mischief, small incendiary pellets can be placed within a cigarette. The flame these pellets create is brief and intense, and the cigarette must be placed no more than an inch deep in suitable kindling. In the event you require a larger fire, incendiary devices disguised as shaving brushes and bars of soap are also available. These contain sodium, which ignites in the presence of water and burns intensely.

## TIMED AND OTHER DETONATORS

The use of a time pencil fuse, also known as the No. 10 Switch, makes the timed detonation of plastic explosives

simple. A time pencil is a metal tube, originally brass and later aluminium, containing a glass vial of cupric chloride.

As the name implies, they are the approximate size and shape of a pencil. Once the vial is broken and the safety strip removed, the fuse can then be placed in the plastic explosive.

The colour of the safety strip indicates the duration of the fuse, with standard durations of 10 minutes, 30 minutes, 2 hours, 5 ½ hours, 12 hours and 24 hours. Time pencils make no sound once activated.

Other standard detonators include the No. 5 Switch, activated by the application of 50 pounds of more of pressure, and the No. 6 Switch, activated by the release of pressure and designed to be slipped under objects such as crates, detonating when the object is lifted.

## DISGUISED EXPLOSIVES, INCENDIARIES AND OTHER BOOBY TRAPS

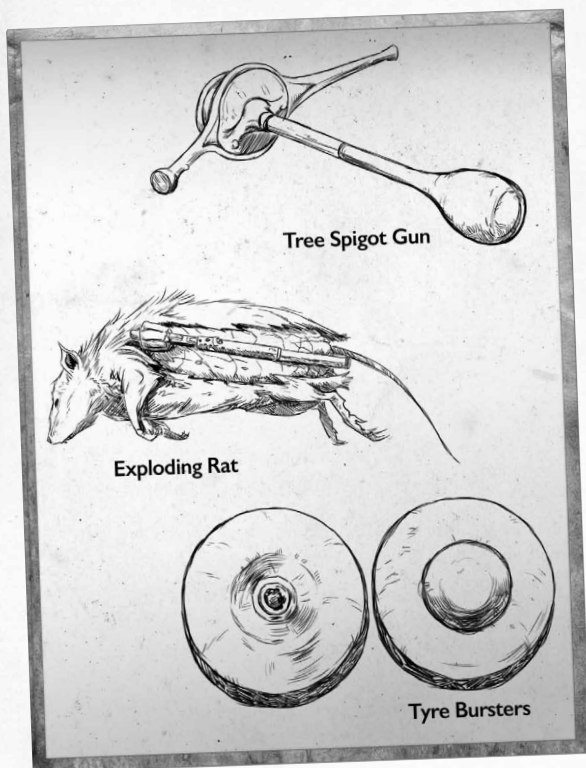


The SOE developed and distributed a wide range of disguises for explosive devices, from the light bulbs, lumps of coal and dead rats mentioned above to plaster fruit and vegetables or fog alerts to be placed on rail tracks. There will, however, be many occasions when these are not available to Agents or another disguise is required.

In the case of improvised devices, such as a tin of peaches converted into a nail bomb, the Keeper should call for a Demolitions roll to construct the device safely and effectively. When standard devices are used, such as tyrebursters, mines disguised as rocks or coal charges, no such roll is required.

Creating a disguise for an improvised explosive device will call for either a Craft or a Conceal roll, depending on the means used. If the investigator manufactures the disguise, such as making a false rock or head of cabbage out of plaster, then this is Craft. If the investigator hides the explosives inside an existing object, such as a hollowed-out log, an engineer's oil can or a wine bottle, this calls for a Conceal roll. These rolls are made in addition to any Demolitions roll for arming the device. Only call for a Conceal roll to hide the explosive device if it is in a position where it may potentially be uncovered or if a target will have reason to disturb it. A device hidden amongst a pile of logs will only attract attention if the logs are moved. This is especially true in the case of disguised mines, such as tyrebursters.

A tyreburster disguised as a rock or hidden in a pile of horse manure is only likely to be exposed if someone is actively looking for it, or through mishap, such as heavy rain or the attentions of a street cleaner. Such mishaps may be reflected by the Agent fumbling the Luck roll to plant the device in the path of their target.



## TYREBURSTERS

Encased in plaster painted to appear as animal droppings or stones, these specialised pressure mines are designed to disable light armoured vehicles (the SOE sometimes used simple caltrops against standard motor vehicles), and may be used as the basis for improvised anti-tank weapons by adding more explosives. The disguise conceals a small tinned steel canister, 2 inches in diameter, containing high explosives; a pressure switch detonates the device upon application of 150 pounds or more of pressure.

The device needs to be placed on a hard surface, such as a paved road, or to have a stone or other hard object planted underneath it. The SOE have created a number of variants of the disguise to match the droppings of animals native to the countries in which they were deployed.

## TREE SPIGOT GUNS

These booby traps are designed to propel mortar charges, containing up to 3 pounds of high explosives, which provides enough explosive power to penetrate up to two inches of armour. The spigot is screwed into the trunk of a tree using the two built-in handles and armed with

a charge similar to a shotgun shell, which propels the customised mortar round. The charge can be detonated via a tripwire attached to the spigot, which makes it ideal for laying traps for armoured units or even trains.

Alternatively, the charge can be detonated by a switch similar to a time pencil; in this case, the spigot gun may be aimed using special sights and used to strike at a remote target after a set delay. A silencing wad is built into the cartridge itself, limiting the sound and flash of the discharge.

A variant of this design, known as the plate spigot gun, incorporates a half-inch steel plate to be used as a shield, allowing the weapon to be aimed manually at moving targets while providing cover.



*This version is not commonly used by SOE, but may prove valuable when facing larger entities.*

## INCENDIARY CHARGES

There are a number of standard incendiary charges available from SOE stores. These devices are designed to start fires rather than causing direct injuries. Three of the more common types are outlined below.

- **Pocket Incendiary.** These charges are approximately the size of three small cigars, taped side-by-side, and issued in tins of two. The inbuilt delay mechanism works in a similar manner to a time pencil, with delays available in various increments between 15 minutes and 24 hours. Once ignited, the intense flare-like flame burns for approximately one minute.
- **Firepot.** These small pots, 2 ¼ inches in height and 3 ¾ inches in diameter, are made of magnesium and contain a charge of thermite and gunpowder. The provided fuses allow for the firepot to be ignited immediately or with a delay of 10 seconds. Once the thermite and gunpowder have burnt for several seconds, the magnesium catches, producing an intense flaring heat that burns for up to 15 minutes and is hot enough to melt iron.
- **Thermite Bomb.** This device is a metal canister filled with 2 ½ pounds of thermite and primed with a chemical fuse, similar to a time pencil. It



can also be ignited manually with a match. Once ignited the thermite provides its own oxygen and cannot be smothered or doused. It burns with a temperature of over 2000°C and can melt through most metals.

## INCENDIARY CIGARETTES

These are small pellets that can be placed within a cigarette. The cigarette then functions as a two-to-five-minute fuse, depending on which end is lit. Once the tobacco burns down to the location of the pellet, it will

### SPECIALIST EXPLOSIVES

Weapon	Base Chance	Damage done	Base Range	Ammo Capacity	HPs	Mal
Tyrebuster	Luck % [1]	4D6	In place	1	10	99
Tree Spigot Mortar	Demolitions %	6D6	200 yards	1	8	99
Pocket Incendiary	Demolitions %	2D6 [2]	In place	1	6	98
Firepot	Demolitions %	4D6 [3]	In place	1	8	98
Thermit Bomb	Demolitions %	8D6 [3]	In place	1	10	98
Incendiary Cigarette	Luck % [4]	1D3 [2]	In place	1	2	00
Exploding Rat	Demolitions %	2D6	In place	1	5	99

[1] Tyrebusters are disguised to look unobtrusive, and will pass casual inspection. There is no need to make a Conceal roll when placing one unless there is a chance that the agent may be observed doing so. The Luck roll is made when the enemy vehicle passes the section of road where the Agent has placed the tyrebuster to see if the vehicle detonates the device. If the device explodes and inflicts damage equal at least 1/10th of the hit points of a wheeled vehicle or 1/4 of that of a tracked vehicle, the driver will have to make a Drive Automobile roll to avoid crashing. As the attack is against the more vulnerable underside, any attack inflicting damage equal to at least half of the vehicle's hit points will disable it. As the devices are designed to be simple to use, a Demolitions roll is only required if the investigator has modified the tyrebuster, for example adding more explosives to create an improvised anti-tank mine.

[2] This damage is to people or items within touching range of the device. These devices do not explode beyond giving off sparks and a large amount of smoke, so there is little immediate risk to anyone not in direct contact; the purpose of incendiary bombs is to start fires, not injure personnel as they detonate. As well as priming the device, the required Demolitions roll ensures that the investigator has placed the device in a location where the fire is likely to spread. The player should then make a Luck roll to see how quickly and effectively the fire spreads, simulating factors like the presence of nearby sand buckets, personnel trained in extinguishing incendiary devices, and so on. Failure indicates that the enemy was able to control or extinguish the fire before it caused much damage.

[3] Given the intense heat produced by these devices and the near-impossibility of extinguishing them, no Luck roll is required to see if the fire spreads; this will be automatic as long as the investigator made his or her Demolitions roll to place the device effectively.

[4] There is no skill required to place a pellet in a cigarette and then light one end. The Luck roll indicates whether the cigarette goes out or is disturbed before the charge ignites. A second Luck roll is required to see how well the fire spreads, as per the pocket incendiary.





take approximately two minutes to ignite; the pellet will then produce a hot flame for approximately five seconds.



*There have been a handful of reports of Agents using weapons and rituals constructed by Our Other Enemy. When faced with pressing danger, it is understandably tempting to use any resources available, no matter how tainted their origin. All Agents should be aware of the risks involved and understand why we recommend against such actions, even in the direst circumstances.*

*We have examined a number of artefacts of what can only be called inhuman origin. While some of these items are undoubtedly weapons, they have been designed for other physiologies. Even those that can be wielded by human hands are awkward to use and considerably less accurate than the firearms and hand-to-hand weapons with which you have been issued.*

*These items also tend to be less reliable than our weapons, ceasing to operate or, worse, malfunctioning at inopportune moments. As appealing as it may be to attack an enemy with the powers of lightning or earthquakes, the risks are generally too great to be operationally sound. Depending on how obvious and unearthly these devices appear, they also run the risk of alerting observers to the existence of Our Other Enemy.*

*Should you come into the possession of any such items, they should be delivered to N personally via secure channels as quickly as possible to be contained or destroyed. Do not attempt to destroy artefacts yourself as the effects of doing so can prove dangerous and unpredictable.*

*More unpredictable still is the use of rituals and incantations learned from occult texts or the human accomplices of Our Other Enemy. Some lesser incantations lend themselves to assassination attempts or quietly taking down enemy sentries. However useful these*

*may seem, they should not be used under any circumstances. There are a variety of reasons for this.*

*First and foremost, the unnatural effects of any of such rituals are too revealing. A sentry who suddenly turns inside out or whose flesh has been withered and desiccated will attract undue comment and may draw attention from those with knowledge of such things. Secondly, we have seen evidence that use of such powers takes a toll. The more we use the tools of Our Other Enemy, the more we invite them into our minds. We have lost more than one Agent to the madness this can cause.*

*The worst option of all is to use a ritual that will attract or summon one or more entities. There is little practical use in most of the entities that can be coerced in this way beyond spreading madness and mayhem; however some Agents have noted that some old texts contain rituals that purport to summon living flame, which may, in desperate circumstances, seem like an appealing alternative to incendiary devices. Not only do these rituals hold the same dangers as we have already mentioned, but they bring the forces of Our Other Enemy into this world. These forces cannot be contained or controlled. No matter the danger you face, do not think that you can combat it by introducing a new and almost certainly worse danger.*

## OTHER FORMS OF SABOTAGE

### ITCHING POWDER

Should an Agent affect access to the appropriate clothing factories or laundries, this presents an opportunity for a less conventional form of attack. We have developed an itching powder made from the seeds of the mucuna plant that, when sprinkled over articles of clothing, proves both uncomfortable for the wearer and difficult to wash out. While this may sound like a schoolboy prank, reports from the field suggest that German troops whose uniforms and undergarments have been so contaminated are unable to sleep and are in constant discomfort, both



of which weaken their effectiveness and morale. At least one U-boat has been forced to return to base due to an outbreak of "dermatitis".

## CARBORUNDUM POWDER

The use of carborundum powder allows another quiet and effective form of sabotage. This abrasive powder can be added to lubricating grease or placed directly in exposed gears where it will quickly cause a malfunction with no obvious cause.

