



A Dish Best Served Cold: The Antarctic Space Nazis

"Much of humanity has already embraced Nyarlathotep's vision, unknowingly, and the problem as a whole is more than a group of agents can handle. Still, stomping Nazi butt is always a worthwhile endeavor."

- - Adam Scott Glancy, *Delta Green*

Orcs are good, but they're not thinkers. Hard to get serious about the cunning ploys of orcish warlords. Imperial stormtroopers? Better, but of limited use in the multifarious worlds of *GURPS* (most of which turn out to be one or another incarnation of Good Old Earth). What any campaign needs is bad guys. Villains, both cunning and brutal, villains your PCs can shoot without compunction and slaughter without pity in the name of Good. Villains to plot from behind the scenes and to die in droves under the heroes' blades or bullets or blasters. Villains who can be the tip of the iceberg, the spider in his web, or anywhere in between. Villains like the Antarctic Space Nazis - - the all-purpose, plug-and-play, go-anywhere, kill anything, hackable, slashable, bad guys. Hey, if *they* were running the game, they'd kill *you*.

"The German submarine fleet is proud of having built for the Fuehrer in another part of the world, a Shangri-La on land, an impregnable fortress!"

- - Admiral Karl Doenitz, 1943

The story of the Antarctic Space Nazis starts in the Real World, but it doesn't stay there long. On January 19, 1939, the Kriegsmarine catapult-ship *Schwabenland* under the command of German Arctic specialist Kapitän Alfred Ritscher launched two modified Dornier-Wal flying boats into Antarctica from a position off the coast of Queen Maud Land. Pilots Rudolf Mayr and Richard-Henrich Schirmacher carried out extensive reconnaissance reaching 300 miles into the interior, mapping and photographing roughly 230,000 square miles of territory, dropping six-foot metal spears adorned with swastika fins to literally stake a claim to what Ritscher renamed "New Swabia," or Neuschwabenland. After a brief landing on January 29 (during which the explorers examined an area of hot springs and entered a large cave system), a number of penguin photographs and the requisite flag-raising, the expedition departed for Germany, returning April 10, 1939.

From such frozen soil springs ream upon ream of conjecture. The Nazis, goes the story, sent U-Boats full of machinery, scientists, equipment, supplies, gold and slave laborers to build a final Redoubt somewhere in the "warm-water interior" of Neuschwabenland. The career of the commerce-raider *Pinguin* which sank or captured thousands of tons of Allied shipping, the mysterious sinking of a U-Boat

carrying 33 tons of mercury through the Straits of Malacca in Asia, the final cruise of U-530 and U-977 which both surrendered to the Allies in Argentina in August of 1945 (three months after V-E Day), and the mysterious disappearance of numerous high-ranking Nazis are all thrown together in a stew of cryptic hints and dark allegations. The Nazis built Doenitz' Shangri-La in the depths of Antarctica and retreated there to prepare for the coming Fourth Reich! Depending on your paranoia, Heinrich Muller (head of the Gestapo), Martin Bormann (third-in-command of Nazi Germany) or Hitler's disembodied brain still lurk in the Antarctic Refuge, surrounded by cloned Lebensborn SS troopers, giving orders and plotting revenge.

"Now, it seems the Nazis have thrown something new into the night skies over Germany. It is the weird, mysterious 'Foo Fighter' balls . . . Pilots have been encountering this eerie weapon for more than a month . . ."

- - New York *Herald Tribune* Jan 2, 1945

But why stop at Antarctica when all of space beckons to you? It's well-known that the Luftwaffe was experimenting with a bunch of test aircraft toward the end of the war, and less well known that the German secret weapons research was increasingly hampered by a deluge of dingbat theories and schizophrenic, pinheaded directives from Himmler. This means that a flying disk might actually have been built by the Luftwaffe, no doubt under great protest - - it's not impossible, given some of the other crackbrained stunts the Germans got up to. Some researchers (notably Renato Vesco in *Man-Made UFOs 1944-1994* with our old acquaintance David Hatcher Childress) claim to have found documents indicating tests of flying saucers or saucerlike craft between 1941 and 1945. Said documents, unfortunately, are almost all secondary sources dating from the 1950s - - there aren't any contemporary records of such tests. This, no doubt, is because the records were suppressed by someone (Russians? Americans? Warehouse 23?).

The consensus story is that the BMW Fluegelrad II Mark 3, a workable "flying saucer" known as the *Dora* made at least one flight from a Czech airfield on February 12, 1945 under Flugkapital Rudolf Schriever. The best stories say that it was made of a kind of porous bronze called "Luftschwamm" which somehow defeated the boundary effect and used the mighty powers of centrifugal force and suction and electromagnetic Tesla hoo-hah (or Deadly Orgone Radiation, as we learn on p. 107 of [GURPS Warehouse 23](#)) to fly at 490.7 mph and up to 50,000 feet. *Dora* could turn on a dime, hover, and generally UFO things up in a big way; the Luftschwamm also made the cool Theremin whine that UFOs make in all your better saucer movies. *Dora* was designed by Dr. Richard Miethe at the Nordhausen concentration camp and built with slave labor. Miethe may have been working from designs by anachronistic Romanian jet pioneer Henri Coanda, or (more excitingly) from designs by probably-certifiable wacko Viktor Schauberger, who possessed (in ascending order of likelihood) a radical theory of "liquid vortex propulsion," a mysterious kidnapping and beating death in Chicago in 1958, and a truly impressive beard. U-530 and U-977 slipped *Dora*, Schriever and SS General Hans Kammler (the man in charge of Himmler's secret weapons research, who really did disappear in early 1945) into Neuschwabenland, and within two years the Antarctic Nazis had outer-space capability. Suitably modified, *Dora* landed on the Moon in 1947.

