

# Grimepunk tactical

## NOTES TO DO LATER

REMAKE ENTIRELY

chapter 4: i colonial africa, j middle east, k china

chapter 5: finish 5.b, 5.c fix the role descriptions, 5.d, 5.e

make the process to create a super soldier cruder, more throwing shit at the wall and seeing what sticks not scifi, more like giving cocaine to help train harder or modified leprosy to reduce pain sensation, also that people who take the treatment are rare and selected 'weirdly', so talented criminals or ones who wish to decrease their sentence can sometimes be drafted to undertake the grueling enhancement protocols

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# 1. Introductions

This chapter acts as a simple introduction to this book, and to the game itself. Details like the lingo used, what is necessary to play this game and what you can find in this book are all contained here.

## 1.a. About the content

This tabletop rpg is intended for a mature audience, its world is inspired by the history of our own, so it is cruel and bleak. Some of the topics that can be covered in this book as well as in stories told using this system include but are not limited to some of the worst crimes in human history, committed both by governments and individuals alike. Subjects such as facism, racism, murder, torture, sexual violence, religious extremism, chauvinism, state and corporate surveillance and loss of privacy along with many others can be explored both in text and subtext not only in this book but in game sessions. Portraying such things is not the same as endorsing them, such sensitive subjects should be problematized and talked about without painting them in a positive light.

In case you, or someone who decides to partake in the game or read this book is made uncomfortable by such topics, consider this your warning.

For the safety and comfort of both players and narrator alike, it is encouraged to discuss which topics are ok or not to be part of your game and how to tackle them, these decisions must be made on a case by case basis after discussion with all others involved.

In case an agreement can't be reached, it is always acceptable to not join the group in play, or not to include those who couldn't agree with the group, as all those who put the effort in to play should be allowed their fun. So if you are a narrator for example, do not feel bad about not including a player who would only want to play in a way you don't enjoy narrating, you are also entitled to your fun!

“Without patriotic political education, a soldier is only a potential criminal.”

- Sankara, Thomas

## 1.b. Necessary for play

- This book
- One copy of the sheet for each player
- 10, 6 and 4 sided dice
- Paper and pencil(pencil sharpener and eraser recommended)
- One person to be the narrator
- two to five people to be players is the recommended

## 1.c. About this book

This is a TTRPG game focused on the idea of elite agents and their work on the field, be them special operations, spies or any sort of agent. The system in this book focuses on being intense and lethal, with short and brutal combat, in which even a seasoned player character could die quickly and easily like an NPC would.

For the players there will be a variety of roles to choose from, representing different specializations, how points are spent on the sheet can offer mechanical changes and backgrounds can offer interesting role playing opportunities to create a unique and flashed out character. Not only what role they play but also what type of enhanced agent they are helps give further variety to the characters.

In this world the main difference from ours is that the cold war was not between the soviet union and the united states of america. Instead it's between the USSR and the Axis, not only that but it never ended, it changed form but continued.

In order to decide if some action is a success or a failure, in most cases a D10 is rolled and its result summed with its relevant proficiency, the total is then compared to the difficulty, if the sum is equal or greater than the action is a success. Special cases might exist, such as with complex tasks, the narrator may ask for more than one roll, or in case of contested action, such as trying to hit someone with a melee strike, as the person can attempt to dodge or block the attack, both sides roll 1D10 and sum with the relevant proficiency or attribute, the winner being the one who summed the highest. Some actions might require many rolls, such as shooting an automatic weapon, for this dice are rolled to see how many shots are fired, how many of them hit and how much damage each one does.

Consideration for realism is taken in some aspects, to make the game feel more grounded, for example, damage is not dictated by the weapon but by what caliber of ammo it uses. Firing multiple shots is also difficult, from picking the exact number of shots fired, to hitting the target which becomes more difficult the more shots are fired. Ranges also affect the odds of hitting the target, not only that but different weapons have different ideal ranges, making it easier or more challenging to hit at certain distances.

**The most important rule in this game is that everything is subject to change in order to make it more fun, if for example a bonus in rolls for players is not described in the book but makes sense and would be interesting, then do it, see this book as just guidelines or suggestions.**

## 1.d. Lingo

Lingo is the terms and vocabulary used for this particular game, they will be listed in alphabetical order.

- Advantage: when rolling a test with advantage, roll the dice twice and keep the higher number
- A.I.C.A.: Armored Infantry Combat Apparatus are infantry-like combat vehicles that are human-like in shape.

- Check: a test composed of rolling one 10 sided dice and summing the result with a relevant proficiency or stat and comparing it with a difficulty
- D: Be it D10, 2D6 or something similar, this means Dice, the first number is the amount of dices, and the second is the number of faces
- Disadvantage: when rolling a test with disadvantage, roll the dice twice and keep the lower number.
- Enhanced: A person who went through a process be upgraded above an average human, sometimes called super soldiers by civilians.
- M.I.S.S.: Motorized Infantry Special Suit, are armored suits that are used to enhance the capabilities of the soldier using them.
- Narrator: Person responsible for the storytelling and rules of the world and adventure, they control, decide and speak for anything that is not a player character
- N+: number+, example 5+, means the number or more, in the example 5 or more/higher
- NPC: Non player character, a character controlled by the narrator rather than by a player
- Initiative: What determines the order in which characters take actions during a turn
- Player: Person who takes the role of a character in the world set by the narrator and take decisions for this character
- Role: Specialization on the field, basically what that characters has been trained to be able to do during a mission
- Round: all the turns of all the characters involved made a round, the round composed of 1 turn for every character involved.
- Turn: Space of time in which characters take their actions, usually in combat
- Type: Types are kinds of enhancement processes that exist and grant different effects

## 2 World and its alternate history

### 2.a. Timeline

To better help players and narrators better understand this world, this section will go over some of the most important events in this alternate history that led it to become what it is, from its initial point of divergence in 1941, to its current state of affairs.

This will be done by going through, in chronological order, some of the most important events that happened in this world. While some language can feel weird or be incorrect in this section it will be written closer to how people from this alternate history would write it, hence for example not including the USSR when referring to “the former allies”, even though in reality the soviets were considered part of the allied powers.

From the shifts in dynamics of power, war and economy, to relations and changes that happened should be mostly covered here, with some room for interpretation for what would better fit your game specific needs. Once again should the group decide to not play the game how it's written, everything can be changed to please the group, be it at what point in time the game is played or the story itself.

### 2.b. Allied defeat(1941-1944)

In the grand scheme of a world war, a mafioso might seem insignificant, and most of them were indeed, with the exception of a particularly cunning or perhaps just lucky mob boss, his name was Charles Luciano(born Salvatore Lucania). Even in jail Luciano had a strong grip on New York's waterfront, so much so that the US Navy Office of Naval intelligence struck a deal with him out of fear the waterfront would be used for infiltration and sabotage by axis agents.

Luciano, however, seemed to be loyal to Italy. If that loyalty was even real is still a disputed subject, he could have been in Mussolini's pockets, or perhaps saw it better to play for both sides.

Such a secret deal opened several avenues to gain more information, be it now knowing who is in the know and should be observed, and by using the secrets as blackmail. With that, intelligence operations began to bear fruit, the most important pieces of intel acquired was that the Allies had cracked “Purple”, the japanese diplomatic encryption, either cracked in part or in full the “JN-25”, the japanese military encryption, and that they were also making progress on the decryption of the german code “Enigma”.

This information, once shared among the upper echelons of Axis leadership, caused Japan to scrap “Operation K”, that would see them assault Pearl Harbor, as they now had reason to believe the Allies would know the attack was coming beforehand and limit its potential damage. In its stead the “Totsugeki Raigeki” plan was formulated, its name being a reference to the signal to begin the attack during Operation K.

Differently from its predecessor, "Tora" as it came to be called, was not a direct attack plan, but instead the joint development of a new model based on the already existing project of the I-400-Class submarines, a submarine type capable of carrying and deploying up to 3 Aichi M6A Seaplanes. This project greatly benefited from the aid of the German Kriegsmarine, their technical knowledge on the development and production of submarines as well as their tactics stemming from their experience with U-Boats. The new submarine was named I-4000-Class, it could only carry 2 aircrafts instead of the original 3, this is due to still smaller silhouette, and that it carries the more advanced variation of seaplane, the Aichi M6A1-T, which is able to not only deploy and be stored faster but also carry larger and heavier payloads.

A sister project was also created, the I-500-Class, nicknamed Ebisu after the Japanese fisherman god. Its hangar was adapted to instead hold Wetsubs, "human torpedoes" and other kinds of Diver Propulsion Vehicles/Swimmer Delivery Vehicles, with the objective of being able to covertly perform sabotage operations and stealthy deploy forces.

Without the provocation that would be Operation K, the United States continued to further delay themselves from joining the war. The Japanese decision to delay targeting the allies directly, allowed them to focus on the USSR, with the goal of dividing their forces and avoiding the Soviets from halting the German advances and preparing a counter attack.

Once the new submarine projects had come to be, the Yankees had already fully prepared to join the war, but due to clever use of both old and new encryption on the Axis part, the Allies remained ignorant towards the existence of this new threat. Soon several attacks were launched, firstly lighting fast strikes on cargo and military vessels, after that, began the bomb runs followed by amphibious deployments on islands, and lastly, the targeting of the mainland United States of America.