## AQUATIC OPERATIONS

Some missions may call for you to operate on or in the water, usually carrying out acts of sabotage against enemy vessels. While these activities are normally reserved for specialists, there may be circumstances that call for more general Agents to operate at sea. We have developed a range of items that will make such missions more effective. Not all of these items have been tested successfully in the field, and some will only be issued to Agents who have received proper instruction.

### SPOT RULES FOR MUCUNA POWDER



Locating a suitable target for tainting with mucuna powder is a mission in itself. The investigators will need to identify the appropriate laundry or clothing factory using local informants, gain access to it (or convince a worker to do so) and apply the powder without being observed.

There are many stages where this could go wrong, and it could prove a tense set of scenes for something that so resembles a childhood prank.

Once clothing or bedding has been contaminated with the powder, it is almost impossible to wash it out. Targets in contact with the tainted cloth will need to make CON rolls on a daily basis to get any sleep, otherwise they will take a cumulative -10% penalty on all rolls. Once they have failed three rolls, they will be too tired to function effectively and will need to be taken off duty or start suffering catastrophic accidents. If an entire unit has been targeted, the Keeper should make a single roll for all participants based on an average CON score for the type of target (e.g. 50% for normal soldiers).

### SPOT RULES FOR CARBORUNDUM POWDER

While no special expertise is required to attempt to sabotage machinery with carborundum powder, those who know what parts are more vulnerable will have an advantage. An untrained individual sprinkling the powder into the works of a machine may make a Luck roll to determine if the machine stops working. If the saboteur's Mechanical Repair skill is higher than his or her Luck, this may be used instead. If the powder is simply mixed with oil or grease that will be used for future maintenance, the saboteur may only use Luck.

The machinery in question needs to be operating for the powder to cause damage. Once in motion, it will take 1D10 minutes for the mechanism to start to break down. The effect will depend entirely on the type of machinery sabotaged, but at the very least it will seize up, requiring days of labour and spare parts to repair. Applied to vehicles, the powder may well cause crashes depending on whether the driver or pilot manages to retain control (a suitable drive or pilot roll) as the engine fails.



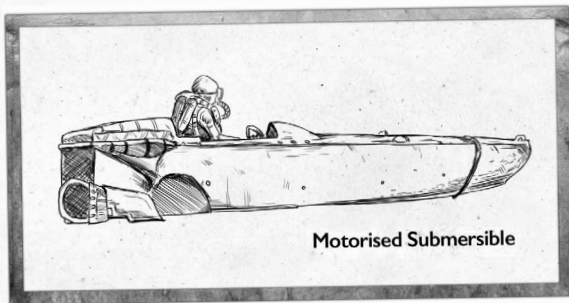
### AMPHIBIAN BREATHING APPARATUS

Amphibian breathing apparatus will allow an Agent to work underwater for up to one and a half hours. The apparatus comprises a tank of oxygen, which is strapped to the Agent's torso, and a tube that delivers the oxygen to a mouthpiece. Goggles should also be worn when using the apparatus.

The tank weighs 28 ¾ pounds on the surface and 7 ½ pounds when in water. Ensure that you check all valves and washers before use, as a malfunction can prove catastrophic. Keep the valves greased, the oxygen cylinder full and the entire apparatus dry when not in use.

### THE MOTORISED SUBMERSIBLE CANOE

The Motorised Submersible Canoe (MSC) or 'Sleeping Beauty' is a one-man battery-operated craft that can operate on or just below the surface. It is 12 foot 6 inches in length, weighing 600 pounds, made of mild steel and is robust enough to be dropped from a heavy bomber for deployment. Standard operation calls for the pilot to use the craft to get close to an enemy vessel before swimming out and attaching limpet mines. The Agent should wear amphibian breathing apparatus when operating this craft, as much of his time will be spent below the surface.



The MSC has a cargo hatch that can hold 3 ½ pounds of explosives or a radio transmitter, depending on the requirements of the mission. The standard range of the MSC for operational planning is 30 miles at 3 knots, although this will be affected greatly by increases or decreases in speed. The full speed of 44 knots should only be used if absolutely necessary, as this will decrease the range to approximately 12 miles. It is possible to take a second frogman as a passenger on the bow, but be aware that this will further limit the range and speed. Should the batteries run dry or fail in any manner, the MSC can be paddled like a canoe or powered by sails.

### WELMAN MIDGET SUBMARINE

For more demanding maritime work, the Welman one-man midget submarine can perform a number of actions. The 600-pound carrying capacity allows it to be used for launching mobile mines as well as placing limpets. The Welman may also be used as a beacon while on major operations or simply for performing reconnaissance. Its airtight hull and more conventional mechanical motor allow it to be used at greater depths than the MSC, with an operational recommendation of 75 feet and a tested maximum of 300 feet. This also means that the pilot does not have to wear amphibian breathing apparatus. The controls have been designed to be similar to those of a modern motor car, reducing the requirement for training.

The Welman is a large craft, 20' 2" in length and 4600 pounds in weight, so deployment needs to be planned carefully. The cruising range is 33 miles at 2.1 knots, fully loaded. The range drops to 22 miles if operating at the vessel's maximum speed of 3.5 knots.

Be aware that while the Welman has been tested in sea conditions, it has yet to see active use in the field. Initial reports from trials indicate that the lack of a periscope causes some problems with visibility, so pilots are advised to be cautious when surfacing.

### WELFREIGHTER

The larger cousin of the Welman is the Welfreighter, a submersible surface craft that can operated by a single pilot and take a crew of up to four. The Welfreighter is designed to look like a more conventional surface craft and will appear as such in rough weather. In better visibility, the craft should be submerged, and is rated for depths of up to 50 feet. The primary purpose of the Welfreighter is to provide covert landings for small groups of Agents, although its carrying capacity of one ton also makes it well-suited for smuggling supplies into occupied lands. It is also capable of transporting up to two Sleeping Beauties within range of a target. The Welfreighter has a maximum surface speed of 6 knots.

### SEASICKNESS TABLETS

Seasickness tablets are also available from stores. If you require these, remember to take them before the start of the mission. They will not be effective if you wait until you begin to feel nauseated.

## AQUATIC VEHICLES

Vehicle	Skill	Rated Speed	Handling	ACC	Armour	SIZ	HP	Crew	Passengers
Motorised Submersible Canoe (MSC) or 'Sleeping Beauty'	Pilot Boat	5	+10%	±1	10/0	20	25	1	-
Welman One-Man Submarine	Drive Auto [1]	4	-10%	±1	18	35	45	1	-
Welfreighter Submersible Surface Craft	Pilot Boat	6	-	±1	18/0	80	80	1	4

[1] This reflects the fact that the controls of the Welman are designed to look and function like those of a motor car. It still requires some training and presents its own set of challenges, hence the penalty on Handling.



*You will hardly need to be reminded that many of the more commonly encountered entities associated with Our Other Enemy are aquatic or amphibious, so great care should be taken when operating at sea. Even a Sleeping Beauty running at full speed will not outpace a Deep One in its element. When on a maritime mission involving Our Other Enemy, Agents should employ lookouts where possible, while remembering that these creatures see better in darkness than we do.*

*If engaging a creature in the water becomes unavoidable, your fighting knife will prove invaluable, but remember that you will be in combat with an opponent with many built-in knives. One of our Agents from Australia has shared spear-fishing techniques used by Aboriginal fisherman, and these give the advantage of range.*

*If you are expecting to encounter Deep Ones or other aquatic entities, having a sharp metal spear may save your life. There is, however, no substitute for avoiding such altercations in the first place, and the Agent should make every effort to lure amphibious creatures onto dry land where they can be safely shot.*

## OTHER EQUIPMENT

A variety of specialist and non-specialist equipment is available. Agents should consider carefully whether a given item could be improvised locally before submitting a request to London. The risk inherent in picking up a drop may not be worth the convenience of a given item. However, some items are extremely useful and indeed may be vital to a given mission.

Assassination aids are listed separately from weapons and explosives as they are often rather specific to a mission.

### EXPLODING LIGHT BULB

One technique mastered by the research branch is the 'exploding light bulb', which does exactly what its name suggests. The bulb works and will fit in any standard fitting, but its base is packed with explosives and lead shot. When switched on, the bulb will explode, showering everyone in the room with shot packed around the charge. Tests indicate that the bulb will reliably kill everyone in a small room, so it should be substituted for a standard bulb and left for the room's occupant to turn on.

### EXPLOSIVE OR TOXIC CIGAR

More personal is the explosive or toxin-laced cigar. This apparently normal cigar will have little or no effect until

**SPECIALIST EXPLOSIVES**

Weapon	Base Chance	Damage	Range	Ammo Capacity	HPs	Mal
Exploding Light Bulb	Luck % [1]	4D6 [2]	Everyone in a small room.	1	2	00
Exploding Cigar	Luck % [3]	2D6	In place.	1	2	00

[1] This represents the chances of something unexpected going wrong, such as the wrong person entering the room first, someone or something providing cover, or a power outage or other electrical fault preventing detonation.

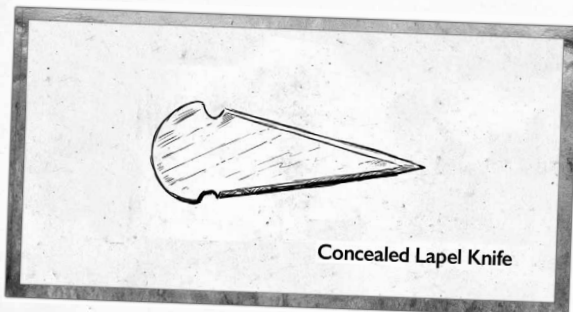
[2] In a more open area, treat this as a shotgun blast to everyone in range, with 4D6/2D6/1D6 decreasing over three-yard increments.

[3] This represents the chances the target smoking the cigar if left in his or her cigar box, as well as of complications such as the wrong person may smoking it or the target noticing something suspicious.

smoked down a little, at which point the toxins will be activated by heat or the explosives detonated. An explosion close to the face is likely to blind an enemy and may kill him; death can more reliably be achieved with the toxic version. However, the exploding cigar can be smoked quite safely for a short time, possibly allaying the suspicions of the recipient.

**CONCEALED BLADES**

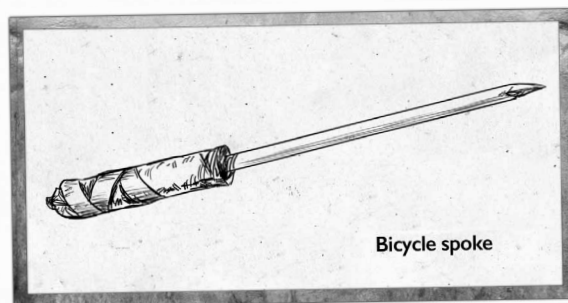
A variety of concealed blades are available for use in assassination and perhaps combat operations. While a small knife can be hidden almost anywhere, some specialist items are available.



These include blades that can be hidden in the heel or sole of a shoe, or behind a lapel where they may escape a cursory search. Blades of various sizes can also be concealed in a variety of innocuous items such as pencils, horse brushes, work tools and bags or cases.

**BICYCLE SPOKE**

As an alternative to a conventional blade, a piece of stiff wire such as a bicycle spoke can be sharpened and used as an assassination tool. Ideally, the spoke is inserted into a handle of some kind, and can be concealed inside a newspaper or similar item. The spoke is stiff enough to penetrate clothing and flesh, and will create a deep wound that is very hard to treat.



A thrust anywhere in the torso is likely to prove fatal sooner or later, either due to bleeding, damage to an internal organ or infection if the bowel is punctured. Multiple stabs may be possible, but it should be sufficient to bump into the target 'accidentally', stab him, and slip away as a crowd forms.

Often the victim will not immediately realise he has been stabbed; it may be several moments before he collapses, during which the assassin can disappear.

## KNIVES AND IMPROVISED ASSASSINATION WEAPONS

Weapon	Base Chance	Damage	Range	HPs
Fairbairn-Sykes Fighting Knife	Knife %	1D4 + 2	Touch	18
Thumb Knife	Knife %	1D4	Touch	18
Lapel Knife	Knife %	1D4	Touch	12
Punch Dagger	Fist % or Knife % (whichever is higher)	1D4 when used as knuckle-duster/1D4 + 2 as knife	Touch	10
Sleeve Dagger	Knife %	1D4 + 2	Touch	12
Bicycle Spoke	Fist % or Knife % (whichever is higher)	1D4 [1]	Touch	4

[1] Roll against double the attacker's skill level if he or she takes the target by surprise. Refer to the section Handling Assassination Attempts on page 10 to determine if the target is killed outright.

