

THE BLACK SEAL

The magazine of modern horror gaming



CTHULHU NOW

This issue:

Strange Britain, Secret Country



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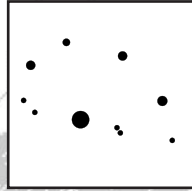


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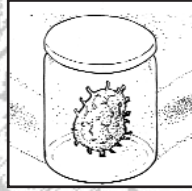


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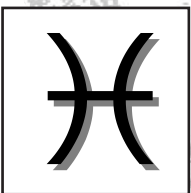


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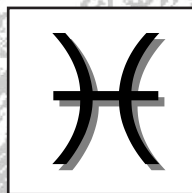


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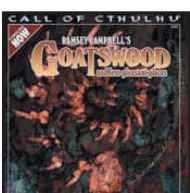


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THE BLACK SEAL

The magazine of modern horror gaming

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Unusual Suspects:

Sermon Grant, antiquarian, occultist and gentleman adventurer

by Jonathan Turner

Sermon Grant does not exist. He's a fairy-tale, a bad joke, a cliché among people in the know of Britain's occult community. At least, that's what Sermon Grant wants you to believe. Grant did not start out in life with the name he uses now, or even the same appearance. But his unusual talents and experiences have forced him to cover his tracks more than once.

Background

Born David Cambridge in Hong Kong in 1958, he was the second son of a British diplomat and his wife. Even as a child, his natural charm and intelligence shone through. He and his younger brother Harry were inseparable, enjoying the endless stream of parties and special events laid on for his parents. Grant was tutored privately at his family's palatial home, enjoying the freedom to pursue those topics he excelled in. The teacher who most impressed him was the gentle Chinaman who was his language tutor. From him Grant learned not only the native language but also the history and mythology of the country. Grant was fascinated with the myths and legends, and his interest in the occult was born.

In his late teens, Grant left with several friends for a mountaineering expedition to the Solo Khumbu region of Nepal. Harry, struck down by a bout of 'flu, did not go with him, but promised to catch up later. The party were all reasonably experienced climbers, and the route they had chosen did not appear to be difficult. Destiny, though, had other plans. Somewhere on the frozen slopes of Tawache, Grant's expedition strayed close to a Mi-Go mining operation. The creatures elected to dispose of the threat by way of a simple avalanche. Grant's companions were swept away, but he managed to survive by sheltering under a rock overhang.

When the wall of snow had passed, he dug himself out, and was dismayed to find his friends had utterly disappeared, swept into the abyss by the avalanche. Things looked desperate for Grant himself, as he had lost his climbing gear and all his other supplies. By a sheer fluke, the Sherpa guides of a French expedition climbing nearby spotted Grant. They had watched the avalanche sweep the group away, but were guided to Grant by his brightly-coloured climbing jacket. Two of the Sherpas took him to the village of Namche Bazar, where he was allowed to rest and recover while cared for by locals. But the Mythos had not finished with him yet. Through the mists of time, the Great Race were watching Solo Khumbu for their own inscrutable ends. Impressed by Grant's survival, they seized his body to personally investigate the region. It was two years later before Grant was allowed to regain control.

He opened his eyes one morning to find himself in a tent, but this time it was on the slopes of the Aberdare mountains in Kenya. Totally bewildered, he made his way down the mountain and eventually encountered some natives who pointed him towards Nairobi. From there, Grant managed to contact his family, who had believed he was dead and had returned to England. Within a few weeks, he was back in Great Britain.

But memories from his mysterious amnesia kept intruding, sometimes in dreams and sometimes in waking visions. He saw the monstrous pyramid forms of the Great Race, their forbidding libraries, and the covered pits that filled them with fear and terror. Perplexed by the visions, and terrified that his amnesia may overcome him again, Grant sought help from many conventional doctors and psychiatrists, all to no avail. In desperation, he returned to the source of his strange episode, and travelled with Harry to Solo Khumbu.

The Sherpas remembered Grant, but they were wary of the sudden change they remembered in him. They told him of his odd habits and insatiable curiosity, and his obsession with the slopes of Tawache. Demanding answers, the brothers were steered towards the Buddhist monks at the monastery of Thyangboche. The monks there greeted Grant with kindness and respect. Within their ranks were those who carefully watched the machinations of the Mi-Go on the Himalayan slopes, where they were one of the original sources of the Yeti legend. The monks' knowledge of the Mythos was reasonably broad, and with their help and guidance, Grant was able to use meditation to tease out more of the memories buried by the Yithians.

The brothers returned to England determined to find out more, and their studies over the next decade took them to America and the shores of the Miskatonic, to Eastern Europe and back to Africa in search of texts and artefacts which helped fill out a terrifying, chilling picture. By the time he was in his late twenties, Grant and his younger brother were aware of the general myth cycle of the Great Old Ones. They knew of most of the major gods, and had some knowledge of the Great Race. In England, the pair had gathered an impressive array of Mythos texts and objects from their treks across the globe. Sadly, that was to be their undoing. Eventually, PISCES came calling.

The four agents who arrived at their home in Sevenoaks were nondescript in the extreme. They bore Customs and Excise identification, claiming the brothers had been illegally importing valuable antiquities. The brothers saw through the ruse immediately. There was a struggle, and Grant managed to kill one of the agents with a shotgun. Horrified, he watched as the Shan erupted from the agent's face and flew straight into his brother's skull. In his terror, Grant fled the house and into the countryside, pursued by the remaining agents. Fortunately, the brothers' experiences had taught them to be paranoid, and well prepared. Grant went to a house in London, rented with his brother under false names, where he obtained enough money to escape the country. On the plane to America, he read a newspaper report detailing a fire at his home which had killed his parents and brother. Grant was named as a suspect in the

blaze, which police were treating as malicious. But Grant reached the States, and immediately sought out someone who could give him a new face and a new identity. On an operating table in a filthy clinic in Memphis, Sermon Grant was born.

When PISCES began investigating the Cambridge brothers, they found very little of the family's fortune in their accounts. The money had been salted away for just such an eventuality, as had many of the artefacts and tomes that the brothers had gathered. Grant was able to move the money to other accounts before the Shan possessing Harry was able to fully access his mind.

For over a decade, Grant lived in America, nurturing his finances and adding to his collection again. He also managed to perfect a project that had been itching in his memory for some time – the construction of a Yithian communicator. With it, he was able to contact the member of the Great Race who had used his body two decades before. Grant bore the Great Race no ill will, especially because they had allowed him to learn much in their own city. With Yithian help, Grant more than doubled his personal fortune, agreeing in return to aid certain agents of the Great Race should they need his help. In 1992, homesickness drove him to return to Britain. He secured a modest estate in Wiltshire, and began quietly smuggling in many of his books and artefacts from the USA. More importantly, he started seeking out the network of contacts David Cambridge had enjoyed in the European occult community, without revealing his true identity.

Using this network, Grant learned the eventual fate of his brother. Harry had on some level taken to Shan dominance, and was eagerly working with them in the UK. Appalled, Grant decided that at some stage he would have to take action. But the time was far from right. Grant contented himself with acting in small ways against the forces of the Mythos, assisting those investigators he felt he could trust. His previous experiences had left him cautious and paranoid, but his knowledge and formidable iron will stood him in good stead.

He made his way again to visit the monks at Thyangboche, who saw through his new persona with ease. He sought out the Mi-Go mines, now long abandoned, to learn what he could. There, he encountered Harry, now completely insane and fully committed to the worship of Azathoth. The pair fought bitterly, with Grant eventually shoving Harry into a deep ravine. Months later, Grant learned his brother had survived and returned again to England, but the pair have never met face to face since.

Over the years Grant, in the company of a variety of companions, has visited the Gulf, Kenya, South America and Eastern Europe in search of Mythos activity. He has pitted his wits against Deep Ones, a Colour from Space and a tribe of cannibalistic shape-changers to name his more memorable opponents. Of the other Mythos races, Grant is on reasonably friendly terms with ghouls. He sees the worshippers of Mordiggian as filling a natural role, which is of very little risk to humanity. But it was a run-in with the Servants of Glakki that forced Grant into retirement, or at least seclusion. He rarely mentions it, but it was clearly more a threat to his thinly stretched sanity than his physical safety that prompted him to turn his back on fieldwork. These days, it would take an immediate threat to the end of humanity for him to venture into the front lines again.

Grant is now reclusive and carefully neutral towards the power struggles going on in the British Isles. He despises PISCES and the Shan, but sees no hope in battling against them. If offered the opportunity, he would gladly do what he could to free Harry from his vile host, even if it meant killing his brother.

His choices of hobbies – chess, fly-fishing and Aikido – define his personality. He is cautious and Machiavellian, preferring to guide others towards achieving his goals while remaining hidden. It would be far too obvious, and dangerous, for him to contact the Army of the Third Eye. But if Grant learned of Delta Green's interest in PISCES, he might well offer help or assistance if he could guarantee his anonymity.

While he is a proficient spell-caster, he prefers not to use magic if he can help it. Grant has already been possessed once, and he didn't like it at all, thank you very much. He can use a variety of scrying devices to gain information on those he has an interest in if necessary. He spends his time instead compiling digests of Mythos texts, cataloguing his collection and keeping a careful but veiled eye on supernatural events in the UK. Nonetheless, his interest in the esoteric and his time in the field have made him a name among Britain's occult community, though his paranoia means few know how to actually contact him.

Instead, Grant has become a legend, a bogey-man who few antiquarians and occultists believe actually exists. He relies on this reputation, and actively encourages it to ensure his anonymity. Grant is determined that PISCES or anyone else will never get to within striking distance again. In bookshops, libraries, antique shops and museums across the country, he has carefully cultivated a network of people who notify him of items or individuals of interest. Often those who are seeking such knowledge will find themselves contacted by Grant through an intermediary, offering assistance... but always at a price.

Grant has become a shadow moving in the depths of the European occult community. He watches from the dark, playing the age-old game of conspiracy with a careful, cautious hand. A powerful ally and a dangerous enemy, he carefully picks the struggles he can win and leaves others to waste their time and energy in battles of attrition. Those who deal with Grant usually never know who is really behind the deals they cut, and wouldn't believe it even if they did. Rarely, he emerges from the shadows to take a personal interest in some entanglement, and then, like fog in the morning... he's gone.

Adventure hooks

- A PC receives a small file in the post containing some embarrassing or compromising information about him. There is no overt attempt at blackmail, merely something to make him feel uneasy. Later, as the PC is walking past a row of telephones in a mall or train station, they ring one after the other as he passes. If he picks one up, Grant is on the other end, offering a deal in exchange for information on the PC's current investigation.
- The PC's current investigation leads them up against Harry Cambridge, now a fully-blown cultist leader in his own right.

His shan has long-abandoned him after his mind degraded, but his loyalty to Azathoth was rewarded with his freedom. Any efforts to find out details of Cambridge's background will trigger Grant's interest. He may over time agree to come out of the shadows to face off against his brother again. As an interesting twist, Harry could easily be the superior for any PCs who are PISCES agents.

- The characters have come across a small item which Grant has an interest in. It may be a journal, a statuette or a photograph, but the item should seem apparently unimportant. A small Japanese man named Hashimoto will contact the investigators. Claiming to be a solicitor representing an anonymous client, he will attempt to negotiate for the sale of the item. If necessary, Hashimoto will reveal information of interest to the PCs in their current investigation. He will not

reveal his employer unless it completely necessary – and even then PCs in the know won't believe him...

- Searching for a missing man – perhaps even a PISCES agent – the characters learn of their target's recent bizarre behaviour. In particular, they uncover hastily scrawled plans for some kind of device in his home or other location. The blueprints are for a Yithian communicator, though they are by no means complete. If they search any of the usual sources, such as the British Museum, Grant will be alerted, and PISCES curiosity aroused. He will shelter the fugitive – who of course is hosting a member of the Great Race. Particularly persistent investigators may be able to trace the missing man to Wiltshire, where Grant will prefer to bargain than engage in aggression.

Sermon Grant

Race: Caucasian

Age: 42

STR 14 CON 13 SIZ 13 INT 17 POW 21
DEX 16 APP 14 EDU 22 SAN 47 HP 13

Damage Bonus: +1D4

Education: Years of private study

Occupation: Antiquarian and occultist

Appearance: Christopher Lee as the Duc de Richleau in Hammer's

'The Devil Rides Out'

Skills: Anthropology 51%, Archaeology 44%, Painting 70%, Astronomy 52%, Bargain 60%, Biology 47%, Chemistry 35%, Climb 65%, Computer Use 35%, Conceal 67%, Credit Rating 65%, Cthulhu Mythos 35%, Dodge 67%, Drive Auto 40%, Fast Talk 55%, First Aid 40%, Geology 20%, Hide 55%, History 55%, Law 35%, Library use 75%, Listen 45%, Locksmith 40%, Martial Arts 55%, Mechanical Repair 30%, Medicine 20%, Occult 90%, Persuade 65%, Sailing 55%, Pilot light aircraft 45%, Psychology 70%, Ride 55%, Sneak 52%, Spot Hidden 75%, Swim 50%, Track 40%.

Languages: English 110%; Chinese 46%; Greek 56%; Latin 62%; Yithian 35%.

Attacks: Benelli M3 shotgun 55%, 4D6/2D6/1D6
.44 Ruger Redhawk 60%, 2D6+2
Yithian Lightning gun 45%, 1D10 per charge
Fist/punch 70%, 2D3+db
Grapple 70%, special
Kick 55%, 2D6+db
Sword cane 60%, 1D6+db

Spells: Summon/bind fire vampire; Summon/bind Nightgaunt; Contact Ghoul; Contact Yithian; Elder Sign; Dread Curse of Azathoth; Powder of Ibn-Ghazi; Voorish Sign; Bless Blade; Cast Out Devil; Chant of Thoth; Cloud Memory; Command Ghost; Create Mist of Releh; Curse of Darkness; Dominate; Dust of Suleiman; Enthral Victim; Eye of Light and Darkness; Find Gate; Fist of Yog-Sothoth; Heal; Implant Fear; Keeness of Two Alike; Mindblast; Nightmare; Power Drain; Seal of Isis; Voice of Ra; Wrack.

(Note: As mentioned above, Grant is a reluctant spell-caster and will only do so in extreme circumstances.)

Equipment: Grant personally carries a secure cell-phone, concealed Kevlar vest, and a sword cane with one dose of the Dust of Suleiman in the hilt. He will carry a pistol where he expects combat or a Yithian lightning gun with 30 charges if serious trouble is expected. At his home he has several Mythos artefacts which the Keeper can add to as necessary. They include a Yithian communicator and a scrying window built into the skylight of his attic.



Mental Health in the UK ^{CN}

Or “No, he’s not mad, there really are spiders in his brain!”

by Phil Ward with Adam Crossingham

After a nasty experience with the minions of the Lloigor in the Scottish lochs, your investigator’s team wants to put the latest casualty into care, or the police have picked up the missing investigator and want to stop him scrawling on the cell walls with his own bodily waste. Just how do you get someone locked away?

HOW TO GET SOMEONE COMMITTED

Under the Mental Health Act 1983, people can be “detained” for 28 days for assessment (Section 2), 6 months for treatment (Section 3), or 72 hours for emergency treatment (Section 4). It is possible, though not common, for a Section 2 to be renewed at the end of the 28-day period.

Applications can be made by a Social Worker or Nearest Relative and must be backed by two medical recommendations¹ (one for Section 4), that agree on the mental disorder² the patient suffers from. The patient must have been seen within the last 14 days (24 hours for Section 4). The disorder must warrant detention for the patient’s own safety, or for the protection of others.

Under Section 3, the patient can only be held for treatment if the treatment is likely to result in improvement. Personality disorders, which cannot be treated, mean that the patient cannot be detained. Persuading psychopaths to voluntarily commit themselves is difficult. This can lead to complications in dealing with cult leaders legally.

Section 4 is most probable for investigators. If a second recommendation is made during the 72-hour period, it can become a Section 2 committal, and the period extended to 28 days. This can (and has) been abused in the past, because it is easier to get a doctor to visit them when they’re already in his hospital, than to get one to do a home visit. The Mental Health Commission comes down heavily on this administrative convenience but that won’t help the investigator for some time.

There were over 23,000 admissions to NHS facilities under the act during the year 1996-1997, half of these were admissions for assessment (section 2), most of the rest were for treatment (Section 3).

MENTAL HEALTH AND PRISONS

Based on medical recommendations, the court can detain

convicted criminals in hospital for up to six months, instead of a prison sentence. Unconvicted prisoners can be sent to hospital if medical recommendations agree, and the court is satisfied that they committed the crime! The criminal cannot be discharged by a relative (unsurprisingly), and cannot appeal against their detention for at least six months.

TREATMENT DURING PRISON SENTENCES

Prisoners can be transferred to hospitals during a sentence, but run the risk of their treatment lasting for longer than their original prison sentence. It is not an easy or quick way out of prison.

PLACE OF SAFETY ORDERS (Section 135)

Issued by a Justice of the Peace, these allow police officers to enter a residence (by force) to search for people with mental disorders to take them to “A Place of Safety” for up to 72 hours. Normally for assessment prior to a Section 2, the place of safety is commonly a police cell. A Social Worker and Doctor must accompany the police officer. They can also be issued to pick up AWOL patients already under a detainment order, and to remove people from a public place, in which case a doctor is not necessary.

These orders are, of course, ideal for investigators who need a legal reason to break into a residence!

CARE IN THE COMMUNITY

After the Mental Health (Patients in the Community) Act, 1995, local authorities can place discharged patients under supervision. The orders requires that the patient live in a specific location, attend specified places for treatment, education or training, and that their supervisor, social worker or doctor can access them at their place of residence.

It does not force patients to accept treatment, nor does it force them to allow social workers or doctors into their home, they can merely shout at them through the window, or meet them on the doorstep. It does not allow investigators with the proper credentials to break down doors.

In effect this Act abdicated responsibility for the actions of the patient after they left care, and allowed the government to shut down state-run asylums, in some cases it has lead to former mental patients injuring/killing people or themselves (famously by entering the lion cage at a zoo).

1. Medical Recommendations

One must be from an approved doctor (with experience in mental health treatment and/or diagnosis), commonly from the admitting hospital. The second from a doctor who has had previous acquaintance of the patient, most commonly their GP, although an investigator might suffice, and this second opinion can be omitted if circumstances dictate. For a Section 4 committal, the doctor must know the patient.

2. Mental Disorders

The first three definitions must all result in aggressive (a danger to others) or irresponsible behaviour (a danger to yourself), though they have different causes. So, investigators who want to destroy-all-the-lizards-masquerading-as-humans or who “wants the bug removed from his head with a drill” automatically qualify.

Severe Mental Impairment – impairment of intelligence, social functioning.

Mental Impairment – arrested or incomplete mental development.

Psychopathic Disorder – a persistent disability, with or without impairment of intelligence.

Mental Illness – is legally undefined, and is unsurprisingly the most commonly used reason for a committal.

UNAUTHORISED ABSENCE

Escape is of course possible, but this also includes living in a place not named on a discharge order. The patient may be returned to the institute by a social worker, hospital staff, a police officer or anybody with written authority from the Mental Health Act Managers.

If they are returned after the original section has expired (or has less than seven days to run), they may be detained for up to seven days for re-evaluation.

People detained under section 3 (for 6 months treatment) or under Guardian Orders cannot be returned to custody after the later of:

- Six months after they escaped, or
- The end of their original order. You're home free baby!

TREATMENT WITHOUT CONSENT (Section 58)

Some types of treatment can be administered without the patient's consent:

- Medication can automatically be given for up to 3 months without consent; after three months a section 58 Certificate must be obtained.
- Electro-convulsive Therapy (ECT) on an anaesthetised patient, with a Section 58 Certificate.

The Certificate is specific as to drugs and dosages or the number of ECT sessions to be administered; if these details change, a new certificate must be obtained.

In an emergency, treatment may be given if it is not irreversible or hazardous.

As a safety measure, some treatments cannot be given even with the patients' consent: surgery that destroys brain-tissue, or chemical castration of male patients. Three people must certify that consent has been given and that the treatment is necessary. Interestingly, this applies not only to detainees, but to the General population of the UK as well.

SPECIAL HOSPITALS

Obviously not all hospitals are up to providing care for the more severely disturbed mental patients, such as violent sex-offenders and high-risk patients with severe personality disorders. Three high security 'special hospitals' serve England and Wales: Ashworth, Rampton and Broadmoor, although there are plans to devolve the hospitals down to the Regional Health Authority level. Scotland has one high security hospital, the State Hospital, which also serves Northern Ireland.

ENGLAND & WALES

Broadmoor Hospital, Crowthorne, Berkshire

Broadmoor Hospital was the first British state-run asylum, opening in 1863. Provision for the Broadmoor Criminal Lunatic Asylum was made in the Criminal Lunatics Act of 1860. Broadmoor was the first asylum specially designed and built as a psychiatric institution. Joshua Jebb, the first Surveyor General of Prisons and a military engineer designed the hospital.

Broadmoor occupies a secure 21-hectare site. The grounds consist of an inner area of terraces and a large former kitchen garden surrounded by high walls, and an outer area of farmland and security fencing. Sirens will sound in the event of an escape to warn the surrounding communities, and are tested on Monday mornings.



Broadmoor is Britain's best-known high security mental health care facility. The preponderance of admissions come from the UK's criminal justice system. Broadmoor has 23 wards, providing 443 beds, 88 of which are for women. The majority of discharges from Broadmoor are to other NHS facilities, including other high security hospitals.

Broadmoor's geographical catchment area for patients is South & South West England, and South Wales.

Ashworth Hospital, Parkbourn, Maghull, Liverpool, Merseyside

Ashworth Hospital is an amalgamation of two hospitals. Ashworth was formerly the Park Lane Special Hospital and the Moss Side Hospital, part of which closed in 1995. Ashworth consisted of two: Ashworth North is the former Park Lane hospital; Ashworth East is part of the old

Moss Side Hospital. Built in the 1970s Ashworth North was a showcase of high security psychiatric care with small low-level wards built independently from one another and modern treatment, recreational and educational facilities, a chapel and an auditorium.

Ashworth East consists of nine wards with a total capacity of approximately 150 patients. All of Ashworth's female patients are located on the East Site, as well as a large number of mentally ill men. A high wire wall provides physical security.

Ashworth North has 17 wards with a total capacity of approximately 370 patients. The Personality Disorder Unit and most of the male mental illness wards are located on the North Site, which also contains extensive recreational, rehabilitative and educational facilities. A high concrete wall providing very considerable physical security surrounds Ashworth North.

Ashworth specialises in sex-offenders and paedophiles. In recent years it was rocked by a scandal as staff leaked

information about inmate's access to children, pornography and drugs. Ashworth is currently using expression through art to rehabilitate its patients.

As of 12 February 1997 there were 478 patients within the Hospital as a whole, 427 men and 51 women. 79 (16.5%) had come from Medium Secure Units, 158 (33.1%) from the prison system and 105 (21.9%) from the Crown Court. A further 80 (16.7%) had come from other Special Hospitals. The largest single legal classification was mental illness (284, 59.4%), followed by psychopathic disorder (136, 28.6%). 20 patients (4.2%) had a legal classification of mental impairment, and five (1%) of severe mental impairment. A number of other patients had dual classifications, the most significant being mental illness with a secondary classification of psychopathic disorder (24 patients, 5% of the hospital). 77% of patients were subject to restriction orders. Approximately 80% of patients have been convicted of a criminal offence. The average length of stay is eight years, but a small number of patients will never be regarded as ready to leave and will spend the rest of their lives at Ashworth.

Ashworth Hospital employs approximately 1,500 staff, the majority (more than 900) being nurses. Over 60 per cent of the nurses are qualified.

Ashworth's geographic catchment area is North England, Wales, West Midlands and the North West London area.

Rampton Hospital, Retford, Nottinghamshire

Rampton Hospital is situated six miles from Retford on a 77-hectare site in rural North Nottinghamshire. The hospital opened as a State Asylum in 1912, with 300 beds. Today the average population at Rampton Hospital is around 450. Approximately 65 of the population are women. 15% of patients are diagnosed as suffering from a Learning Disability, and the remaining 85% have a major Mental Illness or a Psychopathic Disorder. The hospital consists of 14 high security main building wards, and a further 14 secure villas set in extensive landscaped grounds, all contained within a maximum-security perimeter. A patient's average length of stay in the hospital is approximately 7½ years.

Rampton Hospital has almost 1,400 staff, including more than 800 nurses, 20 medical staff and 150 professional and technical staff including psychologists, social workers, occupational therapists and teachers. Rampton is run by 140 managerial, administrative and secretarial staff supported by 200 ancillary staff.

Rampton's geographic catchment area is the East Midlands and Anglia.

SCOTLAND & NORTHERN IRELAND

The State Hospital, Carstairs, Lanark, Scotland

The State Hospital is the maximum-security hospital for Scotland. It treats 225 people with beds for 250 in 11 wards. The main patient group are young/middle-aged men (25-50 years old). Many of the patients have committed serious offences. One third of the patients are being treated for violent behaviour. The State Hospital has 550 staff.

The State Hospital's geographic catchment area is Scotland and Northern Ireland.

Prison Facilities

Some prisons also have facilities for dealing with dangerous mentally ill patients; HMP Grendon Underwood, HMP Wormwood Scrubs, HMP Gartree, and the Aylesbury Young Offenders Institute.

MEDIUM SECURITY UNITS

The majority of severely disturbed patients are treated at medium security units, which the NHS and the private medical sector both run. Private medium security units are of course much more discreet.

ADVENTURE SEEDS

There are many adventure seeds dealing with incarceration in mental health institutions, but here are some ideas on how to use the UK's mental health laws in Call of Cthulhu.

Don't piss off the Social Worker

A cult member just happens to be a social worker, with some effort he can arrange for people to be detained in a mental health facility run by her cultist friends. Once inside, it can be extremely difficult to get back out, and you may end up being used as fuel for a sacrifice.

"I Have a Warrant"

Often players think nothing about attacking police officers who try to arrest them, how are they going to react when the pair of police officers is accompanied by a man in a white coat, and a female social worker? It ought at least to get them thinking.

Prison to Institution Escape

An old nemesis comes back to haunt the investigators, as a cult member who was arrested and sent down for life escapes during a routine prison-to-mental hospital transfer. He knows the rules now, and he's going to use them against the people who caught him.

The Section

Every time the moon is full, the really weird cases come out to play, people referred to as "E:all of the above" by social workers (in reference to filling every category of the Section form). The man who cut off his own genitals because the voices in his head told him to, and worse!

Unfortunately somebody the investigators have been keeping tabs on has landed himself in an institution! Can the investigators "rescue him" before he continues his activities and summons something by sacrificing his roommate?

One Flew over the Shoggoth's Nest

One of the investigators has been detained. Can he avoid getting Electro-convulsive Therapy, and denounce the cultists in the staff?

RECOMMENDED READING:

Hyperguide to the Mental Health Act:
<http://www.hyperguide.co.uk/mha/>

Community Care – the Social Workers professional Journal

LET SLEEPING GODS LIE: DG

PISCES "SECTION H"

by Graeme Price

If you cross the river Thames from the south to the north bank using London Bridge, you will pass the magnificent gothic buildings that are the Houses of Parliament. Turning left onto Parliament Square you will pass the clock tower, which supports the bell called "Big Ben" and see the ancient grey stone building of Westminster Abbey across the street on your right. If you cross the street and continue to walk past the Houses of Parliament, you will pass a small swath of grass, usually with BBC journalists camped out on it, and come to a small, quiet street to the right, which leads off the busy thoroughfare. Careful observers may notice a small sign saying "Great College Street, SW1" about 10 feet off the ground on the wall of a brick building. Turning onto Great College Street, you would notice the old office buildings with dirty windows on the left and the offices of the Church of England on the right (in fact they back on to Westminster Abbey). About halfway along the street on the left is a short flight of steps leading to a dimly lit and slightly musty corridor, with yellowed paint peeling from the walls. At the end of the passage is a large locked wooden door, which when opened leads into a room with a desk. Next to the desk is the ubiquitous "threat board" which tells government employees of the current security alert status. At the desk is a polite, uniformed security guard in his mid-40's.

Let us call him "Alf". He may be reading either the News of the World, or the Evening Standard, depending on the time of the day. Behind the desk at Alf's left hand are the buttons controlling the steel shutters which drop to secure the room. At his right hand is the HK MP5, plus spare magazines, which he learnt how to use during his two tours in the SAS. Assuming you make it past Alf, the other door reveals a flight of stairs which lead up to the offices of PISCES Section H.

Section H is PISCES' historical intelligence department, they are responsible for research and investigation of ancient sites, artefacts and historical events. Section H is a small department, even within PISCES, and is composed of about 50 people, 10 of whom are secretarial, cleaning, and security staff. Of the remainder, 20 are researchers (15 have PhD's in archaeology, history, classics, or palaeontology) and the rest are field investigators from a variety of backgrounds (civilian and military). Given the rather academic background of the staff, it is an in-joke around the rest of PISCES that the "H" stands for "Highbrow". Almost all of the staff of Section H believe that they are actually employed by MI-5, the Security Service, and few if any of them have ever heard of PISCES. The exception is the section chief, John Hennessey.

Dr. John W. S. Hennessey, CBE

PISCES ARCHINT guru, age 63

Race: Caucasian (English)

STR	8	CON	13	SIZ	12	INT	17	POW	15
DEX	11	APP	9	EDU	23	SAN	68	HP	13

Damage Bonus: +0

Education: BA. European History (Cambridge)
PhD. Medieval History (Cambridge)

Occupation: Director of PISCES Section H

Skills: Anthropology 45%, Archaeology: 60%, Credit Rating 60%,
Cthulhu Mythos 8%, History 80%, Law 25%, Library Use 75%,
Occult 45%, Persuade 35%, Psychology 35%

Languages: French 80%, German 40%, Latin 60%, Greek 60%

Attacks: Browning HP (9mm Pistol): 35% 1d10



Physical Description: Hennessey is quite portly and is developing a double chin, although he is always immaculately shaven. He stands 5'8" and weighs in at 190lbs. His left arm is noticeably limp as a result of injuries he has sustained in the line of duty. His features are rather jowly and his black hair is starting to recede, but what one immediately notices is his piercingly blue eyes which he stares with over the top of his half-moon reading glasses.

History: John William Sutcliffe Hennessey is one of the longest serving PISCES officers, and one of the most senior free from Shan control. He is distantly related to the brandy empire of the same name and, as such, is independently wealthy. Having left public school, Hennessey entered Trinity College, Cambridge and graduated with a double first in History and French. Proceeding straight to a PhD., it was on the publication of his doctoral thesis on "The Dragon Myth in European

History" that he came to the attention of PISCES. He was recruited directly from Cambridge in 1962 by then PISCES director Brigadier General Balfour, giving up a prestigious fellowship in the process. Hennessey rose steadily through the ranks of PISCES researchers and has been director of Section H since 1982. During the course of his career he has seen things which trouble him, including what is best described as the "thing" which a group of amateur archaeologists inadvertently released from a burial barrow in Cornwall back in 1971. Hennessey is the sole surviving member of the PISCES team which was assigned to deal with the problem, and suffered a badly broken arm which never healed back to it's full strength. He just counts himself lucky to be alive. Hennessey comes across as irascible and very stern. This matches his tenacious and occasionally ruthless nature. He is not prone to sending people into unnecessary danger, but if required he will not hesitate to do so. He is a man of few words, and nothing irritates him more than having to repeat himself. However, he is an effective leader and has a reputation for being firm but fair, being loyal and supportive of his staff, provided, of course, that they meet his high standards. Personally, he is even more of an enigma. He seems never to leave his office (it is a very well kept secret that he has a fold out camp bed in a closet). On his infrequent evenings off, he can be contacted at the Garrick club, where he will be found playing bridge (for money) with a retired admiral, a noted cardiac surgeon and a senior civil servant. Hennessey is still a close friend of his PISCES mentor, Sir Charles Balfour, whom he has been known to turn to for advice. He retains a flat in Mayfair and a house in the Cotswolds, although he seldom spends any time at the latter. Hennessey's office itself reflects the man. The desk is covered in papers, with clear spots for the two telephones (old dial types rather than push button) and a heavily stained blotting pad. His waste paper bin is filled with ashes as a result of his habit of burning all confidential waste paper (Hennessey uses this to mask the smell of the occasional pipe he enjoys whilst thinking). The book shelves in the office are overflowing with archaeological texts, which have been annotated in his spidery script. A long dead house plant of unidentifiable species sits on the top of his floor safe next to a bust of Shakespeare, and the office is conspicuously devoid of computers, which are Hennessey's pet hatred of the moment. Hennessey is a noted expert in the fields of medieval English literature and Anglo-Saxon burial customs. He has published several books on each topic, although none have any paranormal or occult content. Hennessey's other passion is opera, and the one concession to technology in his office is an excellent CD player concealed in one of his cabinets. He occasionally plays his CDs at high volume when he is particularly worried about something. Unfortunately, his office is not as soundproofed as he thinks it is, and Section H staff have learnt that Puccini means trouble is brewing. Hennessey has never married, leading some to speculate that he is homosexual. The truth is that he has simply never found a woman who shares his, albeit rather specialised, interests and that he gave up looking a long time ago. Hennessey is unaware of the corruption within PISCES, although he does know that there have been an unusual number of nervous breakdowns in other departments. He merely puts this down to the stress and pressure which has always been associated with the nature of paranormal intelligence work.

Section H operations and BARB – the Section H cover organization

The remit for Section H is to provide accurate historical research for the rest of PISCES and to regulate archaeological digs in the UK – with the aim of making sure that nothing "dangerous" is unearthed. Note that in this case, any evidence of the existence of paranormal creatures, artefacts, or activities is regarded as "dangerous".

The guise chosen for Section H in it's regulatory role is the British Archaeological Review Board (BARB – the acronym was one of Hennessey's private jokes) which reviews applications for archaeological digs and suppresses the ones that are potentially a problem. Section H (as BARB) liases with English Heritage (the government board responsible for archaeology and national treasures), the Department of the Environment (which actually provides a proportion of BARB's funding), and the British Museum although none realise what BARB really is, having been informed that it is a "regulatory committee". This is not unusual in the UK, where there are a multitude of such committees (collectively called "quasi-autonomous, non-governmental organizations" or, more usually, "Quangos"). It must be noted that even in the archaeological community, comparatively few people are aware of the existence of BARB as the vast majority of applications are assessed by Section H as being non-problematic and are

approved without BARB even being mentioned. Section H's BARB front organization only gets involved with the applications which are deemed as a risk. In this event, BARB will stifle the problematic project by ensuring that funding is not approved or that permission to dig is not granted on technical grounds. This can come as something of a shock to academics who get their pet project squashed by an organization that they have never even heard of. BARB however is seemingly legitimate, and research on it will lead to London telephone and fax numbers, and a post office box number. BARB thus appears to be nothing more unusual than one of the many quangos which regulate obscure professions. BARB is surprisingly effective in it's job, being helped by the paucity of available Government funding for archaeological projects. When BARB cannot prevent a dig by withholding funding, it uses it's influence with English Heritage to prevent it by other means. Whilst British law cannot stop a person or organization from digging in areas unprotected by archaeological or environmental regulations ("listings") provided they have the permission of the landowner, English Heritage (in this case acting under the influence of BARB) can recommend that a site be listed (and hence protected) at short notice. However, such sudden listing would require the approval of the Secretary of State for the Department of the Environment, and may raise eyebrows. Once a location is listed, it becomes an easy matter for BARB to block digging on the site. Thus, even privately funded projects can be hindered by BARB. Indeed, privately



funded projects tend to arouse Section H (and thus BARB) scrutiny rather more than projects which require Government support. After all, there are significant differences between bumbling academics trying to scrape money together for their pet project and privately funded ventures for which cash seems to be no object. If a suspect application for permission to dig crosses BARB's path and the sponsor is an individual, a charity or a commercial organization, a Section H investigation into the sponsor is not going to be far behind.

The other task of Section H is to examine historical records for evidence of paranormal events in the past. This can involve carrying out it's own archaeological investigations to retrieve artefacts, although this is becoming increasingly rare. Previously, Section H also worked proactively to unearth and destroy entities which had been entombed. However, due to the risks involved, such operations have not been conducted since the early 1980's, and any new such missions would undoubtedly involve other departments within PISCES. Generally, Section H conducts it's business in a low key style, and very seldom has to resort to violence. In fact, the most telling blows from Section H are delivered with well aimed paperwork via BARB. Archaeological permits are refused, grants are not renewed, visas are denied and so on. On occasion, Section H field personnel are called on to steal artefacts, or carry out pre-emptive graverobbing. Very rarely, it may be that the only way to stop a "high risk" archaeological investigation is via drastic means. The actual work is usually handled by other PISCES agents more accustomed to such unpleasantness, although the target will be identified by Section H. This last happened two years ago, when a prominent Oxford academic was found hanged in an apparent suicide, merely a week before he was due to commence a dig near Hadrian's Wall.

Section H is not merely concerned with domestic matters however. Previous operations have included work overseas. In

1987, a hitherto unknown temple complex was uncovered during an SAS jungle warfare training mission in Belize. The subsequent Section H expedition led to several items believed to be of mythos significance being recovered. These artefacts, including a large bronze sacrificial wheel of unusual design, currently reside in the PISCES Vault at Kilmaur Manor in the Grampians. In fact, PISCES has a long history of archaeological intelligence operations dating back to World War II. During 1942, a joint operation of PISCES and the Long Range Desert Group led to the discovery of a ruined city in the Libyan desert. This site was only superficially examined due to the rapid advance of the German army under Rommel, and the entrance to a huge subterranean chamber was destroyed by LRDG troopers scant hours before a Karotechia-led column of SS troops arrived at the site. Other operations were carried out in India during the 1940s, Borneo in 1947, Nepal in 1955, and in Yemen during the 1960s. As with many PISCES operations, military assistance for these missions was provided by SAS troops. The last overseas mission for Section H was during the Gulf Conflict, when the PISCES command was concerned that allied troops may inadvertently stray near to a reputed site of Irem, the fabled City of Pillars in the western desert of Saudi Arabia. Section H officers travelled to the area and, again with the aid of an SAS unit, located the remains of an ancient settlement. Although subsequent research led to the conclusion that this was, in fact, not Irem, allied forces were diverted from the area lest they stir up something best left to lie in peace. In this case, the cover story used was that the area contained soft sand which would not support the weight of allied armoured vehicles.

Not all such operations were as successful, however. A Section H excavation of a suspected cultist burial site on a remote island in the Orkneys in 1966 led to the complete destruction of the PISCES team. The fragmentary and garbled final radio message from the site spoke of a black mass which flowed off from a

remarkably well preserved corpse within the central chamber and smothered the team leader, who then became immune to gunfire and wreaked havoc on the rest of the team with some form of sorcery. When the severe storm lifted and a cleanup team could be helicoptered in, no trace was found of the entity which was once the team leader, although there was an abundant supply of the other team members' mangled bodies. The silver chalice and jewellery recovered from the tomb provided no real clue as to what happened, although they proved fascinating for PISCES researchers as they bore markings in a language hitherto unknown and undecipherable to this day. The Orkney disaster prompted a dramatic scaling back of Section H activities, which has directly led to the current small size of the department.

Section H and PISCES

Whilst the majority of PISCES operations are (ostensibly) directed against immediate supernatural threats to the UK or to support the other British intelligence services in their operations, Section H is somewhat different in focus. These operational differences have led to a general view within the PISCES hierarchy that Section H is something of a white elephant, and accordingly it's operational budget (whilst still adequate – barely) has been slashed dramatically in recent years. Part of this low opinion of Section H arises from the fact that they are involved in very few mainstream PISCES operations, and Section H led operations are still overcast by the shadow of the Orkney disaster. Hennessey is well aware that the PISCES leadership regards Section H as an irrelevance, but argues (justifiably) that it provides a valuable resource and is a definite asset to PISCES. The situation is alleviated slightly by the funding that the BARB cover organization receives from the government. One thing of crucial importance is that Section H is unaffected by the Shan corruption that secretly plagues the rest of PISCES. The reason behind this is that the numbers of Shan parasites is necessarily limited and control of a bunch of archaeologists is not a major priority for the Shan, whose interests lie elsewhere. An upshot of this is that the dreaded PISCES Internal Affairs section is reasonably unconcerned with the activities of Section H.

Section H facilities

As can be imagined, the tools required by Section H range from the mundane to the arcane. Perhaps the most important is access to the variety of specialist libraries. London is particularly rich in such archaeological resources, including the Institute of Archaeology library in Gordon Square, the School of Oriental and African Studies and the University of London Library (both in Malet Street), the Society of Antiquities library in Burlington House (off Piccadilly), the Museum of London study collection (in Aldersgate), the British Museum Library, and the British Library in St. Pancras. All of these facilities are heavily used by Section H investigators due to their proximity to Section H's offices, but researchers often travel further afield to consult relevant texts. Several members of Section H are aware of, and have the appropriate clearances to visit the PISCES library at Kilmaur Manor – however any requests to do so have to be approved by both Hennessey and the Director of Kilmaur Manor. Similarly, Section H researchers may have access to artefacts and collections at a number of Museums (particularly the British Museum, which likes to maintain a good relationship with BARB) and, if needs warrant it, to the extensive collection of artefacts at the Vault. More high tech methods are also used

by Section H on occasion, including access to British Intelligence satellite imagery and the latest in ground penetrating radar if needed. Mundane equipment can also be obtained at short notice – Section H has access to several unmarked Land Rovers and a variety of digging gear and tools which are maintained at a small warehouse in northeast London. Firearms are something of a moot point in Section H, and are only issued if it is deemed appropriate by Hennessey and even then only to those trained in their correct use. As a result, muscle tends to be drafted in from other PISCES sections when required, which is rarely. Other materials (from surveillance gear to high explosives) can be acquired at reasonably short notice with approval from Hennessey and (if needed) his PISCES superiors, but low key is the main criterion for most Section H operations.

Section H as a roleplaying tool

Section H is primarily designed to be used as a comparatively “safe” parent organization for investigators embarking on a UK based campaign involving PISCES. The relative lassitude afforded to Section H by the Shan controlled PISCES leadership gives them the required freedom to be able to uncover fragments of the Shan plots during the course of investigations, in that PISCES Internal Affairs do not see Section H as a threat (or even relevant to the majority of current PISCES operations) and so will take little interest in it's activities... until the investigators start to uncover the truth, that is. A possible ploy which could be used by keepers is to begin a PISCES based campaign with investigators employed by Section H prior to the consolidation of PISCES offices into the new Severn Aerospace building in Southwark, perhaps with the move from Great College Street to the new facilities occurring mid-campaign as the new building is made available, or even following the disbanding of Section H and reassignment of staff by PISCES leadership. This would enable the keeper to reveal disturbing information about PISCES piecemeal leading the players into their own unofficial investigations, and, of course, deeper into danger. A major asset for such investigations is Hennessey, who has access to a wealth of knowledge and is a close friend of Sir Charles Balfour. However, convincing him that there is something amiss may be a major undertaking in itself.

For campaigns not involving the Shan corruption within PISCES, Section H may still be used as a parent organization for investigators. Investigations of UK based cultists may, for example, lead Section H researchers to the D-Stacks of the American Museum of Natural History and hence to the attention of Delta Green. Tracking down a rare book may have them cross swords with agents of the Fate, GRU-SV8, or the Karotechia. Possibilities for domestic investigations also abound, after all, who knows what adversaries such as the Penhew Foundation have been plotting over the quiet years?

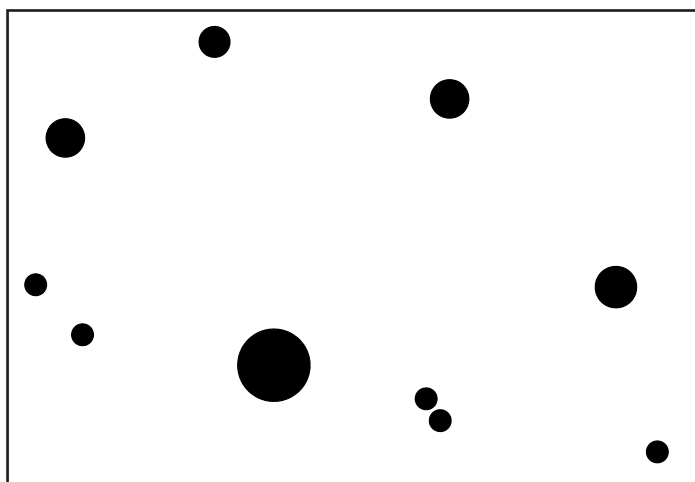
DANGEROUS Places :

The Devil's Rings Bleaklow, Derbyshire

By Rik Kershaw Moore

The Bleaklow plateau in North Derbyshire is possibly one of the most remote places in Northern England. Atop this strange plateau of millstone grit are to be found some of the worst hiking conditions in England. It is therefore little wonder that very few people know about the existence of the strange Bronze Age monument known only as the Devil's Rings. The rings, which are a collection of ten exceptionally fine bowl barrows set in the middle of a thick, dank, peat bog which has few tracks leading through it.

These bowl barrows (which are roughly hemispherical mounds comprising of cut turf, soil, and redeposited bedrock), are currently



the matter of some controversy within the archaeological community since they appear to certain astro-archaeologists to be laid out in a pattern that is identical to that of the constellation *Piscis Austrinus*, or the Southern Fish. As the name suggests, this is a constellation in the Southern sky and totally unremarkable but for its brightest star, Fomalhaut. However it is odd to note that the largest barrow in the set does not in fact represent Fomalhaut, but instead represents Korvaz a 4th magnitude star.

Another issue with this alignment is that if the barrows do indeed represent *Piscis Austrinus* then they do not reflect the constellation's position when the barrows were constructed but instead reflect a time period much closer to our own. This is because of a process known as Procession, by which the precise angle of groups of stars in relation to the horizon alters over

time due to the Earth's own axial wobble. Preliminary research using state of the art astronomical software programmes has calculated that the barrow will align perfectly with *Piscis Austrinus* in the year 2012.

Due in some small part to their remote location and distinctive shape, the barrows have been local centres of witchcraft for at least a millennium. In 1686 John Aubrey in his book *Hypomnemata Antiquaira* recounts details of the "Certain Strange Matters" that occurred at the Devil's Rings in 1652 when a new parson took up residence at the church in the village of Longdendale. This young vicar was determined, having moved up from London, to wipe out the more outlandish and heathen practices of the local villages. On Accession day 1652, the priest was returning from attending a sick woman when he spotted lights flickering on the ten mounds. Thinking it was mischief workers he went to accost them.