Besieged by an elusive enemy, the United States saw destruction on its own land on a scale not seen since their civil war. The attacks were always the same style, bombing runs and air raids launched from the submarines, hitting fast and returning to base to receive support and go back to hiding. Due to the nature of the attacks, fighting back proved difficult to impossible at times, that made the scales grow on both sides, with more being mobilized each day, eventually reaching a critical point, in which an armed convoy was transporting a cargo, this cargo was targeted by the bombers, so instead of making its way to the port to attempt to be dropped in Japan, it was hit, the two halves of the demon core connected, critical mass was reached and the reaction took place, detonating one of the nuclear devices in United States soil.

The explosion was so large its effects were felt far from ground zero. It also had an impact on the world of politics, Franklin D. Roosevelt was pressured to resign from his perceived failure to prevent such a disaster as well as the overall goings of the war. He eventually did resign, leaving the remaining nuclear bomb under the care of the high military command. In the time between the resignation and the new elections could be held Vice President John Nance Garner was in power, during his time he did his best to achieve a good peace agreement, unfortunately, he came to pass due to stomach complications, which sparked fear and paranoia that he might have been poisoned.

The strategy that had proven effective against the United States, did not yield the same results when applied against the Soviet Union. This disparity allowed the Soviets to extensively deploy anti-air defenses, which was compounded by their use of hidden listening outposts and camouflaged anti-aircraft weaponry, which allowed them to often catch Japanese pilots off guard. This successful tactic was only further enhanced by the deployment of detection outposts on the Kuril Islands, an island near the coasts of both the USSR and Japan.

After a rushed election, the victorious candidate, a democrat by the name James B. Clark, who defeated the republican Kyle Grant, the White House played its last, improvised ace. After the end of peace talk negotiations, which ended in less than ideal results for the United States having now to give up all of its nuclear research and to pay reparations to the Axis, James B. Clark authorized "Operation Stapler". Seeing as now the only force capable of opposing the Axis at large was going to be the USSR, "Operation Stapler" aimed to secretly leak as much military related information to the Soviets, including research on subjects such as nuclear weapons.

## 2.c. Eastern front(1941-1944)

The scrapping of the plan to attack Pearl Harbor changed little on the eastern front, the Great Patriotic War still raging on. Absence from the other allies wasn't missed or felt much, as the Americans only planned to fully join the European theater in 44, with their plans thwarted by the new Japanese submarines, they remained only at the Pacific front until their eventual defeat. As for the Lend Lease, it also made little difference, as the amount sent was around only 4% of industrial production towards the war, much came broken, with missing parts or so old as to be ineffective, much to the displeasure of Stalin who sent many letters to both Winston Churchill and Franklin D. Roosevelt.

After pushing the Axis out of Stalingrad, the Soviets began advancing west, creating more breathing room for the Soviets. To deal with Japan the USSR began to back China and Mongolia, in an effort to destroy Manchukuo and push the Japanese out of Manchuria.

One of the Soviet's main goals being to establish a stronghold in the Sakhalin oblast. The island is geographically advantageous for conflict against Japan, being in the way to place anti-air and naval defenses and being close enough to be used to launch possible operations into the Japanese mainland.

## 2.d. Soviets rise to power(1945)

With the new information provided by the United States, the USSR nuclear program was sped up, but the technology developed and shared was not only nuclear power in nature, but also rockets and missiles to carry the fissile material.

Even in fields completely unrelated to any outside aid, the Soviets continued to make fast progress, much like the progress done electrifying and industrializing a territory that was



behind technologically. Fields like material engineering allowed for developments in aviation and naval warfare, and to a lesser extent, small arms saw improvements in quality and production price, making weapons more reliable and lighter.

Geopolitics didn't stay behind arms related developments, new doctrines arose that aimed to improve relations and establish mutual aid with countries exploited by imperialism, such as the CFA(Colonies Françaises d'Afrique/French Colonies of Africa) and South American countries.

## 2.e. War grows cold(1946-1952)

Not all territories conquered by Nazi Germany went quietly into the fascist good night. Several rebellious organizations began to act against the occupation of their land, forcing their oppressors to dedicate more resources to attempt to prevent sabotage and deal with the saboteurs. From Tito's partisans in Yugoslavia, to the Greek National Liberation front, the Norwegian Milorg and the Polish home army all played their role against the nazi-facist beast.

The combination of trouble behind their lines and having pushed themselves into a deep and complicated situation in the heart of the soviet union, the SSs saw their forces stretched thinner than they were comfortable with, which in turn allowed the Soviet counter charge to begin. However, every victory achieved and every centimeter conquered, came more costly than the last, as the deeper into the Nazi "Heartland" the Red Army marched, the more time passed, more enemy soldiers were redirected to the frontline, and the fewer effect the rebellions had, as they were more effectively countered.

Eventually a standstill was reached, near the Vistula and Narew rivers in Poland, without either being able to push and gain ground. Given this change in the paradigm of war, new ways of making progress had to be found, and so intelligence work and espionage became the name of the game, and with that, both sides got hints, but no confirmation that the other could possess nuclear technology, to this day, neither side has confirmed whether or not the other possesses the capability to weaponize the power of the atom.

## 2.f. Molotov II(1952)

Diplomatic efforts of the tired warring nations resulted in the second Molotov-Ribbentrop Pact commonly known only as Molotov II, and most people believed it would be just as short-lived as its predecessor. This new pact also came to include fascist Italy as the Baltic region would be divided too.

New borders were drawn, they cut countries like Poland, Slovakia, Ukraine and Romania. After this new division Nazi Germany had access to the black sea as well as the Baltic which increased tensions between the Soviet navy, the German Kriegsmarine and the Italian Regia Marina.

The desire to weaken its perceived enemies did not decrease after this treaty and so both the soviet union and nazi germany began a much more discreet war on each other, with the goal of draining resources and cause the loss of allies, proxy wars began to happen all around the globe, latin america, northern africa, southern asia, oceania even small political extremists cells in conquered european countries.

## 2.g. Death and succession of Stalin(1953)

Nikita Khrushchev was the late General Secretary's successor by affinity, chosen by Stalin himself. Yet before Stalin's body had the time to grow cold, Deputy Premier of the Soviet Union, Georgy Malenkov had already filled the power vacuum, taking the seat of general secretary of the communist party of the soviet union. However Malenkov knew that he would not last in his newfound position, but his goal was not to be the general secretary, he wanted the bargaining power it gave him to guarantee a future, more stable position. His stunt paid off, as after he left the seat of General Secretary he remained as the Premier of the Soviet Union and first among equals within the Soviet Presidium.

Vasily Stalin, Joseph Stalin's oldest living son was in contact with Malenkov, Vasily was not only a well renowned military strategist but a lieutenant general in the soviet air force, unfortunately for him, he was being investigated on dubious accusations and was to be judged behind closed doors. Promises were made, and so were veiled and not-so-veiled threats by Malenkov to both those who investigated and would judge Vasily, as well as officers in all branches of the armed forces, guaranteeing that Vasily would have all the support needed so he would be the general secretary and not Khrushchev. Both Khrushchev and the prosecutor Lev Yemelianovich Vlodzimirsky were caught surprised with the immense support for Vasily who both assumed to be just a drunk who got where he was because of his father.

Shortly after he was declared innocent he assumed his position as General Secretary of the Soviet Union. After which, Vasily made Malenkov his right hand man and confidant, while having little actual power when compared to his previous post of General Secretary, Malenkov now had the ear and trust of arguably the most powerful man in the world.

## 2.h. African continent(1953-1962)

The new forms of warfare that came into prominence after MOLOTOV II saw Africa torn apart, the continent saw inner conflicts of interest groups aligned and/or financed by a larger power, most often the axis or the soviets, but also by the former allied countries of the united states and united kingdom.

South Africa was the only exception, as in Africa it had the mostly undivided support of the former allied countries, mostly the united states or the united kingdom, it received this much attention as the goal was to make it a middle point between the americas and australia and the british raj. While under the heavy influence of the english crown the president, Berth Pownell who was accused of being a puppet of the king maintained apartheid and did almost

everything like his predecessor did, this being essentially the only form of conflict in south africa, making it so part of the resources received are used to finance the apartheid state and deal with political opponents and those unsatisfied with the UK aligned government.

Most of sub-saharan Africa has either underwent regime changes or underwent coup attempts, this instability in the region had two main effects, the first being the difficulty of any side to fully establish a presence in the form of puppet governments, not only due to the presence of international players but disruption in the form of local powers and even warlords, the other effect was that while South Africa didn't have any large threat close to its territory, the threats it did have were harder to manage, resulting in even more militarization and foreign presence in its territory.

As for the rest of Africa, its northern part is mostly under direct influence of Nazi Germany through proxy control of their metropolis France. As for east Africa, it is now under jurisdiction of Italy who descended on it with force on their first chance when the European front forces could be moved again.

## 2.i. Middle east(1939-1980)

Most of Asia Minor remained neutral most of the war, countries with oil production were at a great advantage, exchanging their production of fossil fuel for not only very high profits but subsidies, technological partnerships and good will with all possible sides of the war, making them a sleeping power house in their own right.

Not all countries remained neutral, some, such as Iraq picked sides, while not being a signatory of the Anti-Comintern pact, Iraq had bilateral agreements with axis powers. This relation only grew stronger after the axis supported the kingdom of Iraq during both the Anglo-Iraqi war and the Iraq revolts of 1941.