## CONCEALED OR DISGUISED ITEMS

Concealed or Disguised Items include maps sewn into the lining of clothing or concealed in a handkerchief. These are usually printed on silk rather than paper, as silk folds or crumples easily and does not rustle like paper. Money can also be sewn into clothing, and a great variety of small objects can be carried in secret pockets. However, close examination of clothing that has secret compartments will reveal the Agent for what he is.

Buttons can be used to conceal a small item such as a compass or pill. Agents should consider using this method to carry a 'suicide pill' in case of capture. Leaving aside noble considerations of duty, the fate of a captured Agent will be grim indeed. It may well be preferable to find a quick death, and at the end know the satisfaction of a final victory over the enemy that comes by denying them any value from their capture.

Concealed pills need not be lethal, or at least not self-lethal. An Agent could use a pill to poison an enemy or a guard dog, or a sedative to keep someone out of the way without killing them. This can be useful when infiltrating a guarded area – a corpse will trigger an alert, but someone sleeping at his post will bring down displeasure on himself before arousing suspicion of an attack in progress.



*Some creatures and their cults are worse than the Gestapo. The same comments apply as above, but with*

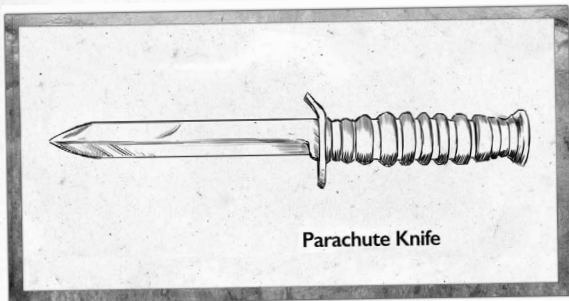
*the added caveat that it is advisable to take measures to prevent your corpse falling into the hands of Our Other Enemy. Some entities and practitioners are able to consume parts of a body to take on its likeness or absorb its memories, or raise the body from the dead as a mindless slave; only destruction of the body by fire or strong chemicals seems proof against these outcomes. Incendiaries and high explosives are good options when placed in such a tight spot.*

*More alarmingly, we have had a report of an Agent taking a suicide pill only to have his brain and spinal column removed before the complete death of his body. These were placed into some form of apparatus, and when it was discovered by his comrades his voice could be heard coming from within, begging for release. When faced with such an outcome, a self-inflicted bullet in the head is preferable. Never assume that death will provide a sure-fire escape.*

Overt Items available to SOE agents are not easily 'explainable'; it may be wise to dispose of those that are not needed as soon as possible (consider burying with parachute) but might be retained in case of future need. Necessary items (and any that are retained just-in-case) must be concealed as soon as a location is available.

## PARACHUTE KNIFE

The parachute knife is carried on the jump suit for the purpose of cutting away a tangled chute. It has a secondary blade that is ideal for slashing vehicle tyres. The hooked blade is less than ideal for combat under most circumstances, and will identify the carrier as a parachutist. Consider immediate disposal despite obvious sabotage uses.



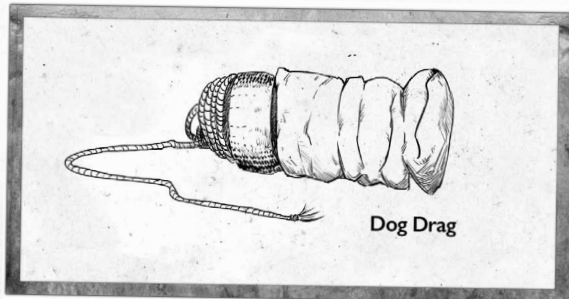
Parachute Knife

## FIRST-AID KIT

Most Agents are issued a small first-aid kit when they commence operations. Again, this will identify the Agent so should be plundered for the most useful small items and discarded upon arrival unless immediately needed. An Agent in place should be able to obtain medical supplies (or assistance) which will not identify him as an Agent. However, if the Agent is injured upon arrival or foresees a near-future need, the kit can be retained.

## DOG DRAG

A dog drag is manufactured from a small canvas bag that is attached to a rope. The bag contains an ampoule of a pungent liquid that is irresistible to our canine chums. Once this ampoule is broken, the bag can then be dragged, using the rope, on foot or attached to a vehicle, creating a trail that will distract guard or tracker dogs.



Dog Drag

Great care must be taken when breaking the ampoule: if an Agent gets the liquid on his hands, the effect is

likely to prove entirely counterproductive. It is possible to improvise something similar using rotten meat or dead game animals, and while these have proved less effective, they are less likely to arouse suspicion.



*Our researchers have found instructions for creating similarly pungent substances that can attract the attention of Byakhee and Deep Ones. These are manufactured only as required, given the scope for disaster should any spill on the Agent or anywhere in the vicinity. Given the records left by the unfortunate boffins who created these so-called 'alarm substances', their use tends to cause more problems than they solve. For this reason, these substances are only issued in the direst of circumstances and only following personal instruction in their safe use and handling.*

## FORGERY EQUIPMENT

Forgery equipment for clothing and documents is difficult to explain but should be retained and concealed. SOE issues clothing labels and insignia (including military insignia) that can be used in constructing disguises. Clothing with an incorrect label may arouse suspicion; this must not be overlooked when constructing a cover identity or it may prove a fatal flaw if interrogated later.

Forgery equipment includes stamps for various papers, of the sort used by local police and occupation forces. Forgery equipment of a more general sort can often be sourced locally, especially in towns where the criminal element has been co-opted by the resistance. Stamps are hard to create, and are thus generally worth the risk of carrying until they can be c

## LOCAL AND AXIS CURRENCY

Genuine but variously illegal items include quantities of local and Axis currency, carried in a money belt (or a case if large amounts are needed). Possession of large quantities of cash will arouse suspicion of course, but it may be necessary to the mission. Counterfeit money can be used but adds the risk that the forgery will be discovered, leading to an investigation that would otherwise not have taken place.



*Forged occult texts, including antique grimoires, diaries and a variety of diagrams, glyphs and instructions for rituals are also available to Agents. The information these contain, while following the form of real documents, is complete nonsense and thus these items are not subject to the normal restrictions about information relating to Our Other Enemy.*

*These texts may be used to earn the trust of unsavoury cults, bargain with collectors or simply confuse dangerous lunatics.*

## FALSE PAPERS

False identity papers, ration cards and the like are of course outright illegal, and an Agent carrying several different sets of papers would be immediately arrested. However, one set of papers that fits the cover identity is

an asset, not a liability – unless it is very badly forged, of course. Other documents must likewise either fit the cover identity or be concealed as soon as possible.

## INCENDIARY BRIEFCASE

Quick destruction of compromising papers can be effected by a variety of means. The simplest method is burning them, although this may prove tricky should the Agent have been captured. We have developed a number of suitcases and briefcases that contain a thermite charge disguised as a parcel. The trigger mechanism, once armed, will detonate this charge should the case be opened incorrectly or the lock tampered with.

As well as destroying any sensitive contents, the strong incendiary charges contained also allow these cases to be used as booby traps. Full instructions for arming and safe use are included with each case. Should you be issued with one of these cases, always handle it with

## DESTROYING AND HIDING DOCUMENTS



Any investigator encountering an incendiary briefcase or suitcase may roll Spot Hidden at half chance or Demolitions to either realise that something is wrong with the case or recognise it for what it is. A second Demolitions roll will allow the case to be disarmed safely; a failure will activate the thermite charge if the case is opened, and a fumble will activate it just from mishandling. If the charge goes off, everything within the case is destroyed instantly and anyone within touching distance takes 2D6 damage from the fire. The investigator with the lowest Luck score should then make a Luck roll: failure means that the fire spreads and does so quickly.

In the case of an NPC opening an incendiary case prepared by an investigator, the player whose investigator activated the mechanism should make a Luck roll; if successful, the NPC does not notice anything wrong before opening the case and detonating the incendiary charge, incurring 2D6 damage. The player should then make a second Luck roll, with success indicating that the fire spreads quickly.

Similarly, Luck rolls should be used to determine whether an investigator is able to ignite nitrated paper while under pressure; this simulates having a fire source handy and being able to get to the paper before the enemy. If ignited successfully, the paper will burn instantly.

Using cunning hiding places such as secret compartments inside tubes of shaving cream, for documents, silk maps and the like will add to the chances of any Conceal roll; the investigator may roll as if their skill were 30% higher.





care. If you forget that you are effectively carrying a small bomb then the consequences may be unfortunate.

Of course, these measures will do little to protect a cover identity, as it may prove difficult to explain to a Gestapo officer why your attaché case has just burst into flames. There is little substitute for not getting caught with incriminating papers in the first place.

### OTHER METHODS FOR HIDING EQUIPMENT

Other options for hiding small documents or maps include tins with false bottoms, tubes of shaving cream or toothpaste, cigarettes or even corks from wine bottles. While we have prepared such items for use in the field, a small amount of ingenuity will allow an agent to adapt such items himself. In the case of containers of liquid or cream, a rubber balloon may be used to protect objects hidden within. Balloons are also useful for keeping detonator switches and fuses dry before deployment.

### NITRATED PAPER

Nitrated paper may be used for documents that may need to be destroyed quickly. This paper looks and feels normal, but will ignite from a single spark. The same care should be taken with this paper as with all other flammable materials and under no circumstances should it be stored with normal paper.

## FINAL NOTES ON EQUIPMENT

Overall, it must be noted that the successful Agent is one who can improvise what he needs to get his job done rather than defining his capabilities by what he has the equipment for. The amount of gear that can be taken on a mission into occupied territory is very limited, and there are major difficulties inherent in obtaining more. The one thing that an Agent does take with him is his mind.

The Agent's mind – his intellect, his facility for clever improvisation and his low animal cunning – is his most precious weapon. Do not be distracted into thinking that lack of the correct materials or tools is a barrier to success. Tools can be done without; a captured Agent is lost. So consider always whether it is better to make do with what can be scrounged, stolen and improvised than to visit an equipment cache or a drop site that might have been compromised. Take as little with you as possible, other than items essential to your mission. If a specific item becomes necessary you can steal it, requisition it or invent a replacement. Only as a last resort should you radio London for it. Delivery may prove to be impracticable anyway, in which case you will have to do without.

Our organisation was told to “set Europe ablaze”, but if we were to choose our own watchword it might be this:

*“We will find a way.”*



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# THE SOE HANDBOOK



## APPENDICES

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# • APPENDIX A •

## SOE AND NETWORK N TRAINING ESTABLISHMENTS

### THE SOE TRAINING PROGRAMME

#### INDUCTION

Most SOE agents are recruited because they are already known to people who work in SOE or SIS and who have identified that the candidate is a sound choice. This is usually not the case for N's agents, all of whom have been selected because they have had a brush with the Mythos. This allows them to bypass much of the vetting that a normal SOE candidate would have to undergo, as N considers little things such as a candidate being physically unfit or a potential security risk to be unimportant to his larger plans. This may lead to resentment amongst elements of SOE as they see obviously unsuitable candidates accepted for training because of internal political pressure. In turn, this may mean that some of N's potential agents have a rougher time than most in training if their instructors and fellow trainees see them as getting special treatment.

While N sometimes arranges specialist instruction for members of his network, most members will undergo training alongside SOE agents who know nothing of the Mythos. This is still highly secretive, and many new recruits have no more idea what SOE is than they do about Network N. Much of this secrecy is dropped once agents have moved onto more specialised training, but N's operatives will have to carry their secrets throughout.

Many SOE recruits are not told about the truth about the organisation they have joined or what their mission will be until they reach the finishing school at Beaulieu. Some may even think that they have been recruited for administrative or secretarial roles and become alarmed when they are taught how to use a machine gun and plant plastic explosives.

Not every member of the SOE will undergo every step of the training. It is possible, for example, that someone identified as a talented wireless operator will be given

training focused on this, missing out on the paramilitary training in the Group B schools. Specialist training, in particular, is assigned based on the candidate's potential and what duties they are expected to carry out.

A large number of SOE recruits are foreign nationals, especially from countries under Axis occupation; while most training is segregated by nationality, some specialist course may see the investigators rubbing shoulders with recruits from across Europe. Not all of these recruits speak passable English, in which case translators are often required. Approximately a third of SOE recruits are women, and in most cases men and women train alongside each other.