However as he stood looking at the dancing figures he was outraged and disgusted to find people from all the local villages bearing torches and performing some kind of wild fire dance. When the priest tried to stop the dancers they looked right through him as if he was formed from air. In the end, the priest left but soon returned with yeomen from Derby, and there they tried to put an end to the sorcery and witchcraft by mounting a watch on the mounds so that no one could approach.

All was apparently quiet until Lamas 1652, where according to Aubrey the "darkest Hell broke loose". After being summoned to attend the mounds by one of the yeoman, the priest struggled through the dark night till at last they approached the mounds. Although the clouds covered the moon, the night was lit by a ghastly balefire that sprang from the mounds themselves! Around these terrible flames danced the men of the villages, and there basking in the flames that leapt from the biggest mound was the devil himself: the Shining Man. The priest having recovered from his shock, ordered the yeoman to open fire while he thrust his crucifix full in the face of the Shining Man. In an instance the flames died out and every one of the dancers fell down stone dead. As for the priest, he paid a terrible price for when he looked full upon the Shining Man his senses fled never to return. Aubrey concludes that the poor cleric ended his days constantly ranting in a tongue that was neither his own nor anyone else's.

Since then madness and death have pursued any who would disturb the barrows. In 1794 'The Gentleman's Magazine' carried a story about a farmer who was found burnt to death after digging into the side of the largest mound. According to his wife, the Shining Man visited him in the night, leaving as he went a trail of burnt footprints that lead from the top of the largest mound right into the poor man's farmhouse. It is said that the remains of one of the footprints can still be seen in the yard of Bleaklow Farm.

These days it is believed that the witch cults have moved away from the area and the bowl barrows are rarely approached save only for the most ardent bog-trotter who enjoys the challenge of crossing a trackless wilderness, possibly in cloud, rain or snow – for the weather up here is usually wet and can be severe.

Keepers Notes: *The Shining Man is an avatar of Cthugha who is said to dwell in the heart of the star Korvaz, in the Constellation of Piscis Austrinus. Cthugha knows that when the stars are right this place will become one of the five portals by which he can enter this world. He therefore spends a lot of energy making sure that the Devil's Rings are left intact awaiting the day when he can return. Cthugha will send him forth the moment anyone starts to disturb the ground around the barrows. He will stay as a corporeal being until the danger has been eliminated or the Avatar has been destroyed. If destroyed it will take Cthugha 2D6 years before he can create another avatar.*

Unlike the usual avatars, the Shining Man appears as a humanoid creature composed entirely of embers that glow a dull red. From amidst a tangle of ember-like hair shines two bright yellow eyes that can pin a person to the spot with a single glance.

The Avatar was once served by the Cult of the Shining Man, a witch cult that was established shortly after the Roman occupation of Britain. The original cultists believed that they could somehow harness the power of the Devil's Rings and help drive the invaders from Britain. Cthugha promised much but delivered little, instead he used the power of the Shining Man to corrupt the leaders of the Cult. The cult thrived right up until the middle of the 1800s when the rise of the wool and cotton industry in North of England led to general rural depopulation. These days the Cult is nothing but a bad memory to all but a few who remember the old ways.

The Shining Man, Avatar of Cthugha

STR 31 CON 58 SIZ 15 HP 37
INT 28 POW 42 DEX 23 Move 9

Damage Bonus: +2D6

Armour: The hard ash-like skin of the Shining Man acts as an impervious shield to all edged and projectile weapons used against him. Also his high skin temperature means that any melee weapon used against him will automatically take 7 points of damage the moment it touches his skin. Weapons that employ a means of cooling will do double damage. The Shining Man's skin is not capable of auto regeneration.

Weapons:

Fire Lance 50%, 2D6 + Shock – *The fire lance is a line of fire that shoots from the Shining Man's fingers at the intended victim. The range on this particular attack is unlimited.*

Fire Embrace, 4D6 + burn – *When the Shining Man wishes to use the Fire Touch he must first roll his POW against the victim's POW on the resistance table. If the victim fails the roll they will find themselves unable to stop themselves from walking forward and embracing the burning thing.*

Spells: All spells relating to fire beings and fire.

Sanity Loss: 1D4/1D20 Sanity points.

Adventure Idea – The Solar Observatory

Dr Phillip Durand, current head of the MoD's Solar Hazard Division dies when his cottage, just outside the village of Longdendale, catches fire. The investigators are dispatched to probe the circumstances.

The initial accident report states that the cause of the fire was accidental, possibly caused by faulty wiring but there is some doubt since in recent weeks Dr Durand had received a number of death threats all relating to the Bleaklow Solar Emission Photometric Array (SEPA) which is being built close to the Devil's Rings. Dr Durand was visiting the SEPA to oversee the final commissioning of the robotic system that is designed to provide early warning of solar flares that could disrupt spy and communication satellites.

The night before he died, Dr Durand visited the local pub, the Packhorse Inn, and was involved in a scuffle with several local farmers who have blamed the SEPA for causing the death of a number of their livestock; in each case the cause of death was by fire. Also the farmers have claimed that the Shining Man has risen from the Rings and is walking abroad. Meanwhile on the moors, the swamp has been bisected by a number of 1 foot wide tracks of burnt vegetation that all spiral in towards the Devil's Rings and the SEPA system.

An investigation of the ruins of Durand's cottage reveals a number of man shaped footprints burnt into the very stones of his cottage. The footprints track back all the way to the main ring barrow. Cthugha through his avatar has realised the power of the SEPA system and tried to coerce Durand into revealing the secrets of the system. When Durand, who was driven mad by the sight of the Shining Man, refused the Shining Man destroyed him. Now the Shining Man is hunting for others who will aid him in his quest.

Should Cthugha through his avatar gain control of the SEPA, he will harness the device to open a portal between the Earth and the Sun's chromosphere, whose average temperature is 5700° Kelvin. If this happens then the Earth would be left as nothing more than a dry burnt cinder in space.

Lock, Stock and Two Smoking Barrels

Some things to think about when buying illegal firearms in the UK

by Nick Brownlow

“People used to be known as hard men. They’d win a reputation by having lots of tough fights and coming out on top. Nowadays, if you’re that good, you just get shot. There are no hard men anymore, just nutters.” – Anonymous South London Gun Dealer, ‘Gangland Britain’

The UK’s strict firearms laws can provide a welcome and sobering change for Call of Cthulhu players accustomed to having the latest military hardware readily available in their high street shops (at least from the keeper’s point of view). However there are almost certainly going to be times when expecting them to go out and face the horrors of the mythos armed only with pocket knives will seem just a little, well, cruel.

Just to briefly recap the current state of play, it is presently illegal for UK citizens to own handguns of a calibre larger than a .22, barring legitimate ‘antiques’ used purely for ornamental purposes. The sale of rifles chambered for anything other than .22 ammunition or lower is heavily restricted, and you need a license to own any firearm (including shotguns) which the local police must approve. The most recent legislation came about following the “Dunblane massacre” in 1996, when Thomas Hamilton walked into a Scottish primary school and killed seventeen people, sixteen of which were children.

Despite the steadily increasing severity of firearms legislation in the wake of the Hungerford and Dunblane shootings, violent crime in the UK – and particularly violent crime involving firearms – has actually increased. In 1998, the year following the Firearms Act amendment, incidences of armed crime rose by 10% – and have continued to rise since (there were more than 20 fatal shootings in London last year, compared with just nine in 1998).

The type of weaponry used in these incidents has started to change as well; – in the early 1990s around a third of all gun murders were committed with handguns – last year it was more like two thirds. In April 1998, two youths – a 14 and a 17 year old – were gunned down in a London street by rival gang members armed with sub-machine guns, in what has become (we are told) a wave of ‘American-style’ gang violence.

A recent parliamentary enquiry estimated the number of illegal firearms in circulation in the UK at over three million. The upshot of all this is, that if you are a player, and really need to get your hands on a gun – someone out there has just what you’re after. All you have to do is find them. As a Keeper, of course, that doesn’t mean you have to make it easy for them.

How readily obtainable a particular firearm will be should vary wildly depending on what it is the players require. Keepers out to realistically assess the availability of illicit weaponry should bear the following facts in mind:

Despite the concerns of the popular press, the vast majority of black market firearms bought and sold in the UK still originates from one of two sources; – theft from private owners, and illegal, under the counter trade by otherwise legitimate gun dealers. As a consequence, most of the weapons used by British villains – even the ones who work for the top London firms – remain surprisingly

unglamorous and/or dated.

Shotguns are still by far the most widely used firearm – the weapon of choice for armed robberies and gangland executions; whilst most handguns used tend to be old British Service issue, such as Webley revolvers dating back to the 1930s and 1940s. These sorts of weapon form the staple stock of most gun dealers’ armouries; they will almost always be readily available, and at a



reasonable price.

There is increasing demand in the criminal community, however, both for firearms generally, and for more modern, 'exotic' weaponry specifically. Escalating gang violence and the increased likelihood of being shot by armed police are both factors in this market shift. But the main reason is simply that guns are no longer just a tool of the trade for British crooks (as they were, arguably, pre-1980s drug boom) – in recent years they have become a fashion accessory.

Many of the more 'exotic' guns that find their way to these shores come from Europe. On the continent, laxer gun laws, in the likes of say, Belgium, allow British criminals to purchase otherwise prohibited weaponry such as pump action shotguns or semi-automatic handguns perfectly legally, simply on production of a passport. The guns are then smuggled into the UK through a variety of different methods – ranging from hiding them in some conventional freight (shipments of one foreign newspaper are allegedly used particularly frequently) to dismantling the weapon, and posting it piece by piece back to Britain. Arms dealers in Europe also use the same routes to smuggle former Eastern bloc weaponry into the UK – allowing British criminals access to assault rifles and sub-machine guns; although such items (and shipments thereof) are considerably rarer.

Another oft-exploited source of automatic weaponry comes in the form of so-called 'decommissioned' weapons – genuine guns that have been 'made-safe' by gunsmiths and certified as harmless by the Home Office. Decommissioned guns first became popular in the aftermath of the Hungerford killings, which were followed by legislation that made it illegal even for license holders to purchase semi-automatic weapons.

Machine guns working on the 'blow-back' principle (Uzis, Ingrams etc), however, can be easily restored back to full working order by a trained gunsmith. When Detective Sergeant Michael Stubbs of the London Flying Squad was shot in the head with a Skorpion machine pistol in 1993 – the first time police in mainland Britain had been fired on by a sub-machine gun – the gun used was found to have been a previously deactivated weapon.

The Four Most Used Guns...

1. **Micro-Uzi** – Compact with a high rate of fire, a favourite of the Yardie gangsters.
2. **Tokarev** – One of the cheapest semi-automatics available, large numbers have been smuggled into Britain

from Eastern Europe.

3. **Browning High Power model 1935** – Large magazine capacity makes it much sought after, but its cost makes it hard to obtain.
4. **.38 Smith & Wesson revolver** – Old fashioned but reliable, and still deadly in the wrong hands.

Actually getting your hands on any of these guns, though, is a risky business. The more exotic the firearm, the higher up the gangland food chain the players are going to have to go. Nobody, however, is going to do business with complete strangers. Armourers and gun dealers work on a system of reputation and recommendation. If they do not already have them, players must work hard at cultivating underworld contacts, something that will require a considerable degree of local knowledge and no small amount of time and bottle (forget 'quickly' acquiring a firearm whilst on a flying visit through town).

Players without the right references have to start at the lowest level – local fences that ply their trade in 'friendly' pubs and clubs about the area in question. As an unknown quantity, the players are going to have to approach them cold and try to build up some kind of trust. Incriminating themselves in some way (buying stolen goods or drugs for instance) is the quickest route to winning a confidence, but its unlikely they're going to take any requests for 'shooters' seriously until they've socialised more than once. A fence will usually be able to find shotguns (almost always stolen) and from time to time, old-fashioned revolvers/pistols of some description.

Fences will also be able to recommend them to local armourers – something they're not going to do unless they're pretty sure about the players themselves. In most major cities, these characters will almost certainly be able to procure shotguns and revolvers at short notice, as well as having stocks of semi-automatic handguns and perhaps even sub-machine guns (usually the re-activated kind) – although availability of such items will tend to vary from time to time. Dealers will want to check the players out at this point; they'll probably have to meet several times, either with the dealer himself or with his associates. They'll also want to see the money, and may ask for a deposit. If not



satisfied, they'll simply break off contact, and keep whatever the players have given them already. Retaliation is not advisable, as most dealers will have good connections with the local villains, and players can expect repercussions.

Once they've made a few purchases from the same guy, buying will get easier. At first, dealers will want to meet somewhere neutral, but eventually they may invite the players to their home and even make deliveries at theirs. Dealers tend to work with each other, forming an informal network of suppliers, and if their regular man doesn't have what the players are after, he can probably recommend them to someone who does. If the players want to go up a level in the quality of hardware (assault rifles, grenades etc), they're going to have to link up with some serious villains. Only the top firms and families keep this kind of weaponry in their personal arsenals, and they have no particular reason or incentives to deal with the players. They're not even going to discuss the matter unless the players have excellent contacts with the firm in question, or are known 'faces' themselves. By the time players get to socialise with this calibre of criminal, their hands will be well dirty. The consequence of this is that they'll have to meet with the suppliers directly – and will most likely have to explain exactly what they want the guns for.

If they're well known and respected on the gangland scene, top villains might sell them arms out of courtesy – otherwise, any sale is going to have strings attached. The players might have to agree to do a 'job' for the firm – or they might only agree to loan the weapons to the players (see below for details). Whatever happens, dealing with villains at this level will always have ramifications – the players are in it as deep as they can get.

Prices oscillate wildly according to availability (if the players are new to the 'scene', a dealer won't be shy about fleecing them either). As a general rule of thumb, old revolvers go for between £150 and £350, new-ish semi-automatic handguns for around £700 to £800, whilst sub-machine guns and assault rifles can be anything up to £2,000 and more. Price is also no guide to reliability – 'de-commissioned' weapons restored to working order, for instance, have a much higher tendency to jam or otherwise malfunction than their 'fresh from the box' counterparts. Unless the players have serious Underworld clout, refunds are unlikely to be forthcoming. Another thing to remember when purchasing firearms is that arms deals will often involve meeting with armed men in secluded locations, who will be expecting you to be carrying a significant amount of money on your person. Unsurprisingly, the risk of robbery is high.

As an alternative to outright purchase, most arms dealers will offer a 'loan' service; – for a fixed amount (perhaps about 10% of the total cost) plus a suitably large deposit. Players can loan


weapons for a specified period of time. If 'used', then the players will be liable for the full cost of the weapon, plus the dealer keeps their deposit. They will also be expected to dispose of the weapon, discreetly. Although generally considered something of an amateur's arrangement, this service could be useful when the players require more expensive weaponry. They may also think twice about using it, given this set of circumstances.

Over the course of an UK-based campaign, the players' evolving relationship with organised crime can easily grow into an interesting subplot. Buying weapons will get progressively easier as their suppliers develop trust in them and their network of contacts grows. A fence who sells the players a pair of stolen shotguns in scenario one can be used to recommend them to a gun dealer who can provide them with re-activated Uzis in scenario three, and so on.

This is of course a double-edged sword. The players' involvement with gangland effectively compromises them from the first. They are guilty of a serious felony from the moment they make their first gun deal, and should face all the complications with the police that this entails. Should they get to the stage where they're socialising with top villains; the police will take an interest in their movements as a matter of course. They are also at risk from being 'grassed' by their supplier or his associates, and will be vulnerable to blackmail and extortion. Another concern as their profile increases, is that should a local firm begin to suspect the players have some kind of 'business' on their manor, they will almost certainly ask for a take – and are unlikely to accept that the players are kitted-out for purely altruistic, monster-hunting reasons.

In summary, there are some great opportunities for role-playing in this kind of situation, coupled with plenty of potential plot hooks to taunt and tantalise. Given that most *Call of Cthulhu* players tend to work at least outside of the law – if not in direct violation of it – in the course of an investigation, it shouldn't be an unreasonable or even uncommon part of any modern day UK campaign, either. Before they set off on a life of organised crime though, all players should acknowledge that there are serious risks attached to working in this fashion, and be aware that there could well be serious consequences just around the corner. Keepers, of course, should be doubly aware of this fact.

The Illegal Weapon of Choice...		Name	Damage	RoF	Shots	BR	Malf.	HP
<p>A popular weapon with criminals is the Brocock Magnum air pistol that can be converted to fire .22 and .38 rounds. Brocock revolvers can be bought legally over the counter for less than £100. Converted Brocock revolvers account for over 50% of all recovered illegal weapons in England, with large numbers being recovered in London, Manchester, Nottingham and Bristol. Brococks are a favourite of the Yardie gangs and gangland hitmen.</p> <p>Brocock manufactures the weapons in Germany, imports and then distributes them through registered dealers. Brocock pistols use the Brocock Air Cartridge System, which is a self-contained 5.5mm calibre cartridge system. All the criminal has to do to convert the revolver to fire live .22 calibre rounds is insert special steel sleeves into the chambers of the weapon. Some illegally converted Brocock revolvers have been drilled out to take .38 calibre bullets.</p>		Brocock Magnum						
		5.5mm air cartridge	1	5	5	10	00	10
		Brocock Magnum .22	1d6	3	5	5	99	10
		Brocock Magnum .38	1d10	2	5	7	98	8



The Further Files of Prof. Grant Emerson

Report on Adirondack Cadaver

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Alphonse,

I have now conducted an examination of the materials recovered from F-cell's recent investigation in the Adirondack mountains. To summarize, I received the materials from the Albany Field Office six days ago, and have been able to make a little progress in that time.

I shall begin with the Raquette Lake Coroner's notes. The body recovered from the Schneider family boathouse was in rather poor condition when it was initially examined, which is hardly surprising considering the treatment it received at the hands of F-cell. The body is that of a Caucasian male, probably in his mid-40's, of average build, with brown hair and brown eyes. The Report notes three separate shotgun wounds, one to the abdomen, one nearly severing the left arm just above the elbow, and the third directly to the face. This latter wound is particularly troublesome, as the lower jaw and soft palette are totally destroyed, with all dentition being smashed beyond recognition. Needless to say, this precludes identification by dental records. I gather that fingerprint records also haven't revealed a match thus far. The Coroner does note that the wounds appeared almost bloodless, which he makes no attempt to explain. When examined, the corpse was clothed in a black turtleneck and blue jeans, both of which were soiled, sodden, and apparently several years old. No shoes, socks, underwear, or jewellery were present. Fingernails and toenails were thickened, long, and cracked. Considerable amounts of dirt were present beneath the nails. Returning to the condition of the body itself, when the torso was exposed, a deep penetrating wound to the chest was revealed. This seemed to confuse the Coroner somewhat, as the turtleneck was intact over the wound site, indicating that this wound had been inflicted before it was put on.

The wound itself went directly through the sternum over the heart, piercing the left ventricle and penetrating almost as far as the spine. I will return to this in a moment, as this wound seems highly significant. The



Coroner notes that both the lungs were filled with what on later analysis proved to be lake water. The digestive system, such as remained of it following the shotgun blast, appeared structurally normal but almost completely empty, as if the owner had been fasting for a prolonged period. The liver and kidneys appeared atrophied and were considerably underweight for an adult male. Reproductive organs appeared normal, and the brain was of the expected size and weight. The Coroner notes that it was extremely difficult to draw blood from the cadaver. After this preliminary examination, the Coroner returned the cadaver to cold storage at about 11 p.m. to draw up his initial report – a fact also highly significant in light of later events.

Returning to the chest wound, I have examined the photographs and the Coroner's descriptions in somewhat more detail. The wound itself was circular and the edges appeared smooth, as if made by a sharp instrument (perhaps a spear). The edges of the wound were closed, suggesting some degree of healing. None the less, as the wound penetrated the heart, it should have been fatal in short order – puzzling in the light of the hostility the "corpse" showed towards F-cell. Extending from around the wound was a complex lattice of small hollow vessels. Examination of the tissue sections (such as they were) reveals that these were not blood vessels or lymphatics, but rather something altogether different. From the photographs, these vessels are visible as a network of livid reddish lines running 1-3 mm below the skin of the torso and back, and (on dissection) found to run deeper into the extremities and neck. Unfortunately, a complete dissection was not immediately carried out. The network of vessels appears to emanate from a large tumour or cyst about 3 cm in diameter, which was nestled next to the spine at the deepest point of the wound. The Coroner removed this cyst and immersed it in formalin for detailed pathologic

analysis. F-cell was able to procure this specimen for me, and it is from this that I was able to make most progress, despite the difficulties I shall outline below. Unfortunately, the Coroner did

not conduct a more detailed examination of the cadaver whilst he was still able. Upon his return to the morgue at around 8 a.m. the following morning, the corpse was found to be in what he described as “an advanced state of decomposition”. The bizarreness of this was not lost on the Coroner, who astutely notes that this should not happen over the space of nine hours to a refrigerated body which had been dead less than eighteen hours in total. The Coroner and F-cell describe the decomposing corpse as “shrunken” and “deshicated” being covered in a pale green “mould” which coated the skin – although the Coroner notes that this mould was also beneath the skin and under the incisions he had made previously. Fortunately, it seems that this “mould” is non-infectious and those exposed to it have (as yet) suffered no ill effects, despite the lack of precautions they took around the cadaver.

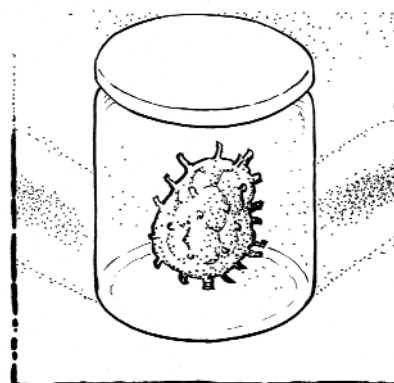
Returning to the examination of the cyst, decomposition had already begun, when I received it. However, I was able perform a needle biopsy to extract some colourless liquid from the centre of cyst, which appeared to be hollow and fluid filled. This fluid was slightly turbid, suggesting the presence of cells of some form. My initial studies show that the fluid itself was biochemically similar to normal human lymph. Examination of these cells by light microscopy revealed them to have a tear drop like morphology, somewhat reminiscent of certain protozoa to my eye. The cells were around 5-10 microns in length, about 2 microns deep at the thickest point, and 3 microns in width at the broadest point, tapering to a fine point. Two cilia or flagellae extended from the wide end, running back along the length of the cell (being up to 10-12 microns in overall length), and were not beating on examination, suggesting that the cells were either dead or that the cilia have an alternate function. However, assuming a parallel with terrestrial biology, my assumption would be that these cilia probably beat rhythmically in live cells and impart them with motility. No obvious nuclei or subcellular organelles were visible, and whilst I had hoped that stains would reveal more fine structure, this opportunity did not present itself. Despite the fact that the source material had been immersed in 10% formalin for 72 hours, which should be more than sufficient to kill and fix biological materials, a few minutes after I had placed the slides under the microscope, the cells began to assume a greenish hue, swell, and then burst. My feeling is that this is the same process as the “decomposition” noted in the gross specimens. I suspect that the decomposition is triggered by exposure to either air or light (it is difficult to distinguish which at this stage) and may be analogous to cellular self-destruct processes (known as apoptosis) which are well known, although different in manifestation, in conventional biology. Apoptosis in mammalian cells occurs in response to certain immunological or biochemical stimuli, and following exposure to radiation or certain toxic chemicals. At this time, none of the original material remains, having degenerated to a degree where further examination was pointless.

My conclusion from the information gathered above is as follows. The cause of “death” was the traumatic

penetrating wound to the heart. The cyst may have been present either before or after this wound occurred. My inference from the lack of damage to the cyst (which I guess would have been penetrated if it was present prior to the wounding) and it’s location at the deepest part of the wound, is that it was implanted into the chest by whatever caused the wound, and that the network of vessels subsequently grew out from the cyst. How the cadaver was able to maintain activity without having a functional heart is a question which I have no answer for, but it is worth noting that the other vital organs appeared atrophied. Clearly there is some form of alien physiology at work here. The tear drop shaped cells may play a role in this, perhaps acting as an alternate circulating system and fulfilling an analogous role to erythrocytes in nutrient delivery to tissues. These cells may circulate via the network of vessels emanating from the cyst, which conceivably acts as a pumping or storage/production organ for these cells. In agreement with this hypothesis is the observation that the lungs were filled with water – obviously something else which should have been fatal – and the lack of a functional circulatory system. Incidentally, this explains the lack of blood flow from the wounds (no blood pressure, therefore no bleeding). Clearly, there was some vital force acting to provide animation to the cadaver, although it is unclear as to whether personality or intelligence were retained by the “transformed” corpse (I hate to succumb to temptation and use words such as “undead” or “zombie”!). In closing, it remains only for me to note that this operation was riddled with a number of flaws that hindered my analysis. Obviously, the Coroner was completely unprepared for what he encountered during the autopsy, and I gather that he is currently receiving psychiatric care following his breakdown. Perhaps in future it would be possible to sequester such materials until they can be examined by persons more accustomed to these anomalies? Finally, I must congratulate agent Andrea on the way in which the clean up operation was handled. Disposal of the original cadaver and procurement of a more conventional replacement of similar build and general description, not to mention matching gunshot wounds, within 24 hours was quite a feat. Andrea’s abilities to sanitize such situations in such a way as to avoid unwanted attention are truly remarkable.

Regards

Prof. Grant Emerson, DSc., PhD., BA., FRCPath, FIMLS, FIBiol. CBiol.



With Extreme Prejudice...

JAGUAR special forces groups in Delta Green

by Jonathan Turner

"We had just stopped at a red light when they hit us. Foster saw the first car pulling out from a side road and tried to shout a warning, but it was too late. A second later, the other car hit us from behind and the airbags went off.

"I managed to get the door open and kinda fell out onto the pavement. Pieces of glass cut my face as the windscreen shattered, and I saw Foster's blood spray all over the dashboard. I can remember I didn't hear any gunfire.

"I could see them coming out of the cars – two crappy little Vauxhalls – submachineguns at the ready. One of them was firing a suppressed pistol through the windshield at Foster.

"I got my hand onto the butt of my Glock, but then there was this flash of greenish light and pain ripped right through me. It was like an explosion in my head, my armpits, my groin. I could hardly see with agony.

"There was blood in my mouth - I found out later I'd bitten the end of my tongue off. I lay there writhing and watched as two of them dragged Reynolds from the back seat of our car. He wasn't moving, and his jacket was covered in blood. One of them, a woman, stood over his body and shot him, very deliberately, twice in the head.

"I can remember thinking, when are they going to do me? But they never did. They needed one of us alive..."

Introduction:

In their arrogance, the Shan would like to believe they are the undisputed masters of Great Britain. But there are many groups in the British Isles who choose to oppose their plans. Obviously, the Army of the Third Eye is a constant thorn in their side, but there are many others. As religious bigots, the Shan find themselves in conflict with cultists worshipping gods like Y'golonac and Glaaki; the white supremacist stooges of the Karotechia; independent Mythos sorcerers, investigators and occultists. And as for the Mi-Go, well, that's another story in itself.

PISCES Internal Affairs are the eyes and ears of the Shan, eternally vigilant for any sign of dissent or treachery. But when it comes to tackling threats at the sharp end, PISCES has another, far deadlier weapon in their arsenal: JAGUAR teams. Drawn up along the same lines as the British army's covert surveillance units in Northern Ireland, JAGUAR fills a similar role to MJ-12's NRO Delta agents. Their tactics are simple: extensive covert surveillance followed by a brutal and bloody pre-emptive strike. Where the threat is obviously dangerous and illegal, like the Army of the Third Eye, such a strike can be in public if necessary. JAGUAR engagements that make the headlines are palmed off as SAS or police actions. Officers required to give evidence inevitably do so from behind a screen, their identities protected by Public Immunity Certificates. Often, the same actors are used again and again.

For other threats, such as the respected academic, the CIA case officer on vacation or the high-profile civil rights lawyer, there is always the hidden heroin addiction which leads to an overdose; the car accident on a lonely road; or the fatal stabbing by a briefly shan-infested schizophrenic. And in the background, watching from the shadows, are the men and women of JAGUAR.

History:

In the early 1970s, the British army set up the 14th Intelligence Detachment in Northern Ireland. Known as the Det, or the Company, this group of soldiers was deployed on covert surveillance operations in Ulster. Its members were drawn from

the army, navy and RAF. Unusually for special forces, women were also encouraged to join, for reasons explained later. The selection process was gruelling, even by the British Army's exacting standards. Training covered electronics, photography, offensive driving, map reading, weapons handling and all aspects of covert surveillance.

As usual, PISCES and its masters the Shan, were watching. Even today, PISCES still rely mainly on the Special Air Service for its military needs. Because most soldiers only spend two years in the SAS, there is little chance they will come across more than one inexplicable, sanity-blasting operation.

But PISCES recognised that some horrors would be too much even for them. And what the Shan needed was something more – a group which could be used both to watch their more esoteric enemies, and be able to strike without mercy when necessary.

No other group in the British security services had the same training and experience of the Det – and the Shan wanted to make use of it.

The Shan cobbled together their first JAGUAR teams in the late seventies with troops from the Det. Some recruits "died" in accidents, others simply disappeared. As they developed their control of PISCES, the Shan set up their own training facilities across the UK.

But there was one important difference between JAGUAR and the SAS troops PISCES used. To ensure unshakeable operational security, every member of JAGUAR took on a Shan tenant. Today, PISCES uses JAGUAR to watch and where necessary, deal with anything that might threaten the Shans' interests especially where the Mythos is involved.

Embassy Row:

It has been necessary to keep JAGUAR as small as possible to maintain secrecy, but in the past this policy has left PISCES spread dangerously thin. JAGUAR's most public, and most infamous, engagement to date was their involvement in the Embassy Row shootings, which left two Delta Green agents and numerous SAS soldiers dead.

When PISCES learned of the Americans' presence, they

realised almost immediately that they represented a serious threat. But with two JAGUAR teams already committed to operations outside London, all that the group could spare was one team of nine operatives. They were tasked with overseeing surveillance of the three subjects, bulking out the team with regular MI5 pavement artists.

The original plan was to arrange for an accident to befall the Delta Green cell as soon as additional JAGUAR operatives became available. Sadly for PISCES, things spiralled rapidly out of control when the Delta Green cell spotted almost all of their tails, and even managed to capture one. Immediately deciding direct action was necessary to neutralise the cell, PISCES ordered the JAGUAR team to set about putting together a cover story. A 400 lb bomb was prepared which they would later claim had been in the agents' car, and the bodies of several republicans were hurriedly procured as fall guys.

A regular assault team from 22 SAS was brought in to be used in the strike. But to ensure some measure of direct control, one of the Shan-infested JAGUAR operatives was placed in command. The resulting sting was a failure. While two of the agents were terminated, one survived to pass on the intelligence they had gained about PISCES. Since then, PISCES has activated an additional JAGUAR team, bracing themselves for any future conflict with Delta Green.

Organisation:

Because of its military heritage, JAGUAR is still organised along similar lines of rank. JAGUAR's commanding officer is Major Kenneth Codrington (see COUNTDOWN page 56), but he leaves the day-to-day running of the group to his adjutant, Captain Matthew Drake. As discussed further below, each JAGUAR team consists of nine people split into teams of two or three. These squads train closely together in order to operate in perfect co-ordination.

Because of the activities of their shan tenants, many of them have a tenuous hold on reality. To prevent them from breaking control, JAGUAR members are treated with several specially developed drugs to allow the Shan more or less total control – even during the day. Also, as most of the operatives served in the British forces before they were absorbed into JAGUAR, they have been given new identities and extensive plastic surgery. Shan surgeons have even altered their fingerprints.

JAGUAR has extensive training facilities of its own at Severn Aerospace and in Scotland. The Severn Valley training ground has a SAS-style 'Killing House', a vehicle track and a small village for mock assaults. It is known inside JAGUAR as 'Camp Zero'. To avoid awkward questions, JAGUAR never uses British military facilities.

Currently, JAGUAR's strength stands at around 45, or five squads. At any time, two of these will be training, one will be on alert and the others will be engaged in the field. JAGUAR's operational headquarters are based in the main PISCES building in London, for ease of communication between the two groups. Most of the vehicles used by the group are kept in an underground garage at Southwark, where they are modified and maintained by specialist staff. Their helicopter fleet, described below, is stationed at various locations. Most are at Severn Aerospace, while another is always available in London for emergencies.

JAGUAR operations typically have three phases:

Phase one – surveillance:

Like the Det, the strength of JAGUAR teams is their ability to blend in and remain undetected while watching their targets. Normally deployed two or three to a vehicle, JAGUAR operatives are the "grey men", going out of their way to appear entirely unremarkable.



In Northern Ireland, for example, the Det often operated in working class areas, and so agents dressed in clothes from Oxfam. As mentioned above, JAGUAR use female operatives for the same reasons the Det did. In essence, having a woman in a team helps them blend in. People may be suspicious of two men in a car, but a seemingly ordinary couple might not draw a second glance.

This tactic was also popular in Northern Ireland with terrorists – in one assassination the gunman brought his toddler with him in the back seat of the getaway car, while a female accomplice drove. And if anyone doubts how deadly a woman operative can be – shan-infested or not – they only have to look at the advice counter-terrorism guru Ulrich Wegener gave to his men: “Shoot the women first.”

Because of the extra-legal nature of their activities, JAGUAR teams do not normally inform local police they are in an area. If confronted, though, they are issued with a recognised code word, which identifies them as an MI5 team when checked.

Typically, one nine-strong squad will be involved in a JAGUAR operation, using three vehicles. Usually they are nondescript saloons – Vauxhalls are a popular choice simply because they are so common. The vehicles are not armoured, but they are equipped with a variety of switches that can be easily triggered by the passengers without arousing attention. These switches activate covert radios, or even cameras and parabolic microphones mounted in the car chassis. Depending on the operation, one of the three vehicles may be a typical van – usually a Transit. Inside, it can be equipped for anything from command and control to an infirmary, or even a secure unit for prisoner transport.

For air surveillance, JAGUAR uses one of a fleet of four Boeing MD-520N helicopters, either in police livery or the traditional matte black. With two crew and up to six passengers the MD-520N is an advanced aircraft. The Shan technicians at Severn Aerospace have refined the choppers used by JAGUAR to make them almost completely silent.

Phase two – engagement:

When it comes time to strike, JAGUAR operatives are exceptionally well equipped. British Special Forces, like many other counter-terrorist teams, prefer to use weapons produced by Heckler and Koch. The vehicle driver is armed with a high-capacity handgun, usually the HK Mark 23 or a Sig-Sauer P226. The gun is carried tucked under the thigh – this way it’s hidden from casual observation but doesn’t have to be pulled from a holster before being used.

Passengers will have a choice of weapons – either the Heckler and Koch 4.6mm MP7, or the far more powerful HK53. The MP7, the latest in the line of weapons that started with the stubby MP5K in 1976, is a fully automatic submachinegun not much bigger than a pistol. Usually hidden in the door pocket or in a bag at the passenger’s feet, it is equipped with a 20-round magazine. The real firepower of the JAGUAR team, though, is the HK53. A 5.56mm rifle which Heckler and Koch optimistically market as a submachinegun, it comes equipped with a folding stock and a chopped 8.3 inch barrel. The HK53 is far easier to bring to bear inside a vehicle than say an M16, but the weapon’s muzzle flash is formidable, and very

unsettling to people unfamiliar with the gun. Nonetheless, it provides vital firepower for dealing with armoured targets.

JAGUAR operatives also make use of a more unusual weapon – nerve whips. Mounted underneath the barrel of a PDW or HK53, the Shan can trigger it to incapacitate those targets that may be needed alive. If other police or military personnel notice the nerve whip, it’s explained away as a sighting device.

All JAGUAR personnel wear concealed body armour and carry at least two flash-bang grenades. Where necessary, JAGUAR can gain access to heavier weapons such as general-purpose machineguns, sniper rifles and explosives. But as their main task is covert surveillance, they tend to leave operations needing heavy weapons to 22 SAS.

If JAGUAR believes a target may have counter-surveillance training, or that they have been spotted, they will pull back and call in air support to take over.

The tactics used by JAGUAR depend on the target and the impression that PISCES wants to give after the event. It will also depend on whether or not Mythos entities or cultists with magical abilities are likely to be encountered. JAGUAR members are usually infested by minor shan who know no spells. If it seems necessary, a shan with more magical knowledge may take its place.

Minor Mythos entities are usually dealt with by the application of nerve whips, automatic weapons and fire. In cleaning out ghoulish nests, for example, JAGUAR teams have used explosive charges and flame-throwers. They have only had to resort to such tactics twice – once when ghouls under London came too close to Southwark, and on another occasion in Scotland. More serious creatures are either simply observed or tackled with magic.

In a straightforward assault against humans, JAGUAR usually strikes when the target is in the open – perhaps driving from one location to another. Two vehicles will box in the target while the third acts as a reserve in case anyone escapes. JAGUAR operatives are not given to James Bond-style leaning out of car windows. They are much more likely to just blaze away through the windshield. If it is a simple termination, the operatives will riddle the vehicle with automatic gunfire before coldly ‘double-tapping’ their targets at close range – shooting them twice in the head to ensure they don’t survive.

If a mission is designed to capture targets, then the operatives will use nerve whips to bring the subjects down before they are hand-cuffed, gagged, hooded and stripped before being removed in the reserve vehicle.

If the target must be dealt with in a more subtle way, the operatives are skilled at breaking and entering, forensics and planting evidence. Faked accidents are a favourite way of dealing with undesirables, with staged suicides a close second. JAGUAR units can use their nerve whips, or modified versions of them, to cause temporary blindness, sudden epilepsy, brain haemorrhages or any number of other mental calamities.

When staging suicides, JAGUAR occasionally makes use of PISCES Talents to send disturbing dreams or visions, and

communicate telepathically to drive a target over the edge. More rarely, a team will enter the target's home and disable them with nerve whips before setting the scene for an embarrassing death, such as autoerotic asphyxiation.

Phase 3 – Covering their tracks:

As has been mentioned above, PISCES goes out of its way to protect JAGUAR members after a public operation. Witnesses have their identities protected by law, and PISCES has a stock of actors that it uses to give evidence, posing as police officers or SAS troopers. The group is passed off as a special police or military unit, depending on the circumstances. If witnesses prove particularly troubling, or their testimony is especially damning, they will themselves become the targets of a further operation.

Using JAGUAR in play:

Players may well end up with JAGUAR teams on their tail if they possess Mythos artefacts or tomes, or make contact with the Army of the Third Eye. Whether or not they realise this depends on their level of experience and paranoia.

If it does get into a shooting war, don't be afraid to kill off some PCs. If anything, it will show them JAGUAR mean business, and make them something the characters should be very fearful of. It's not inconceivable that the PCs could find themselves sharing the same goals as JAGUAR if they are opposing other Mythos entities apart from the shan.

But at the end of the day, any alliances or peaceful contact will be temporary, JAGUAR, simply put, does PISCES' really dirty work - and that's saying something...

JAGUAR nerve whips: The basic shan nerve whip acts by stimulating the primary somatosensory cortex, which analyses tactile information. While this satisfies the shans' desire for sadistically inflicting pain, JAGUAR decided they needed something more subtle, with a greater variety of applications. The JAGUAR-issue nerve whip is a bulkier, modified version of the weapon. It is encased in a black plastic sheath about the size of a rolled-up newspaper. The nerve whip can be adjusted mentally by the Shan using it to target specific areas of the target's brain. A favourite technique is to blind opponents or cause epileptic seizures while they are driving, for example. While this is a very simple way to cause a fatal accident, the nerve whip still emits a flash of pallid, greenish light, which can be seen by witnesses. Nerve whips are also useful against some Mythos entities that use similar biological processes, such as Deep Ones and Ghouls.

Sample JAGUAR operative

Captain Matthew Drake

Race: Caucasian

STR 16 CON 15 SIZ 13 INT 15 POW 12

DEX 16 APP 12 EDU 16 SAN 23 HP 14

Damage Bonus: +1D4

Education: Royal Military Academy, Sandhurst

Occupation: Former Intelligence Corps/JAGUAR team leader

Skills: Climb 55%, Conceal 60%, Computer use 25%, Cryptography 25%, Disguise 55%, Dodge 68%, Drive Auto 55%, Electronics 45%, First Aid 45%, Forensics 40%, Hide 45%, Jump 55%, Listen 40%, Locksmith 55%, Martial Arts 60%, Military Science 40%, Navigation/Land 58%, Occult 35%, Pharmacy 35%, Psychology 45%, Signals 70%, Sneak 60%, Spot Hidden 70%, Tradecraft 60%

Languages: English 80%; Russian 50%; German 70%

Attacks: HK USP pistol 60%, 1D10+2
 HK PDW submachinegun 65%, 1D10
 HK53 submachinegun 60%, 2D8
 Fist/punch 70%, 2D3+db
 Grapple 60%, special
 Kick 60%, 2D6+db
 Garotte 55%, special

Drake's Shan tenant

STR 3 CON 3 SIZ 1 INT 18

POW 20 DEX 27 HP 2

Move: 4/40 flying

Weapons: Meld 55%, progressive control
 Nerve whip 60%, special

Spells: None

Notes: Drake's shan is fiercely loyal to the Templeship Elders, and believes that the race should return to the stars. That said, it enjoys the usual Shan pleasures on Earth very much. It recognises that the greatest risk to the security of the Shan on Earth is not the humans, but other Mythos heretics who worship gods other than Azathoth. It prides itself that it has been chosen to deal with them.

Unusual Suspects:

Michael Scrimgoer

“Casual day? A fitted suit is far more comfortable than a pair of jeans anyday, eh wot?”

by Nick Lawson

Born 11th November 1963 in Chippenham, Wiltshire to Bartholomew and Lucy Scrimgoer, Michael and his two siblings were raised in comparative comfort. Bartholomew’s successful career in the City meant a solid education for Michael at Eton and later Oxford where he graduated with a strong first in business administration (Michael paid his requisite five guineas to upgrade to a masters!). His strong academic background and his father’s string pulling landed Michael a plum job in 1984 at one of the older established City firms—Flemish Asset Management—where Michael started as an Investment Assistant. The high-flying 1980’s combined with hard work and some insider dealing provided Michael with a string of promotions, a lavish income, a solid net worth and homes in Gloucestershire and Kensington (where Michael spends the weeknights).

Currently unmarried, Michael leads an extravagant lifestyle that revolves around work, the West-End nightclubs, Bollinger, and his prized 1932 Bentley.

Michael is a lanky 6’2” individual with a fairly light build and seemingly awkward movements and a habit of talking in market jargon and acronyms. He is a very personable and friendly man who seems to ingratiate himself wherever he is—especially with mothers of twenty-something daughters.

Game Uses

Michael’s use in a game depends on the method by which the letter and valuation of the RJ Booth Settlement 1/1962 are introduced. The following provides five suggestions:

A player is the heir to the Settlement and he has selected Michael as his investment manager. Michael has made initial enquiries on the player’s behalf (making him a target for PISCES) but is around to help fill in some blanks. This option would of course leave the player with a portfolio worth between £150,000-£250,000 as a reward.

1. Michael is a friend of a player and has not turned up to a major social event. His absence is unusual enough—particularly as he has not begged off—that it warrants a search of his home. The letter and valuation could be in his waste bin and a puddle of blood at the front door.
2. The player is driving home one evening when he encounters an accident site. Michael is in his beloved Bentley ranting incoherently about Goatswood and clutching the letter and valuation in his bloody hand. He can be left comatose in the ICU until such time as he is needed to provide information or dies.

3. Michael could be met at a London party talking about Severn Aerospace and his recent enquiries. He could give a fair amount of general information and leaves much the same time as the player(s). A bullet whistles by, a shot rings out and Michael, a player or another NPC is killed or wounded. Who was the bullet meant for?
4. In order to offload the shares in Severn Aerospace, Michael is considering buying them himself. The player(s) (either working for FAM or independently) have been tasked by Michael to make enquiries into Severn Aerospace to see about the value of the investment.
5. Michael has tasked the player(s) to do some analysis on the Severn Aerospace share price. A successful Accounting, Maths or Computer Use skill roll identifies the unusual fact that each buy or sell is always 2% above the last quote or that the only shareholders are clients of the same trustees (Library Use), prompting further inquiries.



Michael Scrimgoer

Birthplace: Chippenham, Wilts, UK

Age: 30

Colleges, Degrees: Jesus College, Oxford, MBA

Occupation: Stock Broker

STR: 14 CON: 10 SIZ: 12 INT: 16 POW: 9

DEX: 8 APP: 10 EDU: 24 SAN: 45 HP: 11

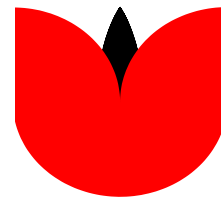
Damage Bonus: +1D4

Skills: Accounting 60%, Art: Connoisseur 25%, Bargain 65%, Block 16%, Carpentry/Woodcraft 10%, Computer Use 74%, Credit Rating 72%, Dodge 16%, Dreaming 9%, Drive Auto 42%, Fast Talk 70%, Law 20%, Library Use 33%, Listen 33%, Mathematics 33%, Persuade 50%, Psychology 33%

Languages: English (Own) 120%, French 50%, German 35%, Market Jargon 80%,

Attacks: 10-gauge Remington M1894 Double Barrel 30%, 4D6/2D6/1D6

Flemish Asset Management



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Wednesday, 4 April 2001

Dear Sir,

First, let me take this opportunity to thank you for appointing Flemish Asset Management to manage your portfolio.

At your instruction, I have been in contact with Seigmann, Hetz and Nunn, the trustees of the RJ Booth Settlement 1/1962 and have now received a copy of the valuation of the portfolio for value 31 March 2000. I am sorry for the delay in this matter, but Seigmann, Hetz and Nunn, in typical Swiss fashion, required substantial confirmation of my authority before releasing the information.

However, I have now had an opportunity to review the portfolio and confirm the holdings with the custodian, HetzNunn Private Bank Ag.

The holdings themselves are all readily tradable holdings in major blue-chip names except for the holding in Severn Aerospace. Unusually for a portfolio of this nature, Severn Aerospace is an UK private company and its shares are only traded within Severn Aerospace itself.

