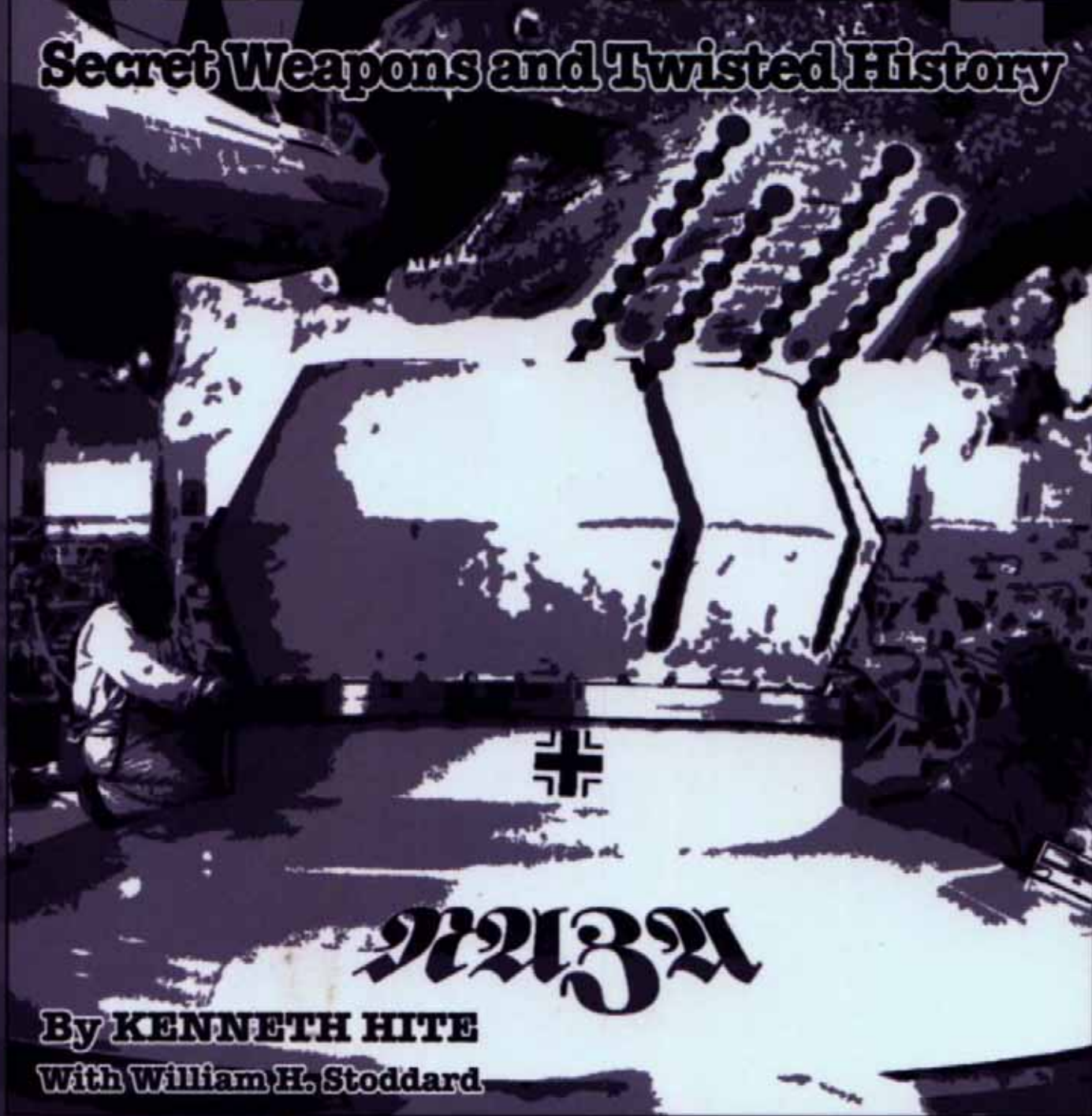


G U R P S

WEIRD WAR II

Secret Weapons and Twisted History



2121321

By **KENNETH HITE**

With William H. Stoddard

STEVE JACKSON GAMES

WEIRD WAR II



Historical horror for the D20 System.™

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GURPS®



Weird War II

Secret Weapons and Twisted History

Compiled by **KENNETH HITE**

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ABOUT GURPS

Steve Jackson Games is committed to full support of the *GURPS* system. Our address is SJ Games, Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! Resources include:

Pyramid (www.sjgames.com/pyramid/). Our online magazine includes new *GURPS* rules and articles. It also covers *Dungeons and Dragons*, *Traveller*, *World of Darkness*, *Call of Cthulhu*, and many more top games – and other Steve Jackson Games releases like *In Nomine*, *Illuminati*, *Car Wars*, *Toon*, *Ogre Miniatures*, and more. *Pyramid* subscribers also have access to playtest files online!

New supplements and adventures. *GURPS* continues to grow, and we'll be happy to let you know what's new. For a current catalog, send us a legal-sized or 9"×12" SASE – please use two stamps! – or just visit www.warehouse23.com.

Errata. Everyone makes mistakes, including us, but we do our best to fix our errors. Up-to-date errata sheets for all *GURPS* releases, including this book, are available on our website – see below.

Gamer input. We value your comments, for new products as well as updated printings of existing titles!

Internet. Visit us on the World Wide Web at www.sjgames.com for errata, updates, Q&A, and much more. *GURPS* has its own Usenet group, too: rec.games.frp.gurps.

GURPSnet. This e-mail list hosts much of the online discussion of *GURPS*. To join, e-mail majordomo@io.com with "subscribe GURPSnet-L" in the body, or point your web browser to gurpsnet.sjgames.com.

The *GURPS WWII: Weird War II* web page is at www.sjgames.com/gurps/books/ww2/weirdwar2/.

Page References

Rules and statistics in this book are specifically for the *GURPS Basic Set, Third Edition*. Any page reference that begins with a B refers to the *GURPS Basic Set* – e.g., p. B102 means p. 102 of the *GURPS Basic Set, Third Edition*. Page references that begin with CI indicate *GURPS Compendium I*. Other references are AE to *Alternate Earths*, AH to *Atomic Horror*, AT to *Atlantis*, BIO to *Bio-Tech*, CB to *Cabal*, CII to *Compendium II*, G to *Grimoire*, H to *Horror*, L to *Lensman*, M to *Magic*, MAR to *Mars*, MO to *Monsters*, P to *Psionics*, PM to *Places of Mystery*, RO to *Robots*, S to *Space*, SPI to *Spirits*, STM to *Steampunk*, T to *Technomancer*, UN to *Undead*, VE to *Vehicles*, W to *WWII*, W:IC to *WWII: Iron Cross*, and WT to *Warehouse 23*. The abbreviation for this book is W:WW. For a full list of title abbreviations, see p. CI181 or visit the updated web list at www.sjgames.com/gurps/abbrevs.html.

THEIR WEIRDEST HOUR

The Trojan War was essentially just a piratical kidnap caper gone wrong, but it produced tales of gods and monsters, magic and secret survivals. How many more legends, then, can the mightiest conflict in human history create? Even during the war, writers dreamed up alternate endings, and fliers saw strange lights in the sky that became a mythology all their own. America's first native-born gods leaped tall buildings and battled the Axis. Before Hitler's ashes had cooled, there were whispers that he had escaped to a hidden fortress. The Third Reich, born of conspiracy, openly embraced irrational sorceries and boasted of wondrous superweapons, while perpetrating one of mankind's most unthinkable evils.

This book is about all of that. For starters.

HOW TO USE THIS BOOK

Chapter 7 covers this topic in more detail, but for right now, here's what you need to know. This book is an anthology, like *GURPS Y2K*. It examines WWII from six strange angles, from alternate wars to imaginary battlegrounds. It's a smorgasbord, a buffet of choices. Have a dollop of rune magic, a frosty glass of conspiracy, and a tasty Sealion pie for dessert. Watch your appetite, though. Using this whole book in one campaign can cause indigestion (which didn't stop us from doing it on pp. 139-140). Choose some changes and decide whether they are:

Overt Changes

The whole world knows about these. If it makes it into the history books, it's overt. This might involve alternate histories, new technologies, and alien invasions. The weirdness is obvious. In fact, people in an overtly weird world may not think giant monsters attacking Midway Island are unusual!

Covert Changes

These changes happen behind the scenes, in a "secret history." Conspiracies, hidden magic, experimental weapons used in remote battles and hushed up; these are covert changes. The history books of a world full of covert changes would read just like the ones in our history – maybe it *is* our history! Even if it's not, that doesn't prove anything. Just because the Japanese took Hawaii, that doesn't mean the Secret Masters didn't help them.

Change everything and anything; tell the world or trust no one. It's your choice. And thousands of brave werewolves died taking out the Japanese colonies in the hollow Earth to give you that choice. Make it proudly, soldier.

ABOUT THE AUTHORS

Freelance gaming writer Mark Cenczyk had a pleasant gig writing for White Wolf's *Wraith*, *Vampire*, and *Mage* lines, but that was before a mysterious stranger known only as "Ken" approached him in the dimly lit corner of a bar with a story that was pure dynamite: a tangled skein of deceit, manipulation, and intrigue conceived in the ruins of the First

World War. Now, plunged into a dark underworld of nefarious machinations, Mark relies on his boundless cunning and two-fisted pluck to evade the shadowy agents of powerful international networks and expose the secret truth behind a Second World War that is not as it appears to be. He also golfs.

One of the youngest men never to head the OSS, Kenneth Hite aged rapidly in the cause of liberty, ceaselessly uncovering the arcane threats to mankind in such works as White Wolf's *Cainite Heresy*, Chaosium's *Secret Societies*, and *GURPS Cabal* and the third edition of *GURPS Horror* for Steve Jackson Games. His column in *Pyramid*, "Suppressed Transmissions," tears the lid off the Antarctic Space Nazi coverup, and his work in *GURPS Alternate Earths* and its sequel exposed a vile Axis plot against innocent parallel worlds. When Gen. Gene Seabolt asked him to put together a maverick band of misfit heroes to hit the Ratzis where it hurt the most, what could he do but say yes?

Craig Neumeier is of nearly pure German descent; fortunately, his ancestors cleverly migrated to the United States long before 1933. Co-author of *GURPS Alternate Earths* and *Alternate Earths 2*, his research has prepared him to deal with the remarkably common world wars found throughout alternative histories. He insists that his overt job with the federal government is entirely mundane, and has nothing to do with a secret task force to thwart Nazi temporal intrusions.

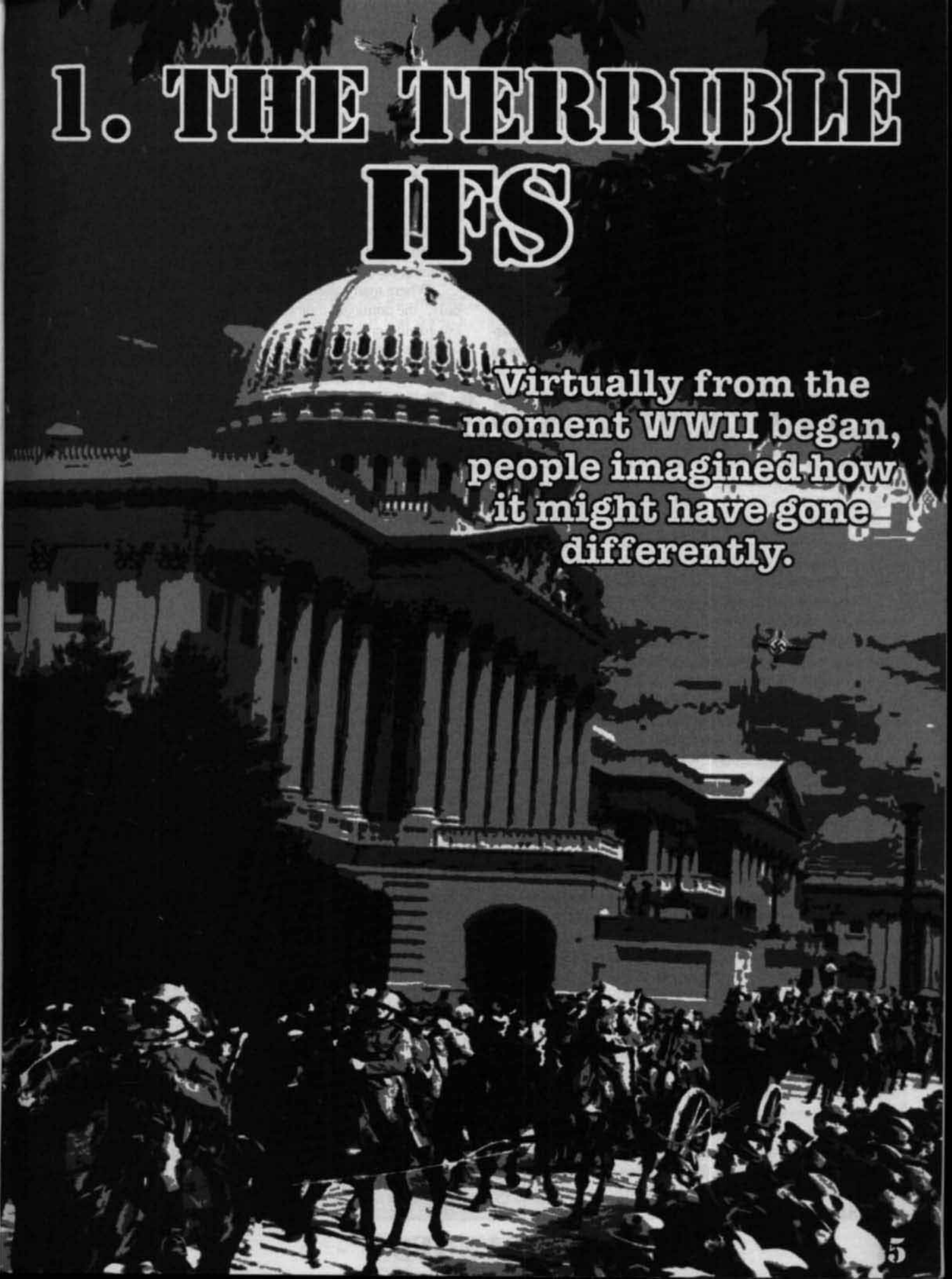
No ragtag platoon of regular joes would be complete without the scrappy kid from Brooklyn, where Michael S. Schiffer was born. A four-year tour of duty at the site of the earliest atomic-pile experiments led to his co-authoring *GURPS Alternate Earths* and *Alternate Earths 2*. Currently stationed at a stateside posting in Chicago (which happily allows him to see his stalwart wife Linda regularly), he oversees computing and data-processing resources that dwarf Bletchley Park and Magic/Purple combined. (The published budget is predictably silent about their use to decrypt transmissions from Nazi bases on the Moon, Imperial Japanese holdouts in tunnels beneath the South Pacific, or Axis breakthroughs from outside time itself.)

William H. "Wild Bill" Stoddard daily advances the frontiers of victorious American Science as a developmental editor for a scientific publisher in San Diego. Thanks to his Yankee Know-How and Can-Do Research Spirit, crucial *GURPS* books such as *Steam-Tech*, *Low-Tech*, and the Origins Award-winning *Steampunk* have reached our brave fighting men.

In his day, Patrick Sweeney has seen it all: superheroes, talking apes, zombies, and giant monsters. And he's taken them down and lived to tell about it in *San Angelo: City of Heroes* by Gold Rush Games, *Terra Primate* by Eden Studios, *Orbital Decay* by Steve Jackson Games, and *Monster Island: The Game of Giant Monster Combat* by Firefly Games. He swore that nobody could ever get him back into the Big One – but when his country called, he joined one last mission that combined them all. Back home in California, his orange cat may or may not be part of some insidious Axis scheme to shred cardboard boxes – or the boxes themselves may be filthy Black Dragon traitors.

1. THE TERRIBLE IF'S

Virtually from the moment WWII began, people imagined how it might have gone differently.



"In all this story of the escape of the Goeben one seems to see the influence of that sinister fatality which at a later stage and on a far larger scale was to dog the enterprise . . . The terrible 'ifs' accumulate . . . There was, however, as it turned out, one more chance of annulling the doom of which she was the bearer. That chance, remote though it was, the Fates were vigilant to destroy."

— Winston Churchill, *The World Crisis*

The war has produced more alternate-historical stories, essays, and books than any other subject. Some are dreams of what might have been, with millions saved and tyranny stopped sooner or more completely. More are nightmares of how much worse it could have been. Nazi Germany, in particular, remains our archetype of evil, and we know that for all

the millions it killed, it fell far short of achieving Hitler's true goals. The Nazis made many mistakes in their drive for power, and reversing some or all of them raises the specter of their victory, or of a less-total defeat. Other changes might have left the brutal Japanese Empire dominant in the Pacific, while even a different Allied victory might have left all of Europe at Stalin's mercy. (Or perhaps we might have seen some combination of all of these. George Orwell wasn't the only thinker of the '30s who expected democracy shortly to be snuffed out, to be replaced by one or more totalitarian regimes covering the planet.)

Where many alternate histories play out the question of "if only," the dominant theme of World War II alterations is "there but for the grace of God." This chapter contains a few better worlds to strive for, but many more worse ones to fight against.

AXIS ASCENDANT



Saving the best for last, we begin with the worst. The players may begin the game to find that Winston Churchill was executed in front of 10 Downing Street, or that Pearl Harbor is now home base to the Japanese fleet. Bad as the real "Good War" was, this is worse.

While most of these scenarios don't strictly require the addition of weird technology or the intervention of outside forces, those can — paradoxically — aid in plausibility. The longer the war continues and the thinner the Axis powers must spread their resources, the more likely it is the Allies' economic and population advantages will render a final decision in their favor.

To offset those advantages, an ascendant Axis power needs all the help it can get. It may seem unfair for GIs to have to fight off German grav-saucers with TL6 anti-aircraft guns, or to have to stop mecha with carrier-launched Corsairs, but unless matters have gone very far against the Allies, the U.S. can produce a lot of carriers to send against each giant robot. Giving the enemy a limited supply of weirdness can also help make the actions of an elite fire team significant in a war that mostly used soldiers *en masse* rather than as individuals.

Of course, there's also a place for giving the enemy overwhelming advantages. By extending the devastation that affected other places to more familiar locations, players can gain a different perspective on what the war meant to the Poles, or learn something about what happened in France in 1940. Still, in most of the following scenarios, the outcome is still in doubt. Things are looking bad, but hope still flickers.

OPERATION SPOILSPORT: AVERTING THE WAR

The war against a resurgent Germany could have been avoided. The German rearmament, in particular, took place largely in plain sight and in clear violation of Versailles. Hitler had ordered that the Rhineland reoccupation be abandoned at any sign of resistance. Czech refusal to accept the terms of Munich could have forced the hands of the Western powers while creating potentially insurmountable difficulties for Germany's still-weak forces.

A cinematic game might see the heroes as part of a Czech garrison, defying orders to prevent the cession of the border fortresses and rallying support to their cause with their gallant resistance. A political game might make the PCs part of the diplomatic delegations at Munich, trying to forestall the disaster they know that "peace in our time" will be. (GM's choice whether they're simply insightful or time travelers with a mission.) And certainly, given sufficient information about the future, there are many years in the 1920s or even later in which simply assassinating Hitler early enough might prevent the European war. (Or perhaps not. See *War Without Hitler*, p. 8.)

Means of averting the Pacific War are less obvious. Given sufficient resources, forcing an end to the Chinese Civil War and creating a strong Chinese state would work, but would likely require at least as many resources as the WWII victory itself. A political game set in the 1920s might give the characters enough time to build a power base sufficient to deflect Japan from an ultimately suicidal course by aiding Mitsumasa Yonai's "treaty faction" against the nascent militarists. Finding a way to deal a massive setback to the Army in China might deal enough of a blow to their leaders' political prestige to tilt the balance to a different course of action.

It is even conceivable that a faction could come to power that would see that in the short term, at least, Japan's safest course lay in becoming a regional power allied with the United States rather than a global power opposed to it. Ironically, a Japan that chose to align itself with the West might be given the opportunity to intervene in and dominate China a decade later, with the Nationalist forces collapsing and Mao about to take power. But defeating the factions that wish to seize greatness now (factions which are perfectly willing to use violence within the state as well as without to achieve their ends) will be no easy task.

DEUTSCHLAND ÜBER ALLES

Whether the heroes are among the few escapees from Nazi-occupied Britain or falling back from the Wehrmacht across the Siberian plains, they know that the war is not going well, and Hitler's juggernaut continues to advance. If victory is even possible, the cost will be even dearer than in our world.

Operation Sealion

It's time to fight them on the beaches, on the landing grounds, in the fields, and in the streets. And if that doesn't work, our heroes may have to fight them in the hills. German paratroops and guns are rapidly being reinforced, the RAF airfields are destroyed or occupied, and half the Royal Navy has been blasted out of the Channel. The remaining British forces are disorganized and demoralized, but still outnumber and outgun the enemy. And the PCs are in the middle of it.

Operation Sealion (see p. W:IC13), the German plan for invading Britain, foundered on the difficulty of transporting and defending sufficient numbers of troops and equipment across the Channel. While there were any number of logistical problems, most of them can be solved by giving Göring the level of air power he boasted of – sufficient to clear the RAF out of the skies, and drive the Royal Navy from the Channel.

Ideally, it should also be able to thwart the British evacuation from Dunkirk, depriving Britain of substantial numbers of troops while gaining ships and boats to replace the barges called for by the original plan for Sealion. (In a German exercise simulating the planned landing, several barges overturned, and fewer than half of the troops were landed in the correct positions.) See Chapter 4 for some ideas for air power that *might* have permitted the Luftwaffe to “do the work of artillery,” achieve “total domination of the air,” and still deal with a Royal Navy that outnumbered the Kriegsmarine 5-to-1 in the theater.

The risks are high, and even total success will not necessarily remove the Royal Navy from the seas . . . it can operate from ports elsewhere in the Empire, or even from an America shocked out of its complacency. It might, however, remove Churchill and replace him with Lord Halifax (see box, p. 16). The removal of British pressure will allow Germany to carry out its invasion of Russia without disruption by Bomber Command air raids and without the need to deter a second land front.

The United States, without Churchill's urging and without Britain as a staging area, is unlikely to attempt an amphibious invasion of Fortress Europe from across the Atlantic. It almost certainly will not do so while fighting its own war in the Pacific. With the attack on Russia still ahead and in doubt, Hitler might well see the conquest of Britain as marking not the beginning of the end, but the end of the beginning.

Rommel Unleashed

Even without Sealion, Britain could have been effectively neutralized by a successful “southern strategy” in which Hitler took Gibraltar (in cooperation with Franco, most likely), sealed the Mediterranean against the Royal Navy, and reinforced Rommel in North Africa. Germany and Spain

could likely have taken Gibraltar from the landward side in the fall of 1940; if Hitler deployed his airborne troops to take Malta rather than Crete in May 1941, Rommel's Afrika Korps could be assured of enough supplies to root the British out of Tobruk, and then drive to Cairo and the Suez Canal.

From there, a strike into Palestine (with, no doubt, grotesque eventual consequences) would lead Rommel to Britain's restive protectorate in Iraq – and its immense oil fields. With its oil supplies secure, Hitler's blitzkrieg has plenty of fuel for mobile operations in Russia, as Rommel threatens the Caucasus from the south and cuts the Russian Lend-Lease lines through Persia.

Even if Stalin doesn't surrender, the Soviet resistance is pushed well away from Stalingrad's factories and the Ukraine's granaries into the cold, inhospitable north behind Leningrad and Moscow. With a victorious Afrika Korps at its back, Vichy French Africa is hardly a soft target for Operation Torch, and the American invasion forces must gather in Britain – or call the whole thing off. Fortunately, Hitler was too obsessed with destroying the Soviets to fight the British intelligently.

CROATIA ÜBER ALLES?

While most of these scenarios focus on the major Axis powers, a sufficient dose of weirdness could catapult any of Germany or Japan's smaller allies to prominence. Italy shared much of Germany's grievance as a relatively new nation slighted at Versailles, and it had been an Entente power, to boot. Getting Italy to function on a continent-challenging scale is not simple, but it has sufficient population and industrial and scientific talent to make it barely conceivable, especially if Enrico Fermi stays home. With Fermi, suppressed Marconi research, Caproni jets, and perhaps lost secrets from Leonardo's notebooks, Italy could surge ahead in fringe areas like mecha, airships, or computing – anything which requires good design and careful craftsmanship rather than mass production.

Smaller powers will, of course, need a greater edge. Nuclear weapons in sufficient quantity may let Croatia stand off all comers, but to truly express the murderous spirit of the Ustache (Croatia's version of the SS) requires the ability to occupy territory, not simply devastate it. Or perhaps the prototypical mad scientist, Nikola Tesla, never emigrated to America, and instead will emerge from a Croatian mountain lair to sweep primitive Fascism aside and carve out a domain for Science and Reason with robots armed with electro blasters and heat rays!

Both Romania and Hungary had claims on Transylvania. As the war turns against the Axis, the threat of invasion might lead that region's most famous inhabitant to turn the tables and take charge. Soldiers stronger than normal men, immune to most conventional weapons, independent of standard supply lines, capable of fast aerial movements without benefit of mechanical assistance, and possessed of a unique talent for recruiting apparent casualties from both sides might discomfit Russia and Germany alike. See p. 37 for more vampiric possibilities.

Drang Nach Osten

One way to improve Germany's chances on the eastern front is, of course, to weaken the Soviet Union. Changing dictators won't necessarily do the trick here. Stalin's rampant paranoia, genocidal mania, and interfering habits were at least the equal of Hitler's – and the war still ended with the Soviets in Berlin. While it is, of course, possible to load Stalin with still more mistakes, actual history seems contrived to give the Soviets more than their share of disadvantages as things are.

A German victory in Russia depends on one of two factors. Either the Germans force a morale collapse on both the military and the central government, so that it surrenders despite having the resources to continue resistance, or they inflict enough damage to Soviet industry and supply lines that the troops simply lack the means and materiel with which to fight.

Despite undersupply, uneven losses, and murderous political officers, Soviet troop morale remained relatively high throughout the war, although Nazi superweapons or continued German success in the East might have begun to break it. Stalin did indeed seem to teeter on the edge of despair in the first weeks of the German invasion, and he tentatively and intermittently sought armistice as late as mid-1943. But neither he nor any Soviet Communist leader could reasonably hope to survive a surrender, even in a Vichy-style puppet regime. After the brutal SS Gen. Erich Koch became administrator of the Ukraine in October 1941, even the possibility of a "Vichy Ukraine" (which could have contributed divisions of anti-Communist Slavic troops) vanished. After that, any realistic Soviet leader must see that in resistance lies the only hope of survival.

Given the horrific logistical problem of sustaining an offensive a thousand miles from Berlin along a thousand miles of front, the best chance to overwhelm Soviet industry lay in a more successful Barbarossa. Many believe that Stalin's most effective general in 1941 was good old General Winter. In any event, with a dry autumn and a warm winter, Barbarossa might have gone the way Hitler planned it, or close enough. Perhaps the Nazis could have used the solar mirror (see box, p. 93) or the revelations of the *Welteislehre* (see box, p. 71) to control the weather, or perhaps an Ahnenerbe entomologist killed just the right butterfly in Brazil.

Without the delays imposed on the Germans by the liquefied roads of the autumn and the brutal winter, Russian forces would be unable to react quickly enough to the Nazi blitzkrieg. Any Red Army benefit from less-severe weather would be counterbalanced by the more vigorous German attack, which would reduce Russian forces still further. A faster German advance would likewise disrupt the removal of industry eastward and out of their grasp – in our own history, 80% of Russian military industry was moved east of the Urals between August and October of 1941. Given a narrower time window, less than 50% might make the journey.

Zhukov would also have a shorter window to erect the defenses and summon the reserves that saved Moscow – and might have been purged for failing, removing the most gifted general in the Red Army. Stalin would have to evacuate critical personnel from Moscow to Kuibishev, 500 miles to the east, by September – sapping morale still further (despite the best efforts of the NKVD to shoot anyone who dared mention it). The

WAR WITHOUT HITLER

Hitler's effect on the German war effort is paradoxical. A reasonable German leader would not have attempted to reoccupy the Rhineland or grab the Sudetenland with so little military power, and Hitler's early gambles mostly worked beyond anyone else's wildest dreams. Yet going to war simultaneously against the Soviet Union and the British Empire was not the act of a rational strategist, let alone declaring war on the United States when Pearl Harbor might have distracted America's attention from Europe for months or years to follow.

On the strategic level, Hitler made numerous decisions favoring his racial and mystical theories over anything resembling strategy, and he never dreamed that the Russians, racially inferior Slavs that they were and Communists to boot, would so effectively resist his troops. His obsession with mysticism and wonder weapons, while a motherlode of potential weirdness, in practice sacrificed resources for minimal return. Even the working breakthroughs – the ballistic missile, the jet fighter – almost certainly cost the Reich more than it gained from them.

His vicious policies cost Germany any chance of rallying the enemies of its enemies to its cause. (Brutalized and slain in the millions by the Soviets, the Ukrainians likely would have fought for the Devil himself against Stalin, but after only brief exposure, most would not fight for Hitler and the Nazis.) Finally, the systematic mass-murder of millions of Jews and others classified as "*untermenschen*," in addition to being an appalling crime against humanity, diverted manpower and materiel into an effort nearly as wasteful as it was evil.

Without Hitler, Germany was still a populous industrial center with a weak democracy, deep resentments over the Great War, and extremist groups of both left and right. A Communist Germany is not impossible, and a break with Stalin (over doctrine or right of place) could lead to a brutal battle in the East and/or invasion of the West. Such a war might see Mussolini's Italy on the Allied side and a Franco-less Spain fighting for Germany or Russia.

Alternatively, Germany might be ruled by more conventional militarists, intending to defeat the Soviets and satellitize eastern Europe rather than destroy the Soviets and annex the East. Even these more modest goals require a major war, but not necessarily on two fronts at once – particularly if they can convince the western Allies that they are acting pre-emptively against Soviet threat.

Hitler may also die (whether through natural causes or assassination) at some point during the war. As things were, he escaped death several times by luck (p. 35). A good rule of thumb is that, the earlier Hitler dies once the war has started, the better for the German war effort. Removing Hitler may also slow down the Holocaust, but given the power of the SS and the Nazi party and the fact that military opinion ranged between enthusiasm for the Final Solution and mild disdain, probably not by much.

Germans would advance faster and farther on all fronts, and the troops who reached Moscow would not be the decimated and frozen forces of our own history, but nearly twice as many troops unscathed by the Russian winter. The battle would be neither easy nor short, but when it ended in a balmy November, Hitler's forces would be in possession of Moscow.

If the war continues, Stalin would daily remind his people by radio that Napoleon captured Moscow and yet lost his war. But Moscow is the key to the road and rail networks for the whole country, and offers an organizing point for further supply to the German troops – and a launch point for air raids, as well. Hitler's refusal to permit retreat and Jodl's decision not to distribute winter clothing would have alike been vindicated – contributing to Hitler's sense of hubris, and thus marginalizing humane or sensible voices in the Wehrmacht still further.

With Stalin's industry cut to the bone, the Soviets would depend even more heavily on American trucks, food, and boots – and on the sea lanes that supplied them. But the German supply lines would be longer yet, and the Azerbaijan oil fields and the Leningrad railways north would remain out of reach. Having lost Moscow, Stalin's commitment that Stalingrad must not fall would be proportionately greater. 1942 would still be a decisive year, one way or the other.

TEN THOUSAND YEARS TO THE EMPEROR

Alternate histories involving Japan have not gotten as much attention as those focusing on Germany. The Japanese Empire, while cruel enough to inspire revulsion (the "Rape of Nanking" and the "Bataan Death March" weren't just hyperbole) did not embark on a program of deliberate genocide, nor did its leaders possess Hitler's dark charisma. Where Nazi Germany briefly looked capable of taking on some of the strongest powers in the world head-on, Japan's conquests (outside China, which lacked modern organization and was torn by civil war) were primarily of colonial possessions, at precisely the time that their distant landlords were distracted by other matters.

Still, for nearly two years after Pearl Harbor, despite strategic setbacks, Japan was the landlord of a truly vast swath of the Earth's surface. Its early knockout blow had made it appear not just the equal, but the superior, of the previously dominant naval powers of the globe. Reversing those conquests was no easy task, and ultimately prompted the only wartime use of nuclear weapons in history. Perhaps, with a little luck or weird assistance, Japan might have done still better.

Tora, Tora, Tora . . . Tora

The destruction of the carriers at Pearl Harbor along with the battleships would instantly leave the Pacific largely open to Japanese seapower. The morale effects would be even greater: no Doolittle raid on Tokyo, and no Midway to mark the turning of the tide. The Pacific losses may further cement the decision to concentrate on Europe first, winning the Japanese a respite in which to consolidate and a chance to attack further afield. U.S. naval doctrine may continue to overvalue battleships for longer than in our own history, since a primary

emphasis on carriers, long resisted, was adopted out of necessity after the results of Pearl Harbor.

Further setbacks, if the GM wants to extend the Japanese success, might include the invasion and conquest of Hawaii, depriving the United States of its most important Pacific base and making POWs of the sailors, aviators, and Marines assigned there. To seal the fate of a theater swept clean of the U.S. Navy at a stroke, a few Japanese air raids on San Francisco and Los Angeles, while unlikely to do major damage, would bring the war home to millions of Americans (and further hurt the position of the Japanese-Americans already being interned). Taking the opportunities so opened, Japan might make a play for further British territory in Australia or India (which might, ironically, aid the British; see p. 21).

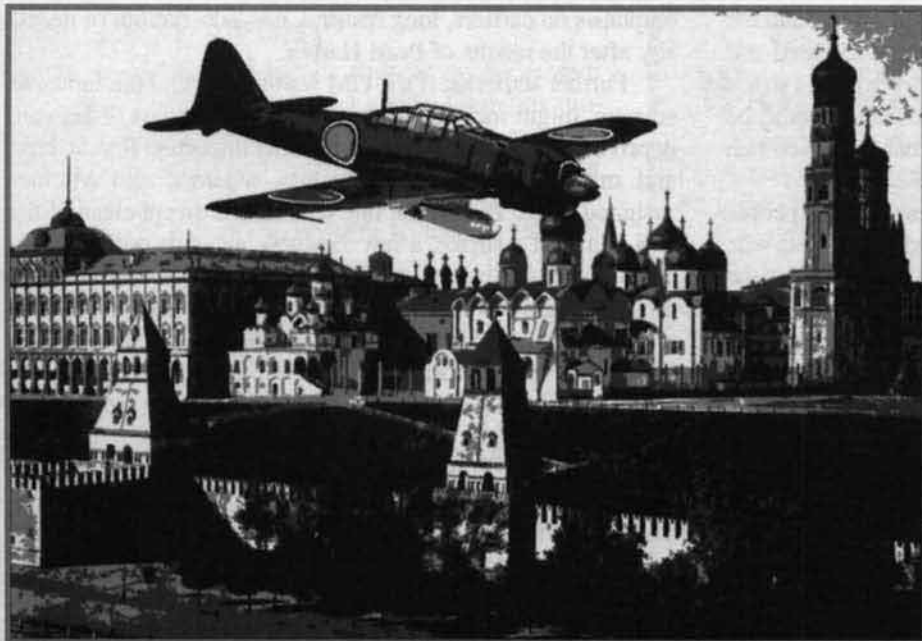
As long as Roosevelt is in office, it is unlikely that the Japanese can extract a victorious peace out of the United States. The longer the war drags on, the further the odds ultimately favor the Americans – particularly given that no Japanese naval victory will prevent the ultimate success of the Manhattan Project. An improved Japanese position nonetheless offers the GM a chance to play with two different invasions of Hawaii, and with naval battles that never were. It also creates the possibilities of resistance campaigns in unfamiliar locales.

Down Under the Rising Sun

Adm. Nagano had long argued that Japan's Pacific strategy depended on isolating Australia from the United States and denying the latter access to the southwestern Pacific. If he had overcome the Army's objections to this further thinning of their manpower, the Japanese might have launched an invasion of Australia in April 1942, and rapidly established control over the northern and eastern cities of Australia. While they could have steadily expanded their zones of control, they had nowhere near the manpower necessary to occupy all of coastal Australia, let alone the bush.