Later in the war, N's agents may even find themselves training alongside former German POWs. These recruits, nicknamed "Bonzos", have been identified as possessing anti-fascist sentiments and assessed as trustworthy enough to be turned to the Allied war effort. Not everyone in the various intelligence outfits agrees with this policy, causing some degree of friction.

#### PRELIMINARY SCHOOL

Once recruited and vetted, potential agents begin their training at one of a number of English country houses requisitioned for the war effort. N prefers that his candidates go through Wanborough Manor, also known as Special Training School (STS) 5, for their first round of training, as he has personal relationships with some of the staff there. While STS 5 is largely associated with the French section, other trainees pass through it regularly.

This initial training covers physical fitness, map reading, Morse code, and the use of explosives, small arms and sub-machine guns. The course lasts for three to four weeks. One more unusual aspect of this round of training, especially when compared to other military training, is that alcohol is readily available during leisure hours and students are encouraged to drink. This is part of the vetting process, and those candidates who act rashly or talk too freely while drunk are swiftly weeded out.

**STS 5 – Wanborough Manor**

Wanborough Manor is located on the Hog's Back hill in Puttenham, near Guildford in Surrey. The current edifice is that of an Elizabethan manor house, incorporating a structure dating back to some hundred years earlier; the original manor is listed in the Domesday Book. The main building is two storeys tall, with three gables, containing attics, and a multitude of chimneys.

The extensive grounds, sheltered by woodland, provide a safe and spacious location for small arms training, with ranges set up against purpose-built brick walls and some older structures. The more remote portions of the grounds are also used for demolitions training.

**PARAMILITARY TRAINING**

Those trainees who make it through the first round of training are then sent to Arisaig in the Scottish Highlands (STS 21), also known as the Group A schools. Here they spend three weeks (extended to five weeks by the end of the war) learning such diverse skills as small arms combat, unarmed combat, silent killing, demolitions, railway sabotage (using spare lines and rolling stock from London, Midland and Scottish Railway, and sometimes laying dummy explosives on active railway lines in the area), map reading, cross-country work, infantry tactical

training, Morse code, climbing, breaking and entering, and leaving moving trains.

All recruits are taught knife fighting, in preparation for using the Fairbairn-Sykes commando knife. Due to the deadliness of the knife, the training is carried out using short lengths of stiff rope. In the early days of the SOE, some of this training was performed by Captains Fairbairn and Sykes themselves (see page pages 104-105). The recruits have it drummed into them that their goal is to kill their opponent at all costs, and that there is no such thing as fighting dirty.

**STS 21 - Arisaig House, Inverness Shire**

The Arisaig peninsula is in a remote area of the west coast of Scotland, close to the Isle of Skye. The isolation is further aided by the lack of public roads and the designation of the surrounding land as a wartime 'protected area'. The local residents know that the area is used for commando training, but have never heard of SOE.

While Arisaig House is the headquarters, there are several country houses and shooting lodges that make up the training facility, scattered around the locale. Each house is used for a different group of trainees, separated by nationality, watched over by dedicated minders. No group is aware of the presence of any of the others.

Each set of training exercises is carried out independently, with the hilly terrain and large distances between the houses helping to ensure isolation. Up to 75 recruits can be trained here at the same time.

The landscape here is bleak and unforgiving. Some find beauty in the pine forests, grey rocky outcrops and cold blue water of Lochailort and the Sound of Arisaig, while others find it oppressive and depressing. There is plenty of local game, and trainees often use their limited free time to hunt deer and fish for salmon, sometimes using grenades. One overenthusiastic student famously used plastic explosive for salmon fishing, killing hundreds of fish, damaging his motorcycle and knocking himself unconscious.

Unlike training at the preliminary school, alcohol is not freely available in Arisaig, but trainees sometimes use their new skills to form raiding parties and steal whisky from the mess. There are some risks as the trainees get to grips with these newly acquired skills, and there has



been one unfortunate incident where a member of staff was accidentally killed after surprising a student who had spent the day practising unarmed combat techniques.

## FINISHING SCHOOL

The final part of a recruit's standard training, before evaluation, is the so-called finishing school or Group B schools at Beaulieu. It is here that recruits are finally told what they are being trained for, and of the existence of the Special Operations Executive itself.

Armed with the knowledge that most of them will be operating behind enemy lines, the students learn about Axis police and security services and how to evade them and operate under their noses. Where Group A training is largely about offensive capabilities, Group B is about how to protect oneself. This stage of the training also provides a chance for recruits to recuperate after the extensive physical demands of Group A.

The syllabus includes understanding Axis military and counter-intelligence tactics; clear communications, including writing effective reports; how to recruit individual agents or a network in occupied regions; basic tradecraft, including disguises, losing tails, passing secret messages, and identifying contacts; and, in some cases, propaganda techniques.

The emphasis in this stage of the training is in how to avoid detection and capture. Trainees learn how to immerse themselves in their cover, how not to stand out and what kind of mistakes might give them away. This includes detailed instruction on what life is like behind enemy lines, what ID is required, how to recognise local police, which police are likely to work against the Axis forces, who can be trusted and how to withstand interrogation. Recruits are even put through surprise interrogations, often in the middle of the night, dragged out of bed by staff wearing Gestapo uniforms.

### STS 31 to STS 36 – Beaulieu

Located in the New Forest in Hampshire, on the estate of Lord Montagu, Group B encompasses eleven different schools that provide the final stages of the standard training for the majority of SOE agents. The individual houses have evocative names, such as The Rings (STS 31, and the headquarters of the finishing school), The House on the Shore (STS 33), The Vineyards (STS 35) and The House in the Wood (eventually incorporated into STS

31), although as part of the need to maintain secrecy, students are not informed of the names of any of these buildings. The various buildings are all within walking distance of each other, but this is sometimes a long walk. These buildings house not only the schools but the accommodation for the students and numerous staff, as many as 200 at time.

The staff include a number of security officers who not only have to look out for suspicious and careless behaviour within the bounds of the school, but also patrol the local pubs to keep an ear out for spilled secrets.

## SPECIALIST TRAINING

As well as the aforementioned training, students at Beaulieu undergo various specialist courses, depending on the skills they will need for their assignment. Some specialist training may also require students to visit other schools across Britain.

Those who need to learn how to parachute behind enemy lines are sent to STS 51 in Altrincham, near Manchester. Secret wireless operations are taught at STS 52 at Thame Park, near Oxford; here trainees learn about ciphers, coding and how to avoid detection by the enemy. Specialist training in sabotage is available at Station XVII at Brickendonbury Manor; some of this training is carried out by George Rheam (see page 109), who is personally responsible for developing many of the sabotage techniques used by SOE.

One of the more unusual courses is a module in criminal skills, taught at Beaulieu by a Glaswegian burglar and safecracker by the name of Johnny Ramenski (see page 108). The course includes instruction in how to blow a safe without demolishing the surrounding area, lockpicking, making duplicate keys and how to escape from handcuffs. Practical exercises in breaking and entering are conducted on the premises of Beaulieu, and small groups of students can sometimes be found sneaking around at night, conducting officially sanctioned burglaries.

### STS 51 – Dunham House

Located in Altrincham, near Manchester in Cheshire, STS 51 and 51A provide specialist parachute training. Unusually, SOE recruits are trained alongside members of other armed services here, but they are billeted separately at two nearby secure houses. The parachute

school uses flights taking off from the airfields of RAF Ringway, dropping trainees in the grounds of nearby Tatton Park. Training here lasts for five days and up to 70 students can be trained at once. Trainees can expect to make jumps from a converted Whitley bomber, including one at night, and from a hot air balloon.

#### STS 52 – Thame Park

Built in the 16th century on the site of the former Thame Abbey, south-east of Thame in Oxfordshire, Thame Park is an imposing two-storey country house in the Italian Renaissance style, incorporating elements of the previous structure. It is here that SOE provides specialist training for wireless operators, covering not only radio operations but security, advanced coding and ciphering techniques. Trainees here learn how to transmit Morse code quickly, limiting the risk of detection incurred by longer transmission times, while retaining a focus on accuracy.

#### Station XVII – Brickendonbury Manor

A research centre as well as a school, Station XVII is where agents learn about sabotage and where new techniques to undermine the enemy's war effort are developed. The manor itself is a large country house set in spacious grounds, close to Hertford in Hertfordshire. Before the war, the house and its grounds were famed for their beauty.

Despite the size of the house, quarters are cramped, with up to 35 trainees in attendance at any given time. Unlike most other SOE training establishments, students of all nationalities are trained alongside each other here, with interpreters deployed when required.

Students at Station XVII are taught how to destroy or disable almost anything that may be of use to the enemy, including industrial machinery, railway lines, telephone equipment and vehicles of all types. This involves a number of field trips to industrial facilities where trainers demonstrate vulnerabilities and explain how the factories and plants may be disabled. The initial syllabus was developed by Kim Philby, but has since been expanded by George Rheam.

### 96-HOUR SCHEME

As a final preparation for operating behind enemy lines, students have to undergo a mock exercise on home soil. The student has to use his or her skills to pass undetected

for three days in an unfamiliar town, finding somewhere safe to stay, communicating with a local contact and carrying out reconnaissance, all while evading pursuit. In many cases the local police are given a description of the student to make matters more difficult.

It is on such exercises that students may encounter Agent Fifi (see page 107) or another such friendly interrogator who will attempt to convince them to spill secrets.

## OTHER SOE TRAINING AND RESEARCH FACILITIES

Throughout the course of the war, the SOE operate more than 50 Special Training Schools, mostly on British soil, but some as far afield as Canada, Algiers, Egypt, Palestine, Singapore, India, Ceylon, Australia and Italy (from 1944). A small selection of the more interesting ones are outlined here as representative of the kinds of facilities N's agents may visit.

#### STS 39 – The Hackett School

Originally located in Pertenhall in Bedfordshire, but subsequently moved to the stately home of Wall Hall in Aldenham, Hertfordshire, the Hackett School is SOE's training school for advanced propaganda techniques. Building on the syllabus and techniques developed by his former SIS Section D colleague Kim Philby, Major John W. Hackett teaches subversive propaganda techniques.

Students receive instruction in the fabrication of leaflets, rumours, chain letters and personal communications designed to reduce the morale of German troops.

#### Station XII - Aston House

Located near Stevenage in Hertfordshire, Aston House is a former SIS D Section station, now absorbed into SOE. Its purpose is the design, production and testing of the specialist weapons and explosives required by SOE agents.

While Station XII is not primarily a training establishment (the Station designation denotes a facility dedicated to research and development, storage or production), investigators may attend to learn about or test new or experimental weapons. This is where most of the items outlined in Part Five: Weapons and Equipment are developed, and investigators may encounter anything



from tests of exploding rats and fake animal droppings to the assembly of a prototype Welfreighter.

The station is secluded, set in 46 acres of private grounds. The main building itself is a large, squat three-storey mansion, dating from the 17th century, with an ivy-covered edifice, and is largely used for accommodation and mess halls. The workshops are located in the multitude of Nissen huts that have been erected throughout the grounds, and there are explosive stores and testing facilities in underground bunkers.

#### **Station XVb - The Demonstration Room, Natural History Museum, London**

Taking advantage of the wartime closure of the Natural History Museum to the public, the SOE Camouflage Section has requisitioned the Demonstration Room (which is actually a suite of six, connected rooms) of the museum to use, ostensibly, as a training centre for agents and for briefing officials.

The arguably more expedient use of Station XVb is as a showcase for weapons and other technology developed by SOE. Visitors include senior government ministers and members of the Royal Family, including King George himself. This has helped to dissipate some of the high-level scepticism surrounding the SOE. Each of the individual rooms has been set up to follow a theme, such as incendiaries and demolition charges or disguises for undercover agents.

#### **No 6 Special Workshop School - Inverlair Lodge**

Inverlair Lodge, also known as the Cooler, is where trainees are sent when they fail on physical or mental grounds, or because they simply do not fit in.

Even as trainees their skills and knowledge make them too dangerous to be released back into civilian life or general military service. Inverlair provides a facility that is not quite a prison, where failed agents can be kept safe and put to work. These agents are not told that they have failed, and they believe that their activities at Inverlair are a continuation of their training. The goal is simply to keep these trainees out of circulation until the knowledge they possess no longer poses a security risk.

The facility at Inverlair includes a foundry, and its residents make specialised iron equipment for SOE missions. They are also trained as cobblers, maintaining the boots of trainees at nearby Arisaig.



## **SOE TRAINERS AND OTHER PERSONALITIES**

The following members of the Special Operations Executive are all involved in some aspect of the training or assessment of students. They may be encountered by investigators as part of their training, in subsequent special training for missions or as part of any other situation the Keeper cooks up.