Severn Aerospace itself seems to be a fairly robust company. It is a medium-sized UK-based high-tech engineering firm, in the mould of British Aerospace or Aerospatiale, but about a fifth the size. Its primary business is military hardware and space technology and it is a major supplier to the ESA. I have examined the accounts filed with Companies House and find Severn to have a solid earnings record despite the numerous cost overruns noted in the press.

I would, however, state that the portfolio is somewhat unbalanced from the portfolios we run here at FAM. For a portfolio of this size we would normally look to have about 20 to 25 holdings with no more than about 7½% in any one holding. The RJ Booth Settlement has only 13 holdings with fairly large positions in Sony, Cisco and EMC. The portfolio also has an excessively large holding in Severn Aerospace. Is there any specific reason to maintain this large position? If not, I will look to sell the holding on the next trading day; I have already been in contact with the company registrars with a view to finding out the current company offer price.

As for the other positions, I would look only to making minor changes at this time, principally taking profits to diversify the portfolio.

If you should have any questions in this matter, please do not hesitate to contact me.

Yours sincerely

Michael Scrimgoer
Director and Senior Portfolio Manager

The R.J. Booth Settlement 1/1962		Portfolio Valuation				March 31, 2001		
HOLDING	SECURITY DESCRIPTION	BOOK COST	CURRENT PRICE	VALUE	APPRECIATION	GROSS YIELD %		% OF FUND
						ON BOOK COST	ON VALUE	
NORTH AMERICAN EQUITIES								
U.S.A								
125	AMER EXPRESS CO COM USD0.60	£9,895	\$149.500	£11,771	£1,875	0.71%	0.60%	3.38
500	CISCO SYSTEMS COM USD0.001	£3,568	\$79.750	£25,117	£21,548	0.00%	0.00%	7.22
300	EMC CORP(MASS) COM USD0.01	£10,127	\$139.500	£26,361	£16,234	0.00%	0.00%	7.57
500	MCI WORLDCOM INC COM USD0.01	£9,962	\$42.875	£13,503	£3,542	0.00%	0.00%	3.88
350	WAL-MART STORES IN COM USD0.10	£9,535	\$54.750 XD	£12,070	£2,535	0.48%	0.38%	3.47
TOTAL NORTH AMERICAN EQUITIES				£43,087		£88,821	£45,734	25.52
EUROPEAN EQUITIES								
GERMANY (\$1 = EUR0.997704)								
400	BASF AG NPV	£8,212	EUR49.200		£11,997	£3,785	4.78%	3.27%
ITALY (\$1 = EUR0.997704)								
3,000	TELECOM ITALIA SPA DI RISP ITL1000	£5,779	EUR7.490		£13,698	£7,919	4.91%	2.07%
SWITZERLAND (\$1 = SF1.600732)								
10	NOVARTIS AG CHF20(REGD)	£7,668	SF2,182.00		£13,715	£6,047	2.38%	1.33%
UNITED KINGDOM (\$1 = £0.620463)								
500	BARCLAYS PLC ORD GBP1	£9,940	Bp1,630.0		£8,150	(£1,790)	2.50%	3.05%
2,500	VODAFONE AIRTOUCH ORD USD0.10	£9,525	Bp365.3		£9,131	(£394)	0.35%	0.36%
650	PRUDENTIAL CORP ORD GBP0.05	£9,432	Bp939.0		£6,104	(£3,328)	1.59%	2.45%
70,000	SEVERN AEROSPACE ORD GBP1	£110,383	Bp216.5		£151,532	£41,149	3.43%	2.50%
TOTAL UNITED KINGDOM				£139,279		£174,917	£41,149	
TOTAL EUROPEAN EQUITIES				£160,939		£214,326	£58,899	
ASIAN PACIFIC EQUITIES								
JAPAN (\$1 = Y102.355029)								
230	SONY CORP ADR(CNV TO 1 ORD Y50)	£9,706	\$248.250		£35,965	£26,258	0.67%	0.18%
TOTAL ASIA PACIFIC				£9,706		£35,965	£26,258	10.33
TOTAL SECURITIES				£213,732		£339,112	£130,892	97.44
CASH								
£3,546	CREDIT WITH RBSI CUSTODY BANK LIMITED US DOLLAR INCOME ACCOUNT - EQUITY				£3,898			1.12
£5,008	CREDIT WITH RBSI CUSTODY BANK LIMITED US DOLLAR INVESTMENT ACCOUNT - EQUITY				£5,008			1.44
TOTAL CASH					£8,906			2.56
TOTAL PORTFOLIO VALUE					£348,018			100.00

ZODIAC CLEARANCE

A British style DG campaign by Phil Ward

After the disastrous Operation EARL GREY, A-Cell knew that somebody had to investigate the current situation in the UK. But with the enemy apparently being insects that could shift phase and take control of a man's body, let alone access his mind and memory, it would have to be an extremely circumspect investigation. Delta Green could not afford to be compromised in the United States by losing a unit in the United Kingdom to these Ghosts from Space.

A meeting between all three members of A-Cell was arranged, and a plan was formed. A new cell, separate from the main body of Delta Green, with almost no contact, and NEVER any face-to-face meetings. All communications to be controlled through a new set of ultra-secure servers, which would only be used for Z-Cell. As ANDREA said at the time; "We're gonna tell these boys ZERO, absolutely ZILCH, but we're gonna have to make them feel important otherwise we're just gonna lose them"

ECHELON SIG-INT TRANSCRIPT

[Key-Words: Grovesnor Square, cell, trade-craft, surveillance, government, security.

Rating: PISCES, 53%; Good.

Action: Operator intervention flagged]

VOICE A (Male, Old)

VOICE B (Female, younger)

VOICE C (Male, middle-aged)

A: You know why I've called this meeting?

B: Earl Grey?

A: Yes, Grovesnor Square.

B: Unfortunate. Have our people been secured?

C: The survivors have been returned to their respective agencies by the UK government, they're resting and we have them under surveillance. The bodies have been disposed of cleanly; there will be no comebacks from their remains.

B: Good! Last time's mistakes were... poor trade-craft.

C: [Unintelligible]

A: There's no time to bicker, we need to decide what to do now.

We can't ignore the problem, who knows who they've taken, and what their goal is. Obviously we can't trust the "special relationship" to take care of this problem either.

B: And we can't trust any existing cell to investigate this. These things could be very [Emphasis] persuasive [/Emphasis] in getting information out of our agents.

C: Then a new cell?

B: The franchise for 'Z' recently came up for... renewal.

C: [Unintelligible]

A: True. Then we compartmentalise even further. Recruit foreign nationals. Keep their information to a bare minimum. Stop the others from learning about them too. All information through us, and we don't even tell them all that we know. Let them learn it all for themselves.

C: A new security rating?

B: Yes, We're gonna tell these poor bastards zero, absolutely zilch, but we're gonna have to make them feel important otherwise we're just gonna lose them, the clearance will help. Nothing that comes back from them gets out of a cell to the others either.

C: [Angry] If they go in blind, they'll be killed.

A: Perhaps.... Maybe they'll surprise us. So many people have.

B: Then it's settled, Zodiac Clearance is approved. I have just the friendly I can activate to take charge of the new cell. A very old contact with no knowledge of our current situation. British as well. He'll do fine.

A: Issue a general order, all cells with contacts in the British Government, military or security apparatuses to compile a dossier on each of those contacts, we vet them and pass them on to the new leader of Z Cell, Agent...

B: ZODIAC.

C: Then it's decided.

A: Yes, be seeing you.

Transcript Ends

Contextual Analysis: Addition of Earl Grey as a low-priority indicator to PISCES rating recommended.

And ZODIAC Clearance was born; a myth to keep some sacrificial lambs happy while they went about their business. The agent's would be recruited through a friendly in the UK, and they would be complete virgins with no direct experience of Delta Green. Agent ANDREA volunteered its first member. A member of the British security forces, languishing in a backwater assignment counting down the days until he could retire with a full pension.

THE RULES OF ENGAGEMENT – AGENT ZODIAC'S ORDERS

TO: Agent ZODIAC
 FROM: A CELL/ANDREA
 SECURITY: DELTA GREEN/ZODIAC

You are hereby activated as a full-time agent at DELTA GREEN Clearance, your code-name will be ZODIAC. You are ordered to create your own Delta-Green cell, recruiting agents and friendlies at will. All contacts with agency members will take place via electronics means, (see attached file) with A-Cell only.

Your goals are:

- * Investigate the repercussions of Operation EARL GREY (see attached files);
- * To continue the investigation into the actions of the Agency/Department of British Intelligence known as PISCES;
- * To Investigate the infiltration of British Intelligence, Military, Law Enforcement and Governmental bodies by extra-terrestrial life-forms;
- * Investigate the group known as the Army of the Third Eye and assess their suitability as friendlies or as a screen for your activities;
- * Discover safe ways to prevent infection by these cerebral insects, and to facilitate the recovery of infected personnel.

This investigation is to be classed COVERT. The highest priority is secrecy, no agent is to be put at risk of infestation by these "cerebral parasites", No Risks Are To Be Taken.

All files/reports from your investigations will be graded ZODIAC clearance, which is to be considered higher than DELTA GREEN, and for A-CELL's eyes only.

You are granted Zodiac Clearance personally. Your agents are not. Only members of A-CELL may authorise the release of these files to other members of the agency. This document is the first document to be classified Zodiac Clearance.

Good luck.
 AGENT ANDREA

CAMPAIGN PREMISE

Zodiac Clearance is the first PISCES campaign option from *Delta Green: Countdown* (p. 24), a group of Delta Green agents investigating the Shan in the British Isles. The agents have their Orders, their Targets and almost no Support. They're on their own.

This compartmentalisation protects the rest of the conspiracy from Shan Infestation, the cell and their network of friendlies are made up (almost) entirely of non-US nationals, mostly British citizens. The Senior Case Officer ZODIAC is a member of the British Security Services, but in a corner immune to Shan infestation due to its obscurity.

This is a Delta Green British-style.

THE AGENTS

When Agent ZODIAC took this commission, Agent ANDREA supplied him with a (partial) list of Delta Green's contacts within the British Isles, people who already had some knowledge of the Mythos and the conspiracy. This document is known as the Quarantine List, and the people on it were potential recruits for Zodiac Clearance. Agent ZODIAC however, preferred to recruit his own people to begin with, people with no knowledge of DG, and no way of compromising the conspiracy.

At the GM's discretion one or two of the agents could have prior experience with the agency, but these people are best introduced later on as replacement for casualties suffered during the fight.

THE ARCHETYPES

Zodiac Clearance is written on the assumption that your group has certain basic character archetypes. There will be a military person, somebody from the United States, medical personnel, innocent bystanders, and a Law Enforcement Officer. These are not pre-generated characters, they can be filled in many different ways, but still conform to a broad outline, making it easier to write adventures with hooks for these character types. Of course you could ignore these completely, but it will mean more work modifying the adventures to fit your own agents, if you do decide to ignore them, perhaps the material here will be useful to create NPCs.

Each player should have at least one solo game-session for character generation, and then two or three character should play together at a time, until the entire group has met. The back-story provided for each archetype could be played out during generation.

American Photo-Journalism Student

You were going to miss the trip to Europe with your buddies, but a woman came to you with a government ID. She needed somebody with good photography skills to do their country a favour, 'spying' on a friendly country.

It was like being James Bond, you got a "company" credit card. Code-phrases, a beautiful contact in London (well, not that beautiful), and the government would look out for you after graduation.

You arrived in London, took some photos and toured with the others, until the Grovesnor Square Massacre, Marines firing on plain-clothes British soldiers with you and the people you were asked to photograph caught in the middle.

What the hell happened?

DESCRIPTION: Young, persistent

SKILLS: Library Use, Photography, Chemistry, Fast Talk, Videography

ASSETS: American ID, Charm

DISADVS: American accent, "They" know who you are, relatively poor.

US Marine Embassy Guard

You were a marine guard on Embassy row, you saw the SAS come over the wire, you opened fire and saw IT come crawling out of their heads. You ran and you kept running.

You returned to base, the watch officer took you aside into the shadows: "It-never-happened, they came to see me and told me 'it-never-happened', but you saw them too, didn't you?"

They had come to him, threatened his career, his life and his family, British agents with contacts in the company.

So you started running again, emptied your accounts, maxed your credit cards and disappeared. Now it's time to find out what happened and give those bastards a little payback.

DESCRIPTION: Athletic, patriotic and angry

SKILLS: As per Countdown template (p.419)

ASSETS: A rifle or shotgun buried in a field, American ID, lots of cash, a 9mm pistol and three magazines

DISADVS: American accent, wanted for desertion.

Abuse Survivor

You know that what they did to you wasn't their fault, you could see it in their eyes. Like somebody else was looking out at you. Afterwards, the Social Workers talked to you, they explained that he was sick, that he needed to be helped, but that it wasn't your fault either. You knew they were right, but you couldn't tell them why.

After you hit him in the head and the police came, they took both of you away, he went to prison, and you went into Care. A "Secure unit". There's no such thing.

You saw the bug, you saw the bug crawl right out of his head as he finished touching you. You saw the look of horror and sorrow and remorse when he realised what it had made him do.

You've spent a year in care, and now you're out on your own, minimum wage, DSS Housing, and he's in prison for something he didn't really do.

You have a mission now, find that creature, and turning a magnifying glass on it till it shrivels up in the sun.

DESCRIPTION: Unreachable, tough, vulnerable, naive, wise beyond his years.

SKILLS: Sneak, Hide, Pick Pockets, Locksmith, Law, Drive Car.

ASSETS: Street/Criminal Contacts, bolt holes.

DISADVS: Criminal Record(?), Social Worker (q.v.) or Probation Officer.

Disgraced MP/Business man

A stellar career, you were heading for the cabinet, and perhaps one day Prime Minister, or at least Lord Mayor of London or a cushy chair in the city, when it all fell apart. A man came to you, a junior under-secretary, insisted you vote in a certain way on a certain issue. It was something you were deeply against, and you told him not to be so presumptuous. He gave you a funny little smile, and then warned you not to be stupid.

Then he started reeling off names and addresses, by rote. It took you a while to recognise them. First the women, call-girls, mistresses, then variations on your own name that appeared on share certificates, then lobbyists and members of special interest groups you had "consulted for".

He seemed to have them all.

He could not have brought all this information together.

He must be able to read minds.

DESCRIPTION: Charming, influential, and confident. Sleazy, a liar, blows in the wind of opinion, need to be in charge.

SKILLS: Fast-Talk, Oratory, Accounting, Law, Bargain, Credit Rating, Persuade.

ASSETS: Political/Business Contacts, Old Boy Network.

DISADVS: Public face, bad reputation, the Tabloid Press!

Territorial Army Engineer

You've spent much time building things and then tearing them back down again around the country. But this time it was different, you built a temporary, military runway in the middle of the Forest of Dean, and then left it there... Normally that sort of kit is never just left lying around without written orders to that effect, but this time your CO gave the order and shouted down anybody who questioned it. Then he turned up dead...

DESCRIPTION: Confident, intelligent and decisive.

SKILLS: Rifle, Operate Heavy Machinery, Demolitions, Electronics, Mechanical Repair, Professional Skill.

ASSETS: Training and contacts in the military, business contacts as well.

DISADVS: Subject to military law and call-ups.

Armed Policeman

You were the second ARV (Armed Response Vehicle) on the scene at Grovesnor Square, you scraped the SAS man off the floor, from where his own men had put him and you wondered what happened. And then the papers got into it, claimed an IRA car-bomb was aimed at the American Embassy. Only a Daily Mail reader would have fallen for that. Everybody knows the IRA can't afford to piss off the yanks, especially during the Peace Process. So you started digging, and the chief-super invited you in for a chat, and you started to pull all the worst jobs. Something is up, and it's not the Mason's this time.

DESCRIPTION: Tough, Macho, scared.

SKILLS: Climb, Sneak, Pistol, SMG, Unarmed, Fast Talk, Law.

ASSETS: Police contacts, access to firearms.

DISADVS: Police rules.

Social Worker

You've heard of satanic abuse, but you know that's not the answer, Satan has nothing on what the human mind can rationalise. Rings of abusers seem to be more and more common these days, yet so many claim they were not in control of their own actions. Somebody has to do something.

DESCRIPTION: Caring, Harried, overworked, Cynical

SKILLS: Oratory, Persuade, Library Use, Law, Psychology.

ASSETS: Wide network of support groups and access to "safe"-houses and restricted information (sex offender's register, etc).

DISADVS: Cynicism, legal restrictions

Paramedic

Everything changed when they called you in, it was something of a joke on the radio, black stockings, a bag over his head, and an orange in his mouth, another auto-erotic strangulation, they've become more and more common over the last few years.

You tried to revive the guy, CPR, tubes, shock from the crash wagon. He was dead. Outside, two big guys in suits were talking to Dave, they hustled him off. They talked to you as well.

"Smith, Crown security. You've seen nothing. Day off. You were never here. This never happened. Do you agree?"

It wasn't really a question. They dropped you off at your house. You went back to work, they asked why you were here on your day off. Your boss told you Dave had been sacked for drug abuse, the Police were called. He turned up the day after, dead with a needle in his arm. He had plenty of track marks, but they were all fresh.

Death by Misadventure. Dave never did know when to shut his mouth.

So you kept your head down, waited. Never did work out exactly what happened, but you want to know.

DESCRIPTION: Haunted and fearful, but give him a trauma case and he'll function perfectly. Potential prescription drug addict.

SKILLS: First Aid, Medicine, Drive Auto, Biology, Surgery.

ASSETS: Medical Equipment and contacts, prescription drugs.

DISAVS: PISCES record.

Librarian/Academic

"There is no censorship in Britain."

Just keep thinking like that, and maybe you can forget the two heavies who came and confiscated your new primary sources from the civil war, the death-bed confession of a roundhead soldier who claimed to have fought against highwaymen possessed by devils in the West of England.

"Jones, Crown Security, these papers have been deemed to be a security risk and are now the property of the Crown. A receipt will be sent to you shortly."

No paperwork ever arrived, and none of the agencies you spoke to admitted that their agents had confiscated the manuscripts. So what was in a four hundred year old document that could be a threat to Crown Security today?

DESCRIPTION: Quiet, educated, and inquisitive

SKILLS: As per Call of Cthulhu.

ASSETS: +5 Cthulhu Mythos, +10Occult

DISADVS: -10SAN

THROUGH ~~PLEASE~~ DRIVE CAREFULLY

By Phil Ward

There are certain A-roads through Britain that seemingly start nowhere, and lead nowhere. They go up hill and down dale, following trails once blazed by shepherds and their flocks. The national speed limit applies, although only a rally driver would go faster than twenty miles an hour.

Halfway along one of these forgotten byways is the village of Flaxley Mitcheldean, an idyllic little piece of little England basking in the sun and living out its days until death. Forgotten that is by all but the younger shan. The Riders bring exhausted Mounts here and then make them disappear. The village is populated by a priest on the sex offenders' list, a publican with a criminal record, a homicidal landlady and a home for the damned. Things are not looking good for Flaxley-Mitcheldean

Agent ZODIAC however has noticed the strange occurrences in the village, and realised it is being used as a dumping ground for the shans' broken toys, he has decided to make it the starting point of his cell's investigation into the Shan.

KEEPER'S INTRODUCTION

This adventure is an introduction to the Zodiac Clearance campaign for 2-4 investigators with no prior knowledge of each other. It is intended to bind them together and give them many leads carry them forward into the early part of the campaign. There is little chance of character death, though the situation may become violent if they insist.

Agent ZODIAC contacts every character for the first time. Each receives a fax, an e-mail or a bundle of newspaper clippings and photo's, each containing information about the current state of their lives. They may be wary of how it was gathered, but the information itself is compelling as it drags them into the Conspiracy.

INTRODUCTORY PACKAGES

Agent ZODIAC has compiled each of the Packages from various sources. Those that are posted have been sent first-class, with the post-mark originating in London; it's impossible for a private individual to trace the package back to its sender. E-mails are passed through anonymous routers, and the faxes have no return number and no CLID (Caller Line Identification) trace.

There is no clue as to the identity of the sender, other than a business card bearing only a Zodiac logo, which accompanies each one. Observant agents might note that Pisces is shown out of place, at the bottom of the zodiac.

Pack 1 – *The Abuse Victim/Social Worker*

The pack contains photographs and press clippings, as well as smudged copies of faxes. The pictures are of a variety of people entering the lobby of a building; just visible at the top of one picture is a sign that says Flaxley-Mitcheldean Retirement Home.

The fax is a copy of an offer letter from a recruitment agency sent to a Mr. Arthur Jenkins, stating that his qualifications for the job are excellent, that an interview has been waived, and the job starts immediately. The fax has been sent from the Flaxley-Mitcheldean Sunnyvale Retirement home.

The press clippings are taken from local papers, and are of three different sexual/physical abuse cases in homes around the country. Beneath each headline is a picture of the guilty, matching the photographs of people entering the building.

Each of the pictures is dated (in marker pen) after the corresponding headlines, as is the job offer.

And finally there is a small business card, blank but for a

symbol which can be identified as representing the Zodiac.

Notes: For the Social Worker, one of the faces is a former-carer that they know to be on the danger-list of people who should not be allowed to work with old people again. For the Abuse Victim, this carer was a particularly brutal person who was sacked from their secure unit for beating one of the other kids.

Research: Each of the faces can be found to match a care-worker sacked in an abuse scandal, mostly violent abuse, rather than sexual.

Pack 2 – *The Historian/Occultist*

The pack contains a series of pictures showing first, the front of a church, and the parish notice board to one side, with the name 'St Illtid's in the Woods' visible at the top; then a series of pictures of the graveyard, with close-ups of gravestones. Featured are two aged graves dating from 1650, one of which bears the name of the author of the journal that was taken by Mr. Smith and Mr. Jones!

Also featured are more recent graves, several from the early 1970s. The names on the gravestones are not English, and the stones state simply 'Died far from home for the good of all England'. With research it can be discovered that the names on the stones are Nepalese, they are the graves of Ghurkhas killed in PISCES' Severn Valley campaign.

The last three photos are Polaroid prints, showing an angry clergyman striding towards the cameraman. He is tall, wide and heavily bearded with a high forehead. His face is twisted in anger, and the last Polaroid shows sky through a hand over the lens. It bears the legend "Never trust a man with two names" in marker pen.

And finally there is a small business card, blank but for the zodiac symbols.

Research: The location of the church can be easily ascertained, although according to church authorities, there has been no consecrated church in the village of Flaxley-Mitcheldean for over two hundred years, and there is certainly no Saint Illtid.

The Ghurkhas were indeed members of the British armed forces, but their unit lists them as having been lost in a training accident in Nepal, and certainly not as having been Killed In Action and buried in Britain.

Pack 3 – The Authorities (Police, Army, etc)

This pack contains similar pictures to the first two, a picture of one care-worker, and the headline to go with it; then a picture of the graveyard, showing the headstone of a ghurkha.

Secondly there's a telegram, sent back to the wife of the man named on one of the gravestones. It expresses his commanding officer's condolences on the death of her husband, who died during an important training exercise in Nepal, his body will be shipped back soon for burial, although a closed casket burial will be necessary due to the nature of his injuries.

Thirdly there is a series of pictures of a pub: the Roundhead and Cavalier (established AD 1600). There's a shot of the pub's license over the threshold for one Brian Adamsdown of Flaxley-Mitcheldean, and a fuzzy picture of the inside of the "Olde-English" Public House, showing the landlord.

The pack finishes with an arrest record for one John Appleton, charged with armed robbery, and a mug shot that matches the picture of the landlord above.

Research: The records for John Appleton show that he escaped from police custody whilst being transported to his first court appearance, he is wanted in connection with two armed robberies and several counts of assault and grievous bodily harm.

Pack 4 – Disgraced Businessman/MP

Apart from the ubiquitous zodiac logo at the top, this fax contains a bill for medical expenses for an old acquaintance that would have known about his embezzlement and dirty dealing, it's quite possible that this man could have passed information on to whoever is blackmailing him.

Other possibilities

A picture of graves in the churchyard with dates at least twenty years ago. However, each of the graves is freshly dug with new flowers on them.

A journalist receives some clippings of old headlines and a cryptic series of numbers and letters that turns out to be a National Grid map reference for the village of Flaxley-Mitcheldean. The headlines refer to a vicar who escaped a rape charge on a technicality, but was defrocked by the Church of England's General Synod. According the Ordnance Survey map, there is a church in the village, although the Church of England has no knowledge of it.

An old rocker gets a picture of a gravestone with the name of a famous guitarist from the 1970s, and a picture of said rocker in a wheel chair sat outside the retirement home. As far as the press is concerned, he was still alive. It would make quite a scoop.

For those problem characters for whom no hooks are obvious, they are merely sent a bulky packet with London postmarks. The packet contains a 'Good Bed and Breakfast' guide, with the Cavalier and Roundhead public house ringed (it gets a bad review), a National Express Coach ticket, and an amount of cash equal to two days board.

FLAXELY-MITCHELDEAN**History**

This small village was centred around a small church and forge where the River Flaxley widened until it was possible to ford it without a bridge, and surrounded by farming communities. During the Civil War, a shan-infested royalist Cavalier had been hiding out in the village, and used its mental powers to dominate a fair proportion of the local peasant population. Eventually one of the peasants escaped its reign of terror and debauchery, and sought help from Parliamentary forces, who sent a small cavalry detachment. The battle was fought just south of today's village and is a historical site with a plaque and a picnic site.

Today

The younger shan use the village as a dumping ground for exhausted mounts. These poor victims are physically and mentally unable to keep up with the demands of the shans' entertainment. Whilst Mounts with knowledge or influence are simply disappeared to Magonia, the victims left to rot here are unlikely to be missed, and cannot reveal anything that might threaten the Shan here on Earth.

The village has a population of 200, with nearly 100 of those either residents of, or employed by the home. There are several outlying farms, but most of the people are retired, provide services to the other inhabitants, or run small cottage industries. The houses are huddled either side of the A4785, nestled in a small valley between two hills where a bridge crosses the River Flaxley.

Important Locations and NPCs**THE PUB – The Roundhead and Cavalier**

This building is the converted remains of a 17th century farrier's forge that was active during the Civil War. It was abandoned and converted into a pub during the 1950s, and is now a reasonably successful business because it's the only pub in town.

The well-painted sign of this black-beam and whitewashed building shows a cavalier about to be beheaded by a headsman. There's a parliamentary iron helmet on the floor by the blocks, as if the headman has taken it off to put his executioner's mask on.

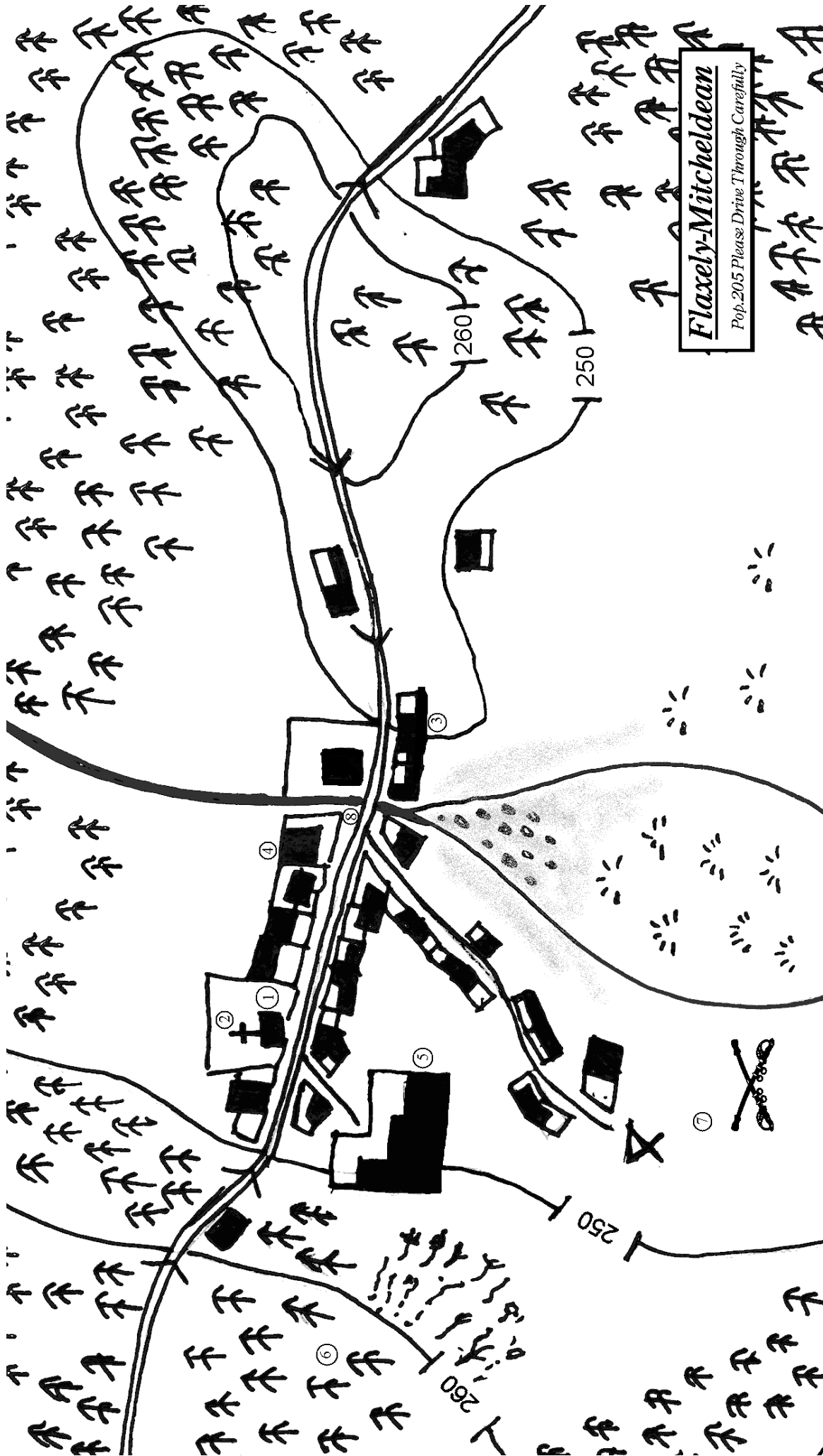
The public rooms are very old, with stone fireplaces, low slung beam and pieces of historical gear from the Civil War displayed on the walls; pride of place goes to the original, enormous anvil that dominates the Public Bar.

PUB LANDLORD & LANDLADY**Mr. Brian Adamsdown and Mrs. Jill Adamsdown – ex Armed Robber and his moll.**

Brian Adamsdown is an armed robber on the run from a ten-year old charge, these days he's changed his appearance quite a lot. He looks like the sort of man who could stand behind the anvil himself, and a glare from him is normally enough to stop any trouble with the regulars before it starts. The Shan have never ridden him, but he has come to an understanding with Mr. Littleby.

His wife Jill resides at the home, but is often let out on a day release to clean the pub, because her husband needs the help and she has a cleaning obsessive compulsive disorder. This is not accepted, best mental health practice. She has normal statistics, and no useful skills.

The Adamsdowns' only daughter Sarah is a slightly chubby,



Flaxley-Mitcheldean
 Pop. 205 Please Drive Through Carefully

5. Sunnyvale Retirement Home

6. Woodland Grave

7. Battle-Site

8. National Express Stop

Flaxley Mitcheldean Key:

1. St Illtids in the Woods

2. Graveyard

3. Co-operative Supermarket

4. The Roundhead and Cavalier Public House

brown-haired adolescent who will throw herself at any visitor she thinks might get her out of the village. She knows nothing useful, and has average stats.

STR:16 CON:15 SIZ:16 DEX:10 HP:15
 APP:13 INT:12 POW:10 EDU:8 SAN:40
 Skills: Craft (Publican) 20%, Drinking 60%, Dodge 40%, Fast Talk 25%, Law 10%, Listen 50%, Accounting 10%,
 Languages: English 60%, Foul 50%
 Attacks: Sawn-off shotgun 55%, Punch 60%, Grapple 70%, Headbutt 70%, Martial Arts (Boxing) 50%, Dart 50%
 "Now, we don't want any trouble here, so why don't you sod off." – Brian Adamsdown

VILLAGE STORE – Co-Operative

This little co-op is the general store, post office and bank for the entire village. It is well stocked with food and necessities. The manager, Martha Brinson is a scatty and disconnected woman who knows little of any importance, although she gossips continuously.

Resourceful agents may be able to manufacture tools and weapons from the contents of the shop; most will have to content themselves with a newspaper and mints

THE BATTLEFIELD – The Ford and Forge

The small Civil War battlefield marked on OS maps is now a small picnic site and a minor tourist attraction for civil war buffs. In the history books it's noted as a small skirmish between a cavalry squadron of Roundheads and a small group of Cavaliers. A thorough archaeological dig of the site would reveal that the Roundheads' opponents were not Cavaliers but apparently a group of peasants, but that's beyond the scope of the adventure.

CHURCH – St Illtid's In The Wood

This church was built on the ruins of the last one at the turn of the century, but the graveyard has some of the original graves left. There is a board outside showing just how little worshipping is actually done here, and giving the name of the local priest Rev. Victor Simon.

Surrounding the building is the graveyard, containing three very old graves from the Civil War, several from the start of the twentieth century, and quite a lot of recent graves. There are two graves from the 1970s with Nepalese names upon them, Ghurkhas who went missing during the Goatswood actions, and were buried here later when their usefulness as mounts gave out.

The vicar lives in a small cottage attached to the back of the church where he keeps himself amused with plain paper parcels and an Internet connection. It is unwise to visit the vicar unannounced.

There is a small crypt beneath the church itself, mostly forgotten and neglected, but inquisitive agents may find the crypt that contains the Roundhead captain who fought the Shan here. It is interesting to note that the top of his skull was hacked off by repeated axe-blows.

CLERGYMAN

The Reverend Victor Simon – Defrocked priest

An ex-Church of England vicar, a defrocked priest, he was never convicted of rape, but he was close to it. Regular readers of the tabloids may remember his face staring out from several ugly headlines. He's not necessarily dangerous to the agents, but if they push him over the edge, his weapons of choice are knives and gaffa tape.

People may notice that his sermons are not delivered with much conviction, and that the message behind them is often rather odd, not necessarily in keeping with current Christian doctrine. He preaches part of what he practices in private.

STR:15 CON:15 SIZ:16 DEX:8 HP:15
 APP:12 INT:15 POW:8 EDU:13 SAN:30
 Skills: Conceal 30%, Occult 25%, Religion 50%, Oratory 40%, Sneak 50%, Fast Talk 40%, Computer Use 40%,
 Languages: English (own) 75%, Latin 30%, French 20%
 Attacks: Grapple 75%, Small Knife 55%
 Appearance: A large and bulky man with large sideburns but no beard, his curly dark hair is retreating from his forehead. He looks very similar to John Rhys-Davies from Raiders of the Lost Ark. Like many large men he can move quite silently when he wants.

"Keep still, this will only hurt for an hour or two, then you can go to heaven, wouldn't that be nice?" – Victor Simon

THE RETIREMENT HOME – Sunnyvale

A private institution, purpose built on ex-farmland, this institution is registered as a retirement and nursing home providing 24-hour care for the elderly, but actually acts as a psychiatric home for the prematurely aged and insane ex-mounts of the young Shan. There are currently seventy-five residents and about a dozen staff, including six "Carers", the manager and support staff.

The building is a classic Seventies institution with green interior paint, high fences and very secure doors.

The facilities are sparse, and mostly consist of copious amounts of tranquillisers to keep the noise down. The carers tend to be on the large and violent side, and the other staff keep their heads down and their ears and eyes shut.

The only hope the residents have is to die quickly.

HOME MANAGER

Mr. Thomas Littleby

The rather nasty manager of the home and de facto controller of the village, Thomas Littleby is a voluntary agent of the Shan, and if any information comes to his attention it will soon wend its way back to Messrs Smith and Jones.

He's a small slight man, adverse to pain unless it's somebody else's. He wears small, round darkened glasses, and his thinning hair is smeared to the front and side of his head. He sits behind his desk and eschews physical contact such as handshakes to give him a sense of self-worth. He keeps a variety of sedatives and tranquillisers in pre-loaded syringes in his top draw. From time to time he indulges in them himself. He always wears a suit, although it is obviously cheap and ill fitting.

STR:10 CON:12 SIZ:9 DEX:13 HP:11
 APP:10 INT:13 POW:9 EDU:15 SAN:15
 Skills: Psychology 40%, Psychoanalysis 50%, Mathematics 50%, First-Aid 40%, Accounting 40%, Computer Use 25%, Listen 40%, Law 40%, Cthulhu Mythos 5%, Chemistry 20%, Medicine 20%
 Languages: English(own) 75%, French 20%
 Attacks: Syringe 40% (various drugs at keeper's discretion).
 "Yes, Please take a seat, no, not on the comfortable chair, on the stool! Now, about your treatment."

CARERS

The six staff have no real, recognised qualifications and one of them is on the danger register. They are all somewhat bulky and dumpy, and enjoy using physical force to restrain their clients. Four of them are banned from working in caring employment again, and three have criminal records for various violent

crimes. They wear white trousers and jackets with the sleeves rolled up to show off their brawny forearms and tattoos.

STR:15+ CON:14+ SIZ:14+ DEX:10 (avg) HP:14+
 APP:8 (avg) INT:10 (avg) POW:9 (avg) EDU:9 (avg) SAN:30-50
 Skills: Spot Hidden 40%, First Aid 40%, Psychology 10%,
 Languages: English 40-60%
 Attacks: Grapple 60%, Punch 60%, Kick 60%, Martial Arts
 (street fighting, restraint) 30-40%

“Take the pills, or we’ll break your fingers and force-feed them you.” –
 Carer No. 1

ARRIVAL

Read or paraphrase the following to your players as they arrive:

The coach thunders down the narrow leaf-covered road, leaving stomachs behind and below it, as it lurches down another dip and back up the other side. The trees provide a canopy over the road, blocking out the stars, and leaving only the brightly-lit tunnel of the headlights to see by. There’s no point going to sleep yet, your destination should be coming along soon, the tiny village of Flaxley-Mitcheldean; a quiet haven and source of much mysterious activity.

As the coach lumbers over the last hill you see the small village spread out before you, a few dozen buildings, spread out on either side of the road. You can see the spire of the church, a few lights here and there, but mostly the place is dark. There is no street-lighting at all.

You thumb the bell, and the driver applies the brakes for the first time in what seems like hours. He shudders to a stop, narrowly missing a wide road sign that pleads “Please Drive Through Carefully.” The top of the sign, where the name of the village should be, has been sheared off.

The doors open with a huff and you drop to the pavement on legs numbed by too much time in a cheap seat. The place is very quiet, except for the swish of bats hunting insects in the warm dusk.

A few things can be quickly determined as the players explore their new environment:

The pub is the only place with rooms available, and if there are more than two agents, then they’ll have to share one of the two twin rooms, the cost is £25 per night per person. Breakfast is not included.

The locals are reasonably friendly but not forthcoming; as a lot of their income depends on the home and its residents/manager, they are unlikely to say anything bad about either.

The nearest police station is ten miles away in the next village. The village is not particularly interesting, and has no tourist features, so the locals might become suspicious quite quickly if the players stay around for more than a couple of nights.

EVENTS IN THE VILLAGE

The action is mostly investigator driven; they determine the pace of the investigation, how much they get out of it, and whether the whole episode turns nasty. Here is a list of set pieces that can be used during their stay:

- They meet the landlady on their first morning, as she enters their rooms with a master key, and tries to clean up before they’ve even got out of bed. Her husband arrives shortly after any commotion starts, removes her from the room and

apologises “She’s not feeling herself today”, then offers them breakfast on the house before gouging their change later.

The next time they visit the home, they will see her there, wandering about in a drug-induced daze, she is a resident.

Eventually her thin grip on sanity cracks all together, perhaps Mr. Littleby has been making some suggestions. She enters a player’s room with an iron, plugs it in, and then tries to bludgeon them to death with it (Small Club 40%) all the while complaining about their “unclean habits”. She is removed by her husband and locked in her room in the home.

- The postmistress comes to them and starts asking all sorts of prying questions, unless they can get away from her without rousing her suspicious, she’ll be looking out for them on wanted posters.
- The landlord’s daughter makes a pass at one of the players, either by clumsily coming on to him in the public bar, or by appearing in his room late at night. Succumbing would be dangerous to their health when her father finds out.
- Whilst sneaking about the village at night (it always happens), the investigators run across the local poacher checking his rabbit snares. Despite his initial reservations about them, he could be persuaded to take them to a small copse where the body of a victim of the vicar is buried, in a shallow grave. He has no idea who actually killed her and buried her there, he just saw a fox worrying at the body.
- The vicar plays a visit to the graveside when the agents mount a watch on it. He brings flowers and says a small and sorrowful prayer over the grave. Catching him in the woods without alerting the rest of the village might prove difficult.
- One of the mounts in the village makes an escape attempt and almost makes it to the players before being brutally caught and restrained. The carers ignore any questions, directing the curious to Mr. Littleby and will share their fists with anyone who tries to intervene.
- A new arrival being brought in the back of a Black Mariah (these days a ‘Black Mariah’ is in fact a white LDW police-van). The arrival wears a straitjacket and a gag, and is muscled into the home by two armed police officers and three orderlies. The officers are members of the Special Branch, and the mount is a streetwalker who has been committed involuntarily for six months treatment. Neither the police nor the orderlies will brook any questioning.
- One of the villagers comes to the players, begging to be helped. The Vicar has attacked her but nobody in the village believes her story. She has seen what he is capable of, his shrine to his own evil, and she needs help.
- One of Sunnyvale’s inmates drags them to one side during a walk round the home, and tells them that he knows why they’re here “I was sane ’til I came here, they made me sign myself in. Now? I can’t get out. They’ll do the same to you, the government men. They’ll come and make you mad”.
- If things advance too far, then Littleby will call in Messrs Smith and Jones who will make certain pieces of evidence

(the Vicar and a resident or two) disappear. They may even go so far as to threaten the investigators with legal action if they continue to mess in matters of "Crown Security". They will not use illegal or violent means, but will retreat and bring back the police (and lots of them) if things turn nasty.

Clues at the Village

The Church

The graveyard is very old, but there is a glut of graves around the time of the Ghurkha actions in Goatswood as the Shan lost a lot of mounts then. There are almost twenty bodies buried here over the last year, who have no death certificates, and as far as the authorities are concerned are still drawing their pensions and disability benefits at the local post office.

Some of the graves from the turn of the century have a freshly dug look about them.... They have been deepened for 'double occupancy', as people who are too publicly known are brought here to be buried. If the graves are exhumed, the investigators will find the remains of a minor Welsh Rock Star who was presumed to have committed suicide over two years ago in one of the graves. He appears to have died from a self-inflicted gunshot wound, which took the top of his head off.

The cottage at the rear of the church houses Victor Simon's Shrine to his own evil: trophies, newspaper cuttings, and his weapons of choice. The room is carefully locked, with no windows and he has the only key.

Slightly above the centre of his shrine's wall, is a small sketched picture of a shan. There is no explanation of what this is, but observant agents may note that the picture is centred so that the shan is at the centre of a cross.

The registry of weddings shows that the Mr. and Mrs. Adamsdown married here nearly ten years ago. Analysis of her shaky signature shows that she was either distressed or somewhat dazed when she signed.

The Roundhead and Cavalier

Careful investigation of the pub might turn up the hiding place for over £20,000 that Brian Adamsdown has yet to dispose of yet, as well as the shotgun he used in the robbery. Either piece of evidence would be enough to send him down for a ten-year stretch.

Mrs. Adamsdown can be traced back to London, where her family has not heard from her in over ten years. At the time, she was working for a small escort company called Westminster High Class Escorts (see Shan Fronts p. 40). There is still an outstanding missing person's report filed for her in London.

The Home

Raiding the home is likely to gain the agents the most information go forward, there are three main sources of information. There are always at least three Carers on site during the night, though only one will be awake at a time. External Doors and windows will be locked, though there are no alarms, in case the inmates wander about. There are three important sources of information.

Administrator Littleby's Records

These are all stored in his office, which he locks at all times when he is not on the premises. Engineering an emergency would get him out of his office without him locking up. Contained therein are the names and jackets of all the people who have lived out their days in the home. There is a high incident of people from London coming to the home, and that

many of them voluntarily signed themselves in for treatment.

Investigators that several cases have been 'transferred' to an unnamed 'secure facility'; these 'borderline' and 'sensitive' cases are usually checked in for 'investigation' and then moved on rapidly when it becomes clear that they are 'too informed'.

His personal filing cabinet and computer contains records of those patients that have died but are still drawing pensions or disability benefits. Littleby has been defrauding the DSS for several years to feather his own nest; the postmistress is his willing accomplice.

His telephone pad has an '020 7' London number scrawled on the top of it, it's Messrs Smith and Jones. The word 'emergency' is written next to the number and underlined twice. Investigation of the number leads to a small office building, rented by a holding company, etc. If phoned the number is diverted, and a female voice says "Smith and Jones Removals, how can I help you."

The carers' employment records note that they were all placed here by a specific agency: Jansen Employment Agency.

One particular South London GP has signed off over two dozen Sections for Treatment in the last year, he has also signed the renewal of the initial orders.

Medical records

Are mostly stored in the pharmacy, along with a variety of drugs. Investigators with medical knowledge will note that a large amount of prescription tranquillisers are used in the home on a daily basis. Almost all of the inmates are kept drugged up to their eyeballs.

They may also notice the use of certain experimental drugs on one or two of the inmates. These inmates are the ones buried in the double-occupancy graves in the churchyard.

Dental records stored here will match those of the extra bodies in the graveyard.

The Inmates

The inmates themselves are generally an unresponsive and drugged lot, but if taken away from the home and allowed detoxing over the course of a week or so, would mostly lapse into raving lunacy. Investigators with skills in psychoanalysis or psychology could gain some useful information out of them; they were not in control of themselves; they were made to do things they had never dreamed of; they experimented with sensation; drugs, sex, pain, taste.

The MP/business man will find his business partner in the home, but the man has been reduced to a drooling shadow of his former self. His effects (stored in the basement) include a card from the same recruiting agency that provided the carers.

LINKS ONWARDS

Messrs Smith and Jones telephone number, description and possibly their connections to Special Branch etc.