The Australian Resistance can either be a campaign of its own or an organization with which the U.S. and British regular military must coordinate. Despite the absence of many of its potential soldiers, who are serving with the British in Europe and elsewhere in the Far East, the Resistance has had little difficulty finding recruits. The Japanese troops, seeing in Australia a chance to avenge European colonialism, have been uniformly brutal in the areas they rule, while lacking sufficient control to wholly prevent supplies and people from flowing out of them.

The Resistance includes an unusual number of female fighters for the period (many of whom narrowly escaped enslavement as "comfort women"). While food is generally available (despite harsh Japanese production quotas for sheep stations and farms alike), equipment has been more difficult to come by. As the U.S. Navy rebuilds its strength in the Pacific, formerly rare airdrops of food and weapons begin to become more frequent. While it is unlikely that the Resistance can succeed in liberating Australia without outside assistance, they will have distracted and occupied far more men of the overstretched Japanese Army than the Resistance can field, and have even on occasion made it dangerous for Japanese warships to visit Australian ports.



Red Sun vs. Red Star

Yamamoto never wanted to attack America directly, convinced that it would mean Japan's doom – yet Japan's need for resources, to continue its war in China and to prevent American trade sanctions from dictating imperial policy, remained critical. Taking Far East possessions from the British and Dutch seemed certain to lead to war with the states, but those nations were under mortal threat from the Third Reich. What if Japan could gain some or all of those territories by treaty? Surely the United States would not fight alone for territories formally ceded by European nations to Japan.

Japan already had joined Germany in alliance against the Soviet Union on paper. As the German offensive into the U.S.S.R. slowed, German calls for Japanese action grew increasingly urgent. If the Japanese opened a second front with the Soviets, while simultaneously preventing the Americans from establishing a Pacific route for Lend-Lease aid, the already hard-pressed Soviets would surely be destroyed.

With its attention no longer divided, Germany would make short work of the British, and be able to allocate Europe's colonies as it chose. Japan need trust less to Germany's gratitude than to its limited resources and need to consolidate its European gains; Hitler would, for a while, be happier with Japan as a power in the Far East than with America trying to fill that vacuum.

A surprise attack on the Russian Far East in May 1942 might go far better than expected, given the relative ease with which the Japanese had been repelled in 1936 and 1939. The Soviets expect Japan to attack, if at all, by land through Manchuria. An aerial assault on Vladivostok, followed by amphibious landings, could take the Soviets by surprise (especially since Richard Sorge, the main Soviet agent in Japan, was arrested in October 1941), and as the Germans pressed Russia harder in Europe, it would prove impossible to immediately dislodge the incursion.

Japan can hardly hope to deal a major defeat to the Soviets so far from their industrial and population centers, but it

doesn't have to. Simply by draining military attention and resources, while blocking an important Lend-Lease route, it bids fair to tip the balance in favor of the Axis and thus gain effective title to some or all of the lands it covets from occupation governments in Europe. And whether it follows up with attacks from Manchuria or not, the Soviets must guard against the possibility.

So long as Japan refuses to provide a direct provocation, Pres. Roosevelt will find it difficult to get a declaration of war against Tokyo. Even if Roosevelt somehow forces the issue, it would be even more natural to take a "Europe First" policy than in our history. After a hard-fought European war in the wake of a Soviet collapse (or, at least, a less effective Soviet offensive), will the Americans be willing to fight another war to restore

European colonial possessions? Will the U.K. be in any shape to do so? If Japan gives its dependencies a fig leaf of nominal independence, perhaps it will be left to develop its Co-Prosperity Sphere in, if not peace, something less than all-out war.

REICH-3

This Quantum 5 parallel from the "Infinite Worlds" setting of *GURPS Time Travel* provides a near best-case result for the Vladivostok attack from the Japanese point of view. The United States, firmly isolationist, never went to war in Europe or the Pacific, and as a result let funding for its nuclear program peter out in 1942. Eurasia was divided into German and Japanese spheres of influence. Without allied or neutral countries to trade with, the United States has let its naval and diplomatic influence atrophy, effectively giving up the Pacific by default. Closer to home, most of South America is aligned with Germany (though Ecuador and Venezuela are Japanese clients, and Brazil is ostentatiously neutral). Only Canada and Mexico remain close U.S. allies. (Canada, with a large voting base of U.K. refugees and their children, is in fact far more committed to resisting the Axis powers than the United States.)

But isolated as it is, the nation still wields influence in the Caribbean that Germany covets, and its continued possession of Hawaii strikes Japan as an affront. While conflict between the two Axis powers is rising along their common borders, they have thus far determined to table those issues until the last of the Anglo-Saxon powers can be properly humbled. As 1970 dawns, everyone knows that a third World War is in the offing. But the United States, isolated from global trade and generations from its last large war, is far from certain how to respond. It is unlikely to have long to prepare.

PROLONGING THE WAR



Long and deadly as the war was, it ended earlier than it might have. H.G. Wells, anticipating a second world war years before the fact, imagined that it might become a second Thirty Years War, not ending until civilization was reduced to hill towns. The atomic bomb alone shaved months or more from the end of the Pacific War, while any number of factors could have prolonged the war in Europe. In the following scenarios, the Allies are on the offensive, and the tide has turned against the Axis powers decisively. But they have not yet won, and the V-days seem to be slipping ever further out of their grasp.

THE LONGEST DAYS

Victory – particularly the total victory that all the Allies, mindful of the First World War, had agreed upon – required the conquest and occupation of the enemy. For all the material and manpower advantages of the Allies, this did not prove an easy task. The German advance cost the Soviets more casualties than any nation had suffered in any war. The Anglo-Americans had to plan amphibious invasions on a scale never before seen. There was no guarantee they would work – and even if they did, even the foreseeable difficulties were staggering. This section presents two scenarios that postulate one such landing's failure – and another's success.

Disaster at Normandy

Security was broken. The Germans made a lucky guess. Rommel won his dispute with Rundstedt regarding the disposition of forces. However it happened, the tanks were ready, nearly at the water's edge, and the invaders found themselves incapable of securing a landing on the beaches. The initial waves were massacred, and the remaining forces withdrew under heavy artillery barrage. Thousands of Americans, Britons, and their allies were left dead and dying on the Normandy beaches. If the losses were no heavier than in our own history, they were harder to bear, for they had gained nothing. Months of planning were nullified at a stroke, and the decisive blow to which the military and political leadership of the western Allies had committed themselves had missed the mark.

One possible campaign option makes the PCs officers on the staffs of the various Allied planners, caught in the middle of a strategic and political earthquake. The failure of an amphibious invasion will inevitably remind Churchill's detractors of Gallipoli, and raise cries in the Commons for a vote of no confidence. The American planners, who had previously called for an even earlier invasion, will be stunned by D-Day's failure even as they scramble for another option. Roosevelt will need some quick victories *somewhere* to survive the 1944 election. And Stalin will loudly demand some sort of action, immediately (perhaps while secretly trying to restart armistice negotiations with the Germans).

Yet the men and materiel lost at D-Day will not be replaced quickly, still less the confidence of Allied military planners. Ideas will be flying fast and furious, and players will have the option of having their characters press for one option

or another or add their own suggestions to the fray. A southern strategy, pushing up through Italy. Another landing in France, with sufficiently overwhelming force to make surprise unnecessary. Abandon the demand for unconditional surrender and begin to talk terms with Germany (virtually impossible while Churchill and Roosevelt are in charge – but they may not be for long).

No obvious answer presents itself, but one is needed, soon. Failure to find one may find an even more vengeful U.S.S.R. in control of all of Europe, or (unbeknownst to any of the commanders now) nuclear bombs set off in Germany rather than Japan in 1945, and an even longer war in the Pacific as a result.

Operation Downfall

As V-E day came and went, and Japan's last outer defenses crumbled in the summer of 1945, the Manhattan Project's top-secret reports placed success anywhere from two to four years away – if it was even possible. Pres. Truman closed the book on his last hope to avoid the last and worst battle the nation had yet faced in the war, and authorized Operation Downfall: the invasion of the Japanese Home Islands, divided into Operation Olympic, the invasion of Kyushu, and Operation Coronet, the invasion of Honshu.

The original plan for the beginning of Olympic called for its beginning, X-Day, to fall on Dec. 1, 1945, later moved up to November. But an October typhoon – a true Divine Wind from the Japanese perspective – struck the planned American staging area on Okinawa. Irrelevant in our own history, this would have pushed the invasion of Honshu back further months, and while starvation and bombing will have continued to take its toll on Japan, it will have had that much more time to ready its defenses against the final assault.

Even before August 1945, Japan was reserving fuel, aircraft, and personnel for the defense of the home islands. The Japanese defense plan, "Ketsu-Go," calls for suicide attacks on an unprecedented scale, military and civilian, and for turning Japan itself into a vast network of fortified caves, underground bunkers, and tunnels. Every road will be booby-trapped and millions of Japanese civilians will be armed with whatever weapons can be brought to bear. The national slogan becomes "One Hundred Million Will Die for the Emperor and Nation."

A Downfall campaign calls for a "War is Hell!" style of play. (See pp. 131 and W158.) Olympic and Coronet are *each* expected to produce anywhere from 250,000 to 1 million American casualties, with Japan's losses perhaps several times greater. (The Soviets, already planning an invasion of Hokkaido, can be persuaded to bear some fraction of the burden of Coronet. But the price will likely be adding all of Korea and half of Japan to Stalin's burgeoning sphere of influence.) Veterans of Iwo Jima, Guadalcanal, and Okinawa, soldiers who fought in Normandy and the Bulge and hoped that their war was over, and far too many green troops who have never seen combat, will all be participating in the end game. The months to come will almost certainly see more Americans die than did the entire rest of the war.

IF IT'S TUESDAY, THIS MUST BE DUNKIRK

Although hundreds, if not thousands, of stories and articles have explored alternate paths within WWII, some crisis points always seem to dominate the discussion. No doubt, these same familiar nexuses also attract most of the time meddlers, weird madmen, or strange devices in a *Weird War II* campaign. Here are a dozen more of the usual suspects to go along with Sealion (p. 7), Pearl Harbor (p. 9), North Africa (p. 7), D-Day (p. 11), the Bomb Plot (p. 35), and Nazi atomic weapons (p. 67).

May 26, 1940, Dunkirk: Hitler's famous "stop order" gave the BEF time to evacuate from France (p. W15), restoring British morale and dooming any realistic chance of Sealion. Had the panzers crushed the BEF on the beaches, Churchill's government might have fallen, to leave Lord Halifax seeking an armistice (box, p. 16).

Aug. 29, 1940, Battle of Britain: On the verge of breaking the British radar-defense grid (p. W17), Göring switched to bombing civilian targets like London after a British bombing raid hit Berlin and embarrassed him. Given this cruel respite, the RAF slaughtered trained Luftwaffe pilots and badly damaged German combined arms in the West for the remainder of the war. Already a mirage, Sealion became a complete dead letter. Luftwaffe victory in the Battle of Britain might have allowed Sealion in 1941, when the Germans might actually have pulled it off.

Dec. 1, 1941, Moscow: The lead German units caught sight of the Kremlin spires, but last-minute reinforcements, the horrible weather, and Hitler's July diversion of Army Group Center (see pp. W21-22) delayed the Wehrmacht just enough. Had Moscow fallen in December, the *Drang Nach Osten* scenario (p. 8) might still have occurred. Had it fallen in October to a charging Guderian, the Nazis would have been vulnerable to winter counterattack, but Stalin might have been trapped and the U.S.S.R. could have disintegrated.

May 8, 1942, Coral Sea: This Japanese tactical victory (p. W23) became a strategic defeat when it ended the Imperial Navy's assault on Port Moresby, New Guinea, the key to any invasion of Australia (p. 9). Had the bomb that struck the *USS Yorktown* hit 20' to one side, it would have sunk the carrier – dooming not only Port Moresby but Midway, where the *Yorktown's* planes turned the tide. The dogged American victory on Guadalcanal and the even more astonishing Australian holding action along the Kokoda Trail also saved Australia from attack and put the Japanese on the defensive in the southwest Pacific.

June 4, 1942, Midway: Three American carriers obliterated a larger Japanese fleet (see p. W25) and left the Imperial Navy unable to mount any further offensives in the Pacific. A loss at Midway might have endangered Hawaii, or even the Panama Canal – which might have made America rethink its "defeat Germany first" strategy, with deadly consequences for Russia and Britain.

Dec. 19, 1942, Stalingrad: Field Marshal Manstein's panzers got within 35 miles of relieving von Paulus. Had von Paulus been willing to defy Hitler's insane "no retreat"

order, he might have snatched his army group out of the Soviet trap (see p. W26). Again, had Hitler not diverted part of the Stalingrad forces to the Caucasus in July, Manstein might have been able to establish a stable defense line on the Volga – and trapped yet another retreating Soviet army. Cut off from his oil and Lend-Lease, Stalin might have sought an armistice (p. 17).

March 14, 1943, Kharkov: Against 7-1 odds, Manstein saved the entire German southern front in Russia with his bold recapture of Kharkov. Had he failed, the Russians would have poured through the gap, outflanked the rest of the Wehrmacht, and possibly reached Berlin by 1944 (p. 20). This was the last realistic opportunity for a stalemate on the Eastern Front, but Hitler's interference made sure that all was soon lost, anyway.

Spring 1943, U-Boat Campaign: By March, the United Kingdom was down to a three-month food supply and U-boats were sinking transports faster than they could be built. Ultra intercepts (p. 64) and other measures (see p. W27) broke the back of the wolf-packs, which could have starved Britain out had the submarines been more advanced or deployed correctly from the beginning.

July 1943, Me 262 Production: A series of decisions, primarily diversions of chromium and nickel supplies and Hitler's desire to see a fleet of jet fighter-bombers instead, prevented the Me 262 (see p. W:IC89) from fulfilling its potential as a jet interceptor. Even the most aggressive possible deployment of the Me 262 might have only extended the war in Europe by six months to a year, possibly by aborting D-Day (p. 11) – just long enough for the Lockheed P-80 Shooting Star and Republic P-84 Thunderjet jets to come into full production – and for the A-bomb to be used on Berlin instead of Hiroshima.

Jan. 22, 1944, Anzio: Poor planning left the Anzio landing understrength; rather than risk breaking out of the beachhead to turn the German flank, Gen. Lucas allowed the Nazis to reinforce and regroup, leaving the defenses of Rome intact. Gen. Clark missed another opportunity to outflank the Germans in late May and kept the Italian sideshow going for 12 more bloody months (see p. W29).

Oct. 25, 1944, Leyte Gulf: Although the Japanese Navy as a fleet in being vanished in this battle (see p. W32), had Adm. Kurita pressed the attack he could have obliterated the Allied landing forces on the beach. Although Kurita's fleet would eventually have been destroyed anyway, such a cataclysmic American defeat two weeks before the presidential elections might have propelled Dewey into office instead of the deathly ill FDR.

Dec. 22, 1944, Bastogne: Gen. McAuliffe's refusal to surrender essentially doomed the German last-ditch "Bulge" offensive (see p. W33). Had the Bulge reached the sea, the Third Reich would have added four or five months to its life; had Patton been allowed to cut off and trap the advancing Germans, Anglo-American tanks could have been in Berlin in February 1945.

SITUATION NORMAL . . .

In the following scenarios, things are about as bad as they get. In the first, the Axis powers bid fair to get the whole world to themselves. In the second, it seems that everyone is busily working to see that *nobody* gets the world.

Invasion: Amerika

This scenario requires the insertion of a good deal of weirdness. Historically, neither Germany nor Japan had the capacity for a transoceanic invasion. It can be made to work with sufficiently advanced technology, or with magic – or simply by treating it as the horror scenario it is, and using atmosphere rather than logic to carry the day. It demands a cinematic approach, bringing the endless Nazi and Japanese hordes ashore in countless landing craft and transoceanic transports – without asking too many questions about manpower or material resources – or else an overwhelming weird advantage.

Perhaps Freidrich Barbarossa returns (see box, p. 56), leading the spirits of every German soldier who ever lived, helpfully immune to bullets and capable of *marching* across the water. Allied bombing enrages the *kami* of Japan, who drown the U.S. fleet, smash the American coasts with tsunami, and carry Japan's mystically invigorated soldiers across the ocean before the Divine Wind. Hitler makes common cause with the Aryan supermen from the interior of the hollow Earth, who permit the Reich's soldiers to surprise America with a blitzkrieg from every volcano and cave system in the United States. Or, as in Reich-5 from *GURPS Alternate Earths* (see pp. AE33-51), the United States is torn by civil war and subverted by fifth columnists before the first German troops land on the Atlantic coast.

Unless the intent of the game is to focus on an occupation, the advantage should be evanescent or limited enough to permit the Americans to regroup and counterattack. Perhaps the force animating Barbarossa's men can be dispelled with the proper ritual, or the hollow Earthers can't stand the direct light of the sun. The first mission of an *Invasion: Amerika* campaign may require that the PCs discover or exploit such a vulnerability.

After that, the Germans may indeed be marching in the streets of someone's beloved New York or of Washington, D.C. The nation nonetheless remains a vast, fairly decentralized country with a great deal of strategic depth, and no mean supply of manpower or strategic skill. Against whatever advantage the invader is given must be set the amount of territory that must be conquered and held or devastated in order to deprive the United States of its industrial might and the difficulties of operating so far from home. (And while most soldiers on either side remain unaware, the key to ultimate victory may depend on who controls the obscure town of Los Alamos, N.M.)

The campaign may concentrate on the endless days of long, hard battles to reclaim the industrial heartland or the California coast. Alternatively, the military details may be secondary to seeing how Americans adapt, or fail to adapt, to seeing the full fury of modern mechanized war on their own soil: fields turned to moonscapes; starving refugees crossing from state to state in search of safety; rumors of repression, mass execution, and worse from the occupied zones; and the shame of active collaboration from those once imagined loyal.

ALTERNATE HOME FRONTS

A *Weird War II* campaign will normally be primarily military, but circumstances may occasionally bring even soldiers closer to home. Changed events abroad will often have visible effects far from combat zones. Sufficiently bad war news might change the outcome of elections, where they were still taking place. Gaining or losing access to territory could translate directly into what items are in the shops and the availability of rationed goods. Invasion of a neighboring country may mean a flood of refugees, straining local resources and diminishing morale. Setbacks may provoke a search for spies, further internments of enemy aliens or distrusted minorities, or even mob violence. Governments, even in the democracies, will expect quick and thorough cooperation with security measures and production quotas, without the legal limitations normal in peacetime.

The GM can use the semi-regimented civilian atmosphere to plant clues for the players about the nature of the world. Propaganda films and posters can point not only to who friend and enemy is, but how they're viewed. In the "Uncle Adolf" scenario, for example, a film might portray unidentified European minorities being happily and peacefully resettled in apparently empty lands in eastern Europe. (If this seems unlikely, rent the movie *Mission to Moscow* and compare it to the Stalinist reality.) Propaganda can likewise identify the foremost home-front concerns (real or imagined): Are there many posters decrying the black market? Fifth column activities? Shirking and goldbricking? Secret SS agents with the Tibetan-derived power to cloud men's minds?

The Armageddon Option

The success of the German nuclear program was, in the end, nearly as great a surprise to its architects as it was to the Allies. Even the scientists themselves later confided that it seemed as if they could make no mistakes. The Nazis among them took the test-firing of October 1942 as yet another proof of the destiny of the Aryan racial spirit. Even as the initial war offensive began to lose momentum, the very power of the atom was placed at the Führer's disposal.

If the scientists could make no mistakes, however, it seemed Hitler could make nothing else. Where he might have laid waste to his British enemy at a stroke and closed an entire front, he turned his precious pair of fission bombs toward Russia, instead. Yet Soviet industry, long since moved eastward, lay largely beyond even the longest-range German bombers, let alone the planes that must be specially modified to carry the cumbersome A-bomb. And so it was that the bombs were expended against concentrations of Soviet troops and armor. The morale blow was vast, certainly, and the German advance resumed, but as weeks, and then months, passed without a repetition of the hell-bombing, the Soviets regrouped. And information about the German weapons from Russian witnesses and Ultra decryptions made its way to Los Alamos.



For long months, the difference produced by the new weapons was more theoretical than practical. A handful of the bombs might have broken any nation's resistance, but no nation had even a handful. A U-boat sank the first ship to carry an American bomb across the Atlantic, while the Germans and British scrambled to amass enough uranium for a decisive nuclear strike. (And in the case of the Germans, an adequate long-range bomber; see p. 86.) As things were, the bombs could blow holes in the Soviet lines or devastate its nearer cities (and did so), but they could not deal a decisive blow to the industry beyond the Urals or collapse the Russian armies.

Thus gradually introduced into warfare, the early atomic weapons failed to prove themselves as decisive war-winners. Instead, they were slowly incorporated into the existing bombing strategies of the warring powers. Every few months, a city or a front would be destroyed, but conventional bombing tactics produced equivalent devastation (albeit with many more planes). Only slowly did the effects of fallout and radiation sickness begin to become well-known, and the outbreaks of typhus and dysentery due to destroyed infrastructure proved at least as costly in human terms.

As the end game draws near, civilization in Europe is rapidly collapsing, city by city. Britain's respite allowed it to destroy Dresden and Frankfurt, but it paid with Birmingham and Cambridge (the latter probably the result of a bomber that failed to reach London). The destruction grows apace, but no government has been able to press its advantage sufficiently to declare victory. Stalin probably could have, but with his disappearance in the destruction of Moscow the Soviets are in disarray, and two attempts to send U.S. troops to reinforce the British have likewise disappeared in mushroom clouds. Japan did surrender, after six nuclear attacks, but not before a suicide mission succeeded in navigating a wooden boat carrying Japan's only A-bomb into San Francisco Bay. And some suspect that it was a German bomb, rather than a British or Soviet one, that destroyed Berlin.

The United States remains relatively safe from large-scale atomic attack at the current tech level. But with V-J Day behind it, it will soon have to decide what to do about a Europe that is rapidly turning into a *GURPS Atomic Horror* scenario. U.S. troops entering Europe will find it eerily empty,

full of starvation and disease, ancient centers of civilization turned to ash. A realistic campaign will introduce them to mutation in the form of childhood cancers and deformities, or perhaps a nuclear *Fimbulwinter*. A more fantastic one will add dangerous monsters and things that were once human. In the Pacific, prehistoric leviathans begin to stir (see p. 101).

For a more complete Armageddon, add a dash of superscience and give the German rocket scientists the same boost as their nuclear physicists. (In fact, of course, more resources for one program would probably have meant less for the other.) This overwhelming force

belongs to Hitler — just as his armies break down for lack of munitions and food from the destroyed cities and irradiated farms. As his dreams collapse in sun-bright flashes, the last score or two of V-5s, completed too late to save the Wehrmacht or the Reich, fly east and west to see that his enemies do not enjoy their victory . . .

REICH-4

This alternative Armageddon from the "Infinite Worlds" resides on Quantum 4. Here the Germans made a better start to their drive for conquest by breaking Leningrad's defenses in 1941. By 1945, only Germany and Japan succeeded in developing nuclear weapons, which they used to cement their victory. Heavy investments in U.S. anti-aircraft defenses were negated by the German ballistic missiles, whose first nuclear strike destroyed industrial centers and troop formations alike. American resistance was brave, but ultimately futile.

The Japanese provided the bulk of the occupation troops from their empire, and the Axis powers split North America between them. Without a common enemy, the two superstates, each convinced of the supremacy of their ruling race, soon turned on one another. In 1979, dispute over Persian Gulf oil rapidly escalated, and it transpired that the conditions necessary to trigger a German first nuclear strike were, perhaps, not as stringent as they might have been.

The first strike was strategically successful, in that it decapitated the Japanese Empire and destroyed enough of its nuclear capability to leave Germany as a functioning state after the inevitable counterstrike. But the de facto ruler of the world, after heavy losses, is finding it difficult to find the personnel to administer its new territories. (And, on viewing the devastation, the Germans are likewise finding it difficult to summon the wherewithal to bother, Nazi doctrines regarding *lebensraum* and the racial destiny to rule notwithstanding.)

ARMISTICE



Short or long, any version of WWII must eventually end, but war's end does not necessarily mean the end of hostilities. Nazi Germany and Imperial Japan (much less the U.S.S.R.) are unlikely to settle down and become good neighbors.

Even a full-scale Axis victory would surely produce its own Cold War once the Nazis and Japanese fell out. This is the scenario of Philip K. Dick's classic novel *The Man in the High Castle*, or (in somewhat different form) of Reich-5 in *GURPS Alternate Earths*. Games in such timelines are resistance campaigns, with even bleaker prospects than usual. There is no army of liberation to assist. Under the circumstances, the resistance could be forgiven for investigating bizarre possibilities like rumors of a spaceship crashing in New Mexico in 1947, just in case they pan out. If they discover that their true enemy is the Black Dragon Society (see p. 29) or the Thule Gesellschaft (see p. 43), that may feel like progress – they are at least a smaller opponent than the entire Japanese Empire or Third Reich!

A bit less bleak outcome is, fortunately, far more probable.

THE KALTER KRIEG

In any moderately realistic world, German victory in WWII will lead to a *Kalter Krieg*, or "Cold War," with the United States. Defeating Britain and Russia will already strain German resources to their limit or beyond: attacking America is not even a pipe dream. The Germans are also likely to underestimate the speed with which the United States could arm itself upon deciding to do so. On the other side, even an America that remained isolationist too long to intervene in the European war cannot ignore the threat posed by victorious Nazis. The only question is what strategy to emphasize, proactively contesting German influence abroad, or simply building up homeland defense into a Fortress America.

For the most purely bipolar option, let the historical change point be the United States concentrating its efforts on defeating Japan until it is too late to save Britain and Russia. If not replaced by a less Europe-centered figure, FDR will need to have his hand forced: a greater disaster at Pearl Harbor, perhaps, followed up by an attack on California. Hitler must certainly be restrained from declaring war on the United States. Once committed to war with Japan in preference to Germany, America is unable to prevent Nazi victory. After Britain falls, attacking a solid *Festung Europa* across the width of the Atlantic would be a project to make anyone flinch.

German victory over Russia is still questionable without further changes to history: It can be assured and the *Kalter Krieg* set off to a flying start by providing the Germans with the atomic bomb by 1943. A nuclear standoff begins once the Americans explode their own bomb, not in time to end the Pacific War but still quickly enough to startle the Nazis out of their condescension toward the mongrel people across the sea.

The United States will find this Cold War with a totalitarian superpower even less fun than the one in our own real life. With all the other NATO powers (except Canada) under the Axis yoke, democracy will clearly be on the defensive. Since

Germany also begins at a high technical level and is not hampered by economic ideology to the extent of the Soviets, their economy should stay formidable for longer. Asia becomes the main theater of conflict, especially China (where the Communists remain a wild card) and India (with its British history). The reconstruction of Japan provides America with a critical ally, providing a base for supporting their Chinese allies, and also the Russian partisans still active in Siberia. Japan and Australia also exclude Germany from the Pacific. On the other hand, the fascist governments in Latin America, led by Perón's Argentina, offer a channel for German influence in America's back yard.

Games set in the *Kalter Krieg* are less likely to be military. The emphasis is on espionage. The setting is suitable for campaigns centered on the discovery of covert weirdness: Cold War echoes combine with the blatantly changed history to enforce the idea that Things Are Not As They Seem. Discovering the secret of German success is a perfectly good campaign focus, although one hopes it is something the PCs can either steal (the database from the future) or disrupt (the black rituals that continue to drain the spirits of the enemy).

If the PCs don't want to play spies, there is still a role for military "advisers" and special forces. It would be characteristic of the Germans to prefer their own military forces to local fascists, who may not agree about German racial superiority, after all. The United States will prefer to avoid direct military confrontation with the Wehrmacht or Waffen-SS, which means that small PC-suitable bands will be combatants more often than large military units.

If the United States stays out of the war completely instead of defeating Japan, it ends up face to face with both Axis powers. The scenario becomes either Reich-3 (see box, p. 10) or a multipolar Cold War with the Japanese playing Red China to Germany's U.S.S.R. Or, if the Communists still win in China, they could become the third (or fourth!) force. It will take them some time to build up enough power to be a threat, although Soviet refugees from conquered Russia ought to help. America may have to support Mao against the greater threat, assuming that he will accept assistance from the capitalists, and U.S. soldiers may find themselves training the Red Chinese.

If the U.S. defeat of Japan is too destructive, the nation might be deprived of one of its few allies. If the postwar reconstruction is less successful, with insurgencies to put down and a spiral of mutual hostility, Japan might even become a continuous drain on U.S. resources. Strengthening the fascists in South America will also isolate the United States further, and might even lead to draining counterinsurgency warfare.

The *Kalter Krieg* can easily be transformed into a game of overt weirdness. Given the Germans' actual attempts to build superweapons – not to mention the Manhattan Project! – it is fully appropriate to introduce an arms race using the weird science of Chapter 4. *GURPS Atomic Horror* provides more ideas for weird-science gaming. Or, project it forward a few decades and move the conflict into space. Supers (see p. 106) will also fit right into the setting, either as an outgrowth of weird science or all by themselves.

THEIR LESS-THAN-FINEST HOUR: LORD HALIFAX

The road to the *Kalter Krieg* does not require British defeat. Armistice would suffice. A less resolute government than Churchill's might easily have decided that the military situation was hopeless in 1940, after the fall of France, and that Britain's only chance of survival was accommodation to the new order. The leader usually suggested for such a government is Edward Frederick Lindley Wood, Lord Halifax, who had been Chamberlain's foreign secretary and was his preferred successor when Churchill ultimately ended up with the responsibility.

Lord Halifax was *not* a Nazi sympathizer, and his government would not have been a German ally; indeed, he probably would have used the armistice to build up the British military. Regardless, the military effect of peace in the west is to give Hitler a freer hand in the east. An Anglo-German Armistice would also radically decrease the chances of the United States getting involved in the European war, since many Americans saw little to choose between Nazis and Soviets. If the Germans win, it becomes difficult for Britain to sustain genuine independence from the European colossus, although the German-American

Cold War does give it space for neutrality and perhaps a role as a third force – especially if the Empire is retained.

Reich-2

This Quantum 5 timeline in the "Infinite Worlds" setting is an example of a multipolar world deriving from the Halifax alternative. In Reich-2, the Germans and Soviets fought to a stalemate and a 1943 armistice. Lord Halifax detached Japan from the Axis by selling them oil and rubber, and acquiescing in their conquest of China. The Japanese never attacked Pearl Harbor, and the United States never went to war. A self-satisfied division of the globe into spheres of influence was broken by two technical innovations: the British atomic bomb in 1949 and the German orbital rocket in 1950.

Today, in 1954, all five powers rush to build up their nuclear arsenals and to improve space technology. Alliances between the five powers shift frequently. At present, the Anglo-Japanese alliance has broken down and the post-Stalinist Russians are becoming increasingly friendly with the Americans.

CO-PROSPERITY SPHERES

A largely unexplored set of WWII alternatives are those which end with Nazi defeat but Japan still in control of an overseas empire. A Japanese-American Cold War is not wholly impossible: have Germany defeat Russia (to remove the Soviets as a postwar superpower) before being crushed in turn by American atomics. Japan could pick up scraps from Britain and Russia, but would have to avoid fighting America at all. A United States focused on European concerns might be able to stomach Japanese dominance in East Asia, as long as hostility remained unfocused by a Pearl Harbor. Even so, the Japanese should be provided with an atomic deterrent of their own to stabilize the system.

The United States would clearly have the upper hand over Japan to a much greater extent than it would in a Nazi *Kalter Krieg*, or even in the Soviet Cold War of reality. It is hard to imagine Japan seriously challenging American predominance, supported as it would be by hegemony in Europe. On the other hand, a Japan that avoided fighting America might be able to take India away from Britain; once they finally defeat China as well, that adds up to literally half of mankind. If the Japanese can only figure out how to exploit it, such a resource base could frighten any opponent – just as Red China gives pause to many people to this day.

Action in this setting will be more likely within the Japanese sphere, trying to help insurgents and prevent the empire from consolidating its gains. The Japanese have few options for more expansion that don't involve full-scale war, dangerous in a nuclear age. Of course, they might find millions of lives a fair price for the emperor's glory. If the Japanese develop a missile defense – or even *think* that they have – gambling on another war would be consistent with their WWII record.



SPHERES OF INFLUENCE

While there are only a few bipolar outcomes for WWII, there are many more options in which more than just two combatants emerge from the war as superpowers. Any combination of the main combatants could come out as superpowers. With one or both of the Axis powers surviving alongside America and Russia, the postwar world could be a good deal more complex than a bipolar Cold War.

Axis survivals can be combined with subtractions from the real-world WWII victors. Soviet defeat is simple to imagine, and even a postwar or rump regime might not be able to maintain central control if Stalin were dead. Even after a Nazi victory, Soviet remnants might remain in the reaches of Eurasia, some fragments maintaining Communist ideology and others repudiating it. However, in any realistic timeline, the United States is sure to be a postwar superpower. At worst, it could end up in "splendid isolation," underestimated by the more active world powers. Unrealistic options for removing the United States range from the merely implausible (the volcanic caldera underlying Yellowstone Park erupts; a prolonged Depression leads to societal breakdown) to the blatantly fantastic. If the Martians (p. 127) land in New Jersey or the Philadelphia Experiment (see box, p. 23) returns North America to the Pleistocene, that could do it.

Three's a Crowd

A simple, dramatic way for Germany to survive is a successful July 20, 1944, plot to assassinate Hitler (see box, p. 35), with a new government headed by Rommel immediately suing for peace. Adeptly playing off the mutual fears of Stalin and the Anglo-Americans, he manages to retain not only most German territory but a small sphere of influence in Czechoslovakia, Hungary, and Croatia. The fascist alternative to democracy and Communism thus survives into the postwar world, and probably proves attractive to some large fraction of the Third World, yielding a tripartite Cold War with temporary cooperation between enemies.

Removing Hitler (see p. 8) at an earlier point in the war could leave the Nazis in control of a much larger area. A peace with Russia would not be totally out of the question once the German plan for a quick victory and the initial Russian counterattack had both failed; the Soviet Union needed time to recover and the Germans needed time to consolidate. Such a peace would have left the Nazis dominant in all of continental Western Europe, and perhaps the Middle East as well: A small percentage of the German forces on the Russian Front could have overwhelmed the British in Africa. A new war is very likely to end such an armistice in short order (although there is always the possibility of nuclear deterrence); neither side can trust the other. Indeed, British or American operatives in such a world may find themselves in the morally appalling position of trying to encourage war, even nuclear war, lest the dictators ally against the democracies as their common foe.

This setting demands an arms race, which can be restricted to real technologies like jets and rockets, or turn to death rays and psychotronics (p. 70). Espionage may focus on technical secrets instead of covert operations. The arena of conflict

can be expanded from Earth to the solar system in either quasi-realistic or *Atomic Horror* B-movie styles (see *Der Raumkrieg*, p. 88). And on other planets, straight military conflicts don't threaten Earthly armageddon.

With Friends Like These

Many powers that ended the war as Allies began as neutrals, or even held treaties with the Axis powers. Most notably, the Molotov-Ribbentrop Pact made the U.S.S.R. technically an ally of Germany from August 1939 to June 1941. Circumstances might have prolonged this marriage of convenience; for example, if the Germans had run into more trouble in France (p. 22) or adopted a Mediterranean strategy (p. 7). Probably nothing could have kept Hitler from invading Russia, but even among his possible successors there were some who flinched at the thought: if the Führer were taken out of the picture, Barbarossa might have been called off. As long as Russia is at peace with Germany, the Western Allies will find it very, very difficult to wage war against either. Perhaps in the Middle East, where all sides are working from a distance, but Europe remains a fortress.

The Risen Sun

It is at least as difficult to imagine the Japanese suing for peace as the Germans; they seem to have expected their enemies to take the initiative toward an armistice. Even after Midway, when the clearer-sighted knew that military victory was no longer possible, they could find no exit to the war. Moreover, after Pearl Harbor, the United States was in no mood to accept anything but total victory. Under these circumstances, an armistice which leaves the empire in being is a signal of covert weirdness: perhaps the machinations of the Black Dragon Society (p. 29) or of time travelers who desire Japan to have an empire. Whatever other powers remain after the war may give further clues to the secret – if Japan and Britain both come out as superpowers, start looking for the thalassophilic Minoan conspiracy from *GURPS Atlantis*.