As well as the normal details for non-player characters, each entry has an additional section titled "Training Ability" which specifies what skills the NPC can teach, as well as any special notes about the training they offer. Please consult Appendix B for updated rules about how to handle training in your game.

Note that ages are provided as of 1941.



## - CAPTAIN ERIC ANTHONY "BILL" SYKES -

AGE: 58

STR 14    CON 12    SIZ 15    INT 14    POW 9  
 DEX 16    APP 9    EDU 16    SAN 45    HP 13

DAMAGE BONUS: +1D4

WEAPONS: Fist/Punch 75%, damage 1D3 + 1D4

Kick 65%, damage 1D6 + 1D4

Knife 85%, damage 2D4+2

SKILLS: Dodge 60%, Grapple 65%, Handgun 85%, Sneak 60%, Spot Hidden 50%.

**TRAINING ABILITY:** Sykes can provide training in the Handgun, Knife, Fist, Grapple, Kick and Dodge skills.

Sykes served with his friend Captain Bill Fairbairn in the Shanghai Municipal Police in the 1920s and '30s, when Shanghai was known as the "most violent city in the world". When it became obvious that war was brewing and Japan was making inroads into China, Sykes and Fairbairn returned to Britain and joined Section D of the Special Intelligence Services, probably at the behest of SIS contacts in Shanghai. Section D was absorbed into the SOE in 1940, and Sykes and Fairbairn along with it. Sykes and Fairbairn have been developing fighting knives since their days together in Shanghai, culminating in the creation of the standard-issue SOE weapon that bears their name.

As a trainer, Sykes specialises in teaching quick takedowns. One of his more famous techniques involves falling down while shooting, taking out up to four targets before he hits the ground. His methods are so effectively violent that the Germans make mention of them in propaganda later in the war as an example of British barbarity.

**FIRST IMPRESSIONS:** A slightly frog-faced man with round, wire-rimmed glasses and a generally benevolent aspect. He is often described as resembling a mild-mannered clergyman, giving him his nickname of the Bishop.

**PERSONAL DETAILS:** Born Eric Anthony Schwabe, Sykes changed his name while working in Shanghai in the 1920s; it was not uncommon for Britons with Germanic names to change them in the aftermath of the Great War.

**PLAYING FAIRBAIRN:** Sykes is polite and avuncular in manner, but underneath this he is a cool-headed and efficient killer. There is also something of the showman about Sykes. One anecdote has Sykes and Fairbairn greeting a group of new trainees in Arisaig by apparently falling down a flight of stairs together, only to land in perfect fighting stances, weapons drawn. In action, Sykes is fast, ferocious and devastatingly effective in unarmed combat, knife fighting and the use of firearms.







## - CAPTAIN WILLIAM EWART "BILL" FAIRBAIRN -

AGE: 56

STR 16 CON 11 SIZ 13 INT 15 POW 8  
DEX 17 APP 10 EDU 15 SAN 40 HP 12

DAMAGE BONUS: +1D4

WEAPONS: Fist/Punch 75%, damage 1D3 + 1D4

Kick 75%, damage 1D6 + 1D4

Knife 70% 2D4+2

Handgun 65%, 1D10

SKILLS: Dodge 60%, Grapple 75%, Martial Arts 70%,

Sneak 40%, Throw 60%.

**TRAINING ABILITY:** Fairbairn can provide training in Handgun, Knife, Martial Arts, Fist, Grapple, Kick, Throw and Dodge skills. Fairbairn's speciality as a trainer is the silent kill.



Fairbairn's association with the Shanghai police lasted much longer than that of Sykes, beginning in 1907. Fairbairn has been a friend and colleague of Sykes since they met in Shanghai in 1919. Sykes was then working for Remington, who supplied the force's ammunition. Sykes would join his friend in the police force in 1926.

While Sykes will be available to train British agents at Arisaig throughout the war, Fairbairn is seconded by the OSS and spends the latter part of the war setting up and running training camps in Canada and the USA.

**FIRST IMPRESSIONS:** Not a tall or imposing man, nondescript in appearance, but gives the impression of being tough. Fairbairn is the quieter of the two men and often lets Sykes do the talking when they are together.

**PERSONAL DETAILS:** Fairbairn's skills in combat and ruthless effectiveness while on the police force earned him the nickname of the Shanghai Buster, although his more common nickname in wartime is Dangerous Dan. He is a skilled writer and has developed training manuals for British imperial forces throughout South East Asia, and now for the British military.

**PLAYING FAIRBAIRN:** Fairbairn is terse when off-duty, almost to the point of rudeness; it is rare for him to engage in conversation with anything other than a "yes" or "no". In training he is a demanding instructor and his techniques tend to be complicated. Most end with the instruction, "And then kick him in the testicles." Despite formal training in a number of martial arts, Fairbairn is a firm believer in dirty fighting, insisting that the only real rule in combat is "kill or be killed".

- HAROLD ADRIAN RUSSELL "KIM" PHILBY -

AGE: 29

STR 9    CON 11    SIZ 13    INT 16    POW 17  
 DEX 11    APP 13    EDU 18    SAN 85    HP 12

DAMAGE BONUS: +0  
 WEAPONS: None.

SKILLS: Conceal 60%, Demolitions 40%, Fast Talk 60%, Persuade 70%, Psychology 65%, Sneak 30%, Spot Hidden 40%, Tradecraft 75%.

TRAINING ABILITY: Philby can provide training in the Persuade and Tradecraft skills.

Kim Philby will one day be world famous as a Soviet spy, one of the Cambridge Five, operating undetected within British Intelligence until 1963. Early in the war, however, he is an instructor within SOE, teaching the art of clandestine propaganda at Beaulieu. He was previously stationed at Brickledonbury Court, where he wrote the SOE manual on basic tradecraft. As well as writing manuals, Philby has proved adept at teaching propaganda and tradecraft, almost certainly thanks to his own training in espionage by the Soviets.



FIRST IMPRESSIONS: A young man with strong if not quite handsome features and slicked-back dark hair. He is charming and well-mannered, often deferential, and speaks with a slight stammer.

PERSONAL DETAILS: Philby was born in India, but was sent to England to attend boarding school at a young age. He continued his education at Cambridge, becoming an aid worker in Austria after graduation, then a journalist. This led to him joining the War Office, creating propaganda, at the start of the war. His department has since been absorbed by SOE. Philby's nickname of "Kim" comes from the Rudyard Kipling story of the same name.

SECRETS & GOALS: Philby was recruited by Soviet Intelligence while working for the World Federation for the Relief of the Victims of German Fascism in Vienna in 1934 and has been working for them ever since. He sees his involvement with SOE as a stepping stone to joining SIS. He is successful by the middle stages of the war, joining the offensive counter-intelligence department of Section V.

PLAYING PHILBY: Be pleasant almost to the point of seeming solicitous, using this as a cover for asking a few more questions than you should. Stumble over words and stutter slightly.



## - MARIE CHRISTINE CHILVER (AGENT FIFI) -

AGE: 21

STR 9    CON 12    SIZ 11    INT 16    POW 15  
 DEX 12    APP 17    EDU 15    SAN 75    HP 11

DAMAGE BONUS: +0

WEAPONS: None.

SKILLS: Fast Talk 60%, Listen 50%, Persuade 70%,  
 Psychology 65%, Spot Hidden 60%, Tradecraft 70%.

TRAINING ABILITY: It is not Chilver's role to offer training.

Known better by the code name of Agent Fifi, Chilver is the last line in testing the trustworthiness of SOE trainees. Using the cover identity of Christine Collard, a French journalist, she befriends male recruits in the final stages of their training, usually during 96-hour schemes in London. While rumour has it that Agent Fifi seduces these young men and then reports on their pillow talk, the truth is that she usually does no more than talk to them over a few drinks in a pub or hotel bar. Her attractiveness and charm have convinced more than a few recruits to spill secrets, leading to their expulsion from SOE. Chilver is not the only agent to perform such a role, but she is the most famous.

FIRST IMPRESSIONS: A stunningly attractive blonde woman with a French accent and a good command of English. Chilver is friendly and outgoing, with a lively sense of humour. She is skilfully flirtatious when circumstances require.

PERSONAL DETAILS: Born in England to an English father and Latvian mother, Chilver spent most of her childhood in Latvia. She moved to France as a young woman to study French, becoming involved with Resistance activities when the Germans invaded. After helping a number of British POWs escape the Germans, Chilver was recruited by SOE and stationed in London.

PLAYING CHILVER: Be quick to start conversations, acting genuinely interested in anything the other person says, laughing at even the most tired of jokes. Hold back on questions until you have established a firm rapport. Encourage the other person to join you in a drink and get them to open up.



- JOHNNY RAMENSKI -

AGE: 36

STR 12    CON 12    SIZ 16    INT 14    POW 13  
 DEX 16    APP 8    EDU 10    SAN 65    HP 14

DAMAGE BONUS: +1D4

WEAPONS: Fist/Punch 70%, damage 1D3 + 1D4  
 Headbutt 65%, 2D4

SKILLS: Climb 75%, Conceal 70%, Demolitions 70%,  
 Dodge 40%, Listen 50%, Locksmith 80%, Sneak 70%,  
 Spot Hidden 60%.

TRAINING ABILITY: Ramenski can provide training in  
 the Conceal, Climb, Demolitions, Hide, Locksmith  
 and Sneak skills.

Ramenski (also spelt Ramensky) teaches a variety  
 of criminal techniques to students at the Beaulieu  
 finishing school. Although he is an SOE instructor, Ramenski holds no military rank and  
 does not live on site. There are rumours that he is remanded to a jail cell overnight,  
 but no one seems to know for sure.



FIRST IMPRESSIONS: Heavily built, with broad, pock-marked features and curly blond hair,  
 often unwashed. Ramenski's thick Glaswegian accent poses a challenge for some trainees.

PERSONAL DETAILS: A career criminal, "Gentleman" Johnny Ramenski was released from prison  
 early in the war on the instruction of SOE, due to his special skills. His proclivities  
 keep leading him into trouble, and while his wartime career is distinguished, he is  
 unable to resist the temptation to use his skills for personal gain.

SECRETS & GOALS: Ramenski is still an active thief and burglar, sometimes disappearing  
 from Beaulieu with no explanation. His activities lead to occasional spells in prison,  
 only to be released again to aid with the war effort.

PLAYING RAMENSKI: Smirk and act confidently to the point of brashness. Tell people "Hush  
 yer greetin'" if they interrupt you.



## - MAJOR GEORGE RHEAM -

AGE: 41

STR 9    CON 12    SIZ 15    INT 17    POW 12  
 DEX 12    APP 10    EDU 15    SAN 60    HP 13

DAMAGE BONUS: +0

WEAPONS: None.

SKILLS: Conceal 60%, Demolitions 80%, Electrical Repair 65%, Mechanical Repair 85%, Sneak 30%, Spot Hidden 55%.

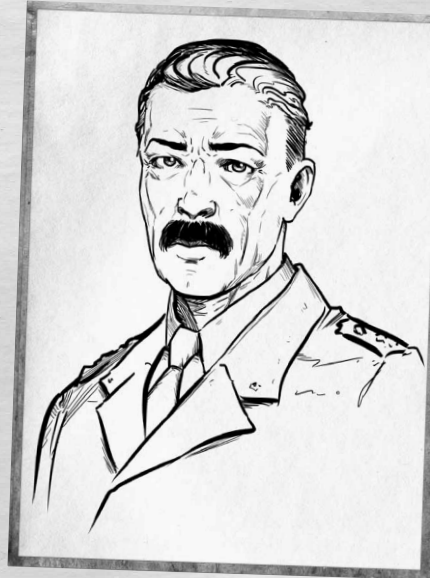
TRAINING ABILITY: Rheam can provide training in the Demolitions, Electrical Repair and Mechanical Repair skills, although the latter two will have a focus on their destructive aspects.

The commanding officer at Station XVII in Brickendon, Major Rheam acts as both a trainer and an inventor of new techniques of sabotage. Those who know him freely refer to him as a genius.

FIRST IMPRESSIONS: Tall and dour with grey eyes. His apparent stiffness and short temper give way to good humour with familiarity.

PERSONAL DETAILS: A former electrical engineer, the war has seen Major Rheam turning his expertise and cunning to devising new forms of sabotage. Major Rheam's knowledge of power plants, industrial operations, railways and so on have proved invaluable in devising new ways to destroy them, using explosives or tools as simple as sledgehammers.