Mrs. Adamsdown can be traced back to Westminster High Class Escorts

The MP's ex-business partner can be traced back the same recruiting agency as the carer, Jansen's Recruitment Agency of London

The GP, a Mark Arthur who runs a South London practice can be traced and his surgery watched or raided.

AFTERMATH

It is quite likely that the authorities will become involved in the investigators' investigation, and some nasty characters will be uncovered.

For those investigators who keep a careful eye on the newspapers, they may see one or all of the following stories:

The nursing home was gutted in a mysterious fire, but that most of the occupants were saved by the courageous actions of the Administrator, Mr. Littleby who was overcome by smoke and died trying to rescue two more patients. From the coroner's report it seems likely that the patients attacked him in their panicked state.

The body of Victor Simon, the disgraced ex-vicar, was found in his cottage hanging from the banisters of the stairs. There is a

small background piece, and it ends on a death by suicide verdict from the coroner. There is no mention of the church or pictures of it in the paper, just the cottage.

John Appleton, an armed robber wanted for over ten years has been arrested by Special Branch officers during a dawn-raid on a public house in middle England. He is due to appear in Crown Court on Monday, to face various charges including armed robbery and firearms offences.

Give the players a point or two of SAN if they managed to rescue one of the Vicar's victims, or a resident of the home. There aren't any opportunities to gain Cthulhu Mythos here, but you might consider giving them a point of Conspiracy Theory skill (if you use it) and a couple of other skills for their trouble.

ADVENTURE HANDOUTS

Handout #1 - Social Worker/Journalist Introductory Pack

Jansen Employment Agency

112 Stepford Road, Islington, London, N7 5PS – Telephone: 020 7555 3208 – Fax: 020 7555 5437

Mr. A. Jenkins
79 Airedale Drive
Slough
SL1 2TK

Dear Mr. Jenkins,

It is with great pleasure that I write to you offering you the position of Care Assistant within the Flaxley-Mitcheldean Sunnyvale Retirement Home. Having forwarded your CV to our client, he has waived the need for an interview and authorised us to offer you the requested salary and holiday arrangements.

You may start your new position as soon as possible.

Congratulations and good luck in your new job!

Your servant

Handout #2 - Headlines

VILLAGE RAPE – VICAR INNOCENT!

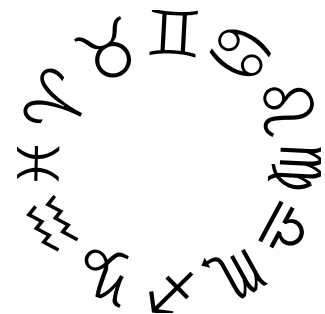


An angry Victor Simon leaves court

By Tom Craig – Court Reporter

In a shock verdict today, the jury in the village rape case returned a not guilty verdict on accused vicar Victor Simon. The family of the murdered girl was removed from the court as violence erupted in the public gallery. A representative of the Crown Prosecution Service declined to comment on the result. Victor Simon still faces a church investigation into his alleged embezzlement of church funds to fund his pornography habit.

Handout #3 - Business card



NPC'S DELTA GREEN

Agent ZODIAC

Member of the British Security Services, Male, Age 58, Polytechnic Degree in Criminology

Agent ZODIAC is the “Charlie” of this campaign, and like Charlie he only communicates via indirect means, getting to meet him in the flesh will be a campaign milestone. He reports back to Agent ANDREA, and “controls” the cell, but only in an indirect manner.

ZODIAC was a professional Police officer who became a member of the Intelligence services after working with the Special Branch. However, his non public-school background meant he could never break through the glass ceiling that kept him under the old-boy network. Now, he’s been shunted into a backwater, “put out to pasture” into data-analysis for Inland Affairs, where he liaises with the National Criminal Intelligence service. The job is unimportant but it gives him freedom to act because he doesn’t deal with high priority stuff like the IRA or drug trafficking.

He practices old-fashioned Tradecraft to keep in touch and has a wide range of police and criminal contacts from his Met days. He never had many hobbies, but he enjoys horse racing and considers himself a good judge of form, some of the intelligence slang in current use is directly attributable to him. ZODIAC first came into contact with ANDREA during the closing years of the cold war, when they traded information about Organised crime groups with certain occult interests. His re-activation came as some surprise, but after conducting his own private investigation into the Embassy Row Massacre he became convinced of the need for action.

STR:8 CON:13 SIZ:15 DEX:13 HP:14
APP:12 INT:15 POW:15 EDU:15 SAN:65

Skills: Tradecraft 60%, Sneak 50%, Spot Hidden 50%, Use Library 40%, Fast Talk 50%, Computer Use 50%, Accounting 40%, Cryptography 25%, Disguise 40%, Drive Auto 50%, Forensics 25%, Law 60%, Persuade 50%, Psychology 50%.

Languages: English (own) 75%, French 40%, Gaelic 25%.

Appearance: A plain man with thinning dark hair, wears cheap suits and brown Macs, often seen with a copy of the Racing times.

Assets: .38 Police Issue Revolver (unused), Light Kevlar Vest, Access to criminal Intelligence sources, access to super-computers/decryption equipment, criminal contacts, police contacts.

Disadvantages: Member of the Establishment, Old fashioned in his policing methods, dislike of firearms.

“This is Britain, we don’t have gunfights in the streets!” – Agent ZODIAC

THE SECTION

Mr Cotton

Jack of All Trades, an intelligence officer who has strings to pull with the police, with MI5, and in the United States. He just might be a cover identity used by many agents of PISCES, for Mr Cotton seems to be anywhere and everywhere that the interests of PISCES and the Shan are threatened.

Mr Cotton should be intimately involved with at least one character’s introduction to the world of PISCES and the Mythos, having subconsciously picked that person to be the one to kill him when he can no longer cope with the Shan that lives inside him.

Mr Cotton will be discussed further in the adventure seeds section of Zodiac Clearance.

STATISTICS: See Delta Green: Countdown p. 56.

“I let you live, I made you what you are today, and in return I want just one thing, I want you to kill me” – Mr Cotton
“Kill them, kill them all. Better still, allow me.” – Mr Cotton

Messrs Smith and Jones

Often mistaken for a cover identity, these very British men-in-black, are in fact agents of the security service (though they never mention which branch), who commission jobs and clean up mistakes for the Security Services and PISCES, they always work together. They are always impeccably turned out, and extremely polite, even when torturing someone to death. They never wear black suits and shades, lighter pin-stripes and Macs are their uniform, normally accompanied by a handkerchief in the breast pocket (always white), dark ties (never novelty ones), and a copy of the Financial Times, perhaps a bowler hat and a black umbrella when the weather is bad.

When called upon to exercise their more physical skills in the service of Queen and Templeship, they wear red socks, light body armour and carry light pistols, .25’s or .32’s, perhaps even a Walther PPK, just for traditions’ sake. In extreme cases, suppressed sniper rifles (such as an HK 94 Carbine with a screw-in suppresser) are issued.

Messrs Smith and Jones are excellent, expendable blunt instruments for PISCES, and a good mid-range villain for the GM (qv).

STR:14 CON:13 SIZ:14 DEX:15 HP:13
APP:10 INT:13 POW:13 EDU:14 SAN:50

Skills: Tradecraft 50%, Fast Talk 50%, Persuade (intimidate) 50%, Sneak 50%, Spot Hidden 50%, Psychology 25%, Law 25%

Languages: English 70%

Attacks: Light Pistol 65%, Suppressed Sniper rifle 60%

Assets: Secret Service ID and warrant card, PISCES backing

“We wish you to come to an accommodation with us.” – Mr Smith

“Yes, we wish you to go away.” – Mr Jones

Shan Front Organisations

The Shan have many fronts, the most important of which is Severn Aerospace, providing high technology and funding. However, the fronts listed in Delta Green: Countdown are all intended to give the elder Shan power and the means to escape from the hateful radiation of earth. The younger Shan on the other hand are not so interested in escaping the Earth's clutches as they are in enjoying it. Both of these drives require a steady supply of interesting and influential mounts.

Here are three organisations dedicated to giving the Shan what they want.

Dynamic Media Enterprises (DME)

The Front:

DME is a small production company, which provides medium-sized businesses with glossy videos for television or training films. Recently they've expanded into designing and hosting corporate web-sites for the small business. It's well known in the City for its lavish release parties, and being included on the guest list is a sure sign that your career is on the climb.

The Reality:

As a sideline DME uses the same equipment to film and record illegal pornographic material, which it distributes under the counter across the country. The release parties are famous for their excess, and usually end up as orgies for the more influential guests. The younger earth-born Shan use this company as a vehicle to find fresh mounts for their amusement. In some cases they have found useful mounts that are related to influential and upstanding members of the community, allowing them to curry favour to the elder Shan by giving them access to opinion formers.

Important NPCs:

- Tony Casement – Managing Director
- Sian Casey – Head of PR, Shan Mount
- Bill – A camera man with a conscience

Hooks:

- An agent with connections gets a ticket to an opening party, they get in, see something they shouldn't have and call in the rest of the cell. [Media characters]
- An actress friend went for a test shoot, but refused to go all the way when asked. Now the studio is threatening to blackmail her with the material they already have; she needs help. [Any agent]
- Headers from a particularly unpleasant web-site – hosted outside the UK – have turned up with comments in them, identifying it as having been designed by an employee of DME. An official investigation into the company is launched. [Police character]
- Speculation is rife as to whether the company will float on the Stock market as a dot-com; when no pronouncement is forthcoming the nosier journalists might start poking around to find out why not? [Media characters]

RAF Escape & Evasion Camp

The Front:

This training camp is supposed to teach RAF airmen the skills they'll need in the event of (surviving) being shot down over enemy territory. It's curriculum over the course of two weeks covers basic first aid, shelter building, catching food, evading the enemy, and resisting interrogation. It's very similar to the Survive, Evasion, Resistance and Escape course taught to US Special Forces at Fort Bragg.

The toughest part of the course is the three-day practical, during which the pilots are shipped to a remote area of the British Isles, given very basic equipment, and left to fend for themselves for 24 hours before search teams composed of paratroops and SAS are sent to find them. Those that are caught (all of them are eventually) are given the opportunity to practice their anti-interrogation techniques against their seemingly inhuman instructors.

The Reality:

The elder Shan have been using this as a psychological test bed to discover humans who are mentally tough enough to be used as test pilots for some of their experimental ships.

There is also a fairly high incidence of training accidents here, as pilots who know too much are put back through the course and die during the final test. In some cases, Shan Mounts with an interest in military matters treat this as a hunt with a human quarry. The practice has mostly stopped after one pilot managed to ambush and severely injure a mount. It's rider jumped to the pilot and had to put the mount down.

Important NPCs:

- Camp Commander
- The Pilot who escaped the Hunt
- The "Friendly" Drill Sergeant

Hooks:

- The RAF pilot gets put back through the course again, an ideal solo session for racking up some lesser skills, and giving one player a good scare.
- The high incidence of training accidents at the site, leads RAF investigators to look into it, can the Agents get in at the same time to gather evidence, or rescue their friend?
- In true New Avengers™! fashion, one of the agents is kidnapped and used in a live-fire version of the exercise for the old-fashioned Shan who want the thrill of the hunt some of their mounts have talked about.

Westminster High Class Escorts

The Front:

A high class escort agency providing charming and attractive companionship for lonely business travellers, or for stockbrokers without the time to find a trophy girlfriend for the office party. They specialise in well-educated, charming escorts. Their girls (and boys) have a reputation for never offering extras.

Their discretion assures them a steady flow of high-quality customers with money to burn, and the company turns a tidy profit from their small, high-rent offices in Westminster.

The Reality:

This company is not a cover for the activities of hookers, all the girls and boys are completely clean, well educated, and well paid. It is however a useful cover for the Elder Shan to give them access to influential and well-connected humans.

Currently they are at work on venture capitalists and other large-scale investors to try and fund more expansion of the Severn Aerospace plant.

Important NPCs:

- Alan Parson – The CEO and panderer, and a willing pawn of the Shan, he trades his knowledge of human psychology in return for the profits the Shans' business brings him. Deserves early retirement.

- The "older", experienced escort.
- The newest mount.

Hooks:

- Business cards for the agency have turned up in two separate investigations of influential people, circumstantial evidence more than enough to start a Delta Green investigation.
- An old 'contact' of one of the agents has recently started to work here, and has started having blackouts during work hours, waking up later to find herself at home with a substantial bonus and no memory of the evening's work. Having had herself examined there was no evidence of sex or of drug use. Just what has been happening to her whilst she was at work?

TALE OF TERROR

CN & DG

Satanists on the Graeg

by Phil Ward

The Graeg is a story all high-school children in Cardiff have heard, everybody knows that if you go up onto the Wenallt late at night, you can find a place where Witches and Satanists still practice black magic. Where stones form a pentagram around the remains of a burnt-out bonfire.

"A friend's older brother went up there once and saw men wearing nothing but chicken feathers and paint dancing around a fire. When he returned there the next day there was nothing but the carcass of a butchered goat, it's throat had been cut and it was hanging from a tree by it's hind legs."

"One time a friend's older cousin from Caerphilly went up there and saw three burning crosses stuck in the ground, the next morning, ashes where all that was left."

"If you go up there on certain days, there's a certain feeling in their air, and the smell of blood and smoke."

"Of course I've been there, haven't you?"

Possibilities:

1. There is nothing to it, the Graeg is a myth, and the agents spend days tramping round the hills looking for a site which does not exist.
2. The Graeg is a real place, but there is no mythos activity there, just teenagers fooling around, sniffing glue, and undergoing rites of passage. A violent over-reaction would be extremely bad.
3. Members of a South Wales valley's racist group (possibly under the control of Karotechia pawns) use the site as a meeting point, and sometimes burn crosses when they particularly militant.
4. A real Wiccan cult, practising a legitimate religion who just like a nice out of the way place with some shelter from the wind where they can dance sky-clad. Of course Delta Green disapproves of paganism, so getting the police involved with charges of indecent exposure would be effective.
5. The site is a point where the barriers between reality and the Dreamlands are particularly weak. The combined pull of many adolescent dreamers poke small holes in the barrier, allowing small, temporary crossovers with the Dreamlands. It is possible that cultists are trying to make the gate permanent. Shutting it may prove very difficult, urban myths are hard to put down.



A Landscape of Barrows and Stones

by Davide Mana

'The garbling of fact in the interest of a good tale is just one of the ways in which legends and traditions come into being.'
Jennifer Westwood, introduction to *Albion, A Guide to Legendary Britain*, 1985

One of the best known, relatively commonplace, and yet most striking features of the British landscape is represented by the stones, standing alone or grouped in lines and circles, that can be spotted as the traveller passes through stretches of countryside.

In the last four centuries, oceans of ink have been poured over pages by the most disparate collection of researchers on the matter of these stones, their purpose and the plan, if any, underlying their silent presence on the land. Serious students have shared the stage with independent thinkers claiming to have traced the true origin of Stonehenge (or Callanish, or any other rock group in Britain) to a number of highly dubious sources including King Arthur and Merlin, the Druids, Muvian or Atlantean refugees, alien visitors, the Secret Masters of Agartha, early Freemasons, old and new practitioners of magick (with or without a final 'k'), orgone-powered UFOs from Tibet, or whatever it is that causes crop circles. A veritable circus.

What follows is a general overview of the subject, an overview that is neither comprehensive nor unbiased.

And yet, even if we are more than willing to garble a few facts in the interest of a good tale, we'll stick to strict actual data as far as the basics are concerned, entering the realms of speculations only in the final chapter, where we'll explore the Mythos angle.

In other words, very little of what follows, outlandish as it might be, is made up. Honest.

Ley Lines

'My main theme is the alignment across miles of country of a great number of objects, or sites of objects, of prehistoric antiquity. And this, not in one or a few instances, but in scores and hundreds. Such alignments are either facts beyond the possibility of accidental coincidence or they are not.'

Alfred Watkins, introduction to *The Old Straight Track*, 1925

Mild mannered Alfred Watkins was a merchant long acquainted with the topography and the antiquarian attractions of his native Hertfordshire. Watkins probably did not imagine that his investigations of the alignments of objects observed in the British countryside would, over time, move from the uncharted but crowded territory of archaeological heresy to the halls (or at least the backyards) of scientific orthodoxy. Or that his observations would attract the attention of students of astronomy, geology, nationalism, mysticism, new age sensibility and neopaganism.

Watkins' initial observation, first expressed in 1922, was a very simple one – elements of the English landscape appear to be aligned, marking out straight tracks often many miles long.

The objects Watkins pointed out as **markers** for his alignments were the most heterogeneous – mounds, rock outcrops, copses,

isolated megaliths or larger stone complexes, churches and abbeys, crossroads, hamlets, medieval buildings, fords, even notches dug out in the crest of hills for no apparent reason in ages long gone. His list spanned the secular and the holy, the commonplace and the exotic, the recent and the ancient alike. The markers were man made or substantially altered by man in ancient times, marking out straight tracks across the countryside.

From this simple, if obscure, starting point, the amateur antiquarian developed a picture of a Neolithic England whose inhabitants, living in almost self-sufficient enclaves but needing lines of communication to exchange simple, basic commodities – salt, stone, tools – set forth drawing a network of ideal paths all over the landscape. Watkins further imagined a caste of Neolithic surveyors or “dodmen” armed with primitive instruments, drawing and maintaining these tracks, which he decided to name “Ley Lines”.

The huge figure cut into the turf of an East Sussex hillside and known as “The Long Man of Wilmington”, representing a man holding a staff in each hand, was interpreted by Watkins as a late portrait of a dodman at work.

As it can be derived from Watkins’ entertaining *Ley Hunter’s Manual*, published in 1927 to some popular success which spawned a generation of hunters, a ley-line was originally marked by man-made mounds, notches dug in the rock of the hills, and strategically placed standing stones. Subsequent manipulation of the landscape by later settlers led to the construction of buildings or the planting of trees on the mounds. Christian churches incorporated the pagan standing stones as a way to incorporate the old element into the new religion. New buildings replaced older ones. All these changes finally led to the heterogeneous nature of the ley markers.

Moreover, and here Watkins reprised part of the work done by Sir Norman Lockyer in his *Stonehenge and Other British Monuments Astronomically Considered* (1906), many of the observed and accurately mapped ley-lines seemed to show some sort of astronomical orientation, just as single monuments did.

One of these lines in particular, shows not only a perfect alignment with the rising sun on May Day, but also runs for about 1,000 kilometres across the longest, uninterrupted stretch of land in the whole of Southern England. Connecting Land’s End and St. Michael’s Mount in Cornwall to Cadbury, Glastonbury, Avebury and Bury St. Edmunds (to name a few of its markers), it is the longest line possible in southern England, drawn in the only possible place.

Obviously, the pre-war archaeological establishment didn’t like Watkins’ theories one single bit.

‘If prehistoric astronomy did exist, what was it used for? Were the astronomer-priests scientifically studying the heavens or were the alignments for other purposes, for the dead and the spirits of the Other-World?’

Aubrey Burl, *Prehistoric Astronomy and Ritual*, 1983

Many of the earlier objections raised against Watkins’ theory (and more generally, to Lockyer’s work about astronomically-oriented antiquities), were either stimulated by the variety of markers identified (a matter Watkins tackled himself); or came from the apparent inability of archaeologists to admit that prehistoric men were neither modern men clad in animal hides –

a prejudice Watkins somehow shared – nor unthinking brutes just one step above the level of animals.

The recognition of an intellectual landscape not necessarily conforming to our own, but as sophisticated and complex, as part of ancient man’s cultural identity caused a Copernican revolution in archaeology.

Today with increased respect for ancient peoples and their achievements, Lockyer and Watkins’ pioneering work is recognised. The expanding field of astro-archaeology (or archaeo-astronomy, depending on the writer’s politics) is dedicated to the study of astronomical features in ancient artefacts.

Starting in 1955, former engineer Alexander Thom published the results of a series of statistical and structural studies on the stone circles of Scotland, reaching some simple but interesting conclusions.

Comparing the relative dimensions of stone circles, Thom discovered a regular pattern, suggesting that a standard measuring unit had been used: the so-called ‘megalithic yard’ which measures 2.72 feet, or 0.83 metres, and is still used by some authors despite later criticism.

But more was to come, and in the book *Megalithic Sites of Britain* (1967) Thom presented a roundup of all his observations.

Not only had the megalith constructors adopted a standard measurement unit, but had also built their monuments on geometrical principles that emphasised integers and prime numbers, giving to the structures a precise astronomical orientation. Many sites were built in ways that anticipated and took into account minimal astronomical movements, such as those caused by equinox precession.

British and French megaliths, Thom concluded, had been the product of a coherent, clear-minded effort, concentrated in a relatively brief time window and culminating around 1850 BC. Furthermore, many of the large-scale monuments (like the Stonehenge-Avebury-Glastonbury complex, or France’s Carnac) appeared to utilise natural landscape features, untouched by human intervention but highly suggestive to early engineers.

Geological lineations (basically alignments or “swarms” of linear geological structures such as fault lines, fracture zones or fold culminations/depressions, creating a geometrical visual pattern in the landscape), may have been used as foundations of earlier building phases of the aforementioned complexes, and later modified so that the final result conformed with the planner’s original designs.

Thom’s works, supported by scientifically sound observation and free of mysticism, hit the archaeological community hot on the heels of another momentous work, Gerald Hawkins’ *Stonehenge Decoded* (1965).

Sensationalistic in tone and often inaccurate, Hawkins book upheld the interpretation of Stonehenge as an astronomical observatory or orrery, and presented enough hard data to attract the attention of maverick but respected astro-physicist, the late Sir Fred Hoyle, who checked the figures and confirmed the astronomical meaning of the monument.

The megalithic complex of Stonehenge does have an astronomical meaning, and if the label of “prehistoric observatory” is generally applied, it is likelier that the structure had a function closer to a calendar or an astronomical calculator. The same holds for a number of other megalithic monuments across the British Isles and Northern France, as it does for a

Build Your Own Megalithic Site

A few accurate details can help to reinforce campaign background.

Megaliths were erected in Europe between 5000 BC and 1500 BC construction occurring from the Neolithic to the Bronze ages. Dating of megalithic sites is usually done indirectly and with varying degrees of accuracy. In the **British Isles**, megalithic structures are found in a wide arc that includes most of Scotland and Ireland, Wales, Cornwall and Southern England. Few megaliths are found in the Midlands and East Anglia.

Standing stones (Menhir) come in all sizes and shapes. Most players and keepers will be familiar with classic, Asterix-style menhir – an oblong, pointy elliptical/conical rock. Flat, tabular standing stones are also common, as are rough chunks of rock. The stones can reach the nine metres of **height**, and the **weight** is usually in the 5-30 tonnes range, some coming up to 50 or 60 tonnes.

The **rock type** is variable, as it is generally provided by “local quarries” – local meaning the closest location of appropriate rock. Classic lithologies range from granite to sandstone, depending on the source area. A long transport is often postulated, and in some cases verified. **Feldspars** and **Quartz** are the chief components of most of the preferred rock types. It is worth noting that quartz is **piezoelectric** – under a pressure of 1,000 pounds, a half-inch crystal of quartz generates 25,000 volts. Non-orthodox researchers sometimes use this property to explain observed instrumental anomalies.

Stone circles come in two basic shapes, either circular or elliptical. Both can have a single standing stone as the **hub** of the structure. In case of clearly marked entrances, the term **Henge** is sometimes applied. An altar or an object with similar function is normally missing, contrary to popular belief. A number of **Outlier stones** are placed outside the circle and were probably used as reference points for astronomical sighting. The circle can lay in the open plain or occupy a higher position, either on top of a natural hill or a man-made **mound**. Sometimes a **ditch** or a circular **barrow** surrounds the circle, their purpose might have been to offer a lower or higher standing point for the observer, adjusting the perspective. Smaller **holes** and **barrows** or **tumuli** can have served the same function.

The **number** of stones in a circle can vary. Many British circles are called “**Nine Stones**” or some variation thereof, even if the stone count is different: the name probably comes from a misspelled archaic term, or has links with nine being considered a lucky number. **Four-posters** are circles of four stones, while **Five-stone rings** typical of Western Ireland are self-explanatory.

According to some authors the most “effective” arrangement of stones places them at about **23 degrees** from one another – which would make for 15 or 16 rocks in an **effective circle** (whatever that means). As noted in the main text, the diameter of the circle could be a multiple of the **megalithic yard**, equal to 2.27 feet or 0.83 metres.

Stone **ornamentation** includes **spiral** grooves and **cup and ring** patterns – possibly primitive sun symbols. **Holes** or **notches** can sometimes be observed, possibly confirming Watkins’ theory of the stones as markers and sighting tools. Some highly suggestive straight grooves, on the other hand, might just be the result of glacial erosion of the rock well before the Neolithic period.

Burials are sometimes found near standing stones or within circles. In other sites, for instance Stonehenge, vast grave fields have been found at a close distance from the circle, a fact that led some researchers to postulate a connection between the sun- and moon-based rituals performed by the circle and the **death/rebirth cycle** in primitive beliefs. Bodies from Neolithic burials are often found laying on their left side, head to the north and facing east.

number of relics scattered all over the world by a number of unrelated cultures.

Slowly but steadily, the theory pioneered by Lockyer and Watkins and developed by Thom percolated through academic thought.

In the words of one of the professionals involved, it was the end of an era.

It is an accepted fact today that many ancient structures do have an astronomical element to them, probably charged with religious or devotional meaning – as the development of an astronomical calendar seems to be one of the first consequences of developing a coherent religion. It is unlikely that the megalith engineers practised astronomy for the purpose of the advancement of the science, but it is highly likely that astronomical movements had both practical and philosophical meanings to them.

As for Watkins in particular, and his ley-line theories, sceptics can still quote topological studies, and point out that, given a number of randomly placed points, it is possible to detect numerous alignments in the pattern that are just the product of causality. Indeed, statistics show that up to **seven** points in a random scattershot pattern can be aligned by sheer probability, or no human intervention. But given what we know about man’s activities across the globe, the purposeful astronomical alignments of artefacts is still an acceptable working hypothesis (and one that probably fuels discussion much more than any statistically plausible pattern ever will).

So, while the application of some caution is still advised, the ley-lines mapped by Watkins and by his many followers might well have more than an element of archaeological orthodoxy to them. But were they really just traffic routes across the countryside, laid down by “dodmen” to help primitive commerce and communication?

Other people, with the passing years, have entertained alternative and radically different ideas on the subject.

Alternative Views

‘It seems even more doubtful whether astronomy arose in Babylon, or whether, as is far more likely, the Babylonian science originated in pre-Sumerian times from the genius of the German Wandervolk who were also responsible for the astronomical features of the Egyptian pyramids.’

Arthur Drews, a follower of Wilhelm Teudt’s theories, quoted in John Michell’s *A Little History of Astroarchaeology* (1989)

While Watkins was working out his leys in Britain, other minds in other countries were set on the same problem, if from a slightly askew perspective.

In the early 1920s the Reverend Wilhelm Teudt, an evangelical parson from the German backwoods with a passion for archaeology, was the first to notice the alignments of markers (standing stones, crossroad Christian crosses, and medieval buildings). These pinpointed a number of lines connecting the ancient German site of Teutoburger Wald (Lower Saxony) – an important Neolithic to early medieval site featuring one of the most impressive natural rock structures in Europe – with a number of similar, if minor, Neolithic sites across continental Northern Europe. It was Watkins’ story all over again, but with a serious difference.

Teudt’s theories included a heavy ideological bias that the British antiquarian lacked: armed with his astro-archaeological vision and a heavy baggage of prejudice, Wilhelm Teudt set out to prove

nothing less than the absolute superiority of the Germanic peoples of northern Europe (a fact of which he was already firmly convinced).

From his earlier observations, Teudt worked out a complex reconstruction of past times, viewing the lines (which he called "Heiligie Linien" or 'Holy Lines') as communication routes between Germanic tribes, similar, but intrinsically superior, to African bush telegraph. He also noticed the astronomical orientation of many of the marker structures, concluding that the earliest astronomers in human history had been of German origin. The practical aspect of the sacred lines was coupled with the rich spiritual potential of the German peoples, giving rise to an early natural religion in which the lines assumed a spiritual meaning. Teudt expressed his complex theories in the ponderous but highly popular *Germanische Heiligtümer* (German Sanctuaries), published in 1929.

His work was generally criticised by the archaeological establishment just like that of his British counterpart, but again with a fundamental difference – the wind was changing in Germany in ways that would shortly cause academic disagreements to become redundant.

And if Adolf Hitler himself did actually remain cold at Teudt's theories (as he entertained other, contrasting points of view about the evolution of the Aryan people), Reichsführer Heinrich Himmler was quite moved by the man's research, and took him under his wing. German academic criticism subsided soon after the Nazi accession to power in 1933.

Now the author of increasingly fanatical but popular treatises published under Himmler's patronage, Teudt was finally placed in charge of a programme of "racial regeneration through restoration of sacred places", organised by the SS-Ahnenerbe. Soon, seventy-odd Teudt was pushed aside by his SS collaborators, and relegated to the role of compiler of racially biased guidebooks, while a monumental reconstruction of the ancient site in Teutoburger Wald was undertaken. The aim was to restore to its supposed original form: the Extersteine, a rock formation strikingly similar to a castle but of natural origin. It was adopted as a sacred place by local tribes in prehistoric and as such was destroyed by Charlemagne in the eighth century AD. Curiously enough, Teudt had established for the astronomical features of the Extersteine an age perfectly coherent with the 1850 BC date proposed by Thom as the climax of British megalithic engineering; this could confirm that Teudt's observations, under the thick layer of fanaticism, could be accurate.

In this sense, it is a pity that only the German nationalists demonstrated any interest in the old parson's studies. And if little remains of Teudt's work, nothing remains today of the original Teutoburger Wald project but a few sketches – the huge pagan symbol designed by the SS-Ahnenerbe planners for the highest rock of the Extersteine was not erected, nor were long-houses built on its lower reaches. Whatever "racial regeneration" Himmler planned was cut short by the reversal of the war for Germany in 1943 and no ancestral German ritual ever took place in the Teutoburger Wald.

Or did it?

Old Wives Tales

Here is a short rundown of legends and popular beliefs about stone circles and standing stones

- The circle was built by King Arthur or on King Arthur's orders (said of Stonehenge and practically every structure in Britain)
- The stones in the circles are actually petrified sinners (the Hurlers, Cornwall; Nine Ladies, Derbyshire and many others), or giants (Stonehenge; Callanish, Western Isles, and others), or a witch's coven (Long Meg and Her Daughters, Cumbria) or dancers/feasters (Haltadans, Shetland)
- The stones in the circle cannot be counted by any man (Stonehenge, Long Meg and Her Daughters, Cumbria and many others); sometimes a ritual has to be performed in order to freeze the number of rocks and enable the counting (the Hurlers, Cornwall).
- The stones were carried from a great distance (often a fact, but in the case of Stonehenge, far-fetched tradition has it they came to their current place from Africa via Ireland).
- One of the stones carries the impression of the Devil's foot (Stonehenge and others).
- Walking a number of times around a standing stone will summon the Devil (Deil's Stanes, Grampian).
- The stone circle is built to keep something in (a petrified witch in the case of Mitchell's Fold, Shropshire).
- Altering the structure or using stones from the circle for building purposes brings bad luck (said of most structures).
- Breaking a rock will cause it to bleed (Long Meg and Her Daughters, Cumbria).
- The stones can cure certain diseases (various locations).
- Sleeping at the foot of a stone facilitates pregnancy (various circles).
- Stones can give you electrical shocks, or cause fainting spells (many circles and isolated stones).
- Stone circles were used to communicate with other places, other circles (a recent addition to the folklore, Long Meg and Her Daughters, Cumbria and others).
- The circle marks the place of a dreadful deed (Ninestane Ring, Borders, and others).
- It is impossible to build inside the circle (St Vigeans, Tayside).
- On a particular night (Mayday, Candlemas, Christmas etc) the stones move on their own accord (most circles; Carreg Leidr, Gwynedd).
- "It does not do to neglect the stones" (Callanish, Western Isles).

'In recent years Stonehenge has also become the focus of a midsummer invasion of hippies, who presumably venerate it as the earliest rock group, and who gather there to indulge in ritual battles with police and to give thanks for the rising sun and their Social Security cheques.'

Paul Bahn, *Bluff your way in Archaeology*, 1989

Watkins' "Dodmen" were supposedly members of a social caste dedicated to the establishment and maintenance of ley networks, and their role was therefore of "sacred engineers" – the sanctity of their role somewhat subordinated to the practical utility of their work.

Similarly, Teudt's German builders were astronomers whose practical application of their skills almost naturally, acquired a later religious dimension.

This view was heavily influenced in Watkins' case by his perception of Neolithic Englishmen as early 'country squires in furs' and by Teudt's fanatical faith in German superiority. It has not only been turned on its head by later researchers in the field of ethno-anthropology, but is also heavily criticised by observers who have seen a predominance of the mystical aura (sometimes literal) of megaliths develop over their mundane character.

The revival of pagan folklore in Britain in the Sixties was nothing new; eighteenth and nineteenth century gentlemen were

Dowsing Skill

A **dowser** is a person gifted with the ability to perceive a energy flowing through the ground and the atmosphere, thus being able to locate water, oil, buried objects, etc.

According to published studies on the subject, perception of energy fields is a common ability among kids under seven years of age, and later wanes progressively in the majority of the population, remaining active in a small percentage of individuals (mostly women, generally considered more perceptive).

Actually two forms of divination, either by a person in the field or by a practitioner concentrating on a map, chart or picture, are commonly called dowsing in literature. For all practical purposes, the Dowsing skill presented here covers only the field practice, as the other system (incidentally, the one most often referred to by the press as unorthodox help to police investigations) is more akin to clairvoyance, and does not hold with this general rationalisation of the phenomenon.

Keepers interested in clairvoyance skills are referred to Pagan Publishing's excellent campaign *Coming Full Circle*, which includes a comprehensive listing of such abilities in gaming terms. A revised version is reprinted in Pagan's *Delta Green: Countdown*.

In the field-variety practice, the dowser walks over the area to be surveyed, holding either a Y shaped tree branch – called the **dowsing rod**, the traditional tool of the trade – or a pair of freely oscillating metal rods (easily made from a wire coat-hanger). The dowser interprets spontaneous movements of the rod, pinpointing the object of his search.

As no write-up for this unusual skill exists in published supplements, to the knowledge of the author, here are some basic guidelines.

New Skill

Dowsing (05% plus POW x ½) – Due to the extremely vague instructions available to would-be dowsers (even specific handbooks are pretty nebulous, being long on theoretical mumbling but scarce in practical details), a trained character starts with 5% in Dowsing, plus half of his POW (rounded down). Dowsing can be picked up during play: investigators who make a successful Luck roll are sensitive enough to dowse. Investigators who learn the skill during play start with a half POW (rounded down) base chance.

The maximum possible skill % is equal to 10 plus the total POW, thus limiting the theoretical human maximum to 28%. This figure is roughly in line with the percentage of success by professional dowsers as assessed by sceptical controls (hovering somewhere around 30%).

It is important to stress the fact that dowsing is not a **magical** skill – it is simply a dormant sensory ability that can be used (if erratically), by **trained** individuals. Various researchers have postulated that the twitching of the dowser's instrument is in fact an amplification of minute muscular contractions, that the dowser unwittingly experiences in the presence of minimal variations in the local background radiation or gravity field, in turn caused by buried objects or fluids. Perception of both is well documented in the animal world (homing pigeons are able to sense the Earth's magnetic field and its orientation) and it is therefore possible that vestiges of similar capabilities are still present in the human senses. Dowsing can be used in the field to pinpoint lost, buried or otherwise hidden objects, or to assess the general "local energy level" (whatever that may mean). The working range of the skill can be considered equal to more or less half the dowser's skill rating in metres.

The keeper is advised to exercise a certain amount of control on the availability and effective power of this skill. In most cases dowsing can prove to be extremely vague and unreliable.

Keeper's Option: Faking the Skill

The author knows at least two practising geologists who have found it expedient on more than one occasion to pass themselves off as dowsers. This qualification is normally accepted with a higher degree of trust than a lifelong experience in hydro-geology by "the unenlightened" (also known as "three guys out of four" in rural areas).

It is therefore possible to successfully fake dowsing skills – all the character needs is a reasonable rating in Geology (over 25%) or Knowledge (over 65%), and a bit of rod-waving to pinpoint **likely** water sources or such and get paid. Should the player be willing to role-play the dowsing bit, Y-shaped twig and all, an amused keeper might as well let him go (after at least ten minutes) with just a Luck check.

sometimes liable to dress in weird apparel and walk the land barefoot to revive the supposedly druidic traditions connected with the stones punctuating the British landscape. This practice led to some interesting research and to much ridicule.

It is safe to assume that most of the classical megalithic folklore was developed through centuries, but was recorded and codified by eighteenth century antiquarians, often with an additional, liberal dash of arbitrary speculation presented as fact.

In the spiritually inclined 1890s, frequent reports about ghostly sightings in close conjunction with megaliths and barrows, were either regarded as "afterimages" of past events or as simple intrusions into our own reality from another plane of existence.

A second revival of spiritualism in Britain followed World War I. Again members of the upper classes and intellectuals cavorted around the ancient stones. There were few results from a scientific point of view but much metaphysical speculation; Atlantis was added to the brew with theories borrowed from theosophy.

In 1937, British audiences were reasonably intrigued by the cycle of BBC radio speeches given by J. Foster Forbes, a Scottish antiquarian and spiritualist. The resourceful Scotsman had applied his "Highlander's second sight" to the matter of the stones in Scotland and England (and presumably of Ireland too). Forbes reached the conclusion that the monuments were, in fact, the product of Atlantean refugees applying their "higher spiritual science" for the purpose of building "receiving stations" for energies broadcast by the heavens. Such energy was currently being stored, thanks to the electrical properties of quartz crystals, in the stones themselves and could be used by those possessing the necessary know-how to stimulate positive spiritual activity and thus create a new Golden Age.

It was really that simple.

Archaeologists were, predictably, not amused.

And amusement was again out of the question twenty years later. Just as retired engineer Alexander Thom started publishing his momentous observations on the British monuments, another ageing professor, T.C. Lethbridge, having retired from the Cambridge Archaeological Museum in 1957, started studying the British stones with the help and the support of dowsers.

In a series of progressively heretical works, Lethbridge explored the energy patterns perceived by sensitive subjects (including himself and his wife) in various sites, finally perfecting his betrayal of the scientific establishment by allying himself with notorious hack Erik von Daniken. The final version of the retired professor's interpretation, partially reprising Foster Forbes considerations, claimed that the megalithic sites in Britain and the world had been set up by space visitors as beacons radiating bioenergy to help starship navigation.

If this "alien solution" can be easily dismissed as standard von Daniken fare, some of the data collected by Lethbridge and his dowser friends are worth recording. Even before Lethbridge started his studies, dowsers involved with the megaliths agreed on a number of points, to wit: that megaliths ranked above "energy surges" and acted as energy concentrators. Reginald Smith of the British Museum first extensively published data to this effect in England in 1939.

Dowsers also recognised power lines criss-crossing the landscape in a similar way that ley-lines did, with standing stones and megalithic structures marking intersections. More than one sensitive individual has claimed that energy spirals, climbing with a counter-clockwise movement from the ground to the top of the stones, constantly surround many British rocks.

Both Lethbridge and his wife suffered from electrical shocks while experimenting in the Cornish stone circle known as the Merry Maidens.

Currently, “subterranean energy currents” are popularly associated with ley lines, and is one of the pillars of the mystical/new age interpretation of megalithic engineering; an interpretation that sees stone circles as places of spiritual rebirth, as powerful sources of bioenergy, and as a strong connection with the spirit world.

This later, syncretized approach might hold more than a grain of truth.

And madness.

The Mythos

‘The summits are too rounded and symmetrical to give a sense of comfort and naturalness, and sometimes the sky silhouettes with especial clearness the queer circles of tall stone pillars with which most of them are crowned.’

Howard Phillips Lovecraft, *The Dunwich Horror*, 1929

Students often regard the Mythos as an image – the one true image, possibly – of our everyday reality.

In keeping with this basic premise, unsurprisingly the Mythos does not have a single, coherent explanation for megaliths and ley lines, and various interpretations, quotes and hints can be found in different tomes, together with obscure wisdom.

The most frequent of such interpretations generally portray stone circles either as tools to contact the Great Old Ones and their servants, or as a means to achieve travel of sorts, be it through some kind of portal or by means of astral movement. The possibility of using a circle like Stonehenge to calculate ‘When the Stars will be Right’ is often thrown in as a sort of mundane bonus.

Megalithic sites, mounds and the lines linking them to each other are also almost universally found in close conjunction with dragon/snake imagery – witness the many churches and sanctuaries dedicated to Saint Michael that are closely associated with megalithic structures – and show therefore a strong connection with that most mysterious race, the Lloigor.

Factual data is scarce.

According to some sources, the dread *Necronomicon* (in both the Philetos and the Dee translations) contains, among its many blasphemous instructions, guidelines for a ritual that supposedly, if celebrated in Stonehenge on a particular night, could open a gate to another time and space. The actual nature of the ritual itself is uncertain, and is said to be accessible only to a reader with a keen mind and strong mathematical attitude; human sacrifice is most probably a ritual component, the vital energy of the victims possibly used to activate the spell. Various commentaries seem to suggest that the spell works effectively only if cast under astrological conditions last observed in the second century BC.

Other authors have made mention of certain off-hand remarks in the work of Agrippa, that might lead to the conclusion that a powerful entity, known as the Dulcarnon, is trapped beneath Silbury Hill, not far from Avebury. Apparently, references to the Dulcarnon under Silbury were excised from both Fraser’s “The Golden Bough” and Miss Murray’s “Witch Cults in Western Europe” after some mysterious incidents in the late 19th century. Most Mythos students will also be familiar – despite the limited availability of the volume in question – with the contents of Justin Geoffrey’s *The People of the Monolith* (1926), shedding

some light (and rising many questions) about megalithic sites in continental Europe.

More extravagant events are recorded in recent times in connection with megalithic sites in the Americas, but whether it is fair to draw a parallel between any British stone circle and the standing stones to be found, for instance, near Dunwich, Massachusetts, is still as yet uncertain.

In general, many of the Mythos activities associated with megalithic sites seem to be connected with two classic features of the sites themselves. Firstly, the energy readily available in close proximity to standing stones and circles – and frequently described, as we have seen, by dowsers – can be somehow channelled or otherwise tapped to activate spells and rituals. Secondly, a general weakness in the fabric of our space-time continuum might facilitate the opening of communication gates with other times and places – a fact possibly confirmed by the frequent reports about ghostly sightings.

Whether these effects are independent of each other or connected, the nature of the connection is still open to investigation. Certainly both factors seem to be essential to most Mythos activities – from the binding of ancient gods, to communication with them and their servants in their houses beyond space, or to travel through other dimensions.

The Lloigor

‘For the Snark’s a peculiar creature, that won’t be caught in a commonplace way.

Do all that you know, and try all that you don’t: Not a chance must be wasted today!’”

Lewis Carrol, *The Hunting of the Snark*

Then, we have the mysterious Lloigor, who are generally associated with ancient Neolithic sites all over the globe, and notably in Wales, Scotland (where according to some they might be responsible of the Loch Ness legends) and Southern Britain. So many authors, in so many works, have given so many contrasting definitions and descriptions of these creatures, that establishing even the most basic common ground of facts is an academic feat in itself.

Most authors seem to agree about the Lloigor lacking a stable physical form, so that these beings are generally described as *pure psychic energy* in their natural or most commonplace state. This ties in nicely with the previously documented high bioenergy levels reported by sensitive individuals in standing stones and monuments.

The preferred transitory physical form of the Lloigor – and here again most sources agree – is that of a huge, reptilian creature. Again, the connection with megaliths and the associated dragon imagery is clear.

From most accounts, Lloigor are possessed of strong psychic capabilities, endowing them with powers of telekinesis, psychokinesis and astral manipulation. According to general wisdom, the Lloigor powers are strongest when the creatures are underground, or more generally in enclosed spaces.

Furthermore, the aura or astral emissions, so to speak, of the Lloigor appears to be extremely tainted, so that close association with these creatures by human worshippers or unwitting victims often results in widespread degeneracy, both mental and physical. The Lloigor’s bioenergy field appears to be able to randomly warp human genetic patterns, so that degenerative effects are inherited through reproduction; whether the Lloigor

Lloigor Ley Network Made Easy

It would be silly and pointless to describe the ley network circuitry in detail – this is no electronics class, and each keeper is free to devise his own mechanics.

The following observations (derived from players questions and gaming situations encountered during playtesting) are to be regarded only as general suggestions, and are better filed under ***A word to the wise:***

- **Energy collection and short-term storage** – considering how densely populated some areas of the British Isles are today, even a token 0.5 magic point per night per person in the close vicinities of stones and circles (assuming a given radius of three miles) could lead to the harvesting of tens of thousands of magic points each night. Even supposing that just a fraction of the total is available to Mythos creatures and spellcasters, we are still dealing with power of cosmic proportions. On the other hand, maybe this is one of the facts that make the return of the Lloigor so scary. The charge collected expires after 24 hours – either as a single fall in power or as a slow decrease, depending on the keeper’s tastes.
- **Activation charge** – a stone or circle newly connected to the network needs a certain amount of energy to get into working conditions. The amount of energy is at the keeper’s discretion, depending on his campaign’s needs.
- **Working distance** – a way to fine tune the collection and consequently the number of points available is to establish a viable maximum distance beyond which the stones do not work anymore. Consider that in many locations, stones are placed on village greens, in church precincts and some circles are within walking distance from town limits.
- **Passive dissipation** – to further reduce the number of magic points available to network users, passive dissipation of up to 25% of the acquired charge can be applied. Effects of dissipation include ghostly apparitions and raw energy discharges. The casting of spells in such areas should probably be granted a modest bonus (+5%).
- **Long-term storage** – the playtested ley network did not include any energy accumulation device, the rationale being that the Lloigor Empire had enough human energy providers to do without artificial batteries. The main problem with a Magic Point accumulator is that the astronomical amounts of Magic Points collected could be huge. We could be dealing with enough energy to smash the Earth or send it spiralling out of the Sun’s orbit. Keepers should remember such levels of bioenergy would undoubtedly attract the attention of sensitive individuals and creatures.
- **Live/dead sites** – simple rules can be devised to determine if a site is dead (i.e. no longer connected to the network). During playtesting any site not connected with two other live sites was determined to be dead. As a consequence, the smallest live network possible included therefore three sites. The topological maths can be tweaked at will.
- **Freak sites** – single stones incorporated into later buildings, or moved a few dozen feet (to make way for the new road etc.), or sites artistically restored in the past by enterprising landowners are liable to work in unpredictable ways, not necessarily lethal. During playtesting, a “freak spring snowfall” inside a small country church was an excellent hook to bring the tabloids on the site and complicate matters.
- **Unknown components** – too neat a reconstruction of the purposes and objectives of the original network might spoil part of the fun in a game. The addition of a few sites, stones or barrows that are part of the grid but whose function is unknown will give investigators something else to investigate at length. Megaliths were seen as a important symbols by later cultures who added their own monuments close to the original but misunderstood relics of power.
- **Lloigor online** – networking Lloigor achieve a new level of consciousness – their INT stat increases accordingly. The increase can be proportional to the number of Lloigor on line at any given moment. Considering that the creature’s INT is rated 4D6+6, an increase of no more of 10% of the INT rating for each connected Lloigor is suggested. Only a fraction of the total magic points collected and stored in the network are at the Lloigor’s disposal – this being a function of the number of users and any other effect the keeper can devise. The playtested network (four connected sites serving three Lloigor in a moderately inhabited area) forced the playtesters to face at one point a creature with INT 42 and over 7,500 MP, hell bent on summoning Gathanotoa. Scary,

can also exert some control over the effects of the warping, in order to induce specific mutations, is as yet unknown.