If Japan avoided provoking the United States with Pearl Harbor, on the other hand, a negotiated peace with Britain alone might not be impossible. The Japanese believed that the United States would never allow them a free hand in the East Indies (and especially the Philippines), but they might have overestimated American interest in Asia. If not, an alternate history could always replace FDR, or extend the Depression to the point that America had no attention to spare for the Pacific Rim. Without American involvement in the war, the Germans might win – or the Soviets might overwhelm them and drive through to the Atlantic. Either way, Britain may survive as a nation but not as a great power, leaving the Japanese holding the balance of power between a victorious totalitarian empire in Europe and a United States struggling up from isolationism. Although all three powers will need time to rebuild from war or Depression, small-scale military action will undoubtedly continue as the powers determine the limits of their spheres of influence throughout Asia, Africa, and perhaps Latin America.

UNCLE ADOLF

Many people thought that the Soviets rather than the Nazis might be the ones to plunge the world into war. After all, they did possess the world's largest military (with more tanks than the rest of the world combined), and their official rhetoric was full of talk about destroying capitalism. With a less cautious leader than Stalin – perhaps Trotsky beat him out for the succession – such fears might have been realized. One can even imagine Stalin launching an attack while Hitler was involved in the west: A first strike against Nazi Germany would arguably have been less risky a gamble than trusting Hitler's promise not to attack. (Zhukov actually proposed a preemptive strike in May 1941, while the Germans were mobilizing for Barbarossa, but by then the odds were very poor.)

One point of divergence could be Stalin's mysterious death in 1937, just as the military purges are beginning but before anyone has been executed. The terrified officers of the Red Army seized power in the ensuing confusion, but needed some way to win the support of the Communist Party. Military action against the "capitalists" offered a way of winning support both from the true believers in the Revolution and those attracted by glory and plunder. Thus, a war with Hitler's Germany gave legitimacy as well as being aimed at a deadly military threat.

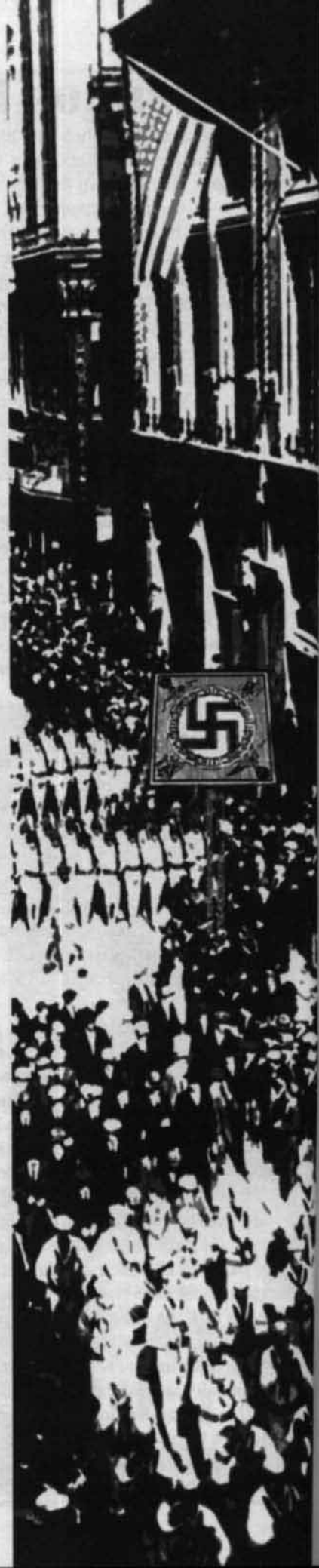
The Russian advance scored early successes, but failed to knock Germany out of the war. The nation rallied to Hitler. With Communism revealed as a terrifying common menace, the British and French swallowed hard, and then rallied to Hitler themselves. Furthermore, Japan joined in from the east, both because of the Anti-Comintern Pact and from a desire not to be left out of the spoils of victory. Getting the United States involved – as an actual belligerent, not just a supplier – is more difficult, but should not be impossible given American hostility toward Communism. The spark of war might be a spy scandal which reveals the extent of Soviet espionage in America, and perhaps some unrealistic plans to lead workers' uprisings. (Or perhaps *not* so unrealistic – the 1930s were the heyday of communist sympathy among common folk long suffering under the Depression . . .)

Even with all the other WWII combatants piling on, the Soviets are no pushover. Under Marshal Tukhachevsky and his underlings, they have superior command than in reality, not to mention armed forces, especially tanks, that German intelligence underestimated horribly. They also have the advantage of starting out with the front lines well away from their own borders, which in turn are some distance from the critical heartlands. This WWII could easily last as long as the real one: a grim slog through central and eastern Europe to Moscow and perhaps beyond.

The war against the Soviets will surely lead to a more positive image of Hitler worldwide: "Uncle Adolf" Hitler replacing "Uncle Joe" Stalin of our history in Anglo-American propaganda. Meanwhile, Nazi ideas spread – Jews face oppression everywhere in Europe, and the few who slip through America's new immigration limits find themselves second-class citizens. Some groups may enjoy playing out the slow realization of their allies' horrific nature even when it is hard for them to do anything about it. Others may start looking for ways to sabotage the German war effort even if it means prolonging the conflict.

A military campaign is a good place for just such horrified realizations, since British troops (and American, once they're involved) will be fighting alongside the Germans, unlike the distinct Eastern and Western fronts of our WWII. Logic would dictate that the Nazis refrain from atrocities until the war is won, to avoid alarming their allies – but the Nazis never paid much heed to logic. The SS, in particular, can be expected to indulge in gratuitous slaughter if they get the opportunity.

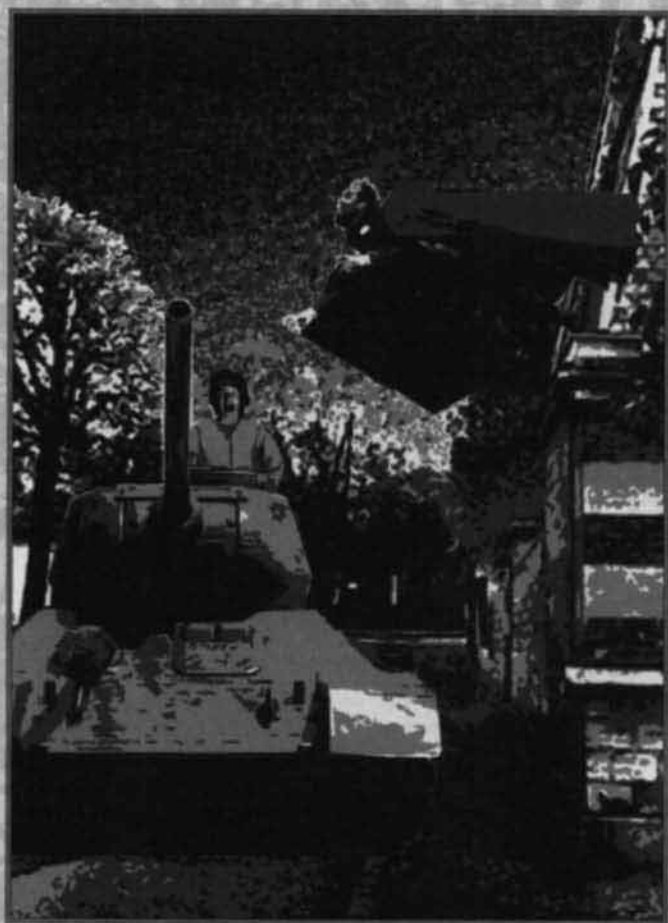
At the end of the conflict, Hitler will find himself with a huge army in a prostrate Russia, just like he always wanted. He will certainly refuse to surrender conquered territory, whatever partition the diplomats try to work out. A *Kalter Krieg* with Germany's erstwhile allies is inevitable as the full power of the Nazi state is turned toward oppressing Eastern Europe's Jews and Slavs on a truly epic scale.



THE COMMON THREAT

The Axis and the Anglo-American democracies might have cooperated against the Soviets (see box, p. 18). The Nazis and the Soviets actually *were* allies for two years, though they never fought together (see box, p. 17). Beyond those options, you can use overt weirdness to turn any WWII opponents into allies, either by transforming one of the belligerents or by introducing an external threat. If only one power has black magic, for instance, it's a strong reason for everyone else to gang up on them. Start with p. W167 (or the rest of this book!): German necromancy would not actually change the geopolitics of the war that much (since they were already fighting all their neighbors), but it's another matter if British contacts with Faërie (p. 127) result in an Unseelie takeover, or if U.S. technomagic results in too many demons being summoned by failed spell rolls. Perhaps both Nazis and Soviets have to cooperate to put down an outbreak of vampires in Eastern Europe.

An external Weird Menace can take many forms, depending on which sides you want to force together, as well as the desired tone. In a world of *Cliffhangers*-style pulp adventure, the Americans and Japanese might be forced to cooperate against the Si-Fan Triads of Fu Manchu, or a sudden rash of atomic dinosaurs. Alien invaders such as the Sagittarians (p. 113) could drive together even Japanese and Americans (by landing in the Philippines) or British and Germans (in the Middle East).



Combining the two scenarios leads to a world split four ways between Nazis, Soviets, Japanese, and Anglo-Americans. Japan has less prominence in such a timeline, since the flashpoint will remain in Eastern Europe; if it gives them the opportunity to consolidate their gains, they probably won't mind. American underestimation of Japanese technical prowess in real history implies that they will be just as surprised in this alternate timeline. Perhaps the PCs are spies or special ops specializing in Japan who must keep trying to get the attention of superiors preoccupied with the Nazi and Soviet threats.

THE NEXT WAR

An armistice timeline offers the opportunity to fight World War II again with the Axis/Allied balance tilted in either direction, and with more advanced technology, but nuclear weapons will either deter any such WWIII, just as they did in *our* timeline, or make it a lot shorter and less interesting than WWII (see *The Armageddon Option*, p. 13). The GM can get around this problem by holding back the technology. Absent the Manhattan Project, it is not clear when the bomb would have been built and who

would have built it, but it doesn't take much handwaving to postpone it well into the 1950s.

Technology can be also projected far forward instead of being retarded, neutralizing the A-bombs in some way that fits the tone of the game. Space-based anti-missile technologies fit into a more realistic (or at least traditionally SF) campaign, while *Atomic Horror*-style games can just introduce nuclear dampers devised by a crazed Nazi scientist or reverse-engineered from a flying saucer.

REICH-1

An example of *Kalter Krieg* turned hot is this Quantum 4 timeline from the "Infinite Worlds" setting. Germany forced an unequal peace on Britain after destroying the BEF at Dunkirk, and went on to defeat the Soviet Union while the United States ignored Europe to crush Japan. Neither has yet developed nuclear weapons, although both have active research; Heisenberg (see box, p. 67) diverted the German program and the U.S. scientists only began work after the war.

After Hitler died in 1949, Himmler purged the party and took sole power. He began the next war by occupying Britain, despite his admirals' warning that Germany was not ready to challenge the Americans. Sure enough, the United States is currently blockading Europe's entire Atlantic coast, its jets proving equal to the best the Luftwaffe can field. Battles against the Wehrmacht in India and Siberia have been less successful, but America is slowly assembling a gigantic invasion force in Iceland, and as yet the Germans have no idea of its intended target.

ALLIED VICTORIES



The final category of World War II alternate histories are those in which the historical changes favor the Allies instead of the Axis powers. These might seem to violate the spirit of an alternate-WWII game, but they offer more options than are immediately apparent.



THE WEST IS RED

A strong case can be made that Russia defeated Germany: They withstood the worst attacks and the majority of German military power, and eventually sent the most powerful army of the war steamrolling west over all German opposition. Although Stalin demanded a second front every time he spoke to Churchill and Roosevelt, it was clear by mid-1943 that he was going to win even without one, sooner or later.

If the D-Day invasion had been repulsed (p. 11), due either to superior German intelligence or simply to continued storms, the Anglo-Americans could not have mounted another invasion of France for months at best. Meanwhile, the crushing Russian victory two weeks later broke the German front in the east and pushed them back into Poland. Even if the Germans commit their reserves to a last counterattack in the east (an "Eastern Bulge"), by this time the Russians understand how to fight Germans. In 1945, with German resistance proven inadequate, the question becomes how long it would take Stalin to send the Red Army as far as he wanted. Would they stop at Berlin? Or the Rhine? Or perhaps not until the English Channel?

Any variation is possible. If German resistance is strong enough, the A-bomb will end it in August 1945. But that result is much closer to our history, though with a larger East Germany and probably Austria as another Russian satellite. If the Germans retreat westward, the Red Army *might* march to liberate Paris as well as Berlin. The most likely result is probably Soviet occupation of Germany alone, quite enough of a job. Stalin might calculate that the local Communist parties in France and Italy would be sufficient to ensure continued Soviet influence there without the difficulties of attempting to exercise direct control.

Games set in a victorious Soviet timeline could center on Red Army forces advancing to the Rhine, which would combine straight military roleplaying with an increasing realization of just how far behind the U.S.S.R. is compared with Western Europe. Alternatively, the PCs might serve British, American, or French commanders trying frantically to bring their own forces to bear and prevent the Soviets from winning a total victory.

Victory Without Stalin

While the Soviet leader led his country to victory in the Great Patriotic War, it is hard to argue with the conclusion that his decisions sometimes made victory more difficult than it should have been. Trusting Hitler to keep the non-aggression pact was bad enough, but the purges of military commanders in 1937-1938 were even worse. With competent and alerted commanders, the Red Army – far stronger than the Germans believed, especially its vast reserves – could have been a far more formidable opponent during Barbarossa. The balance of power on the Eastern Front might well have shifted in 1942, without the see-sawing of reality.

If Stalin had been removed for failing to predict Barbarossa (as he seems to have half-expected), his successors would not have been in such a good position. Still, like Hitler, Stalin's interference with his generals posed occasional strategic problems – and, as long as the country held together, the eventual outcome on the Eastern Front would have been the same.

For a particularly sunny alternate history, make the post-Stalin government Russian nationalists whose pragmatism overrides their Communist ideology, or even constitutionalist true believers. There was widespread expectation in Russia that the sufferings of the Great Patriotic War ought to produce *some* results beyond further oppression. Russian soldiers had seen the prosperity of the West; they had been forced to learn initiative; many of them had met soldiers from the democracies – and they returned to a massive wave of propaganda and new arrests (in which officers were prominent), which filled the prison camps beyond even their pre-war levels. Almost anyone other than Stalin might have relaxed totalitarian controls, given their prestige as saviors of the Motherland and the demonstrated effectiveness of Russian patriotism to legitimate rule. Genuine cooperation with the wartime Allies should not have been out of the question – especially with Marshall Plan aid attached.

SCREAMING EAGLES

After America finally entered WWII, it had little cause to complain about the historical course of the conflict. Still, timelines in which the United States does even better are going to be the goal of many a *GURPS WWII* game with players taking an American role.

After Midway, it is not easy to see how the United States could have been much more successful in the Pacific. Battles were often bloody, but the initiative had permanently shifted

from Japan to the Americans. There are more options in Europe – not only individual battles, but whole campaigns that never happened. American planners proposed two possible early invasions of France, for instance: a small-scale attack in September 1942 and a full-scale invasion in the spring of 1943. The second scenario seems especially promising in retrospect (casualties might have been high, but then the Sicilian and Italian campaigns would have been unnecessary). A later change point also offers the chance for military campaigns to go beyond the historical results:

Patton Unleashed

An increasingly popular idea among military historians is that there was a real chance to end the war in Europe in the fall of 1944. Certainly Gen. George S. Patton thought so. Given adequate supplies, especially of gasoline, Patton was convinced that he could have closed the “Falaise Gap” in August 1944 and trapped the entire German army in the west. Failing that, he could have driven through the German forces left in scattered disarray by the speed of the Allied advance. If the Germans in Lorraine could be struck in September, before they could dig in at the border defenses, there would be no military opposition left between the 3rd Army and Berlin while the Russians still battered their way into Poland. This “American blitzkrieg” is an ideal setting for American PCs to make progress far beyond that available in our history. It would redirect the supplies for the historical Market-Garden failure for an operation that has at least a chance of literally ending the war. The war against Germany, anyway . . .

On to Moscow

Of course, though Patton wanted to fight the Soviets, it would have been politically impossible for him to do so during or just after the fall of Germany. If the group still *wants* to game out Patton vs. Zhukov matches, and fight the Red tide back across the rubble of devastated Eastern Europe, the key figure is Stalin. Perhaps he decides to drive toward the Atlantic after all (though such an insane risk would be wholly out of character . . . and thus a sign of covert weirdness at work). Perhaps he simply dies, and thus starts a civil war among the victorious Soviets in which one faction asks the Allies to intervene. Or perhaps the discovery of Russian psonics experiments forces Stalin’s former allies into a preemptive strike.

In any case, the initial battles will depend on how soon the West can bring its overwhelming logistical and air advantages into play. One can picture either a desperate holding action in the ruins of Berlin, or Montgomery’s tanks growling across the Polish plains beneath total Allied air superiority. Of course, even a successful Western offensive will run into the same problems – an overstretched front line, fanatical Soviet resistance, and punishing weather – that doomed Barbarossa. Casualty-averse American planners will begin to accept German “volunteers,” and may later simply re-arm whole divisions of surrendered Wehrmacht troops and ship them east to fight in Patton’s blitzkrieg, opening anew the question of post-war German independence . . . or even building the cadre of a new Fourth Reich.

THEIR FINEST CENTURY

Of the “Big Three” Allies, Great Britain probably stretched its resources the most to fight WWII. While British casualties were lighter than Russian (even proportionately), the Soviets still ended the war as a superpower and the British did not. For an alternate history in which the U.K. *does* come out a superpower, they need a greater resource base. One way to manage it would be to use Churchill and de Gaulle’s (historical!) offer of “an indissoluble union” of the French and British people to turn the post-war E.U. into an unambiguously British-led superstate – although this change will affect the postwar world more than the war itself.

Another option would require an earlier historical change point, picking up on one of the several schemes to integrate the overseas Dominions into a true union with Great Britain, adding Canadian, Australasian, and perhaps South African resources. Then Japan invades India, discrediting the collaborationists among the independence movement, and shooting those such as Gandhi who won’t join in. The Indian Front provides a great setting for a military campaign, and welds the Empire together in the forge of war. A Parliamentary union with the Dominions and economic union with India gives the British left, which they need after the United States sinks back into postwar isolationism and leaves them as democracy’s front line against the U.S.S.R. Fortunately, Canada has the largest uranium reserves in the world . . . PC groups in this game should emphasize the multinational aspect of British power, which is even more pronounced than in real history. Social Stigmas should be reduced or abandoned, although some national stereotyping can remain (see p. W39).

THE UNITED NATIONS

Many on the Allied side hoped that the war would produce an effective world government as the only alternative to future conflicts. The fundamental Western/Soviet division made the idea impractical; an alternate history that revives it will need to replace Stalin with a government (or possibly more than one) enthusiastic about the idea. The proposed Anglo-French union might also serve as a model. Liberated areas, in no position to complain about sovereignty, are enrolled in the United Nations either as members or directly administered territories. Once the United States turns over its nuclear weapons to the new organization, it should have all the teeth it needs to keep the peace.

Alternatively, a war ending in armistice could turn the U.N. into a more hypocritical and high-minded version of the “Spheres of Influence” result from p. 17, with the new organization a fig leaf for the division of the world along modified colonial lines. Now that Germany and especially Japan have “a place in the sun,” all the powers have an interest in maintaining colonialism (even the Soviets, as they learned in 1991). The U.N. mandate to keep the peace provides all the justification they need, as well as a continuing excuse for a military-focused campaign.

THE USS WHO?

Time travelers are often just a few intrepid individuals striving to leverage their future knowledge into major historical changes with few or no other resources. And throwing a few PCs back to WWII without warning is a perfectly good basis for a campaign.

On the other hand, who is to say that it's more "realistic" for six people to be flung back in time than 6,000? Following the lead of the movie *The Final Countdown*, a temporal anomaly could introduce Adm. Chester W. Nimitz, commander of the Pacific Fleet, to the modern nuclear aircraft carrier that bears his name. A "War at Sea" campaign based on ship command (see p. W162) is most suitable here, since it provides a ready excuse for keeping the time travelers together.

This will quickly turn from a military campaign into a game of high politics; fighting against the enemy will be one-sided, and should be over quickly. (Unless more weirdness is added, of course. Perhaps a Japanese battle group from the Reich-5 timeline appeared at the same time as the *Nimitz*.) Culture clash with local allies will be much more long-lived. How is the 1940s military going to feel about 1990s racial integration? How is the White House going to react to news from the future about their Soviet ally?

A more purely military game could transport back a ground or air unit from NATO, or from modern Russia (Soviet or post-Soviet), stationed in the European zone. Even a huge technological edge will take some time to exploit if the unit appears in the middle of the war zone, and fighting their way out should provide the players with a surfeit of straight military roleplaying.

For a different twist, drop a battalion of the Israeli Defense Force back in time to, say, the Warsaw Ghetto – or just transport the entire nation of Israel back 60-odd years and see how this new Ally appearing in the Middle East affects the course of the war.

Assuming the Germans continued to attack (not a certainty, since some elements of the military might have moved against Hitler when his strategy faltered), France would probably have been beaten – but the strategic and political equations would be different. Germany did not have so many mechanized divisions that they could ignore losses; perhaps more important, the glow of invincibility which hung on the Wehrmacht after the fall of France would have dimmed after a hard-fought campaign. One wonders how less overconfident Germans would have approached the attack on the Soviet Union – would they have been content with such limited winter supplies? On the other hand, if Barbarossa had been delayed, the Russians would have had more time to improve their equipment, training, and organization.

It is also possible that the French government, in lieu of surrender and the Vichy regime, could have continued the war from Algeria, with substantial naval and air power. The Axis might have been expelled from North Africa in short order – or the southern front might have attracted Germany into a Mediterranean strategy (p. 7) despite Hitler's preferences.

THE FORGOTTEN ALLIES

The Allies included literally dozens of countries aside from the "Big Three" at some point during the war. Most of them could play a major role in the war only with lots of overt weirdness: Brazilian voodoo masters curse the Axis, djinn come roaring out of the Arabian desert, the Aesir (p. 55) return to help Denmark and Norway instead of Germany. But two, whose status as major Allies was enshrined in the U.N. charter, deserve special attention:

France

No one expected France to collapse so quickly, and in strictly military terms the outcome could have been otherwise. The German blitzkrieg was vulnerable to a counterattack if the French had been able to coordinate one. With better intelligence work, French forces could have put up a respectable defense to the Ardennes offensive. Or, if the Germans had followed their original intention and attacked through Belgium, the French plans would have been more useful and might have been able to set up a defensive position, or at least weaken the German mobile forces sufficiently to make exploiting their victory very time-consuming.

China

Though hardly even pretending to have a modern military, China still absorbed the efforts of millions of Japanese soldiers, with vast though ill-equipped armies and more partisans than the rest of the world combined. The challenges to enabling China to field an effective military are immense; no change point during the war has a realistic chance of succeeding. Perhaps with a leader of much greater brilliance than Chiang Kai-shek, and preferably with the Communist threat removed or co-opted, China might build up an effective field army – though even then, modern equipment would be in very short supply.

On the other hand, the popular literature of the period provides ample support for using China as the campaign focus of weirdness. On the benevolent side are Shaolin masters and other mystic martial artists; their malicious counterparts are the secret agents and fiendish poisons of the insidious Dr. Fu Manchu. Either or both might be willing to strike against the Japanese invaders, and it's hard to say which will be more confusing to straightforward American GIs. If China (or better, Tibet – see p. 122) acts as the epicenter for mystical weirdness, it can spread to the Japanese, the British in India, Americans in China, and even to the odd German or Russian archaeologist.



THE PHILADELPHIA EXPERIMENT

In UFO lore, the destroyer escort USS *Eldridge* disappeared into thin air in mid-August or late October 1943. Allegedly, the ship became invisible, dematerialized, and traveled through space and time from the Philadelphia Navy Yard to Norfolk, Va., and back. Side effects, including crewmen becoming insane and even sinking through the ship's decks, led the Navy to drop this research. This "Philadelphia Experiment" supposedly was applying Einstein's unified field theory, Tesla's power fields, or both, under the auspices of a Project Rainbow. The Navy denies the story, but it has become a legend, inspiring several books and a 1984 film.

A possible basis for the story may have been experiments in degaussing, in which an electric current makes a vessel "invisible" to magnetic mines. Someone may have started wild rumors after misunderstanding sailors talking about this. Some writers have suggested that the *Eldridge* may have been fitted with experimental anti-radar devices. The following options can emulate this realistic explanation. P. 61 explains the TL notations. The *Eldridge* would be built as a Heavy Corvette (see p. W119) with surface area of 10,000 sf.

Stealth TL(6+1)

Stealth technology involves coating the hull with radar-absorbent paints or sculpting it to minimize radar reflection. Stealth can be either basic or radical; a vehicle cannot have both types. Open mounts, exposed or cycle seats, biplane or triplane wings, or masts are incompatible with radical stealth.

Type of Stealth	Weight	Cost	Radar Detection Penalty
Basic	4 lbs.	\$60	-3
Radical	8 lbs.	\$600	-6

Weight and cost are per sf of surface area. Basic stealth for the *Eldridge* would weigh 20 tons and cost \$600,000.

Deceptive Jamming TL(6+1)

Deceptive radar jammers detect incoming radar pulses and send out signals that mimic them, but with time delays and distortions that produce misleading readings. A jammer has two components: a core unit and an antenna array. The array weighs 0.2 lbs. and costs \$10 per sf of vehicle surface. A single core unit protects an entire vehicle of any size.

Core-Unit Rating	Weight	VSPs	Cost	Power
2	200 lbs.	1.6	\$20,000	10 kW
3	300 lbs.	2.4	\$30,000	15 kW
4	400 lbs.	3.2	\$40,000	20 kW
5	600 lbs.	4.8	\$60,000	30 kW
6	1,000 lbs.	8	\$100,000	50 kW

Subtract core-unit rating from radar rolls to detect the vehicle (see pp. W154-155). Deceptive jamming for the *Eldridge* would require an antenna array weighing 2,000 lbs. and costing \$100,000 and any one of the core units.

If a vehicle has both stealth and a deceptive radar jammer, apply both modifiers to radars looking for it.

PHILLY WITH CHEESE

Superscience offers flashier effects. The following have 2x a deceptive jammer's weight and volume, 10x cost and power.

Invisibility Screen TL(6+n)

A distortion field covers the vehicle with an artificial mirage; apply jammer rating as a penalty to Vision. This cannot be used with stealth, unless that stealth takes the form of a vehicle made of glass or other transparent materials!

Psi Screen TL(6+n)

This hides the vehicle from observers' minds, acting as a telepathic Mind Shield (pp. B169-170) with effective skill 8 or less and effective Power equal to rating. The GM may also have it create psychic "invisibility" (using Illusion power from p. P21) by suggesting the vehicle is insignificant; treat as a penalty to all Sense rolls equal to screen rating. Mechanical sensors (cameras, robots, etc.) ignore these penalties.

Phase Shifter TL(6+n)

A vehicle may also "vanish" by changing planes via shifting vibrational frequencies, rotating into another dimension, or other pseudo-science found in the era's pulp fiction. A side effect is that Vision and all sensors take a penalty equal to core-unit rating, but the primary effect is insubstantiality. This gives a PD bonus of twice rating; attacks may pass right through the vehicle! Its targets gain the same benefits against it.

Phase Teleporter TL(6+n)

Another way to "vanish" is to go somewhere else. The *Eldridge* allegedly took 15 minutes to six hours for its 300-mile trip, so it wasn't instant "teleportation" but more like a small-scale *GURPS Space* hyperdrive. Roll against 2x rating to begin this teleportation, with a minute delay after any failed attempt. The vehicle enters distorted space-time (called "the Green Zone"). Navigating accurately requires a Piloting (Phase Teleporter) roll, at -5 for unfamiliar destinations. The device may allow time, parachronic, or dimensional travel.

PHILLY WITH EVERYTHING

A wildly experimental Project Rainbow engine may produce all of these effects, unpredictably. Crew and scientists may struggle to figure out how to make them predictable and return to normal reality. Some stories suggest the *Eldridge's* crew became unstuck in time or dimensions - a great hook for a *Weird War II* PC crew! Some gained the ability to vanish in some way or stop time, or other psychic powers such as pyrokinesis. This could provide an origin for several supers (p. 106). The "phase shifter" effect probably works best for this. It could let the *Eldridge* bring back aliens, gods, or monsters from other dimensions as foes or fellow heroes.



2. IN THE SHADOW OF THE SWASTIKA

Social upheaval, apocalyptic ideology, and global conflict defined the early 20th century. WWII made these manifest, shattering the mold of “civilization” and transforming the human race. But to what end?

"In politics, nothing ever happens by accident. If it happens, you can bet it was planned that way."

— Franklin D. Roosevelt

Both Hitler and the Allies reveled in conspiracy theories, blaming "Judeo-Bolshevism" or "the fascist Fifth Column"

for international affairs and individual actions, alike. This chapter not only shines a spotlight on the men behind the curtain of WWII but speculates about who — and perhaps what Illuminated agenda — they worked for.

Many of the players are quite familiar . . . but not all. Many of the explanations are quite reasonable . . . but not all.

NIGHT AND FOG



As the blood soaked into the trenches and poppy fields of Belgium and France, more was being spilled in quiet capitals and dark alleys around the world. Before the gas and smoke had cleared from the Great War, some people had begun planning the next one. Like the "night and fog" the Nazis wrapped around their victims, the cloak of conspiracy settled over a world at uneasy peace.

SOME BAVARIAN ILLUMINATI

The Nazi seizure of power was a grand conspiracy that worked.

Many wrote off the embryonic National Socialist party after the fiasco of the 1923 *Putsch*, but Hitler and his cronies learned from their mistakes, and scrapped the idea of a single, grand gesture. Instead, they would use the very institution of Weimar democracy against itself.

Hitler exploited several factors. His core asset was his political savvy — Hitler had an acute understanding of political propaganda unmatched by the opposition. He also commanded a tight cadre of loyalists who worked fervently on his behalf. This inner circle — Göring, Himmler, Hess, Ernst Röhm, and others — stopped at nothing to recruit as many as possible to the cause. The Nazis fanned out across Germany, standing as candidates, organizing local rallies, spreading propaganda, and cracking opponents' heads. Incredibly, such heavyhanded tactics were *de rigueur* in postwar Germany. Dozens of fringe parties vied for Reichstag seats under the country's muddled parliamentary system. Socialists, Communists, conservatives, and Nazis fielded "political militias" that marched through towns, proselytizing and rioting. The Nazi SA, or "Brownshirts," were the most brutal of the lot, tangling in pitched street battles while *Gauleiter* (regional party leaders) tailored the Nazi message to local audiences.

Support and votes increased; by 1933, the National Socialists held close to 40% of the Reichstag — the largest single voting bloc. The Weimar government accommodated the Nazis to maintain stability, fearing if Hitler were not placated politically, his followers would react violently. Finally, the anti-Nazi forces could no longer ignore the inevitable. On Jan. 30, 1933, Adolf Hitler was named chancellor of Germany. Hermann Göring was named minister without portfolio and fellow Nazi Wilhelm Frick was named minister of the Interior. The Nazis had achieved a relatively bloodless coup.

HITLER'S GNOMES

Adolf Hitler would never have succeeded left to his own devices. His ascendance benefited from a serendipitous and mutually cynical alliance with Junker landowners, Prussian army officers, rich industrial cartels, and conservative politicians. These business leaders possessed wealth, power, and social status, but little popular support, and regarded Hitler as the perfect stooge for their agenda.

Multimillionaires like steel magnate Fritz Thyssen, arms manufacturer Gustav Krupp, and coal baron Hugo Stinnes warmed to Hitler's charisma; after meeting Mussolini in 1927, Thyssen joined the Nazi Party and persuaded his fellow plutocrats to sponsor Hitler. From that point, campaign capital was never lacking. The steel and coal industries raised prices through an obligatory "tax," and funneled the money into Nazi campaign chests.

Heavy industry in Austria, Bavaria, and Württemberg also contributed. Swiss bankers sent 330,000 francs for the 1930 Reichstag elections. Influential Dutch intellectuals directed money to Thyssen's pet project. Even the French directors of the Skoda-Works armaments company, based in Czechoslovakia, contributed to the effort — a down payment on their future subjugation.

Hitler repaid his backers in spades. Thyssen became minister of Economics in the Nazi government, giving him absolute power over all German industries. Hitler abolished all trade unions and confiscated their treasuries, reducing German labor to serfdom. Unsympathetic bankers were ousted on trumped-up charges or forcibly "retired." Thyssen could dictate wage and price controls as he wished. Hitler reoccupied the Ruhr valley and began full-scale rearmament, sating the steel, coal, and weapons lobbies.

Foreign backers — Swiss banks in particular — also reaped the benefits of Nazi policy. Shortly after the Austrian occupation, Jews were forced to register their property with the Gestapo. As war crept closer, the Nazis actively encouraged Jews to emigrate, but they could only buy visas by selling family heirlooms, gold, and jewelry at cut-rate prices. The Swiss offered terms far below market value, dutifully storing the items away in their vaults and willfully ignoring their provenance. Some banks even insured items, promising to honor claims after the unrest blew over. All that would be needed was the proper documentation; the Swiss, after all, are sticklers for propriety.

The Germanenorden

The ideological basis for Nazism appeared years before Hitler. The frustration and unmooredness of *fin de siècle* Europe encouraged a host of fantastical occult societies, founded and supported by persons from every social level. Wealthy industrialists helped the defrocked monk Jörg Lanz von Liebenfels purchase the castle Werfenstein in Austria as the headquarters of one pioneering society, the anti-Masonic, anti-Semitic Order of the New Templars, in 1907. Liebenfels and contemporaries like Guido von List (p. 51) were critical in the evolution of the *völkisch* movement, which coupled the virtues and symbols of old Norse mythology with German nationalism and influenced many disaffected individuals, Hitler being the most famous.

War fever ratcheted up these societies' militancy; the war's loss and the creeping specter of Communism further stoked their radical nature. In 1912, the neo-pagan publisher Theodor Fritsch founded the Germanenorden, a radical right-wing aristocratic society dedicated to *völkisch* ideas, anti-Semitism, and the eradication of Freemasonry. Reveling in elaborate rituals featuring knights, kings, and the ever-popular forest nymphs, the Germanenorden developed the new theosophical ideas and talked about a preternatural, "perfect" Aryan race from which the German nation descended. Decrying internationalist movements like capitalism, Christianity, Freemasonry, and Communism as sappers of Germanic strength, the Germanenorden sought to purify the national spirit. It worked out of sight of the decadent and Bolshevik-infested Weimar Republic, preaching, recruiting political assassins, and planning to topple the postwar government.

The Germanenorden's heavy, theosophically based ritualism and calls for social anarchy parallel that of several "Illuminated Templarism" movements in Germany – perhaps they have a connection to the Teutonic Knights? – and as such could be seen as pawns in some Illuminated games, considering their Bavarian origins. And Werfenstein looks like an ideal place to smuggle stolen gold, art, or fugitive Nazis out of Allied range.

The Reichstag Fire

Of course, matters would improve for these groups if the government were obliging enough to burn down first. On the night of Feb. 27, 1933, one week before the first parliamentary elections under Adolf Hitler's month-old chancellorship, the Reichstag building was set ablaze. Ignited by a mentally deluded, fame-seeking, half-naked Dutchman named Marinus van der Lubbe, the fire raced through the building, setting off a tremendous explosion that engulfed the central legislative chamber and completely gutted the structure.

Panicked, Pres. Paul von Hindenburg was maneuvered by Hitler into signing an emergency decree suspending all basic civil rights until the "threat" was quashed. That never happened. Hitler used the decree to declare local governments incapable of quelling unrest (which was conveniently fomented by SA and SS thugs).

Within four weeks, Hitler replaced the eight largest state governments in Germany. Due process was eliminated; punitive sanctions were enforced for a host of newly defined "crimes." On March 23, the Nazis railroaded the Enabling Act

through a cowed parliament (see p. W:IC10), cementing the status quo and making Adolf Hitler absolute dictator.