PLAYING RHEAM: Express irritation with slow or mundane thought. Test people's knowledge constantly, with a sense of mischief.



## SPECIALIST NETWORK N TRAINING

While SOE training covers many unusual disciplines, there are additional skills that members of N's network may need to learn for specific missions. These include language and academic skills that would fall outside the normal requirements for SOE agents, and in some exceptional cases N may arrange for training in the Cthulhu Mythos. Mythos training is limited primarily to avoid driving agents mad, but also to prevent dangerous

information getting into the wrong hands. Access to spells is especially limited, for the same reasons, with only the occasional banishment or protection ritual taught in extreme circumstances.

The teachers of these informal and idiosyncratic courses are members of N's extended network, and are generally not involved in active missions. They may provide research or logistical support, but their main role is teaching, which is carried out in secret.

## REPORT ON SPECIALIST EVALUATION 7/NX5/41

\* \* \* N ' S E Y E S O N L Y \* \* \*

24.6.43.

ARISAIG.

**STUDENT:** CURTIS, HILDA.**BACKGROUND.**

Born in Portsmouth in 1915 to a British father and a French mother. Moved to France and lived in Dijon between the ages of 5 years and 14 years until death of mother. Mother was a bookseller, believed murdered over possession of occult text. Although nothing has been proved, Curtis's description of finding her mother's body in a liquefied state leads us to believe that the mother was targeted by a self-styled sorcerer. The dreams that Curtis described as following the death would support this conjecture, especially those involving a faceless man who demanded to know where Curtis's mother kept the special books. The recurrence of these dreams in adulthood led to treatment at Cane Hill Asylum. Our contact at the hospital identified that Curtis is not a congenital lunatic and flagged her as a possible candidate for recruitment.

**STABILITY.**

Curtis has reported the occasional recurrence of her unusual dream. We have been unable to determine whether she is still undergoing a magical attack or simply suffering from nightmares. Regardless, the only ill-effects appear to be a quickness of temper and intermittent insomnia. We have attempted to channel Curtis's residual anger into physical aggression.

**APTITUDES.**

While Curtis is academically undistinguished, she has proven herself to be a quick learner, excelling at most aspects of her training. In particular, she has developed above-average proficiency in hand-to-hand combat and radio operations. Despite her fluency in both French and English, Curtis has shown no particular gift for languages, and attempts to teach her German have been limited in their success.

**DISCRETION.**

Agent Russell, posing as a fellow trainee, befriended Curtis at Beaulieu. Russell asked a number of questions about the special training Curtis had received, most recently while sharing a bottle of 'stolen' brandy. Curtis admitted that she had received instruction of a specialist nature, but refused to share details. When Russell asked leading questions about Curtis's family background she became first aggressive then withdrawn and tearful, but revealed no details of the strange nature of her mother's death. Russell reports that Curtis has refused to talk to him since. This has all proved satisfactory.

**SUITABILITY.**

Curtis's fluency in French, familiarity with the region and her local accent make her an ideal candidate for deployment in Burgundy. Her plain features also make her unlikely to attract unwanted attention. More importantly, her family history would appear to give her the fire to overcome the natural fear that undermines some agents when facing Our Other Enemy.

**SUMMARY.**

There is no doubt that Curtis is fragile as a result of the incidents in her childhood. My personal opinion is that her mind will eventually break when faced with some of the demands you will undoubtedly make of her. This will take time, however, and she will prove a useful instrument until then.

My recommendation is that Curtis be deployed in Burgundy immediately, but that any briefings about the threats she will face be limited to the bare minimum to prolong her usefulness.

**SIGNATURE.***D F Culshaw*

D F Culshaw, Lieutenant.

## NETWORK N TRAINING FACILITIES

### Boleskine House

This 18th century hunting house stands on the shores of Loch Ness, some 20 miles south of Inverness. It acquired an evil reputation in the early 20th century, when it was the home of the occultist Aleister Crowley. Rumour has it that Crowley performed rites of black magic at Boleskine that taint it to this day, but as is the case with such rumours, they are largely nonsense. Any rituals that Crowley performed had no Mythos elements and the house is unaffected. Its reputation means that it is still shunned by the locals, despite 30 years having passed since Crowley left the area. The fact that Boleskine is currently in the possession of a Major in the British Army means that N has been able to requisition the property with ease.



The house itself is a single-storey structure with four main bedrooms, currently equipped with bunk beds and able to sleep up to six trainees per room. If additional accommodation is required, the caretaker will set up bunk beds in the library and drawing room. The adjacent stables are used for storage and as an armoury. A tunnel links the house to a nearby graveyard, and rumours persist

that it is haunted. Wikus Van der Sandt, the trainer at Boleskine, has speculated that these stories may indicate a former ghoul infestation, but he has been disappointed to discover nothing more sinister than moles under the earth there.

Ignoring its magical reputation, N has designated Boleskine as a training facility in specialist techniques for dealing with various Mythos threats. As part of his general policy of providing no more information than is absolutely required, N only sends agents here if he believes that they require some special instruction to prepare for a specific mission and that there is time enough to spare before the threat needs to be tackled.

The main techniques taught here are for fighting aerial or amphibious entities. The latter takes place in Loch Ness itself, and even those who thrived on the roughness of their Group A training may find the coldness of its waters to be challenging.

### The Bodleian Library

The second-largest library in Britain, after the British Library, the Bodleian in Oxford holds over 10 million books, including a vast range of rare volumes. The main building was constructed in the early 17th century, although the collection it houses was first assembled some three centuries earlier.

One of the Bodleian's librarians, Hester James, is a loose member of N's network. N normally calls on her to help with research or to alert him to anyone in pursuit of dangerous tomes, but on occasion he asks her to provide personal instruction to a select group of his agents. In keeping with N's policy of limiting exposure to Mythos knowledge where possible, James is directed to only provide the information that an agent will need for a given mission. This may include such esoterica as deciphering serpent person glyphs, identifying the tell-tale signs of a Iloigor's influence or sufficient detail of the history of the Black Pharaoh to earn the confidence of a cult leader. If James does not know the information herself, she is usually able to research it through her secret collection of Mythos tomes.

The only problem is that she is often unable to resist going off on tangents during training sessions, sharing unrelated dark secrets or spells with her students. More than one trainee has been plagued with nightmares after a visit with this grandmotherly old woman.

- WIKUS VAN DER SANDT -

AGE: 37

STR 14    CON 16    SIZ 16    INT 12    POW 8  
 DEX 13    APP 9    EDU 13    SAN 40    HP 16

DAMAGE BONUS: +1D4

WEAPONS: Knife 70% 2D4+2

Shotgun 60%, damage 4D6/2D6/1D6

Rifle 75%, damage 1D6+2

SKILLS: Cthulhu Mythos 6%, Hide 45%, Listen 40%,  
 Survival 75%, Swim 65%, Spot Hidden 70%, Track 65%.

TRAINING ABILITY: Van der Sandt can provide training in the Rifle, Shotgun, Spot Hidden, Survival, Swim and Track skills. He can also provide details about dealing with various Mythos entities, automatically raising a student's Cthulhu Mythos skill by 1D4 points, one time only.



Wikus Van der Sandt is an expatriate South African whose love of hunting in remote corners of the world has brought him into contact with a number of strange entities. He knows through practical experience how resilient mi-go are to gunfire and the most effective places to slide a blade into a deep one. He wrote a memoir of some of his exploits that proved so bizarre and unbelievable that only a vanity publisher would touch it, and this brought him to the attention of N.

FIRST IMPRESSIONS: Powerfully built, with a bit of a gut. Sandy hair that tends to form into ringlets when damp. Extremely pale blue eyes.

PERSONAL DETAILS: Van der Sandt has a crude, often scatological sense of humour, which prompts a booming laugh, especially at his own jokes. He loves to tell stories of hunts, often embellishing them with outlandish details.

After a day's training, Van der Sandt enjoys sitting around a campfire with his students, drinking whisky from the bottle and sharing stories. He is interested to hear of other people's brushes with the Mythos, especially ones that involve deadly battles with monstrous entities. Van der Sandt himself will cheerfully share the story of the time he was attacked by a strange, man-sized, insect-like creature near the base of Kilimanjaro, and upon discovering that his gun was ineffective, tore one of the creature's limbs off with his bare hands, causing it to retreat. He refers to the creature as his personal Grendel, and is saddened that the limb rotted away before he could have it stuffed.

PLAYING VAN DER SANDT: Use big, sweeping hand gestures when talking. Laugh loudly at everything. Swear prolifically and imaginatively. Complain about the cold and damp Scottish weather.





## - HESTER JAMES -

AGE: 68

STR 7    CON 8    SIZ 9    INT 17    POW 18  
 DEX 6    APP 10    EDU 18    SAN 33    HP 8

DAMAGE BONUS: +0

WEAPONS: None.

SKILLS: Cthulhu Mythos 37%, History 60%, Library Use 85%, Other Language (Arabic) 45%, Other Language (Latin) 70%, Own Language (English) 90%, Psychology 40%.

TRAINING ABILITY: James can offer training in History, Library Use, Other Language (English, Latin or Arabic). She can also provide specific instruction on the Mythos, allowing anyone studying with her to gain 1D3 points of Cthulhu Mythos per visit, up to a maximum of 10 points in total. An investigator receiving instruction in Cthulhu Mythos may also make a Luck roll to learn one spell of the Keeper's choosing.



Hester James has worked at the Bodleian in a variety of capacities for 46 years. She is currently the curator of the religion, mythology and occult sections, and controls access to a number of restricted books and manuscripts. There has been no official record of the seven Mythos tomes in the collection since N convinced James to expunge them. For the past five years, no one has examined any of these books without N's express permission.

James is well-versed in the Mythos in a purely academic capacity, having an unwholesome interest in forbidden lore, but has no practical experience of creatures, sorcery and the like. This helps her maintain a degree of detachment, and she is almost able to convince herself that the books she studies are no more than insane fancies. This allows her to be disturbingly cheerful when recounting some of the more horrific facts she has learned, in much the same way as she might when sharing details of a grisly crime she read about in the newspaper.

FIRST IMPRESSIONS: Tightly curled white hair, stooped and unhealthily thin. James has the appearance of a woman who spends too much time worrying.

PERSONAL DETAILS: James loves her work a little too much. She is occasionally tempted to try some of the rituals she has read about, only holding back because they seem ridiculous and unseemly.

PLAYING JAMES: Be distracted in your speech and somewhat scatter-brained until the subject of the Mythos comes up; then you should be bright and animated in your interest in otherworldly horrors.

## THE CONSEQUENCES OF FAILURE

While SOE trainees who do not make the cut are generally sent to the Cooler in Inverlair (see page 103), this is not suitable for members of Network N. The special Mythos knowledge held by N's agents needs to be kept secret even from SOE, so N has standing orders that his trainees are to be marked as passing as long as they are able to walk away from Arisaig under their own steam. This does still raise the problem of what to do with those trainees who are injured, have old psychological wounds reopened or are otherwise incapacitated.

N's equivalent of the SOE Cooler is a convalescent facility on Eilean Chathastail, a tiny and otherwise unpopulated island next to the Isle of Eigg, off the coast near Arisaig. The only other structures on the island are an unmanned lighthouse and the burial enclosure of Robert Lawrie Thomson, a former laird of Eigg. The island is usually reached by boat from nearby Mallaig.

The cover story for N's Cooler is that it is a sanatorium, providing medical care for returning military personnel who have contracted communicable tropical diseases. Not everyone on Eigg is happy about having such a facility on their doorstep, but between the fear of infection and the fact that Eilean Chathastail has been designated a wartime protected area, accessible only to those with passes, the locals leave the facility alone.

The facility on Eilean Chathastail can cater for up to 50 patients, providing medical care for those with physical injuries and psychiatric care for those whose minds have been touched by the outer darkness. The doctors and nurses on staff are all members of N's extended network and have experience of dealing with Mythos-related trauma. Restraints and secure rooms are available for those assessed to be a risk to themselves or others.

While patients on Eilean Chathastail are not technically prisoners, they are not at liberty to leave unless discharged,

in which case they will be expected to return to service. Patients who show signs of recovery but are still under observation are permitted to roam the island freely, with bird watching or fishing off the rocky coast as recommended activities.

Most of those held at Eilean Chathastail are not failed trainees. Other members of Network N who are injured, infected or driven insane while on missions may end up here for observation and recuperation, sometimes for long periods.