"When World War II ended, the Germans had several radical types of aircraft and guided missiles under development. The majority of these projects were in the most preliminary stages, but they were the only known craft that could even approach the performance of the objects reported by UFO observers."

- - Cpt. Edward J. Ruppelt, USAF, *Report on Unidentified Flying Objects*

From here, the Antarctic Space Nazis grasp at global power. The obvious place for them to work their fell schemes is in a [GURPS Atomic Horror](#) campaign (beginning with the info on Nazi Remnants on page 71) drawing from novels like Heinlein's *Rocketship Galileo*, David Drake's *Fortress* and W.A. Harbinson's wonderfully recondite *Projekt Saucer: Genesis*. The mythology says that U.S. Navy Admiral Richard Byrd's "Operation Highjump," which explored and mapped great swathes of Antarctica in January 1947, was actually a reconnaissance-in-force against the Neuschwabenland Redoubt. The Nazis retaliated by buzzing the aerodrome of the 509th Bomber Group (the A-bomb squadron) at Roswell, New Mexico, and launching the first of many "UFO flaps" across America. Are the "Nordic" Loi the "supermen" Hitler dreamed of? Did Truman's Majestic-12 and Bormann's SS sign a secret alliance in 1947 against the Reds? Have we been on the moon since the Fifties using Nazi technology?

In a [GURPS Black Ops](#) campaign, the Antarctic Space Nazis can be either an independent power akin to the Lodge or the Greys' most flexible flunkies. The discovery of Neuschwabenland can date back to Highjump and the early days of Argus or break the campaign open at any time later on. Black Ops can plow through armies of brainless Wehrmacht mooks or match wits with an elusive Otto Skorzeny in a game of move and countermove throughout the 1960s. Perhaps the cream of the SS crop is almost capable of taking on a Black Op mano a mano, although Vile Hitlerian Eugenics can never match Good Solid American Killing Power. (Or, of course, the SS can cheat with bionics, biotech or anything else that doesn't mar the smooth, Aryan flesh of its stormtroopers.)

The Antarctic Space Nazis can fit into any slot in a [GURPS Illuminati](#) campaign. The story so far can work with them as the Secret Masters Beyond the Pole, pulling strings on contactee cults, hate groups, Joseph McCarthy and the CIA (through the CIA's contact, former Nazi General Reinhard Gehlen). From the CIA, they get their fingers into the military-industrial complex (trading scraps of saucertech for billions in stocks or military protection). The Antarctic Space Nazis also make admirable dupes and pawns, manipulated by the Illuminati, Shangri-La (the first one, in Tibet) or the aliens themselves (if Miethel designed *Dora* from alien blueprints). They've got armies of SS clones, flying saucers, death rays, stacks of gold bullion and the malevolent brains of Escaped War Criminals on their side, though; as middleweight villains, they can show up anywhere!

"I will win the Battle of Time!"

- - Adolf Hitler, 1945

Or anywhen, of course. If the U.S. Navy could build Project Rainbow and the Philadelphia Experiment, so could the Antarctic Space Nazis! (Maybe they demanded the secret from MJ-12 before they let NASA take off. Or maybe Werner von Braun was working for the Antarctic Space Nazis all along.) Using the Rainbow Effect, the Antarctic Space Nazis can launch their deadly saucers into any period of Earth's past, and grub around for archaeological artifacts before they've been lost. What if the reason nobody's found the Ark is that the Nazis already stole it from the Temple in 945 B.C.? Antarctic Space Nazis make truly vile villains for a [GURPS Time Travel-Places of Mystery](#) campaign, with trips to the Face and Pyramids of Mars thrown in for good measure. Needless to say, the Antarctic Space Nazis would get along like a house on fire with their pals in [GURPS Alternate Earths'](#) Reich-5.

(Although, they might be unwilling to change the past before 1945 for fear of losing *Dora*, if you want some bogus reason for the Nazis to play by the rules of the Observer Effect.) Finally, of course, the Antarctic Space Nazis could get interdimensional travel when the Hellstorm goes off in the "Antarctica next door" of >**GURPS Technomancer**, and trade saucertech for the Kondor Group's magics.

"Had the German submarines discovered at the North Pole or in John Dee's Greenland the exact point through which one penetrates, as through a black funnel, going to connect with the Other Pole, emerging in that paradisaal land and sea that are no longer here, yet exist?"

- - Miguel Serrano, *Adolf Hitler, El Ultimo Avatar*

Not that the Nazis were any slouch as magicians, at least not in the Land of Coulda-Happened, where all the great High Weirdness lives. Barbara Hambly's *Sun-Cross* series is a great source of ideas for introducing Nazis as extraplanar magical foes of your fantasy world. Others might include riding the Banestorm in specially modified Fluegelrader - - that Maelstrom is awfully conveniently close to the south pole of Yrth in [GURPS Fantasy](#), and a secret Antarctic Space Nazi colony could easily escape detection in the lands of the djinn to the west of Al-Haz. Your fantasy campaign might actually turn out to lie in the Hollow Earth beneath Antarctica, and its marbled cities could get a truly unwelcome shock as the flying saucers land in the square. Or, of course, you could play US Navy ratings on Byrd's fourth Antarctic expedition, Operation Deep Freeze in 1956, which hopes to outflank the Nazis by setting up a base camp in the Hollow Earth - - tommyguns vs. Schmeissers in a land of dinosaurs and scimitars has a certain appeal.

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