The fire was suspicious from the start. Van der Lubbe was seen skulking through the ground floor carrying a torch minutes before the fire started, but the blaze's speed and scope was not solely the Dutchman's doing. Accelerant had been applied to the structure some time before. Göring seemed particularly guilty. He had emerged (a little too quickly) from a chauffeured car at the scene, eagerly declaring (absent all evidence) that the Communists did it. The abettors' true identities, however, were lost in the ensuing chaos.

Perhaps it was the Communists, in a frenzied attempt to shift blame to the Nazis, who had the most to gain from the upheaval that ensued. The Assassins could have set the fire hoping for a renewed wave of violence (and hopefully political murder) against one or more politicians. Of course, it could have had another cause altogether: Cabal ritual magic UFO exhaust, or perhaps localized Discordians hoping for widespread panic.

THE HINDENBURG CONSPIRACY

Over 800' long, the *Hindenburg* zeppelin was the undisputed jewel in the crown of German, and world, aeronautics. The massive bird was at the vanguard of travel in the 1930s, the natural successor to the great ocean liners, a flying palace. It was a gold mine for Hitler, who regularly used it for propaganda events like flyovers during the 1936 Olympics.

On May 3, 1937, the *Hindenburg* departed Frankfurt with 97 people bound for New York. It would never arrive. Bad weather forced the great ship into a holding pattern over Manhattan on May 6. The ship reached the Naval Air Station in Lakehurst, N.J., by 4 p.m. At 7:25 p.m., 275' off the ground, the ship's tail burst into flames. Within seconds the aft gas bags ignited and consumed the *Hindenburg* in a thunderous fireball towering hundreds of feet into the sky. The craft's skeleton fell to earth 37 seconds later. Thirty-five people perished.

Neither government pressed the ensuing investigation; the Americans feared an international incident, and the Germans were embarrassed at the possibility of a design flaw. Several theories made the rounds, from leaky gasbags ignited by static electricity, to the hull's flammable waterproofing compound, to outright sabotage.

Whether an engineering failure, a propitious accident, or a successful attack, the destruction of the *Hindenburg* ended the era of the great zeppelin passenger liners. Did an anti-Nazi insider plant a bomb to strike a symbolic blow against an aerophilic Hitler? Was there some mysterious cargo on board, possibly destined for Nazi agents, which had to be destroyed? The Assassins might have targeted someone on board, or the Triangle could have shot the thing out of the sky to test some secret anti-aircraft beam weapon.

THE ASSASSINS STRIKE: 1922-1932

Certainly, the whole span of years between the Great War's end and its sequel's beginnings offered a bounty of opportunity for the Assassins. A few of the more high-profile personalities who fell prey to stealthy agendas (or at least might have) include:

Walter Rathenau

A right-wing paramilitary group gunned down the Weimar foreign minister in his car on June 24, 1922. Conservatives praised the killing, denouncing Rathenau as a betrayer of German honor for negotiating with the enemy.

Or Gnome currency speculators may have authorized the murder, angry at Rathenau for attempting to stop delivering reparations payments in gold. Or Rathenau might have been a human sacrifice to a Wotan-inspired cult; he was murdered on the summer solstice, after all.

Harry Houdini

The famous escape artist died on Halloween night, 1926, in Detroit, from a ruptured appendix after a student punched him in the stomach a week before. The "student" vanished into the mists of history, but not the motives for an assassination.

Perhaps Houdini was assassinated before he could travel to Washington and teach the G-men his best secrets. Or was it a pseudo-Promethean ritual, with Houdini in the Prometheus role (as the bound man) and the unknown "student" in the role of the eagle who ate Prometheus' liver (or struck at Houdini's appendix) to punish him for "liberating" the human animal from the "darkness" of theosophical mumbo-jumbo in his role as a famous séance debunker?

Geli Raubal

Angela "Geli" Raubal, Adolf Hitler's niece, was the Führer's closest female companion during his early political career. Whispered rumors had the two in an incestuous relationship; other rumors had the unbalanced, promiscuous girl sleeping with members of Hitler's uniformed staff. Geli Raubal was found shot dead on Sept. 18, 1931, in the Munich apartment she and Hitler shared, an apparent suicide. Hitler had idolized his niece; her death nearly drove him to a nervous breakdown and out of politics.

Perhaps a foe of Hitler's paid for the murder, banking on Hitler irreparably cracking. Or maybe, like Rathenau, it was a form of sacrifice, to create a sort of "cult" around her memory - which did, to a degree, happen.

Paul Doumer

The French president was murdered in May 1932 by a deranged Russian anarchist (and possible Soviet agent) named Paul Gorguloff, who also planned to murder Trotsky, Hindenburg, and Czech Pres. Thomas Masaryk. Was Doumer's death the lone act of a single madman, or was the "crazed" Gorguloff the linchpin in a continent-wide plan of mass political murder, perhaps while under the ill effects of a prototype Assassin combat drug?

Franklin D. Roosevelt

In March 1933, at a political rally in Miami for the president-elect, an unemployed bricklayer named Giuseppe Zangara fired five shots at FDR. He missed all five times, but struck and killed Chicago Mayor Anton Cermak. Zangara was quickly tried and executed five weeks later in Florida. His words at the time of his arrest, wherein he professed hatred for "anyone who is rich," planted an anarchist conspiracy in the minds of the public and the law.

Cermak, however, had his own group of enemies; he had defeated mob-coddling "Big Bill" Thompson in 1931, and his personal police force had raided Al Capone's headquarters and shot Frank Nitti, Capone's enforcer. Did Capone order a hit on Cermak, figuring he could get FDR in the bargain? Or did allies of the Gnomes order the FDR job, hoping to prevent the repeal of Hoover-era banking policies that were collapsing the American economy?

THE ASSASSINS STRIKE: 1933-1939

It would seem reasonable to assume that, once the Nazis seized power, the rate of killing - at least in Europe - might slow down, but reason seems to have absented the premises . . .

Engelbert Dollfuss

Dollfuss, the Austrian chancellor, arrested hundreds of Austrian Nazis, including several local mayors, for terrorist bombings throughout 1933. On the afternoon of July 25, 1934, eight trucks of Austrian Nazis disguised as guards stormed the seat of the government and shot the chancellor. The assassination went like clockwork, but the abortive Nazi coup afterward fell apart in two days. Hitler was the prime suspect; the Führer was quite open about annexing Austria, and his alibi was flimsy to the point of insulting.

But was the murder supposed to play out as it did? Did a pocket of Assassins miscalculate the ease of the operation? Or did a rival group of Austrian-based Illuminati try to carve out their own fiefdom by trumping up a Bavarian-backed attack?

King Alexander of Yugoslavia

One of the most hated and feared dictators in Europe, King Alexander of Yugoslavia, was assassinated by Vlada Gheorghieff on Oct. 9, 1934, during a visit to Marseilles. The bullets felled Alexander and French Foreign Minister Louis Barthou. This assassination was the first to be captured on film; a Fox Movietone newsreel crew covering the king's arrival in France filmed the gunman leaping onto the running board of Alexander's car and firing at the vehicle's occupants. The grainy newsreel (banned in France, Germany, Hungary, and other countries) was heavily edited, jump-cutting between blurry, far-off shots of the assassin's leap, the crowd's panic, and the dying king.

Was the event staged? For that matter, at least six would-be assassins of various nationalities had descended on Marseilles that day, bent on killing the king. Was the whole thing an Assassin recruiting test?

Sergei Kirov

Many Kremlin insiders considered Sergei Kirov, the even-keeled #2 man in the Communist Party, a replacement for the increasingly paranoid Stalin. On Dec. 1, 1934, Kirov was assassinated in his Leningrad office building by a failed party functionary, Leonid Nikolaev, despite the nearby presence of four NKVD agents and Kirov's own bodyguard, a man named Borisov. The NKVD made sure that Nikolaev "committed suicide" in his cell after confessing – and Borisov fatally "fell" out of a truck the day afterward.

Of course, how a disgraced functionary got access to a party inner sanctum is another story. Was Nikolaev spirited into the building by a Tesla teleportation device? Or did he harness the power of invisibility, possibly from the strange energy of the Tunguska meteorite?

Huey Long

The powerful, flamboyant Louisiana senator aspired to become president, promising to outlaw the Republican and Democratic parties and serve as the "dictator of this country." On Sept. 8, 1935, in Baton Rouge, a lone assailant shot Long once in the stomach as he crossed the state house's lobby. Instantly, Long's bodyguards, who had been waiting to meet him outside the elevator, unloaded a ricocheting hail of bullets. Sixty-one slugs hit the assassin, Dr. Carl Weiss.

Weiss' own motives aside – his father had gotten on Long's bad side – the list of suspects reached clear to the White House. Furthermore, Long's own bodyguards were all the way across the room at the time of the murder, and immediately after Weiss fired his lone shot sent a barrage of bullets toward the assassin (and presumably Long as well). Was the real assassin an inside man?

THE ASSASSINS STRIKE: 1940-1943

As unrest blossomed into war, the mass deaths of ordinary citizenry did not slow down the attacks on key personalities.

Leon Trotsky

Exiled from Russia in 1929, Trotsky was pursued by Stalinist agents throughout Europe before receiving asylum in Mexico. He and his wife managed to settle down (relatively speaking) in Coyoacán, outside Mexico City. Trotsky survived several attempts on his life, but on Aug. 20, 1940, a young man posing as a writer gained access to Trotsky's study and sunk an alpine climbing axe into his skull. He died the next night. The assassin, claiming to be the son of the Belgian ambassador, was a Spanish Communist named Ramon Mercador.

Mercador was sentenced to 20 years in prison. On release, he fled to Moscow and was awarded the Order of Lenin. Stalin was the obvious suspect, and certainly benefited from the murder, but other suspects might be found: Nazi collaborators in the Belgian embassy (to which the assassin claimed ties), Vatican insiders striking out at a founding ideologue of a godless government, or even Discordians testing the loss of a figure like Trotsky to the worldwide Communist movement.

Reinhard Heydrich

The #2 man in the SS, head of the *Einsatzgruppen* death squads operating on the Eastern front, and author of the "Final Solution," Heydrich maintained a reputation for ruthlessness. When Hitler appointed Heydrich reich protector of Bohemia-Moravia, the arrogant Nazi rode around in a Mercedes convertible without armed escort, to demonstrate his total control over the weary Czechs. On May 27, 1942, two SAS-trained Czech partisans ambushed Heydrich's Mercedes near the town of Lidice, shooting him and throwing a grenade into the open car. On June 4, Heydrich died from a wound infection.

Vengeance was swift and terrible. The village of Lidice was completely wiped out, its people massacred, and the buildings razed to the earth and plowed over to remove all traces of life. While Heydrich's self-centered foolishness sealed his fate, the list of possible suspects in his death stretches far. Resistance fighters aside, some of the less obvious suspects include Heydrich's bitter enemy Adm. Wilhelm Canaris, the head of the Abwehr intelligence service. Illuminated German military officers might have ordered the killing as a warning (or practice) for a future attempt on Hitler's life.



Adm. Isoroku Yamamoto

On April 18, 1943, a squad of Army P-38 fighters ambushed Yamamoto's bomber over Bougainville Island, strafing it with machine-gun fire and sending it plummeting into the Bougainville jungles. Japanese search parties found the admiral still strapped into his seat, his eyes serenely closed and his hands around the hilt of his samurai sword, tranquil in death. The most dangerous Japanese naval commander of the war was dead.

The United States claimed that ground crews in the Solomon Islands had spotted Yamamoto's entourage and informed the fighters. In fact, the Americans had cracked the Japanese Navy's general operational code, JN25, and waited in ambush. Did Network agents tip off American decoders? Was Yamamoto carrying a new code machine on board, which had to be destroyed? Or did Black Dragon operatives, tired of Yamamoto's constant skepticism, silence the proud warrior?

THE BLACK DRAGON SOCIETY

The opening of Japan to Western trade and culture in the 19th century intertwined imperialist and ultranationalist dreams with a determination to expel "barbarian" Western influences. In 1901, Mitsuru Toyama, a powerful labor boss, mystic, and swordsman, founded the Black Dragon Society, a counterpart to his older Black Ocean Society sect, which specialized in stirring up warfare among Chinese triads and assassinating influential Asian leaders.

Black Dragons infiltrated the highest ranks of the Japanese government during the '20s and '30s, providing espionage and sabotage services to the Japanese military. Dragon agents burrowed deep into diplomatic posts around the globe, but primarily directed their efforts at undermining the empire's Asian neighbors. Agents were deeply involved in the conquest of China in the '30s, and island-hopped across the Pacific to infiltrate several strategic cities on the west coasts of the Americas.

Yet nothing compared with their role in the attack on Pearl Harbor. On Aug. 26, 1941, the Society's Tokyo headquarters hosted war minister Hideki Tojo, who made the decision there and then to launch an attack on the American naval base. Former Foreign Minister Hirota, a member of the Dragons, marshaled the assemblage to support Tojo's decision. Tojo was predicted to need about 60 days to reshuffle the cabinet and "become a great dictator." Such predictions quickly came to fruition, increasing the power and reach of the Black Dragon Society in the Asian-Pacific theater.

THE INTERNATIONAL FASCIST CONSPIRACY

With its younger generation decimated, its infrastructure in shambles, and its economy in chaos, the nations of Europe searched desperately for some idea on which to rebuild. Exploiting the postwar crises, a number of charismatic leaders glorified martial violence and chauvinistic nationhood, and gave birth to Fascism. Mussolini, Hitler, Franco, and others preached the Nietzschean "will to power," mobilized followers with bombastic rhetoric and propaganda, and led large, ritual-laden rallies and marches. Militias of war veterans and unemployed troublemakers aggressively campaigned for Fascist candidates in between kicking their foes' heads in.

Fascists spoke of recaptured honor; secretly, they sought ultimate power. While publicly entrancing followers with national myths, quasi-religious gatherings, and brute paramilitary force, Fascist leaders conspired to subvert and ultimately control governments across Europe. Groups like the Cagoulards in France maintained hundreds of underground lairs, stocked with weapons, ammunition, communications equipment, codebooks, and arms-running agreements with allies in Germany, Italy, and Spain.

The strange combination of mysticism, megalomania, and international militias that comprised Fascism is fertile ground for the GM. Perhaps the Illuminati shepherded Fascism along, investing in certain leaders in hopes of crushing Communism,

or the Rosicrucians supported its haphazard mysticism as a cover (or focus) for their own occult pursuits. The Gnomes may have encouraged Fascism as an answer to the Depression (which they started, of course) in order to remake national economies along more pliant specifications. The Discordians might have simply enjoyed watching hoodlums smash stuff.

Britain

Civilization's discontents encouraged British groups like the Loyalty League, the Eugenics Society, and the Vigilantes' Society to organize against socialist and Communist threats. Powerful lords and business magnates praised the verve of such groups in maintaining the social status quo. During the 1920s, groups like the British National Fascists and the United Empire Fascists enjoyed brief lives under their own tin-pot *il Duces*.

British fascism crested in the person of Sir Oswald Mosley, a former Tory and Independent MP (and Labour cabinet minister) and the leader of the British Union of Fascists. Founded in 1932, the BUF attracted semi-famous hangers-on such as Lord Rothermere, a wealthy newspaper magnate and the BUF's most generous benefactor. With Rothermere's backing, Mosley dreamed of a Mussolini-style takeover of Britain, with his "Blackshirt" shock troops advancing on Whitehall and arresting the prime minister. As BUF leader, he conjured up incredible schemes for reducing unemployment, even proposing a mid-city airport to be built on the roof of Victoria Station in London.

BUF troops were kept under tight discipline in a barracks in London's Chelsea, which featured a well-stocked arsenal and several "interrogation cells" for questioning recalcitrant leftists, union stewards, and other people that the BUF just didn't feel keen about. Rallies featured the usual ritual melodrama, often spiced with violence as Blackshirt stewards worked over hecklers. This practice reached its climax in 1934, when a mostly upper-class crowd turned riotous, and Blackshirts clubbed uppity audience members and ejected them, pantsless, from the building. Public distaste for the BUF escalated; Rothermere withdrew his support, and Mosley retreated to the political fringe.

Or did he? Despite the BUF's diminution, Fascism retained respect among the upper classes. Aristocrats and plutocrats alike admired Hitler and Mussolini. Throughout the 1930s, a loose grouping of isolationists regularly gathered at Lord and Lady Astor's country house, Cliveden. Attendees included the minister of Defense, the editor of the *Times*, the speaker of the House of Commons, and the supervisor of the intelligence service. This "Cliveden Set" kept in close contact with leading Nazis. They may have funneled capital to Mosley through his sister-in-law, Baroness Mary Ravensdale (and after all, the Chelsea arsenal didn't just disappear). How far they were willing to exploit their influence is unclear — relevant British records remain secret — but they seem to have plotted a Parliamentary coup against Churchill as late as fall of 1942.

An even bigger name with dubious sympathies was the Duke of Windsor, previously King Edward VIII, who had abdicated to marry the divorced Wallis Simpson in 1936, and who sat out the war after 1940 as governor of the Bahamas. The Nazis, hoping to use him as a puppet, even attempted to "kidnap" him in Lisbon in "Operation Willi."

America

On Jan. 31, 1933, the day after Hitler assumed power, a slick novelist and screenwriter named William Dudley Pelley founded the Silver Legion of America. "Silver Shirts," as members were called, spanned the social spectrum: Protestant clergymen, attorneys, blue-collar workers, former Klansmen, and even Freemasons. They supported Hitler's anti-Communist policies and published anti-immigrant screeds; like other fascist movements, Silver Shirts practiced paramilitary discipline and street-fighting tactics, and stockpiled weapons. The Legion grew popular enough to attract the eye of the McCormack-Dickstein Subcommittee on Un-American Activities, which pursued Pelley's group for subversion and conspiring with Nazi agents to control the National Guard. The Legion eventually imploded from Pelley's embezzlement of Legion funds; in 1942 he was imprisoned for treason.

Pelley's travails did not discourage others. Fascist sympathizers established several German-American organizations after World War I to support partisans in the fatherland. Ostensibly social clubs, organizations like the Free Society of Teutonia and Friends of the New Germany sponsored youth summer camps along the Eastern seaboard. In 1936, a Nazi émigré named Fritz Kuhn was elected president of the largest of these organizations, the German-American Bund. From his position as a traveling consultant for the Ford Motor Co., Kuhn expanded the Bund nationally, opening camps across the country that offered martial drilling, indoctrination, and swastika-festooned rallies along with the usual outdoor amenities. Impressionable youths studied the German language and were instructed about the Jewish menace. Adult Bundists joined groups like the Silver Legion, the Christian Mobilizers, and the Christian Front in conducting "terror parades" in New York, Boston, Philadelphia, and other cities.

These groups enjoyed cooperation from some of America's most powerful businessmen, Henry Ford in particular. A vicious anti-Semite and anti-unionist, the automobile tycoon purchased the *Dearborn Independent* solely to have a forum to dispense vitriolic anti-Semitic conspiracy theories; he was joined in spirit and rhetoric by Christian Front advisor Father Charles Coughlin. Hitler admired Ford's boldness, and Ford soon opened plants in Germany and landed lucrative government contracts. Using de-unionized German workers and later slave labor, the company's technically independent divisions in Germany and Vichy France produced many of the Wehrmacht's supply vehicles during the war.

Ford was not alone; General Motors, Chase Manhattan Bank, and other conglomerates collaborated with the Nazi state, as did the American diplomatic corps, including Joseph P. Kennedy, the famous Boston shipbuilder, movie producer, bootlegger, and ambassador to London. Power- and publicity-hungry, Kennedy charmed the British public while infuriating FDR and his cabinet by openly consorting with Nazi economists to (unsuccessfully) secure a loan of gold to the Reich.

Kennedy held Churchill in open contempt, preached open defeatism against Britain, engaged in unbelievable anti-Jewish rhetoric, and attempted to blackball Office of Strategic Services Director "Wild Bill" Donovan when the latter tried to investigate British fifth-columnists. Though Kennedy

resigned his post in 1938, some say the clan paid a dear price for his petty megalomania. Within three decades, the three eldest sons – Joe Junior, John, and Robert – would die violently and Edward nearly drowned.

Did some unknown individual (the Round Table? The Prieuré de Sion? The OSS/CIA?) campaign to destroy the Kennedy clan by any means necessary? Was someone sending Joe Senior a message? Were the Kennedys a viable branch of the Merovingians? Or just cursed?

SMEDLEY BUTLER AND THE 1933 PLOT

In the summer of 1933, several of America's most influential business and political leaders connived to overthrow Pres. Roosevelt. The coup was bankrolled by the DuPont and J.P. Morgan empires, and included the owners of several multinational companies, the American Legion, and some former presidential candidates. For their Brutus, the conspirators approached Smedley D. Butler, a retired Marine major general. Butler appeared a good choice; he was a war hero, won the Medal of Honor twice, and commanded intense loyalty from many soldiers and veterans.

The strategy was for Butler to deliver an ultimatum to Roosevelt, demanding that he step down. Roosevelt would feign incapacitation from his polio, and relinquish power. The president would create a new cabinet position, the secretary of General Affairs, who would run the government as a sort of regent, according to the conspirators' orders. Should FDR not play ball, Butler would lead an army of 500,000 veterans and force the president from office. Robert Clark, one of Wall Street's richest brokers, pledged \$30 million toward the plot, confident that "the dumb American people would fall for it in a second." Simple, effective, and virtually foolproof.

Virtuously, Butler refused at first; after being offered a substantial bribe, the general acquiesced – or so it seemed. Butler went straight to the media and friends in Congress, and blew the plot wide open. The McCormack-Dickstein committee held hearings on Butler's testimony . . .

. . . and did nothing. The investigation was a white-wash; the official report edited out the names of the most powerful schemers. The media dismissed the plot as ridiculous. Butler took to the airwaves to warn the American people, but found no interested audience.

Though the "White House Putsch" was foiled, the details vanished into the mist. Nothing came of it . . . unless you count a cover-up of the pantheon of American business scheming to overthrow the government. Or the quashing of the story by the openly pro-DuPont *New York Times*. Or the McCormack-Dickstein committee morphing into the infamous House Un-American Activities Committee after the war.

But other than *that*, no, nothing much came of it.

CLOAK AND DAGGER



Donovan's OSS, Canaris' Abwehr, and European resistance movements took the business of espionage to new heights. Daring and ingenuity were the order of the day; physical toughness and mental alacrity were standard field equipment. The spy game was a crucible in which government operatives and backroom partisans required craftiness, improvisation, and cool-headedness to survive . . . more so in a Weird War scenario, with some decidedly unconventional players of the Great Game.

MIND CONTROL

From pulp fiction to space opera to German expressionist films (p. 95), mental manipulators are common in the WWII era, usually as villains, but sometimes as heroes. For one example, E. E. Smith's *Lensmen* and their foes suppress or erase real memories, imprint false ones, or implant undetectable mental compulsions in other people (see p. L98-100). Whether based on psionics, drugs, or hypnosis, such techniques would have many uses in spycraft and conspiracy. For a fairly realistic treatment, see the skill of Hypnotism (p. B56). Hypnotism can be used to suppress memories; treat this as a contest of Hypnotism skill vs. the subject's Will. Another hypnotist can try to restore memories, with Hypnotism skill modified by the margin of success in the original contest of skill. Unaided attempts to regain memory require a roll vs. Will modified by twice the margin of success.

Note that telepathic powers can aid Hypnotism: +2 to Hypnotism skill after successful use of Sleep or Telesend (Mindwipe or Telecontrol makes hypnotism unnecessary). In some settings, psychotronic machines (p. 70) may grant telepathic powers to their users. Various drugs (see below) may make a subject more susceptible in the same way. A more cinematic version of hypnotism may have greater effects. For profound effects on a single subject, allow purchase of the Mindwipe and Telereceive skills (see p. B171) with Hypnotism at 15+ as a prerequisite. These take the stated times, but use speech rather than direct mental contact; the hypnotist need not have Telepathy power. To influence a crowd, allow purchase of the Enthrallment skills (see pp. C1139-140) with Hypnotism at 15+ as a prerequisite (Hypnotism or Psychology at 10+ with the aid of advanced drugs). A super-mesmerist (p. 96) could take either path; suitable drugs could allow the former only.

PSYCHOTROPIC DRUGS

The science of psychopharmacology, just being discovered in the 1930s and 1940s, developed several real drugs that could have useful effects. In a pulp super-science setting, more advanced drugs may be available. Such TL(6+1) drugs produce the same effects as Hypnotism, but require no skill roll; the victim may attempt to resist by a Will roll at -5. Producing complex or delayed effects still requires Hypnotism, Interrogation, or Psychology skill.

Barbiturates

The German chemist Adolf von Bayer synthesized barbituric acid in 1864. In 1904, a derivative compound, barbital (or Veronal) was prepared and its psychoactive effects recognized (barbituric acid has no such effects). Many other barbiturates followed, including thiopental sodium ("sodium pentothal"), newly synthesized in 1939. All the barbiturates are depressants, producing drowsiness, unconsciousness, or even death. Pentothal is fast-acting, which is convenient for many purposes.

To use sodium pentothal or other barbiturates, choose a desired level of effect and roll against Pharmacy, Physician, or Poisons at -1 to skill per level of effect. On a failure, the victim loses consciousness; on a critical failure, his heart stops. If the victim remains conscious, subtract the level of effect from his Will roll to resist Hypnotism, Interrogation, or relevant psionic skills. Add the level of effect to his Will for any fright checks.



LSD

In 1938, the Swiss chemist Albert Hoffman derived lysergic acid diethylamide (LSD). He did not discover its psychoactive effects until 1943, or publish them until 1947, but in an alternative history, they might have been identified earlier. In game terms, LSD produces disorientation, requiring a Will roll at -5 to resist Hypnotism or Interrogation or, in fact, to take any action requiring concentration or undivided attention. A failed roll results in a hallucinatory experience.

At the GM's option, LSD may also enhance psionic powers. Treat this as +5 to Power for one or more abilities, usually ESP or Telepathy. This automatically allows passive, unskilled use, equivalent to the Empathy advantage for Telepathy or the Danger Sense advantage for ESP. Active uses are possible, but require skill rolls at -5; at the GM's option, skills that have not been studied may default to IQ -4 for a total modifier of -9.

LSD may also have magical or ritual uses; a drug that "opens the doors of perception" may also open them to the spirital realm, the astral plane, the Dreamtime (p. 127), and so forth. LSD may also grant (or be the first step in a ritual to acquire) advantages like Awareness (p. CI33), Channelling (p. CI34), Medium (p. CI41), or Second Sight (p. CI43). It might even open the door to becoming Illuminated (p. CI38) – or create the delusion that it has.

Ritual LSD use may also grant a number of other compensatory disadvantages, of course, and even its advantages might prove Fickle or have Preparation Required (p. CI111) – 40 minutes or so to "come on" after a required dose of 200 micrograms is a rough medical average, and worth a -50% limitation (for the time and material requirements).

APPLIED MIND CONTROL

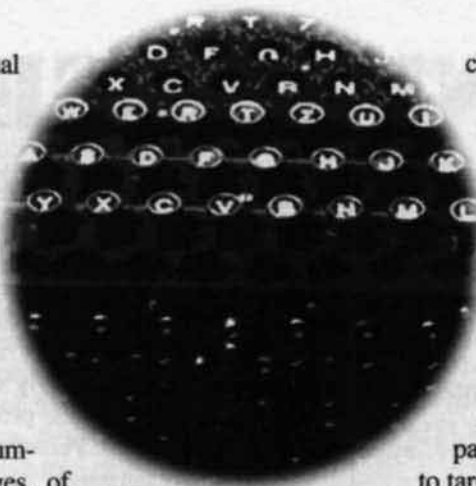
If mental control can create false memories, it can provide a nearly unbreakable cover for a spy; dedicated agents may voluntarily submit to hypnotic indoctrination. Mental control can also be used on enemy agents, extracting knowledge from their minds or implanting compulsions useful to their captors – even turning them into remote-controlled assassins. In an illuminated setting, an entire secret conspiracy might rely on hypnotically controlled agents with no conscious knowledge of their missions.

The skill of Autohypnosis (see p. CI137) also has applications in covert operations, including enhanced resistance to mind control and torture. An agent with Autohypnosis skill could learn cinematic Mindwipe techniques and use them on himself to create a nearly unshakable cover identity, maintaining a buried "core personality" with access to the true memories. A.E. Van Vogt's classic science-fiction horror story "Asylum" offers an example of this theme.

THE NETWORK'S SECRET WAR

While the government's Office of Scientific Research and Development, led by MIT's Vannevar Bush, was busy laboring on the first prototypes of computers, the bulk of energy focused on cryptography. Codebreaking became an excellent proving ground for the Network agenda.

Marveling at the prewar exploits of Herbert O. Yardley, former head of America's MI-8 "Black Chamber" codebreaking department, the Informationale (the Network's old "handle") galvanized their members to create the ultimate, unbreakable code. Cryptology departments supported by the Informationale pitted ciphers and machines against one another, while Bush and the OSRD analyzed the alphabetical systems, watching for a possible error-free computing language. Designs and theories were refined as each coding system was cracked by the newest creations – Magic/Purple, the Lorenz



cipher, the Colossus, the Enigma machine, and Konrad Zuse's Z-series (p. 64).

Competition spiraled out of control, though, and some were not above cheating or sabotage. Double agents working with German cryptographers fed data to Alan Turing and the Enigma codebreakers at Bletchley Park (more to push Turing's creation of a working computer). They also used Polish agents to grab a working Enigma machine for the British. They may have passed certain coordinates to Allied bombers to target Zuse's Z.3 device.

There were insidious aspects at work, too. Network-sponsored data accumulation, pioneered by Herman Hollerith's punch-card tabulation machine, wound up being bought by the Nazis (from Hollerith's company, IBM) to keep records of the millions of victims in concentration and death camps. Was the Network a willing accomplice in tabulating genocide? Or did the Network intend to deliver the hard evidence to Allied prosecutors at Nuremberg? Numbers don't lie, after all.

AWAKE AT DAWN?

The question of what went wrong at Pearl Harbor – missed signals, poor communication, lack of foresight – coursed through official channels immediately after the smoke cleared. Eight separate investigations convened; practically all of them blamed the Pearl commanders, Gen. Walter Short and Adm. Husband Kimmel, for acting negligently in prepping and defending the base. But later historians believe Short and Kimmel to be convenient scapegoats, and some seek further contributing factors.

Certain facts defy refutation. The Allies had cracked the Japanese Purple codes by 1940, and were freely reading messages to the Japanese ambassador to prepare for war. British planes executed a successful bombing run on Taranto harbor in southern Italy, providing further evidence of Pearl's vulnerability. Russian and British agents, including MI-5 double-agent Dusko Popov (a.k.a. "Tricycle"), passed on evidence of Japanese plans. The signs were there. No one acted on them.

U.S. entry into the war had obvious supporters, like Churchill and FDR himself. Perhaps FDR allowed the attack as a pretext for modernizing the navy. He ordered the fleet of older ships (which were conveniently docked when the Japanese hit) to transfer to the exposed Pearl base a year earlier. Was he goading the Japanese into attack to stimulate war production and assuage Gnome-backed bankers who almost drove him from office in 1933? (Or did they succeed, and was the "FDR" of late 1933 to 1945 really a double?) Dueling cryptologists could be partly to blame: Did Network agents suppress some Purple transmissions in order to gain political capital on their Asian divisions?

OPUS DEI

Stalin may have once asked how many divisions the Pope had; he forgot that the Vatican has many other assets. Founded in Spain in 1928, Opus Dei was one of the Vatican's most potent weapons, while fronting as an educational and spiritual organization giving guidance to lay Catholics. Opus Dei higher-ups used their movement's popularity to partner with the Knights of Malta in eradicating Communism. Opus Dei obtained support from Fascist regimes like Franco's in Spain with their anti-Communist zeal, and allied with the Knights to win broad influence within the Vatican hierarchy.

Pro-Opus Dei churchmen allowed the group to establish links with intelligence agencies, Fascist groups, and secret societies – the latter with help from the Knights of Malta and perhaps even the heretical Prieuré de Sion. Such connections were crucial in sustaining Vatican influence over the postwar landscape. Allen Dulles, OSS agent and future head of the CIA, got Vatican help at war's end in spiriting German scientists and Nazi fugitives out of Europe. Mafia-produced heroin and other narcotics flowed back through these same channels; were drug profits funneled into the Vatican Bank, later to be laundered by Dulles' Gnome contacts? The Vatican Bank may well have had a hand in laundering stolen Nazi gold to fund anti-Communist "freedom fighters." If true, it would definitely answer Stalin's question.



MISSING IN ACTION

Several people of prewar fame became conspicuous by their absence. Did they fall afoul of the Conspiracy?

Amelia Earhart

The world-famous aviatrix disappeared with co-pilot Fred Noonan, on July 3, 1937, near Howland Island in the Pacific. Her last transmission to the Navy cutter *Itasca* reported her low on fuel and flying blind. Earhart had encountered rough weather, including electrical storms, when her plane went missing.

Did she break a dimensional barrier? Was the "electrical storm" the Triangle field-testing a Pacific version of their Atlantic "phenomenon"? Earhart's plane could have been set upon by a Black Dragon-induced undersea monster . . . or she could have been killed by an Assassin hiding in storage . . . or posing as her co-pilot.

Ettore Majorana

Majorana, one of Italy's most brilliant nuclear theorists, boarded a boat from Naples to Palermo on March 26, 1938, and never disembarked. The investigation concluded suicide by drowning – Majorana had suffered a nervous breakdown not long before – but no one had seen him jump overboard. Adding to the mystery, Majorana reportedly inherited a host of inventions left behind by radio inventor Guglielmo Marconi, including a "death ray" successfully tested on a cow in Ethiopia.

Was Majorana rubbed out by the Allies before he could perfect Marconi's death ray? Did he "disappear" by means of a Marconi invisibility device (which would explain several people seeing Majorana in various places after the incident)? Majorana could have skipped the trip altogether to go to Project Rainbow and slip time-travel research to his former colleague Enrico Fermi.

Antoine Saint-Exupery

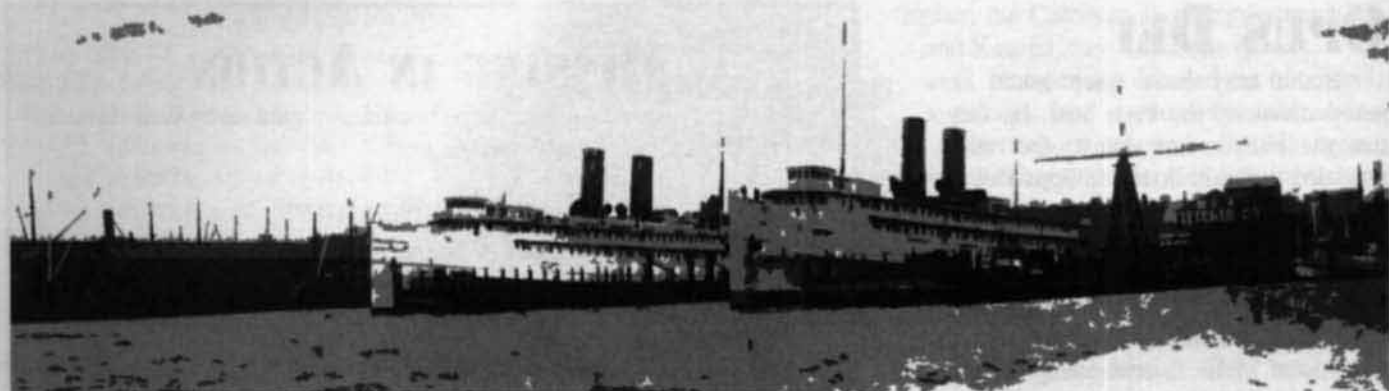
The famous French aviator and author of *The Little Prince*, the famous children's book about an extraterrestrial child wanderer from "Asteroid B612," disappeared on a reconnaissance flight over the Mediterranean on July 31, 1944. The body and plane of France's wartime hero were never recovered.

Did "Saint-Ex" see something he shouldn't have, and have to be eliminated? Perhaps he was discovered sending messages in the text of the allegorical child's tale: "what is essential is invisible to the eye." Was the book a secret code? Or was Saint-Ex called home by his fellow B612ers?

Glenn Miller

The American big-band leader took off on Dec. 15, 1944, on a cross-Channel flight to Paris, where his orchestra was scheduled to perform. Heavy fog in the English Channel and ice on the wings of the Norsemen D-64 sent the aircraft tumbling into the water. Everyone remained tight-lipped about Miller's disappearance, and rumors swirled surrounding the real cause of the crash.

Was Miller an OSS courier (his extensive travel would have made such a role possible), shot down by German AA fire? Did the plane veer off course into a "jettison area" where RAF bombers dropped their payload and caused the crash? Or did Miller actually die in a Parisian brothel – from a police bullet during a raid, or by the hand of a Mata Hari-type spy/collaborator – which made the plane-crash story necessary?



THE MAFIA'S WAR

Having lost more than 120 Allied ships to U-boat torpedoes, the Office of Naval Intelligence suspected Nazi moles radioing sub captains from New York's harbor. ONI investigators approached gangster Meyer Lansky, who in addition to his illicit dealings was an active anti-Nazi, leading packs of gatecrashers to bust up pro-Nazi meetings. Lansky directed the ONI to dapper boss Charles "Lucky" Luciano, who was doing hard time in Dannemora prison. The feds transferred Luciano to a country-club prison north of Albany; Lucky reciprocated by putting out feelers among his boys on the New York docks. "Operation Underworld" achieved quick success, with the arrest of eight German agents in New York and Chicago.

It was merely the beginning. In 1943, American intelligence asked Luciano for help in the invasion of Sicily. He contacted the Inzerillo family in Sicily (cousins of the infamous Gambino family), for the locations of the Italian Naval Command. Back in the states, Meyer Lansky got native Sicilians to pore over maps of the area with ONI agents. By the time that Patton's 7th Army landed in Sicily in July 1943, the route had been softened up by local mafioso, acting on Luciano's directives. Aided by local dons, Patton marched across hundreds of miles of booby-trapped, sniper-infested terrain in just four days.

Mafia influence grew exponentially thereafter. Vito Genovese held a top post with the occupation force; he later returned to New York and inherited Luciano's operation when the latter was granted clemency and "deported" to Sicily in 1946. There, Luciano had organized "Heroin Inc.," the world's largest narcotics-trafficking operation (later used by the CIA to launder money for arms sales to anti-Communist forces in the Third World). Key middleman Michael Sidona, a member of the Propaganda Due (P2) Masonic lodge, hand-picked the postwar head of the Vatican Bank with the blessing of P2 head Licio Gelli, close friend to the Vatican Undersecretary of State (and Opus Dei ally?) Monsignor Giovanni Montini. In turn, Montini was in charge of the Vatican escape routes that smuggled Nazis out of Germany, some of whom migrated to the Middle East, where they trained anti-Israeli forces to battle Zionists who were supplied with weapons by . . . Meyer Lansky! Ah, the favors one does . . .

THE PRIEURÉ DE SION

The Prieuré de Sion's main goal, restoring the Merovingian bloodline to the French, and all European, thrones, would have produced convoluted wartime alliances. The Vichy government believed their ideology would galvanize a "national regeneration," and precipitate the rise of a ruling elite that would bestow Christian, chivalric ideals. Prieuré leader Pierre Plantard funneled support to Vichy leaders hoping to effect this regeneration, and possibly ease the discovery of the true inheritors of the hallowed bloodline. He may have hoped to hijack the Nazi search for the Holy Grail (p. 58), or gain access to its discoveries as he had the Gestapo archives of seized French occult and Masonic manuscripts.

Plantard's support for Vichy may have put him at odds with others in the Prieuré's inner circle, who countered that Plantard's cynical partnership with a collaborationist government would ultimately fail and set the Prieuré back generations. Perhaps anti-Vichy members sent word to their Templar allies to assist resistance groups wherever possible, further undermining Plantard with his Nazi patrons.

The Prieuré probably faced its chief external threat in the Bavarians' goal of a world ruled by rational anti-monarchists. Hence, Plantard's marriage of convenience with Petain and Laval in Vichy France was all the more jarring to Prieuré purists. Moreover, the group's Templar allies would be pitted against Bavarian-hired Teutonic mercenaries, stirring up centuries-old vengeance. The question of Jesus' bloodline would leave the Vatican a central player, one that quite possibly played both sides as deftly as the Prieuré did.

Others have even more confused motivations: Charles de Gaulle, exiled in London, would have had ample opportunity to meet with Aleister Crowley (see box, p. 46) and plot the downfall of the Prieuré by toppling the Vichy pretenders. Not convinced? Then why did de Gaulle choose the Cross of Lorraine as the symbol of his Free French movement — which conveniently doubled as the Baphomet sigil utilized by Crowley? Of course, the double-barred Cross of Lorraine was an old symbol of the Knights Templar. And of the Prieuré de Sion. And it also symbolizes the Forgotten Race archetype employed by various religions. *Quel désordre.*

PUTTING THE HIT ON HITLER

Hitler marginalized or eliminated many of those who enabled his rise to power with the sort of tactics – scandal, bribery, outright murder – that would make any Illuminatus proud. Yet his unpredictability and caprice unnerved cooler heads, and as global conflict approached, military and intelligence leaders plotted to neutralize the Nazi dictator. They were not alone. More than one Illuminated faction chafed at the war's course. Possibly some enterprising Illuminati buoyed up the more promising plots . . . or, failing that, took on the job themselves.

Munich, 1938

The generals made their first attempt in the fall of 1938. The fearful plotters watched Hitler deliver an ultimatum to the Czechs, giving them until Sept. 28 to capitulate or be invaded. The conspirators' plan was to storm the Chancellery with a team of commandos, students, and volunteer workers (to give the appearance of a popular uprising) and have Hitler "accidentally" shot in the crossfire.

On the 28th, three hours before the plot was due to start, the Italian ambassador arrived to mediate the crisis. Britain's Air Minister Sir Kingsley Wood leaked a doctored report describing 1,500 Luftwaffe bombers poised to flatten London should the British object; Neville Chamberlain, already in Berlin, stayed on to begin selling out Czechoslovakia. The coup was over before it started. Obviously, strings were pulled; by whom remains nebulous. Did the Bavarians, or possibly the Round Table, pass Wood a doctored report? Did the P2 lodge tell the Italian ambassador to hightail it to Berlin? Or did the Assassins scotch the plot in a fit of pique?

The Burgerbraukeller Affair

Five weeks later, a Swiss clockmaker named Elser attended Hitler's annual speech at the Burgerbraukeller in Munich, on the anniversary of the 1923 *Putsch*. As Hitler delivered his usual 90-minute commemoration, Elser devised a plan to smuggle a bomb into the hall and detonate it during Hitler's speech the next year. Using carpenter's tools, clock parts, and 50 kilos of high explosive, Elser broke into the Burgerbraukeller on Aug. 5, 1939, and for the next six weeks built and concealed a six-day time bomb. On Nov. 6, Elser set the bomb to go off at 9:20 p.m. two days later.

On Nov. 8, Hitler arrived at a packed Burgerbraukeller and began his speech shortly after 8:20 p.m. He gave his usual rambling tirade, but at 9:12 p.m. he stopped short of his customary speaking time. Hitler saluted the crowd, left the hall, and departed for the train station. Eight minutes later, an explosion ripped through the hall. The eight people closest to the podium were killed; 65 more were injured.

Had Hitler spoken eight minutes longer, Elser's bomb would have blown him to pieces. Why he did not is anyone's guess. Did someone tip Hitler off? Did Hitler have a premonition – possibly something in his astrological readings for that day? For Elser's part, he was arrested 100 yards from the Swiss

border, but did not face immediate execution; he languished in the Sachsenhausen concentration camp until Himmler had him killed two weeks before V-E Day. Did the SS chief (and self-styled Teutonic Knight) plan the assassination as a "sacrifice" on the holiest day of the Nazi calendar?

An Icarus Agenda

In 1943, Smolensk Army Group Chief of Staff Gen. Henning von Tresckow concocted the most adventurous plot yet. He designed three separate ambushes during Hitler's inspection of the Smolensk barracks. Plan A required the cavalry escort for Hitler's motorcade to attack the Führer's vehicle at a given signal. Plan B had his fellow plotters shoot Hitler at the mess hall. Plan C involved smuggling a bomb on board Hitler's plane to explode mid-flight.

A tight SS cordon around Hitler's car made the cavalry attack impossible; possibly the escort and SS guards were from the same Teutonic Knight faction. At the mess hall, commander-in-chief Guenther von Kluge's close proximity to Hitler stayed Tresckow, who feared hitting von Kluge. The plane was the last hope. Tresckow smuggled aboard a British plastique bomb in a package of liquor, but the storage cabin's low temperature at altitude crystallized the explosive, preventing detonation . . . or a mole in Canaris' inner circle switched a dud device for the Abwehr-supplied explosive.

Operation Valkyrie

After Tresckow's failure, the Gestapo began to unravel the generals' larger conspiracy. Canaris was dismissed from the Abwehr in 1944. As the Gestapo uncovered more leads, a final bold attempt was staged, Operation Valkyrie. Claus von Stauffenberg, chief of staff for the German home army, was to carry a briefcase bomb into Hitler's war room at the Wolf's Lair in East Prussia. Afterward, home-army units would seize Berlin. Communication from Wolf's Lair to Berlin would be disabled, so no SS calls could mobilize resistance.

Once again, the final effort was fruitless. Though the bomb exploded, it was placed next to a heavy oak table leg, which absorbed the brunt of the blast. Hitler was only injured. Further missteps, such as uncut phone lines, crossed signals between Stauffenberg and Berlin, and failure to destroy incriminating evidence, blew the operation wide open. More than 5,000 people were hunted down and executed, including 157 army officers.

Stauffenberg, the mastermind behind Valkyrie, maintained that his motives were to eliminate Hitler and sue for peace. His family background might also have been a factor. Stauffenberg claimed descent from the Staufen lineage of Holy Roman Emperors, who preceded the Habsburgs. Was Stauffenberg driven by some centuries-old divine imperial legacy to kill Hitler and restore the true ruling family of Germany? Did he fancy himself the legitimate heir to the throne, and court assistance from the Teutonic Knights, whose order was founded during the Staufen dynasty?

THE TEUTONIC KNIGHTS

Officially constituted as a military religious order in 1199, the Teutonic Knights amassed property and wealth throughout Europe. The order founded more than 2,000 towns during the 14th century and wielded considerable power. The rise of Lutheranism, however, diminished the order's political influence; in 1809 Napoleon confiscated the knights' commanderies and "destroyed" the order. Forced underground, the knights were reconstituted in Austria in 1839 as a "caregiving" organization, and in this guise, the order rebuilt itself during World War I. The rise of the Third Reich led Hitler to divest and dissolve the order in Austria and Czechoslovakia in the wake of Nazi conquest. Again, the knights were forced out of sight, but not out of commission.

Himmler and the SS co-opted and modified the Teutonic Knights' codes and rituals for the SS, claiming to be the legitimate successors of the order. These actions certainly divided the knights' loyalties. Some knights might have nurtured Himmler's belief in the SS as the reincarnation of the order's warrior caste, and secretly procured Wewelsburg Castle (see box, p. 45) for the headquarters of the SS' occult "round table." (Perhaps they banked on a Nazi triumph that would allow the order to reclaim its commanderies.) Conversely, those knights who considered the SS a group of ignorant, unacceptable pretenders might have tried to undercut SS power and authority. Was a pocket of anti-SS knights actively involved in the many conspiracies to assassinate Hitler? Did they play a role in killing Heydrich in 1942? Or did the knights play both sides of the battle on purpose?



RUDOLF HESS

On the night of May 10, 1941, Deputy Führer Rudolf Hess took off from the test-flight tarmac at the Messerschmitt bomber works in Bavaria, bound for Britain. He bailed out south of Glasgow. A local farmer notified the authorities, and before long Britain had bagged its biggest catch of the war. Hess was shut away in the Tower of London, and later moved to secret camps in Surrey and Wales. Taken completely by surprise, Hitler's propaganda apparatus declared Hess to be insane. The British, presented with a publicity gold mine, inexplicably clammed up and packed Hess into a series of obscure British internment camps. Hess would not resurface until his conviction at Nuremberg, from whence he was imprisoned at Spandau Prison in Berlin.

Hess made his star-crossed flight, as he later explained, to get the Duke of Hamilton (near whose estate he landed) to convene British political leaders for Hess to broker a peace treaty between England and Germany. Hess had tried this in the past, although far less dramatically. But he could have simply gone through Swedish or Swiss back-channels.

The idea that Hess would pilot a Messerschmitt into Scotland to open diplomatic channels seemed far-fetched.

Hess' own background affords more interesting motives. As a believer in astrology (p. 50), did Hess divine a hasty exit? Did Ian Fleming's "dirty tricks" group within MI-5 (p. 45) plant bogus zodiacal readings to lure Hess into their custody? Hess might have sought out the Duke of Hamilton to put him in touch with the Cliveden Set in order to ram through a treaty. Or he could have been feeling out the vulnerabilities of the Scottish countryside for a potential commando strike on Rosslyn Castle to swipe the Holy Grail (p. 58).

And for that matter, what did the British do with Hess throughout the war? The deputy führer may have divulged Nazi secrets — through normal interrogation or other, more "illuminating" methods. Or possibly Allen Dulles and the OSS used experimental thought-projection drugs to get Hess to keep Hitler from learning about the real plans for D-Day. And some say the Prisoner of Spandau wasn't really Hess at all . . .

RAT AND SPIDER



Unconditional surrender ended the shooting, but it hardly brought peace. The upper echelon of the Nazi empire and its Illuminati allies solidified their postwar agendas far in advance, and were well positioned to manipulate the inevitable geopolitical disarray. Even as Allied prosecutors made examples of the topmost Nazis at Nuremberg, their governments tripped over one another to glean knowledge from the Nazi scientific and intelligence communities.

GETTING OUT

Any conspirator worth the name knows there's no point in having a Plan A without Plans B, C, and D through Q . . . just in case. With Plan A (victory and world domination) looking more unlikely as the war progressed, the nucleus of Nazi leaders laid early foundations for a resurgence after the fighting stopped. While Hitler concentrated on stalling Allied armies, his underlings scrambled to dismantle the death camps. The horrors of the Nazi death machine were ultimately discovered, but that mattered little to their creators. They already had an exit strategy.

Operation Paperclip

Seeking the spoils of war, American and Russian teams combed the embers of the Third Reich for military and scientific treasures. Having witnessed German technological strength firsthand, the former allies cast their nets wide for the minds that engineered the Reich's weaponry. Cutting-edge research and designs for rockets and even beam weapons (donated by alien visitors?) discovered at Peenemünde and other facilities convinced the Americans that discarding German scientists would be at best a waste, at worst an open door for the Russians. Thus, Pres. Truman authorized Operation Paperclip in 1946, to bring German scientists to the states.

There was a catch: Truman expressly forbade entry to former party members or vocal supporters of Hitler's regime. Hearing this, the State Department and Allen Dulles expunged the records of top Nazi scientists and rewrote their dossiers. By 1955, more than 700 former Nazi scientists were granted American citizenship right under Truman's nose. Wernher von Braun, inventor of the V-2 missile, was made director of NASA's Marshall Space Flight Center. Paperclip admitted low-level Mengeles who experimented on POWs and concentration-camp prisoners, as well as high-ranking SS and Gestapo agents, all of whom found prominent posts at NASA, the Pentagon, private aerospace and medical firms, and research institutions. Some Paperclip refugees with "specialized" knowledge may have gone to Area 51 or Project Rainbow – unless they were working remotely for such places all along.

The Ratlines

Seeing that Paperclip had limited use, the increasingly busier Dulles approached Karl Wolff, SS general in charge of the Italian sector, for help in stockpiling former Nazis whose information would be useful against the Russians. Operation

Sunrise was the result. Dulles agreed to provide amnesty and safe passage to former Nazis in exchange for their allegiance and intelligence in the fight against Communism. In return, Dulles and the Allies achieved the surrender of German-controlled Italy.

With Sunrise secured, Wolff partnered with Licio Gelli to establish a network of safe houses throughout Italy and the rest of Catholic Europe to sneak wanted Nazi criminals off the continent. Through newly ordained Bishop Giovanni Montini (the future Pope Paul VI), Gelli arranged a series of monasteries and churches where some of the most notorious war criminals could hide. This network of "ratlines" was staffed by sympathetic, pro-fascist clergy (possibly screened by Opus Dei and the Knights of Malta). Tens of thousands of wanted Nazis, holding Red Cross-authorized transit documents provided by the Vatican, shuffled through Italy, Austria, France, and Spain . . . while CIA-directed drug profits from Heroin, Inc. flowed back to be laundered by the Vatican Bank and Swiss firms.

Die Spinne

Escape was merely the first phase. Die Spinne ("the Spider") was the second: an umbrella organization that ran several support networks for its charges. Former SS commando Otto Skorzeny helped launch Werwolf (see box, p. 99), an association of underground partisans who later provided deep-cover Nazis with contacts and funds to reintroduce themselves as respectable members of society. Funding was obtained from typical sources: the hauls of art, gold bullion, and priceless museum artifacts looted from conquered nations. This plunder was stored in Swiss vaults, caves, abandoned bunkers, castles, and at the bottoms of lakes, and secretly retrieved after the Allies overran the Reich. (Much of the art, especially that stolen from the Louvre, was eventually returned after the war – unless it was sold on the black market and replaced with cunning forgeries.)

ODESSA

Skorzeny's other achievement was the *Organization der Ehemaligen SS-Angehörigen* – the Organization of Former SS Members, or ODESSA. Designed as an escape network for SS men, ODESSA opened channels with Juan Perón's pro-Nazi government in Argentina. Licio Gelli, a close friend of Perón, channeled fleeing SS through Austria into South Tyrol in Italy, to the main SS hideout at the Franciscan monastery in Rome, and down the ratlines to South America. Other key ODESSA boltholes included the *völkisch* "New Germania" colony in Paraguay (founded by Elizabeth Nietzsche in 1885), German-owned ranches high in the Chilean Andes, and of course Buenos Aires (see box).

ODESSA got an early foot in the door during the creation of West Germany. Former SS infiltrated the West German civil service, judiciary, police, local governments, and medical communities. SS lawmen, judges, and local legislators protected one another and ODESSA at large, stymieing investigations and prosecutions.

Drawing from the caches of stolen loot, ODESSA forwarded capital to its members to plant flags in business, commerce, and industry. Publishing houses disseminated right-wing propaganda, and any arrested SS men enjoyed expensive legal defenses.

Paperclip, Werwolf (see box, p. 99), Spider . . . these are just the known conspiracies, with relatively mundane aims

despite their overwhelmingly sinister nature. A meaty spy campaign can pull ample raw material from these entities – but why stop there? What other organizations (run by Bavarians, Prieuré, or alien representatives) never seeped into the general consciousness? Are the Nazis pulling bigger strings than we thought . . . or being pulled by a more nefarious entity than even they imagined?

OTTO SKORZENY, "HITLER'S COMMANDO" 250 POINTS

1908-1975; 6'4"; 210 lbs.; dark blond hair, thin mustache, fearsome dueling scar on left cheek; immaculate Waffen-SS uniform and ramrod posture.

SS commando Otto Skorzeny is an imposing giant of a man with a dueling scar down his left cheek and a resumé that reads like an over-the-top pulp novel. He made his reputation as a commando leading a dizzying array of missions, the most famous (and for all purposes, the first) being a glider insertion into the Abruzzi mountains to break Mussolini out of prison in 1943.

Skorzeny distinguished himself further by restoring control in Berlin after the Operation Valkyrie plot; he temporarily led the government pending Hitler's return. He led a team to kidnap the Hungarian regent Horthy and scuttle a separate armistice with Russia, nearly brought the Allies' Ardennes offensive to a halt, and kept Gen. Eisenhower isolated by his own troops, who feared even the possibility that Ike would be abducted. Acquitted of war crimes in 1947, he was rearrested, only to break out of prison in 1948.

Legend has it that he took the lead in creating Werwolf (see box, p. 99) and ODESSA, expanded the ratlines to Africa and the Arab world, trained the first PLO fighters, bedded Eva Perón, and provided men and information to Egyptian intelligence.

During the war, Skorzeny was called "the most dangerous man in Europe," and in an illuminated campaign Skorzeny only gets more so afterward. From a hotel that he owns on the Spanish Mediterranean, Skorzeny coordinates "veterans" organizations" as fronts for supplying the escape routes and lobbying for the release of all war criminals, disseminates anti-war-guilt propaganda, and educates terrorist groups until his death (in bed) in 1975. As befits his larger-than-life status, Skorzeny is an energized, daring, determined man. As the erstwhile darling of the Nazi PR machine, he has a charming side, but it's merely a façade. He can speak pleasantly to a person one minute and slit his throat the next. And often does.

ST 13 [30]; DX 13 [30]; IQ 13 [30]; HT 12 [20]

Advantages: Attractive [5]; Charisma +2 [10]; Combat Reflexes [15]; Fearlessness +3 [6]; Military Rank 6 [30]; Rapid Healing [5]; Reputation (Most dangerous man in Europe) +4 (Axis)/-4 (Allies) [0]; Single-Minded [5]; Status 3** [5]; Strong Will +2 [8]; Fit [5]; Voice [10]; Wealthy [20].

Disadvantages: Bad Back [-15]; Extremely Hazardous Duty [-20]; Fanaticism (Patriotism) [-15]; Sense of Duty (His men) [-5]; Workaholic [-5].

Quirks: Careful in planning but impulsive in action; Does not always follow orders; Fights with bureaucrats; Finds the limelight though he swears he's not trying; Never apologizes for his efforts in Nazi cause. [-5]

Skills: Acrobatics-11 [1]; Administration-11 [1/2]; Acting-12 [1]; Armoury (Small Arms)-12 [1]; Blackjack-13 [1]; Boating-13 [2]; Brawling-15 [4]; Camouflage-13 [1]; Chemistry-10 [1/2]; Climbing-13 [2]; Demolition-12 [1]; Driving (Automobile)-12 [1]; Electronics Operation (Communications)-12 [1]; Engineer (Civil)-12 [2]; Engineer (Vehicle)-11 [1]; Explosive Ordnance Disposal-11 [1]; Fast-Talk-13 [2]; Fencing-13 [2]; First Aid-12 [1/2]; Gunner (Cannon)-13* [1/2]; Gunner (Machine Gun)-14* [1]; Guns (Flamethrower)-14* [1/2]; Guns (Light Auto)-16* [2]; Guns (Pistol)-15* [1]; Guns (Rifle)-16* [2]; Hiking-11 [1]; Intelligence Analysis-12 [2]; Interrogation-12 [1]; Intimidation-13 [2]; Jumping-12 [1/2]; Knife-13 [1]; Leadership-15† [2]; Mathematics-10 [1/2]; Mechanic (Diesel engine)-12 [1]; NBC Warfare-11 [1/2]; Operations (Land)-12 [2]; Orienteering-13 [2]; Parachuting-12 [1/2]; Physics-10 [1/2]; Piloting (Prop Plane)-12 [1]; Savoir-Faire (Military)-12 [1/2]; Scrounging-13 [1]; Soldier-17 [10]; Spear-12 [1]; Stealth-13 [2]; Strategy-11 [1]; Survival (Forest)-12 [1]; Swimming-13 [1]; Tactics (Guerrilla)-15 [8]; Throwing-11 [1]; Thrown Weapon (Knife)-13 [1]; Tournament Law (Saber)-12 [1/2]; Traps-12 [1].

Languages: German (native)-13 [0]; English-11 [1/2]; French-12 [1]; Italian-11 [1/2].

* Includes +2 for IQ.

** Includes +2 free from Military Rank.

† Includes +2 for Charisma.

Notes: This is a realistic Skorzeny circa spring 1945, as outlined on p. W:IC54; a cinematic version would be awesome in his abilities. Skorzeny had been promoted to Military Rank 7, but had not yet filled out the paperwork and technically held Rank 5. The difference is split, here.

After 1948, with ODESSA up and running, he becomes a Multimillionaire, trades suitable Enemies (such as Mossad and the KGB) for his Duty, and adds Spanish, Teaching, and possibly Arabic to his skill list. In a Weird campaign, Skorzeny undoubtedly possesses any number of paranormal powers, the Conspiracy Theory skill, and probably Piloting (Saucer). In any late- or post-WWII game, Skorzeny is a nigh-perfect evil mastermind. As in real life, he will always try to outfox his opponents by expecting them to do what they're trained to do.

THE FOURTH REICH

Classic Cold War thrillers fretted about clandestine networks of Nazis burrowing into secluded warrens in South America or hiding in plain sight in Europe, amassing resources to finally realize Hitler's dark dream. Such tales proved quite plausible; scandals involving former mass murderers ensconced in leading positions in West Germany exploded on the scene in the postwar era and bolstered the fictional themes.

While such revelations filled the maw of the press, they hardly rattled Nazis wily enough to not get caught. Since WWII, Germany has opened more than 100,000 Nazi-related cases, but garnered only 6,500 convictions. Tens of thousands more fugitives fled to America, Canada, Australia, Argentina, and even Britain. The least useful defendants were sacrificed to the broader web of secrecy while the stewards of the Fourth Reich consolidated their power. Col. Ernst Rudel, the Luftwaffe's most decorated air ace, single-handedly created the farthest-reaching and best-financed alliance: the Kameradenwerk.

Dwarfing even ODESSA, Rudel's organization kept the spirit of Nazism alive among its members with legal, commercial, and psychological support. The Kameradenwerk was lavishly sponsored by West German financiers and industrialists, who were blackmailed for donations with threats to expose their Nazi-tainted profits. Assistance came from the Vatican as well; in an Illuminated game, the Kameradenwerk would likely interact with the Knights of Malta, holdover pro-Vichy Prieuré members, and obviously the Bavarians.

BIENVENIDOS A BUENOS AIRES

Knowing they could never camouflage themselves in postwar Europe, several Nazi leaders opened channels with Juan Perón's Fascist dictatorship to acquire havens in Argentina. Smoothing the way with deposits of Nazi plunder into Argentine banks, Martin Bormann got Perón to arrange a special bureau in the Argentine embassy in Copenhagen that shuttled hundreds of Nazis to Buenos Aires and furnished them new identities. Eventually more than 30,000 Nazis made their way to Argentina.

Some former Nazis repaid Perón's generosity as government advisors; others like Josef Mengele simply enjoyed protected status. Others worked as South American representatives to large German firms. Otto Skorzeny worked for a time as Eva Perón's bodyguard. Ratlines overseer Licio Gelli shipped missile technology to the Argentine armed forces. Kurt Tank and Reimar Horten essentially re-created the Focke-Wulf and Horten aircraft-design teams in Argentina. Perón's downfall in 1955 hardly upset the system; Paraguay, Chile, Brazil, and Bolivia continued to welcome former Reich leaders.

Professional courtesies aside, perhaps Perón, Alfredo Stroessner of Paraguay, and other despots were remunerated by other means. The infusion of Nazi capital would have granted the Gnomes an inroad to South American economies. Perhaps secret Nazi installations were constructed in these countries during the war, linked to the Neuschwabenland base in Antarctica (p. 119) in a chain connecting the North and South Poles . . .

THE AMBER ROOM

Not everything valuable was poured into the Nazi defense budget or Die Spinne's coffers. The Amber Room, a 1,000-square-foot room constructed from six tons of amber, was one of the Nazis' more esoteric hauls. Built for Friedrich Wilhelm I of Prussia in 1712, he gave it to Czar Peter I of Russia four years later, who installed it in his palace south of St. Petersburg. It remained there until Hitler's massive Russian offensive. With German forces advancing on the city, the Amber Room was disassembled and packed for shipment to the Russian interior when the Germans captured the crates and reassembled the room in the city of Königsberg.

Six tons of a magical substance like amber will have any number of people fighting over its control. Königsberg was the old capital of the Teutonic Knights, whose castle-commandery Himmler rebuilt according to occult geometry. What focus would the Amber Room provide for secret SS occult practices? Is amber's innate electrical charge a new power source for Nazi saucer technology? And for that matter, since the Amber Room disappeared again in April 1945, where did it end up? In a Swiss vault? Hidden in a subterranean crawlspace at Wewelsburg? The Vatican? Neuschwabenland? Down a wormhole?

Nazi Loot

For Nazi larcenists, dispossessing the Jewish communities of Europe was only a dress rehearsal. Conquest brought real pillage, as occupied banks coughed up gold deposits, museums surrendered great art treasures, and collaborators assumed property deeds of deported Jews and other prisoners. The SS itself sent 77 shipments of gold, jewelry, money, art, and precious fillings wrenched from corpses in the death camps to a secret vault in the Reichsbank in Berlin, deposited in a dummy account under the name "Max Heiliger."

Estimates in Swiss vaults hover around \$5 billion (roughly the 1941 U.S. defense budget!) just from German Jews; the final Europe-wide tally is anyone's guess. Furthermore, if ODESSA and its ilk placed former Nazis in the right positions, the stream of income (from continuing embezzlement, the SS morphine trade, counterfeit banknotes forged by long-dead prisoners, etc.) never stopped. A follow-the-money game might lead anywhere . . . and not just to money. Crucial documents might be hidden behind the canvases of paintings not yet retrieved. Or maybe a valuable museum piece possesses mystical significance: very likely, considering the Ahnenerbe's obsession with religious artifacts. Don't forget your bullwhip.

Nazi Influence

Many Nazis, not content to remain in the shadows, burished their reputations and marketed their talents to new friends. Reinhard Gehlen, leader of Nazi intelligence on the Eastern Front, surrendered to American authorities and put his entire network of files, SS officers, sympathizers, and Nazi fugitives into the service of Uncle Sam. Welcomed by Allen Dulles, the Gehlen Organization became the premier source of data on the Soviet Union. Gehlen's group burrowed into the American espionage community and supplied NATO with almost 70% of its Iron Curtain intelligence.

Gehlen promised not to recruit former SS and Gestapo, but welcomed such personalities as Klaus Barbie, *Einsatzgruppen* commander Emil Augsburg, and SS intelligence veteran Franz Six. The United States looked the other way (even pardoning some of Gehlen's top men) while Gehlen put ODESSA members on the payroll. Meanwhile, the Gehlen Organization recycled Nazi reports under CIA letterhead and embellished Soviet military strength to escalate Cold War tension.

Gehlen did not confine himself to helping the Americans. He landed Otto Skorzeny a top advisory position in setting up the West German intelligence services. Allen Dulles also asked him to help new Egyptian Pres. Gamal Nasser set up his agencies. Gehlen and Skorzeny placed former SS and Gestapo in Egyptian intelligence, fomented an Iraqi uprising, got Waffen-SS to train the Egyptian army, and with the West German government placed

at least 200 German and Austrian scientists in Egypt and Syria building aircraft and missiles to point at Israel.

FRANCIS PARKER YOCKEY

Yockey, a driving force in the American neo-Nazi movement, traveled in intriguing circles. Inspired by dealings with the old Silver Legion and meetings with Oswald Mosley in 1947, Yockey drove himself to resurrect the Fascist movement in postwar America. As a member of the American prosecution team during the post-Nuremberg trials of second-tier war criminals, Yockey regularly fed evidence to ODESSA lawyers and the Nazi underground in West Germany. He received U.S. support from the Rev. Gerald L.K. Smith, former advisor to Huey Long, and collaborated with Sen. Joseph McCarthy during the Red Scare to press for the release of Nazi prisoners in Russian custody. Yockey ghost-wrote several of McCarthy's speeches in between flogging his own *Mein Kampf*-ish screed, *Imperium*, wherein he touted himself as one of an elite race of god-men.

The Fourth Reich would certainly have found Yockey a willing agent (or dupe), and his neo-theosophical leanings would certainly interest the Illuminated Templars or the Discordians. (He borrowed his mysticism from Pelley, who received "psychic radio" messages from Ascended Masters.) Opponents to Yockey included the Vatican, led by point man Bishop Montini; did Yockey's occult outspokenness cause friction among pro-Nazi clergy? More recently, Yockey's followers have pushed their neo-Fascism on a new generation, including fans of European satanic black-metal rock bands. They even courted fans of Tolkien's *Lord of the Rings* with a fascist Woodstock-type festival in the Apennines called "Camp Hobbit" in 1980.

MONTAUK

A GM searching for an all-encompassing Nazi-tinted conspiracy can find perfect fodder in the supposed goings-on at the Montauk naval base on Long Island. According to lurid legend, combined Allied and Nazi military and scientific know-how breached the space-time barrier in 1973 under the aegis of the U.S. military's Project Rainbow (a.k.a. the Montauk Project), linking the Montauk base to the "electromagnetic time bottle" created by Nikola Tesla for the 1943 Philadelphia Experiment (p. 23). This breaching of interdimensional barriers contacted (or was it caused by?) the extraterrestrial (or ultradimensional?) Orion Empire in 1983, which now attempts to restore (or reverse) the true history of World War II, which the Nazis *really* won with their superweapons.

Montauk Project experts used something called the "Montauk Chair" to transmit human consciousness backward or forward in time, synergizing with the CIA's MKULTRA mind-control programs, headed by Dr. Ewan Cameron. The most promising subjects of the Montauk Chair turn out to be either veterans of the Philadelphia Experiment, or members of certain bloodlines. These blue-blooded, red-haired bloodlines – such as the Cameron and Crowley (see box, p. 46) lines – have occult power in their DNA, and may be descended from Merovingians, Reptoids, aliens, or all three.

Nazi Schemes

With their intricate web in place, experience on their side, and arrangements made with Western governments during the Cold War, the forces driving the Fourth Reich were free to expand their plans on a truly global scale. European Nazi networks (with help from Western/Maltese intelligence, the Vatican, and Illuminated allies) commenced Operation Gladio, a coalition of homegrown units supposedly designed to oppose Communist uprisings, but secretly working to thwart or overthrow postwar democracies. Right-wing publishers kept the Third Reich alive with revisionist histories, and used the Red Scare to drum up political support (or at least disinterest) under a ubiquitous anti-Communist guise. The Fourth Reich probably subsidized the efforts of the worldwide neo-Nazi movement, and might have initiated drastic schemes to ensure a new generation of followers. Was their "Germanization" program – the abduction of Eastern European children and placing them with German families during the war – prelude to a grander scheme? Are these children the *Sonnenkinder*, programmed from a young age to carry on the legacy of the Fourth Reich?

IN ABSENTIA

Several of the worst Nazis slipped the noose altogether and took up residence under friendly governments. Whether they did so merely to escape justice is up to the GM.

Martin Bormann

The obscure but powerful party secretary vanished from the Führerbunker on May 1, 1945. The International Military Tribunal sentenced him to death by hanging "when and if apprehended," a condition the *Sekretär* was determined to keep iffy, for good reason. A leading contender to succeed Hitler, Bormann became the *de facto* avatar of the Fourth Reich. He had prepared well for the role with Operation Land of Fire – the transfer of SS

loot taken from victims of the Final Solution to Argentina. But was Bormann looking out for himself, too? Did he skim funds and hide them in secret Argentine banks, unknown even to his fellow fugitives? Or did he stash wealth off the Tierra del Fuego coast, hoping to retrieve it with Neuschwabenland colleagues?

Heinrich Müller

The Gestapo chief was paranoid about his safety as early as 1942. He made the first contact with Bishop Alois Hudal, the prelate who ran the main Nazi safe house in Rome. Müller and Hudal got more than 50,000 Nazis out of the Allied zones; he himself disappeared in May 1945. Müller resurfaced in Argentina, but got spooked at the capture of Adolf Eichmann and fled to Peru. Other reports had Müller defecting to East Germany or Russia; did he advise Soviet agents on "technique"? Or was he retrieving loot from a Prussian castle?

Josef Mengele

The infamous director of Auschwitz's medical experiments used his family fortune (as heir to the international Mengele farm-equipment conglomerate) to get to Argentina, and later Paraguay. Did he resume his medical iniquities? Mengele might have obtained some alien biotech (or whole aliens) to work on, or received research from Montauk or Neuschwabenland. Or he could have used his medical background and contacts to get an inroad into the early synthetic drug trade.

HITLER LIVES!

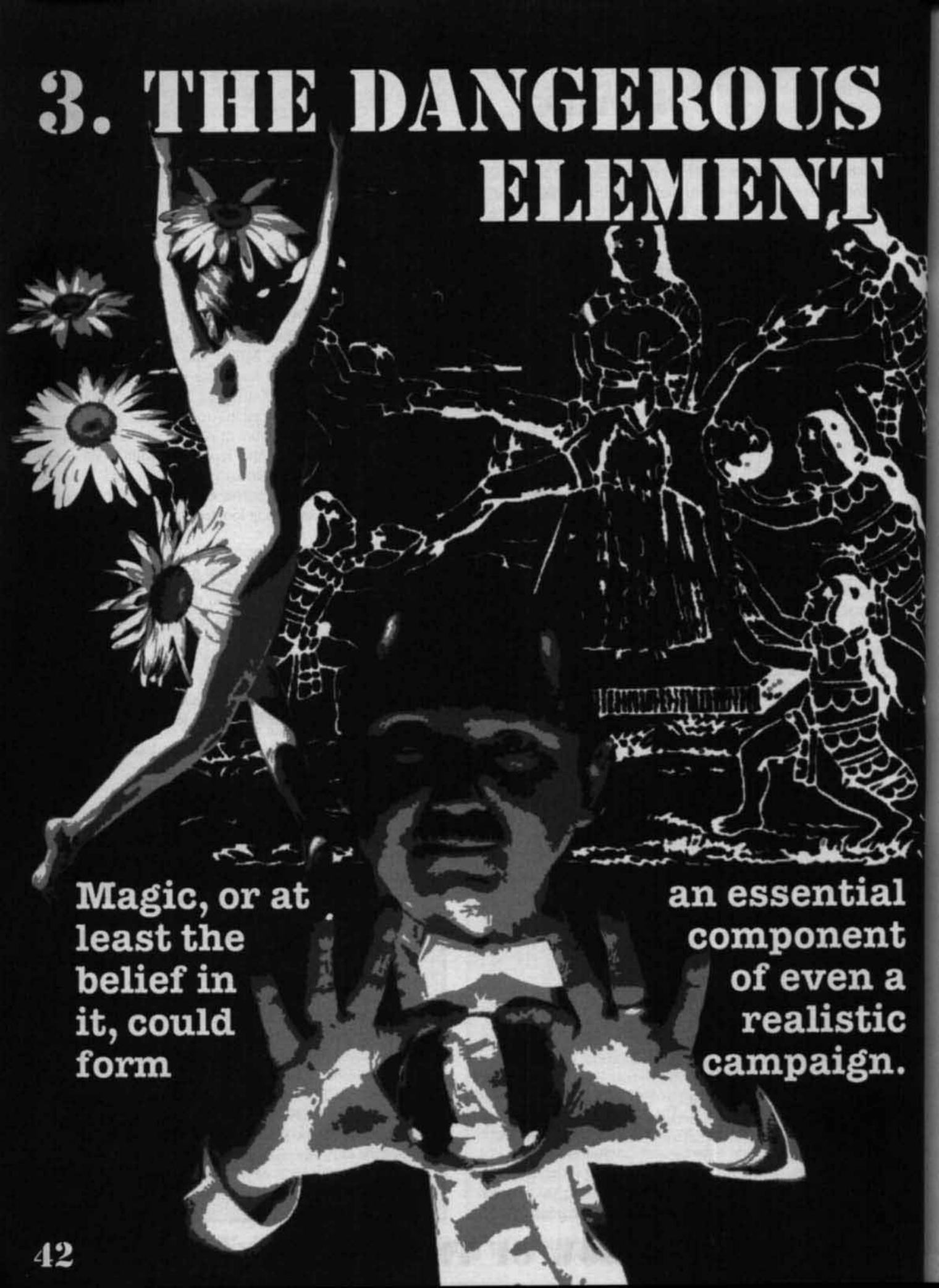
Cliché? Possibly. Depends on the meaning of "lives."

Perhaps Hitler could have survived the bunker – the Russians burned the bodies they claimed to find, and even Stalin claimed Hitler escaped to Argentina. He might have hidden out in the jungle, or had plastic surgery to openly walk the streets of Rio de Janeiro. Perhaps mad science let the Nazis clone him in the classic *Boys From Brazil* scenario, or maybe his brain lives on in a jar (p. 112) on Mengele's shelf deep in the Paraguayan forest.

A cleverer Fourth Reich might use Montauk time-travel technology to bring a living Hitler forward into the present. Or his DNA might be harvested, with Paperclip biologists planting it in selected sperm banks worldwide.

Or maybe the Fourth Reich doesn't really need Hitler, just the phantom of a "living" Hitler. The surviving Nazis might have decided, in the last analysis, that Hitler really was too irrational. *They* represent the future; *they're* the ones who got out. Why not clone themselves? Produce a regiment of Skorzenys? A network of Gehlens? A barrel of Bormanns?

3. THE DANGEROUS ELEMENT



Magic, or at least the belief in it, could form

an essential component of even a realistic campaign.

"The hierarchical organization and the initiation through symbolic rites, that is to say, without bothering the brain but by working the imagination through magic and the symbols of a cult, all this is the dangerous element, and the element I have taken over."

— Adolf Hitler

As far as can be actually demonstrated from his writings and recorded opinions, Hitler had little or no patience for the occult, as such. This did not prevent him from embracing a pseudo-mystical theory of "racial destiny" based partially on Theosophy, or from believing in Atlantis. It did not stop many of his top aides, from Himmler and Hess on down, from fully embracing various magical and paranormal beliefs, nor did it prevent the party from deliberately exploiting, and in some cases funding, supernatural and superstitious causes. It has certainly not stopped legions of writers, both pro- and anti-Axis, and both during and after WWII, from adding a layer of magic and mysticism on top of, or beneath, the historical record. And it certainly should not stop anyone from adding the "dangerous element" of the occult to a *GURPS WWII* campaign.

THE MEN



Although the millions of Russian dead and the billions of American dollars may seem, to outsiders, to be the key factors in the mundane global conflict, an esoteric struggle beneath World War II is likely to be a magical duel between the sorcerous specialists of Germany and Great Britain. Germany's "spirit of the blood" and Britain's "stiff upper lip" frustrate and fascinate foreigners. Both nations have long, formal magical traditions, and unlike the practical Americans and the materialist Soviets, both nations claim to depend, in a real way, on mystical theories to survive. The "natural will of the race" and the "mystique of royalty" differ in spirit and in application, but neither concept really matches the scientific, managerial ethos of the 20th century.

GERMANY

The murk of Nazi origins, and the maze of the Nazi government, concealed many things from astonishing atrocities to simple venalities; however, it also served to conceal a long-running interest in all matters paranormal that dated back to the last days of Kaiser Wilhelm II.

Thule Gesellschaft

Ostensibly founded as the "cover organization" for the violent and conspiratorial Germanenorden (p. 26) in July of 1918, the *Thule Gesellschaft* (Thule Society) played a purely "cultural and literary" role on the surface. Its founder, the so-called Baron Rudolf von Sebottendorff (born, sadly, a mere Adam Glauer), was initiated as a Rosicrucian in Constantinople — or perhaps Cairo, Sebottendorff's memories being as reliable as his title. He joined the Germanenorden in 1916, and soon launched the Thule Society as a means of attracting rich, aristocratic supporters. The Thule Society adopted the swastika as its banner, and founded not merely the *Völkischer Beobachter*

The Opener of the Way

In his graphic novel *From Hell*, Alan Moore observes that the conception of Adolf Hitler occurred during the period of Jack the Ripper's killing spree, in the early fall of 1888.

Many magical or mystical traditions involve a figure known as the "Opener of the Way," a harbinger of the greater figure to come, whose actions are somehow metaphysically linked to that greater entity. If the Ripper's brutal, insane crimes (committed in the heart of London's Jewish ghetto, featuring the prominent graffiti to "The Juwes are the men That Will not be Blamed for nothing," and causing an upsurge in anti-Semitic and anti-Slavic paranoia) somehow summoned Adolf Hitler by means of mystical blood sacrifice, perhaps the Ripper's spirit could give Masonic magicians of MI-5 some vital clues — or just as likely a reawakened evil to fight — six decades later.

(which was to become the Nazi Party newspaper) but the Nazi Party itself as a "worker's division" of the Germanenorden.

Deeply involved in the anti-Communist resistance in Bavaria in 1918 and 1919, the Thule Society met in the Four Seasons Hotel in Munich, which served as a command-and-control center for right-wing groups throughout the province. The revolutionary government executed seven Thulists on Walpurgisnacht, 1919 — and sparked a rising of the Freikorps and other rightist militias. After the Communists were defeated, Sebottendorff was purged by Thule (he had leaked membership records that let the Communists find the seven victims) and took up itinerant astrology.

The society seems to have disintegrated in '23 (around the time of Hitler's "Beer Hall Putsch") and Sebottendorff barely made it out of Germany in '34. The role of Thule as occult masterminds of Nazi power had become an embarrassment — or a secret too black to leave in the open. What exactly Thule was up to, and what happened to it, remains unknown. GMs could make it a rich dilettantes' talking-shop or the ritual coven secretly ruling the Reich from a luxurious hotel room in Munich, with its fingers in every occult pie on three continents.

Ahnenerbe

The latter role, however, historically better fits the *Studien-gesellschaft für Geistesurgeschichte Deutsches Ahnenerbe* (Society for Research into the Spiritual Roots of Germany's Ancestral Heritage), known in brief as the Ahnenerbe. Although an "Ahnenerbe Society" existed as early as 1928, the Ahnenerbe formally came into being July 1, 1935, founded by Atlantis scholar Hermann Wirth (see p. 125), pagan race-theorist Richard Darré — and Heinrich Himmler. By 1937, SS Obersturmführer (later Standartenführer) Wolfram Sievers ran the Ahnenerbe as reichs-manager, and it became the Ahnenerbe-SS (a formal part of the SS power structure) in April 1940.

THE BLACK ORDER

Rather than bother to find individual small-fry Nazi offices and bureaus involved in the occult, some theorists describe the entire SS as a "black order," one explicitly dedicated to Satanic powers. Himmler may, in fact, have been one of those theorists; he openly built his SS as an inverted model of the Jesuit order, whose unflinching devotion to the Pope and Catholicism made them natural foes of Himmler's psychopathy and neo-paganism. Although Himmler's attempts to ban Christmas, institute polygamy, and otherwise de-Christianize Germany found only intermittent success, within the SS he may have made more progress. After all, if an organization dresses in black uniforms, wears death's-head décor, attempts to excise all human decency from its membership and replace it with quite literally zombie-like *Kadavergehorsam* ("cadaver obedience"), has a secret inner directorate of 13 that meets in an ancient pagan ley nexus (see *Wewelsburg*, p. 45), and sponsors works praising Lucifer – let's just say you shouldn't rule Satanism out.

Ahnenerbe agents traveled the world searching for ancient Aryan heritage, including several trips to Tibet (p. 122). Other specialists studied rune magic, yoga, Druidism, and the *Welteislehre* (p. 71), and experimented with mescaline, hypnosis, and other mind-control drugs and techniques (p. 31). Somewhere between mystical weather-control and psychic investigations, Sievers also found time to administer the torture-filled "medical experiments" at Dachau. The Ahnenerbe even took over the V-2 rocket program in 1944!

The Ahnenerbe became the unofficial clearing-house for anything strange, experimental, or occult – which makes them ideal opponents for Allied high-weirdness teams such as Detachment 23 (p. 135). With its direct line to Himmler, the Ahnenerbe enjoyed power and resources that far outstripped

its relatively innocuous formal budget of around 6 million Reichsmarks per year – and, of course, alchemical gold or treasures from the tombs of Shangri-La don't necessarily show up on official balance sheets, either. Since the vast majority of the Ahnenerbe files vanished during the fall of Germany, the truth remains unknown.

RSHA Amt VII B

The SS agency known as the *Reichssicherheitshauptamt* (Reich Main Security Office), or RSHA, was the umbrella group controlling the SD (Security Service), Kripo (criminal police), and Gestapo (secret police). Its seventh division, *Amt VII*, was the research and records division headed by SS Oberführer Dr. Franz Six. *Abteilung B* of *Amt VII* handled "ideological research" against enemies, such as Freemasonry, Judaism, Gypsies, political churches, Marxism, and liberalism. *Amt VII B* had its headquarters (and stored its main library of 200,000-300,000 confiscated books) in the Great Masonic Lodge on Eisenacherstrasse in Berlin. Those books, no doubt, include any moldering tomes of occult lore or ancient wisdom the Gestapo seized during *Aktion Hess* (p. 50).

Sonderkommando H

Within *Amt VII B*, a small staff of around 20 specialists (including historians snatched from the camps) worked for a decade accumulating, cross-indexing, and analyzing every known record of a witchcraft trial in Germany. Himmler's twin goals in establishing *Sonderkommando H* (Special Unit H – the H stands for *Hexen*, or witches) were to establish the Catholic church's guilt for "spilling German blood" (possibly intended as a counter-argument had the Pope denounced the Final Solution) and to sift through the details of medieval witchcraft itself for hidden Aryan sorcerous lore. *Sonderkommando H* had to remove its research from Berlin in 1944 to Slava in Silesia to avoid bombing raids; like so many Nazi occult organizations, only its most innocuous and useless records seemed to survive the chaos of the Reich's collapse.





WEWELSBURG

A short bus ride from the Westphalian city of Paderborn lies the village of Wewelsburg. The whole district is suffused with German history. The Teutoberg Forest where Arminius' German warriors slaughtered three Roman legions in 9 A.D. stretches north over low mountains; nestled into those mountains 20 miles from Paderborn is the still more ancient solar site (and ley line convergence) known as the Exernsteine, a network of carven pillars, altars, standing stones, and deep caves.

After a lengthy struggle against the Irminist pagans of the region, Charlemagne brought Christianity to Paderborn, and later emperors placed it under a prince-bishop. Wewelsburg Castle, built by the Teutonic Knights (p. 36) in the 15th century, served as the prince-bishop's secondary residence between 1603 and 1609 and as the residence of a darker religion three centuries later – the cult center of the SS.

The castle itself sits on a low cliff overlooking the village and the Alme River valley. Built in the shape of a triangle with a large round tower holding the north point, its brooding atmosphere captured the imagination of Himmler's clairvoyant Weisthor (p. 52). Weisthor identified Wewelsburg as the occult heart of Germany, and in August of 1934 the SS moved in.

Using concentration-camp labor, at first from Sachsenhausen and then from a small satellite camp set up at nearby Niederhagen exclusively for the Wewelsburg work, architects and stonemasons restored Wewelsburg to its medieval glory. Nearly two-thirds of the more than 3,000 slave laborers died building Himmler's sanctum. Even with unpaid labor worked to death, Himmler spent over 13 million marks furnishing his dark citadel. In 1941, apparently as a reward for taking over Hitler's Final Solution, Himmler was allowed to demolish Wewelsburg's village church to expand his castle complex still further.

The SS renovated the north tower (which had been destroyed, save for the walls, by a lightning bolt in 1815) as a center for occult study, moving in a 16,000-volume library of Aryan occult lore, ancient heraldic flags of King Heinrich I (see box, p. 56), and other treasures – eventually including, according to some, the Spear of Destiny (p. 59). Each room was decorated in a different historical period, culminating with a high medieval dining hall above a subterranean crypt. Here, Himmler installed a ceremonial Round Table with 13 seats of power circled by 13 hollow pillars recalling the Irminsul (the magical hollow tree of Exernsteine's pagans). At the base of the crypt was a pool of water, possibly for scrying. Here, at the heart of the SS' "Black Camelot," Himmler's Thulist knights were rumored to conduct vile rituals involving the beheading of a pure Aryan, necromancy, and the "rite of the stifling air."

In March of 1945, Himmler evacuated some of the major items from Wewelsburg, and rather than see his prize fall into enemy hands, ordered the SS to demolish the castle and the entire village. The SS captain in command set off some perfunctory charges and withdrew, leaving the American soldiers to liberate Niederhagen and loot the castle to the bare walls. In 1982, an American Army officer named Michael Aquino performed a "left-handed" magical ritual in the crypt, dedicating the Order of the Trapezoid as a full-fledged dark order under the Temple of Set. Wewelsburg continues to exert its febrile attraction.

BRITAIN

In Britain, magic (like so many other things) is less about what you know, and more about who you know. Personal rather than political, the sorcerous services in Britain operate by the rules of the gentleman's club and the old boys' network – even among the most fervent devotees of the Goddess.

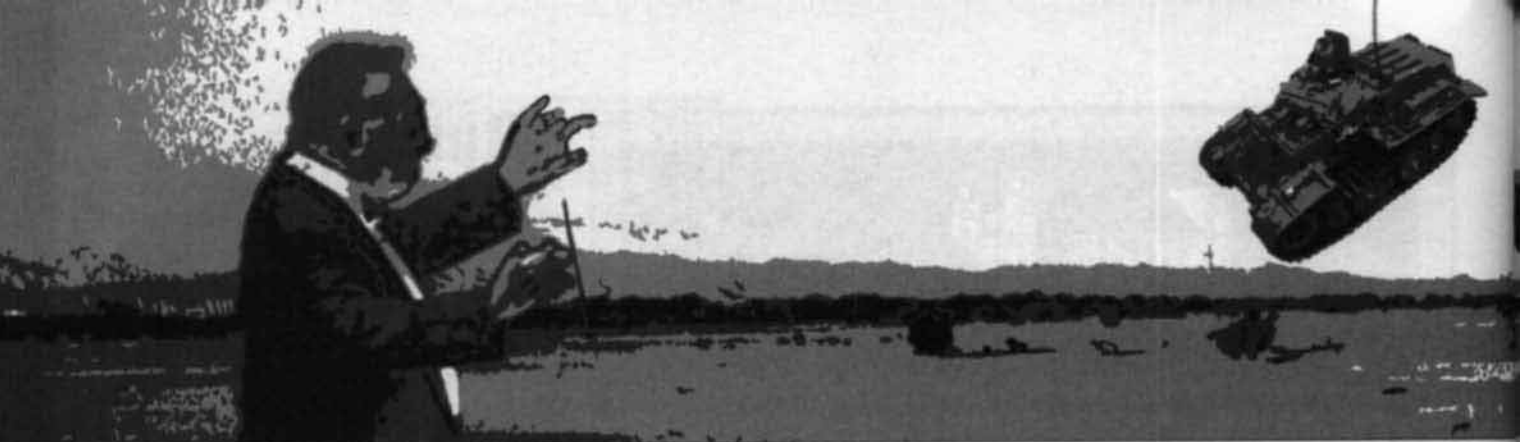
MI-5 B5 (b)

This bureau within the British security service was officially tasked with "counter-subversion," working within Britain against Nazis, Communists, and anyone else suspicious. It was originally simply known as "MS" for "Maxwell's Section," since it was headed after 1931 by the eccentric Capt. Maxwell Knight.

Knight, a formerly high-ranking member of the British Fascisti in the 1920s, was a devotee of unusual animals (keeping, among others, a large toad and a baboon as pets – or familiars), possessed of unorthodox sexuality and immense gifts of charisma and manipulation. He had much in common with British magician and self-proclaimed antichrist Aleister Crowley (see box, p. 46), whom he employed to spy on German Communists in the early 1930s, and with whom he studied sorcery for a time in 1937. Knight had many such contacts in all levels of British society, including occultist and thriller author Dennis Wheatley (who served on Churchill's Future Operations Staff) and Churchill himself.

These contacts gave his section more authority than its formal charter would indicate, and Knight's team wound up involved in numerous mystical (and still-classified) measures against Hitler, such as the "astrologers' duel" before 1941 (p. 50). Naval Intelligence agent Ian Fleming turned to Knight to help him run his astrological "sting" against Rudolf Hess (see box, p. 36), and repaid his patron by immortalizing him as "M" in the James Bond novels.

B5 (b) might have been the unnamed section that apparently employed "Anne," a gifted remote viewer with eidetic memory, to spy on the Germans, and may have coordinated isolated covens, sorcerers, and occultists in Britain's overall magical defense. If there is a secret occult bureau in Britain during the war, the most likely scenario is that Maxwell Knight is running it out of MI-5 B5 (b).



ALEISTER CROWLEY'S WAR

If Stalin can both ally with and fight Hitler, so can the antichrist, Aleister Crowley. Crowley not only had inside knowledge of both Axis nations, but key contacts in the British military and intelligence commands. During WWI, Crowley had worked for German intelligence as a (failed) propagandist; his contacts in Germany included the "secret chiefs" of his old magical order, the OTO (Ordo Templi Orientalis), and the neo-Crowleian Fraternitas Saturnii (see box, p. 50). In 1925, however, the OTO fragmented into pro- and anti-Crowley factions, with the German branch firmly "anti." This did not stop individual German magicians, or even Crowley, from seeing strong similarities between Crowley's *Book of the Law* and Hitler's political theories; OTO loyalist Karl Germer even believed that Hitler was Crowley's "magickal son."

Germer continued to believe it even after being arrested when the Nazis banned most of the magical orders in 1935 and thrown into the Esterwegen concentration camp for a year. Crowley's Italian lodge, the Thelema Abbey in Cefalù, Sicily, incurred the wrath of the puritanical Fascists, who closed it down in 1923.

In Britain, the situation was rather better. In addition to Maxwell Knight (p. 45), Maj. Gen. J.F.C. Fuller, one of the fathers of blitzkrieg tactics, was a disciple of Crowley from 1907 to 1911. Even after leaving formal magical initiation, he remained in contact with Crowley his entire life, and co-authored a book on the tarot with him. Fuller's contacts also included Goebbels and Himmler – Fuller was a leader in the British Union of Fascists headed by Sir Oswald Mosley (p. 29). Another of Fuller's odd friendships – this one with Winston Churchill – kept him out of jail and secure in his history lectureship at Army war colleges during WWII. Could Fuller have been secretly lecturing selected groups of officers on the power and potential of Nazi sorcery – or could Churchill have been using Fuller as yet another back channel to Britain's very own antichrist?

Rocketeer From The Crypt: Jack Parsons

Born in 1914 to wealthy Pasadena parents, John Whiteside "Jack" Parsons is almost certainly the only practicing black magician with a crater of the Moon named after him

(naturally enough, Crater Parsons is on the dark side). He earned that signal honor because, as a chemist working at Cal Tech with Theodore von Kármán, he invented the solid-fuel rocket booster. But after shooting off test rockets in Devils' Gate arroyo by day, he performed rites of sex magic and invocation as head of the Los Angeles Agape Lodge of Aleister Crowley's OTO.

Crowley maneuvered Parsons into the leadership of the Agape Lodge after the Lodge's former master, Wilfred Smith, began an affair with Parsons' wife. (Parsons, compliantly, took up with his wife's sister Betty.) By 1942, Parsons was in and Smith was out: Crowley had kicked Smith upstairs by ordering him to retreat into the desert and become a god, leaving the lodge to Parsons. Parsons moved his chemical (or alchemical) laboratory out to a carriage house on the property, and allowed OTO members, science-fiction fans, Bohemian musicians, and poets to live in his Pasadena mansion, which must have seemed more like a Beat flophouse than a black sanctuary at times.

One such house guest in April 1945 was a fellow SF fan and pulp writer on Navy leave: a genial sort Parsons named "Frater H" after he revealed a high level of occult knowledge. Working with Frater H as a scribe, Parsons resolved to summon the Whore of Babalon in a major working in the Mojave Desert. On Jan. 18, 1946, a young woman named Marjorie Cameron appeared at Parsons' mansion, apparently in response to the summons. Frater H encouraged Parsons to attempt to impregnate Cameron and beget a magical Moonchild, possibly because Frater H and Betty were now carrying on an affair. While Parsons was thus distracted, the two eloped to Florida with most of Parsons' life savings.

By 1948, Parsons had lost his Navy security clearance, which meant he was out of his Cal Tech job; in December, he declared himself to be "Belarion Armiluss al Dajjal Antichrist" and wrote *The Book of the Antichrist* the following year. In 1950, he was fired from Hughes Aircraft for stealing confidential documents, and on June 17, 1952, Parsons died in a mysterious mercury fulminate explosion in his laboratory. His mother committed suicide thereafter; the fate of the magical Moonchild, if any, is unknown.

Frater H went on to bigger and better things as L. Ron Hubbard, novelist and founder of Scientology.



Quatuor Coronati Lodge

Influential British Freemasons probably occupy the next occult rung above Knight. Although briefly suspect thanks to its strong self-identification with the exiled Stuarts, Freemasonry came roaring back into political (and social) power during the Victorian era. Soldier and policeman Sir Charles Warren founded the Quatuor Coronati Lodge (QCL) in London in 1886 as a "research lodge" dedicated to "Masonic archaeology" and the study of Masonic history – a characteristically British version of the Ahnenerbe. In its rooms at 27 Great Queen Street, the QCL correlated, analyzed, and filed reports from Masonic lodges all over the British Empire, especially those with memberships involved, like Warren, in military or police work.

Many Masonic groups also cooperated closely (and often shared membership) with other shadowy orders such as the Golden Dawn, the Societas Rosicruciana in Anglia, and others – including those on the continent. Himmler's paranoia about the Rosicrucian order he believed ran British intelligence helped drive him to outlaw Freemasonry in Germany in 1939, thus (of course) creating a pre-positioned underground that hated Hitler. If anything significant happens in the British occult scene – and possibly in the German one – the QCL or its brothers in the various Scotland Yard and military Lodges will know about it.

Inner Light

The most significant occult figure in WWII Britain, as it happened, was the former Golden Dawn initiate Violet Firth, who published her books under the name Dion Fortune. The group she founded in 1922, Inner Light, received detailed instructions in their newsletter on magical visualizations and other precautions to take against evil spells.

During the war she prescribed similar rituals for defeating Germany, with special focus on Jesus, the Virgin Mary, and King Arthur (see box, p. 56)! She corresponded with Crowley, studied the kabbalah, and generally served as a kind of "nerve center" for British occultists, especially the less-aristocratic and female practitioners who had no access to the Masonic old boys' club.

The New Forest Coven

The leadership of the so-called "New Forest coven," the founding coven of what would eventually become the religion of Wicca in Britain, had their own entrée to politics. Dorothy Clutterbuck and her husband Rupert Fordham were

prominent local members of the Conservative Association and fixtures in society. According to Wicca founder Gerald Gardner, however, they also practiced the "old religion" alongside their impeccable high-church Anglicanism, as leaders of a coven that met in the New Forest.

Gardner recalled a series of ceremonies in May and June of 1940 that raised a "cone of power" (see box, below) to keep Hitler at bay, just as earlier witches had put the same hex on the Armada and Napoleon. They may also have assisted Crowley in "Operation Mistletoe," a ceremonial working to lure Hess to his doomed flight (see box, p. 36). The New Forest coven, and their sisters, provide the occult brass knuckles under the gentlemanly gloves of Maxwell Knight and his Masonic specialists.

Raise Cone of Power

Ceremonial

In effect, this spell creates a large, temporary, immaterial Powerstone by drawing mana from the surrounding area and building it into a "cone of power."

This spell can only be cast ceremonially by a group or circle of magicians, and uses the ceremonial magic rules on p. B151. The amount of power raised depends on the local mana level; this spell cannot be cast in a no-mana zone. Each caster can raise 1 point of energy for the cone per hour of ritual in a low-mana zone, 2 points in a normal-mana zone, or 4 points in a high-mana zone. At the GM's discretion, energetic dancing (requiring a successful Dancing skill roll, and costing fatigue as marching, per p. B134) will double the points a caster can raise for the cone – and a critical success on Dancing might triple them!

Any witch in the circle casting this spell can, with a successful Concentration roll, draw on the cone to power another spell or spells (but not this spell) until either the cone is exhausted or backfires, or the ritual ends. Note that this spell does not raise the overall mana level in the area, only the available "ambient" mana for casting other spells.

College: Meta.

Duration: Length of ritual.

Cost: 6 per hour to maintain.

Time to Cast: 1 hour minimum.

Prerequisites: Lend Strength or Ward.

OCCULTIST

This template represents an investigator of the history, lore, and potential of the occult arts. He might be a specialist on call, a full-fledged member of a government or military occult agency, or even a private operator trying to play both sides against the middle.

Attributes: ST 10 [0]; DX 10 [0]; IQ 13 [30]; HT 10 [0].

Advantages: A total of 15 points chosen from any of Awareness [15], Danger Sense [15], Empathy [15], Intuition [15], Language Talent [2/level], Second Sight [5], Serendipity [15], Spirit Empathy [10], and Tenure [5]; as well as 15 points of *National Advantages* (see p. W68).

Disadvantages: -30 points chosen from Absent-Mindedness [-15]; Curious [-5 or -10]; any suitable Delusions [-5 or -10]; Reputation (Spooky, nuts, or weird) [-5]; Weirdness Magnet [-15]; or any relevant *National Disadvantages* (see p. W69).

Basic Skills: Occultism (any) (M/A) IQ+1 [4]-14; Research (M/A) IQ [2]-13; and any *one* of Esoteric History (M/H) IQ-1 [2]-12, Psionics (M/VH) IQ-2 [2]-11, Ritual Magic (any) (M/VH) IQ-2 [2]-11, or Thaumatology (M/VH) IQ-2 [2]-11.

Secondary Skills: A total of 12 points in Hidden Lore (any), Latin, Performance/Ritual, Photography, or Writing (all M/A); or Astrology, Exorcism, Forensics, History, Psychology, or Theology (all M/H).

Optional Skills: Put 5 points into any other secondary skills; or into Archaeology, Herbalist, Hypnotism, or Literature (all M/H); or any other dandy occultist languages such as Hebrew, Sumerian, Goidhelic, Sanskrit, or Tibetan (all M/A except Sumerian, which is M/H).

Customization Notes: The following broad guidelines can help customize occultists by nationality.

German: German occultists are more likely to have Old High German or Proto-Germanic as their language, and add Rune Lore (Armanic) (p. 51) to the basic skill mix. Naturalist is common among *völkisch* occultists.

British: Most British occultists will belong to one or more Masonic orders, which can function as a Claim to Hospitality (p. CI21), in the form of (limited) assistance from other Masons. Weaned on Frazer's *Golden Bough*, they likely possess some Anthropology skill; many upper-class occultists will have Savoir-Faire and Classical Greek. Ley-hunters will possess Hiking and Orienteering.

United States: Used to public-lecture tours, hawking books, and starting insular cult movements, American occultists commonly possess Bard, Merchant, and Performance – or even Fast-Talk and Fortune Telling. Ivy League occultists (such as those associated with the old Inquiry, p. 49) will resemble British ones.

Soviet: Soviet occultism (what little of it there is) remains thoroughly materialist; Psionics is the most likely basic skill. Electronics, Engineer, Physiology, Psychology, Weird Science, and similar secondary skills are more likely

55 POINTS



than Exorcism, Hidden Lore, or Theology; Greek or German would be more common than Latin.

Japanese: A Japanese occultist with Theology skill should specialize in either Buddhism or Shintoism; Chinese rather than Latin is his likely language.

Military Occultists

In a campaign with occultists formally enlisted into the forces, players can stack this template onto a military template such as Rifleman (p. W72) or Marine (p. W65). Truly elite occult soldiers might stack onto the Recon Trooper (p. W76), Paratrooper (p. W77), or even Commando (p. W80) templates.

On the other hand, occultist-soldiers might simply be "specialists" or "technicals" with a minimal "basic-training" package on top: Fit [5]; Extremely Hazardous Duty [-20]; Brawling (P/E) DX+1 [2]-11; Camouflage (M/E) IQ [1]-13; First Aid (M/E) IQ-1 [1/2]-12; Guns (Light Auto) (P/E) DX+2 [1]-12; Guns (Rifle) (P/E) DX+3 [2]-13; Hiking (P/A – HT) HT [2]-10; Knife (P/E) DX [1]-10; Orienteering (M/A) IQ-1 [1]-12; Soldier (M/A) IQ [2]-13; Spear (P/A) DX [2]-10; Stealth (P/A) DX [2]-10; Survival (any) (M/A) IQ-2 [1/2]-11; Throwing (P/H) DX-1 [2]-9; Traps (M/A) IQ-1 [1]-12. This package includes +2 to Guns for IQ, and totals 5 points plus Military Rank (likely 2 minimum) and associated Wealth.

Ahnenerbe-SS

Use the standard Occultist template customized for Germans, plus Anthropology and Administrative (SS) Rank (with associated Wealth). An "occult investigator" of the Reich might combine the Occultist and Gestapo Agent (see p. W:IC50) templates.

Practitioners

Templates for actual practitioners of the occult arts will likely vary widely, and probably be fairly expensive. As a start, add ESP Power 5, Magery 1, Oracle, or Telepathy Power 3, all [15]. Then add 15 more points in psionic skills or magical spells for a total increase of 30 points. For ritual magicians, add Ritual Aptitude 5 (p. SPI75), raise Ritual Magic (any) to IQ+1, and put 15 more points into ritual paths, also for 30 points total. See *GURPS Spirits, Wizards, or Undead* for full "adept" templates.

THE OTHER POWERS

The magical war behind the war might also possess some interesting "secondary theaters."

The United States

The closest American equivalent of the Quatuor Coronati or the Ahnenerbe would likely be the "Inquiry" group, a body of scholars (primarily classicists and theologians) ostensibly assembled by Pres. Wilson in 1917 to prepare the Fourteen Points and set U.S. policy in the Middle East. (Almost all American intelligence work in the region used religious scholars or archaeologists as cover, or advisors, or both.) Although the Inquiry officially ended in 1922, its alumni helped found first the Council on Foreign Relations and later the Research and Analysis section of the OSS, which was essentially the Inquiry reborn for the new war.

America in the 1930s and 1940s was best known in the world of the occult for its bewildering number of mystical societies, meditation temples, and other splinter groups of Rosicrucianism, Freemasonry, and Theosophy. Although a magical OSS sub-directorate (p. 135) might recruit the cream of this disparate crop, many American magicians pursued independent-minded courses against Hitler, most notably Samuel Untermyer, an influential New York lawyer and Golden Dawn member who investigated and harassed Bundists and other pro-Nazi elements until his death in 1940. Magical thinking may have reached much higher in American political circles, depending on what the GM makes of the connections between the mystical painter Nicholas Roerich and Vice Pres. Henry Wallace (p. 123).

The Soviet Union

The czars had employed a number of mystics as spies, most likely including George Gurdjieff (whose Foundation for the Harmonious Development of Man continued to operate in wartime Paris). But in the materialistic dialectic of Soviet Russia, there was no room for occultism, and even less for spirits or gods. Only that paranormality that could be explained in scientific terms was acceptable — that is, psionics, psychotronics, and similar notions (p. 70). Any Russian supernatural research or study group would be kept equally secret from Stalin, the West, and the Nazis.

Japan

Japan is a wild card. Claiming a racial destiny every bit as hubristic as the Germans, and vastly exceeding the British in the worship of royalty, Japan would seem to be a natural player in an occult WWII. The "Imperial bushidō" code, however, is a deliberate, artificial construction designed to paper over culture shock during Japan's overwhelming modernization in the 1890s, maniacally enforced by the 1930s as the totalitarian ideology of Japan's military government. Cynical, shrill, and strident, 20th-century bushidō has even less to do with authentic Japanese spiritual or magical traditions than SS rune lore does with the Vikings.



Hence, Japanese mysticism will tend to suffer from extreme tensions in theme and effect. Seeming evocations of the Five Elements may, for instance, actually depend on psychoactive chemicals developed by Unit 731 (p. 69), or even on borrowed German sorceries! Both Shintō and Japanese "hedge magic" do emphasize spirits; Japanese occultists will probably work with the various Monsters of the Floating World (p. 100) or blasphemously build their own servitors, such as the daikajū (p. 101). Army mahōtsukai may pattern their magics after ancient beliefs, but any ancient conspiratorial occult groups behind the Chrysanthemum Throne will know better, and deal with Tojo and his ilk at a distance and with little true enthusiasm. Such a group might pull the strings of the Black Dragon Society (p. 29), or build a small (but powerful) cell of "true honorable believers" in the relatively less-insane Japanese Navy.

THE MAN WITH GREEN GLOVES

According to lurid sorcerous rumor, the Nazi expeditions to Tibet (p. 122) contacted a legendary Tibetan sorcerer known only as "The Man With Green Gloves." He supposedly met with Hitler in 1926, introduced by the geographer Karl Haushofer, a rumored member of the Germanenorden (p. 26) and of a Japanese secret society known as the Green Dragon (perhaps a faction of the Black Dragon on p. 29). Each German expedition brought back more Tibetan sorcerer-monks to create a hidden "Tibetan colony" in Berlin that used its astral powers to exalt Hitler and strengthen Nazism. Unfortunately, Haushofer's son Albrecht was implicated in the bomb plot against Hitler (p. 35), and the Haushofers' Tibetan associates wound up in camps under Ahnenerbe control. On April 25, 1945, Russian soldiers broke into a prisonlike compound to find seven Tibetan monks dead in a ritual circle, each slashed across the stomach with a dagger. The rest of the Tibetan colony died in unmarked German uniforms, fighting the Soviets. Or so they say.