Iran remained neutral as it feared both Soviet and British aspirations over its territories and resources, its government also avoided relations with Germany due to their race based programs and ideologies.

Despite Yemen's efforts to remain neutral during World War II, its neighbor Oman played a crucial role in safeguarding Britain's important trade routes. As the balance of the war began to shift, Yemen found itself faced with a difficult choice: either comply with the demands of the Axis powers or align itself with the USSR. Despite Yemen's attempts to remain neutral, British forces launched a paratrooping operation with the goal of overthrowing the government and taking over the country in a decapitation attack, in order to secure its strategic location for its operations in the Middle East. Although the initial operation was a failure, further assaults launched from Oman's territory defeated the Yemeni forces, turning the country into a de facto client state of the British Empire. This allowed the plan to attack Italian-occupied Eritrea to continue, which was vital for Britain's strategic interests in the region.

The majority of the middle eastern countries have a greater level of political stability, allowed mainly by their resources and trade routes. Such advantages allowed them, for the

most part, to choose their alliances and maintain internal order, as well as not become largely involved in conflict.

## 2.j. Latin america(1945-1983)

The situation in Latin America had two main fronts, the first in the central american country of Nicaragua, now under the leadership of Sandinistas, and the other in South America composed mainly of far right military regimes that took power by means such as coups. Central America saw a rise in anti-imperialist sentiments, mostly in the form of anti-unite states and anti-biritsh movements, seeking to free themselves and retake their riches, these banded together under the de facto leadership of Nicaragua. Such events drew Soviet and thereafter world attention to them. With this attention, came financial, intelligence and even military support from the USSR. In response, the axis set south america on their sights with the goal to put them on their sphere of influence and start another front to combat soviet power.

South America, effectively lost any semblance of democracy, all of its countries now led either by dictators or military juntas. Some more bloodthirsty or stable than others, but all of them, oppressive to any who questions the government or went against the veiled interests of its authoritarian sponsors. This greatly helped the axis powers, giving them access to natural resources such as the brazilian steel and the venezuelan oil, but it also burdened their intelligence with tasks to aid these governments against any form of organized resistance or protest, be then domestic or especially the ones formed with help from the Soviet Union, such as the Araguaia guerrilla, where Brazilian communists set base near small towns close to forested areas, these guerrillas offered education and healthcare as it had scholars among its members, this was used to begin recruiting and amass positive attitude towards their movement. Communist movements similar to and including the one in Araguaia were combated with extreme prejudice, tortures and oppression of all kinds were used, including sexual violence against native population to coerce the locals to 'point the finger'.

The socialist republics of central america, as they began to be called, took a while to form due to external interference and were not unified per se, but had close ties to each other, offering mutual aid in development, technology, humanitarian and defense fronts. With Soviet aid, development and industrialization was rapidly accelerated alongside a planned economy. With this new alliance, products and goods began to be traded in greater amounts to the Soviet Unions, given them more access resources that could once have been luxurious to the Soviet citizens, such as coffee, bananas, figs, pineapples, dates, mangos among others, but for other types such as copper ore, gold, platinum, and industry specialized in the production of medical devices and instruments which lead to jumps in the medical field due newfound availability.

## 2.k. Mussolini's death and the italian endless crisis(1956- 1983)

At the age of 73 Benito Mussolini's health was in decline, in particular, Mussolini was suffering from serious problems in the vesicle, intestine and liver. As to what illness plagued the Italian dictator remains largely unknown, being kept secret by Mussolini and his personal doctor.

The death of the duce was unexpected and even before a funeral could take place, the tensions had already caused 2 sides to emerge. On one side was Pietro Badoglio, the de facto second in command of fascist Italy, a respected war hero having fought in Eritrea and Libya, being pivotal in the defeat of emperor Haile Selassie, the defeat of Libyan resistance and the conquest of Monte Sabotino, not only that but he also had the noble titles of 1st Duke of Addis Abeba and 1st Marquess of Sabotino, also holding office of minister of Foreign Affairs and the rank of Marshal of Italy. However not all was in Pietro's favor as he was an old man and that posed a challenge to win support as well as bring skepticism. The other contender for Italian leadership being the king himself, Umberto II. Even being widely discredited by fascist newspapers for supposedly being homosexual, Umberto still had a support base of monarchists, however one of the greatest problems in his way, and what mainly kept him away from pursuing power was that like Mussolini, Pietro allegedly had proof of his homosexuality, that could destroy his reputation and chances of achieving anything. While in truth Mussolini did possess such proof, after his abrupt death Pietro did not inherit it, being lost in the process.

While not considered legitimate by most of those with power and influence, the Italian partisan resistance saw itself emboldened by the situation. Despite being disorganized these guerrillas began to gather popular support.

Not a year after the death of the 1st Duce of Fascism Benito Mussolini, the 2nd man to hold that title Pietro Badoglio also came to pass away, this along with promises and bribes to the military by Umberto the second secured the power partially back in the hands of the monarchy. Many suspect the crown was receiving some sort of aid from outside powers, likely from the Soviets who had already supported the partisans or the former allies. Umberto held power meekly and his country eventually became the weakest one partaking in the cold war between the USSR and the Axis. The precarious situation was cemented upon his death in 1946, which divided the country in more ways than one, partisan action gained forces, ultra nationalists inspired by Nazi German ideology in the north of Italy began to look down at their own countrymen and soon cries of independence grew louder, and at the south most province, Sicily had become a de facto mafia state with the help of their overseas cells that themselves grew in power thanks to the government's wish to weaken the former allies and spread their influence and reach.

Italy now finds itself torn, the fascists to the north supporting "strong-man" type leaders, mostly officers veterans of the war, the southmost part are under such tight grip of the mafia that not even local government bodies could defy them, in the center, occasionally partisans attempt to hold some semblance of democracy that is always targeted by their enemies. The Vatican stands as the last peaceful land to be seen.

## 2.1. Führer's funeral and family future(1955-1983)

Not long after the Duce died, the Fuhrer followed. Adolf Hitler died without leaving behind a male son, who many believe could have taken his father's place as the head of the Third Reich, having only a daughter with Eva Braun in 1945. Eugen "Jäger" Busch, one of the youngest soldiers to ever undergo enhancement training, in service of the SS, became suddenly popular in the nazi controlled media as a new great symbol of a strong man, Eugen is the personal body guard of Adolf Hitler's daughter, Heidi Hitler, as he always accompanied the 10 year old girl wherever she went, he also appeared in the photos of the funeral rites of her father with her.

Despite the attention given to the prodigy Eugen, the true person of the moment was Joseph Goebbels, the mind behind the propaganda machine and Eugen's newfound attention. Goebbels found himself arranging in the middle of the situation brought by the passing of the Fuhrer, ways to smooth the transition of power to Hermann Goring, and to secure possible future continuation of power, as it was proclaimed by Adolf Hitler that the Reich should last a thousand years and be the Nazi millennium.

The grieving came with distrust and anger, as two of the main heads of state of the axis died in such a close succession, many believed in a conspiracy that their death were plotted by the KGB, however not even the top party leadership can know for certain if there is or not any connection or link between their deaths, as the details were mostly keep secretive.

Now Hermann Goring occupies the seat that once belonged to Hitler, Heidi and Eugen are useful propaganda pieces in the effort to attract and form a new young base of supporters of the politics and for new officers to follow the doctrine.

## 3 Technology

War was the crucible in the forging of new technology, where blood, sweat and tears were poured into the mold to shape the world to come. Nations spent hefty amounts of resources in desperate need for the opportunity to acquire an edge over their enemies, morals were discreetly set aside as unknowing volunteers, prisoners and captured enemies became the subjects of great minds wishing to experiment. Willing or not, not friend nor foe make a difference, all stomped over in the march for progress.

All areas of science from the most precise engineering to the quirks of biology, from the understanding of the psyche to most orthodox doctrines of war, all in one way or another had changed with the increased amount of avenues of opportunity to experiment.

Diplomacy and war changed, the new technologies made conflict too dangerous, too expensive or too big to fail for either side if both were in similar levels of development. Its use is now measured, calculated and hidden, its use is always shrouded in plausible deniability, and with time, the technology itself was moved towards unconventional uses.

Fields such as medicine, chemistry and psychology saw great advancements, not only due to greatly increased funding as an attempt by all sides to gain a potential advantage over others, but due to the amount of subject availability to be used in studies such as wounded soldiers, and captured enemy agents. STEM cells, processes to make muscles denser, bone remodeling with supplementary aids to make the skeleton more resistant to fracture without increase in weight or need for fractures, enlarging spleens, increasing lung alveoli, optimized blood that's richer in O<sub>2</sub>, and platelets for quicker coagulation and better resource transportation. These and many more tools and procedures can now be done because of the restless work of healthcare researchers and the noble and selfless sacrifice of many hurt and captured. While individually, none of those treatments are likely to have a noticeable effect on human efficiency, when combined these procedures see their most well known use in the enhancement of soldiers.

### 3.a Civilian

With the war, the number of wounded grew exponentially, with doctors pushed with their newfound resources to take steps forward in the medical field. Now treatments exist to the point that if you are rich or lucky or important you can get limbs regrown through stem cell treatment, the process takes up to a year for a single hand, but it is possible.