Edith Nuttall, a talented mathematician and cryptographer, has been on the island since her first mission, shortly after the creation of Network N. Some of the nurses believe that she is not mad, but that the intelligence that looks out from behind Nuttall's eyes is not hers.

Whether or not this is true, Nuttall is restrained in Secure Room B on an indefinite basis, her mouth gagged except for at mealtimes. The nurses try to feed Nuttall as quickly as possible, wearing wax plugs in their ears, as none of them want to hear the awful secrets spoken by that guttural voice filled with clicks and growls.

Patients who do not have any incapacitating physical or psychiatric injuries or illnesses help with the running of the facility and any other tasks that N sends their way. Under the supervision of Dr Gillies, they carry out maintenance of the buildings and the surrounding grounds, help with cleaning and food preparation and, if they have proven themselves especially trustworthy, keep the more seriously ill patients company.

N provides occasional files and documents for the healthier patients to analyse; some of these relate to the preparation for actual missions and some are simply tests. More than one failed field agent has proven to be a valuable researcher.





## - DR NICHOLAS GILLIES -

AGE: 57

STR 10    CON 10    SIZ 14    INT 15    POW 9  
DEX 9    APP 6    EDU 16    SAN 30    HP 12

DAMAGE BONUS: +0

WEAPONS: Bite 60%, damage 1D4.

Skills: Command 65%, Control Hunger 60%, Cthulhu Mythos 3%, First Aid 70%, Medicine 75%, Psychology 45%.



Despite having no official military rank or position, Dr Gillies runs the facility at Eilean Chathastail. He has two other doctors working for him, along with sixteen nurses and eight orderlies, with the rest of the non-medical functions performed by patients. All of the permanent staff have been hand-picked by Dr Gillies, as he himself was chosen by N. Like everyone else in N's network, every member of staff at Eilean Chathastail has had at least a minor brush with the Mythos. Dr Gillies insists on this, as he realises that what could be dismissed as psychotic ramblings by many medical staff may hold valuable secrets or warnings here.

**FIRST IMPRESSIONS:** A middle-aged man with a pronounced jaw, flyaway grey hair and a slight stoop. There is a haunted look to Dr Gillies' shadowed eyes that is immediately arresting, indicating a man who has seen more than most people could cope with. He wears overpoweringly strong aftershave.

**PERSONAL DETAILS:** A former officer of the Royal Army Medical Corps in the Great War, Gillies found himself enmeshed in investigating disappearances of seriously injured soldiers and corpses from the Casualty Clearing Station at Bray-sur-Somme. His investigation led him into nearby ghoulish warrens, where he has trapped for several months before escaping, finally returning with high explosives to destroy them.

**SECRETS & GOALS:** During his time in the warrens, the ghouls kept Gillies as a pet, feeding him human flesh. Gillies was in the early stages of transformation into a ghoulish creature when he escaped. His ongoing compulsion to eat human flesh made it difficult for him to work as a doctor, until N recruited him. Using herbs, rituals and meditation techniques taught to him by N, Gillies keeps his hunger under control, and he has not eaten human flesh for almost three years. He still uses pungent aftershave and theatrical makeup to hide the minor changes to his physiology.

**PLAYING GILLIES:** Look at people intently, almost hungrily, while talking. Rub your skin as if plagued by itching. Tense your jaw as if suppressing anger.

## FOR INTERNAL USE ONLY

RE: REQUEST FOR DISCHARGE OF SERGEANT ARTHUR COATES

15.11.43. Eilean Chathastail

NS EYES ONLY

I fully appreciate the urgency in returning Sergeant Coates to active duty; however, I have concerns. While Sergeant Coates has made a full physical recovery from the creature's attack, he still experiences intermittent delusional episodes where he relives the attack. Most of these are transitory, lasting no more than a few minutes, but have resulted in minor injuries to staff.

Of more concern is the attempt Sergeant Coates made to conduct some form of protective ritual. Nurse McIntire discovered Sergeant Coates carving unidentifiable symbols into the door of his room with a broken bedspring and muttering in a guttural tone. While Sergeant Coates was prevented from completing the ritual, we have had to seal the room for the time being, following the unexplained dripping of brine from the ceiling.

My evaluation is that Sergeant Coates presents a danger to those around him, friend or foe. I will advise you as circumstances change.

*Nicholas*

*Understood. Send rubbings of carved symbols and samples of brine immediately. If there is any repetition of the ritual, take any reasonable measures to ensure this never happens again.*

FOR INTERNAL USE ONLY



## - LIEUTENANT JOHN MANSFIELD -

AGE: 50

STR 1/15 CON 2/10 SIZ 10/14 INT 14 POW 20  
DEX 1/12 APP 6/14 EDU 12 SAN 60 HP 6/12

(The value after each / represents Mansfield's characteristic scores in dreams)

**DAMAGE BONUS:** +1D4 (in dreams only)

**WEAPONS:** Sword 65%, damage 1D8 + 1D4 (in dreams only)

**SKILLS:** Cthulhu Mythos 8%, Dream Lore 70%, Dreaming 90%, Dodge (in dreams only) 55%, Legal Customs 35%.

**TRAINING ABILITY:** Mansfield can offer training in the Dreaming and Dream Lore skills. Because of the unusual and immersive nature of the experience Mansfield offers, a student may make skill advancement rolls in both of these skills after only three nights with him. While Mansfield still has many of the skills he learned as an SIS agent and the new skills in weapons fighting he has developed in the Dreamlands, he neither has the time nor the inclination to teach others on their short visits with him.



The other permanent resident at Eilean Chathastail is Lieutenant John Mansfield, formerly of the Secret Intelligence Service (SIS). Mansfield was last active in the Great War, where he served with N. Following a gunshot wound to the head, Mansfield has been in a state resembling a coma for over 25 years. The doctors who treated Mansfield immediately after his injury could find no obvious reason why he should not recover, but his condition has persisted. After spending many years in a succession of nursing homes, all of which found excuses to discharge him after disturbing and inexplicable events, N took personal charge of Mansfield's care. Mansfield was the first patient admitted to Eilean Chathastail and has a private room. Some of the staff have speculated as to why the walls of Mansfield's room are thick stone, lined with lead, but only Dr Gillies and N know the truth.

There is always a spare bed in Mansfield's room, which is reserved for the irregular visitors that N sends. On rare occasions there may be multiple visitors, in which case the staff deploy cot beds. The visitors rarely stay for more than a few nights and some refuse to spend a second night in the room, waiting out the rest of their visit in one of the wards or guest rooms.

**FIRST IMPRESSIONS:** Once a handsome man, Mansfield is now pale and emaciated, with thin, lank white hair and a noticeable concave scar on his forehead. His limbs are pulled in close to his body in something approaching the foetal position. Mansfield's lips move, as if he talking in his sleep, although nothing more than an incoherent whisper can be heard. His eyes move constantly under their lids, deep in their sunken sockets. There is a slight smell of rotting meat from his persistent bedsores.

**PERSONAL DETAILS:** In his service during the Great War, Mansfield encountered a number of aspects of the Mythos. The most significant of these were brushes with the god Hypnos, which left Mansfield able to make conscious and regular visits to the Dreamlands. When Mansfield sustained his head trauma, the resulting coma left him trapped in the Dreamlands, unable to return to the waking world. Unlike skilled dreamers who pass over to the Dreamlands upon death, Mansfield is still tethered to the waking world, and can perceive it through his senses if he concentrates. He is unable to speak coherently or move, however.

Mansfield's unique condition has granted him a strange gift: he can act as a portal and guide to the Dreamlands, pulling those who fall asleep around him into his dreams. Anyone who sleeps in the same room as Mansfield will find themselves in the Dreamlands, being greeted by a tall, dapper man in his mid-twenties who wears a British Army uniform from the Great War. Mansfield knows the secrets of the Dreamlands as well as any human dreamer, as well as techniques for entering it unaided.

This has all led to Mansfield becoming N's strangest trainer. When N considers that one or more of his agents need deeper knowledge of the Dreamlands for a mission, and that the agents have strong enough minds to cope with such secrets, he sends them to Eilean Chathastail for a short visit with Mansfield. Over the course of a few nights, Mansfield instructs these students, showing them routes to travel, introducing them to the strange personalities and creatures of the Dreamlands and warning them what dangers to avoid.

While N has nothing but respect for Mansfield and his abilities, he worries that Mansfield has spent too long within the Dreamlands to be entirely trustworthy, fearing that Mansfield has gone native. This means that Mansfield will never be called upon to conduct a mission of his own or to directly assist agents in their work; his position is a purely advisory one.

**SECRETS & GOALS:** The more time Mansfield spends in his liminal state, the more he wishes it were over. He no longer holds any hope that he will wake, and can barely remember what consciousness is like. His connection to the waking world also allows him to feel the pain caused by his atrophied muscles, shrivelled ligaments and bedsores. This has all led Mansfield to believe that his only release is death.

The two factors standing between Mansfield and death are his sense of duty to N, especially in a time of war, and the requirement for a willing accomplice. Mansfield has started sounding out those who N sends, hinting that the greatest kindness they could perform would be to tamper with his medication or smother him. So far every student has resisted this request, but Mansfield still holds out hope.

**PLAYING MANSFIELD:** When encountered in dreams, Mansfield initially comes across as the epitome of the stiff-upper-lip British officer, slightly stiff and formal in his mannerisms, but friendly and direct. His speech is peppered with strange names and phrases, and he has what seems to be the nervous habit of making protective signs with his fingers and muttering oaths in inhuman languages. He constantly sizes up the investigators, probing them to see if they may be the ones to finally bring him the release of death.

## • APPENDIX B •

### HANDLING SOE TRAINING IN GAME

#### DIFFERENCES FROM STANDARD CALL OF CTHULHU TRAINING

Training, under the normal *Call of Cthulhu* rules, is a slow process, carried out at the investigator's leisure; the same cannot be said of SOE training. This appendix explains how to handle the short, intensive training exercises that investigators in *World War Cthulhu: The Darkest Hour* undergo.

Normal *Call of Cthulhu* investigators may make a roll, as per normal increase checks for skills used in an adventure, for every four months of training or self-study. While these rules still apply in *World War Cthulhu*, there will be very few occasions where a member of Network N will have the free time for such an unhurried training course. It is far more likely that their skill increases will come from experience in the field or training at one or more of the establishments mentioned in the previous chapter.

The paramilitary portion of SOE training, conducted at Arisaig, lasts for three weeks early in the war. During this time a trainee will be instructed in the use and maintenance of handguns and sub-machineguns, unarmed combat, silent kill techniques, demolitions, railway sabotage, map reading, Morse code, infantry tactics, climbing, and breaking and entering, as well as undergoing a large amount of fitness training. In game terms, this corresponds to increases in no fewer than nine skills, and possibly more, all in a fraction of the time required to attempt a single skill increase under the standard rules. With this in mind, we present an alternative approach.

#### TRAINING TIMES AND SKILL INCREASES

SOE training is a full-time endeavour. An investigator undergoing this training will be constrained to a particular training establishment, with no free time for anything other than meals, sleep and the occasional few hours of recreation. Of course this may not stop N making demands on members of his network while they

are being trained, but this is unusual and N will try to avoid it interfering with his agents learning new skills.

When undergoing such intensive training, an investigator may attempt 3 skill increases per week, relating to the subjects taught. If the investigator only has the base value in a skill, this increase is automatic; otherwise it will only increase if the player rolls over the investigator's existing rating in the skill, as per the normal investigator development rules. In either case, the investigator gains 1D10 percentage points in that skill.

*Example: Helen Carter is on a specialist training course for radio operators at Thame Park. The course is two weeks long, covering Cryptography, Operate Radio, Electrical Repair, Conceal and Tradecraft.*

*Helen's player decides to focus on Operate Radio, Cryptography and Electrical Repair in the first week. Helen only has the base of INT X 2% in Operate Radio, so she automatically gets a 1D10 increase. As she already has skill points in Cryptography and Electrical Repair, Helen will only get increases in each of them if her player rolls over her existing skill levels on 1D100, in which case the skill level will increase by 1D10 percent.*

*For the second week, Helen's player concentrates on Operate Radio, Conceal and Tradecraft. As she has skill points in all three, following her previous week's skill increase in Operate Radio, Helen's player will have to roll over her existing rating in each skill value to gain an increase.*

These courses should be no longer than five weeks (and are more commonly two or three weeks) to avoid the trainees burning out.

The exceptions to these rules are the Credit Rating and Cthulhu Mythos skills. Credit Rating may never be increased through training, and Cthulhu Mythos may only increase under special circumstances (see the entries for Wikus van der Sant and Hester James in Appendix A for examples).



## INCREASING PHYSICAL CHARACTERISTICS

Some intensive training offers the possibility to increase an investigator's Constitution, Dexterity or Strength characteristics; no other characteristic may be increased in this manner. This option will not be available on most specialist or mission-specific training courses, as these tend to focus on developing skills.

Where an investigator has undergone intensive physical training, the player may opt to attempt to increase a characteristic instead of a skill, although this can only be attempted once in a given course. To make this attempt, the player should multiply the existing characteristic value by 5 and then roll against this value as per a normal skill increase check: if the roll is over the multiplied value then the characteristic increases by 1D2 points. This may not take the value of any characteristic over 18. No characteristic may be increased twice through this method.

## AVAILABILITY OF SOE TRAINING

Beyond the initial training given to new recruits, training is normally only given when a group of investigators requires new or improved skills for a particular mission. There may be special circumstances under which an agent who has shown dangerous weakness in an essential area is given remedial training, or if they have shown an aptitude for a new specialisation, but on the whole investigators will be expected to improve their skills in action.

## SPECIALIST TRAINING COURSES

As discussed in the Specialist Training section of Appendix A (see page 101), some SOE agents who show specific aptitudes or have extra requirements because of their planned role will receive specialist training in addition to the standard course undergone by all recruits.

This normally takes place at the same time as their standard training, possibly replacing certain courses, or it may follow on directly. Sometimes an agent may be called upon to attend one of the specialist courses later in their military career, but this is rare.

In game terms, the Keeper may decide that one or more investigators should attend a specialist course to prepare for a new role or mission, but this should normally fall under mission-specific training, as covered in the next section.

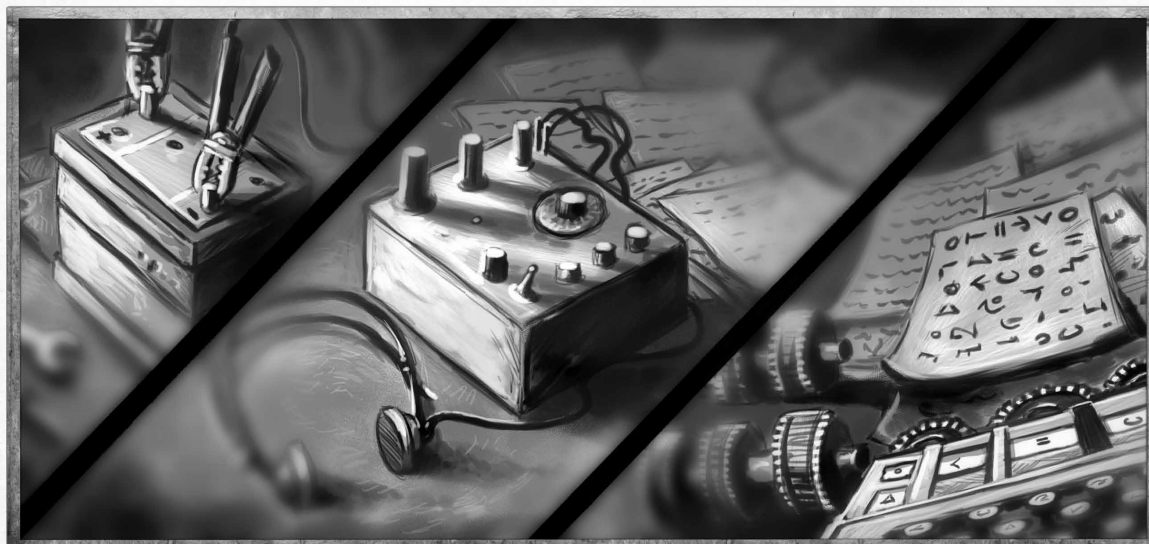
## EXAMPLE SPECIALIST COURSES

### Sabotage

Students undergoing training with George Rheam or his team at Station XVII can expect to be taught the following skills over a two-week course: Chemistry, Conceal, Demolitions, Electrical Repair, Mechanical Repair, Operate Heavy Machinery.

### Radio Operations

Students undergoing training at STS 52 can expect to be taught the following skills over a two-week course: Conceal, Cryptography, Electrical Repair, Operate Radio and Tradecraft.





### Criminal Skills

Students following the specialist criminal skills training module at the Beaulieu finishing school can expect to be taught the following skills over a two-week period: Climb, Demolitions, Hide, Locksmith, Sneak and Spot Hidden.

## TRAINING FOR SPECIFIC MISSIONS

Where agents are being prepared for specific missions, they will receive instruction in a range of skills. A team preparing to sabotage a power plant in Norway, for example, may be trained in Norwegian language, Survival (to represent cross-country skiing as well as wilderness survival), Demolitions, Navigate, Sneak and Climb over the course of four weeks. There will be aspects of the instruction that fall outside normal skills, helping the investigators blend in; such instruction may, for example, allow the investigator to make an Idea roll to avoid a potentially fatal faux pas, such as knowing not to mention milk when ordering coffee, as locals will know there is none available due to rationing.

Unless there are circumstances that the training could not possibly have covered, the Keeper should be generous with assuming that the investigators have been sufficiently prepared.

## DEVisING NEW TRAINING COURSES

Coming up with the syllabus for a new training course for a new specialist subject or a mission is straightforward. First you need to determine what the objective of the course is. If the purpose is to prepare a team to coordinate with different resistance movements in Greece, for example, then it should probably cover the Greek language, Persuade to help with the required diplomacy, Command and Military Science for the military coordination and possibly Tradecraft to support setting up communications and supply lines.

If you are devising a new specialist course then you should consider what skills it makes sense to bunch together. It is unlikely that a course would focus on Climb, Command and Pilot, for example, unless they have all been identified as necessary for a particular mission. The next step is to determine how long the course should be. As mentioned, no course should last longer than five weeks, and two or three weeks is more typical. To determine the length, look at the number of skills that need to be conveyed and take into account if an investigator may want to concentrate on any of them for more than a single week to improve the chance of an increase or multiple increases. In the Greek example above, two weeks should be sufficient for five skills, and investigators may choose to concentrate on Greek language twice to help with fluency.

## SOE TRAINING FOR EXISTING CALL OF CTHULHU INVESTIGATORS

Characters created using the mechanics in World War Cthulhu: The Darkest Hour have already undergone SOE training and have the skill levels to reflect this. You may find circumstances under which an existing Call of Cthulhu character, especially one from a World War Cthulhu: London campaign, is recruited by N. While World War Cthulhu: London offers the option for characters to become members of N's Auxiliary network, operating on home soil, some recruits, especially those with military experience, may prove more suited to joining Network N as a full agent. In this case, you can apply the steps on pages 32-34 of the Recruitment section in World War Cthulhu: The Darkest Hour to reflect the effects of SOE training. Alternatively, if your group prefers, you can play through aspects of the training using the locations, NPCs and syllabi outlined in Appendix A.



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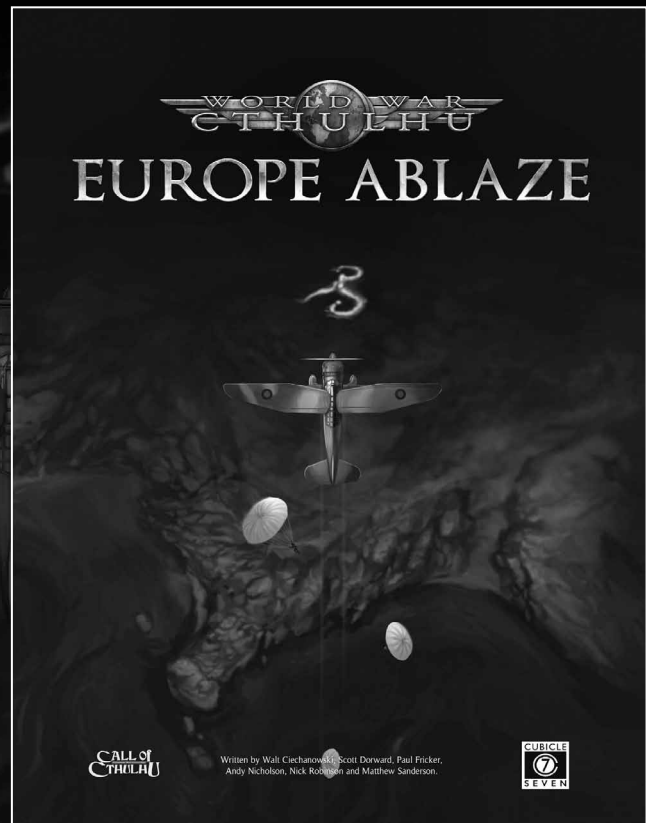




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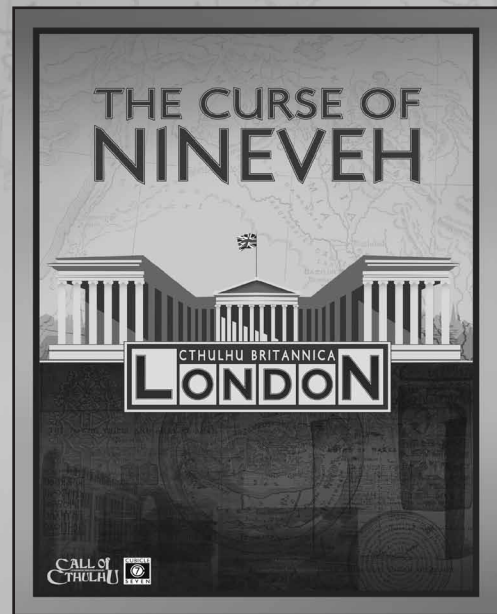
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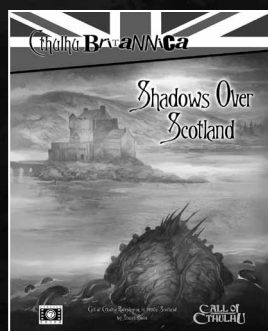
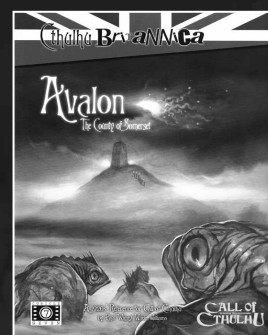


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This new collection of horror scenarios for the *Call of Cthulhu* role playing game features five tales of horror and the weird, set within the green and pleasant land of England. Each scenario focuses upon a different time period, from the streets of Victorian London to the far future when End is almost nigh. Although each scenario can be played as part of an existing campaign, they also come with a set of pre-generated investigators, allowing all to be played and run with the minimum of effort.

This Sourcebook for Chaosium's *Call of Cthulhu* roleplaying game details the mysterious West Country of 1920's England, written by Paul "Wiggy" Williams, is a 128 page softcover containing: a history of Somerset; a detailed and mystery-filled gazetteer; extensive notes on local legends and folklore; new books of lore and local personalities; and four complete adventures.

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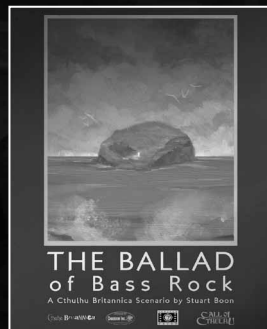
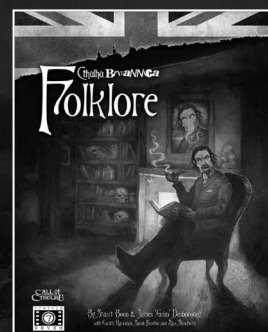


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## Folklore

This sourcebook presents a uniquely British vision of Lovecraftian horror where fairies, witches, and folk traditions intertwine with the dreadful, eldritch powers and otherworldly terrors of the Cthulhu Mythos. The book features a folklore bestiary, including fairy folk, shape-shifters, giants, little folk, black dogs, dragons, water horses, bodily horrors, and much more, a folklore calendar and a new 1920s profession—the folklorist—for players, detailed sections on using folklore and folk magic for *Call of Cthulhu* Keepers and nine Folklore Mythos threats that can introduced into any scenario or campaign, or used as single-session scenarios



## The Ballad of Bass Rock

When a leisure cruise out to Bass Rock goes awry and a summer thunderstorm traps the investigators on the barren island with only a ruined castle and a run-down lighthouse as shelter, things can't seem to get much worse. But as the storm rages on into the black night, they discover just how wrong they are.

The Ballad of Bass Rock is a 1920s Cthulhu Britannica scenario for *Call of Cthulhu*, written by Stuart Boon, ENnie and Origins award-winning author of *Shadows over Scotland*.