THE MAGIC

Any number of magical arts, from the universally common to the uniquely particular, flourished in the shell-holes of belief churned up by the Second World War. Any magical technique or school previously described in *GURPS* terms can find a home somewhere in this vast conflict, whether as the sole legitimate Great Art in an army of impostors, or as one of thousands of vital, competing sorcerous systems. The overt magics of the basic *GURPS* magic system (and its national variants as given in *GURPS Japan, Vikings, Russia, Egypt, or China*) may shine best in an openly sorcerous alternate history (such as *Technomancer 1942* on p. 132), while a secretly magical world (such as that faced by Detachment 23 on p. 135) may mesh best with the subtle machinations of the *GURPS Spirits* ritual-magic system, but these are only general guidelines.

GURPS Cabal presents a world where the basic *GURPS* magic system lies concealed behind a Hermetic conspiratorial scrim. A world in which everybody knows that ritual spirit-summoning exists – but only brilliant experts can practice it – would have intriguing parallels with the real world's deployment of atomic physics and computational theory. In short, use whatever magic seems best, in whatever role is most exciting and challenging to you. The following selection only highlights some of the war's more characteristic, or abstruse, magical arts.



Nostradamus' prophecies indicating a final German victory. (De Wohl and the SOE produced a Nostradamus counter-text predicting German defeat, but the SS intercepted the copies before they could be distributed.) Hess' belief in astrology made him vulnerable to de Wohl's propaganda; lured by a favorable planetary conjunction into rashness, Hess flew to Britain (see box, p. 36) and into prison. Reinhard Heydrich (another unbeliever) took the opportunity to purge Himmler's astrological section. In *Aktion Hess* on June 9, 1941, the Gestapo rounded up all of the astrologers, fortune-tellers, and seers in Germany and immured them in the camps. Even Himmler's personal astrologer, Wilhelm Wulff, spent four frightening months in Fuhlsbüttel until reprieved by Himmler's order.

ASTROLOGY

The most common mystical art in the West was, unsurprisingly, the one that both sides resorted to most often and most openly. Germany, before the war, had more astrologers per capita than any other nation; both British and American papers carried regular astrology columns.

The prominent Görlitz astrologer Elsbeth Ebertin created a stir in July of 1923 by predicting the rise of a "man of action" born on April 20 (Hitler's birthday) who was "destined to play a Führer-role in future battles." The astrologer-showman and hypnotist Erik Jan Hanussen supposedly trained Hitler in mesmeric oratory and predicted to the day his elevation to chancellor in 1933. Although Hitler privately disparaged all astrologers (and Hanussen, at least, turned up dead six weeks after the Reichstag fire, which he also predicted), Nazi propaganda played up these successful predictions.

With British intelligence convinced that Hitler devoutly believed in astrology, the Special Operations Executive (SOE) turned to the expatriate Hungarian-German astrologer Louis de Wohl to find out what advice Hitler's seers would be giving him. The SOE also used de Wohl to plant "predictions" in the astrological press based on intelligence data; when they came true, de Wohl's propaganda about Hitler's ignominious, fiery end (a "manufactured myth" from the box on p. 55 that actually came true) seemed vastly more credible.

De Wohl identified Hitler's astrologer as Karl Krafft, a staffer in RSHA Amt VII. Krafft was actually Rudolf Hess' astrologer; among his tasks was to print a version of

THE FRATERNITAS SATURNII

In 1928, occult bookstore owner Gregor A. Gregorius (originally Eugen Grosche) founded the *Fraternitas Saturnii*, or Brotherhood of Saturn, as an explicitly "Luciferian" lodge of ritual magic. Gregorius had been part of Crowley's OTO in Germany, cut loose after 1925 when his magical mentors (including Albin Grau, the set designer for *Nosferatu* and other German horror films) broke with Crowley. He took a third of their followers with him into his new society, dedicated to channeling astral demonic power through the "gates of the square" from the "sphere of Saturn" using sexual rituals.

Gregorius identified Saturn, Lucifer, and the German god Wotan as the same being, which he called "the GOTOS entity." The Saturnians' open embrace of the "left-handed path" gave them a certain dark cachet in the late-Weimar magical underground, but didn't save them from a far darker force; the Nazis banned the *Fraternitas Saturnii* in '33. Gregorius fled to Switzerland, then to Italy, but the Fascists extradited him in October 1943. Intriguingly, he only spent a year in prison, and immediately set about refounding the brotherhood after the war. He spent five mysterious years in East Germany and died in 1964.

MASS MAGIC

In many ways, WWII was the high-water mark for the "mass man" exalted by Lenin and Hitler alike. Not only Soviet and German totalitarianism, but the wartime ideologies and practices of all the powers – from the draft to carpet-bombing to economic "rationalization" – enforced the submission of the individual to the needs of the mass. As a mirror of the larger concerns of society, magic might easily do the same.

The Fanatical Spectator

Enough modern propaganda (several weeks of posters, news articles, and radio or television campaigns), or a sufficiently mesmerizing oration (a critical success on Performance/Ritual), can increase the amount of power that "spectators" can contribute to ceremonial magic (see p. B151) by creating an almost religious atmosphere in the ritual. For each week of propaganda blitzing beforehand, or each point by which the Performance/Ritual roll succeeds, the spectators can "contribute" 1 more point of fatigue to the ceremony's success, up to a maximum of half their fatigue.

The Stadium Ceremony

As Leni Riefenstahl's documentary *Triumph of the Will* makes plain, the Nazis organized their political rallies with a close attention to ritual and mass consciousness. In 1934, 160,000 people attended one event at the Nuremberg Rally; by 1937, the largest stadiums in Nuremberg could hold 400,000 spectators. The Nuremberg Rallies reliably drew more than 1 million participants to the weeklong events. (For comparison, Yankee Stadium held 70,000 spectators during the war years, and an average week of the 1939-40 New York World's Fair drew around 880,000 people.) Soviet May Day rallies and parades were on a similar scale, as was the Silver Jubilee of George V of Britain in 1935. In games where the great powers use occult forces, such mass gatherings become likely sources of massed ritual power, tapped for arcane uses by adepts on the dais or scattered anonymously through the crowd at key points.

For such mass-scale ceremonies, the ceremonial magic rules on p. B151 change. Each magician involved in the spell (who must know it at level 15 or better) can either contribute energy to help cast the spell himself, or coordinate up to 10,000 spectators in chanting, torch-holding, marching, or otherwise participating in ritual actions that will drain 1 fatigue point from each 100 of them, for 100 energy points total.

Example: Seven OSS ritual magicians could tap a capacity crowd in Yankee Stadium for 700 points of energy during a ceremony secretly embedded into the cheers and organ music of the seventh-inning stretch, with an eighth agent performing the actual ritual spell.

Such coordination requires a successful Performance/Ritual or Ritual Magic test; a failure grants no energy, and a critical failure drains 100 points of energy from the spell total. Fanatical spectators (as above) grant double the energy. "Unbelievers" still lower the total point harvest, blocking 1 point per 20 actively hostile onlookers or participants.

Example: If one of the OSS agents (above) critically failed his Performance/Ritual test, the spell only generates

500 points of energy (600 for the six agents who succeeded, minus the 100-point penalty). If there are 500 Bundists in the stands giving the Nazi salute instead of cheering the Yankees, that will drain another 25 points from the spell.

The casters must organize or design the mass gathering in question, in order to subtly (or overtly, in open-magic games) insert their spells into its activities. Hijacking a pre-planned event for magical ends may be possible; it might involve Politics, Psychology, Ritual Magic, and Scene Design tests!

THE SECRET OF THE RUNES

The *völkisch* Austrian journalist and novelist Guido von List received the "secret of the runes" while blinded following an operation for cataracts in 1902. For him, they were the power source of all Germanic heritage and culture; his unorthodox historical researches (including runic readings and channeled past-life experience) told him how the high warrior-priests of the Aesir, known as the Armanen, had used the runes in their magic and rituals.

List's Armanic rune system became Nazi orthodoxy, and even after List's old *völkisch* comrades had been shipped off to the camps, the Ahnenerbe continued to devote hundreds of man-hours to Armanic rune research. List's system has 18 runes (see the *Armanic Rune Table* box, p. 52), each with a central meaning, and each tied to a spell in the *Hávamál* (an old Norse collection of the sayings of Odin). All lore and secrets can be understood using the runes. By studying any name, location, or word in its runic development, you can "tune" it magically and restore it to its true Armanic nature. Further, the runes are the building blocks of all matter and energy; everything can be expressed as a *kala* of three runes that define or express the concept. List variously explained the *kalas* as "active, restive, and passive," "being, doing, and working," and "dying, breaking, and rising again" depending on the specific result that he attempted to achieve or support. By meditating on the runes, and by holding one's hands (or entire body, as Gurdjieff demonstrated) in the correct position, the rune magician can channel runic power into himself and attain superhuman power.

Armanic Rune Magic

In *GURPS* terms, Rune Lore (Armanic) is a specialization of Rune Lore (see p. CI149), although all individual Armanic runes are also Mental/Very Hard skills. Success at Rune Lore (Armanic) grants a +1 bonus to another knowledge skill roll (such as Research, Heraldry, Architecture, History, Occultism, etc.) for every 2 points by which the Rune Lore (Armanic) test succeeded. If, as List believed, the runes underlie all magic, a Rune Lore (Armanic) success might also grant such bonuses to other spell or ritual rolls, though not to rune-magic castings.

Armanic rune magic works in three ways. Knowledge of each rune grants the *GURPS* spell listed in the Armanic Rune Table (as the *Hávamál* spell specifically tied to that rune) and all spells specifically noted as a prerequisite to that spell or to its prerequisites in turn. For example, a rune-mage with HAGAL-17 also has a skill of 17 in Extinguish Fire (the prerequisite for Fireproof) and Ignite Fire (the prerequisite for Extinguish Fire). These spells may be cast normally.

Armanic rune-mages can also construct improvised magical effects using Rune Magic (see pp. M90-93), although each effect requires *three* runes (though not necessarily three *different* runes), rather than just two, for a full *kala*. A *kala* typically includes the subject, verb, and goal or object of the spell, but GMs should tolerate creative (though not abusive) *kalas*. (Some sample *kala* components for each rune appear in the *Armanic Rune Table*.)

Armanic yoga suffuses the rune-mage with power, aligning him to the rune in question. A successful Meditation (see p. C1142) roll allows an attempt to align with the given rune. This requires 1 minute of concentration and yoga, intoning of the rune, and a successful roll against the individual rune skill. For each point by which that roll succeeded, the yogi gets +1 to all upcoming rolls as indicated in the "yoga bonus" column of the *Armanic Rune Table*. The effect lasts 1 minute per point of fatigue the yogi is willing to spend (additional minutes come off of HT once Fatigue reaches 0); the yogi must pay the entire cost when the effect ends. The rune-mage may only yogically align with one rune at a time; while so aligned, he uses any other runes (for spells, etc.) at -7 to skill.

All Armanic rune magic *requires* loud, forthright speech! It cannot be performed silently. Runic inscriptions must be read out loud to take effect.

SPIRITUALISM

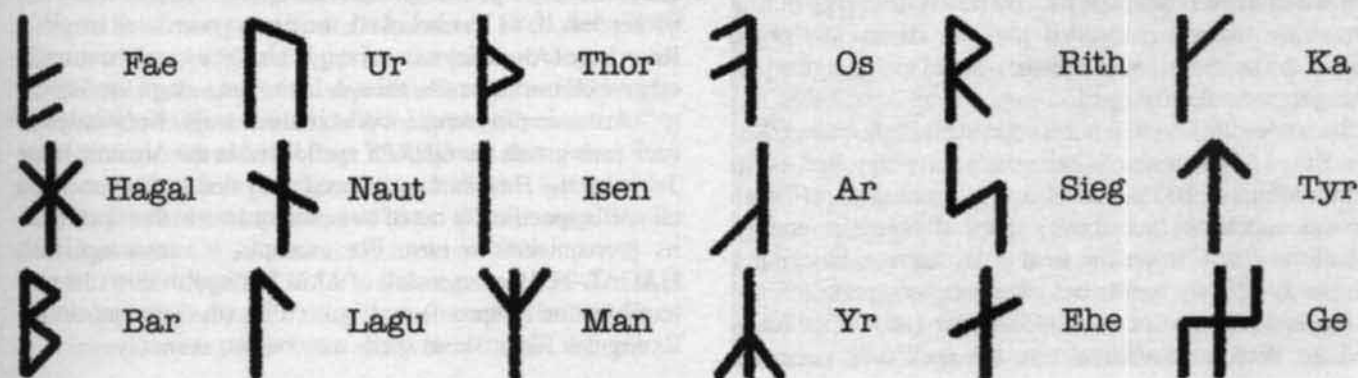
Although the Spiritualist movement had its heyday in the 1920s, when millions of bereaved people sought to contact the dead of WWI, it remained influential during the 1930s and '40s. Both Edison and Marconi claimed to be constructing necrophones, machines for speaking to the dead. The Canadian prime minister during WWII, William Lyon Mackenzie King, attended séances continuously after the death of his mother in 1917; many aristocrats and government officials in Europe were part of Mackenzie King's confidential spiritualist circle.

Gen. George S. Patton was another devout believer in paranormal phenomena, most famously his past-life experiences as a soldier under Xenophon, Alexander, Crassus, Napoleon, and other generals. Patton and Guido von List both experienced ecstatic visions from their "ancestral memories" triggered by specific, magically significant landscapes. Others needed no triggers, and could summon such visions at will.

Himmler's clairvoyant rune-mage and channeler SS Oberführer (later Brigadeführer) Karl Maria Wiligut, known as "Weisthor," possessed a totally pure Aryan lineage, which granted him perfect eidetic memory of all his past lives going back to the first German sorcerer-king, Uiligotis, born of the Aesir in 228,000 B.C.!

THE ARMANIC RUNE TABLE

Rune Name	Meaning	Hávamál Spell	Sample Kala Components	Yoga Bonus
FAE	Fire	Bless (p. M62)	burn, spark, father, property, grow, wander, shred	Luck
UR	Primal	Major Healing (p. B162)	forever, light, bull, resurrect, begin, cause	HT
THOR	Thorn	Ruin (p. M59)	thunder, lightning, thorn, change, sky	Parry/Block
OS	Aesir	Undo (p. M70)	mouth, rise, ashes, gods, speech, free	Escape
RITH	Wheel	Missile Shield (p. M77)	red, advice, road, right, rod, stars, rescue	Dodge
KA	Blood	Neutralize Poison (p. M50)	maiden, none, bold, art, fertility	Resist magic
HAGAL	Hail	Fireproof (p. M37)	enclose, destroy, hall, building, hedge	Demolition, EOD skill
NAUT	Need	Emotion Control (p. M68)	fate, nail, despair, surrender, grief	Diplomacy, Savoir-Faire
ISEN	Iron	Walk on Water (p. B159)	ice, will, paralysis, cold, banish, control	Boating, Shiphandling
AR	Sun	Repel Spirits (p. G85)	Aryan, noble, eagle, well-being, fame, virtue	ST
SIEG	Victory	Shield (p. M76)	salvation, tree, column, school, learning	Soldier (p. W65)
TYR	Sword	Summon Spirit (p. M72)	animal, battle, hand, conceal, tower, generate	Forensics
BAR	Birth	Armor (p. M76)	Germany, song, bear, grave, spring, beer	DX
LAGU	Law	Aura (p. M53)	sea, life, defeat, fall, lake, lock	Occultism
MAN	Man	Might (p. M26)	human, male, mother, full moon, month, clear mind	Will
YR	Bow	Illusion Disguise (p. M52)	iris, yew, female, rainbow, error, anger, new moon	Stealth
EHE	Marriage	Seeker (p. M54)	horse, court, folk, justice, duality	Sex Appeal, Cooking
GE	God	Name (p. M46)	earth, give, fulfill, giant, devil, geas, turn	IQ



THE SWASTIKA

Depictions of the swastika go back at least 10,000 years. To cultures from Greece to Japan to the Navajo, the swastika represented, among other things, the progress of the sun; the North Pole; fertility; comets; fire; and deities such as Hermes, Kali, Jupiter, Ishtar, Thor, Ganesh, the Sakyamuni Buddha, and Artemis. Contrary to academic superstitions about "left-handed" and "right-handed" swastikas, both good and bad elements have been associated with swastikas of either orientation for millennia. (Further confusing the issue, a Nazi-style swastika, with its arms bent to the right, appears to spin counterclockwise, or to the left.)

The word "swastika" comes from a Sanskrit phrase meaning "be well," and the swastika's main use in the West until Hitler was as a good-luck symbol. American companies, especially, used swastika "lucky charms" in advertising and on promotional giveaways, probably due to the prominent role the swastika played in Navajo and other American Indian art. Even the U.S. Army's 45th Infantry Division adopted the clockwise swastika as their badge – although in April of 1939, they prudently exchanged it for another Navajo symbol, the Thunderbird. (In a pleasing irony, the de-swastikaed 45th was the unit that captured the Nazi cult center at Nuremberg and liberated Dachau.)

The swastika (still spinning both ways) served as a symbol of Charlemagne's court, and as the Scandinavian "lightning of Thor" it evolved from a pagan emblem to a quirky local form of the Christian cross. (Nazis and other sloppy thinkers sometimes refer to the swastika as the "hammer of Thor," which was actually a T-shape.) As an "ancient Nordic symbol," the swastika caught the attention of German 19th-century *völkisch* movements, beginning with the pan-Germanist Georg von Schönerer in 1879. Both Lanz von Liebenfels (p. 26) and von List (p. 51) enlisted the *Hakenkreuz* ("broken cross," or swastika) as their blazon.

Once conscripted as a wholly "Aryan" symbol, of course, the swastika's appearance in any other culture obviously indicated primordial Aryan influence thereon. The coincidental use of the Buddhist swastika in Tibet and Japan encouraged German mystics to investigate those countries as "lost Aryan tribes," just as the swastika's polar symbolism seemed to hint at both "Nordic heritage" and a Hyperborean Aryan paradise – Thule – somewhere in the polar regions (p. 125).

Hence, the Thule Gesellschaft (p. 43) adopted the swastika as its emblem in 1918, and when its political wing, the Nazi Party, was looking for symbols, the swastika was close at hand. Hitler took credit for the final design of the Nazi flag (which debuted on May 20, 1920), basing it on a local party emblem designed by a dentist named Friedrich Krohn. According to occult legend, Hitler reversed Krohn's clockwise ("good") swastika to affirm the Nazi allegiance to dark powers; more likely, his artist's sensibility told him the tilted counterclockwise swastika looked more menacing. The effect, as Hitler said later, "was as if we had dropped a bomb."

In campaign settings involving the Nazi occult, it is up to the GM whether swastikas (of either "handedness") function as pentagrams, holy symbols, or unholy symbols – or whether a Tibetan Buddhist can use a "Nazi" swastika as a holy symbol even if an SS necromancer cannot.

Weisthor's revelations so impressed Himmler that he appointed Wiligut head of the Pre- and Early Historical Division of the Race and Settlement Office (RuSHA) of the SS. Weisthor designed the SS "death's-head ring," and seemed destined for greatness until his record of institutionalization for delusional schizophrenia became public in 1938. Himmler had him quietly retired the next year, and he lived out the war under discreet SS guard.

Model multiple-reincarnators such as Patton and ancestral channelers like Weisthor with the Racial Memory advantage on p. CI42, rather than Reawakened from p. CI43. For complete rules and guidelines for spirit-based magic, see *GURPS Spirits*.

PENDULUM MAGIC

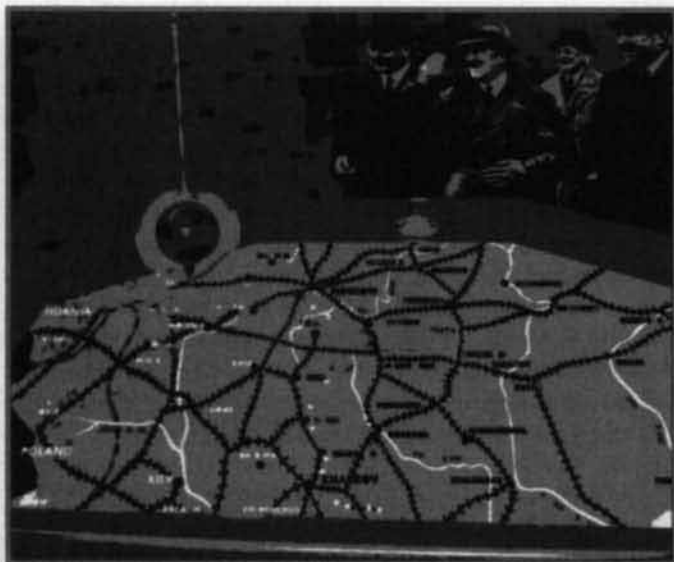
Some psychic or sorcerous "dowsers" claim the ability to locate objects, people, and resources, not by searching the territory itself, but by suspending a pendulum or dowsing rod over a map. At least two separate groups in the German hierarchy resorted to pendulum magic.

The top-secret "Naval Research Institute" under Capt. Hans Roeder nearly killed its pendulum expert, an elderly architect named Ludwig Straniak, through rigorous testing and overstrain during the hunt for the *Bismarck*. The Foreign Intelligence Section of the SD under Walter Schellenberg paroled a number of convicted occultists out of the camps in July 1943 in a crash program to find Mussolini so that Hitler could rescue his ally from his erstwhile subjects. (They occupied their time instead getting roaring drunk on the SD's tab.)

Finally, Himmler loaned Schellenberg one of his personal specialists, Dr. Wilhelm Gutberlet, the "master of the sidereal pendulum." The septuagenarian dowser pinpointed Mussolini's location successfully, although the Italian government moved him again before the pendulum's findings could be used. Dr. Gutberlet's pendulum was so powerful that he could dowse out Jewish blood in a crowded room; the following spell restricts itself to mere pendulum-and-map dowsing. For a psionic version of this effect, treat it as a specialized form of Seekersense (see pp. P43-44) that requires a map and pendulum to function.

Pendulum Information

A pendulum held over a map will point to the location of a person, thing, or place specified by the caster. If the location sought is not represented on the map, the pendulum will simply swing around in circles. The pendulum cannot indicate an area smaller than itself – on a map where 1 inch equals 100 miles, a quarter-inch wide pendulum can only indicate a search area 25 miles across. Long-distance modifiers apply (see p. B151), but enchanted or sorcerous maps may reduce their effect.



While the spell effect lasts, the caster (or an assistant) may substitute maps if desired (unless there is a large, well-organized map file immediately at hand, Research rolls may be needed to find specific charts), but only one target may be sought during any one casting.

At the GM's discretion, using an item closely linked to the target as the pendulum (or as the wire it is suspended from) may provide bonuses toward success: +1 for a personal item (such as a ring), +2 for a part of the target (a hair, for example), and +3 for an intimate part of the target (such as blood smeared on the plumb).

College: Knowledge.

Duration: 5 minutes.

Cost: 3. One try per day on any one target.

Time to Cast: 10 seconds.

Prerequisite: Seeker or Pathfinder.

VRIL

In his ominously titled 1871 potboiler *The Coming Race*, the Rosicrucian novelist Edward Bulwer-Lytton described the Ana, dwellers within the hollow Earth (p. 125) similar to the teros (p. 116). The Ana had mastered the "Vril force," a kind of omnipresent cosmic energy similar to electricity, telepathy, and nuclear force put together. They controlled vril with staves or rods, the least of which could "shatter the strongest fortress." The theosophists adopted Bulwer-Lytton's terminology, and believed that he had concealed occult truth behind turgid fiction.

According to Willy Ley (a German rocket expert who defected to America in 1935), at least some Nazi occultists (in the *Wahrheitsgesellschaft*, or Society for Truth) also believed in vril, and thought the Romans had successfully contained it within metal spheres devoted to the *lares* (or family spirits). Postwar occult rumor places a "Luminous Lodge of Vril" somewhere tangent to the Thule Gesellschaft (p. 43) as the secret power source behind Hitler's mesmerism, von Braun's rockets, and Guderian's blitzkrieg alike.

In game terms, "vril" can most simply serve as the "technically accurate" word for either mana or psionic Power.

Alternatively, vril might be a specific type of esoteric energy source, along with human *chi*, ambient mana, and the luminiferous ether. Although details are both sketchy and conflicting, vril likely pools in subterranean caves or chasms; surface vril would diffuse rapidly when exposed to sunlight and fresh air.

In the world-ice theory (see box, p. 71), vril may also be the product of the conflict between fire and ice powering the cosmos; this would make volcanic, glaciated terrain (such as Greenland, Norway, or Antarctica) a prime location for vril taps. Vril-using sorcerers should treat any such regions as one mana level higher than Earth usual; if Earth is low mana, a cave or glacier is normal mana. Volcanic caves underneath a glacier (such as the "warm zones" of Antarctica) would be two levels higher (high mana, in such a setting).

A TL(6+n) "vril engine" reverse-engineered from Ana records weighs 0.25 lbs. per kW, with a base weight of 10 lbs., and costs \$50 per lb. (If vril power becomes mature technology, that cost is divided by 10.) If the vril engine runs on ambient vril, it needs no fuel. If vril must be tapped or stored in crystal (or *lares* sphere) "batteries," a vril power crystal can hold 54,000 kW (150 energy points) per ounce.

Depending on the cosmology, vril crystals might be replenished by exposure, enchantment, or adept meditation, or they might be nonrenewable resources found in the ruins of some subterranean palace. Vril batteries, if any, should be expensive, although one of Ley's informants hinted that apples were a good source of vril! A genuine, functioning vril staff would be an artifact beyond price; it could theoretically power the entire industrial base of the Third Reich.

MASKELYNE'S MAGIC WAR

Not all the magic at Britain's disposal was supernatural. Jasper Maskelyne, the son and grandson of Britain's foremost stage magicians, volunteered his services to the army in 1939. After demonstrating his ability to "vanish" a warship with mirrors (and more practical talents at camouflage), he was shipped to Egypt, where he joined "A Force," a special unit tasked with counter-intelligence and deception.

He commanded a staff of 14, all skilled at various arts from electrical engineering to stage design. Using misdirection, false perspective, and other tricks of the prestidigitator's trade, Maskelyne improvised revolutionary deception systems. He invented light, portable shields that camouflaged tanks as trucks and vice versa, concealed British battlecruisers and Alexandria Harbor itself from Nazi bombers, and developed a system of mirrors and lights to disorient planes attacking the Suez Canal.

His greatest triumph was directing "Operation Bertram," the disinformation campaign against Rommel to disguise the date and direction of the El Alamein counteroffensive. After Alamein, Maskelyne trained several other Commonwealth units in his tactics, which played out on a much larger canvas as "Operation Fortitude," the phantom invasion of Calais intended to distract the Germans from Overlord and D-Day.

THE MYTHS



To many participants, WWII seemed like a combat of mythical, even Biblical, proportions. Apocalyptic forces were unleashed on all sides in a cataclysmic struggle of good against evil that leveled cities, decimated nations, and left famine and desolation in their wake – however, all this terror would inevitably bring about a glorious new age, whether dedicated to the Four Freedoms, the workers' paradise, or racial purity. Prophecies from Nostradamus to Revelation suddenly seemed relevant; perhaps this was the great War at the End of the World.

THE AESIR

Hitler expressly related the war, especially in its closing months, to the Norse myths of Ragnarok, the final struggle of gods and monsters, and the Germanic *Götterdämmerung*, the Twilight of the Gods. He saw these concepts as metaphorically related to the more important drama of racial conflict playing out in his mind, but many other Nazis, including Himmler, spent much effort attempting to rekindle the ancient worship of the Teutonic gods, the Aesir, in 20th-century Germany.

They had little success, but in a magical campaign, or one in which human belief powers deities, the rune-priests might have succeeded in recreating their gods with the proper rituals and obeisances, or with a Sorelian mass myth (see box). Of course, what the Aesir would have done with their new cult remains to be seen: noble gods like Tyr and Heimdal might reject the worship of madmen. On the other hand, the Aesir did respect strength and violence, two traits the Nazis had in abundance; perhaps only the traitor god Loki would turn against the SS.

This template represents a lesser Aes like Njord or Frodi, and presents the Aesir as physical beings, albeit ones summoned from another space-time continuum, plane, or dimension.

Aes Template 941 points

Attribute Modifiers: ST +40 [185]; IQ +3 [30]; DX +8 [125]; HT +6 [80].

Advantages: Alertness +3 [15]; Charisma +6 [30]; Disease-Resistant [5]; DR 6 [18]; Extra Fatigue 10 [30]; Extra Hit Points 20 [100]; PD 4 [100]; Power Investiture 6 [60]; Sanctity [5]; Terror (-6 to Fright Checks) [90]; Unaging (Requires magical apples, -40%) [9]; Unfazeable [15]; Very Beautiful [25]; Very Rapid Healing [15]; Voice [10].

Disadvantages: Callous [-6]; Dependency (Fatigue from worship, weekly, occasional) [-20]; Glory Hound [-15]; Hidebound [-5]; Inconvenient Size (9') [-10]; Overconfidence [-10].

Skills: Bard at IQ+3 [8]; Skaldic Lore at IQ-1 [2]; Theology (Teutonic) at IQ [4]; one P/A Weapon at DX+3 [16]; plus 30 points in "domain" spells.

Customization Notes: GMs may wish to allow the Aesir to tap fatigue from spots holy to them to recover or to power spells, as the spirit ability on p. SPI33 of *GURPS Spirits*. Such an ability costs 10 points.

MANUFACTURING MYTHOLOGY

Mussolini deliberately proclaimed his Fascist regime to be the Roman Empire reborn, using pomp and pageantry to bring this myth alive in the minds of the Italian people. He took his inspiration, oddly enough, from a French anarchist named Georges Sorel.

Sorel believed that the combination of the average man's "will to believe" (in religions, for example) could be combined with Nietzsche's "will to power" to create an empowering "myth." Sorel believed in the "myth of the general strike" – a mass strike by all workers that would smash capitalism forever – even though he knew intellectually that such a thing was impossible. Sorel thought, however, that if enough workers believed in the myth, a general strike might actually happen; the "internal truth" of the myth would become external truth. Sorel went so far as to refuse to debate the truth of the general strike. Convincing himself of his myth was apparently a key step in making it come true!

Mussolini used Sorel's insights (and the "artistic politics" of the Futurist movement, which also spawned the Fascist sex-magician and mythographer Giulio Evola) to create his own mass myth. Trotsky and Hitler borrowed from Mussolini; the "world revolution" and the "purified Aryan nation" became mass myths reinforced with mass rallies, carefully designed symbolism, artistic propaganda, and forged history.

Alongside totalitarian political myths (and the Japanese cult of Imperial bushidō, with its echoes of Sorel and Mussolini), individual writers tried to create specific mythologies that would somehow become retroactively "true" for their readers – and, eventually, for the world at large. Psychologist and Aryanist Carl Jung's attempts to draw archetypal deities out of dream and insanity, von List's searches for ecstatic landscapes and languages (p. 51), and even J.R.R. Tolkien's decision to create a new mythic cycle for Britain exemplify this 20th-century trend. America's surge of superheroic comic characters might have been echoes of the same dream – not only can a new immigrant get a good job, in America he can leap tall buildings at a single bound!

The GM can use the mass-myth to spark overt weirdness in the setting. Hitlerian levels of propaganda already had Germany believing in ludicrous theories like the *Welteislehre* (see box, p. 71) – were the Nazis only missing the proper memetic phrase to conjure a belief in the Aesir or the returned Barbarossa (see box, p. 56)? Such retroactive myth-making might be the origin of any number of magical forces, or simply provide the global belief – or will – needed to create supers, gods, or monsters.

IN THEIR TIME OF GREATEST NEED

According to folklore, King Arthur did not truly die, but was carried over the sea to Avalon, to return in glory to Britain in its time of greatest need. The dark days of 1940 might well have called Arthur back in an alternate history where Sealion actually worked (p. 7); as it was, "Drake's Drum" (which belonged to the hero who defeated the Spanish Armada and saved Britain in 1588, Sir Francis Drake) sounded the warning of invasion and the RAF beat back the Luftwaffe. In addition to Drake and Arthur, Britain has other returning guardian heroes, including Robert the Bruce (in Scotland) and the Earl Desmond (in Limerick, no longer British territory).

Germany also has its share of returning hero-kings, most prominently Friedrich I Barbarossa, who disappeared on crusade in 1190. He sleeps in the Kyffhäuserberg in Thuringia at a stone table with his six knights. His beard has already grown through the table, but must wind itself three times around before he wakes. Alternatively, he sends a raven out every century to see if he is needed. Things looked pretty good in 1869, so he's not liable to stir during WWII – unless an atom bomb wakes him.

King Heinrich the Fowler, who died in 936 after constant war against the Eastern Slavs, is prophesied to return from Sudmer Mountain to save Saxony – and Heinrich Himmler believed himself to be Heinrich reincarnated. Perhaps that was why he dug up Heinrich's bones and reburied them in a Quedlinburg Cathedral crypt, venerating them in a midnight ritual each July 2.

Charlemagne sleeps under no fewer than three hills in Greater Germany (Odensburg in Kassel, Untersberg in Austria, and Nuremberg Castle in Bavaria), as well as an undisclosed location in France. As founder of the First Reich and greatest king of France, his allegiance is obviously torn, although Roland's Horn (p. 59) will awaken him when the time comes.

Theodoric performs a similar task for Italy, Olaf Trygvasson will arise from the waters in Norway's hour of need, Ogier le Dane (one of Charlemagne's paladins) sleeps in the Kronborg Castle for Denmark, King Matjaz watches over Slovenia, and "good king" Wenceslas will awaken from the hill south of Prague's Hradcany when Bohemia needs him most. None of these kings seem to be on the job, since all of their patrimonies fell under Nazi occupation during the war – and Wenceslas should come in for special demotion given that the Nazi surrender turned Bohemia over to Josef Stalin!

Russian Novgorod waits for the giant river-pirate Vasili Buslayev to return from Siberia when he is needed. There is no particularly American sleeping king myth – Paul Bunyan or Davy Crockett comes closest, perhaps – although the cycle does give new meaning to Yamamoto's famous prophecy that Pearl Harbor had "awakened a sleeping giant."

A campaign in which any or all of the above return during World War II could evoke mythic or even apocalyptic power, if Himmler's rituals bring Heinrich the Fowler back to life to make war on the East again. Or it might become a farcical romp in which Charlemagne returns from three mountains at once (on both sides of the war) to end up battling Godzilla.

CARGO CULTS

In the Melanesian islands of the southwestern Pacific, the millenarian quest for the gods took the form of the "Cargo cults." The irruption of Europeans into tribal life was, quite literally, inexplicable to the conservative native cultures of the islands. Who were these white men, and why were they so rich and powerful?

Missionaries said the white men's strength came from God and Jesus, but even when natives converted, they remained poor and weak. Eventually, out of first-hand observations, mangled Christian doctrine, and native lore, tribe after tribe discovered the truth. God (in New Guinea sometimes called God-Manup, in syncretic union with the chief local deity) meant for the natives to have the Cargo (fine weapons, liquor, clothing, and so forth), and had sent the missionaries to bring it; however, they were greedy and diverted the Cargo to themselves, and lied to the natives about it. If the Melanesians could discover the secret way to "order" Cargo, they could *opim rot bilong kago* ("open the Road of Cargo"), whereupon God would send them all the good things and, usually, punish the greedy white men with a cataclysm.

To open the Road of Cargo, often the entire tribe would have to reform its ways; sometimes, these reforms involved destroying native food, idols, or weapons to demonstrate complete faith in the arrival of superior Cargo replacements. This destruction merged with "missionary magic" and traditional offerings to spirits as the *bilasim tabol* ("decorated table") ceremony; the sacrifice is burned on a table set in European fashion including the white tablecloth. Calling the Cargo also took a European form; it involved building replica airstrips or dockyards out of palm fronds, bamboo, gourds, and other local materials.