Technological advancements while happening are most focused on military use and seldom come to be accessible to civilians. Computers, while also sold in the civilian markets are not only expensive but of limited capabilities, only the most expensive are capable of displaying complex images and multiple colors, the vast majority still use green phosphor screens. There is no international web of computers connected, only local networks.

Vehicles are still similar to how they were, mostly using gasoline but with lighter frames and more efficient engines, controlling them is a task that is now easier than it was before, as it is also more comfortable, with the new interior designs of the vehicles.

Healthcare can now essentially put all humans on a more even playing field, while not as widely available as most healthcare options, problems such as bad joints, poor eyesight and other can be fixed, although such options are often only offered for the wealthy, the powerful or those in positions such as being candidates for enhancement programs provided by the military.

### 3.b Military

It is within the military and intelligence where the height of developments may be found in use. Where the fastest information sharing happens, with their own networking system different from civilian, while slower in speed, it is larger and it overall more efficiently used. Military computer systems may communicate with each other by sending information through nodes that while slowing also protects the information, these are called Mil-E-Info-Nets(military electronic information networks) and allow contact with a few hundred computers. These nodes only accept receiving certain forms and sizes of information files; this diminishes their potential in order to maximize security. Doctrines are in place that dictate what information is sent, its formatting, which protocol should be used and when to work around the speed limitations in order to increase the sharing output.

While leaps and bounds happened in the fields of medicine and computers, weapons have also experienced change, even though they mostly remain closer to tried and tested versions of the technology but now elevate to new heights in ways not thought possible before. Small arms remain ballistic with the exception of specialized equipment such as anti-armor weapons and the occasional high end jet ammo such as gyroscopic and base bleed rounds. Thanks to material engineering the average weapon's weight has decreased with polymer compounds and metallic alloys, their power and precision has increased with projectiles made of different materials and the capability of carrying larger amounts of more effective gunpowder in each casing due to the weapons themselves being lighter and having counterweights to further help the soldiers to keep a stable aim.

Changes in mechanized and armored units included both generalist engines with the capability to use a large variety of combustible materials as fuel sources, and for specialized fuel to further increase efficiency. The same changes in weight that happen with the civilian vehicles also affected military ones, allowing for more armor, higher speeds and different sizes. Vehicles grew larger and somewhat heavier, as a display of power tanks the size of the Panzer VII maus, while not common, were employed alongside other sometimes more efficient and effective tanks, often as a brutal display of power. Tanks not only grew bigger, but also shrunk down, tiny scout tanks, shorter than a standing man and able to be fully operated by a single crewman if necessary after short pre-planned adaptations for single man crews, this came with the disadvantage of tower rotation, on top of its inherent weaknesses such as smaller size making it easier to get stuck, thinner armor and lower caliber canon that was often replaced by a heavy machine gun or automatic grenade launcher, which are offset due the possibility of fielding them in high numbers, their speed and low profile, as well as the gun options that can make them effective against infantry or a



potential threat to larger tanks. In flat areas, such as deserts and plains, massive vehicles carrying missiles are deployed as a way to quickly respond to any threat with immense fire power, these rocket carriers are larger even than the greatest tanks but are slow and relatively defenseless in closer combat, making them highly dependent on support and adequate terrain, so they are most often operated from inside, or near already controlled military zones where they can be defended and have prepared terrain should moving such behemoths shows necessary.

Satellites are likely the most individually important and expensive pieces of equipment in any nation's arsenal. While many serve scientific purposes, spy satellites also orbit earth, with their powerful cameras pointed at enemy territories and contested lands. The prying eyes of the enemy makes it difficult to impossible to hide large-scale mobilization, so the secretive movement of troops, supplies and equipment influence the balance of proxy wars becomes near impossible. While still possible to discreetly move military aid in ways such as hidden among regular commerce items or inside boats and planes, the main tool to change the goings of proxy war has become the deployment of enhanced special ops and elite soldiers. Out of all the satellites, the most prized and valuable ones are nicknamed the "drop-downs", called that for carrying a cargo of explosive payload that can be detached but still have thrusters to redirect itself, making it so they can aim at any target within 24 hours. The payloads are not simple explosives, they come with shields to avoid damage on reentry and anti-air fire, the more sophisticated ones can further detach themselves to be one payload per thruster, which along with their high speeds, heat signature, size no bigger than a fridge, unpredictability and fact that it can aim and move without an engine just the force of gravity diminishing heat signature, works for making it impossible to intercept all of them with any reliability.

### 3.c The making of the new soldier

In spite of all the treatments, procedures, surgeries and propaganda, enhanced soldiers are not 'super'. While above what a non enhanced human in general capabilities, they can be killed just the same, and most often are not much harder to kill per se, dying to a single well placed shot.

While far from how the propaganda portrays them, enhanced soldiers are not to be underestimated, they are not only still soldiers, they are soldiers who underwent special training and medical care. The advanced medical care afforded in the enhancement programs allows for the filtering to be done differently, while in the past special training was granted to the physically fit, now personality and mental attributes play a larger role. Those who are quick thinking, work well in groups, are loyal and can remain grounded and not panic are the prime choices for the enhancement programs. However such treatments and surgeries are both expensive and most often only performed by governments, and if not "earned" they must also be "paid back" by the recipient, the most common form of repaying is in years of service.

Some of the biggest differences applied to those enhanced include :STEM cells, processes to make muscles denser, bone remodeling with supplementary aids to make the skeleton more resistant to fracture without increase in weight or need for fractures, enlarging

spleens, increasing lung alveoli, optimized blood that's richer in O<sub>2</sub>, and platelets for quicker coagulation and better resource transportation.

Soldier is a misnomer as not all those enhanced are soldiers of the armed forces, many are intelligence operators or secret agents. Nowhere are the technologies deployed more readily than at the facilities that prepare these men and women for their roles, such places are second only to the military research labs in terms of cutting edge technology available.

New developments in warfare made it necessary to adapt the way one goes about conducting a war, especially a proxy war. Rising tensions, fear that the enemy could have access to nuclear weapons and the possibility of surveillance from high above in the form of satellites showed themselves to be the main problem, and the main answer was to have specialized soldiers to do in hiding, that which cannot be done in the open.

Although every country with the ability to enhance their soldiers goes about it differently, the general lines are the use of medical, psychological and physical conditioning to push the subject further than they could be. The ways in which that is done includes but is not limited to: undergoing training under stimulant drugs to improve results, self hypnosis to endure hunger and lack of sleep, lessons on psychology, supplements and hormones to enhance body and physiological capabilities, painful sensory stimulation to remain effective even while wounded, among others.

While for long it was a well kept secret how most nations enhanced their soldiers, a secret seldom spilled or stolen even by other nations, receiving the treatment from a government is not the only way to become above human. With the high number of not only scientists and workers on these projects but of subjects as well, eventually the secrecy began to be diluted and even be reverse engineered. Now it is not important for those with money, contacts and the influence to be able to deploy such processes, be it to mercenaries getting improved beyond their initial point, warlords seeking more effective killing machines, or even nepotism babies who simply wish to be stronger.

A strong body is not the only thing that makes the most highly efficient field asset of the military and their nation, they also receive thorough training. During their preparations the soldiers and agents may also be taught unconventional operation techniques, stealth ops, guerrilla warfare, radicalization and training of local populations, fear tactics, enemy evasion, preparations of traps, social stealth, disguises, espionage and the making and using of improvised weapons are just a few of the techniques taught to them. Whether or not such training is received depends on the rank and necessity, making it so not all enhanced candidates are highly competent, some are more like slightly better regular humans.

### 3.d Motorized infantry special suit

In parallel development to projects on enhancement of soldiers, was research of other ways to increase their effectiveness, one of the few to pay off were the Motorized Infantry Special Suits(MISS). A MISS is a suit-like exoskeleton whose purpose is to enhance the capabilities and efficiency of the combatant wearing it. To help surpass the natural

limitations of even the strongest and most enhanced body, MISS uses several pieces of technology such as servo motors attached to strong wirings that mimic the functions of tendons yet with much higher strength along with pneumatic or hydraulic actuators that give massive speed and explosive physical power for its main power and electric motors for its finer movement. The suits often also come with armor, but don't have to, if their purpose does not always require it.

MISSs not only increase the strength, endurance and speed of the user but allows them to carry heavier armor and gear without being encumbered and slowed. Second to none in terms of infantry personal protection that not only includes gunfire but can also include CBRN threats, its main disadvantage is its size and weight that depending on model could impact agility, other than that its weak spots on the joints, is its backpack, that can be of varying sizes depending on energy stored and output. The MISS backpack contains chemicals that are put to react in order to generate energy, this allows large amounts of potential energy to be stored compactly, its first prototype test models used simple water and metallic potassium to generate exothermic chemical reactions, some models have the liquids flow through pipes like veins and vessels so the mixture can happen closer to where the energy is needed.

Due to their armor and strength, the ways a MISS user fights and can be fought are different from that of a regular infantryman. Most suits can use regular small arms, but with the exception of the weakest ones, suits may also make use of larger and heavier weapons with greater recoil, making them more capable of engaging targets such as vehicles and well entrenched enemy forces due to the weapon's piercing capabilities, as well as a greater viability of melee combat. The entire armor is geared towards its task, its helmet being able to house sensors and multivision goggles, the boots can have auxiliary pneumatic jumpers to increase running speed, and back is able to house auxiliary thrusters that can further increase move speed and decrease fall speed, among other possible upgrades and sidegrades.

How MISSs fight is a mixture between the tactics of specialized infantry squads with the boldness of armored vehicle divisions. Moving fast and hitting hard along with their smaller silhouette, they are a great fit for operations from urban warfare and invading zones with well entrenched enemies, while avoiding big guns such as tanks and AICAs as well as being among the best responses to hostile enhanced soldiers. AICAs are also one of the targets MISSs are well equipped to deal with, their speed, size and mobility allowing them to make use of cover and stealth together with their powerful weaponry makes MISSs capable of dealing fast and precise damage but also to potentially swarm and disable even stronger AICAs.

How to fight MISSs is a tricky question, as they are mostly like normal infantry, only they are resistant to most types of harm normal soldiers could attempt to apply on them. They are however, not invincible, sufficient large caliber weapons, especially if loaded with armor piercing ammunition can pierce the MISS and harm the soldier inside. Even without armor piercing ammunition, it is still possible to harm the MISS, it has places with thinner armor that if hit could damage either the soldier inside or the inner workings of the MISS itself, such as breaking an actuator, causing the soldier to have to use his own strength to lift the armor, which is sometimes impossible. Outlasting the MISS is sometimes viable but

always dangerous, as their backpacks do not contain extremely long energy reserves, a few hours at most in most cases. Out of all the weaknesses to be exploited the backpack is the largest one, both literally and figuratively. Severe damage to the MISS's backpack can go from just causing it to no longer be supplied power making it basically useless as the soldier must now deal with all the weight and possible not be able to use its weapons, to causing a reaction leading to a violent explosion that would be strong enough to even disable or destroy armored vehicles such as tanks and AICAs.

In order to increase the effectiveness of the cumbersome MISS suits, changes in the soldiers who wear them began to be considered. Of the many attempts that included from giving the soldiers special training, to specific enhancements, the most effective was connecting the nerves of the soldiers joints into the MISS's electronic systems that activate its actuators and servo motors. Such a solution came in the form of medical procedures that allowed for the interfacing of the human nervous system with the electronics of the suit; this extremely rare and expensive enhancement is focused on the joints. A side effect of any of the variants of the implants and procedures is that they are clear to see by looking at the joints, the procedures was changed so the interfacing of the wrist would be located on the forearm, and of the neck to be slightly lower, so they could be more easily hidden under clothes.

### 3.e Armored infantry combat apparatus

'Mechs', more often called Armored Infantry Combat Apparatus(AICA), if MISS is a step that brings the capability of armored vehicle to a soldier, AICA aims to bring the capabilities of a soldier to an armored vehicle.

AICAs are often bipedal, somewhat anthropomorphic mechanical armored vehicles of combat. These mechs tend to stand between 5 and 7 meters tall, and have their pilots inside capsules that may be ejected in case of an emergency. Their features can be almost 'humanlike', most times possessing a "head" that is an array of powerful sensors that usually have weaker redundancy in other parts of the mech, its large chest both guards the pilot pod and houses the engines for the hip and shoulders movement, its arms are made of the upper limb that houses auxiliary engines and the forearm that sometimes have attached weapons and connects to the wrists, not all wrists have hands as some are directly connected to weapons, and of those that have hands they can be various shapes, from gauntlets to having winter glove shape with 3 lower fingers combined in one and only index and thumb being separated.

Conventional tactics taught to an AICA pilot is to act like a tank, but behave like an infantryman. Acting like a tank by throwing its weight around, making use of its resistance, firepower and speed to gain ground and attempt to flank, like an infantryman by taking cover, making quick movements, improvising when needed and often acting more closely in a squad with specialized weaponry and roles of other AICAs.

Specialized squads exist to counter AICAs, the most famous one being the Squamata who popularized infantry techniques to disable AICAs and are the only known group to be formed only by people who have faced AICA in 1 on 1 combat and won. How

one fights an AICA, depends more than anything on what resources are available. Some targets and strategies are always effective, such as attempting to destroy the sensors effectively blinding the pilot, impeding joint movement to limit mobility or striking at its back, especially at the pilot's pod. While most tank's main cannon cannot destroy them in a single shot, they can severely damage joints or if flanking from the back, hit the pilot pod and kill the pilot. For the foot soldier, even anti tank weaponry, while effective in most cases, can at times not be enough damage or reliably hit the target, the better option is to flee and cover and attempt to wait for an opportunity or it to run out of energy.

After seeing the results of the MISS suit's new technology reliant on enhancements, AICA technology followed suit, instead of trying to improve control and feedback for the pilot. For the AICA pilot, now it means having all your vertebrae being operated upon, to connect their spinal cord directly into the AICA systems. While the implants for the MISS suits caused negative side effects to the subject, this is much more pronounced for the AICA pilot, as the enhanced spine, while strong to compression can more easily be disrupted by most forms of damage such as being thrown or being on the receiving end of blunt force, as a result AICAs now have cockpits made to protect and cushion the pilots spine as much as possible.

## 4 Life in this cold world war

History, and material conditions influence culture, causing customs, rituals and even what traits are considered desirable or not in a person to shift. With the Cold War, all conditions could be shifted, changed or converged from their usual form. Inner tensions and struggles reshape every bit of the world and this metamorphosis proved itself as varied as it was widespread.

Not just the battlefield conditions influence countries, its citizens and their war efforts, the price of bread can make or break a nation. The price of the bread, its availability, access to roads to transport the wheat and the punishment for stealing a loaf all are building blocks which make the structure, or its reflexes in the form of the superstructure.

### 4.a German Reich

The Nazi propaganda machine maintains itself as always, going full steam ahead, and running over any group necessary to maintain their narrative. The cult of heroism and self sacrifice is at its peak, heroes are no longer exceptional people as they were in the Greek sense, but anyone can, nay, must be heroic. In the imaginary created by the propaganda, there is no greater act of bravery and heroism than to fight for the Heartland, every soldier a monumental representation of power, echoed by their boots marching in unison and accompanied by the trundle of wheels and rumble of engines at the many parades to celebrate victories, battles, important figures or the simple existence of the Nazi armed forces, for that alone is seen as reason enough for their praise and glorification.

Despite never fulfilling the idea of the Lebensraum, the Third Reich's territory spread far and wide, with ports at the Mediterranean, the Pacific ocean, the Northern sea and the

Black sea. The heartland has land borders with the Kingdom of Italy, Franco's Iberian Spain and the Union of Soviet Socialist Republics. Provided with fertile lands, access to several large bodies of water, the upper echelons of Germany have access to almost any luxury goods they desire. While the average 'aryan' enjoyed comforts such as housing and access to leisure and culture along with toil, but always being drenched in propaganda, from how great the nation is and therefore is able to provide even the smallest of comforts, to how wicked the enemy is, how every ill of life is their doing and that they should be fought and wiped clean from the map.

At the Heart of the Reich, the citizens considered 'average' by the system, live a quaint yet controlled life, luxury goods are accessible, from fine wines to jewelry and perfumes. Inside the silk glove lies an iron hand, that grasps the throat of those it promises to fight for and protect, until the subjects of its iron grip are left gasping for air, ready to submit in exchange for a breath, knowing all it has, it only does so, for it is what the hand allows.

In occupied territories such as France, their citizens were both rewarded and punished by the occupation, lower class population had their access to goods restricted or rationed, and were often made to abide to curfews. The upper classes however were enshrined with greater degree of control and security from and to the lower classes, their capitalists grew fat in exchange for this submission to the fuhrer, and the population suffered, while newspapers celebrated the 'economy prosperity' brought by the Germans, that they claimed would also benefit the average worker, eventually.

For those under the banner of the Swastika but far from the metropolis, life was different. 'Pure Blooded Aryans' occupied positions of power and influence, either directly and often with the aid of the Schutzstaffel, the Abwehr and the Gestapo, or covertly, ordering what the 'leaders' of the occupied lands ought to and not to do. To most natives to the lands now occupied by the Nazis, life became a mixture of propaganda that promised a carrot, and the ever present repression keeping the big stick in sight. Local authorities that were sympathetic to their new masters were given power, regardless of how cruel or capable they were, often helping with intelligence and enforcing policies like checkpoints to divide the land, forced labor for dissidents and racially biased policies, also giving Berlin great economic and resource control, from manufactured goods only them can export, to even force exportation of raw materials and food.

## 4.b Japanese empire

With the imperial seal of the sixteen petaled chrysanthemums stamped over a great many forces, the emperor now held unified power and authority not seen since before the days of the shogunate. Its territory, now expanded, guaranteed an almost complete control over the Pacific ocean. Sakhalin Oblast, stuck as a sore thumb as an archipelago with a large landmass that was out of Japanese control, being Soviet territory.

Toil never seemed to end the reconstruction, both mainland, and the islands around, along with any colonies or occupied territory ravished by the war. Being proud citizens of an honorable empire, the Japanese bowed their heads and worked, from construction and

manufacturing to military service and research, with its higher ranking members resembling almost nobility or samurai like characteristics mainly in their social status.

While Japanese submarines with capabilities to launch seaplanes assured their iron grip over their large and scattered island territories, guerrilla actions and insurgency proved a challenge as it required soldier on the ground and attention from intelligence agencies all of which proved costly, which lead the imperial japanese government to allow the other axis powers, mainly Nazi Germany to build military outposts in the insular territories. Such outposts were both officially and unofficially used for joint scientific and military research purposes, not too dissimilar from those that took place in concentration camps and the likes of unit 731.

To its occupied territories, their reconstruction meant increased exploitation of their material wealth and overworking of their population. Either from losing their emperor, or having their old emperor put back on a throne as a mere puppet, the nations and territories that now made up the colonial Japanese rule lost their sense of sovereignty. Resistance and rebellion however existed, be it in the form of the Soviet and Chinese battle to liberate Manchukuo or Korean independence movements led by workers, the imperial rule never stayed unchallenged.

## 4.c Fascist Italy

What once was the seat of emperors of the greatest empire of their time saw itself broke apart into smaller states, then pulled partially back together under the single banner of the holy roman empire, conquered by napoleon, then reforged during the Risorgimento, and now its lands and power once again spread far and wide, much as it once was in ancient times.

A three sided coin in which all faces shine like fool's gold. The crown is weak and afraid, attached to a veneer of past legitimacy. The fascist party sees itself with enemies on all sides and puts up shameful displays from losses at Eritrea to even inside their own territory against guerrillas and even a fear in losing conservative supporters to the crown. Partisans appear to fight ever on but to only achieve diminishing returns, especially when under the threat of German intelligence in aid of Italian fascism.

Even while basking in its former glory, the peninsula saw no rest. Partisans made sure to do their best to be a thorn in the fascists' side. With an already rocky political situation, the death of Mussolini made everything more unstable. Who you fight against, who or what you fight for became defining characteristics for a high number of Italians as countrymen turned against countrymen for reasons ranging from ethno-nationalism that excluded those from the south, anti-fascism or pro-monarchism. Now the citizens of the nation live in the anxieties of the present conflicts while many bask in the glorious past that they have been blessed by, be the glories of years, decades or centuries past.

Italy took care of their expanded territory in similar but different ways as to how the Germans did it. For the common man, being recruited into a colonial troop wasn't a far off thought, as its ranks were made all the one from those coerced and conscripted, to those

who joined out of the promises and incentives such as the payment and three square meals a day. For those living under Italian rule but in the colonies rather than in the metropolis, life is filled with uncertainty, if the work quotas will be met, if the exports will arrive, if conscriptions will return, and for those who volunteered if the Italians will make good on whatever they promised.

#### 4.d Soviet union

Massive and diverse, the changes in culture brought by the war both when hot and when cold, hit every part of the soviet union differently. Regardless of the hardships, from Moldova to Tajikistan, from Estonia to Armenia, spirits remain mostly high, a desire to continue with the great patriotic war. Hope and patriotism filled the souls of the soviets after pushing back the reich for so long, liberating nations from nazi-fascism, the feeling of being part of something giant, not only in size, but in spirit and might, that rigorously struck down the oppressors, be them Tsar or Fuhrer, and liberates the oppressed.

Even with its massive amounts of casualties, by the end of the war the material loss suffered was so immense there wasn't enough to house the survivors. Stalinks began to be built in as speedious a fashion as possible, the prefabricated buildings were placed alongside other developmental projects to make all basic needs close to access, and subsequently were given to citizens who could inhabit them for low rents. All under the goal of giving workers 'peace, land and bread'.

Yet not all is well, the five year plans require break neck effort to be maintained, often there aren't enough resources for projects to alleviate some of the needs of the population, especially those further from strategically important or rich oblasts. Necessities of the cold war hamper civilian production and increase dissatisfaction in many of the soviet councils that see their efforts are not having the impact they desire. This caused uncomfortable ripples in the higher cadres of the party, making it ample ground for dissent to genuinely grow but also to be sown by outside actors with a vested interest in the fall of the soviets.

#### 4.e United kingdom

"The brits eat as if the luftwaffe is still flying over their heads" became a common joke among the former allies. Despite the jokes, the threat and fear of the bombings returning is bitterly real for the British authorities.

The clear skies now free from the Luftwaffe bombers was a small good taste that came alongside the bitter draught of defeat and surrender that filled the mouths and minds of the British population.

Independists from both from Ireland and Scotland saw the crown, once mighty and controlling, now weakened and shamed as an opportunity to disconnect themselves from its imperialist control. Efforts on those fronts had partial success, be those efforts political, social or in the form of militarized civilian action.



Both the Scots and the Irish wished to fully disconnect themselves from the united kingdom. However they took different methods, while Scots did not militarily resist, they moved politically, the Irish however attempted to force their way onto self rule, by use of guerrillas called Irish National Resistance for Independence(INRI).

Apartheid still puts its heavy weight on the shoulders of the black population of south africa. Its government and power structure remains both wide and loyal puppets to the British crown, making sure it can be a geopolitical 'bridge' for movement of resources from east to west.

## 4.f British raj

The draining of its supplies saw no decreasing due to the end of the war efforts, as now, the brits had to rebuild their homes, with its citizens coming home from North Africa, the Middle East, Italy and Southeast Asia and material in high need for exporting for reconstruction, the Raj saw an economic boon that fuelled its desire for independence.

Despite their large population and much needed resources, life did not improve. The British guard was not kind to its colonised subject and aimed to increase its power and control over them. Dissatisfaction over the brutality led to rebellion. As much as British forces attempted to quell the dissent, more seemed to rise every time the lives of those who lived in India got worse. The more rebellions the British had to quell, the more resources they spent or lost, the more they needed, and higher their demands of the Indians grew along with the British cruelty and the rebellious resolve of the Indians.

## 4.g United states of america

Without an empire, with its lands ravaged by war for the first time since their civil war, the average united states citizen was tired and afraid, but satisfied from now being left out of the brunt of the cold war. After surrendering, giving away its nuclear research and even some of its pacific territories the united states now sees relative peace while still alongside mainly the united kingdom, attempting to get the upper hand and engaging in cold war actions.

After the surrender and the ending of the raids in its soil, much of the struggle was turned inwards. Older generations, such as the veterans of the first world war, demanded a remobilization, to strike back and were quick to try and sell those ideas to the youth, those young men unconvinced were quickly called cowards.

Intergenerational conflict wasn't the only one, while the political disputes between the only 2 notable parties in the countries continued, the private sector saw profit in the cold war. On the other hand, the cold war had a place in the heart of the states, with citizens both wanting to emulate or join the axis or the soviets. With a government bought and sold for the most part, its owner would rather see fascist tendencies in its populations, and it would not impede its profit, and could potentially increase its margins.

## 4.h Latin america

As a way to avoid spread of any undesirable ideology in what they considered to be their backyard, the united states expanded the 'banana wars', not only putting efforts to overthrow governments in central america, but also south america. Any government with ideologies not aligned with those of the united states, were put on the crosshairs of the CIA. Its population, often forced into poverty, especially after mass privatization, leaving some even without reliable access to clean water.

Central America made a better resistance, their anti-imperialism under the method of dialectical historical materialism. For the countries of central america, keeping the dirty hands of facism and imperialism wasn't just a question of beating them in the urns and at the gathering places of the intellectuals, but most importantly, on the streets. Vanguard parties grew in size and importance with goals of making the will of the proletariat become material conditions.

## 4.i Colonial Africa

While many would decry the Axis as cruel and barbaric, especially after living under them or witnessing their crimes, for the population of Colonial Africa, it barely made a difference. That cruelty and barbarism was already present in their lives, it had just been applied to the people of the old continent this time.

Much of what was once the possession of France, Belgium and England, now belonged to the Reich. Its northern and western territories particularly expanded, industrialized, and racialized all for the exploitation of the land and the people.

The African horn now firmly under the control of Italy allowed greater security for the logistics reliant on the Suez canal, which was owned by the Germans. While the canal itself was under control of the Germans, much of its surroundings belonged to Italy making them crucial to avoid sabotage.

## 4.j Middle east

## 4.k China

# 5 Characters and players

A character is more than just the numbers on their sheet, a good character has the makings to be interesting. To help make the game more engaging, this section aims to help in making characters more multidimensional, with pasts, hopes, wants and needs. Here the

player may learn to create their character, and while doing it, hopefully get a better understanding of their role in the game and of how their character fits in the world and its workings. Ideally all the process of creating a character is done alongside the narrator.

## 5.a Character creation

It is common to get stuck or have a creative block when trying to create a character, so before we delve into the mechanics of character creation, this initial section aims to give some guidance and aid in creating an interesting character.

3 methods to think about a character will be suggested, but all of them have one important thing in common, they all go beyond just the character. “No man is an island” so neither should the characters, thinking of them as people with history and relationships helps to flesh them out, come up with ideas and make them feel more grounded. So when reading the rest of this chapter, remember to think of your character as a sum of parts, of who their parents were, of how their childhood went, what level of education they have and why, how and why they joined the military or became enhanced, who are their relationships, what are their ideals and how they came to the opinions they have, this and much more you can come up with to make a character that fits you, your playstyle, and how you want your character to be.

The first method is “the file”. In this method, you are creating your character by envisioning them through the lens of someone, like an intelligence agent, who is pulling together a dossier about them. You can for example, pretend you are writing this document with all the important information about the character to hand to someone, or just hand it to the narrator.

The second method is “the interrogation”. While the first method can work better with another person helping you, this one requires someone else. For this, the person helping you will act as an interrogator such as a police officer, a lawyer in a court of law or some other form of interrogator, and will question you(your character) about them, and you will answer accordingly.

The final method is “the biography”. Imagine your character is writing a memoir of their life up until that point, this method is more free flow and allows you to focus on what your character would focus on or was more important, giving it greater weight.

## 5.b Understanding the sheet

This part will focus on the mechanics of character creation, the number crunching and the choices with tangible mechanical effect.

Contradictions can appear between game mechanics and story, these can often be easily resolved and in the process be inviting for further creativity. Mixing and matching

classes, boons and flaws for example. Having only positives can lead to boring characters, so while mechanically flaws and imperfections of the character will come later, it is also strongly recommended that such flaws and maybe even others be woven into the creation of the story of the characters.

Here follows a breakdown of the sheet and its elements.

The header of the sheet is made of:

Name: the name of the character

Wallet: how much money the character has access to

Vitality: the total health and how much punishment the character can take

Damage taken: how much damage the character has taken, used to compare against the vitality

Role: the mechanical function of the character, also defines their role specific proficiency

Type: the type of agent they are, this gives them unique benefits

XP: total experience points earned by the character

spent XP: how much XP has already been spent on leveling up proficiency or buying boons

Luck: how much luck the character has to burn

The proficiencies, there are 4 types, physical, mental, social and other. Each proficiency has 3 spaces, one with its name, one for its rating and the last to take note of any bonus(or negative) currently affecting the proficiency. All rates go from 1 to 10, 1 being the lowest

Physical proficiencies are:

strength: this is the might of the character, how much they can lift, how hard can they punch.

agility: how fast they are able to move and react, this decides both turn order and how far can the character move during their quick action

dexterity:

subterfuge:

melee:

Mental proficiencies are:

culture:

nerve:

awareness:

first aid:

mechanics:

Social proficiencies are:

persuasion:

intimidation:

deception:

sense:

poise:

Other proficiencies are:

automatic:

high recoil:

precision:

heavy weapon:

role specific:

Inventory is broken into 2 main parts, equipped weapons and carried items. The character has 3 slots for weapons, this does not discriminate by their size, so they can have any 3 weapons on them and swap between them with a quick action. Similarly all carried items may be accessed with a quick action, these items are the ones that are easy to access like those on a tactical vest or pockets. For further items like those carried in backpacks or stored away from the player use the backpack and properties spaces respectively.

There are 12 spaces for information related to each equipped weapon. These are:

name: the name of the weapon

skill: the proficiency used to add to roll using the weapon

size: how big it is, used to define how hard the weapon is to hide

ammo type:

current ammo:

mag size:

ideal range:

rate of fire:

damage:

barrel:

sight:

under barrel:

For the carried items there are 7 spaces, these are:

item: the name of the item

size: how it is so how hard it is to hide

type: what kind of item it is like a weapon magazine, a grenade or something else

amount: how many are being carried in that slot, different items can be carried in different amounts

count: how much of the item is left, for example if the item is a magazine, how many bullets are left in it

detail: variants or important details about the item such as if it is a variant kind of ammo, if its broken or anything similar

description: a space to keep notes about the item if need be

WOUNDS, BACKPACK, BOONS N FLAWS, PROPERTIES

## 5.c Roles

### Medic

description

playing the class

archetypal examples

proficiency explanation

short story

## Criminal

You did the worst thing you could do as a criminal, you got caught. Regardless, whatever you were doing, it wasn't good, many mornings you saw the sunrise through bars. Or, maybe it wasn't so bad, maybe you were just a con artist or a middleman who was made an example of. Maybe, you only got what you got, so this offer would be made to you.

The offer is simple, serve your country, and you get to leave the pen. Well, maybe it's not that simple, you will serve, but in a specialized capacity, maybe because of your genetics it will be cheaper to have you undergo the protocol, or your skills are needed, or maybe a new, less tested version of the protocol needs volunteers for testing. Regardless, freedom comes at a grueling price followed by grueling service

### Playing as a criminal

Being bad can be good, especially if you are good at being bad. Whatever kind of naughty you are, it has roots, and it doesn't exist in a vacuum. Think of what you do, and how you do, maybe also why. Violent offenders, defrauders, dealers and smugglers are all different even while having similarities, each with needs for their mischief.

### Archetypes

On the run: Liar liar pants on fire, you took the bargain, but didn't fulfill your side of the deal, now you are on the run.

Redeemed: You did the crime, and paid the time, now your redemption is done, you are the one who got away, what shall you do with this newfound freedom, and do you regret your previous actions?

Weasel: You, or your lawyer, found a technicality that states by reasons that the protocol failed, harmed you and a doctor signed on that and now you are entitled to be compensated, with your freedom. That's a lie of course but you are free now thanks to your clever moves

Fixer: You had your problem, the government had theirs, you fixed both, efficiently and succinctly.

Ghost: Faking your own death was the easy part, choosing a new name was the hard one.

Bruiser: No two ways about it, you are a bully, so much so your team left you behind, but who needs them anyway?

Con artist: You were a small fry, likely only got that deep in shit from stuff way outside your control. Soldier on you did, finding the paths of least resistance, honeyed words to get you off the worst parts and now, freedom.

### Larceny

Larceny is how proficient you are in the art of breaking the law and getting away with it. Often combined in tests with other proficiencies to result in what you wish. Finding blind spots can be done with awareness, pickpocketing can be done with dexterity, jumpstarting a car can be done with mechanics but all of those can also be done with larceny giving the opportunity to roll twice one test for each proficiency and letting you keep the highest.

### Short story

## Techie

The computer nerd studied enough to reach the conclusion that knowledge is power. Often intelligence workers even before undergoing the enhancement protocol, the techie is focused on information gathering and cyberwarfare. These mages who use electronic devices as their magical focus. Turning the saying into reality, much to the dismay of their enemies, seems to be the techie's most favored activity.

Capable of using their own equipment to gather not so secretive secrets and hijacking enemy communications, to operating enemy computers for their own reason, techies are aces of their own niche.

### playing the class

The techie is likely one of the least reactive roles. At their best the techie is actively creating opportunities especially when out of combat. Almost always clever and very capable of thinking outside the box, to play the techie well is to make the most of computers and MIL-E-Info-nets (military electronic information networks). Techies are not limited to the hacker stereotype as MIL-E-Info-nets can hardly be accessed from the outside, but as field specialists who can do things no other role can.

Impressive in skill and the gear they tend to carry, it's common for techies to have compact laptops, multikit electric tools and all kinds of cords to connect or bypass systems. While capable of operating alongside other soldier the techie at times can also with his devices operate from afar, wirelessly connecting to their groups equipment, that they may deploy for them, allowing their techie to be as effective from the safety of the compound as if he was there, as long of course that they get a connection and are not traced back to.

### Archetypes

Hacker: Maliciously breaching and either altering or stealing information is the way of the hacker, turning what was an enemy asset, into your asset and their vulnerability.

Field expert: You can work at a safe base, but being in the front is much more fun, and has the opportunity to let you tamper with the electronics and systems you may find during the mission.

Geek: Use of gadgets is your thing, having the right tool for the right job, jammers, hidden cameras, fake fuses for tampering, all that.

### Computering

Anything related to using computer technology beyond what a regular end user should be doing is computering. Coding, hacking, writing scripts, finding data not normally displayed to you.

### short story



All the sentries were down, all the cameras saw was a loop of their images, all the alarms turned off and all the electronic authorisation pads bypassed. Now all that was left was downloading the files and decoding later...it took an eternity, better to leave fast before a dog caught my smell or something. WHAT?!?! locked door? everything was smooth, it must have been some analogic measures. Maybe they caught the data movement? Maybe I broke the light discipline by using power? ok, ok, ok just gotta try to use something to turn off the magnet and leave, and hopefully even if they know i'm here i will have left before they reach me.

Pistolier

Leader

Demoman

Survivalist

Sharpshooter

Engineer

Power soldier

AI/CA pilot

## 5.d Types

Sleeper agent Apex Scout Regenerator Cammo Bulwark Extremist  
Lucky

## 5.e Boons n flaws

## 5.f Creating the character and spending xp

# 6 Rules of engagement

# 7 Arsenal

The arsenal with several tools of the trade. From rifles to knives and explosives, and much else that might be needed. This section is not exhaustive, feel free to add more to your game if you are a narrator, or talk with your narrator about adding something you want or believe will enhance the game.

Standard firearms, some are generic weapons more commonly and easily found others are rarer to acquire. Availability is a suggestion of the difficulty or chance to be able to acquire the weapons somewhere, different weapons can be found at different availability, these differences can also change the weapons stats if that is not their default availability.

Name	Skill	Size	Caliber	Mag size	Ideal range	Rate of fire	Damage per shot	Price
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Availability table

Weapon	Mass produced	Surplus	Standard issue	Specialized	rare	exotic
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## 8 Narrator's section

This section is to revise some important rules and to give narrators some advice. The point being to make it easier to run this game, especially at the beginning, and while this section is aimed at narrators, players could benefit from reading it, if anything to discuss with the narrator on how the game could be different. It will also go over some concepts and ideas that can be used in the story, but not strictly necessary for the players to know or even think about directly.