So far, as we have seen, we have a solid core of commonly accepted facts surrounded by much speculation. The matter becomes truly confused when we come to the origin of these creatures, which are variously described as ‘aliens who descended on Earth from somewhere in the Andromeda sector’ or as ‘the spawn of Shub-Niggurath and Hastur’ (and the author’s mind reels envisioning such an unholy conjunction).

The latter interpretation, on the other hand, can be (and has been) the subject of much debate and speculation. Many have postulated that the “Lloigor” spawned by Shub-Niggurath and said to be the twin of Zhar, could well be an entity associated with the Lloigor race only by the limitations of human language and vocal articulation – we would be dealing, in other words, with separate entities with similar names.

A simpler explanation, which is favoured by the author, could simply see the ‘Spawn of Shub-Niggurath and Hastur’ description as a not-so-complex metaphor, simply signifying that the Lloigor share both the raw natural vitality and the entropy represented by the Outer God and the Great Old One. We would therefore be dealing not with an actual taxonomic description, but with more of an attempt at describing the nature of the creatures by their most obvious traits. A further development of this interpretation will be discussed later.

Some authors have also postulated that the matter of the Lloigor’s origin is that they are not a race or species in the biological sense. “Lloigor” instead is a state of existence that can be achieved by any sentient creature as long as it is willing and able to perform the required rituals and practices (which are most gruesome indeed, and basically the massive consumption of life). According to the supporters of this theory, most of the manifestations of the Great Old Ones recorded through human history are in fact just Lloigor posturing.

Little has been ascertained, on the other hand, about Lloigor activities on Earth apart from a few hints, which are of little help in defining their general character as a race. Their ties with both Mu and later Atlantis seems to be certain, as is their worship – possibly only a residual piety – of the Great Old One Gathanotoa; anything more than an empty religious habit would contradict what is the most widely recognised trait of this race. All sources agree, attributing to these creatures an absolute, pessimistic outlook and attitude, possibly a result of the mental structure and thought patterns required by a form lacking a physical body. On the other hand, most sources agree about the possibility of an ancestral Lloigor communal consciousness or mind-set, of which all Lloigor are – or more probably were at a time – participant.

Their main reason for interest in humans appears to be derived from the need to sustain their energy levels by tapping our own bioenergy resources, supplemented with a liberal dose of sadism. Lloigor can be characterised as a race of sadistic, agoraphobic psychic vampires.

Interestingly for the student of Mythos activities and Neolithic sites, hints about a Lloigor Empire, also known as the Dragon Empire, built on the slave-labour of humans and located somewhere in Western Europe during recent per-historical or historical times abound, but are somewhat uncoordinated and contradictory.

The Empire was the last Lloigor outpost after the fall of Atlantis. With their powers already waning, the Lloigor ignored their later characterisation as solitary, asocial creatures, and subjugated the early European peoples and created a large dominion. The

memory of the Empire and its last degenerated remnants were, according to some, to make their way into the Arthurian myth-cycle – thus introducing yet another link between Lloigor and megaliths.

According to some researchers, remnants of such an Empire can be found in modern Wales. Rumours about some possible Dragon Empire-period archaeological finds in northern France circulated soon after the end of the First World War, but so far no trace of the artefacts described has been found or reviewed.

If there was an empire, it fell catastrophically, disintegrating quickly and leaving little or no traces.

But it is possible to put together the few ascertained facts about the Lloigor and their empire that we can try and penetrate the mystery that links these creatures and Alfred Watkins' ley lines.

Relics of the Dragon Kings

'Utility was the primary object. Later on, magic, religion and superstition blended to the system.'

Alfred Watkins, *The Old Straight Track*, 1925

Watkins was right. He just missed one important detail: ley lines were created for the utility of something else.

Something which was not human.

Lloigor are not highly mobile – no account stresses their mobility, while many seem to underline their territorial attachment. Maybe travel through space dissipates their precious bioenergies; maybe their penchant for deep, enclosed spaces comes not from generic agoraphobia but from the need to insulate their being and prevent dissipation.

All accounts, on the other hand, point out that to feed from human beings, the Lloigor have to be relatively close to their

range).

Coming from the relatively crowded lands of Mu and Atlantis, the Lloigor probably discovered that feeding their large numbers in under-populated Neolithic Western Europe could be quite a problem. The small numbers of sparsely populated people could end up completely drained of their life force in order for the Lloigor to continue to operate at their high levels of energy. And no predator that exterminates its prey survives.

But the Atlantean Lloigor refugees had other options – they came from a civilised continent, they probably brought knowledge later lost, and they were adept at dealing with human subjects. The habit of passing themselves off as gods that some authors have highlighted may have come as a natural way to control humans.

Lloigor require energy – it is what they are made of, and the degree of energy pattern organisation is likely to have a strong tie with their level of consciousness: the stronger the energy, the higher the degree of mental organisation and complexity achieved. Energy was also the fuel of their psychic feats, first and foremost the control and subjugation of human slaves.

So they created a precise, efficient system of energy harvesting and distribution; stone circles acting as main receptors, single stones acting as local In/Out ports, ley lines acting as distribution channels – the complex astronomical patterns revealed by researchers just part of a vastly more complex geometric scheme.

It is possible that the Lloigor already had a skeleton network in Western Europe, hailing from the times of Old Atlantis, to which they simply added new peripherals when they had to retrofit the network and turn it into their main power grid.

This way, energy was harvested in any possible occasion – the energy liberated by human sacrifices, the surges resulting from communion rituals during folk festivals and rites, the passive

Does PISCES Know?

Why do you think They do not allow rock festivals at Stonehenge anymore? Agents of PISCES' predecessor MI-13, did collect a number of useful documents on the subject of Neolithic stones and structures and their possible Mythos connection, starting from the mid-1930s, mostly in the form of diaries and notes of earlier independent investigators.

The documents were later supplemented with articles from archaeology, dowsing and psychic research magazines, and from national and international newspaper clippings.

Discovery of the growing Nazi interest in prehistoric religious sites caused the intelligence collected to be collated and compiled into a single document, for the use of field operatives. Normally identified as **Secret File N.5**, this is currently part of the PISCES library (see below), together with most of the originals that went into its compositions.

PISCES' interest in the ancient monuments was renewed in 1971 by the reported disappearance of three individuals (Joan Beck, age 24 and her two children, Elizabeth and Robert, aged six and five respectively) during the Summer Solstice Festival in Glastonbury. The possible result of freak gate activation, the matter was kept from the general public's notice through the issuing of a D-notice and subsequently investigated at length, but no definitive conclusion was reached.

Due to the Shans' lack of interest in gating activities, PISCES placed the matter of megalithic sites and ley-lines on the low-priority schedule after 1988. But the organisation is still collecting data through friendly sources in psychic and dowsing circles, and Section H's occasional field forays (see p. 10).

The disappearance in June 1995 of the only witness to the event (Thomas Beck, aged 50, Joan's husband and the kids' father) led to the 1971 'Glastonbury Tor' file being reopened, the case assigned to fresh agents.

Nothing of substance has emerged so far.

A fat file on Thomas Beck's activities – which included possession and dealing of illegal substances, breach of peace etc. – can be found at a Metropolitan Police divisional headquarters in Hammersmith, London. It includes the

original witness statement given by Beck, plus various rumours collected from police informants (including one accusing Beck of having killed his family during a drug-induced rage in 1971).

New Tomes: Secret File N.5

Compiled in 1939 from earlier sources.

67 single-space typewritten pages, 15 b/w photos.

The file currently available to PISCES operatives is a carbon copy of the original, whose location is unknown.

Reading Time: 7 hours.

Mythos Rating: +5%

Sanity Loss: -1D10

Spells – none as such, but reference to spells in the original sources.

File N.5 Original Sources

Two large cardboard boxes containing 46 hand-written diaries and notebooks (dating from 18th, 19th and early 20th century), plus 85 articles and extracts from academic or specialist magazines; a large manila envelope holds a few dozens paper clippings, each glued to a single sheet of light cardboard.

Reading Time: no less than eight weeks full time.

Mythos Rating: +7%

Sanity Loss: -2d8

Spells: Create Gate [four different versions, three of which are hopelessly flawed], Time Warp [two versions, one which might well work], Enchant Stone [useless], Leshy Circuit [totally bogus]

Optional: if the players have been through *No Man's Land*, *Sacraments of Evil* or *The Yorkshire Horrors* the box can include a copy of the handouts from those adventures, and a brief, journal-like summary (at the Keeper's discretion).

What About the Others?

- **Delta Green** – has data about the Dunwich incidents and, through the Miskatonic University Library's Armitage Collection, books and documents to supplement an on-going investigation. Given the low level of activity in the area, it is likely that the last effort to crack the riddle of the stone pillars was done at the time of the Black Chamber or the OSS. Through the Miskatonic University collections, Delta Green operatives can also access a report on the events described in *No Man's Land* and *The Watcher in the Valley* (Keeper's discretion).
- **MJ-12** – has little or no interest in megaliths, except in those cases in which alien activity was signalled in close conjunction with the sites. Most cases were cursorily examined in the Seventies, and dismissed as hoaxes. Majestic's alien allies so far have had no interest in giving them any information they might possess.
- **Karotechia** – holds a collection of the original Himmler/SS Ahnenerbe project papers and plans, and a complete run of Teudt's articles in La Estancia. So far, none of this information (certainly including data about the Lloigor, through their Theosophy/Atlantis connection), has been used as the basis for Karotechia operations.
- **The Army of the Third Eye** – first showed an interest towards megalithic monuments after the disappearance of Thomas Beck in 1995 and the obvious, if low profile, interest shown by PISCES in the case. The Army is currently patching together data, and might soon gain access to the police files.
- **Phenomen X** – knows that strange occurrences and old Mysteries of Britain always make for a good show, if a little stale. In recent years, crop circles have somewhat stolen the screen time originally given to standing stones and their mysteries. However should the Beck story reach the right ears at the right time, a film crew might be dispatched to make the most of the rustic charms on location in the British countryside.
- **GRU-8** – has little information, of little significance. On the other hand, pragmatic GRU-8 operatives are trained to expect the worst in most situations involving ancient artefacts.

power of people sleeping innocently a few hundred yards from the stones. The wide burial grounds surrounding some of the major structures were probably set up to capture the residual seepage from dead bodies, and the higher peaks released by priests and attendants at burial ceremonies.

With such a widespread, well-supplied network, no wonder the Lloigor were able to maintain their Empire for a long time.

They were even able to manifest consistently above ground – it was enough to perch on a standing stone, or to roam near to a stone to have a limitless source of power.

But the grid had other purposes, and it is possible to imagine the ley energy network functioning also as a long distance communication device, possibly replicating a more sophisticated one that Lloigor used on Mu and later in Atlantis. The communal Lloigor mind mentioned by some writers might be a relic of the communication network – a vast sea of shared information and processing power in which the single Lloigor minds floated, retaining their individuality.

It is not hard, at this point, to see the Great Old One known as Lloigor, the aforementioned spawn of Shub-Niggurath and Hastur, to be the physical manifestation of the Lloigor super-being.

But we are far from the secure shore of the few certain facts from which we launched our investigation, and we are deep in the oceans of speculation.

What caused the Last Lloigor Empire to fall?

Was it a progressive failure of the network, due to the rough materials employed in the first place?

Was it a revolt of the human slaves, later to be perpetuated in folklore through the tales of knights in shining armour (a manifestation of a strong psychic power?) killing the dragons by the rocks?

Was it the progressive erosion of the Lloigor power by agents unknown?

The matter is open for discussion.

Certainly, the loss of full control over the ley network was significant, either as a prime cause or as a severely aggravating factor. Extensive damage to the structure might have caused a sudden reduction of the Lloigor communal intelligence, leaving many single individuals, no longer part of the great mind, stranded in the increasingly hostile countryside, fending for themselves.

However, when the waning Lloigor retreated to their isolated

Lloigor and the Conspiracy

There is little space left in the modern world for the Lloigor. Generally portrayed as solitary creatures with little interest above defending their resting places, the Lloigor do not fit the cloak-and-dagger world of modern conspiracy, apart from providing a one-shot foil for wayward investigators.

Maybe for this lack of long-time engagement potential, a brief entry in the original Delta Green handbook describes the Lloigor as a moribund race, and places them at the margins of the Mythos-conspiracy world. And yet, some details about them scream about Conspiracy.

They can't be seen.

They can move stuff with the power of their mind.

They can get you when you sleep.

They were once your masters, and might like to be again.

Add to this the fact that – having controlled an empire based on human slave labour for a few thousand years – they probably have an above average understanding of human psychology.

They know which buttons to push to make you jump.

All things considered, Lloigor make for a great Puppeteers Campaign.

Here's some examples....

New Age Lloigor – the recent New Age revival has, amongst other things, revived the popular interest for geomancy and natural spirits. It is not hard to devise a modern New Age community unwittingly used by a single Lloigor as cheap labour and food.

Even a lonely creature is more than endowed with powers to reinforce the belief of the hardcore New Agers, pushing his newly-found pawns in the right direction – it's a long way to the status of "degenerate cultist", and before they get there, they can mix with the population unheeded.

Consider a modern-day community, based in a large estate in the countryside, selling natural products at the local market, providing "spiritual renovation weekends" to stressed out London executives, selling self-produced Celtic folk CDs and managing their own small press and a macrobiotic restaurant during the tourist season.

The money is employed for a lots of socially useful projects, too – cleaning up plastic bags and Coke cans from the woods, conserving and protecting ancient monuments in the area, publishing books about local traditions.

What about the rumours about rampant sexual excesses on the estate?

The odd hippie that sometimes runs away telling strange tales or gets kidnapped back by deprogrammers hired by his family? Weird drugs?

That's just the hype from the Sunday papers.

They can look weird, but surely they are more normal than some of those kids hanging out at the Marquee Club, if you catch my drift?

They pay their taxes. They fit in. They are all right.

Be sure to drop by for the Midsummer festival. It's pretty cool.

Lloigor Psychic Blackmailer – a single Lloigor hooked up to a minor site close to a small urban centre has a far larger power supply than the average one-shot monster of the week. Coupled with extensive psychic powers and a keen, ruthless intelligence, this is the right stuff to take utter control of the town.

Nobody now believes in ghosts, poltergeists and that kind of rubbish. But superstition's a tough customer that can arrive uninvited and stay well beyond its welcome.

It starts with a few uncanny happenings, slowly escalating, to keep the population on edge (their Magic Points are tastier that way). The police, once summoned, will find nothing.

They will not be called again.

Once they are as stressed as possible, the Lloigor puppeteer will start pushing the right ones in the right direction, enforcing a Pavlovian regime – some actions get rewarded, some get punished.

Soon they'll discover that their knowledge and their priests are useless.

And seeking outside help will be **actively discouraged**.

Hitting the children is a sure way to get them in line.

Humans are adaptable.

All they need to do to stop the nightly horror is to dance naked around the stone once in a blue moon? Big deal.

Some might even get to like it.

It might be fun, in the right weather.

Of course, talking about any of this is a Bad Thing.

And we just know how Bad Things are dealt with, right?

Obviously casual visitors get a really weird vibe whilst in the place. I mean, what's this town, haunted or something? People seem to be pretty edgy and the kids are particularly creepy.... I'm pretty sure the ones we saw out in the field were setting a dog on fire....

I just wonder how long this has been going on....

These are just two examples of how a single Lloigor could sneak into human society and carve itself a small kingdom.

As soon as the foothold of the creature is secure, establishing enough Magic Points to reactivate a sector of the grid and gaining control of a vaster area is just a matter of getting the right man as County Archaeologist, and influencing the right English Heritage committee.

subterranean strongholds, tended by small bands of dedicated but degenerative humans, the stones and what survived of the network were left in the wild like discarded pieces of partially functioning equipment.

And man did not take long to find new uses.

Possibly, some communities of die-hard Lloigor faithful tried to contact their lost deities through ritual by the stones, and succeeded in attracting the attention of new, equally demanding masters.

In some cases, external suggestions were provided by entities eager to open communications between the Spaces-in-between-the-Stars and Earth.

Some isolated geniuses, attracted by the aura of strangeness of these sites, worked out the complex mathematics necessary to bend space and time and use the lingering energy in the circles to open gates to unexpected destinations.

The true reason of the current disappearance of Lloigor might lie in the progressive scavenging of the ley network over the aeons. Modifications of the network, such as the dismantling of stone circles by zealous parsons or "restoration" works by well meaning but hopelessly inadequate Jacobean antiquarians further damaged the system's integrity, reducing the energy supplies of many reclusive Lloigor survivors.

Of these, some reacted by taking aggressive stances, while others simply died away. Some survived, becoming subtler.

But they are still there.

Waiting.

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TALES OF TERROR

The Thing in the Mine

by Phil Ward

Ystrad Fellte Silica mines have been out of use since the end of the Industrial revolution, but that naturally craggy landscape, the half-flooded mines and the scenery combine to make it a popular spot for walkers, mountain-climbers, and potholers.

On many weekends you will find potholers in the caves, management trainee's using rope-slides over the gorge, mountain-climbers abseiling down cliffs, and further in, Royal Marines undergoing wilderness survival training.

However, following the death of a climber and the disappearance of two potholers in the Silica mines, the site has been closed on the orders of the local council.

There have been rumours of strange lights in the mines at night, and several burnt out fires have been found in the site, but there has been no sign of any people up in the hills.

Possibilities:

1. The deaths are entirely innocent, the mountaineer didn't check his ropes properly before setting off, and the two potholers went too far into the deep water, and ran out of oxygen before they could surface. However, the investigation is complicated by a group of live-role players who sneaked past the gate and are determined to find the Sceptre of De' Ath and perform incantations whilst star-jumping to rescue the land of the Britons from evil.
2. The potholers still died from their own lack of care, but the mountaineer's rope was cut by a colleague whom he had cheated in love. The local authorities will take a dim view of outsiders hampering the investigation, as will a squad of marines on a survival course further up into the hills. Anybody sneaking around in military gear will be mistaken for a member of the squad and treated as an AWOL marine.
3. The climber fell to his own death, but the two potholers breached a new, "natural" cave in which something nasty was hibernating. It awakened and ate them and is now cruising the deeper mines waiting for more food. Forcing it back into its home and re-sealing the caves would solve the problem.
4. All of the above, combined together, at the same time.

Executive Retreat

by Phil Ward

You've been three days out on this godforsaken English moor/Scots mountain/Welsh hill, and there's still no sign of the rescue party, young Blair from accounts has been delirious for the last twelve hours after breaking his leg, and it's time somebody did something. Time to exercise your initiative and leadership skills and bring this group off the damn moor/mountain/hill.

The only problem is the strange noises out in the dark, like a large cat shrieking away in the darkness, and at other times like an injured woman screaming for help...

Possibilities:

1. There's nothing out there, the instructor fell off the side of a crevasse on the way to get help, and it's up to the young executives to rescue themselves. The noises are just caused by the wind whistling through the rocks, and over-active imaginations.
2. The instructor's Post Combat Stress Disorder has manifested itself, and he believes he's back in the Gulf (he was never in the SAS fortunately). He has painted himself with mud, manufactured a crude slingshot and club, and as soon as somebody leaves the main body of the group, he will attack, picking them off one at a time.
3. The energy released by Blair's fever-tortured brain has awoken a long-dormant Mythos creature, which even now has eaten the instructor and is stalking the rest of the group, waiting to absorb the psychic energy given off by their fear and discomfort.

In any case, this is an excellent chance to gain valuable skill points in survival, jury-rig and running-away skills.

The Tombola Cipher ^{DG}

by Rik Kershaw Moore

In all the years of being a Keeper I have noticed that nothing galvanises a certain type of roleplayer more than something written in code. Not only that but in a dark campaign with almost omnipotent foes the fact that the characters have a secure means of communication can be comforting, no matter how false it may turn out to be.

Recently the less insane members of the Army of the Third Eye have become aware that they are probably being targeted by AZURE¹ teams, and few of the more paranoid members also believe that they are probably referenced in at least one ECHELON² dictionary. As a result they have started to encode their communications. The code that they have developed is secure without relying on electronic technology or computer systems which might become vulnerable to TEMPEST³ Attacks.

The code, called 'Tombola' is essentially a random number system that generates letters by using the balls drawn by the UK National Lottery⁴; an irony not missed by certain members of the Army. While Tombola is secure, it is slow as it is a manual system, and it can take upwards of a whole evening to encrypt or decrypt a reasonably long message.

Encrypting a Message

Tombola belongs to a class of ciphers known as output-feedback mode streams or Key Generation ciphers. It's strength comes from using a random keystream of numbers between 1 and 26. To encrypt a message you simply need to generate the same number of keystream letters as plaintext (or message) letters. Then add the two sets of numbers, one at a time, using modulo 26 to create the ciphertext. To decrypt the message simply generate the same keystream series and subtract using modulo 26 from the ciphertext to give you the plaintext.

To generate a Tombola code message you first need a 1d10 dice, and the first 400 lottery draw results. (See Table 1). Lets suppose that Alice being a member of the Army of the Third Eye wants to send the following message to fellow member Bob:

WATCH OUT YOU ARE BEING FOLLOWED

She first splits her message into groups of five characters. There is nothing significant about these groups, it is just one of those cryptographic traditions. She finds that her message doesn't split evenly into groups of five so she pads it out with X's.

WATCH OUTYO UAREB EINGF OLLOW EDXXX

The next thing Alice has to do is to generate the starting position of the key stream so that she can let Bob know what it is. She takes her d10 and rolls it three times. The first number will be the hundreds, the second tens and the final roll the units. Since the Army is only using the first 400 draws Alice needs to take her first roll and divide it by 2, (rounding up any fractions) and then subtract 1. Giving Alice either 0,1,2,3 or 4.

For example Alice rolls a 7. She divides this by 2 and gets 3.5. She rounds it up to 4 and then takes 1 away, leaving her with 3 or 300. Her next roll is 4 which gives us 40, and her final roll is 8. This means that Alice will use draw number 348 as her starting point.

Finally Alice converts the three numbers that make up the starting position into the letters C, D and H so that Bob will know where to look when it comes time to decode the message. If the message line number ends with a zero, e.g. 110 then simply replace the letter O for zero, so that 110 becomes AAO. Alice also adds two leading X's and place this at the end of the message so that the whole message reads:

WATCH OUTYO UAREB EINGF OLLOW EDXXX XXCDH

Alice then counts the letters in the message except for the letters CDH, which are the position marker, and finds that it totals 32. This means that Alice will need to generate a 32 letter key stream. For the last three letters Alice will simply use zeros.

The rules for generating the key stream are simple. Alice takes the lottery draw table and find the 348th draw. Then starting from the first ball drawn, Alice finds 32 numbers that are in the range 1- 26. Although Alice doesn't, if she were to come to the end of the table before she had finished she would then simply start again at the top. When Alice has finished, she has the following number sequence:

08 25 11 03 24 15 23 11 24 07 20 22 07 17 13 18 01 12 24 07
08 26 09 24 14 18 04 05 02 01 24 26 00 00 00

Alice then converts the plain text phrase into numbers, giving her:

23 01 20 03 08 15 21 20 25 15 21 01 18 05 02 05 09 14 07 06
15 12 12 15 23 05 04 24 24 24 24 24 03 04 08

And finally she adds each number to it's key stream pair using Modulo 26 arithmetic. In Modulo 26 if the sum of the two numbers is greater than 26 then you subtract 26. For example $23 + 8 = 31$ so $31 - 26 = 5$.

This gives Alice the following results:

05 26 05 06 06 04 18 05 23 22 15 23 25 22 15 23 10 26 05 13
23 12 21 13 11 23 08 03 26 25 22 24 03 04 08

Which when Alice converts them into letters gives her the encrypted message:

EZEFF DREWV OWYVO WJZEM WLUMK WHCZY
VXCDH

Decrypting A Message

With the message passed safely to Bob, he first examines the last three letters of the message; CDH which when converted to

numbers will give him draw number 348. Bob knows that if the first letter is anything but an A, B, C, or D then he has to start with a row less than 100. Once Bob has decoded the position marker, he can generate the same key stream as Alice. Once he has done this, Bob then converts the letters of the ciphertext back into the numbers:

05 26 05 06 06 04 18 05 23 22 15 23 25 22 15 23 10 26 05 13
23 12 21 13 11 23 08 03 26 25 22 24 03 04 08

He takes the two sets of numbers and simply subtracts the keystream from the ciphertext numbers using Modulo 26. For example, $22 - 1 = 21$, $1 - 22 = 5$. A quick cheat is to see if the first number is less than or equal to the second number. If it is then simply add 26 to the first number before subtracting, so $5 - 8$ becomes $31 - 8$ which equals 23.

In the end Bob is left with the original set of numbers, which when converted back into letters, gives Bob Alice's original message:

WATCH OUTYO UAREB EINGF OLLow EDXXX

Or

WATCH OUT YOU ARE BEING FOLLOWED

and Bob acts accordingly.

Sending Numbers

Numbers can be sent inside messages in two ways. The most long winded is to spell out the numeric values so that 0900 HOURS would become OH NINE HUNDRED HOURS. The second and shorter method is to use two characters to indicate a switch to numbers and then map numbers to letters. E.g.:

ZZ is the switch

A = 0

B = 1

C = 2

...

J = 9

So that 0900 HOURS would be translated to be ZZAJAAZZ HOURS.

Keeping Tombola Secure

One of the problems with this cipher is that the draw number is stored in the message. So to mitigate this weakness perhaps the cipher needs to be altered so that only numbers are taken from one particular ball, such as the bonus ball, or by skipping alternate columns.

Alternatively, the key code could be placed a character at a time at the start of each letter group. For example:

THISI SMYME SSAGE XX123 would become – 1THIS
2ISMY 3MESS AGEXX

Another method of prolonging the cipher's game life is to ensure that messages are kept short and to the point to mitigate against statistical cracking. However since I am not really an expert on cryptography I leave such changes to the conscience

of the individual.

Adventure Idea: *The Wrong Number*

One of the characters, be they Delta Green or not, out of the blue receives a wrong number fax. On this fax is a jumbled series of letters, clearly in some kind of code, meaning unknown.

JDMZD MUTDW OCMIP LKRWM GUFZT XSUNF ZODBE
MRADM RVYZB HALOO XVBIS NMAEA

About a hour or so later the door bursts in and the luckless character plus anyone else they are with are dragged in for questioning by some seriously tough looking guys. During the interrogation the characters are questioned endlessly about the code, the fax and who they are working for. At no time will their kidnappers reveal who they are. In actual fact they are members of PISCES who are trying to crack the Tombola Cipher. Finally they will release the characters who will probably try to work out for themselves what has just happened. Returning back to their base of operations they find a follow up fax waiting for them. This time it is a print out of all the National Lottery draws. The number 151 is circled since the fax was destined for Mumbling Eric, a member of the sect who isn't too good with numbers. Hopefully this clue is large enough for the characters to decipher the message, which says:

RITTINGHAM USES MORNINGTON CRESSENT [SIC]
STATION YOU MUST KILL HER

What actions the characters take is now entirely up to them. However PISCES will be on their back so will Mumbling Eric.

Mumbling Eric aka Dr Eric Richardson

Age: 27

STR 8 CON 5 SIZ 16 INT 16 POW 15

DEX 15 APP 7 EDU 17 SAN 19 HP 11

Damage Bonus: None

Education: MB.BCh in Medicine from University College Oxford

Occupation: Ex-Junior Doctor and Member of the Third Eye

Skills: Calligraphy 21%, Astronomy 33%, Computer Use 22%, Fast Talk 17%, Hide 42%, Listen 49%, Medicine 64%, Pharmacy 62%, Physics 43%

Languages: English 42%

Attacks: Fist 50% – 1D3 Dam

Knife 37% – 1D4+2 Dam

.357 Magnum 42% – 1D8 + 1D4 Dam

Spells: None

Mental Disorders: Obsessive Compulsive, constantly mumbles all the members of the periodic table from Hydrogen to Lawrencium. Eric understandably also suffers from Acarophobia, and will either go completely nuts when he is confronted by any insect or will just faint.

Description: Once a promising Junior doctor at Severnford Royal Infirmary, Eric Richardson became a Shan victim one night after his car broke down close to the Severn Aerospace factory. Somehow he was rescued by the Army of the Third Eye and the Shan was removed from his head. The operation left him partially brain damaged with a strange kind of autism. These days Mumbling Eric is usually to be found wandering the streets watching for signs of Shan infestation. Usually dressed

in combat clothing and wearing a filthy and shapeless red fleece, most people take Eric for another victim of care-in-the-community and leave him well alone. This is just how he wants it, but his appearance works against him; with his shaved scared head, his strange unearthly tattoos and a left eye that won't stop twitching, Mumbling Eric just seems to attract trouble.

Notes

1. AZURE is the Special Branch code word for electronic surveillance and wire tapping.
2. ECHELON is a code word for an automated global interception system operated by the intelligence agencies of the US, the UK, Canada, Australia and New Zealand. According to reports, it is capable of intercepting and processing many types of transmissions, throughout the globe.
3. The interception of radiated data from computers and computer terminals is known as TEMPEST. TEMPEST attack equipment can pick up the unintentional electromagnetic signals produced by a computer system. Such signals can be

captured and decoded so that keystrokes can be captured and monitor information reproduced.

4. The first National Lottery draw took place on 19th November 1994 and there have since been over 400 separate draws. The National Lottery uses a series of identical Tombola like machines to draw six main numbers and a bonus number. The number range used by the lottery is 1 – 49 and the main advantage of the system is that at two draws a week the numbers available for code use is constantly increasing, plus of course the numbers are freely available and in the public domain. Recent events in the awarding of the second National Lottery franchise demonstrate how lucrative and socially significant the Lottery has become.

Table 1: The Draw Numbers

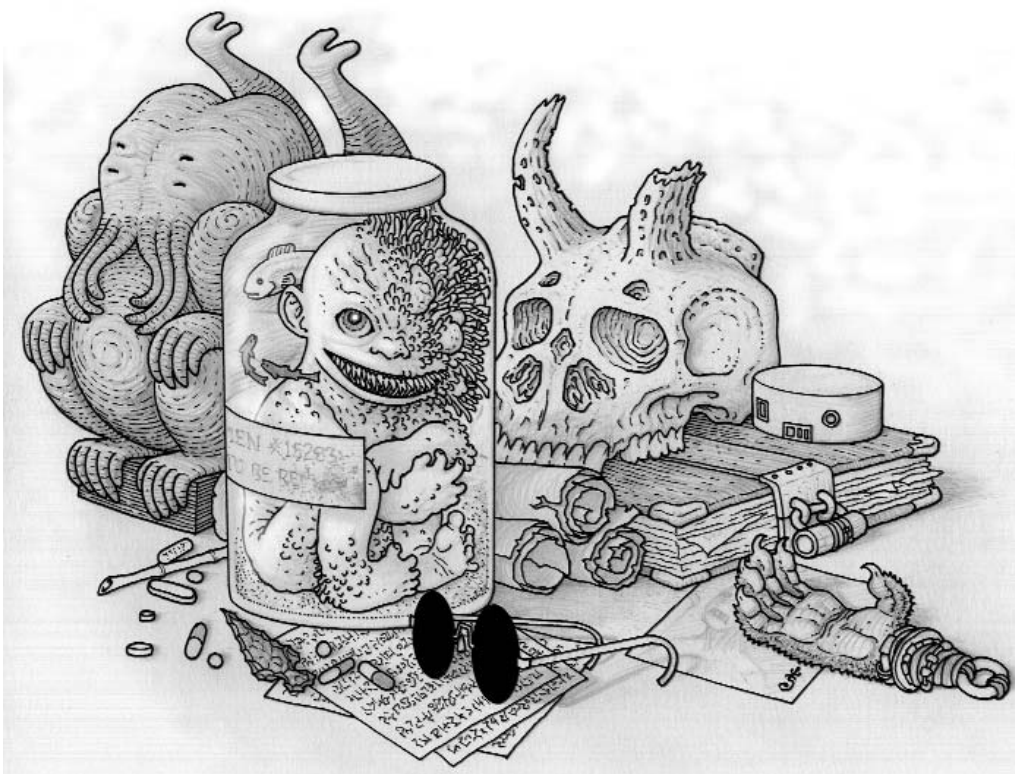
Draw	Ball1	Ball2	Ball3	Ball4	Ball5	Ball6	Bonus	Draw	Ball1	Ball2	Ball3	Ball4	Ball5	Ball6	Bonus
1	30	3	5	44	14	22	10	201	23	47	24	19	11	5	17
2	16	6	44	31	12	15	37	202	2	21	47	8	46	29	28
3	21	11	17	30	29	40	31	203	8	39	36	49	47	1	37
4	26	47	49	43	35	38	28	204	30	5	19	9	21	49	43
5	13	3	38	5	14	9	30	205	4	38	17	22	48	29	20
6	27	29	39	3	44	2	6	206	4	30	32	14	3	11	46
7	17	44	36	32	9	42	16	207	36	35	49	17	46	43	7
8	21	32	2	5	25	22	46	208	1	34	26	38	2	7	14
9	23	38	17	7	32	42	48	209	5	29	41	11	6	36	47
10	47	6	16	31	30	20	4	210	31	14	21	28	40	46	9
11	31	16	25	43	4	26	21	211	21	18	13	8	29	23	30
12	46	42	1	38	7	37	20	212	28	13	35	26	1	45	30
13	48	38	15	29	18	35	5	213	38	25	14	7	36	32	44
14	45	16	36	19	21	29	43	214	3	49	10	27	11	47	8
15	18	33	8	31	5	10	28	215	28	27	20	41	33	31	38
16	17	36	11	12	42	26	13	216	38	14	48	33	46	31	26
17	2	22	13	46	29	27	36	217	12	5	24	35	38	36	34
18	41	19	31	18	9	24	21	218	24	49	6	1	14	4	22
19	4	49	41	44	42	17	24	219	15	4	12	32	47	31	14
20	43	41	22	25	30	32	29	220	40	46	17	30	22	48	10
21	42	17	22	24	47	14	34	221	32	42	17	45	13	35	20
22	1	23	26	4	6	49	8	222	31	25	27	9	42	45	24
23	33	36	8	20	38	18	46	223	42	11	49	32	46	38	26
24	31	9	15	34	48	22	23	224	17	13	14	28	8	20	10
25	35	14	48	17	43	5	22	225	32	1	25	5	13	10	48
26	41	16	28	25	7	26	19	226	16	37	2	25	45	27	10
27	46	15	17	28	16	32	22	227	21	9	36	48	27	42	13
28	45	12	25	37	44	13	9	228	1	18	15	30	7	31	9
29	31	1	29	40	21	32	27	229	6	41	45	34	28	30	12
30	44	15	26	46	12	49	14	230	14	44	11	39	4	43	37
31	48	30	40	27	38	33	2	231	16	23	28	33	22	37	17
32	5	43	45	21	15	42	20	232	26	15	18	2	38	36	42
33	25	7	8	5	48	44	3	233	47	25	39	31	46	12	1
34	3	14	11	20	1	40	45	234	41	15	2	26	23	43	5
35	1	4	43	20	31	41	38	235	25	10	6	31	1	45	8
36	3	21	22	2	23	40	24	236	28	37	11	23	29	13	8
37	41	34	49	28	46	45	11	237	36	1	24	2	37	38	31
38	35	1	25	30	45	8	15	238	33	24	19	38	48	5	20
39	25	33	28	47	11	34	48	239	41	43	37	22	47	9	14
40	24	23	48	5	8	28	19	240	44	7	43	31	35	10	37
41	21	41	18	38	16	27	26	241	36	26	29	18	12	1	2
42	40	49	28	15	1	22	44	242	29	33	42	13	31	1	9
43	12	22	41	2	20	45	47	243	37	12	10	7	9	3	46
44	37	14	25	41	10	2	5	244	17	38	22	48	43	36	16
45	10	34	24	19	5	46	28	245	40	15	36	28	34	12	1
46	11	33	40	10	32	29	16	246	2	49	4	29	24	16	47
47	28	37	10	30	36	22	45	247	22	19	27	6	14	7	9
48	25	30	9	5	4	47	17	248	35	40	25	2	26	9	47
49	17	19	2	21	6	47	5	249	16	13	3	42	23	41	21
50	16	33	44	27	35	7	5	250	34	4	44	10	2	6	21
51	6	14	18	48	27	44	1	251	11	42	35	36	31	15	10
52	23	28	48	10	7	30	3	252	24	20	47	8	43	35	32
53	33	7	4	48	18	45	1	253	13	15	26	8	39	42	33
54	46	42	28	16	30	23	45	254	3	2	40	29	38	14	43
55	26	16	19	46	15	35	7	255	17	41	23	18	1	33	42
56	5	26	29	12	11	33	20	256	31	15	48	23	42	1	5

THE BLACK SEAL

Draw	Ball1	Ball2	Ball3	Ball4	Ball5	Ball6	Bonus	Draw	Ball1	Ball2	Ball3	Ball4	Ball5	Ball6	Bonus
57	23	49	7	28	35	8	10	257	28	33	46	2	26	9	21
58	40	47	6	49	34	11	16	258	7	2	10	27	45	15	31
59	6	43	42	39	45	32	36	259	17	2	27	16	20	10	39
60	4	13	2	3	42	44	24	260	14	38	27	31	47	1	32
61	31	32	48	21	29	34	25	261	19	25	14	2	33	26	18
62	23	37	33	30	25	5	3	262	11	43	9	7	23	30	35
63	16	41	38	17	43	42	28	263	28	18	40	46	44	17	29
64	2	32	44	22	9	26	40	264	49	29	9	32	15	25	14
65	14	28	11	4	15	42	6	265	13	12	36	23	33	21	14
66	18	14	16	22	4	15	33	266	3	39	14	23	43	30	32
67	5	24	44	2	7	35	30	267	15	1	23	35	39	31	14
68	41	11	9	24	45	12	6	268	42	44	20	3	33	11	36
69	45	30	37	16	29	14	7	269	28	46	38	47	39	34	21
70	19	38	48	12	28	2	45	270	36	43	18	44	25	38	19
71	30	18	5	14	43	7	28	271	23	38	7	1	48	29	2
72	37	12	49	27	26	28	43	272	12	41	49	31	14	48	6
73	38	4	14	1	17	6	9	273	38	42	35	40	47	13	34
74	38	47	23	44	49	40	12	274	21	2	47	5	17	45	25
75	40	31	9	29	28	48	23	275	23	25	44	21	49	12	20
76	18	11	31	48	6	4	41	276	35	15	3	31	5	22	47
77	47	6	33	25	26	34	49	277	27	48	46	44	5	34	49
78	7	48	12	10	22	34	11	278	2	38	11	27	32	10	6
79	33	46	4	40	13	12	41	279	43	26	27	3	30	20	45
80	8	26	42	20	34	43	25	280	10	44	37	42	12	45	20
81	35	45	24	37	36	39	20	281	43	33	19	27	39	7	9
82	32	15	17	11	25	46	29	282	27	47	42	11	10	9	8
83	47	25	18	44	13	46	34	283	32	2	1	9	27	28	25
84	4	7	11	17	3	40	20	284	15	33	3	23	28	25	29
85	34	35	17	27	46	4	7	285	45	18	36	28	25	40	43
86	44	47	45	43	26	13	36	286	34	40	28	24	26	27	9
87	11	5	42	41	10	12	2	287	14	28	11	26	9	39	27
88	14	44	6	25	34	20	45	288	35	15	40	6	18	29	49
89	13	21	45	2	19	32	9	289	10	31	12	28	14	38	27
90	26	28	36	31	13	17	44	290	19	1	32	11	18	22	41
91	41	23	36	45	3	38	44	291	12	29	24	2	30	33	41
92	28	42	33	39	44	2	46	292	46	26	43	21	11	13	38
93	8	11	14	33	44	18	34	293	41	1	2	45	5	15	24
94	27	3	5	47	14	44	43	294	37	3	45	25	41	36	9
95	5	13	15	44	18	32	41	295	11	41	3	42	15	48	26
96	10	9	38	48	11	2	1	296	15	41	26	6	8	23	49
97	41	35	8	7	30	12	47	297	31	7	49	2	1	17	41
98	19	26	23	39	36	31	3	298	14	5	12	18	38	9	35
99	47	45	9	48	6	25	14	299	9	11	2	42	23	24	27
100	25	15	45	16	39	30	14	300	31	32	13	25	24	44	43
101	13	34	48	10	39	31	33	301	5	19	49	29	11	25	12
102	1	35	3	20	30	9	36	302	7	23	17	12	11	39	42
103	48	35	43	23	32	7	25	303	2	12	47	35	30	8	39
104	43	24	49	8	27	41	5	304	17	49	22	38	7	9	47
105	42	1	5	16	18	37	24	305	8	4	39	37	43	30	31
106	49	16	46	43	34	33	47	306	30	37	25	4	26	45	46
107	26	12	4	25	5	49	48	307	16	37	11	28	49	7	30
108	42	17	13	22	47	6	30	308	27	35	23	26	4	7	28
109	24	12	33	42	47	34	44	309	49	1	40	45	7	39	38
110	26	45	42	5	35	38	46	310	46	38	28	41	26	39	25
111	8	31	20	10	39	27	30	311	11	19	40	20	24	29	9
112	40	27	13	14	41	11	23	312	10	9	18	25	48	28	34
113	16	43	4	11	18	35	39	313	12	18	47	4	38	30	20
114	22	48	3	31	21	26	43	314	8	2	32	35	41	11	4
115	35	31	47	1	28	24	9	315	3	18	49	13	24	34	33
116	12	48	36	20	28	16	34	316	38	4	41	31	46	33	22
117	25	9	35	28	29	31	37	317	18	2	21	47	11	23	27
118	9	13	36	47	27	30	15	318	34	1	23	37	15	40	45
119	23	45	5	38	29	14	47	319	35	25	48	27	6	42	15
120	14	21	7	38	47	34	13	320	41	11	32	42	28	26	44
121	39	36	9	11	19	41	13	321	9	8	28	19	40	14	12
122	5	23	8	1	9	27	22	322	10	8	47	17	32	1	2
123	34	36	38	44	2	46	40	323	3	2	20	6	21	22	11
124	33	23	49	8	2	42	14	324	49	32	19	7	37	44	47
125	28	12	20	24	43	7	45	325	39	24	47	3	18	16	17
126	12	29	5	39	20	42	22	326	17	40	38	2	49	23	10
127	5	22	25	16	3	4	12	327	35	21	33	2	49	20	32
128	43	39	37	24	7	40	15	328	23	27	47	26	49	5	48
129	40	16	48	13	29	17	32	329	42	31	32	22	2	40	33
130	41	39	27	40	14	43	21	330	23	17	3	40	9	29	44
131	24	44	43	42	33	47	17	331	2	3	34	27	13	48	41
132	19	40	36	17	31	39	25	332	1	13	7	15	38	43	47
133	25	17	10	43	40	5	8	333	22	40	25	24	20	36	1
134	46	28	31	1	41	3	33	334	8	37	43	32	47	33	45
135	6	22	35	49	45	42	16	335	18	49	27	8	36	32	46
136	9	37	27	44	42	29	21	336	15	2	17	44	1	24	22
137	48	37	9	6	19	3	25	337	45	1	7	29	38	46	35
138	32	37	14	1	16	25	11	338	45	29	13	49	25	17	28
139	23	34	12	8	17	43	36	339	45	48	13	21	32	27	22
140	10	6	14	25	27	38	5	340	44	9	36	25	30	48	2
141	16	40	10	17	24	8	13	341	26	1	24	38	5	12	11
142	29	40	35	20	6	31	21	342	9	7	43	3	40	15	11
143	43	34	19	28	12	31	40	343	46	29	23	10	15	27	38
144	44	25	22	23	12	19	2	344	35	25	18	36	32	10	2
145	2	21	29	37	8	16	22	345	9	32	25	5	12	30	38
146	9	2	13	18	27	48	24	346	41	46	28	16	29	3	6

THE BLACK SEAL

Draw	Ball1	Ball2	Ball3	Ball4	Ball5	Ball6	Bonus	Draw	Ball1	Ball2	Ball3	Ball4	Ball5	Ball6	Bonus
147	8	21	38	49	39	5	34	347	44	22	3	31	46	12	45
148	26	3	23	33	25	21	24	348	8	25	11	3	46	47	30
149	19	36	48	24	25	3	17	349	24	43	49	15	36	23	11
150	29	9	28	5	2	45	49	350	24	31	7	33	40	20	49
151	34	18	44	21	30	19	6	351	22	7	44	17	39	13	18
152	21	30	40	25	14	12	3	352	1	33	12	31	47	24	7
153	40	44	10	42	31	33	20	353	8	26	47	9	29	38	44
154	10	8	16	43	44	3	34	354	24	27	14	18	4	40	33
155	23	19	4	14	25	48	42	355	38	49	5	27	2	1	41
156	27	44	26	1	17	30	47	356	24	26	8	11	14	49	45
157	27	38	28	40	12	17	6	357	33	46	29	14	22	26	10
158	14	2	9	48	36	43	27	358	7	3	12	43	9	44	45
159	18	6	41	22	10	45	29	359	37	36	34	23	27	17	12
160	1	36	43	11	4	44	41	360	24	20	11	28	48	35	33
161	3	43	13	22	5	24	23	361	46	48	10	8	12	34	20
162	45	44	9	4	27	37	7	362	23	3	18	21	49	36	47
163	8	35	45	23	18	26	3	363	25	37	17	45	38	21	5
164	45	47	7	19	36	44	4	364	20	42	4	24	41	6	38
165	4	28	11	21	34	27	16	365	43	8	18	11	30	33	34
166	27	15	41	30	9	20	31	366	23	18	2	17	40	30	43
167	12	19	3	45	6	44	20	367	49	2	32	19	25	14	31
168	16	47	2	43	37	28	31	368	11	44	17	36	28	42	37
169	49	20	3	6	45	5	31	369	44	41	43	4	6	8	28
170	1	30	31	25	18	20	44	370	35	7	5	15	26	40	45
171	29	17	10	5	41	43	45	371	37	1	15	21	42	41	43
172	2	49	20	9	19	38	11	372	45	48	15	3	23	42	46
173	28	8	41	20	27	36	30	373	26	12	17	32	46	33	4
174	25	36	44	47	10	4	29	374	8	25	37	48	26	38	24
175	25	47	31	7	22	1	20	375	14	32	30	46	3	49	10
176	33	46	30	38	6	20	42	376	46	12	26	49	27	32	42
177	43	22	14	38	10	30	25	377	3	31	36	4	29	9	41
178	22	41	40	36	20	26	16	378	22	4	24	19	7	46	47
179	31	20	45	43	35	32	5	379	1	38	39	48	15	22	25
180	5	40	2	31	1	32	44	380	9	38	18	44	24	1	26
181	40	44	20	7	21	22	4	381	38	45	8	6	13	34	17
182	44	9	30	38	40	43	31	382	15	48	12	16	17	42	45
183	31	32	44	12	14	29	46	383	22	1	48	36	20	8	11
184	33	40	15	21	29	32	42	384	15	27	6	14	47	17	29
185	38	17	8	12	49	35	25	385	27	5	49	3	19	39	15
186	46	19	40	12	36	28	38	386	14	7	5	20	3	10	16
187	3	43	4	23	34	7	15	387	38	22	17	36	10	8	34
188	18	17	15	34	40	27	29	388	21	29	2	16	46	4	5
189	45	39	30	17	11	35	47	389	32	9	27	14	49	30	3
190	4	28	46	9	32	25	47	390	5	23	33	11	15	18	38
191	1	8	14	9	35	24	33	391	37	28	21	6	16	44	15
192	10	38	27	40	21	44	34	392	20	43	18	30	26	49	36
193	2	4	33	32	25	45	31	393	33	43	1	3	8	39	49
194	37	16	10	39	9	14	28	394	14	38	37	28	49	3	33
195	1	4	9	6	32	38	46	395	9	21	45	19	30	13	37
196	24	34	5	48	40	37	33	396	46	15	26	29	38	8	12
197	8	45	36	6	27	3	47	397	34	29	19	33	3	23	10
198	14	11	32	35	34	23	41	398	31	11	27	41	40	25	12
199	22	47	27	33	42	46	32	399	33	43	27	9	29	18	48
200	45	8	14	28	24	39	29	400	8	15	4	10	25	39	49



Firearms of the UK and Irish Police and Military

by Hans-Christian Vortisch with Adam Crossingham

What weapons can an undercover SAS operator be expected to carry? What will Scotland Yard's SWAT officers bring along when the agents tried to break into the "restricted" area of the British Museum's more sinister holdings? Will the Irish Rangers who come to the agents' help after a botched operation on the Green Isle be able to deal with whatever was awakened from its sleep under the stones?

Of course, the keeper could make up the inventories of the units and agencies concerned, but after reading this article, she should not need to. Although both the United Kingdom and the Republic of Ireland are proud of their unarmed police officers (and rightly so), they have coppers with guns. And while the British military is notorious for its paranoid secrecy about the armament of its troops, especially the more interesting units, some data could be collected to aid the keeper in determining the weaponry likely carried by members of the agencies concerned.

Finally, all the weapons noted are listed with their complete game statistics in a table at the end of the article.

UNITED KINGDOM

London Metropolitan Police (Scotland Yard) Special Branch SO19 Firearms Unit

The coppers of the Met are generally unarmed, but some of the specialised units of Special Branch are armed. These include SO13, the Hostage Rescue Unit, and SO19, the Firearms Unit. SO19 is a SWAT-type unit, which in contrast to many similar outfits also recruits female officers (since late 1996).

Since 1991, the handgun has been the 9×19mm Glock 17 pistol. The main weapons are the 9×19mm H&K MP5A2 and MP5A3 submachine guns, typically fitted with a flashlight under the muzzle. Some 9×19mm H&K MP5SD3 sound-suppressed submachine guns have been bought since 1976 (in secret violation of British laws then in force forbidding the police to carry full-automatic firearms!). In the 1980s, all these guns were converted by unit armourers to semi-automatic fire only. The only full-automatic weapon currently in service is the 9×19mm H&K MP5KA4 machine pistol, which is restricted to VIP protection details. In 2001, the 5.56×45mm H&K G36KSF carbine was procured to partially replace the MP5-series.

Long-range weapons include the 5.56×45mm H&K HK33SG1 sniper rifle (with 6× scope and bipod, also semi-automatic only) and 7.62×51mm Steyr SSG-PI bolt-action sniper rifle (with 6× scope). Some 18.5×76mmR (12-gauge) Remington Model 870P pump-

action shotguns and 37×122mmR Enfield L67A1 grenade launchers are also in service. The later is being phased out in favour of the 37×122mmR H&K L104A1 (a variant of the MZP1). It can be used to fire batons, tear gas and other less-than-lethal munitions.

The Met has Eurocopter AS 355N *Twin Squirrel* and MD Helicopters MD 900 *Explorer* helicopters in service, but SO19's usual means of transportation are Armed Response Vehicles (ARV), a number of unmarked vans (called the "Trojan Horse").

Greater Manchester Police Tactical Firearms Unit (TFU)

TFU officers are armed with the 9×19mm Glock 17 pistol,



9×19mm H&K MP5SF3 semi-automatic carbine, 5.56×45mm H&K HK53SF3 semi-automatic carbine (few), 5.56×45mm G36KSF semi-automatic carbine (adopted in 2001, to replace the HK53SF3), 7.62×51mm Accuracy International PM bolt-action sniper rifle, 7.62×51mm H&K PSG1 sniper rifle, 18.5×70mmR (12-gauge) Benelli M1 Super 90 semi-automatic shotgun and 18.5×76mmR (12-gauge) Remington Model 870P pump-action shotgun.

Nottinghamshire Police

In early 2000, the police in Nottingham was the first police force in the UK to let armed officers patrol the city. They field 9×19mm Walther P990 pistols and have 9×19mm H&K MP5SF2 semi-automatic carbines for backup in their patrol cars.

British Military

There are a number of standard-issue weapons in use with practically all units of the British military. These include the 9×19mm FN-Browning L9A1 pistol (HP-35), the 5.56×45mm Enfield L85A1 individual weapon (usually fitted with a 4× scope or low-light sight, widely known as the SA-80 and not very popular with the troops because of its tendency to fall apart), the 5.56×45mm Enfield L86A1 light support weapon (cousin to the L85A1 with an even lower reputation), the 7.62×51mm Accuracy International L96A1 bolt-action sniper rifle (PM, with 6× scope), the 7.62×51mm Enfield L7A2 general-purpose machine gun (license-made FN MAG), the 12.7×99mm (.50 BMG) Manroy-Browning L111A1 heavy machine gun (licensed M2HB with quick-change barrel) and the 94mm Hunting L1A4 light antitank weapon (LAW-80).

The 9×19mm Walther L102A1 pistol (P5 *Compact*) is issued as a self-protection/off-duty gun, for example to soldiers of the Royal Irish Regiment in Northern Ireland, but also to other armed employees of the Ministry of Defence (MoD). It replaced the 7.65×17mmSR (.32 ACP) Walther L47A1 pistol (PP) and 5.6×16mmR (.22 LR) Walther L66A1 pistol (PPK), and is likely

the current service gun of the various intelligence services. Both the L85A1 and the L86A1 are currently being refurbished by H&K to the L85A2 and L86A2 configuration, which will enter service in 2002.

In 2000, the Joint Rapid Reaction Forces, including the 5 Airborne Brigade, 16 Air Assault Brigade and 3 Commando Brigade Royal Marines, received the 8.6×70mm (.338 Lapua Magnum) Accuracy International L115A1 long-range rifle (AWM, with 10× scope), a cousin of the L96A1.

16 Air Assault Brigade

The Pathfinder Platoon

The Pathfinders use standard Army-issue weapons. However, most Pathfinders prefer the 5.56×45mm Colt M16A2 assault rifle (export model, AR-15A2 Model 705) over the troublesome L85A1, many of which are fitted with 40×46mmSR Colt M203 underbarrel grenade launchers. Instead of the L86A1 they use more L7A2 GPMGs. They also employ the 9×19mm Sterling L34A1 sound-suppressed submachine gun, which may have been replaced by the 9×19mm H&K L91A1 sound-suppressed submachine gun (MP5SD3).

Land Rover 110 *Defender* 4×4 vehicles are used for ground insertion, each being armed with two L7A2 machine guns (or sometimes one L111A1 HMG and a L7A2 GPMG).

22 Special Air Service Regiment (SAS)

The standard sidearm since 1990 is the 9×19mm SIG-Sauer L105A1 pistol (P226), often used with the optional 20-round magazine. A custom-made variant of this, the 9×19mm SIG-Sauer L106A1 (P226K), has a shortened slide. The compact 9×19mm SIG-Sauer L107A1 pistol (P228) is in service since 1992, and used by VIP protection details. For close-quarter assault, the 9×19mm H&K L80A1 submachine gun (MP5K), 9×19mm H&K L90A1 submachine gun (MP5KA1), 9×19mm H&K L92A1 submachine gun (MP5A3) and 9×19mm H&K

Current UK Firearms Laws

Revolvers and Self-Loading Pistols

After 1997 all handguns were banned. Initially .22 handguns kept at shooting clubs were exempt but these too were banned. Vets may use a large-calibre handgun to humanely dispose of animals. Before 1997 handguns of all calibres were allowed with a Firearms Certificate.

Shotguns

Double-barrelled, semi-automatic, and pump-action shotguns can be kept and used with a Shotgun Certificate. After 1987 semi-auto and pump-action shotguns must have their magazine capacity restricted to two cartridges. Weapons with increased capacity could be kept on a Firearms Certificate. Shotguns must be longer than 40 inches or have a barrel longer than 24 inches to be held on a Shotgun Certificate.

Rifles

After 1987 all centrefire semi-automatic and pump-action rifles and carbines were banned. Bolt-action rifles are still allowed with a Firearms Certificate. Estate licensed rifles can be lent to visiting hunters on that estate. .22 rimfire self-loading or pump-action rifles are legal with a Firearms Certificate.

Prohibited Weapons

Machine guns and sub-machine guns are prohibited weapons. Rocket launchers became prohibited in 1987. Grenade launchers were banned in 1992. Gas and pepper sprays, tasers and mortars are also prohibited weapons.

Ammunition

Armour piercing, incendiary and expanding ammunition are prohibited, although there are exemptions for using expanding ammunition for pest control, deer stalking and veterinary purposes.

Muzzle Loading Revolvers and Carbines

Muzzle-loading weapons using percussion caps are licensable by a Firearms Certificate if kept at a shooting club.

War Trophies

Any weapons acquired in a conflict by an individual as a trophy of war before 1947 may be held unlicensed by only that individual. Upon the individual's death the war trophy must be surrendered or licensed by a Firearm Certificate.

There are exceptions to these general rules for collectors and dealers. The military and the police are exempt from these laws by the virtue of being servants of the Crown.

Northern Ireland Firearms Laws

As the UK but with the following exceptions: Airguns must be kept with a Firearms Certificate. Handguns are not banned. Personal Protection is accepted as a good reason for a Firearms Certificate. A Firearms Certificate allows the certificate holder to carry the weapon loaded, on his person.

Irish Firearms Laws

All firearms are prohibited; with the exception of shotguns with a barrel at least 24 inches long, any .22 rimfire rifle, or any bolt-action rifle with a calibre of .277 inches or less, excluding military weapons. Airguns and crossbows also require a Firearms Certificate to possess.

L91A1 suppressed submachine gun (MP5SD3) are the main weapons, although these seem to have been partly replaced by the 5.56×45mm H&K L101A1 assault carbine (HK53A3). The 4.6×30mm H&K MP7 personal defence weapon appears to be in service since 2001. The 18.5×76mmR (12-gauge) Remington L74A1 pump-action shotgun (Model 870P) and 18.5×76mmR (12-gauge) Benelli M1 *Super 90* semi-automatic shotgun are also used in such situations.

In more conventional military operations (including on patrol in the countryside of Northern Ireland), the 5.56×45mm Colt M16A2 assault rifle (AR-15A2 Model 705) is preferred, along with the 7.62×51mm H&K L100A1 battle rifle (G3KA4), 5.56×45mm FN L108A1 light machine gun (MINIMI), 5.56×45mm FN L110A1 light machine gun (MINIMI-Para), 7.62×51mm Enfield L7A2 general-purpose machine gun and 40×46mmSR Colt M203 underbarrel grenade launcher (under M16A2). The 5.56×45mm Enfield L85A1 assault rifle is only used by Territorial Army SAS units, and when SAS operators try to pass as normal soldiers. In mid-2000, a number of 5.56×45mm Diemaco C8SFW assault carbines (Canadian-built variants of the Colt M4A1, fitted with reflex sights, IR-lasers and flashlights) were purchased to replace the M16A2. Some 40×46mmSR H&K AG36 underbarrel grenade launchers were reportedly acquired to go with these.

Available sniper rifles include the 7.62×51mm Accuracy International L96A1 bolt-action rifle, 7.62×51mm H&K G3SG1 rifle (probably no longer used), 7.62×51mm Accuracy International AWS suppressed bolt-action rifle, 8.6×70mm (.338 Lapua Magnum) Accuracy International L115A1 bolt-action rifle (AWM) and 12.7×99mm (.50 BMG) Barrett L82A1 rifle (Model 82A1, with 16× scope).

Vehicles include Land Rover 110 *Defender* utility vehicles armed with L7A2 machine guns.

8 Flight (Army Air Corps) provides four Agusta A109A helicopters for exclusive use with the SAS. These are armed with 7.62×51mm Enfield L20A2 door guns (another variant of the FN MAG).

7 Squadron (Royal Air Force) Special Forces Flight supplies Boeing *Chinook* HC.2 helicopters (equivalent to CH-47D) with 7.62×51mm General Electric M134 miniguns and 12.7×99mm (.50 BMG) General Electric GAU-19/A miniguns. Boeing *Chinook* HC.3 helicopters (equivalent to MH-47E) are on order.

Special Boat Service (SBS)

The SBS use similar weapons as the SAS, plus the 7.62×36mm H&K P11 underwater dart pistol and 5.6×16mmR (.22 Long Rifle) LEI Mk 2 suppressed pistol.

Royal Marines

3 Commando Brigade

The marines use standard issue small arms. In addition, the 9×19mm Sterling L34A1 suppressed submachine gun is used by special units, including recon and forward observer teams. Specialised functions often use 5.56×45mm Colt CAR-15A1 Model 653 assault carbines, 5.56×45mm Colt M16A2 assault rifles and 40×46mmSR Colt M203 grenade launchers. The 12.7×99mm (.50 BMG) Barrett L82A1 sniper rifle (Model 82A1) is also in service.

NORTHERN IRELAND

Police Service of Northern Ireland (formerly Royal Ulster Constabulary)

Current service arms include the 9×29mmR (.38 Special) Ruger GP100 revolver, 9×19mm H&K MP5A3 submachine gun, 5.56×45mm H&K HK33A2 assault rifle and 7.62×51mm H&K G3A3 battle rifle.

Headquarter's Mobile Security Unit (HMSU)

The elite units of the RUC, these are armed with the 9×19mm Glock 17 pistol, 9×19mm H&K MP5K submachine gun, 9×19mm H&K MP5A3 submachine gun, 9×19mm H&K MP5SD3 suppressed submachine gun, 5.56×45mm H&K HK53A3 assault carbine 5.56×45mm H&K HK33A2 assault rifle and 7.62×51mm Steyr SSG-PI bolt-action sniper rifle (with 6× scope).

REPUBLIC OF IRELAND

Garda Síochána (Police)

Special Branch

The uniformed policemen in Ireland are unarmed, only the detectives are issued handguns. The Special Branch has a SWAT-type unit with access to heavier weapons. They issue the 9×19mm Walther P5 pistol, 9×19mm H&K MP5A3 submachine gun and 9×19mm IMI Model 39 *Uzi* submachine gun, amongst others.

The Garda Air Support Unit formed in 1997 has one Eurocopter AS 355N *Twin Squirrel* helicopter.

Óglaigh na hÉirean (Irish Defence Forces)

Standard issue small arms of the Irish military include the 9×19mm FN-Browning HP Mk 2 pistol, 5.56×45mm Steyr AUG A1 assault rifle (adopted in 1988), 7.62×51mm Accuracy International AW sniper rifle (adopted in 1992, with 10× scope), 5.56×45mm Steyr AUG A1 light support weapon, 7.62×51mm FN MAG machine gun and 84×250mmR FFV M2 *Carl Gustaf* recoilless rifle.

Óglaigh na hÉirean (Irish Defence Forces)

Sciathán Fhiannóglaiġ an Airm

(Army Ranger Wing)

In addition to all the standard issue weapons, the Irish Rangers have the following inventory: 9×19mm SIG-Sauer P226 pistol (used instead of the FN-Browning HP Mk 2), 9×19mm H&K MP5K, MP5A3 and MP5SD3 submachine guns, 5.56×45mm H&K HK33SG1 sniper rifle (with 6× scope) and 5.56×45mm FN MINIMI-Para light machine gun.

SELECTED REFERENCES

Collins, Steven (1997): *The Good Guys Wear Black*. Random, London. – Inside the SO19, with many accounts of actual operations and pictures of equipment.

Dockery, Kevin (1991): *Compendium of Modern Firearms*. R. Talsorian Games, Berkeley. – Perfect for players, contains most

of the guns noted here, with complete technical specifications. most game situations. Highly recommended!

Gander, Terry, ed. (2001): *Jane's Infantry Weapons 2001-2002*. 27th ed. Jane's, Coulsdon. – This tome is the most valuable source in the field of modern day firearms. Older issues are easier to get (and lots cheaper). *Jane's Security and COIN Equipment* is also helpful, and includes a lot of useful agency gadgets such as sensors and protective gear.

Hogg, Ian (2000): *Jane's Guns Recognition Guide*. 2nd ed. HarperCollins, Glasgow. – A very handy pocketbook, much cheaper than the above, while providing enough information for

Hogg, Ian (1999): *The Greenhill Military Small Arms Data Book*, Greenhill/Stackpole, London/Mechanicsburg. – Hundreds of entries, only specs and dates. To be read with other reference works, since it has quite a few mistakes and almost no illustrations.

Tucker, Louise, ed. (1993): *The Visual Dictionary of Special Military Forces*. Eyewitness Visual Dictionaries. Dorling Kindersley, London/New York/Stuttgart. – Very nice pictures, and easy to get.

WEAPON GAME STATISTICS TABLES

Action

auto	full-automatic fire only
bolt	bolt-action
break	break-open
multi	multi-barrel
pump	pump-action
rev	revolver
selective	selective fire
semi	semi-automatic fire only

Rate of Fire (RoF)

The reader will note that Rate of Fire (RoF) has been slightly adjusted. The original rules only allowed 20-round bursts. This was clearly a result of the original rules only featuring 11.43×23mm Auto-Ordnance M1921 Tommy Guns and 7.62×63mm Colt-Browning M1918 BARs, both of which use 20-round magazines. However, actual cyclic rates and magazine capacities of automatic guns vary considerably, a fact which was acknowledged in the 5th edition CoC rules by giving the General Electric M134 minigun RoF 33. Now, the M134 has a typical cyclic rate of 66 shots per second, which shows the discrepancy between this and the M1918 BAR, which achieves 9 shots per second. It was therefore decided to allow for both higher and lower RoF-stats, the standard RoF 20 being reserved for cyclic rates between 9-11 shots per second.

Guns with burst-limiters can deliver as many bursts as they can fire single shots. A 9×19mm H&K MP5KA4 submachine gun can thus fire two single shots, two 3-round bursts or one full automatic burst per turn. The notation in the tables is 2×3 for 3-round bursts.

Notes

B	belt (feed device)
b	bipod
C	cluster (feed device)
c	charger or clip (feed device); most can also be loaded with loose cartridges
D	drum (feed device)
e	no shoulder stock
f	folding or retractable shoulder stock
i	individual rounds (feed device)
o	prepared for/issued with optional sound suppressor
m	vehicle mounted
R	revolver (feed device)
s	integral sound suppressor
t	tripod
u	underbarrel weapon
v	scope
+5%	the weapon is a short-barrelled shotgun and receives +5% to Shotgun skill

PISTOLS

<i>Weapon</i>	<i>Calibre</i>	<i>Damage</i>	<i>RoF</i>	<i>Action</i>	<i>Shots</i>	<i>Reload</i>	<i>BR</i>	<i>Malf</i>	<i>Year</i>	<i>Notes</i>
<i>Austria</i>										
Glock 17	9×19mm	1D10	2	semi	17	1	15	98	1983	
Glock 19	9×19mm	1D10	2	semi	15/17	1	15	98	1988	
<i>Belgium</i>										
FN-Browning HP-35										
(L9A1)	9×19mm	1D10	2	semi	13/20	1	15	98	1935	
FN-Browning HP Mk 2	9×19mm	1D10	2	semi	13/20	1	15	98	1980	
<i>Germany</i>										
H&K P11	7.62×36mm	1D6	2	multi	5C	2	10	98	1976	s
SIG-Sauer P226 (L105A1)	9×19mm	1D10	2	semi	15/20	1	15	99	1982	
SIG-Sauer P226K										
(L106A1)	9×19mm	1D10	2	semi	15/20	1	15	99	1990	
SIG-Sauer P228 (L107A1)	9×19mm	1D10	2	semi	13	1	15	99	1988	
Walther PP (L47A1)	7.65×17mmSR	1D8	3	semi	8	1	10	98	1929	
Walther PPK (L66A1)	5.6×16mmR	1D6+1	3	semi	8	1	5	98	1931	
Walther P5	9×19mm	1D10	2	semi	8	1	15	98	1979	
Walther P5 Compact										
(L102A1)	9×19mm	1D10	2	semi	8	1	15	98	1987	
Walther P990	9×19mm	1D10	2	semi	16	1	15	98	1999	
<i>UK</i>										
LEI Mk 2	5.6×16mmR	1D6+1	3	semi	10	1	5	98	198x	s
<i>USA</i>										
Ruger GP100	9×29mmR	1D10	2	rev	6R	2/rd	15	99	1986	

SUBMACHINE GUNS

<i>Weapon</i>	<i>Calibre</i>	<i>Damage</i>	<i>RoF</i>	<i>Action</i>	<i>Shots</i>	<i>Reload</i>	<i>BR</i>	<i>Malf</i>	<i>Year</i>	<i>Notes</i>
<i>Germany</i>										
H&K MP5A2	9×19mm	1D10	2 or 25	selective	15/30	1	40	98	1971	
H&K MP5A3 (L92A1)	9×19mm	1D10	2 or 25	selective	15/30	1	40	98	1971	f
H&K MP5K (L80A1)	9×19mm	1D10	2 or 30	selective	15/30	1	20	98	1976	e
H&K MP5KA1 (L90A1)	9×19mm	1D10	2 or 30	selective	15/30	1	20	98	1976	e
H&K MP5KA4	9×19mm	1D10	2, 2×3 or 30	selective	15/30	1	20	98	1982	e
H&K MP5SD3 (L91A1)	9×19mm	1D10	2 or 25	selective	15/30	1	20	98	1974	f, s
H&K MP5SFA2	9×19mm	1D10	2	semi	15/30	1	40	98	1989	
H&K MP7 PDW	4.6×30mm	1D10+1	2 or 30	selective	20/40	1	40	98	2001	f
<i>Israel</i>										
IMI Model 39 Uzi	9×19mm	1D10	2 or 20	selective	20/25/32	1	40	98	1953	f, o
<i>UK</i>										
Sterling Mark 4 (L2A3)	9×19mm	1D10	2 or 20	selective	15/34	1	40	98	1956	f
Sterling Mark 5 (L34A1)	9×19mm	1D10	2 or 20	selective	15/34	1	20	98	1966	f, s

RIFLES

<i>Weapon</i>	<i>Calibre</i>	<i>Damage</i>	<i>RoF</i>	<i>Action</i>	<i>Shots</i>	<i>Reload</i>	<i>BR</i>	<i>Malf</i>	<i>Year</i>	<i>Notes</i>
<i>Austria</i>										
Steyr AUG A1 (StG 77)	5.56×45mm	2D8	2 or 20	selective	30	1	110	98	1978	
Steyr SSG-PI (SSG 69)	7.62×51mm	2D6+4	1/2	bolt	5/10	1	110	99	1969	v
<i>Canada</i>										
Diemaco C8SFW	5.56×45mm	2D8	2 or 30	selective	20/30	1	70	98	1999	f, v

<i>Weapon</i>	<i>Calibre</i>	<i>Damage</i>	<i>RoF</i>	<i>Action</i>	<i>Shots</i>	<i>Reload</i>	<i>BR</i>	<i>Malf</i>	<i>Year</i>	<i>Notes</i>
Germany										
H&K G3A3	7.62×51mm	2D6+4	2 or 20	selective	20	1	110	98	1964	
H&K G3KA4 (L100A1)	7.62×51mm	2D6+4	2 or 20	selective	20	1	90	98	1983	f
H&K G3SG1	7.62×51mm	2D6+4	2 or 20	selective	20	1	110	98	1971	b, v
H&K G36KSF	5.56×45mm	2D8	2 or 25	selective	30	1	55	98	1997	f
H&K HK33A2	5.56×45mm	2D8	2 or 25	selective	25	1	110	98	1971	
H&K HK33SG1	5.56×45mm	2D8	2 or 25	selective	25	1	110	98	1971	b, v
H&K HK53A3 (L101A1)	5.56×45mm	2D8	2 or 25	selective	25	1	55	98	1970	f
H&K HK53SFA3	5.56×45mm	2D8	2	semi	25	1	55	98	1989	f
H&K HK93A2	5.56×45mm	2D8	2	semi	25	1	110	98	1974	
UK										
Accuracy International AW	7.62×51mm	2D6+4	1/2	bolt	10	1	110	99	1990	b, v
Accuracy International AWM (L115A1 LRR)	8.6×70mm	2D8+6	1/2	bolt	4	1	150	99	1990	b, v
Accuracy International AWS	7.62×51mm	2D6+4	1/2	bolt	10	1	60	99	1990	b, s, v
Accuracy International PM (L96A1)	7.62×51mm	2D6+4	1/2	bolt	10	1	110	99	1986	b, v
Enfield L1A1 SLR	7.62×51mm	2D6+4	1	semi	20	1	110	98	1958	
Enfield SA-80 (L85A1 IW)	5.56×45mm	2D8	2 or 25	selective	20/30	1	110	94	1986	v
H&K SA-80 (L85A2 IW)	5.56×45mm	2D8	2 or 25	selective	20/30	1	110	98	2002	v
USA										
Barrett Model 82A1 (L82A1)	12.7×99mm	2D10+4	1	semi	11	1	200	98	1987	b, v
Colt AR-15A2 Model 705 (M16A2)	5.56×45mm	2D8	2 or 2×3	selective	20/30	1	110	98	1985	
Colt CAR-15A1 Model 653	5.56×45mm	2D8	2 or 30	selective	20/30	1	90	98	1970	f

SHOTGUNS

<i>Weapon</i>	<i>Calibre</i>	<i>Damage</i>	<i>RoF</i>	<i>Action</i>	<i>Shots</i>	<i>Reload</i>	<i>BR</i>	<i>Malf</i>	<i>Year</i>	<i>Notes</i>
Italy										
Benelli M1 Super 90 Tactical	18.5×76mmR	4D6/2D6/1D6	1	semi	7i	2/rd	35	98	1993	+5%
USA										
Remington Model 870P (L74A1)	18.5×76mmR	4D6/2D6/1D6	1	pump	8i	2/rd	35	98	1965	f, +5%

MACHINE GUNS

<i>Weapon</i>	<i>Calibre</i>	<i>Damage</i>	<i>RoF</i>	<i>Action</i>	<i>Shots</i>	<i>Reload</i>	<i>BR</i>	<i>Malf</i>	<i>Year</i>	<i>Notes, Typical Mount</i>
Belgium										
FN MAG	7.62×51mm	2D6+4	25	auto	100B	2	110	98	1958	b
FN MINIMI (L108A1)	5.56×45mm	2D8	25	auto	30/200B	2	110	98	1982	b
FN MINIMI-Para (L110A1)	5.56×45mm	2D8	25	auto	30/200B	2	70	98	1982	b, f
FN-Browning M3M	12.7×99mm	2D10+4	30	auto	100B	2	200	99	1984	m, Lynx HAS.8
UK										
BMARC L21A2										
RARDEN	30×170mm	6D10+6	1 or 3	selective	6c	2	400	98	1986	m, FV510 Warrior main
Enfield L4A4 BREN	7.62×51mm	2D6+4	15	auto	30	1	110	98	1960	b
Enfield L7A2 GPMG	7.62×51mm	2D6+4	25	auto	100B	2	110	98	1963	b
Enfield L20A2	7.62×51mm	2D6+4	25	auto	200B	2	110	98	1963	m, A109A
Enfield L94A1 CG	7.62×51mm	2D6+4	15	auto	2,000B	n/a	110	00	1986	m, FV510 Warrior coax
Enfield SA-80 (L86A1 LSW)	5.56×45mm	2D8	2 or 25	selective	20/30	1	110	94	1986	b, v

<i>Weapon</i>	<i>Calibre</i>	<i>Damage</i>	<i>RoF</i>	<i>Action</i>	<i>Shots</i>	<i>Reload</i>	<i>BR</i>	<i>Malf</i>	<i>Year</i>	<i>Notes, Typical Mount</i>
(L86A2 LSW)	5.56×45mm	2D8	2 or 25	selective	20/30	1	110	98	2002	b, v
Manroy-Browning										
L111A1	12.7×99mm	2D10+4	1 or 15	selective	100B	2	200	99	199x	t
USA										
Boeing M230 CG	30×113mmB	6D10	20	auto	1,200D	n/a	200	99	1986	m, Apache AH.1
General Electric										
GAU-19/A	12.7×99mm	2D10+4	30/60	auto	750B	n/a	200	00	1991	m, Chinook HC.2
General Electric M134	7.62×51mm	2D6+4	60/120	auto	4,000B	n/a	110	00	1963	m, Chinook HC.2

GRENADE LAUNCHERS

<i>Weapon</i>	<i>Calibre</i>	<i>Damage</i>	<i>RoF</i>	<i>Action</i>	<i>Shots</i>	<i>Reload</i>	<i>BR</i>	<i>Malf</i>	<i>Year</i>	<i>Notes</i>
Germany										
H&K AG36	40×46mmSR HE	1D6+2	1/3	break	1	1	50	97	1999	u
H&K L104A1	37×122mmR Baton	1D6+2	1/3	break	1	1	20	97	198x	f
UK										
Enfield L67A1	37×122mmR Baton	1D6+2	1/3	break	1	1	20	97	197x	
Enfield L76A1 ARWEN	37×112mmRB Baton	1D6+2	1/3	rev	5	2/rd	20	97	1983	f
USA										
Colt M203	40×46mmSR HE	1D6+2	1/3	pump	1	1	50	97	1968	u

Submissions

The Black Seal relies upon submissions to survive. If you want to write for The Black Seal the following guidelines may help.

Requirements:

The Black Seal welcomes submissions and will print articles and scenarios for modern-day Call of Cthulhu. Background pieces and short Mythos fiction set in the modern-day are also accepted.

The Black Seal especially welcomes art submissions with a modern, conspiracy, occult, noir feel to them.

As The Black Seal is a not-for-profit publication, payment for publication is one copy of the magazine that the piece appeared in. Copyright remains in the possession of the creator, not The Black Seal. By submitting a piece the contributor is granting The Black Seal permission to print the submission.

For articles The Black Seal accepts submissions in electronic format, preferably Rich Text Format (.RTF). Plain text files (.TXT) are also acceptable.

For artwork The Black Seal accepts electronic artwork in all major graphics package formats, although Adobe Illustrator is preferred. If submitting unsolicited artwork, please send thumbnails or an URL to an online gallery.

Please do not send files greater than 1 MB to the submission e-mail address. Instead please advise The Black Seal that you have a large file and an alternative e-mail address will be supplied. The submission e-mail address is

subs@theblackseal.org

Guidelines:

Please bear in mind that The Black Seal has an international agenda for Call of Cthulhu. But for the first few issues The Black Seal will exclusively examine modern Europe, particularly the UK, Ireland and France, for modern horror gaming potential.

The Black Seal is interested in the world-wide Mythos, but submissions that concentrate on Europe will initially have a greater chance of publication.

Other topics potential authors and artists may want to consider are:

- New cults, or old cults revisited; the more imaginatively and artistically twisted the better
- Inventive use of rule book monsters, spells and books
- New Mythos books or reinterpretations of existing ones
- Imaginative mythos and occult spells
- World War Two and the Cthulhu Mythos
- The Vietnam War and the Cthulhu Mythos
- Background articles and scenarios set world-wide

The Black Seal is NOT the forum for:

- New mythos monsters or gods – there are more than enough already!
- Scenarios and articles set in the 1920s
- Scenarios and articles set in the 1880/90s (Gaslight Cthulhu period)

If you have scenarios or articles set in 1920s or 1890s periods you may want to consider submitting them to the Whisperer magazine, full details of which can be found at: <http://www.starrywisdom.co.uk>

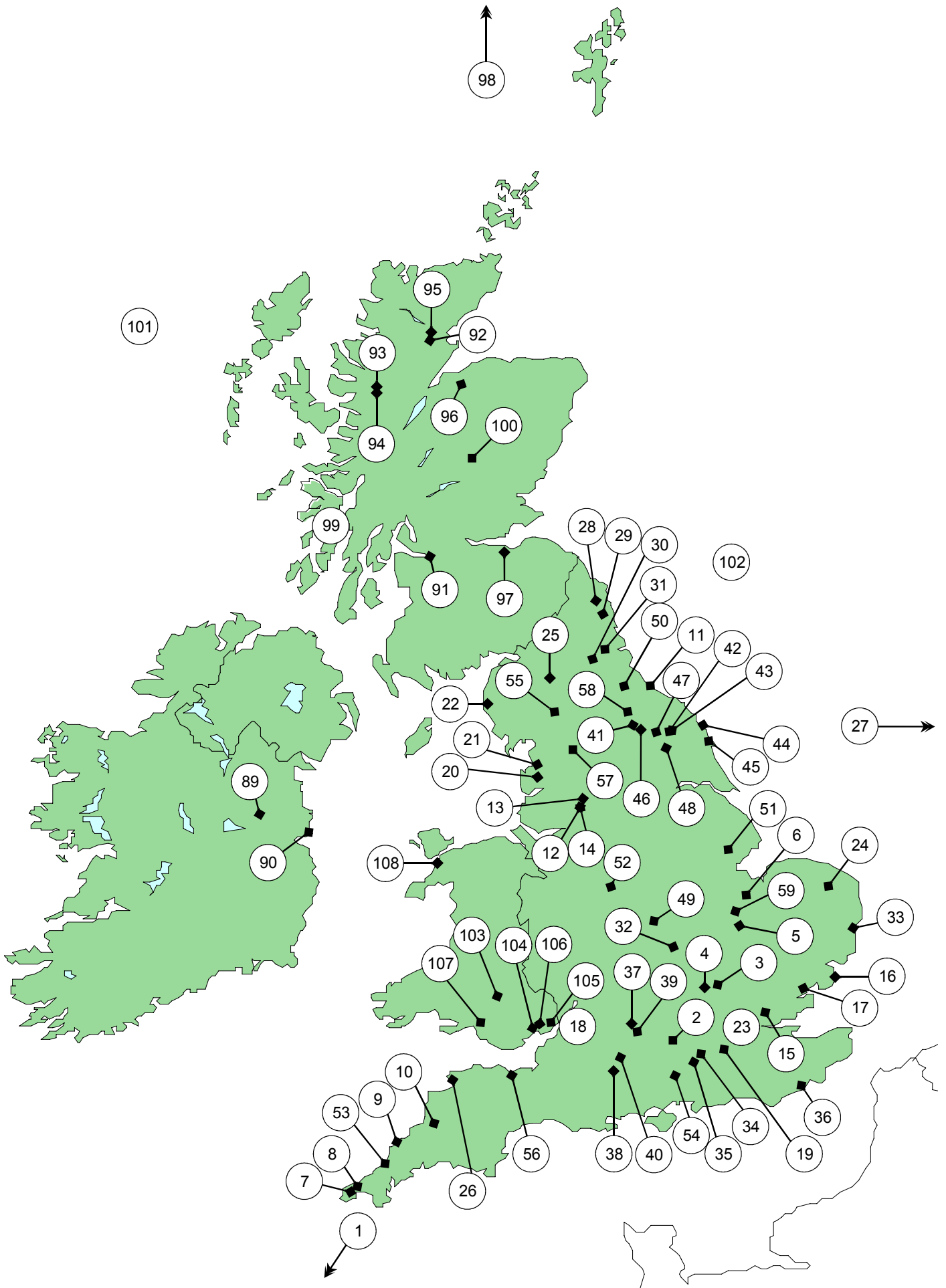
The Mythos Gazetteer of the British Isles

By Adam Crossingham

This article is inspired by the gazetteer in the *Green and Pleasant Land* supplement published by Games Workshop way back in 1987 and now sadly very out of print. I've corrected mistaken inclusions in the original gazetteer, added some references that were missed the first time around, and updated the gazetteer to reflect the 14 years worth of Call of Cthulhu publications that have since appeared.

England

1. Ahu-Y'hloa, Atlantic: A Deep One city being built in the Atlantic to the south-west of Cornwall – The Return of the Deep Ones, Brian Lumley
2. Wanfield, Berkshire: Home of a Shub-Niggurath cult – Trilogy of Terror, White Dwarf 97
3. The Room Beyond, The Pellgraine Estate, Loughton, Buckinghamshire: Opened into the abyss – The Room Beyond, The Golden Dawn
4. Throdag House, Chetwood, Buckinghamshire: The ruins of a sorcerer's residence – The Last Rite, Brian Lumley
5. Jermyn House, Cambridgeshire: Scene of the horrors of the Jermyn's family secrets – Arthur Jermyn, H.P. Lovecraft
6. The Oaks, Guyhirn, Cambridgeshire: A strange house that connects to different times – The Running Man, Brian Lumley
7. Carn Gluze, Cornwall: A place of the First Stories and of sacrifice – Lord of the Dance, Dark Designs
8. Innsmouth, Cornwall: Birthplace of King Kuranos – Celephais, The Dream-Quest of Unknown Kadath, H.P. Lovecraft
9. Seaham, Cornwall: Centre of Deep One conspiracy in Britain – The Return of the Deep Ones, Brian Lumley
10. The moors, near the Kent manor, Cornwall: Home to a temple and a cult dedicated to Bubastis – The Brood of Bubastis, Robert Bloch
11. Kettlethorp Farm, Kettlethorp Dene, County Durham: A place of Dagon worship and Deep One interaction since Phoenician times – Dagon's Bell, Brian Lumley
12. Black Annie's Bower, Oak Wood, Beck Green, Derbyshire: Accused dwelling place of an ancient witch – Hell Hath No Fury, The Golden Dawn
13. Castle Plum, Lesser-Edale, Derbyshire: Home of the cursed Derbyshire Monster – London chapter, The Complete Masks of Nyarlathotep
14. St. Michael's Chapel, Oak Wood, Beck Green, Derbyshire: Ancient place of imprisonment for Arthur – Hell Hath No Fury, The Golden Dawn
15. Forby House, Granton's Bridge, Essex: Where the implement of Forby's curse can be found – The Masterwork of Nicholas Forby, Sacraments of Evil
16. Misr House, The Naze, Essex: Edward Gavigan's estates, scene of much Mythos depravity – London chapter, The Complete Masks of Nyarlathotep
17. The Sunken City, Shinglehead Point, Essex: A physical connection with the Dreamlands lies in the River Blackwater – Lord of the Dance, Dark Designs
18. *Severn Valley, Gloucestershire: See the separate Severn Valley map*
19. Braylea, Home counties: Home of a small Shub-Niggurath cult and a series of grisly murders – Trilogy of Terror, White Dwarf 97
20. Middle Hamborough, Lancashire: A lost dimension of man-eating houses – No Way Home, Brian Lumley
21. Pine Dunes, Lancashire: An ancient haunt of witches – The Faces at Pine Dunes, Ramsey Campbell
22. The Moon Gate, Grimsdale & Martin Colliery, St. Bees, Lancashire: A long-buried gate leads to the Moon and a Yithian base – Bad Moon Rising, The Great Old Ones
23. *London, London: See the separate London map*
24. Shalladholm, Lower Shallad, Norfolk: Home of the shantak-like Sqarch – The Horse of the Invisible, White Dwarf 66
25. Delaware House, Weirton, North Country: A link between Yaddith and Earth exists at this ancient dwelling site – Dreams in the House of Weir, Lin Carter
26. Appledore, North Devon: Small fishing port plagued by mysterious abductions; also has a 'gate' to Innsmouth, Massachusetts – The Crossing, Adrian Cole
27. Sea-Maid, off Hunterby Head, North Sea: A lesser Great Old One lies imprisoned beneath the North Sea – The Night the Sea-Maid Went Down, Brian Lumley
28. Hagdon Manor, Hagdon, Northumberland: Scene of witchcraft by Sir Roderick and Lady Elinor Hagdon – The Necromantic Tale, Clark Ashton Smith
29. Falstone castle, Northumberland: Heathen activities of the resident monks led to massacre by Northern raiders – Recognition, Brian Lumley
30. Briddock Fort, Hadrian's Wall, Northumberland: Site of the final battle between Yegg-Ha and a Centuria of Roman soldiers – An Item of Supporting Evidence, Brian Lumley
31. Limestone Bank, Hadrian's Wall, Northumberland: A place of cthonian worship – Cement Surroundings, Brian Lumley
32. Edge Hill Tunnel, Oxford Canal, Oxfordshire: A temporal vortex leads to Zothique – Slow Boat, Fearless Passages
33. Walberswick, Suffolk: A den of Deep Ones – The Watchers of Walberswick, White Dwarf 50



34. Smee's Mound, Wood Common, Surrey: An ancient tomb associated with Y'gonolac – The Surrey Enigma, White Dwarf 69
35. The Barrows, near Haslemere, Surrey: Home of Carstairs, the Lord of the Worms – Lord of the Worms, Brian Lumley
36. Lower Bedhoe, Nr. Hastings, Sussex: Just outside village is a stone circle and barrow that contains the tomb of the powerful Roman occultist Vitellius Priscus – The Tomb of Priscus, Brian Mooney
37. Avebury, Wiltshire: Neolithic place of cthonian worship – Cement Surroundings, Brian Lumley
38. Lower Poolford, Wiltshire: Home to a small Cthughua cult – Draw the Blinds on Yesterday, White Dwarf 63
39. Silbury Hill, Wiltshire: Place of imprisonment of the Dulcarnon – Eyes for the Blind, Dark Designs
40. (1) Stonehenge, Wiltshire: A place of ancient sacrifice – The Yorkshire Horrors, Cthulhu by Gaslight. Also (2) The G'Harne Fragments name Stonehenge as 'The Great Elder Sign', two million years old – In the Vaults Beneath, Brian Lumley
41. Church of Starry Wisdom, near Crosby Court, North Riding, Yorkshire: Abandoned branch of the Innsmouth church of ill-repute – The Yorkshire Horrors, Cthulhu by Gaslight
42. Devil's Pool, Dilham, Yorkshire: The pool leads to Lh-yib – Beneath the Moors, Brian Lumley
43. Lh-yib, Yorkshire: A pre-human sister city to Ib – In the Vaults Beneath & Beneath the Moors, Brian Lumley
44. Northam Keep, Northam, Yorkshire: Residence of the first Northam, still living after a millennia – The Bell in the Tower, Lin Carter and H. P. Lovecraft
45. Ragnar Gory-Axe's Tomb, Allerston Forest, Scarborough, Yorkshire: Inviolable resting place of cursed raider – The Viking's Stone, Brian Lumley
46. Standing Stones, near Over-Silton, North Riding, Yorkshire: A small stone circle that whispers to its visitors – The Yorkshire Horrors, Cthulhu by Gaslight
47. The Pit, near Eely-on-the-Moor, Yorkshire: Den of alien human flesh transforming life forms – The Statement of Henry Worthy, Brian Lumley
48. York Minster, York, Yorkshire: A statue in the chapterhouse is infested by a Lloigor – Sacrament of Evil, Sacraments of Evil
49. Boresby, Midlands: A one-road village with a similar feel as Tempshill or Goatswood – A Thing about Cars, Brian Lumley
50. Cimmeria, North East: What's left of Cimmeria lies below the North Sea and NE England – The Sister City, Brian Lumley
51. Dagon's Barrow: A resting-place of the Little People's Black Stone – Worms of the Earth, Robert E. Howard
52. Darkbank Tunnel: Home of the reclusive Tunnel Dwellers – The Shadow over Darkbank, Green and Pleasant Land
53. Dawton, West Coast: Ghost village previously home to a colony of Deep One hybrids. The shipwrecked Aldwinkle just outside the bay contains the skeletons of its 310 passengers, murdered by Deep Ones – To Sea the Sea, Michael Marshall Smith
54. Gunderland: G'Harne Fragments report that invading Cimmerians destroyed the Great Elder Sign in Gunderland, now Southern England – The Transition of Titus Crow, Brian Lumley
55. Gun-hlan: A prehistoric land of North-West England contemporary with early Cimmeria and Gunderland – Beneath the Moors, Brian Lumley
56. The Marriot Estate: Inhabited from before the time of the Druids, dedicated to the worship of Atlach-Nacha – Recognition, Brian Lumley
57. Nathis: Another prehistoric land of North-West England contemporary with early Cimmeria – Beneath the Moors, Brian Lumley
58. The Outpost: Has a metal that inexplicably stops clockwork mechanisms – In the Vaults Beneath, Brian Lumley
59. Tremoth Hall: Home to a ghoulish offspring – The Nameless Offspring, Clark Ashton Smith

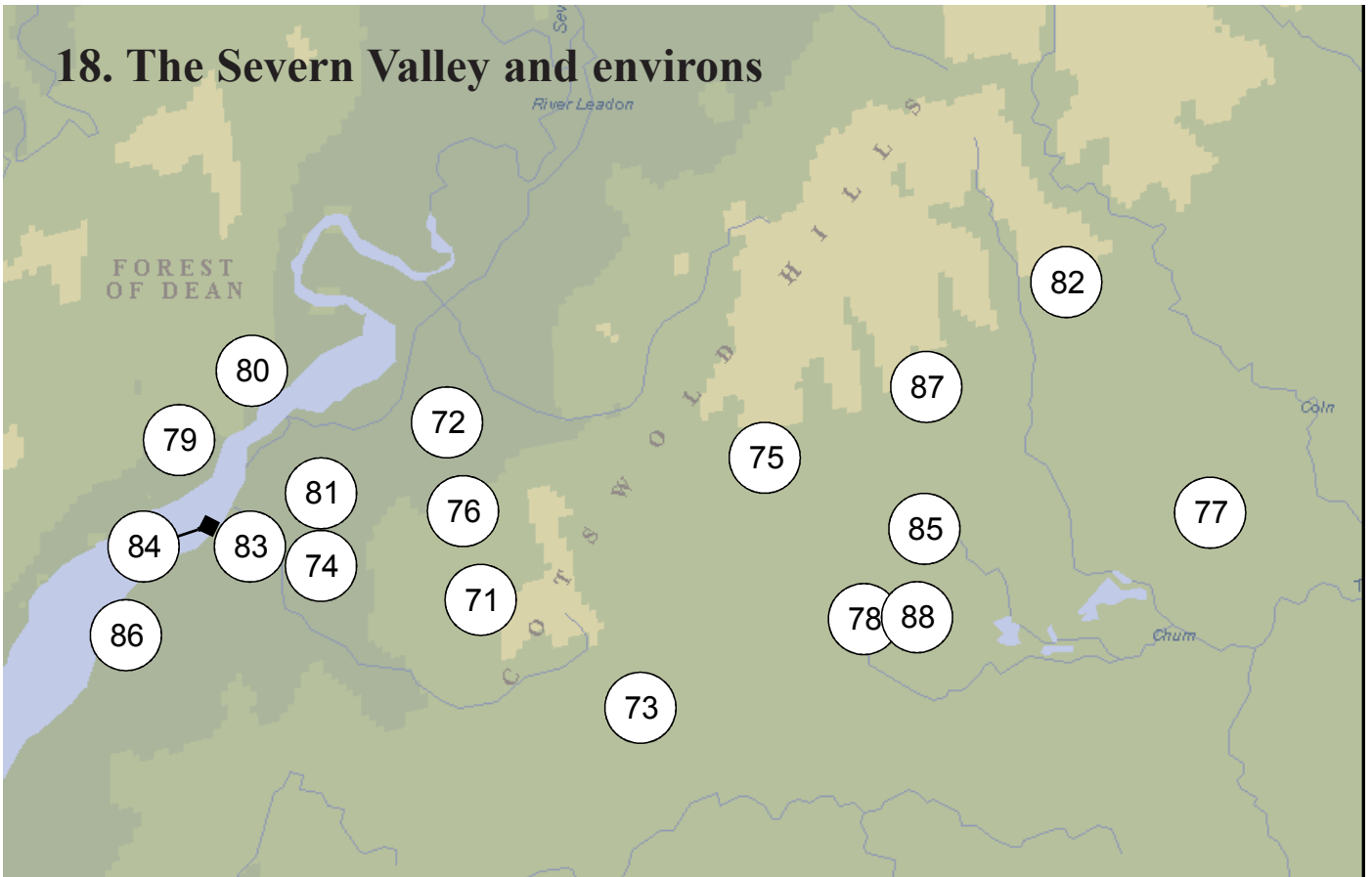
23. London (see separate map)

60. 1 Tiber Street: An ancient Neolithic place of Mythos worship lies beneath the streets – Lord of the Dance, Dark Designs
61. Air-raid shelter, Alberton: Home to a coven of ghouls – Curse of the Bone, White Dwarf 86
62. Arthur Carter's House, Muswell Hill: A 'haunted' house now under a bypass – Spaghetti, Brian Lumley
63. Go-by Street, The Strand: A physical way into the Dreamlands and purveyor of all known goods – A Shop in Go-by Street, Lord Dunsany
64. Jack Cade's Cavern, Blackheath: Scene of Tsathoggua worship in the 1840s and 1920s – Vile Bodies, The London Guidebook
65. Pit of Charybdis, Tower of London: A place of ancient doom to summon Hastur – King of Shreds and Patches, Strange Aeons
66. Psychic Research Association, 49 Marlow Road, Kensington: A PISCES front organisation – PISCES, Delta Green: Countdown
67. Severn Aerospace Headquarters, South Bank: Secret headquarters of PISCES – PISCES, Delta Green: Countdown
68. Society for the Investigation of Occult Occurrences, 171 Northborne Crescent – The Last Rite, Brian Lumley
69. The British Library, formerly Great Russell Street, now 96 Euston Road: Holder of many rare and valuable tomes
70. The British Museum, Great Russell Street: Keeper of the nation's treasures and secrets

18. The Severn Valley (see separate map)

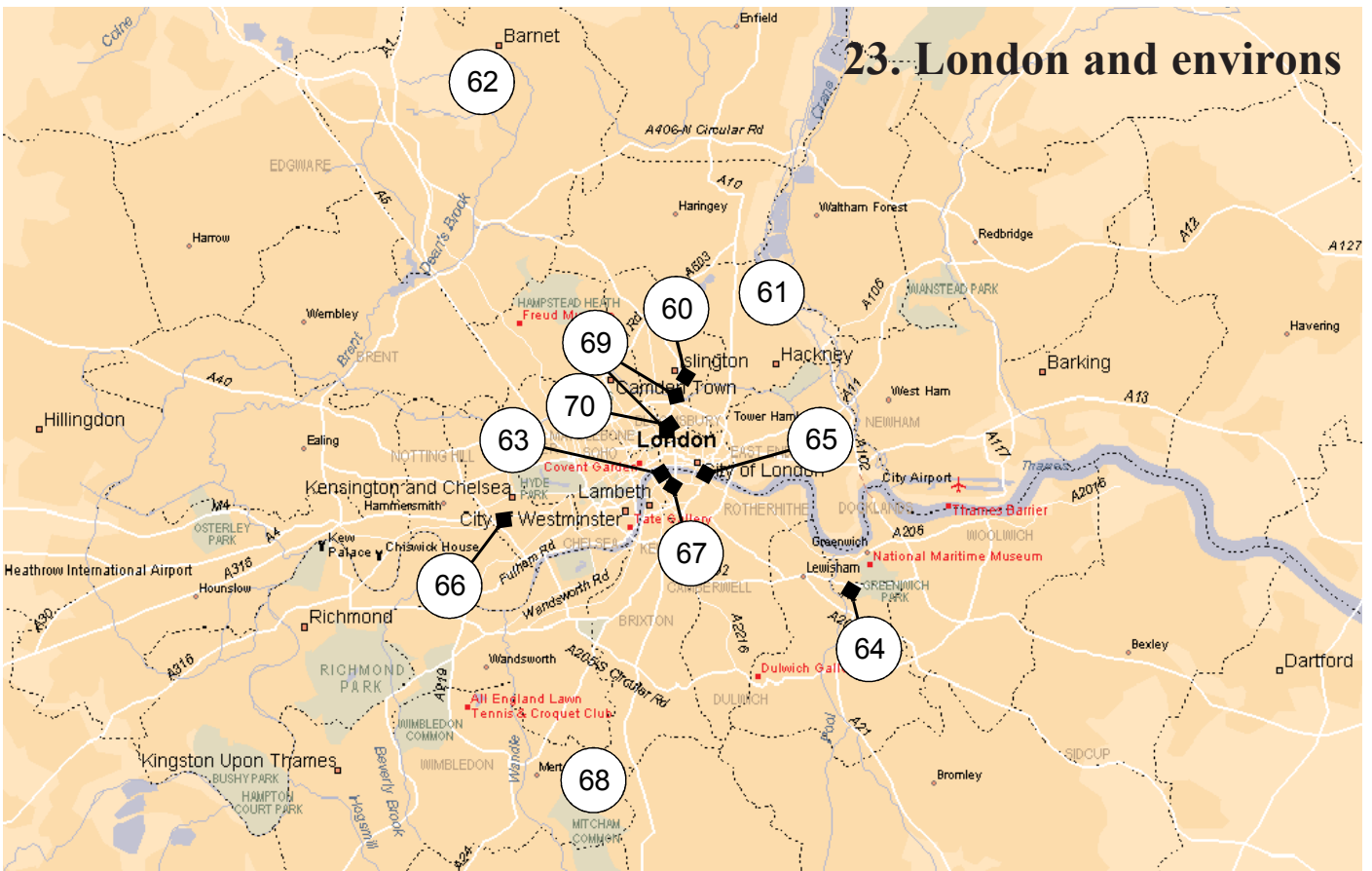
71. Brichester, Gloucestershire: The major town of the Severn Valley – Cold Print collection, Ramsey Campbell
72. Brichester Lake, Gloucestershire: Home to Glaaki and its cult – Cold Print collection, Ramsey Campbell
73. Camside, Gloucestershire: Home to Wiccan covens – Cold Print collection, Ramsey Campbell
74. Castle Drake, near Severnford, Gloucestershire: Ruined Norman castle imprisons Byatis in its foundations – Cold Print collection, Ramsey Campbell
75. Clotton, Gloucestershire: Decaying town holding a secret held by seals – Cold Print collection, Ramsey Campbell
76. Devil's Steps, Gloucestershire: Lead to a gate to Yuggoth – Cold Print collection, Ramsey Campbell
77. Exham Priory, Gloucestershire: Stands on the site of a prehistoric temple – The Rats in the Walls, H.P.

18. The Severn Valley and environs



- | | | | |
|-----|--|-----|--|
| 78. | Goatswood, Gloucestershire: Inhabitants of the village worship Shub-Niggurath – Cold Print collection, Ramsey Campbell | 80. | Old Severnford, Gloucestershire: Tiny Severn Valley hamlet – Cold Print collection, Ramsey Campbell |
| 79. | Lydney, Gloucestershire: Real life Romano-British temple dedicated to Celtic god Nodens | 81. | Plain of Sound, near Severnford, Gloucestershire: Somehow linked to the Gulf of S'glhuo – Cold Print collection, Ramsey Campbell |
| | | 82. | Sentinel Hill, Gloucestershire: Atop is a circle of stones |

23. London and environs



- that look like cowed figures and cannot be counted – Demons by Daylight collection, Ramsey Campbell
83. Severnford, Gloucestershire: Decaying Severn Valley town – Cold Print collection, Ramsey Campbell
84. Severnford Island, Gloucestershire: Small island in the River Severn with Roman remains on it – Cold Print collection, Ramsey Campbell
85. Temphill, Gloucestershire: Founded by Templars this town is a centre of a Yog-Sothoth cult – Cold Print collection, Ramsey Campbell
86. The Old Horns, Gloucestershire: Beware of the face in the pool... – Demons by Daylight collection, Ramsey Campbell
87. Warrendown, Gloucestershire: An isolated mutated village worshipping an alien god – Cold Print collection, Ramsey Campbell
88. Winterdown Flats, Gloucestershire: A redeveloped Goatswood, home to many Severn Aerospace employees – PISCES, Delta Green: Countdown
96. McMorn Manor, Strathmorn, Invernesshire/Highlands: Home to a grove of Gn'icht' Tyaacht transplanted from Africa – The Horror of the Glen, Green and Pleasant Land
97. Temple House, near Penicuik, Mid Lothian: Last home to the Chorazos cult – The House of the Temple, Brian Lumley
98. G'll-ho: A Deep One city to the far north – The Third Visitor, Brian Lumley
99. Isle of the Altar, Argyll & Bute: Home of the Dark Man cult of the Picts that survives to this day – The Dark Man, Robert E. Howard
100. Kilmaur Manor, The Grampians, Perth & Kinross: PISCES' library and home of 'The Vault' – PISCES, Delta Green: Countdown
101. Magonia, Hirta, St. Kilda's Archipelago: PISCES' research establishment – PISCES, Delta Green: Countdown
102. Undersea City, Devil's Hole, northwest of Dogger Bank: A place of Deep Ones and Star Spawn – Devil's Hole, In the Shadows

Ireland

89. Kilderry, County Meath: An ancient primeval horror survives in the bog – The Moon Bog, H.P. Lovecraft
90. Grimmin's Cairn, Grimmin's Head, near Clontarf: The resting-place of Odin – The Cairn on the Headland, Robert E. Howard

Scotland

91. Oakdeene Sanatorium, near Glasgow, Renfrewshire: Scene in 1936 of an attempt by Yibb-Tstll to enter our world – The Horror at Oakdeene, Brian Lumley
92. Castle MacLaireag, Loch Fein, Invernesshire/Highlands: Place of ancient Ghatanothoa worship – The Mystery of Loch Fein, Cthulhu Companion/3rd edition rulebook/4th edition rulebook
93. Creag Dhubh, Loch Mullardoch, Invernesshire/Highlands: Home to serpent people – The Coven of Cannich, Shadows of Yog-Sothoth/Cthulhu Classics
94. Hancock Dig Site, Loch Mullardoch, Invernesshire/Highlands: Site of ancient temples to Azathoth and Nyarlathotep – The Coven of Cannich, Shadows of Yog-Sothoth/Cthulhu Classics
95. Loch Fein, Invernesshire/Highlands: Foci of Lloigor-feeding standing stones – The Mystery of Loch Fein, Cthulhu Companion/3rd edition rulebook/4th edition

Wales

103. The Place in the Woods, Black Mountains, Breconshire: A shrine of the Little People – Plant Y Daear, Sacraments of Evil
104. Caermaen, Monmouthshire: Welsh country town of Roman origins. Ancient site of Horned God and Nodens worship – The Great God Pan, Arthur Machen
105. Bertholly, Monmouthshire: The summer residence of Professor Gregg – last known location of the Black Seal – The Novel of the Black Seal, Arthur Machen
106. The Grey Hills, Monmouthshire: Still inhabited by the Little People of Gaelic legend – The Novel of the Black Seal, Arthur Machen
107. Melincourt, Monmouthshire: Provincial Welsh town and centre of Lloigor activity – Return of the Lloigor, Colin Wilson
108. Dagon's Cave: Cavern system inhabited by the degenerate remnants of the Serpent Race – People of the Dark, Robert E. Howard

Many thanks to Nick Brownlow, Daniel Harms, and Steven Kaye for their kind perseverance in tracking down the Mythos tales I didn't have access to.

DG/CN

British Investigator Templates

By Nick Brownlow and Adam Crossingham

The following agency profiles and templates are presented in the style of Delta Green: Countdown to offer even more opportunities to play British characters. The profiles are arranged in two groups: Military and Civilian.

Military

- 16 Air Assault Brigade – page 70
 3 Commando Brigade – page 71
 Brigade of Gurkhas – page 72
 Parachute Regiment – page 73

Civilian

- BBC Monitoring – page 75
 National Radiological Protection Board – page 76
 Nuclear Safety Directorate/Nuclear Installations Inspectorate – page 77
 UK Atomic Energy Authority Constabulary – page 78

A 'New Skills' section can be found at the end of the agency profiles detailing the new skills introduced with the templates.

British Army

16 Air Assault Brigade

Date Founded:	3rd September 1999 from the merger of 24 Airmobile Brigade and 5 Airborne Brigade
Mission When Founded:	To open or secure points of entry for land or air forces. Deep strike capable. Expeditionary role capable. Part of NATO's Multinational Division (Central)
Mission Today:	Unchanged
Jurisdiction:	Europe/NATO area under NATO authority, or Out of NATO Area operations (world-wide) on national, WEU or UN authorisation
Headquarters:	Colchester, Essex, UK
# of Personnel:	Approximately 10,000
Annual Budget:	Unknown

History/Profile: The 16 Air Assault Brigade is a new and unique formation in the British Army. The Brigade brings together aviation and parachute capable forces together in one force. The brigade is an amalgamation of 5 Airborne Brigade and 24 Airmobile Brigade. 5 Airborne Brigade has a history dating back to World War 2, its ancestors seeing action in Tunisia, D-Day, Arnhem, Suez, and the Falklands conflict. 24 Airmobile Brigade has a longer history dating back to World War 1. Its ancestors saw action in both world wars. 24 Airmobile Brigade was Britain's contribution to ARRC (Allied Command Europe (ACE) Rapid Reaction Corps), designed to quickly counter Soviet offensives in Europe in support to NATO. 16 Air Assault Brigade takes 24 Airmobile brigade's place in ARRC.

In uncontested landings teams of Enablers are first on the ground. These consist of Logistics personnel, signallers, engineers and medics for environmental assessments. They prepare for the main body's arrival and the establishment of a headquarters. In contested landings the enablers land as soon as it's safe in order to make preparations for the arrival of the main body.

16 Air Assault Brigade consists of the following units:

Brigade Headquarters and Signals detachment, based in Colchester, provides co-ordination and direction for air assaults and is configurable from a manpack tactical HQ to a fully equipped HQ. The HQ is a joint Army/RAF command reporting to the Joint Helicopter Command. 216 Squadron, Royal Signals is parachute deployable and provides infrastructure for the headquarters in the field.

16 Air Assault Brigade's advance and reconnaissance force is the **Pathfinder Platoon** of the Parachute Regiment. The platoon provides covert reconnaissance; location and marking of drop zones, tactical and helicopter landing zones for subsequent air landing operations. Once the main force has landed the platoon switches to a tactical intelligence-gathering role. The platoon is based at Wattisham Airfield, Suffolk. Platoon members are highly trained in demolitions, ambushes, holding drop zones, and signals.

3, 4 and 9 Regiments Army Air Corps provide the air assault element to the brigade. By 2005 each regiment will field two squadrons of WAH-64 Apache attack helicopters and a squadron of light battlefield helicopters (LBH) – Lynx Mk.9s to move small

groups of soldiers around the battlefield. Each regiment is also supported by an aviation workshop staffed by REME engineers. 3 and 4 AAC are based at Wattisham Airfield, Suffolk, and 9 Regiment AAC is based at Dishforth, Yorkshire.

Three battalions provide the **infantry** punch to the brigade. Two are always from the Parachute Regiment. The other battalion is from the line infantry and rotates. **7th Parachute Regiment Royal Horse Artillery** (7 Para RHA) provides artillery support to the brigade. This consists of 18 105mm guns. 7 Para RHA is based in Aldershot, Hampshire. Air defence is provided by **21 Air Defence Battery Royal Artillery**, equipped with the Javelin missile system. The unit is based in Thorney Island, Hampshire.

Engineering support to the brigade comes from **9 Parachute Squadron Royal Engineers** and **51 Field Squadron RE**. Their task is to provide mobility and counter-mobility. A squadron of the **Household Cavalry Regiment** provide armoured reconnaissance capability in 12 Scimitar vehicles. The unit is based in Windsor, Berkshire.

13 Air Assault Support Regiment, Royal Logistic Corps provides logistical support once the brigade is on the ground. The unit is based in Colchester. **16 Close Support Medical Regiment** provides second line casualty evacuation and medical support to the brigade. The unit is based in Colchester. **156 Provost Company** of the Royal Military Police carries out reconnaissance, marking of routes, and controls road moves during deployments. It also has peacetime police duties whilst based at Colchester.

The brigade relies on the **RAF Support Helicopter Force** for its mobility, which uses Puma, and Chinook helicopters. The RAF also provide 55 C-130 Hercules aircraft to transport, deliver and resupply the brigade

The brigade's insignia is a 'striking eagle' and is based on a World War 2 Special Forces design. Parachute trained members wear the maroon airborne forces beret whilst members of the Army Air Corps wear light blue berets.

16 Air Assault Brigade has been deployed to Kosovo, saw action in Sierra Leone, and was selected to be sent to Afghanistan.

Occupation Templates

All player characters may add the Parachute skill to their template if it doesn't have it to represent a parachute trained advanced element of 16 Air Assault Brigade's forces.

Air Assault Infantryman: See separate Brigade of Gurkhas profile for Gurkhas, or create Infantryman: Bayonet, Military Science, Rifle, Survival, Throw and 3 skills from the following: Conceal, Handgun, Heavy Weapons, Machinegun, Martial Arts, Spot Hidden

Army Air Corps Attack Helicopter Crew: *Both:* Electrical Repair, Electronics, Mechanical Repair, Navigate (Air/Sea), Spot Hidden. *Pilot:* Pilot Light Aircraft, Pilot Helicopter. *Gunner:* Heavy Weapons, Machinegun

Gunner: Artillery or Heavy Weapons, Conceal, Drive Auto, Computer Use, Mechanical Repair, Military Science, Parachute, Rifle, Spot Hidden, Survival

Engineer: Drive Auto, Military Science, Operate Heavy Machinery, Rifle; then choose Civil Engineer, Combat Engineer, Demolitions & Parachute, or Electrical Repair, Electronics & Mechanical Repair

Logistics: Accounting, Bargain, Drive Auto, Logistics, Military Science, Rifle, Survival

Medic: First Aid, Medicine, Military Science, Parachute, Pharmacy, Rifle, Survival. Officers may add Surgery.

Military Policeman: Drive Auto, Handgun, Law (Military), Martial Arts, Military Science, Navigate, Rifle, Spot Hidden

Paratrooper: See separate Parachute Regiment profile

Pathfinder: See separate Parachute Regiment profile

RAF Heavy Lift Pilot: Electrical Repair, Electronics, Mechanical Repair, Navigate (Air/Sea), Parachute, Pilot Light Aircraft, Pilot Helicopter, Signals, Spot Hidden, Survival

Signalman: Cryptography, Electrical Repair, Electronics, Military Science, Parachute, Rifle, Signals, Survival

Sample Character

Corporal Terry Gorman, age 23

Race: European

STR 12 CON 15 SIZ 13 INT 10 POW 11

DEX 12 APP 10 EDU 14 SAN 55 HP 14

Damage Bonus: +1d4

Education: Comprehensive school

Occupation: Pathfinder

Skills: Demolitions 40%, Dodge 44%, Drive Auto 40%, First Aid 55%, Handgun 40%, Heavy Weapons 40%, Hide 40%, Jump 35%, Listen 30%, Machine Gun 55%, Martial Arts 25%, Military Science 30%, Parachute 75%, Rifle 65%, Signals 40%, Sneak 50%, Survival 30%, Throw 45%

Languages: English 70%

Attacks:

M16A2 65%, 2d8

Colt M203 40%, 3d6/2yds

Grenade 45%, 4d6/4yds

Fist/Punch 70%, 1d3+db

Grapple 30%, special

Headbutt 40%, 1d4+db

Kick 35%, 1d6+db

Knife 30%, 1d4+2+db

Royal Marines

3 Commando Brigade RM

Date Founded: September 1943 as 3 Special Service Brigade

Mission When Founded: Marine light infantry and Amphibious Warfare

Mission Today: Same

Jurisdiction: Anywhere in the world

Headquarters: Stonehouse Barracks, Plymouth

of Personnel: 3,500

Annual Budget: Not known

History/Profile: The origins of the modern day 3 Commando Brigade can be traced back to the formation of the first commando units in 1940 at the request of the then Prime Minister, Sir Winston Churchill. Britain lacked a Special Forces capability, and the German occupation of mainland Europe meant that for the time being, Britain's conventional forces were for the most part redundant. Churchill suggested the creation of a special force proficient in small unit tactics and stealth approaches, and called them 'Commandos' after the small, self-sufficient guerrilla units of Dutch settlers the British had so much trouble with during the Boer War. Whereas the first Commando units were raised from the Army, and as such had an emphasis on land operations, it soon became obvious that the Royal Navy required similar support for amphibious operations. RM 'A' Commando – soon after re-designated 40 RM Commando – was raised from the Royal Marines to fulfil the Navy's need for an amphibious strike force. 42 RM Commando was subsequently raised in October 1942, with 43 through 47 RM Commandos following in August 1943, and 48 Commando in March 1944.

Initially organised into a single Special Services Group under General Alan Bourne, the rapidly increasing numbers of personnel meant that in 1943 the Commandos were grouped into four Special Service brigades. Initially referred to as 3 Special Service Brigade, 3 Commando Brigade as it was to become known was formed in

September 1943, and was composed of 2 Army battalions as well as 42 and 44 RM Commandos. At the war's end the Army Commando brigades were disbanded, but 3 Commando Brigade was allowed to survive – composed now solely of 42 and 44 RM Commandos. 44 RM Commando was re-designated 40 Commando, and 45 RM Commando (from the now defunct 1 Commando Brigade) was brought into the fold to replace the Army units. This left the Marines with sole responsibility for all Commando operations.

Over the next few decades the Brigade acted as a mobile reserve in the Mediterranean and Far East, taking part in operations in Malaya, Cyprus and Sarawak. In 1956 the Brigade also took part in the Anglo-French 'invasion' of the Suez – which saw 45 Commando mount the world's first ever helicopter assault. In 1961, 3 Commando Brigade were among the first British troops to be sent to Northern Ireland, and have served there almost every year since. Throughout the post-war years, the Brigade were at the forefront of all British military actions across the globe, and this 'busy' period led to the short-lived expansion of the Marines' Commando capability, which has since been cut back. 41 Commando was reformed in March 1960 at Deal, only to be disbanded again July of 1981, and 43 Commando was similarly resurrected in 1961 only to be disbanded again in November 1968

As Britain's star continued to wane on the international scene, so too did the Brigades' military responsibilities. In 1971 the Brigade was brought home to England with its Headquarters based in Stonehouse Barracks, Plymouth. Throughout the 1970s the Brigade was committed largely to the European theatre, with 40 and 41 Commando Group committed to NATO's Southern flank and 45 Commando to the Northern. To this end 45 Commando still receives regular Arctic Warfare training in Norway: the only British troops to do so.

In 1982 the Brigade was to play a major role in the Falklands Conflict, spearheading the landings at San Carlos and St Georgia with highly successful amphibious assaults, and fighting throughout the six-week campaign alongside the men of the

Parachute Regiment. The Brigade's performance during the campaign ensured their survival in the face of defence cutbacks.

Since the Falklands, the Brigade has continued to play an important role in British military operations. As part of Operation Safe Haven in 1991, the Brigade protected Kurdish Iraqi refugees in Northern Iraq, and then in 1994 45 Commando was deployed on the Kuwaiti border as a 'Spearhead battalion' to counter Iraqi threats. Units of the Brigade were deployed throughout the 1990s in Bosnia-Herzegovina and the Adriatic, and in 1998, 40 Commando and 539 Assault Squadron were sent to the Congo as part of the Joint Rapid Reaction Force. In 2000 the Brigade also saw action in Sierra Leone, where they helped evacuate British nationals. That same year the Brigade spent six months in Kosovo as part of Operation Agricola IV.

Today, the Brigade is still divided into three battalion-sized units of infantry; 40 Commando, stationed in Taunton, 42 Commando in Plymouth and 45 Commando in Arbroath. The Brigade is also supported and reinforced by 539 Assault Squadron, the Commando Logistic Regiment, 29 Commando Regiment Royal Artillery and 59 Independent Commando Squadron Royal Engineers. They are a core component of the UK's Joint Rapid Reaction Force, and as such are on permanent readiness to deploy across the globe. In addition to this, the Brigade has responsibility for providing personnel for the Fleet Standby Rifle Troop: an elite rescue team and super advance guard. Formed in 1996, the FSRT is formed of six 6-man teams on eight-hour notice and based out of Permanent Joint Headquarters at Northwood, Middlesex. Operational responsibility for the FSRT rotates through 40, 42 and 45 Commandos. FSRT teams have operated in anti-drugs roles in the Caribbean, British national rescue operations in Africa and Asia, and anti-piracy patrols in the South China Sea.

Occupation Templates

RM Commando: Bayonet, Boating, Climb, Jump, Machine Gun, Martial Arts, Rifle, Survival, Swim, Throw & any two of the following: First Aid, Handgun, Heavy Weapons, Hide, Knife, Navigation: Sea/Air, SCUBA, Spot Hidden, Sneak, SMG, Throw

FSRT member: Boating, Climb, First Aid, Handgun, Jump, Law, Martial Arts, Pharmacy, Psychology, Rifle, Survival, SMG, Swim, Throw

Sample Character

Captain John Shepherd, age 32

Race: Caucasian

STR: 11 CON: 11 SIZ: 10 INT: 12 POW: 13

DEX: 13 APP: 14 EDU: 18 SAN: 65 HP: 11

Education: Royal Marine College, Portsmouth

Occupation: Royal Marine Commando

Skills: Boating 31%, Climb 65%, First Aid 40%, Hide 47%, Listen 50%, Martial Arts 46%, Military Science 21%, Navigation: Sea 31%, SCUBA 16%, Sneak 55%, Spot Hidden 45%, Swim 70%, Throw 35%

Languages: English 90%

Attacks:

L85A1 assault rifle 60%, 2d8

FN Browning Hi-Power pistol 65%, 1d10

Grenade 40%, 4d6

Combat Knife 45%, 1d4+2+db

British Army

Brigade of Gurkhas

Date Founded: 1815

Mission When Founded: To act in a light infantry role as part of the East India Company's Armed forces

Mission Today: The Gurkha Rifles are a regular Infantry Regiment of the British Army, but they are trained to fulfil a variety of specialised roles including (famously) jungle and mountain operations

Jurisdiction: The Brigade supports British military actions around the world

Headquarters: Airfield Camp, Netheravon

of Personnel: 3,078

Annual Budget: Unknown

History/Profile: The origins of the Brigade of Gurkhas lie in the Nepalese War of 1814, in which the East India Company invaded Nepal in order to curb the threat Nepalese expansion posed to their interests on the Indian sub-continent. In Nepal, the Gurkhas were the soldiers of the ruling classes, and they engaged British forces in a series of particularly hard fought battles. The British were hugely impressed by the Gurkhas' courage and determination, and as a consequence, after the war, Gurkhas were allowed and even encouraged to volunteer for service in the East India Company. The first Gurkha regiment was subsequently formed in 1815 and led by Lt. Frederick Young (Young had himself been a prisoner of the Gurkhas during the Nepalese war). The Gurkhas continued to impress during the Indian mutiny of 1857, when instead of siding with the mutineers, they assisted the British in putting the revolt down. Although this endeared them to the British it was also the first time the long running accusation that they are nothing more than simple mercenaries was made. The Gurkha regiments continued to grow under the Raj and they took part in several campaigns on the Northwest Frontier. Between the years 1901 and 1906 the Gurkha regiments (of which there were now ten) were reorganised and redesignated Gurkha Rifles. They were re-numbered from the 1st through to the 10th, in what were the beginnings of the modern day Gurkha Brigade.

In WWI some 100,000 Nepalese enlisted in the Gurkha regiments, which saw action in France, Mesopotamia, Persia, Egypt, Gallipoli, Palestine and Salonika. In WWII, there were no less than 40 Gurkha Battalions in service, fighting in Syria, the Western Desert, Italy, Greece, Burma and Malaya. Over the course of both conflicts a total of twelve Victoria Crosses were awarded to Gurkhas – cementing their reputation for courage and loyalty.

With the partition of India in 1947 and the end of Colonial rule, it was decided that six regiments of Gurkha Rifles would remain in the Indian Army, whilst the four remaining regiments (2 GR, 6 GR, 7 GR and 10 GR) would join the British Army. Collectively, these regiments were referred to as the Brigade of Gurkhas.

From 1948 onwards the Brigade was based in Malaya, where it operated continuously throughout the twelve year Malayan Emergency. The Gurkhas also saw active service in the Brunei Revolt of 1962 and between 1962 to 1966 during the 'confrontation' with Indonesia in Malaysia. In 1965 Lance Corporal Rambahadur Limbu won his Victoria Cross – the thirteenth such

honour to be awarded to a Gurkha. Between 1967 and 1972, Britain's flagging influence in the region, coupled with a change in the UK's world-wide defence commitments, necessitated the reduction of the Brigade from 14,000 to 8,000 men and the relocation of their headquarters to Hong Kong, with battalions also being stationed in Brunei and the UK.

Meanwhile Gurkhas continued to be deployed in Britain's many 'small wars' around the world – re-enforcing the British Sovereign base in Cyprus in 1974 following Turkey's invasion of the island, and taking an active part in the Falklands conflict. More recently the Gurkhas have been deployed in the Gulf, Bosnia and Kosovo, and the Regiment has also provided personnel for UN operations in Africa and East Timor.

In 1994, following further defence cutbacks, the four regiments of the Gurkha Brigade were amalgamated into a new regiment, the Royal Gurkha Rifles. Originally the regiment consisted of three battalions, but when 1 RGR returned to the UK in 1997 after Hong Kong was returned to the People's Republic of China, 3 RGR was disbanded. 1 RGR is currently based in Brunei. This reduced the number of Gurkhas in the British Army to around 3,400. In addition to the remaining two battalions, the Regiment provides three independent companies of Gurkhas to support under strength Army battalions (one of which is Parachute trained), and maintains a squadron each of the Queens Gurkha Engineers, the Queens Gurkha Signals and the Queens Own Gurkha Logistic Regiment, as well as a Training Wing.

The Gurkhas have a fearsome reputation, described by their admirers as "Small of stature, large of heart, accustomed to hardship, good natured with a keen sense of humour, loyal to death, more disciplined than any fighting force in the world, brave and capable, and absolutely without fear". Whereas there is likely to be a small amount of exaggeration here, the Gurkhas nevertheless enjoy an enviable record of service. In Nepal, competition to join the British Army is fierce, with on average over thirty applicants for every recruitment vacancy – soldiering has long been considered an honourable profession in Nepal, and the attraction of a British Army wage (as well as an eventual pension) is a powerful incentive. Only the very best applicants, however, are selected to undergo the rigorous training process in the UK. Whilst enlisted men are usually Nepalese, officers tend to be a mix of Nepalese and British nationals.

Mention must be made of the Gurkha's use of the kukri – a wickedly curved blade that is probably the most famous fighting knife in the world. The kukri is so closely associated with the

Gurkhas that their regimental badge consists of two crossed kukri blades.

Occupation Templates

Rifleman: Bayonet, Conceal, Dodge, Heavy Weapons, Hide, Kukri, Machine Gun, Martial Arts, Navigate, Other Language: English, Parachute, Rifle, SMG, Sneak, Spot Hidden, Survival, Throw. Native language is Nepali.

Engineer: Demolitions, Drive Auto, Electrical Repair, Kukri, Mechanical Repair, Operate Heavy Machinery, Other Language: English, Rifle, Survival. Native language is Nepali.

Signaller: Cryptography, Electrical Repair, Electronics, Kukri, Other Language: English, Rifle Signals, Survival. Native language is Nepali.

Queen's Gurkha Officer: Conceal, Credit Rating, Heavy Weapons, Machine Gun, Martial Arts, Military Science, Other Language: English, Parachute, Rifle, Sneak, Survival, Throw + two skills of career branch – infantry, engineers, signals. Native language is Nepali.

Officer: Conceal, Credit Rating, Heavy Weapons, Machine Gun, Martial Arts, Military Science, Other Language: Nepali (Gurkhali), Parachute, Rifle, Sneak, Survival, Throw + two skills of career branch – infantry, engineers, signals

Sample Character

Lance Corporal Rinji Gurung, age 25

Race: Asian

STR: 13 CON: 16 SIZ: 09 INT: 13 POW: 14

DEX: 15 APP: 11 EDU: 12 SAN: 70 HP: 12

Damage Bonus: None

Education: British Army Training

Occupation: Gurkha Rifleman

Skills: Survival (Jungle) 48%, Conceal 40%, Hide 35%, Sneak 41%, Spot Hidden 41%, Martial Arts 43%

Languages: Nepali (Gurkhali) 65%, English 38%

Attacks:

Kukri 55%, 1d6+db

Grenade 48%, 4d6

L85A1 assault rifle 53%, 2d8

British Army

The Parachute Regiment

Date Founded: 1st August 1942
(established 22nd June 1940 as No.2 Commando, then known as 11 Special Air Service Battalion, then 1 Parachute Battalion, then 1 Parachute Brigade)

Mission When Founded: Parachute and light infantry operations
Mission Today: Unchanged, rapid response force capabilities added

Jurisdiction: Europe/NATO area under NATO authority, or Out of NATO Area operations (world-wide) on national, WEU or UN authorisation

Headquarters: Browning Barracks, Aldershot, Hampshire, UK. This will be moving in the near future to Colchester

of Personnel: Approximately 1,650

Annual Budget: N/A

History/Profile: The Parachute Regiment's foundations date back to June 1940 when Winston Churchill called for the formation of 'a corps of at least five thousand parachute troops, suitably organised and equipped'. Britain's wartime airborne forces quickly grew and by the end of the war, the Regiment comprised of 18 battalions and a number of pathfinder units. The Regiment's wartime history had been illustrious as well. It earned its first battle honour with a daring raid to seize a German radar unit from Brunei in 1942, the Paras earned themselves the sobriquet 'the Red Devils'

from Rommel's Afrika Korps during hard fighting in North Africa. The Regiment took part in campaigns in Sicily, Italy, Greece, and the Normandy landings. Its most famous battle honour is Arnhem, where the lightly armed 1st and 4th Parachute Brigades held out against two SS Panzer divisions, in some cases battalions were decimated.

As a wartime institution the Parachute Regiment survived the end of the war, unlike other units like the SAS, becoming a permanent part of the British Army's order of battle as a separate corps of infantry in 1949. Now down to three battalions in size, the Regiment saw action in the invasion of Suez (1956), deployed to Jordan during the Lebanon crisis of 1958, deployed to Cyprus and Radfan, Aden in 1964, to Borneo in 1965 and Aden again in 1967. 1969 saw the first tour of duty in Northern Ireland, something that would continue until the present day. 1972 saw the Regiment embroiled in the infamous 'Bloody Sunday' shootings. The Regiment took part in 1982's Falklands Conflict, earning itself two Victoria Crosses and freeing the islands from Argentinean occupiers. The 1990s saw the Regiment providing peacekeeping duties in Bosnia (1996) and Kosovo (1999), and Macedonia (2001). Sierra Leone (2000) saw the Regiment performing a UK national evacuation role, and operate in conjunction with 22 SAS to rescue six soldiers of the Royal Irish Regiment from the West Side Gang in Operation BARRAS. Elements of the Parachute Regiment were posted to Afghanistan (2002). The Regiment has been the first on the ground in recent years because they are airborne troops, easily deployable, and able to fight with what's on their back.

The present day Regiment consists of three battalions (1-3 PARA), one Territorial Army battalion (4 PARA (V)), and the Pathfinder Platoon. 2 & 3 PARA are based in Colchester as part of their 16 Air Assault Brigade commitments. 1 PARA is based in Dover. 4 PARA (V) has its HQ in Leeds and has rifle companies in Scotland, North England and London. A company of Gurkhas from the Royal Gurkha Rifles served with 2 PARA from 1997 to 2001 due to recruitment problems.

Since 1996 the **Pathfinder Platoon** has been part of the Parachute Regiment's establishment. The platoon provides covert reconnaissance; location and marking of drop zones, tactical and helicopter landing zones for subsequent air landing operations by 16 Air Assault Brigade. The platoon may be inserted up to a week ahead of the main force. Once the main force has landed the platoon switches to a tactical intelligence-gathering role on foot or Land Rover Defender 90s. The platoon is based at Wattisham Airfield, Suffolk. Platoon members are highly trained in demolitions, ambushes, holding drop zones, first aid, mountain and jungle warfare, interrogation resistance and signals. Many of the platoon go on and join 22 SAS (or the 'the Gun Club' as it is called by paras). Currently 60% of the SAS come from the Regiment. Pathfinders are armed with M16 or M4 assault rifles, M203 grenade launchers, and FN Minimi light support weapons (LSW).

Entry to the Regiment is notoriously hard and is tougher than the rest of the regular Army. Both soldiers and officers have to pass the All Arms Pre-Parachute Selection Course or 'P-Company' (or Coy) in order to earn the Regiment's famous maroon beret. Soldiers must attend the Common Military Syllabus-Recruit course at ATR Lichfield in Staffordshire, which is staffed by Regimental instructors. At Lichfield new recruits learn discipline, drill, and parade work, field craft, basic weapons skills, marksmanship and improve their fitness. After the CMSR, the new recruit moves to the Infantry Training Centre, Catterick, in North Yorkshire where they attempt P-Coy. Again Regimental instructors and officers instruct the recruit. After passing the Potential Officer Candidate interviews and the Regular Commissions Board test officers will complete the Common

Commissioning Course at the Royal Military Academy, Sandhurst. After passing out from Sandhurst officers move to Catterick to complete P-Coy.

P-Coy is three weeks of hell consisting of the Build-up Phase where recruits are conditioned for the forthcoming tests; the Test Phase consisting of harsh physical and psychological tests such as the Steeplechase, the Ten Mile Bash, the Confidence Course and Milling. P-Coy ends with Endurance 1 & 2 – a 29-km forced march in full equipment; a 18-km march over Pen-y-Fan mountain then a 16-km speed march over hills, and finally a 11-km stretcher race. The overall pass rate for both soldiers and officers is 45%. After completion of P-Coy the recruits are no longer 'crap hats' but proud wearers of the maroon beret. Soldiers then attend 'Mole Mania' – a five-day live firing exercise and brush up on their weapons training prior to passing out and attending the parachute course. After P-Coy officers go on to complete the four-week Basic Military Parachute Course run by No.1 Parachute Training School at RAF Brize Norton. Successful completion earns the recruit his 'wings', entitlement to Parachute Pay, and a posting to a Regimental battalion. Training for soldiers and officers continues after posting to a battalion. The Regiment cross-trains with American forces more than any other unit in the British Army.

Territorial Army paratroopers have a reduced program of training at Catterick: a two week Infantry Training Cadre run by regular Parachute Regiment staff which culminates in a two-day P-Coy test. TA Paras then go on to do a two-week course parachute course at RAF Brize Norton. Soldiers are expected to attend the annual two-week camp, and 16 other days a year (eight weekends). Volunteers can serve with the regulars on six-month tours of duty.

The Regiment views itself as an elite within the British Army. Its admissions policy is tougher than other units, and both soldiers and officers have to pass the same tests which leads to a very informal atmosphere. Officers and soldiers carouse together, and are much closer than in most other regiments. Soldiers know that there is a line of superiority, and test it a lot more than other units. The defeat at Arnhem is celebrated as a battle honour and this glorious defeat pretty much summarises the Regiment's view of itself: that they fought to a man in a way that no other unit could have done. The fact that they were prepared to do that, and disdain surrender, is something they live by. The Regiment has a reputation for hell raising. They play harder than anyone because what they do is harder than anyone's job. Airborne Days would see military police herding celebrating paras back to barracks – a fact that the Regiment is proud of. While some people think paras are educationally subnormal, the opposite is the case. A Private soldier in the Regiment is a lot sharper, smarter and articulate than his counterpart in other regiments. Paras are trained to be flexible, aggressive and versatile. P-Company weeds out those who don't make the grade. After all, the Regiment's motto is '*Utrique Paratus*' – 'Ready for Anything'.

Each regular parachute battalion has a headquarter company, three rifle companies, a patrol company and a fire support company, numbering a total strength of about 550 all ranks. The HQ Coy consists of the Battalion Headquarters Platoon including the Provost (regimental police) Section and Medical Section, the Orderly Room, Quartermaster Platoon, Motor Transport Platoon, as well as two non-Para sub-units, the Catering Platoon from the Royal Logistics Corps and the Pay Section from the Adjutant General's Corps.

Each rifle coy has a small headquarters and three 28-man platoons, for a full strength of approximately 90. On operations or exercises the HQ would normally be split into two and reinforced by attachments,

one half commanded by the OC (Major) and the other by the 2IC (Captain). The basic building block of the company is the rifle section of two four-man fire teams, one under the section commander, a corporal, and the other under his 2IC, a lance corporal. Each of these teams has a 5.56mm LSW: the L86A2 or a FN Minimi; or a 7.62mm General Purpose Machine Gun (GPMG) as well as SA80 rifles, hand grenades and LAW80 94mm disposable anti-tank rockets. Up to 16 men in a battalion are trained as snipers in addition to their roles within a rifle company. They usually operate in pairs armed with the 7.62mm L96A1 sniper rifle.

The patrol coy is slightly different in each battalion. All are based on the Patrols Platoon, which depending on the battalion has six to eight four-man patrols, operating in armed Land Rovers or on foot. The fire support coy consists of three platoons – Mortar, Machine Gun and Anti-Tank: which use the 81mm Mortar, the 7.62mm GPMG and Milan missile launchers respectively.

The Regiment use Land Rover 90 and 110s, Steyr-Daimler-Puch Pinzgauer light trucks, Supacats (6x6 All Terrain Mobile Platforms) and quad bikes for transportation.

Occupation Templates

Paratrooper (STR=12 or more, CON=13 or more, DEX=11 or more): Climb, Fist/Punch, Heavy Weapons, Jump, Machine Gun, Martial Arts, Military Science, Parachute, Rifle, Sneak, Survival, Throw, and 1 skill from the following: Drive Auto, First Aid, Signals. A paratrooper should concentrate on one or two skills to simulate specialist training.

Pathfinder (STR=12 or more, CON=14 or more, DEX=12 or more). An additional 120 points to be spent on Demolitions, First Aid, Hide,

Parachute, Signals, Sneak and one mêlée skill): Climb, Demolitions, Drive Auto, First Aid, Handgun, Heavy Weapons, Hide, Jump, Machine Gun, Martial Arts, Military Science, Parachute, Rifle, Signals, Skiing, Sneak, Survival

TA Para (STR=11 or more, CON=12 or more, DEX=11 or more): Choose a civilian career and spend career (EDUx20) points on it. Then spend personal points (INTx10)+100 points on the following: Fist/Punch, Heavy Weapons, Jump, Machine Gun, Martial Arts, Military Science, Parachute, Rifle, Sneak, Survival, Throw

Sample Character

Private Bob Sharpe, age 26

Race: European

STR 11 CON 12 SIZ 10 INT 13 POW 12

DEX 12 APP 10 EDU 14 SAN 60 HP 11

Damage Bonus: none

Education: Comprehensive school

Occupation: Truck Driver and TA Paratrooper

Skills: Bargain 50%, Dodge 30%, Drive Auto 40%, Drive Truck 60%, Electrical Repair 15%, First Aid 46%, Heavy Weapons 30%, Jump 40%, Law 20%, Machine Gun 31%, Martial Arts 20%, Mechanical Repair 25%, Military Science 16%, Navigate 55%, Parachute 41%, Rifle 60%, Sneak 31%, Survival 35%, Throw 45%

Languages: English 70%, French 40%, German 35%, Dutch 30%

Attacks:

SA80 assault rifle 60%, 2d8

Grenade 45%, 4d6/4yds

Fist/Punch 70% 1d3

Kick 25%, 1d6

Grapple 25%, special damage

Head butt 25%, 1d4

BBC Monitoring Service

Date Founded: 1939

Mission When Founded: To monitor radio and news agency transmissions for the BBC and the UK government

Mission Today: Global media monitoring of foreign press, news agencies, radio, television, satellite radio & TV, and the internet for the BBC and its customers, including the Foreign Office

Jurisdiction: None

Headquarters: Caversham Park, Reading, UK
Overseas units in Nairobi, Moscow, Tashkent, Baku, and Kiev

of Personnel: Unknown

Annual Budget: Unknown

History/Profile: The Monitoring service proved its worth within months of its inception by intercepting Axis radio traffic providing valuable intelligence. During World War 2 links were established with the equivalent US monitoring service, the Foreign Broadcast Information Service, which is now an agency of the CIA. The link was formalised in 1947 giving BBC Monitoring access to broadcasts not audible in Caversham.

Today the BBC Monitoring service provides a global media monitoring service for the BBC's own news service, service subscribers, and the UK's Foreign and Commonwealth Office.

BBC Monitoring is part of the BBC's World Service, which provides funding which is matched by grants from the Foreign Office. Grant-in-aid funding from the Foreign Office was replaced by subscription-based funding in 1997/98.

BBC Monitoring uses electronic and printed media sources in 70 languages from 140 countries. The service made over 920,000 reports available to subscribers in 1997 from these sources, of which 153,000 were available online.

Staff who monitor broadcasts are often native speakers. Overall the BBC's Monitors can speak 100 languages that are spoken in 150 countries. These languages include: Armenian, Russian, Kazakh, Kyrgyz, Tajik, Turkmen, Uzbek, Persian, Dari, Pashto, Amharic, Arabic, Kinyarwanda, Swahili, Somali and Oromo.

Occupation Templates

Editor: Accounting, Computer Use, Craft: Journalism, Own/Other Languages: English, Library Use; plus 3 other skills of your choice.

Monitor: Linguist, Own Language, Other Language: English, Other Language(s); plus 4 other skills of your choice.

Sample Character

Edith Laloux, age 29

Race: European

STR: 12 CON: 17 SIZ: 09 INT: 13 POW: 12

DEX: 15 APP: 14 EDU: 17 SAN: 70 HP: 13

Damage Bonus: None

Education: London School of Economics

Occupation: Editor, BBC Monitoring

Skills: Accounting 40%, Business 40%, Computer Use 60%, Craft: Journalism 70%, Dodge 55%, Drive Auto 55%, First Aid 50%, History 45%, Library Use 70%, Swim 50%

Languages: Arabic 40%, English 95%, French 45%

Attacks: Fist/Punch 50%, 1d3+db

Department of Health

National Radiological Protection Board (NRPB)

Date Founded:	1970
Mission When Founded:	To advance the acquisition of knowledge about protection from radiation hazards, and to provide advice and information to government and persons of responsibility in the UK regarding the protection of the community from said radiation hazards.
Mission Today:	Same.
Jurisdiction:	United Kingdom
Headquarters:	Chilton, Oxfordshire, UK
# of Personnel:	310 (1999/00)
Annual Budget:	£13m (1999/2000)

History/Profile: The NRPB was formed in 1970 by the Radiological Protection Act, which called for an independent and totally impartial, single point of authoritative reference on radiological protection matters for the community. The NRPB was also given the power to provide 'technical services' to persons concerned with radiation and the authority to charge for those services.

Although a non-departmental Government body, the NRPB is ultimately responsible to the Department of Health. Members of the executive board are appointed directly by the Health Ministers. Under the executive board, which is responsible for the overall strategic direction of the NRPB and program monitoring, there are committees for addressing Finance, Audit and Senior staff review, and a technical committee for reviewing the strategic direction of work. The NRPB is then divided into a number of customer-focused departments, which boast an impressive and varied skill base in the biological, physical, chemical and medical sciences, as well as administrative teams. These departments provide the NRPB's four core functions:

First and foremost, they are expected to offer advice to a wide range of government and public bodies on a similarly wide range of radiological issues. This includes both ionising and non-ionising radiation (such as sunlight). As well as specific departments, the NRPB also advise a number of groups and committees of which they are also active members; – one such consumer of advice is the Department of Trade and Industry's Nuclear Emergency Planning Liaison Group (NEPLG), responsible for defining the National response to nuclear emergency.

As well as responding to specific requests for information, the NRPB publish a variety of different publications reporting the results of their research, and practical experience of radiological protection, most of which are available to the paying public. These are supplemented by a regular newsletter- the Radiological Protection Bulletin. The NRPB are also expected to provide informed advice wherever applicable to the media, in order to allay any 'unwarranted' public health concerns.

The advisory function is supported by the NRPB's ongoing research programmes, conducted in close co-operation with UK Universities and the Medical Research Council. A Joint Committee on Radiological Protection (JCRP) exists to co-ordinate work on radiological protection issues. Most recently, the NRPB has conducted extensive research on the possible public health hazard posed by the use of mobile phones.

The NRPB's 'technical services' largely involve implementing NRPB findings and recommendations, or 'safety audits' for existing standards and guidelines. The NRPB have an excellent monitoring and measurement

capability, using only the very latest equipment and expertise, which they can bring to bear as a paid-for service (although it is actually maintained for use in the event of a nuclear accident). The NRPB use this contact with the industry as a key source of practical experience to enhance both its research programs and advisory capabilities.

In addition to these duties, the NRPB is also expected to provide up to date training courses for persons involved with radiation, at all levels. The NRPB is authorised and expected to charge for all the above services.

In the event of an actual nuclear emergency, however, the NRPB would enjoy additional responsibilities – most importantly, to dispatch monitoring teams to the affected area to assess the impact of the incident, and supply the emergency services with expert advice. Monitoring teams are equipped with a variety of hand-held measuring equipment capable of assessing dose rates and surface contamination, as well as transportable equipment for measuring radionuclides in people. Teams also have the support of Chilton HQ, which has more advanced equipment on site. This Monitoring function extends into the aftermath of the incident, for as long as any radiological hazard is present. At all times, however, the NRPB's role is restricted to an advisory capacity.

The NRPB is also responsible for specifying the Emergency Reference Levels (ERLs) for doses in accident situations. These in turn dictate the level of response required by emergency services regarding issues such as evacuation and administration of treatment. The NRPB does not have the power to enforce these guidelines, even in an emergency situation.

Finally, the NRPB is responsible for co-ordinating the National Arrangements for Incidents Involving Radioactivity (NAIR) – essentially a function for ensuring expert advice and assistance can be provided in an emergency situation, even if no contingency plans to deal with it exist. Under NAIR, experts and equipment are provided from whatever source (the NRPB, nuclear industry, or medical community) to assess radiation hazards and take appropriate action quickly.

Occupation Templates

NRPB Monitoring Team Member: Computer Use, Electronics, Persuade, First Aid, Spot Hidden, + any one of the following skills: Chemistry, Geology, Physics, Biology, Medicine

NRPB Researcher: Computer Use, Library Use, + any three of the following skills: Chemistry, Geology, Physics, Biology, Medicine, Zoology, Natural History

Sample Character

Gillian Dexter, age 34

Race: Caucasian

STR: 10 CON: 09 SIZ: 11 INT: 16 POW: 14

DEX: 14 APP: 12 EDU: 19 SAN 70 HP: 10

Damage Bonus: None

Education: BSc, MSc Toxicology, University of Edinburgh

Occupation: NRPB Monitoring Team Member

Skills: First Aid 80%, Chemistry 90%, Persuade 50%, Computer Use 60%, Spot Hidden 50%, Electronics 35%, Medicine 30%, Swim 50%, Climb 70%

Languages: English 100%

Attacks: None

Health & Safety Executive

Nuclear Safety Directorate (NSD) Nuclear Installations Inspectorate (NII)

Date Founded:	NII formed in April 1960 (as the Inspectorate of Nuclear Installations); Nuclear Safety Directorate formed in 1975, with the NII incorporated into it as the NSD's 'operational arm'.
Mission When Founded:	The NSD has the responsibility for meeting the Health and Safety Executive's Nuclear objectives; the NII specifically enforces Nuclear licensing at sites operating commercially in the UK – from the initial application for a license to the day to day running of the site once operational.
Mission Today:	Same.
Jurisdiction:	All commercially operated nuclear facilities in the United Kingdom.
Headquarters:	Bootle, Merseyside, UK
# of Personnel:	Approximately 250.
Annual Budget:	Approximately £20m.

History/Profile: The INI was founded in April 1960, and tasked with the enforcement of the nuclear licensing laws which require commercial organisations to apply for a license to build a nuclear facility, and to maintain certain standards once operational in order to meet the license conditions. The first Nuclear Installations Act was in 1959, but current legislation is enshrined in the 1965 amendment, which is unchanged to this day. Originally a part of the Ministry of Power, the INI was moved around a number of different government departments until it was passed from the Department of Energy to the newly founded Health & Safety Executive in 1975, in which it remains today. This was a significant move, as it was the first time the nuclear industry's regulatory body was independent from the Department responsible for the promotion of that industry. The Health and Safety Executive set up the Nuclear Safety Division and incorporated the (now) NII into it as its operational arm. Licensees also now had to comply with the Health and Safety at Work Act (1974) and, later, the Ionising Radiations Regulations (1985) as part of their license conditions- the NII is expected to enforce these as well.

To apply for a site license, an applicant licensee will have to hold preliminary talks with the NII to convince them that they are planning to and can realistically meet the license conditions. If satisfied with the license proposals, and all other relevant consents have been obtained, they may be granted a nuclear site license. Once a site is operational, the NII are empowered to enter and inspect licensed installations to enforce the HSW and NI Acts. The objective of an inspection will typically be to monitor the licensee's compliance with the requirements of the nuclear site license and other regulations, but the NII may also investigate particular incidents. NII inspectors have a number of enforcement tools at their disposal, from written requests for 'improvements' to the revocation of a license. In this event, under the terms of the license, Inspectors can order the licensee to shut down a nuclear facility. To not do so would be a serious criminal offence. In addition, Inspectors can prosecute under the HSW Act and for breach of the IRR. In practice, the NII have never revoked a license that has been given, but have refused licenses on a number of occasions and have initiated prosecutions against licensees.

Although their mission is largely unchanged since their inception, the scope of that mission has broadened considerably- chiefly due to the rapid expansion and commercialisation of the nuclear industry. British Nuclear Fuels (BNFL) was formed in 1970; In 1990, the United Kingdom Atomic Energy Authority (UKAEA) became subject to licensing, and in 1997, the Atomic Weapons Establishment (AWE) effectively followed suit after the Government removed the exemption from licensing enjoyed by the Atomic Weapons plants at Aldermaston and Burghfield. After a 1998 re-organisation aimed at accommodating their now much broader scope, the NSD is divided into three operational divisions; – one dealing with British Energy plc and Nuclear Safety Research, one with BNFL and Magnox Electric, and one with the UKAEA, Defence and 'other' sites. Of the NSD's approx 250 employees, around 60% are technical staff- most of whom would be expected to have had ten years experience of the Nuclear Industry or related areas, coupled with a year's specialised training to prepare them for their new role. The remaining 40% are professional, administrative civil servants. All staff receive job-specific training. The NSD will also seek whatever independent advice it requires to help form its own judgements, and will bring in consultants/specialists as and when needed.

The NSD also works closely with a number of other government agencies, including the Environment Agency and the NRPD. The recent, high profile inspection of the UKAEA's Dounreay site was a joint effort by the NII and the Scottish Environmental Protection Agency (SEPA). In addition, the NSD works with the International Atomic Energy Agency, and reviews this body's Nuclear Safety Standards Codes (originally drawn up after the Chernobyl accident to encourage 'good practices' amongst nuclear operators) on behalf of the UK.

Occupation Templates

NII Inspector: Law, Computer Use, Library Use, Spot Hidden, Bargain, + any two of the following skills: Chemistry, Geology, Physics, Mechanical Repair, Electrical Repair

NSD Administrator: Computer Use, Library Use, Law, + any three of the following skills: Accounting, History, Other language, Bargain, Persuade

Sample Character

Adam Tucker, age 48

Race: Caucasian

STR: 09 CON: 12 SIZ: 16 INT: 14 POW: 10

DEX: 09 APP: 11 EDU: 20 SAN 50 HP: 14

Damage Bonus: None

Education: BSc, MSc in Mechanical Engineering, Birmingham University; NII training

Occupation: NII Inspector

Skills: Mechanical Repair 95%, Physics 80%, Computer Use 58%, Law 40%, Spot Hidden 49%, Bargain 25%, Library Use 50%, Sailing 35%, Boating 45%, Swim 70%, SCUBA 15%, Navigation: Sea, Air 10%

Languages: English 100%

Attacks: None

UK Atomic Energy Authority Constabulary (UKAEAC)

Date Founded:	1st April 1955
Mission When Founded:	Controlling access to, and protection of UKAEA sites, special nuclear materials (both on site and in transit), and classified nuclear information. Also to provide a general police service on nuclear-licensed sites.
Mission Today:	Unchanged, but now nuclear sites now include those operated by British Nuclear Fuels (BNFL) and Uranium Enrichment Company (Urenco) Provide an effective counter-terrorist response to attacks on nuclear-licensed sites or movements of special nuclear material.
Jurisdiction:	On premises owned or controlled by UKAEA or BNFL, and within a 15 miles radius of these premises. Any place where expedient to protect nuclear material or pursue persons believed to have unlawfully removed nuclear material.
Headquarters:	Culham Science Centre, Abingdon, Oxfordshire, UK
# of Personnel:	496 (1998)
Annual Budget:	£17.0 million (1997/98)

History/Profile: The United Kingdom Atomic Energy Authority assumed control of government nuclear sites in 1954 and needed a police force to guard and protect the sites. Previously War Department and Admiralty constables had policed these sites. The UKAEAC was set to take over responsibility of the UKAEA's establishments.

During the 1950s and 1960s the UKAEAC consolidated its commitments, and its jurisdiction was expanded to include classified documents. In the 1970s legislation was introduced allowing the UKAEAC to provide armed protection at sites where special nuclear material was kept, and armed escort whilst this material was being transported to or from a nuclear site. This legislation allows UKAEAC officers to exercise their powers where it appears expedient to protect nuclear material or pursue its thieves.

A core task of the UKAEAC is providing an armed counter-terrorist capability provided by trained firearms officers (AFOs) who authorised by the Home Office. At selected operational units this is based upon armed response vehicles capable of immediate deployment. At other units, though not routinely armed, AFOs are available to respond with firearms should it become necessary.

The UKAEAC is subject to inspection by HM Inspector of Constabulary, but is funded by the UKAEA, BNFL and Urenco. Officers are employees of the UKAEA but under their powers as constables are bound to preserve the Queen's peace, and operate under Home Office statutory provisions and regulations, principally the 1984 Police and Criminal Evidence Act.

The UKAEAC is organised into eight operational units based at Dounreay, Chaplecross, Sellafield, Springfields, Risley, Capenhurst, Harwell and Winfrith as well as the headquarters at Culham. Special duties in the UKAEA include CID, AFO and dog-handling.

Officers have to be at least 19 years old on entry to the force; a British citizen and resident in the UK (or a member of the armed forces) for 10 years; be fit; have good eyesight and hold a full UK driving licence. The UKAEA is trained in firearms and equipped to allow less than lethal tactical responses. Officers are also trained in other police skills, public order and law

Occupation Templates

Constable: First Aid, Handgun, Law, Martial Arts, Night-stick/Truncheon, Persuade, Spot Hidden, Taser

Authorised Firearms Officer: Demolitions, Drive Auto, First Aid, Grapple, Handgun, Rifle, Law, Martial Arts, Persuade, Spot Hidden

Dog Handler: First Aid, Handgun, Law, Martial Arts, Night-stick/Truncheon, Persuade, Spot Hidden, Track

Sample Character

Officer Susan Mackey, age 25

Race: European

STR: 09 CON: 11 SIZ: 10 INT: 12 POW: 13

DEX: 13 APP: 14 EDU: 17 SAN: 65 HP: 12

Damage Bonus: None

Education: Sixth Form College

Occupation: Police officer

Skills: Dodge 46%, Drive Auto 45%, First Aid 55%, Handgun 65%, Law 60%, Martial Arts 35%, Natural History 20%, Night-stick/Truncheon 70%, Persuade 50%, Spot Hidden 60%, Swim 60%, Taser 85%

Languages: English 85%

Attacks:

Handgun 65%, 1d10

Night-stick/Truncheon 70%, 1d6+db

Taser 85%, stun

Fist/Punch 60%, 1d3+db

Grapple 35%, special

Kick 35%, 1d6+db

New Skills:

Artillery (00%), and **Heavy Weapons** (10%) – Full definitions of these skills can be found on page 42 of the *1990s Investigators Handbook* (Chaosium Inc., 1995). Alternatively replace both skills with **Heavy Weapon** (05%), see page 189 of the *Keeper's Companion* (Chaosium Inc., 2000).

Demolitions (00%), and **Military Science** (00%) – See page 281 of *Delta Green* (Pagan Publishing, 1996) for a full definition of these skills. Alternatively replace Demolitions with **Explosives** (01%); see page 185 of the *Keeper's Companion*.

Logistics (00%): Logistics is the skill of planning, implementing and controlling the effective flow and storage of supplies, goods, and services from the point of origin to the point of consumption, meeting predetermined requirements.

Parachuting (00%) or **Parachute** (01%) – See page 281 of *Delta Green* or page 196 of the *Keeper's Companion* for a full definition of this skill.

Signals (05%), and **Survival** (10%) – See page 247 of *Delta Green: Countdown* (Pagan Publishing, 1999) for a full definition of these skills. Alternatively replace Signals with **Radio Operator** (01%); see page 200 of the *Keeper's Companion*.

G R E E N B O X

The latest gear for the well-equipped investigator



Heckler & Koch MP7 PDW

The latest piece of hot kit from the famed German gun makers is their MP7 Personal Defence Weapon that delivers fully automatic mayhem in roughly the size of a large .45 calibre automatic pistol. The MP7 PDW is small and compact with a folding front grip and retractable shoulder stock. It extensively uses polymer in its construction, and its mechanics reflect the G36 rifle series recently introduced to the Bundeswehr.

The MP7 PDW uses a 4.6×30mm cartridge specially designed for the weapon that has a reported muzzle velocity of 725 m/sec. The MP7 PDW is select fire capable with safe, semi and full auto modes of fire. The cyclic rate on full automatic is 950 rpm.

Name	Damage	RoF	Shots	BR	Malf.	HP
HK MP7 PDW	1d10+1	2/burst	20/40	40	98	15



The SB-100 series of secure briefcases

As demonstrated by recent real world lapses in security, sensitive documents or equipment is vulnerable when carried in a briefcase. Fortunately, there is a discreet way to ensure that your valuable PISCES-leaked documents stay safe, even if some subversive does manage to wrestle your briefcase from your grasp.

The SB-100 series of briefcases is equipped with a 100,000-volt taser in the handle. The taser is controlled by a remote control the size of a matchbox that has a range of 200 feet. The battery

has enough charge for several minutes of operation, which will probably be more than enough time to dissuade a potential thief. The case is also equipped with a piercing alarm.

Think you can pick it up another way, instead of by the handle? The SB-100 is equipped with a motion sensor that will activate the alarm and taser if necessary. The case has an insulation strength of 70,000 volts, and is powered by a single 9 volt battery(!). The taser is also guaranteed not to cause serious harm to people with a heart condition.

Name	Damage	Attk	Shots	BR	Malf.	HP
SB-100 briefcase	stun	1	n/a	touch	00	20



Casio GPS Watch

Operatives in the field can often find themselves in unexpected situations, far from their usual sources of assistance. For those operating outside cities, accurate navigation is a life-saving necessity.

When they were first introduced, Global Positioning Systems (GPS) were bulky and extremely expensive. These days, they are much cheaper, but can still be regarded as just another gadget that needs to go in a pocket somewhere. In addition, it's not the sort of thing most people carry with them all the time.

Casio have solved the matter of bulk with their new GPS watch, which retails for about £300. While it isn't widely available, it combines the usual functions of a top-level digital watch with the GPS system, housed in a small blister on the side of the timepiece.

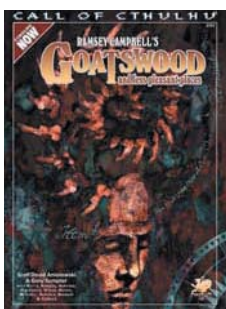
The GPS includes LAT/LON, landmark points, and route memory. It allows 1 second updates (shortening battery life however), or on demand fixes (in less than 4 seconds). Also, it has an EEPROM that allows for storage of satellite transmitted almanac data for rapid satellite acquisition (almanac data is the current position of the GPS satellites).

This information is stored, even if the battery needs to be replaced. The watch uses a single 3v lithium cell, which provides 10 hours of continuous automatic updates, or approximately 600 on-demand fixes.

This device is ideal for operatives who fear they may be the unexpected target of abduction, and could be a real lifesaver in the event of an unforeseen emergency such as a plane crash.

Reviews

"The oldest and strongest emotion of mankind is fear, and the oldest and strongest kind of fear is fear of the unknown." - H.P. Lovecraft



RAMSEY CAMPBELL'S GOATSWOOD AND LESS PLEASANT PLACES

By Scott David Aniolowski, Gary Sumpter and friends
Published July 2001 by Chaosium Inc.
244pp, perfect bound. Price £17.99
Product Code: 2393
ISBN 1-56882-153-0

Ramsey Campbell's *Goatswood And Less Pleasant Places* is the long awaited Severn Valley sourcebook from Chaosium. Patterned on the Lovecraft County series, *Goatswood* sets out to provide background reference and scenarios for keepers who want to set their campaign in the West Country locales created by Ramsey Campbell. This dark corner of the British Isles has been begging for the sourcebook treatment for years, and as an avid reader of Campbell's work, I've been looking forward to getting my hands on it.

Goatswood begins with an entertaining foreword by Campbell himself, and an introduction by co-author Scott David Aniolowski (who edited the excellent *Made In Goatswood* anthology a few years ago) which outlines the book's convoluted history (ten years in the making, apparently). This is followed by 'The Campbell Mythos' – in which game stats are provided for the tomes, creatures and spells that crop up in Campbell's mythos stories. Although the inclusion of this material here is logical enough, most of it has already seen print elsewhere – mainly in Aniolowski's own *Creature Companion*. It's followed by a short 'primer' to life in the UK, covering information like customs regulations, travel and Britain's firearms laws. Whilst this might be useful to US readers with little or no idea of what British life is like, I can't help but think the dry, factual style and focus on statistical information fails to give any real sense of 'place'. Meanwhile British readers are likely to find it vaguely irritating in the way that tourist guides to your own country tend to be.

The next section – 'Campbell Country' – attempts to get to grips with the Severn Valley setting, and as such, should really have been the meat of the book. Another travel guide style introduction is followed by an alphabetical index of the region's main urban centres, briefly detailing population, items of historical interest and tourist attractions. The authors go into slightly more detail where the fictional locations are concerned, but this extra information essentially just summarises the applicable parts of Campbell's stories. Also included is a map of the region, and while I can understand Aniolowski and co-author Gary Sumpter's reasons for trying to expand the boundaries of Campbell's claustrophobic locale, this does lead to some tension with his original descriptions (I don't recall the lonely, winding Warrendown road crossing the M5).

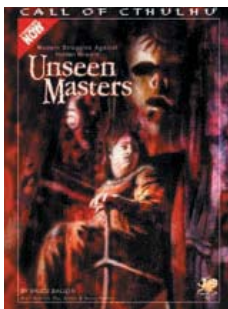
And that's essentially your lot. 47 pages of source material, after which the book segues into the campaign – making *Goatswood's* claim to be 'a Severn Valley sourcebook', a bit, well, cheeky to be honest. I'd like to say that the authors make every word count and do a great job of recreating the milieu – but they

don't. To be honest, if the reader possesses copies of the *Creature Companion*, the *Cold Print* anthology and *A Rough Guide to Britain*, then this whole section is essentially redundant. Which leaves you with 183 pages of scenarios for your money – approximately 75% of the book. Of course, there are plenty of people out there who probably see this as a good thing, so *Goatswood* could still have pulled itself out of the hole by delivering a definitive, kick arse campaign for the setting – it certainly has the room to do it in. Unfortunately, the over arching plot gets off to a bad start by making use of that most contrived of CoC plot hooks, the old 'investigator inherits a stately home from a previously unheard of distant relative' routine. And in time honoured tradition, their new property is literally crawling with mythos creatures. Although obviously geared towards giving US investigators a reason to suddenly take up residence in the Severn Valley, this still fails to explain why the investigator in question should relocate to Britain when they could just sell the manor and pocket the proceeds without ever leaving the States – let alone why their fellow investigators should join them. Whilst this kind of thing *might* have worked in the 1920s, in a modern setting, it simply doesn't ring true.

What then follows is a series of scenarios (eight in all) that serve to drag the investigators into confrontations with the various mythos forces that inhabit the Severn Valley. The best of them is probably Clifton Ganyard's 'The Watcher out of Time' – a clever and unusual idea that makes good use of the enigmatic Tomb Herd and the old one Daoloth. Whilst I imagine it's difficult to play, it does at least attempt to do something different, and stands out because of that. Aniolowski also provides a straightforward but solid effort in 'Silent Scream', which riffs on his love of old movies – particularly appropriate as Campbell himself is a big movie fan. On the whole though, I wasn't particularly impressed with the scenarios in *Goatswood* – they're all quite short, and generally lacking in depth and intrigue. Most of them make for dull and predictable reading, and although this isn't necessarily a problem in the right hands, good keepers can come up with stock monster plots themselves – I'm personally looking for something a little more inspiring from a professionally produced gaming supplement. By far the worst inclusion is probably the opening scenario 'Gothic' by Richard Watts. It doesn't really have anything to do with the Cthulhu Mythos, and is both horribly contrived and sickeningly melodramatic.

As far as the over arching campaign is concerned, most of the scenarios have no bearing on it and can be easily detached – which is for the good, but begs the question of why it was felt a campaign plot had to be included in the first place. The climax involves the Shan attempting to blow up a nuclear reactor in order to escape from Earth – and although rife with factual inaccuracy and oversight, it should at least make for a tense, action packed finale to a campaign, and provide a good sense of closure. To sum up then, given my expectations, *Goatswood* proved to be a disappointing experience. The lack of material fleshing out the region remains a constant sticking point, and I don't think it's unfair to say that *Goatswood* falls short of developing the setting as a viable one for a modern day RPG campaign. The included scenarios are, with a few exceptions, unspectacular and dull. I'd like to have been able to recommend this book wholeheartedly, but unfortunately, it falls some way short of the standards set by Chaosium's recent releases. Non UK residents are probably going to find it more palatable, but I can't really see it being hailed by anyone as a classic.

Reviewed by Nick Brownlow



**UNSEEN MASTERS:
Modern Struggles against Hidden Powers**

By Bruce Ballon
Published February 2001 by Chaosium Inc.
216pp, perfect bound. Price £?
Product Code: 2384
ISBN 1-56882-120-4

I'm of two minds where *Unseen Masters* is concerned. On the one hand it's the kind of release I want to see more of from Chaosium – big, meaty scenarios dealing with mature, intelligent themes supported by in depth source material – whilst on the other, speaking largely from an aesthetic point of view, there's a lot in it that I'm just not terribly keen on. Ultimately, I think *Unseen Masters* overcomes my reservations – in fact, it's probably one of the best Chaosium releases of recent years – but before I put my issues with this admittedly fine product to bed for good, I'd like to go over them here.

Unseen Masters consists of three scenarios, all presented as stand-alone adventures, but all linked by common themes, situations and milieu (a very grim and urban, seventies style New York). 'The Wild Hunt' embroils the investigators in the hunt for a supernatural serial killer, and is probably the most conventional scenario in the book, clearly intended to ease players into the game. It's no walk in the park though – like all the scenarios in *Unseen Masters* 'The Wild Hunt' is aimed at experienced players and keepers. Whilst not as challenging in terms of role-playing, the object of the investigators' pursuit is still a formidable and deadly opponent, easily capable of bringing your campaign to a bloody halt should players take the all guns blazing 'route one' approach.

'The Wild Hunt' leads into 'The Truth Shall Set You Free', which is much more ambitious and places some heavy demands on both players and keeper. The premise behind it is that one of the investigators suffers from hereditary schizophrenia; as he descends into madness, he comes to believe a demonic, alien reality is in the process of invading our own and slowly consuming it. The rub is, of course, that as experienced CoC investigators, his comrades are going to be inclined towards believing him. This admittedly Dickensian (as in Phillip K, not Charles) concept offers some great opportunities for challenging role-playing. Author Ballon goes to great pains to portray mental illness realistically, and as insanity is part and parcel of CoC, it's great to see such care and attention to it in evidence for a change.

'Coming of Age' could easily be played out in a conventional manner, but Ballon throws in another twist – the plot revolves around one of the investigators' young relatives becoming an avatar of Nyarlathotep. Accepted by the Outer God's followers as the Black Messiah, the boy – David – becomes de facto leader of several millennia-old occult conspiracies, all eager for him to bring about the Endtimes. The investigators have to first come to realise this, and then figure out some way of dealing with the situation. Unashamedly a take on the Omen and other seventies occult-themed horror movies, 'Coming of Age' is nonetheless an effective, if not especially Lovecraftian scenario.

The scenarios are supplemented by an excellent overview of the mental health profession in gaming terms, which is of course extremely relevant to at least two of the above scenarios. Ballon has also clearly realised that given the focus on conspiracies and hidden powers, the scenarios in *Unseen Masters* are eminently suitable for use with *Delta Green*. As such, he thoughtfully devotes an entire appendix to suggesting ways of

adapting them to that setting. It's another nice touch in what is for the most part, a well thought out and satisfyingly rounded package.

So what's *my* problem, then? Well, whilst all the scenarios are undoubtedly very intriguing and original, there's a kind of awkwardness to them, in that whilst they're all good ideas, they all come with a lot of clumsy and cumbersome background material attached.

'The Wild Hunt', for instance, relies heavily on a particular 'take' on the Hounds of Tindalos, which is outlined in depth at the end of the scenario. 'The Wild Hunt' resembles the set-up for a scenario in *Countdown* somewhat, and it's interesting to contrast the two approaches to the Tindalosians; – *Countdown* goes to great lengths to emphasise the utter alienness of the Hounds, leaving their motives and origins for the most part, mysterious and unfathomable. Ballon, meanwhile, gives the Hounds a home dimension, a social structure, an archenemy (Yog-Sothoth), and an all too human motivation – all of which serves to undermine the sense of ineffable cosmic horror these creatures are supposed to convey.

'The Truth Shall Set You Free' is an excellent scenario – a complex, multi-layered work that justly deserves the critical praise that's been hurled at it – but for some reason Ballon decides to shoehorn The Order of Saint Jerome and the Knights Templar into the proceedings. Given the scope of these organisations, this seems a little gratuitous, to say the least. None of which would matter if they'd been used well, but whilst the poor historical background can be excused as it is simply reprinting old material, the portrayal of the two organisations in the scenario is lacking as well. In Ballon's hands two nearly thousand year old conspiracies are reduced to a bunch of cross waving Christian fanatics and a rather pulpish and silly Shub Niggurath cult (apparently modern day Templars always carry the Order's insignia around with them, presumably to ease identification). In a lesser scenario, it probably wouldn't have stood out, but contrasted with the ambitious nature of the central plot I can't help but feel let down.

In 'Coming of Age', meanwhile, Ballon attempts to cram two entirely separate strands of continuity into the scenario – the 'Haunter of the Dark' saga from the fiction of Lovecraft and Bloch, and the Nyarlathotep background that runs through the classic CoC campaigns of yesteryear. To do this, he makes a well meaning but uneven attempt to update the various cults and personalities that feature in the 1920s scenarios for the present day – at the same time incorporating modern-era material from *At Your Door*. It's not so much that the results of this are bad, just that they're very dull and uninspired; it comes across as ill thought out and restrictive in the way that incorporating long running continuities into new scenarios often can be.

One final thing I have to bring up is the book's design. On the whole it isn't a bad looking tome – it sports an attractive cover by Matt Harpold, and Paul Carrick's interior art is his best yet for Chaosium – but the layout and presentation of the material is very basic and unimaginative. This is a long running problem with Chaosium releases in general, and it's one of the reasons they've been shown up by Pagan's far more professional looking products in recent years.

None of my nit-picking should, however, detract from the fact that on the whole *Unseen Masters* is still a very worthwhile addition to your bookshelf. If Chaosium can build on the good work done here and in *Beyond The Mountains Of Madness*, then the future of the line is looking extremely rosy.

Reviewed by Nick Brownlow

Afterword:

That was the first issue of *The Black Seal* whose theme was 'Strange Britain, Secret Country'. I hope you enjoyed it. 'A Landscape of Barrows and Stones' is an excellent introduction to the secrets of the past and the landscape. 'Dangerous Places' is another take on the strange stones that litter our landscape and left by our ancestors. 'Let Sleeping Gods Lie' is a good examination of those who seek to protect us from the forgotten secrets of the past. Moving to the present day, 'Drive Through Carefully' examines carefully the state of life when the Shan get involved. 'Lock, Stock and Two Smoking Barrels' outlines the hazards of getting the tools of the Mythos-hunting trade from the Underworld.

Classic and Gaslight periods of *Call of Cthulhu* seem to have a greater amount of material directed to them in comparison to the neglected *Cthulhu Now* setting. 'Why' is unclear, the modern period being the favourite of *Call of Cthulhu's* creator, Sandy Petersen. I created *The Black Seal* in response to the perceived lack of a modern horror gaming magazine. Of the other comparable magazines, 'The Unspeakable Oath' has an erratic schedule and 'The Whisperer' concentrates on the Classic and Gaslight periods.

It seems to me that 'Cthulhu Now' and the related 'Delta Green' sub-genre have had a bad press. The main criticism is that modern investigators have access to greater firepower than they did in the 1920s. That may be true for the United States but for modern Britain the reverse is true. It is also a poor Keeper that allows his Mythos opponents to be gunned down, and for the attackers to escape repercussions. A simple choice of a firepower indifferent monster or a red-tape obsessed law enforcement officer on the tail of the investigators effectively negates the advantages of bigger guns. That is not to say the importance of guns should be overlooked. As Nick Brownlow's article on acquiring illegal weaponry shows, there are rich role-playing pickings to be had by exploiting players' obsessions with weaponry.

Also concerns that Lovecraft's Mythos cannot be successfully translated into the modern period are weak protestations. Lovecraft wrote his stories in the 1920s and 1930s, which were his modern day. A few minor adjustments have to be made to accommodate scientific advances. R'Lyeh hasn't been found yet because the Pacific is deep and very large. Alternatively it may have been mapped and misinterpreted. It still lies at the bottom of the Pacific waiting for the End Times. Satellites haven't discovered the Mountains of Madness because the NSA is sitting on the results, or because of Elder Thing or Mi-Go intervention. Cults and conspiracies haven't been exposed because in these days of conspiracy theories it's hard to distinguish the truth from fiction. Many dark secrets have learnt to hide effectively from public scrutiny either by hiding in plain sight or burrowing deeper into the darkness.

The problems that investigators face are still the same: a public unwilling to believe in the realities of the Mythos preferring to hold onto the human distorted worldview. Investigators still face the loss of credit rating and their jobs upon the revelation that their hobby is "monster hunting". Investigators still work best when working in secret away from the harsh glare of public scrutiny and ridicule, and cultists' reprisals.

There are huge advantages to running a *Call of Cthulhu* game in the present or recent past. There is none of removal of immediacy that accompanies Classic Cthulhu games. Games are no longer intensely researched representations of the Twenties or a broad-brush stereotypical retention of Twenties clichés. Games set in the here and now bring all the advantages of researching the period by living it. Want to know how much something costs?

Then look it up in a catalogue or the Internet. Want to know how something works? Take a trip to the library. At the very least, most of the questions can be answered by a few hours watching TV. Your players will know how to act and what manners are expected of them because they are the same as the demands that they face in Real Life.

Evoking real horror for your players shouldn't be harder in a modern day *Call of Cthulhu* game; it should be easier. Everyday life is full of horror: road accidents, street crime, paedophilia, aeroplane crashes, random acts of violence, TV news. An imaginative keeper should be able to grab a headline from the news and develop a storyline about the truth behind the headline. This ability to grab and use storylines makes modern *Call of Cthulhu* gaming fresher and more immediate than the Classic setting.

An imaginative keeper should also be able to exploit his players' day-to-day fears more effectively. These are the fears of his players in their Real Life, which would be a shame not to riff off in a game. The fact that these are applicable to a modern-day character and not one removed from the immediate by 80 years should make the keeper's job much easier.

The phenomena of conspiracy theory richly mined by the *X-Files* should not be underestimated. Conspiracy theory should be an essential part of very modern keeper's kit of tricks and plots. Conspiracy theory brings with it its own type horror – the horror of joining the dots and realising the full truth: the realisation that government, the military and big business will stop at nothing to keep its secrets from washed in public; the realisation that the government did indeed sell out its citizens in return for some short-term gain; the realisation that the citizen works for the government and not the other way around; the realisation that one's destiny is not one's own but instead is directed by a shadowy cabal of Evil White Men or Another Group of Acronyms; and that the real decisions that affect every-day life aren't decided by Parliament but instead are decided in smoke-filled rooms by hidden movers-and-shakers with their own agendas.

M.R. James wrote that the best ghost stories are set where the readers could plausibly imagine themselves to be. This is ultimately what *The Black Seal* is about. It wants to breathe new life into modern *Call of Cthulhu* gaming and prove that it is a worthy period setting for the game. Future issues of *The Black Seal* will build on the themes of modern horror, the insidious invasiveness of the Cthulhu Mythos into everyday life, the fears of everyday people when confronted with conspiracy theories. Enjoy the ride.



Adam Crossingham
Editor, *The Black Seal*

Thanks to Alex Aplin, Daniel Harms, Steven Kaye and Charlotte Ronald for their technical assistance. Thanks to Chaosium and Pagan for not saying no. Thanks to Lorraine for her patience.

For **submissions** details see page 64 or our website:
<http://www.theblackseal.org>

Next issue: A PISCES special! An in-depth look at Britain's Paranormal Intelligence Section for Counter-intelligence, Espionage and Sabotage – Watchmen or Criminals?

Coming later rather than sooner: Cthulhu and the 'Nam

What is the Black Seal?

By Adam Crossingham

There are instances of carved or decorated black stones throughout history and geography. The tradition continues in the Mythos from the Real World. In both places dark seals and stones are worshipped and/or feared. Black seals or stones are representations or conveyors of lost knowledge that should have been forgotten long ago. But the seals continue into the present day, allowing the potential corruption that their lost knowledge brings with them to seep into the present day...

The Seal of Nephren-Ka is a curious object of dull, black metal, found only in the Crypt of Nephren-Ka, the Secret Place, "the Place of the Blind Apes where Nephren-Ka bindeth up the threads of truth". Nephren-Ka was supposedly trying to flee Ancient Egypt for Britain in the far west when trapped by his enemies. One of his followers may have made the journey to safety with the Seal.

A large black stone symbolised Cybele or the Magna Mater. The cult and its sacred stone moved from Pessino in Phrygia to Rome, after it was found that the Sybilline Books foretold victory against the Carthaginians if the Magna Mater was brought to Rome. The holy stone was regarded as the centre of creation. It was believed that the sacred stone was filled with the life-giving power of the Great Mother, and a priestess could tap this by caressing them and praying to Her. Today, the great temple of Magna Mater lies below St. Peter's Cathedral and the Black Stone may still be buried there, influencing modern worshippers in the same way Exham Priory affected its last owners.

The Latin geographer Solinus writes of the stone Hexecontalithos or the Sixtystone, and the aboriginal tribe that worshipped it: "This folk dwells in remote and secret places, and celebrates foul mysteries on savage hills. Nothing have they in common with men save the face, and the customs of humanity are wholly strange to them; and they hate the sun. They hiss rather than speak; their voices are harsh, and not to be heard without fear. They boast of a certain stone, which they call Sixtystone; for they say that it displays sixty characters. And this stone has a secret unspeakable name; which is Ixaxar."

Professor Gregg came into possession of this stone later known as the Black Seal. It was found near the site of ancient Babylon. The Black Seal is a piece of dull black stone, two inches long from the handle to the stamp; the stamping end is a rough hexagon an inch and a quarter in diameter. The Black Seal is marked with sixty arrow-headed characters of a cuneiform pattern that are strikingly different to normal cuneiform. Professor Gregg disappeared in 1895 after trying to contact the Little People whose language was written in the arrow-headed cuneiform found on the seal, and who knew the stone as "Ishakshar". Some say that the Sixtystone's myriad inscriptions describes Iod the Hunter of Souls.

The Children of the Night or the Little People worshipped the Black Stone that was kept on an altar of human skulls in Dagon's Cave. The Little People's Black Stone had once been worshipped at Stonehenge but was taken with the Little People as they retreated from the onslaught of the Celts as they populated the British Isles. Some tales say that a person able to steal the Black Stone can demand a service in return for the stone from the Little People, but they are a vengeful lot and such a request would surely doom the thief. Perhaps this is what happened to poor Professor Gregg?

Al-Hajar al-Aswad — the black stone from Heaven, and the fifth pillar of Islam is fixed in one of the corners of the Ka'ba that stands in the centre of the Great Mosque at Mecca. Tradition holds that the Black Stone was a meteorite and was white in colour when it first landed and then blackened. The faithful attribute this to the belief that the stone absorbs the sins of the pilgrims, but it is consistent with known meteorites oxidising over time. To Muslims the meteorite, a stone from heaven, symbolizes the original covenant between God and human beings. The black stone represents the invisible right hand of God. The stone is also known as "the stone which the builders refused". Today it is

encased in a silver band to hold the fragments together, but is reminiscent of female genitalia, which is oddly apt since Mecca was a place of worship of the Goddess before the coming of Islam. Which in turns takes us back to the Magna Mater.

John Dee's Necronomicon has an illustration of the Black Seal of Irahn or Iraan, which reputedly has the power, together with the Mao rite and the letter of Nug-Soth, to open the gate to the place of the S'glhuo. This object was reputedly brought to Earth by the Fungi from Yuggoth and came into the possession of the Muvian sorcerer Iraan and then Zanthu. The seal is inscribed with the Seven Signs of Terror that can command the obedience of any creature, possibly any entity.

In the 1920s Henry Akely found a great black stone on Round Hill in Windham County, Vermont decorated with strange hieroglyphics. The stone possessed a somewhat irregularly curved surface of one by two feet. The overall shape of the stone was artificial and had been cut to a strange and alien design. The hieroglyphics on the surface are suggestive of a mad half-existence before the earth and the other inner worlds of the solar system were made. The Fungi from Yuggoth made much effort to recover the stone from Akely because of the secrets and power that the stone possessed; the stone originally came from Yuggoth. Perhaps the Black Seal of Irahn is related to Akely's dark stone?

A massive monolith can be found in the mountains of Hungary, the Black Stone of Stregocavar. This ancient stone is octagonal, 16 feet high, and 1½ feet thick. Once it was highly polished, now it is thickly dented. Unknown characters spiral round it to the top, these are almost blotted out for the first ten feet and are still more or less defaced higher up. The characters are of in no language now remembered on earth, but its polished surfaces create an illusion of semi transparency. Those who have the misfortune to sleep too close to the monolith are plagued with foul dreams or worse.

Another black stone, the Black Stone of Zimbabwe "was a ten-sided mass of flinty, almost crystalline black stone ... Meteoric iron ... each of the ten angled sides was a sleek plane of glistening black, covered with column on column of minute characters or hieroglyphics" One side has a "weird, stylised profile figure of a monstrous thing like a hideous bird with staring eyes and a gaping beak filled with fangs". Doctor Mayhew who discovered the stone deciphered the script carved into the stone, the 'Zimbabwean Rituals'. These rituals covered the worship of Yig, Mnomquah, and Golgoroth and the summoning of the Fishers from Outside, the Shantaks.

The Zegembri Seals are jet-black stones carved with undecipherable characters. The Seals are said to predate the time of Sumer, and Sumerian priest-kings used them to call to Earth 'dark gods'. The Seals passed eventually to Europe where witch cults used them to summon abominations. The similarity between the Zegembri Seals and the Black Seal of Irahn is striking, and the two may be the same.

These seals all share similar characteristics: they are dark coloured, they are of great age and unknown provenance, and they are decorated in an unknown script that holds great secrets. Beware if you come into possession of one, as misfortune is sure to follow...

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The Black Seal is a new horror gaming magazine devoted to modern-day Call of Cthulhu (or Cthulhu Now) and Pagan Publishing's Delta Green campaign setting for Call of Cthulhu.

This issue has articles on the UK's mental health and firearms laws, Teylines and Lloigor, a shadowy government conspiracy controlling Britain's archaeology, the dangers of dabbling in black market weapons, a full campaign introduction and starting scenario, the latest case of Prof. Grant Emerson (last seen in Delta Green: Countdown), adventure seeds, interesting NPCs, dangerous places, all new British occupation templates and reviews of the latest material for Call of Cthulhu

