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World War Cthulhu The Darkest Hour



Synopsis

The forces of fascism have overwhelmed Europe. Britain fights on desperately, and every man and woman must do what is necessary to avoid defeat. In forgotten corners, darkness stirs. The cycles of the ancient god-things are measured in millennia, but those who serve them plot to take advantage of the chaos of conflict to advance their own schemes. For an unlucky few, the war collides with evils out of time, and they see and learn things that humanity is ill-prepared to encounter. The truly unlucky survive, and come to the attention of a certain spymaster, code letter N, who has plans for them. Pressed into service with British intelligence, they are thrown into a desperate two-front war against the Axis forces and the insidious menace of the Cthulhu Mythos. *World War Cthulhu: The Darkest Hour* is a World War 2 setting book for Call of Cthulhu from the multi-award-winning team of Dominic McDowall, Gareth Ryder-Hanrahan, Jason Durall, Stuart Boon, Martin Dougherty & Ken Spencer (writers) and Jon Hodgson, Paul Bourne, Scott Neil, Scott Purdy & Steffon Worthington (artists). You'll need a copy of the Call of Cthulhu rules to make full use of this setting.

Book Information

Hardcover

Publisher: Cubicle 7 Entertainment Ltd (November 6, 2013)

Language: English

ISBN-10: 0857441795

ISBN-13: 978-0857441799

Product Dimensions: 8.8 x 0.8 x 10.9 inches

Shipping Weight: 1.8 pounds (View shipping rates and policies)

Average Customer Review: 5.0 out of 5 stars 1 customer review

Best Sellers Rank: #1,550,659 in Books (See Top 100 in Books) #67 in Books > Science Fiction & Fantasy > Gaming > Call of Cthulhu #105614 in Books > Teens

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It's well thought out and planned. It guides you through back story, character generation, and some scenarios. The pages are good quality with pictures around the margin. There are a lot of notes and pictures in the text as well. Cubicle 7 have got the handouts in PDF format on their site so you can copy as needed without damaging this beautiful book.

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