Ideally narrators shouldn't play against their players but with them, and sometimes this can include being punitive and understanding that at times players might put themselves (but not be put by the narrator) in situations they can't win or succeed, the classic example is a character attempting to persuade the king to give them his crown. In writing novels a generalist rule is that its ok to cheat to get the characters into trouble, but not to get them out of trouble, and while this can lead to interesting stories, it may also be frustrating for the player, so sometimes, cheating on their favor can make the game more enjoyable, but use these techniques sparingly.

The most important rule is try to make the game fun and interesting, so any rules may be changed according to the narrator and group if believed it would lead to a better experience, rules may also only be ignored at some times but used at others.

As for the players, their role is to help tell the story, ideally by acting in character within the narrator's story, not trying to sabotage it, be it with absurdity or with meta knowledge, and especially not in any way to prevent or negatively affect the other player's ability to have fun. The only thing special about player characters is that they are controlled by players but in the world they are not that special.

## 8.a Antagonists

Antagonists are the ones who will oppose the player characters in achieving their goal by having diametrically opposed goals. This can take place either as a character who is a mover and shaker behind the scenes, someone who will lie, deceive and try to put the player characters (but not the players) against each other, or in the most simple manner physically challenge the players characters. Antagonists can be from the overarching villain of the story, to the lowly henchmen, the more story time they have and more chances to actively act, the more distinct they can be and fill their archetype, while given lower amounts of time to shine, the more generic they can feel.

Some examples of antagonists, archetypes and how to use them will be listed here, alongside some detail of their character sheet to help suggest how they behave and roll. Some of these work well by mixing and matching them together into a single antagonist.

- **Femme fatale:** While often women, this archetype can be used for male antagonists, the important part is they tend to operate alone and are usually suave and seductive and not only know it but use it to their advantage. As such their sheet usually will reflect their social inclinations, but otherwise can have different aspects given their specialization.
- **Force of nature:** the force of nature seems unstoppable and fearless of even death, like the sun or the wind or the rain, they do their deeds regardless of want or need or attempt against them by others.
- **Authority:** This type of antagonist leverages their direct power and influence over some organization against the player characters, this can be chief of police, a politician, a high ranking military officer or even a member of the same faction or agency the player characters are a part of. Often hiding their actions, this kind of antagonist rarely acts themselves or gets their hands dirty, instead choosing to delegate tasks to their underlings.
- **Mastermind:** Masterminds don't usually act directly, they tend to operate through proxies, people who do their bidding for one reason or another, the mastermind seeks and finds people's buttons and pushes them to manipulate them. The mastermind's sheet should make them a smart character with a good deal of social capabilities but otherwise unspecialized and tending towards being an all rounder.
- **Bully:** Perhaps not directly going against the player characters goals but certainly being a problem for them, it can be in the way of using their connections, trying to humiliate or even physically assaulting the characters, one example of this archetype could be if one or more player character is not physically powerful, such as a technician the bully could take the form a special operations meathead who looks down on them. It is important for the bully's set of stats and skills to either mirror that of their target but in a different way, so being generalist or specialized and using the capabilities their target lack, or being opposite to the player character, alternative they could have an edge within a structure that has power or influence over them both. Usually not having a big overarching plan the bully tends to be satisfied by making others feel small and afraid.
- **Mole:** This antagonist pretends to be on the same side as the player characters but is instead double crossing them, they are either a spy leaking information, or waiting for

the right time to strike. For the mole the ideal sheet is one focused on social, along with any skills needed to perform their job while not getting caught.

- Henchman: Someone not intrinsically motivated to go against the player characters, but it is their job to do so. Their sheet will depend on the job their employer hired them to do.
- Outsider: Someone not involved in the plot, who doesn't have a clear picture of what is happening and why but with their information are led to believe the player characters should be stopped. The outsider can be a stuck up police chief, a proud politician, a nosy journalist or even bored teenagers. What the sheet of an outsider looks like depends on what the narrator needs from them.
- Rogue: Someone once belonging to the same side, who for one reason or another does not belong to it anymore, maybe not opposed to it but not a part of it anymore, possibly a loose end. Likely to have similar stats and skills to the player characters or other employees in case of an agency.
- Saboteur: To make their enemies' plans fail by manipulating everything around it is the way of the saboteur, not often directly engaging but making sure equipment breaks, negotiations fail and even contacts get in trouble. For their goals a good saboteur might need a sheet that reflects their individual specialization like technology, craft, engineering or even social skill.
- Techie: Turning expensive pieces of equipment to their side keeps the average techie out of the field, they can attempt to take over cameras, corrupt files or even send false information and intercept communications. Unsurprisingly the techie will likely have the techie role and have a good level of tech skill and mind attribute.
- Shadow: Going unseen but certainly making themselves felt, shadow type antagonists strive to go unnoticed by the players until they wish to reveal themselves, usually in a position of advantage where they may attempt to end the player characters in one fell swoop. A shadow's sheet will be disposed in a way to maximize what they can do without being noticed or standing out.
- Unhinged: Not caring about being discreet or collateral damage are the trademark of this archetype of antagonist, they are willing to blow a building full of people to try to harm their target, they are fine with using torture or any type of psychological warfare not only that but also taking hostages and harming anyone who they can use as leverage are on the table for them. Unhinged characters need to have a high nerve stat to stomach their own actions, and usually a good amount of brains to plan them out, execute and go unpunished for their plans, but other than that their skill can vary wildly depending on how they wish to operate. The truly unique part of the unhinged is that they are not ruthless for the sake of effectiveness but that they may take some sort of joy from it.
- Mob boss: Usually but not always career criminals, they command a small to medium sized crew of people who are often inclined to violence and are either loyal to or afraid of the mob boss. The sheet depends on the kind of mob boss, they could be smart criminals who grew their crew, someone who leads by example or just good with words to convince and intimidate.

## 8.b Agencies

Here the term 'agency' will be used generically to refer to a group or organization centered on a goal, in which all the members work towards such a goal. Most often used in game will be military or intelligence agencies.

For anything significant to be achieved by someone, such as being enhanced or receiving specialized training, this must have at one point either be a part of an agency or be sponsored by one. Agencies however don't accept or sponsor just about anyone, either the person has to prove themselves worthy and loyal or be truly exceptional to be worthy of the gamble. Different agencies will have different preferences on who they recruit and what training they receive.

Examples of pre existing agencies and some details about them include:

- Soviets
  - KGB: External intelligence agency, very focused on placing sleeper agents to play the long game inside a target organization.
  - NKVD: Internal intelligence agency, more used to doing subtle operations and going undetected while observing.
  - 181st special reconnaissance: Navy frogmen(formerly 4th special volunteer detachment) While their specialty is in reconnaissance missions they are also very capable to perform amphibious commando missions such as raids, sabotage and snatching prisoners for interrogation.
  - OGBM: Guard battalion formed of decorated veterans who have earned enhancements or further training due to their loyalty to their mission, usually recruit from athletes and hunters the training processes focused on exhausting and wounding the trainees to see how they behave when left to their own devices.
  - Spetsnaz GRU: Specialists in long term commando actions who stay behind enemy lines bringing hell to the enemy.
  - ODON: Rapid deployment internal security, dispersed all over the soviet union they are there to be deployed quickly in moments of emergency, as a result their forces are always spread out and a bit thinner than they could be.
- Nazi
  - SD: Nazi party's inner intelligence service.
  - Abwehr: Military intelligence
  - Gestapo: Secret police.
  - Brandenburger regiment: Abwehr operational forces specialized in infiltration and reconnaissance.
  - 502nd SS Jager: Formerly light infantry battalion SS, specialized in actions behind enemy lines and long term missions to sow disorder.
  - Fallschirmjager: Fast reaction and paratroopers meant to jump feet first into the thick of battle.
- Japan
  - Kempeitai: Military police responsible for secret policing, espionage and counter intelligence.
  - 2nd raiding brigade: AKA Takachiho paratroopers, amphibious action paratroopers capable of performing action behind enemy lines.
  - Giretsu Kuteitai: Night ops para comandos.
- Italian

- SIM: Servizio Informazioni Militare, fascist Italy main military intelligence organization.
- SID: Servizio Informazioni Difesa, formed by the Germans this 'internal' intelligence agency is broken into specialized 'Seziones' Omega, Delta, Sigma, Kappa and Zeta.
- Decima flottiglia MAS: Naval commandos who perform human torpedo operations, raids and sabotage missions in amphibious warfare.
- British
  - MI5: Internal intelligence.
  - MI6: external intelligence.
  - Commandos: Hunters who reign terror on their targets.
  - SAS: Special air service, mechanized paratroopers who perform covert recon patrols, intelligence missions and assaults behind enemy lines.
- United States
  - OSS: Office of strategic services, coordinate espionage behind enemy lines, disperse propaganda and perform subversion
  - Marine Raiders: Amphibious warfare raiders.
  - Rangers: Light infantry fast moving, often mechanized commando infantry
  - FBI:

While there already are agencies that exist in the lore of this world you may want to create a custom one for your game, here are some details to think about to help the narrator or players create an agency.

- Core information
  - Loyalty
  - Modus operandi
  - Distinguishing features
  - Size
  - Reputation
  - Secrecy and secrets
- Staff
  - Director/Headmaster
  - Field agents
  - Analysts
  - Technicians
  - Counterintel
  - Liaisons
- Assets
  - Archives
  - Funds
  - Surveillance
  - Military access
  - Reach
  - Contacts

## 9 Index of terms

This last section has the purpose of listing terms, rules and shorthands and pointing where you can find them explained in the book.