Although the first Cargo cults emerged in the 1890s in New Guinea, the dislocations of WWII sent the whole southwestern Pacific into apocalyptic ferment. The invading Japanese were variously seen as angels, demons, disguised (or cursed) Europeans, and the spirits of the dead; the counter-invading Americans likewise. The nonwhite Japanese and multiracial American forces deeply perplexed the Cargo cultists, who were forced to introduce further complications into their narratives. Japanese executions of missionaries and the overwhelming wealth of the Americans both reinforced the utopian theme of the Cargo cult. All across New Guinea, and as far east as New Caledonia, the tribes knew that the new age of Cargo magic and Cargo paradise was just over the horizon.



Lo Kago (The Rules of Cargo)

To use *GURPS* mechanics to model Cargo cult magic, the key concept is the extremely practical, grounded nature of Cargo belief. Magic is supposed to get you *stuff*, and vice versa. Using the values on p. B152 equating \$25 to a single energy point, and adjusting for inflation (multiplying by 5 for WWII-era prices), to "redirect" cargo from Heaven to the caster costs 1 energy point for every \$125 in cargo sought, including the cost of the carrying vehicle. On the other hand, for *bilasim tabol* ceremonies, every \$25 worth of food, liquor, tobacco, etc. burned or consumed takes 1 energy off the cost of Summon Spirit, Bless, or other applicable spells. (God-Manup doesn't charge European prices for local table magic, of course. That would be usury!)

As befits its name, Cargo magic doesn't really work on single items; it attracts them in bulk. Hence, the minimum amount of a given "shipment" has to be enough (\$2,500 or more) to make bulk shipping worthwhile for God-Manup. (He's a very busy man, after all.) For a "mixed lot" of cargo, including clothing, European food, liquor, machetes, flashlights, and rifles, set prices at \$4,000 per ton; a ton of cargo is enough to clothe, arm, feed, and support 25 people for about 40 days. (Use the price lists on pp. W87-93 to cost out specific cargoes.)

The trick, of course, lies in getting the cargo to the summoner. This requires the Cargo magician to construct, or cause to be constructed, a suitable reception point for cargo, such as a dockyard, a lighted drop zone, or even a full airstrip. For each energy point required for the cargo and vehicle desired, a Cargo magician must expend one day in such construction, and the construction must cover 1 hex for every energy point of cargo and craft to be summoned. Multiple Cargo magicians can, of course, work together to reduce the required time.

To summon a 1-ton parachute drop (\$4,000 in cargo, dropped in five 400-lb. loads, each hanging from a \$100 parachute, for a total of \$4,500) requires 36 energy points, 9 days of ritual for four Cargo magicians, and 36 cleared hexes with flares, beacons, and flags. On the other hand, to summon a fully loaded DC-3/C-47 (\$12,000 in cargo on an \$83,000 airplane) requires 760 energy points, requiring our four Cargo magicians to spend a little over six months (190 days) having their tribe clear, build, and decorate an airstrip covering 760 hexes.

Once built, however, a Cargo dockyard or airstrip halves the energy cost for future summonings: God-Manup now has the address in His files. (Parachute drop zones aren't addresses, of course; they never go down in cost.) To summon a fully loaded PB4-Catalina (\$8,000 in cargo on a \$87,100 airplane) to the same airstrip would cost those four Cargo magicians only 381 energy points (half of 761), and thus take only 96 days of ritual clearing, maintenance, and chanting into gourd-radios.

Various components may cut down on the needed energy for Cargo magic, usually things used by Europeans primarily or exclusively. Many Cargo magicians spent months looking through European books for the true name of God or another *asa* (a "true ritual" such as Europeans use to make Cargo). As rules of thumb: Coca-Cola contains 1 point of Cargo energy per ounce; a ceremonial reading from procedural books such as U.S. Army field manuals or railroad schedules cuts the required time by 2% for every hour of oration; the true name of God would cut all requirements by 90%.

"WHY DO THE SKIES NOT DARKEN?"

Dealing with the Holocaust is an extremely delicate endeavor. A straightforward *GURPS WWII* campaign provides opportunities to steer well clear of the ultimate horrors perpetrated by the Nazi state. A campaign infused with even a limited amount of High Weirdness, though, presents a different problem altogether.

The Reality

The historical records make it clear (and thus, frankly, all the more horrifying) that the Nazis exhibited a bureaucratic detachment in transporting, executing, and disposing of their victims. Nazi records captured by the Allies in 1945 detail train schedules, shipments of cyanide, and reports of the daily operation of the death camps written in a collectively clinical and detached tone, as though the widespread slaughter of Jews, Gypsies, Poles, Catholics, Russian POWs, Jehovah's Witnesses, and homosexuals was a perfectly mundane occurrence, on a par with paper-clip manufacturing. The perpetrators, be they bureaucrats in Berlin or train engineers heading east, convinced themselves that they each had a minor, innocuous role in the entire twisted enterprise. It was all someone else's idea, someone else's problem.

Where such a mindset is possible, all things "occult" pale in comparison. The truth is far worse.

The In-Game Paradigm

Presenting any explanation, or providing any sorcerous or mystical background, for the Holocaust besides the reality above is quite likely to offend players. Many, many people believe that any campaign or storyline that attempts to portray the Nazi genocide as anything other than the mad acts of a pathologically evil cadre of men is completely out of bounds. But the dark temptation remains – secret histories of the Holocaust can seem to let us off the hook. Here, then, are some reasons those explanations don't work:

- The Nazi genocide cannot be a mass magical ritual. Negative energy generated by non-believers in the crowd – which those in the death camps certainly were – renders mass-magic spells impotent.

- The idea of the Holocaust as some mass sacrifice to curry favor from the Aesir makes no sense. No self-respecting deity or demon is going to accept an "impure" offering – and if there's one thing the Nazis believed in, it was the impurity of their victims.

- Why would a conspiracy that supported the Nazis make them waste billions of marks, vital rolling stock, and immense reserves of manpower in a senseless atrocity? The only conspiracy involved is the real Nazi conspiracy to commit genocide.

SACRED RELICS

To bring about a properly apocalyptic victory and usher in the millennium, occult experts agree that there's nothing quite like a powerful sacred relic. Enshrined in legendary glory, a suitable object can buttress grandiose propaganda even without any powers, or serve as the basis for a Sorelian mass myth (see box, p. 55). If the artifact does happen to contain immense divine magics, all the better.

Ark of the Covenant

The chest containing the tablets of the Law, given by God to Moses on Mt. Sinai, connected God to Earth. It gave victory in battle (some battles, anyway), housed powerful cherubim, and killed the unholy who touched it. (See pp. WT32-35 for more Arkeology.) The Ark vanished from the Temple in Jerusalem in the first millennium B.C.; historians and theologians debate whether the Pharaoh Shishak, the evil king Manasseh, the Babylonian emperor Nebuchadnezzar, or some other temple looter carried it off for the last time. The Second Book of Maccabees claims, however, that the prophet Jeremiah hid the Ark in a cave, to be returned by God when Israel was once more united and independent.

Although Indiana Jones and his rivals searched the sands of Egypt for the Ark (p. 121), others looked elsewhere. The American transvestite and treasure hunter Antonio Futterer claimed in 1931 to have discovered the Ark in a secret tunnel into Mt. Pisgah, in Transjordan. Irish legend holds that Jeremiah brought the Ark to Ireland (via Spain), where his daughter buried it in Tara Hill. The Templars may have dug up the Ark during the Crusades and shipped it to France in 1127; it then vanished with the rest of their treasure in 1307.

A cache of documents found in 1935 by a Shintō priest named Takeuchi in Ibaraki Prefecture indicates that the 10 Lost Tribes of Israel may have taken the Ark to Nagano, Japan, or possibly to Mu (p. 124). The Ethiopian royal family also claims to have the Ark, taken to Axum by the son of the Queen of Sheba (or by Ethiopian mercenaries under later pharaohs than Shishak). Edmund Kiss (see box, p. 122) may have been looking for something more than fragments of a fallen moon — unless those fragments were *also* the “tablets from God” inside the Ark!

Holy Grail

The Holy Grail, the cup that inaugurated the Eucharist and caught Christ's blood at the Crucifixion, is a central icon of Christian mysticism (although it has much in common with earlier Celtic icons such as the Cauldron of Annwn). It restores the land, resurrects the dead, feeds the hungry, grants immortality, and spiritually purifies all who behold it. The Grail Kingdom is a kind of heaven on Earth, a place of perfection, plenty, and purity. (See pp. WT36-38 for more Grail details.) The Nazis combed Europe for the Grail, believing the “pure blood” within it offered such salvation solely to the Aryan race.

The most devoted Nazi Grail quester was Otto Rahn. A student of literature, especially the troubadours, he explored the Pyrenees and the south of France in the early 1930s and published *The Crusade Against the Grail* in 1933. He claimed



that the Grail was actually the symbol of the heretical Cathars, whose Gnosticism, emphasis on “purity,” and sacramental suicide all appealed to the Nazi spirit. Rahn believed that the Cathars had gained their insights from the Grail, which they had hidden after the fall of their fortress at Montségur in 1244.

His research fascinated Himmler, who attached Rahn to Weisthor's division of RuSHA (p. 53) in 1935, and commissioned Rahn as an SS obersturmführer in 1938. In 1936, Rahn went to Iceland in search of Hyperborea (p. 125) and published his new, Ahnenerbe-sponsored book, *Lucifer's Servants*, in which he explicitly identified the Grail as a Luciferian emblem, and endorsed the worship of Lucifer by all good Nazis. Mysteriously, Rahn resigned his SS commission in February of 1939 and disappeared in the mountains of Austria six weeks later.

Other questers for the Grail in the interwar period included the Guénonist (p. 121) Polaire Society (which owed its allegiance to the “mystical Pole” in the hollow Earth) and the Italian Fascist Grail scholar Giulio Evola. Evola's Tantric studies may not have had significant practical applications, but his yoga experiments produced a special breath-training system that allowed him amazing feats (essentially the Breath Control skill) as a technique for alpinism at very high altitudes, all the better to search mountainsides for the Grail. After the fall of France, German experts continued surveying Montségur (even devoting valuable radar equipment to the search in 1943) and other Pyrenean locations, looking for the Holy Grail in some remote castle, cave, or crypt. On the other hand, if Hitler's beloved *Parsifal* was correct, the Grail had all along been in the mountains of India (or Tibet?) at the court of Prester John.

Iron Crown of the Lombards

This jeweled, enameled crown has six golden plaques welded to an iron band around its interior. That iron band was forged from one of the True Nails of the Cross, given to King Agiluf of the Lombards in 590 by Pope Gregory the Great. Historically, the symbol of Germanic authority, it passed from the Lombard kings of northern Italy to Charlemagne, Otto I, and other Holy Roman Emperors. Napoleon crowned himself with it in 1805, saying “God has crowned me; woe to he that touches it.” Although the cathedral at Monza, near Milan, claims to possess the Iron Crown, occultist legend places it in any number of other locations, usually mountainous ones such

as Sicily or the Pyrenees. Its magical powers (aside from those inherent in its holy relic) are unclear, but likely involve destiny, rulership, and the German people or Italy. It might even be the Luciferian "crown of life" referred to by Rahn – which is to say, the Holy Grail.

Roland's Horn

Another artifact associated with the Pyrenees, the Horn of Roland supposedly rests in a church in the region, usually identified as St. Severin's church at Bordeaux. Roland was Charlemagne's greatest knight; his powerful horn, Olifant, was made of ivory inlaid with crystal and gold. (Its immense size implies the tusk came from a mammoth or some other primordial creature.) According to the medieval epic *Chanson de Roland*, when attacked in the pass through the Pyrenees at Roncesvalles, Roland refused to blow his horn and summon Charlemagne to his aid until mortally wounded. When Roland finally sounded Olifant, it caused storms, earthquakes, and darkness at noon – an apocalypse that onlookers thought marked the end of the world. Roland's Horn could allow similarly surrounded Nazi generals at Stalingrad or Falaise to die knowing they were taking their enemies – and perhaps the world – with them.

Spear of Destiny

Charlemagne turns up yet again as one of the holders of the legendary Spear of Destiny (also called the Holy Lance or the Spear of Longinus), which when properly mastered grants invincibility on the battlefield to its holder. (More on the Spear appears on pp. WT38-40.) The centurion guarding Christ's crucifixion, traditionally named Cassius Longinus, pierced Jesus' side with a spear and released a flow of water. According to pious legend, Longinus immediately converted, and his Spear was passed down through underground Christian circles in the Roman army (including various military martyrs) until it reached the hand of the Emperor Constantine, who used it to win the battle of the Milvian Bridge that essentially allowed Christianity to take over Rome.

The Spear's path becomes convoluted at this point, being broken up, restored, and looted by a cast of thousands including Chosroes of Persia, Louis IX of France, Mehmed the Conqueror, and the Borgia Pope Alexander VI. The usual version of the story has it passing from Constantine to the Roman Popes to Charlemagne, and from him to the Holy Roman Emperors (including Friedrich Barbarossa; see box, p. 56) and Napoleon. At least two other Spear traditions exist, one placing it in the Vatican, and one insisting it disappeared from Saint-Chapelle in Paris in 1793.

Be that as it may, when the Nazis annexed Austria, Hitler confiscated the Spear on display in the Vienna Hofmuseum and transferred it to the Nazi cult center at Nuremberg. (Where, according to Roy Thomas' revisionist *All-Star Comics*, the Spear's magic prevented Superman and other heroes from attacking Germany; see box, p. 107.) Some theorists believe that Himmler had the Spear copied, and removed the real Spear to Wewelsburg (see box, p. 45); Patton, according to one story, returned the copy to Austria and sent the genuine Spear back to America. Perhaps it rests in the Pentagon's

Holy of Holies even now, granting the United States a level of global power that not even Constantine could boast. Or perhaps the Nazis smuggled the true Spear out with the rest of ODESSA's loot, and kept it in some Brazilian bunker or Antarctic refuge (p. 119).

According to many occultists, Hitler (or Himmler) attempted to use the Spear to guarantee German triumph, but failed to "unlock its secrets." Hitler was obsessed with Wagner's opera *Parsifal*, which makes the Spear of Destiny the counterpart to the Holy Grail; the weapon that strikes the Dolorous Blow and destroys the land before the Grail redeems it. Since Hitler's *anschluss* of Austria led directly to the destruction of Germany, perhaps the Spear did serve the cause of Destiny, after all.

THINGS MAN WAS NOT MEANT TO DEPLOY

The new science of relativity, with its unpleasant hints that human logic is of very limited use in the universe – which is vaster and more ancient than we can comprehend – spawned two notable developments in the 1930s. One was atomic research; the other was the "cosmic horror" of H.P. Lovecraft and his circle. Games that combine the two may wind up with the Ahnenerbe and MI-5 racing to acquire various prehuman artifacts or ancient tomes while secretive think-tanks in Los Alamos or Peenemünde run non-Euclidean solutions through powerful computers to summon Cosmic Deities or awaken the Ancient Ones. Lovecraft himself might serve as an Inquiry or OSS advisor, assuming he survives his 1937 stomach cancer. Or, given his hatred of "race mixing" and occasional proclamations of devotion to Fascism, he might be an embittered exile secreted within Himmler's RuSHA staff.

Whichever side "wins" the Mythos Race is doomed. Even the evils of the war are recognizably human; the taint of tampering with Things Man Was Not Meant To Know twists and malforms every thought and deed. This insanity, of course, can serve as a hidden truth behind Axis lunacies, a common foe for the Royal Navy and the Kriegsmarine to combat, or the temptation to end the struggle that war-weary America must resist. Cosmic horror can return psychological realism to even a fantastic World War II campaign if the GM foregrounds such issues. (See pp. H45-47 for Things and pp. H89-90 for cosmic horror itself.)

Appropriately, Lovecraft himself should get the last word. According to the drunken Zadok Allen in "The Shadow Over Innsmouth," only the Elder Sign can hold back the hellish Things and their minions on Earth. Only by brandishing this symbol, and believing in it wholeheartedly, can you drive these alien beings away. And what does an Elder Sign look like? Well, says Zadok: "Somethin' ... like what ye call a swastika naowadays."

4. PERVERTED SCIENCE



The real WWII was shaped by advanced weapons, radar and penicillin, rockets and atomic bombs. The era's fantasies present even more potent advances.

"If we can stand up to him, all Europe may be free and the life of the world may move forward into broad, sunlit uplands. But if we fail, then the whole world, including the United States, including all that we have known and cared for, will sink into the abyss of a new Dark Age, made more sinister, and perhaps more protracted, by the lights of perverted science."

— Winston Churchill, June 18, 1940

The GM wishing to produce an alternative World War II may want to start by making some of fiction's inventions real. To help enhance their believability, a look at the historical context of scientific research may be useful.

SCIENCE AND STRATEGY

WWII saw a basic change in the relationship between scientific research and warfare. Earlier wars had seen technological innovation and scientific research turned to military use. But now, military men treated science and technology as strategic resources, funding them and even releasing men from military service to work on them. This support made the war a hotbed for new technologies, which transformed the world beyond recognition after 1945. E.E. Smith's *Lensman* novels portray a science-fictional setting with a similar approach to military technology (see *GURPS Lensman*).

New Weapons

A number of new weapons systems came into use during WWII. The threat of enemy tanks led to the evolution of armor-piercing rounds and shaped-charge high-explosive rounds for cannon. Submarine warfare led to advances in the design of depth charges and to torpedoes guided by passive or active sonar. Proximity fuses came on line for anti-aircraft high-explosive rounds. The main combatants largely avoided gas weapons, but did develop nerve gases such as the German Tabun. The use of artillery and bombers meant that soldiers usually died without ever seeing their attackers, a major source of psychological stress in combat.

New Vehicles

WWII brought powered vehicles into battle in unprecedented numbers. German tank forces named a new style of warfare, *blitzkrieg*, based on rapid penetration of enemy lines by tanks followed by consolidation of the gains by infantry. Airplanes bombed enemy forces and fortifications — and eventually turned to destroying cities. Naval combat was based on a new type of ship, the aircraft carrier, which took control of the seas away from battleships. Submarines took naval warfare below the surface. Motorized troop transportation got soldiers into combat faster than ever before, riding in armored personnel carriers or parachuting out of airplanes.

Combat Engineering

WWII saw increased use of combat engineering troops, especially in the U.S. forces. Fortifications, airfields, and roads were essential to warfare; armies learned to build them in a hurry. A military force was likely to have bulldozers and cranes as well as jeeps and tanks.

TECH LEVELS

In terms of standard *GURPS* Tech Levels, World War II is late TL6. Internal combustion, heavier-than-air flight, electrical power, and radio are in regular use; experimental devices such as computers, rockets, and atomic bombs foreshadow TL7.

But the science-fiction writers and other speculators of the time predicted technological advances somewhat different from those that actually developed in the late 20th century. Many writers expected space travel to be comparatively cheap and easy, the sort of thing an industrialist might fund with his private fortune, perhaps using atomic energy for propulsion in some way. Artificial intelligence was envisioned as taking the form of humanoid robots. Every garage would have an aircar. On the other hand, computers would be huge, possibly built in orbit, and the world would only need a few of them — certainly not one or several in every middle-class home! Assuming this course of technological evolution can make a *GURPS Weird War II* campaign more vivid.

Such alternative technological paths can be described as TL(6+1). The effective TL is the sum of the two numbers, or 7; use this in formulas based on TL, such as medical treatment. But it's a different TL7, and the 6 indicates the point at which it diverged, sometime in the first half of the 20th century.

Alternative technological development doesn't have to stop at 6+1. The technology of E.E. Smith's *Lensman* novels could plausibly be described as evolving from TL(6+1) to TL(6+6), without such TL7 developments as the transistor and genetic engineering. Such a future would take the hints in this chapter and run with them. A GM might also choose to portray a more vaguely defined TL(6+n), a "far future" envisioned in terms understandable to the 1940s, as in John W. Campbell's "Twilight" and "Night" or Robert A. Heinlein's "Universe."

Surveillance and Communication

Radio was well established in military use by the start of WWII. The main goal of researchers was to make radios smaller and more durable. Methods for using radio communications effectively evolved during the war. A major concern was that transmissions might be intercepted and either used as an information source or jammed. The skills of Electronics Operation (Communications) and Traffic Analysis become important.

Another application of radio technology matured during the war, though experiments had been made earlier. Radar (short for *radio detection and ranging*), a technology that could detect enemy aircraft without relying on visible light, made the cover of night or clouds useless. Early in the war radar was used from ground stations; by the war's end, it was installed on aircraft.

GENETIC FANTASIES

The Nazis are famous for their beliefs about racial superiority and their eugenic programs. The memory of their "racial hygiene" measures almost completely discredited eugenic programs after the war. In fact, their programs were drastically different from previous eugenic measures. Earlier programs tried to eliminate specific undesirable traits (such as mental retardation) that were dispersed through the general population, using coercive methods such as forced sterilization. The Nazis claimed to be breeding for a "master race" that had overall superiority, rather than superiority in a single trait or freedom from a single bad trait; since there was no such gene, no real eugenic program could have bred for it. The Nazi program was based on fantasies of racial superiority that served to justify hatred of other ethnic groups.

A different sort of fantasy emerged in the Soviet Union, where Trofim Lysenko, a plant breeder, claimed to have demonstrated the inheritance of acquired characteristics. Experimental genetics had rejected this idea, but it fit well with Marxist theories about the social creation of human nature. Lysenko gained Stalin's endorsement, and his theories were politically enforced in Soviet science. So where the Nazis imagined that superior human beings already existed and needed to be led to exterminate their inferiors, the Soviets imagined that a society transformed by revolution would create a superior socialist man by providing a better environment that would nurture desirable traits.

Yet another fantasy about genetic superiority turned up in British and American science fiction, where a number of stories envisioned drugs or rays that would stimulate evolution. "Men of the future" with enhanced intelligence, innate scientific knowledge, or mysterious, often psionic powers made popular reading, but because democratic governments didn't dictate the content of scientific theories, such ideas remained entertaining fantasy rather than political orthodoxy.

They're also more useful for campaign development. Either selective breeding or Lysenkoism would take many generations to produce large improvements, supposing they could have worked, and they would have affected entire populations. (See pp. BIO28-29 for precise values.) Imaginary evolution rays provide a way to produce a single superman, or a small group of supermen, with very little delay.

Operations Research

Operations research emerged out of efforts to provide technical support for military aviation missions. The British physicist P.M.S. Blackett was one of the leaders in its development. Originally, scientists were recruited to answer narrowly technical questions. To define the problems fully, they needed to review records of military operations, which often

raised broader questions outside the original field. In addition, military men who had scientific advisors sometimes raised such questions with them deliberately. As a result, scientists began looking at military operations experiments, whose outcomes could be analyzed by the same theoretical and statistical methods as any other experiments.

For example, one mission assigned to fliers was to patrol the seas near Britain for U-boats and drop depth charges on them. Originally, depth charges were fused to go off at 100', the depth reached by a U-boat that spotted an airplane and dived immediately, but at this depth, the chances of hitting the U-boat were poor. On the other hand, U-boats that dived late were much easier targets – but they weren't as deep, so the depth charges exploded below them. A change to depth charges fused for 25' did so much more damage to the U-boats that were caught off guard that the Germans believed the British had invented a more powerful explosive!

This kind of analysis is now widely understood; it's even used to estimate appropriate point costs for abilities in roleplaying games. But in the 1940s, it was a radical new approach, whose adherents thought of it as a way to make war scientific.

Manufacturing

All the major combatant powers systematically redirected industry to meet the needs of the armed forces. Manufacturers turned out tanks, airplanes, and warships, and designed new ones; the chemical industries produced explosives and fuels. All of the combatants used some degree of economic planning, from the more or less voluntary cooperation in the United States to the totally controlled economy of the Soviet Union. In Germany, for example, Minister of Production Albert Speer had virtually complete control over the (nominally privately owned) German economy, though only from mid-war until the end. The United States, whose industries were out of reach of the Axis, shipped huge amounts of war materials, and even entire factories, to its allies. Convoying fleets of merchant ships became a major naval function – because those ships were targets. So were factories; bombers destroyed many industrial plants. Industrial capacity was recognized as vital to any sustained war effort.

Research and Development

In turn, scientific, engineering, and medical research was recognized as vital to both war and industry. Scientists worked in universities and research institutes, in industrial plants, or directly for the military (such as the Directorate of Miscellaneous Weapon Development in the box on p. 79). Any idea that could make a weapon, or a defense, or a manufacturing technique more efficient could become an advantage in the war.

In the United States, for example, Dr. Vannevar Bush of MIT became the chairman of the Office of Scientific Research and Development, which funded research projects throughout the nation. For the first time, scientists looked to government grants, rather than private industry or their own academic salaries, to fund their research – though many of them expected and even hoped that after the war federal funding of research would stop!

BLUE SKY PROJECTS

Military forces were willing to spend money on wild ideas; even if most of them went nowhere, having a few pay off could put the enemy at a disadvantage. The biggest blue-sky project of the war, the Manhattan Project, cemented the victory over Japan. The V-2 did not improve Germany's fortunes, but ratcheted up new extremes of tension among its civilian victims, who received no warning before its immense explosive charge heralded its arrival. Though it rendered London bomb shelters obsolete in late 1944, the V-2's impact on postwar missile and space programs would spark a renaissance in such things during the Cold War.

Many other wild ideas never produced any practical result; the German air force, in particular, looked at many radical designs, from rocket fighter planes designed to ram enemy bombers to a craft that looked like a prototype flying saucer. Such research is one of the best sources for the kind of equipment designs this chapter presents.

Really Blue Sky Projects

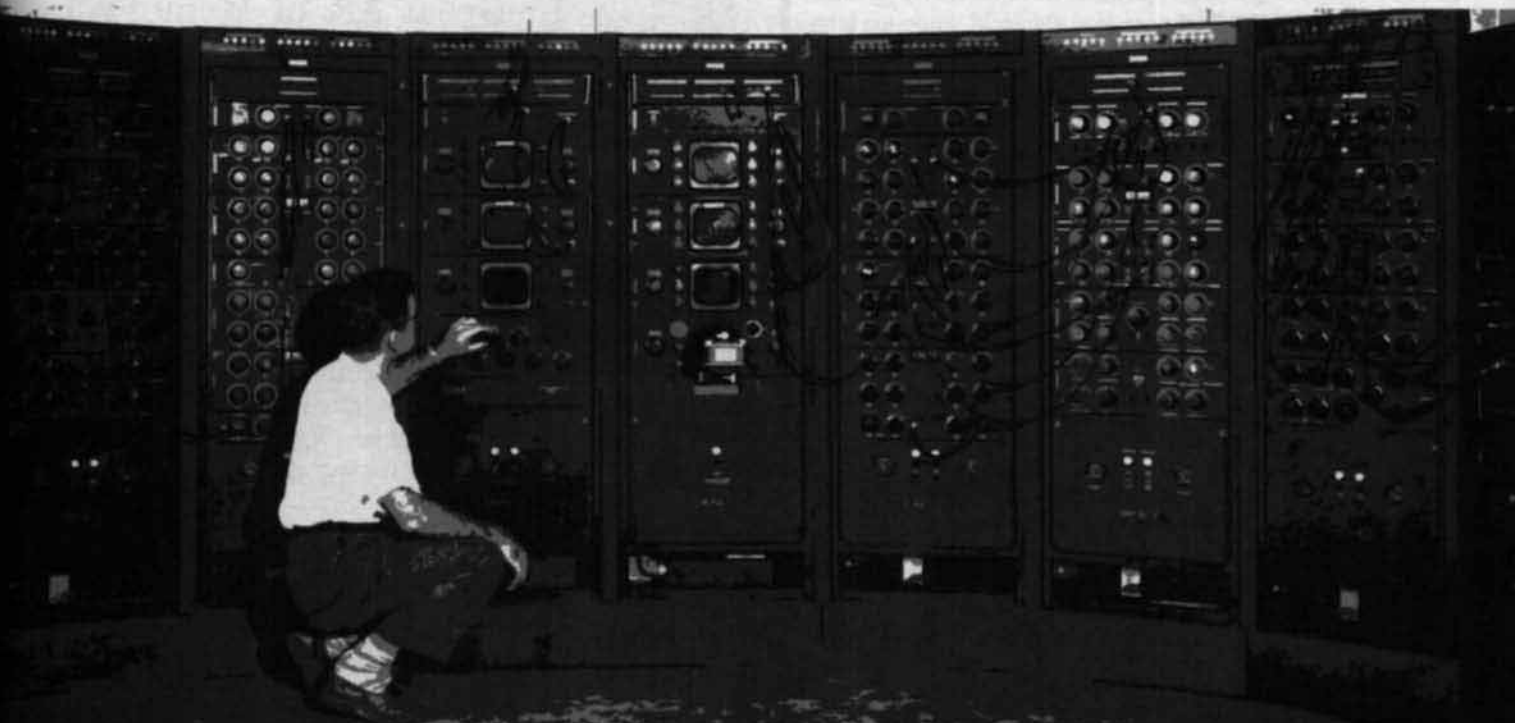
Real-war research projects were kept secret, but as the war turned against Germany, the German government began broadcasting claims about "secret weapons" that would annihilate the Allies and win the war. A few of these were on the drawing boards; others were purely fictitious. The stories about them were pure propaganda, intended to harm Allied morale. Other wild stories came from misunderstood statements about new technologies, or from attempts to explain puzzling developments such as the increased deadliness of Allied depth charges. Especially in a pulp campaign, adventurers should never be sure whether a wild rumor falls into one of these categories, or is gospel truth – even if they're sent on a mission based on such a story!

STEAMKRIEG

Alternative technological histories can have branch points earlier than the 20th century. For example, *GURPS Steampunk* largely concerns TL(5+1), an analog of the 20th century based on steam engines and mechanical computers. Victorian visions of the future, on which the steampunk genre is based, often included wars fought with massive engines, such as Verne's aeronefs, Kipling's fleet of war dirigibles, or Wells' Martian tripods. Later treatments included apocalyptic bomber raids, and whole nations left for dead by poison gas – the "Armageddon Option" (p. 13) of the prewar era.

A steampunk treatment of World War II could assume that some technologies developed earlier. If Babbage's plans for his analytical engine had borne fruit, massive fully programmable mechanical computers might compute artillery trajectories, break codes, and track rail and ship timetables, or even play out simulated battle plans. In a more romantic vision, steam-powered battlesuits and mecha might stride over the battlefields.

For a more complex treatment, assume that military technology more closely resembled 19th-century anticipations. Instead of tanks, ship-sized land ironclads might rumble across the battlefields. Airships rather than airplanes might patrol the skies, and fleets of airship tenders might accompany them out to sea, filled with massive liquid hydrogen tanks and very nervous seamen. Realistically, such technological differences would probably generate a different military and political history as well; it might still have a World War II, but the antagonists might be different.



MASTERS OF THE FUTURE

A variety of new technologies played a vital role during World War II, including computers, radar, and the atomic bomb. Cinematic or speculative developments of these could have played an even more vital role. Purely speculative technologies, illustrated here by psychotronic research, could have played a similar role.

COMPUTERS

The first experiments with programmable computers go back long before WWII. Charles Babbage's analytical engine (see pp. STM6 and STM85-86) would have been a fully programmable digital computer based on gears and steam power, with no electronic components. But Babbage's plans were never realized, partly because of the obsessive perfectionism that kept him redesigning it rather than actually building one of his designs. A century later, in the 1930s, proposals for electromechanical or electronic computers remained unrealized. A "computer" was still a human being; scientific books from the period sometimes contain statements thanking the computers who worked on them.

WWII massively increased the need for fast, accurate computation. From generating artillery tables to breaking codes, military needs exceeded the supply of human computers. Scientists and engineers in several countries went from speculating about computers to building working models, and even putting them to use in the war effort. Code-breaking was a major focus of these efforts. Numerical solutions of key equations could be done on analog computers such as the differential analyzer at MIT (p. 66), which had already been built and was much more reliable than an electronic system based on the vacuum tube.

German

The least successful experiments took place in Germany. Konrad Zuse, an engineer who had read of Babbage's work, built a machine based on relays in his parents' living room. In 1941, Henschel Flugzeugwerke funded a second machine, a general purpose computer, the Z.3, and in 1943 the German air ministry ordered another, the Z.4, as well as two dedicated special-purpose machines. Zuse's work was interrupted in 1944, when his new firm, Zuse Apparatebau, was bombed out. After the war, Zuse fled to Switzerland.

British

In the 1930s, long before the war started, the British government began recruiting electrical engineers, and later physicists and mathematicians. Many were assigned to Bletchley Park, a secret research station of the Government Code and Cipher School, codenamed Ultra. Among these was Alan Turing, a young mathematician just back from two years at the Institute for

THE MEMEX

In 1945 Vannevar Bush published an article proposing a new device called a Memex. This was intended as an artificial aid to memory. It was actually not a computer and would not have contained any digital circuits. Instead, it would store text and images on microfilm. Its greatest innovation was that rather than having a conventional index, it would have a system of associative links between pages, similar to the way Bush thought human memory was organized – or to the way the World Wide Web is now organized. In effect, Bush envisioned a mechanical substitute for traditional "memory palace" mnemonic techniques developed in ancient Rome (and described in *GURPS Cabal*).

The Memex could be developed earlier, during the course of WWII; alternatively, it could be developed during a prolonged WWII, or in an alternative postwar future. It would be used mainly by people who have to access and analyze huge quantities of information. This includes many scientists, but also administrators, business managers, and politicians – and intelligence analysts and military staff officers.

When the Memex is not actually a computer, it can be approximated using the rules for computer design as a TL(6+1) minicomputer, Complexity 2, with the dedicated, high-capacity, and mechanical options. Its dedicated "program" is its constantly growing system of memory links. 0.1 kW, 300 lbs., 6 cf, \$112.50.

Using a Memex requires a new skill:

Memex Use (M/A)

Defaults to Research-2 or Great Art of Memory

A successful skill roll enables a character to search his personal Memex and retrieve information. With a success, you may add +3 to any skill that largely depends on textual or memorized information *in which you have already spent points*. Such skills include Area Knowledge, Chess, Criminology, Diagnosis, Heraldry, Intelligence Analysis, Languages, Law, Literature, scientific skills, and all Hermetic or ritual magical spells. At the GM's discretion, a character succeeding in a Memex Use skill roll may add +1 to any skill with an IQ default thanks to reading and general study; a perfect memory of the *Boy Scout Handbook* or the *U.S. Army Survival Manual* will help Survival, for instance. Each skill to be augmented requires a separate roll, and the bonus can only be taken immediately after the success occurs.

It's also possible to search someone else's Memex, but the personal nature of the associative chains makes it more difficult: -1 for a very close friend, -2 for a personal acquaintance, -4 for a stranger, with an additional -2 for someone from a different culture. Success will retrieve a specific piece of information.



Advanced Study in Princeton, where he had worked with the Hungarian mathematician John von Neumann. Turing worked out the theoretical basis of programmable digital computers in a paper on mathematical logic.

When a young Polish engineer, Richard Lewinski, offered the British embassy design details on a German code machine, Enigma, in 1938, Turing was sent to Warsaw to interview him. Brought to Bletchley Park, Lewinski supervised the building of a model of Enigma while Turing worked out methods for breaking its codes.

The Germans also had a larger machine, the *Geheimschreiber*, much more sophisticated than Enigma, which had codes too complex for unaided human cracking. Turing and others developed a special purpose electronic computer, Colossus, which had 1,800 vacuum tubes and could process up to 5,000 characters a second. Colossus was a dedicated machine, but its use of vacuum tubes was a major breakthrough in computer design.

American

The United States had several inventors working on designs for digital computers. A Harvard graduate student, Howard Aiken, proposed a machine that used electrical circuits to transfer information between rotating wheels, the Automatic Sequence Controlled Calculator; funded by IBM, he began building it in 1939 and completed it in 1944; the ASCC was a programmable system. At Iowa State University, a mathematician, John Atanasoff, developed plans for a vacuum-tube-based special-purpose computer that could solve differential equations. In 1939, he and a graduate student, Clifford Berry, built several of the components for the system, including arithmetic units and a memory system based on electrical capacitance provided by a Bakelite drum. In 1940, Atanasoff attended a conference where he spoke with John Mauchly, a physicist interested in meteorological computations, who had been working on using vacuum tubes as digital counters. