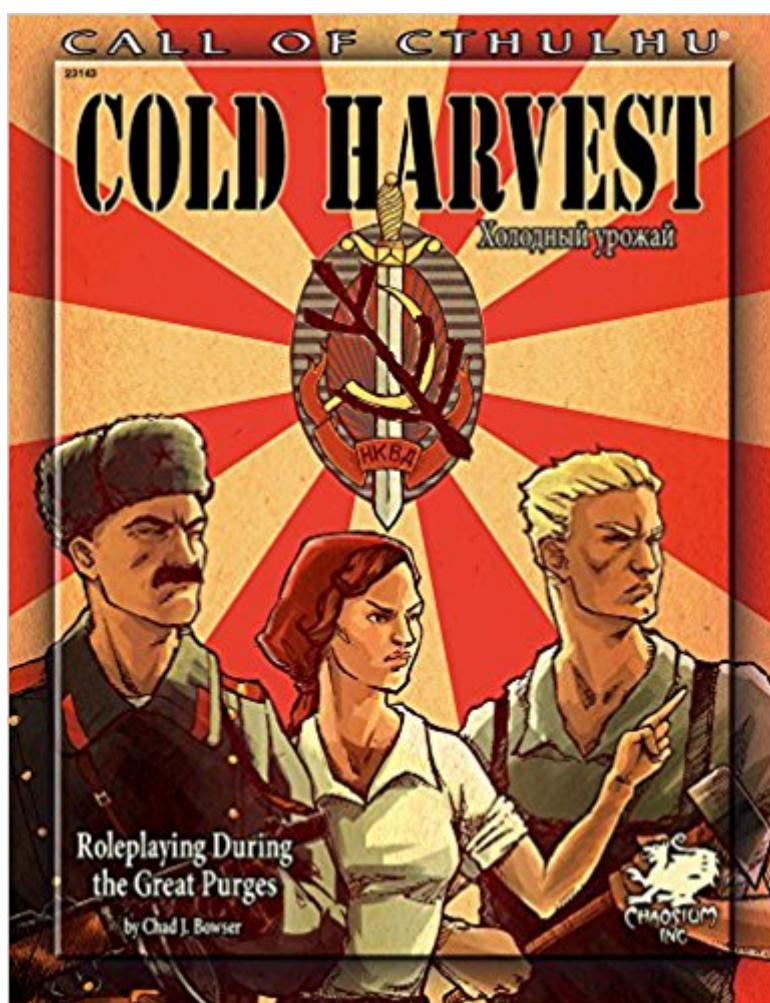


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Cold Harvest: Roleplaying During The Great Purges (Call Of Cthulhu Roleplaying, #23143)



Synopsis

ROLEPLAYING DURING THE GREAT PURGES OF STALIN'S RUSSIA All is not well at Krasivyi Oktabyr-3, a collective farm hidden away in the wilds of central Russia. A fall-off in production has come to the attention of the Soviet authorities and communications are down. No one has a clue as to what is happening out there. Despite the ravages of the Russian winter, someone must be sent to uncover the reasons for the slackening production and to deal with the situation. Vigilance is key, as there may be anti-Soviet agitators at work. Trust no one! COLD HARVEST is a CALL OF CTHULHU scenario set at the height of Stalin's Russia in the late 1930s. Players take on the role of NKVD agents from the People's Commissariat For Internal Affairs, tasked with investigating strange happenings at Krasivyi Oktabyr-3. COLD HARVEST has been designed to be playable by one Keeper and one player, as well as for groups of between two to six players. Eight pre-generated investigators are included, allowing players to choose from a range of characters. Directions are also provided as to the role and duties of an NKVD officer, allowing players to quickly understand the motivations and responsibilities of their characters. Throughout the scenario, guidance and roleplaying tips are provided for the Keeper, as well as advice for using other published Soviet-era scenarios with COLD HARVEST to form a larger campaign set against the backdrop of Communist Russia.

Book Information

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Customer Reviews

Cold Harvest is a surprisingly good addition to the Chaosium line-up, after a few recent disappointments like Cthulhu by Gaslight and Malleus Monstrorum. It's a short, one off Call of Cthulhu adventure with a lot to like. It comes with eight pregenerated characters, which are of

coursed designed to tackle the horrors of Krasivyi Oktabyr-3 and means that it can be played with a minimum of prep. The 1930s USSR setting is unique, well written and filled with potential. The Soviet Realist style cover art is evocative and the individual character portraits inside are helpful in differentiating the many well developed non-player-characters (NPC). The rules conversion in the back ensures backwards compatibility for keepers using an older rules addition, while providing a taste of the newest 7th addition rule system. Definitely a brilliant way of easing people into buying a new core rulebook, as the adventure helps showcase the strengths of the new rules. Now, as to what I found lacking and hence only four stars. It's short, after subtracting out pages for pregenerated characters, rules conversions and a glossary; you're looking at 39 pages. The adventure is a little too open ended, which if you combined with the ton of NPCs, new rules system and the unique setting could be a bit of a strain for a keeper to manage. Chaosium in future reprinting should really combine Cold Harvest, Machine Tractor Station Kharkov-47 and Terror into a 1920-1930s Soviet era sourcebook.

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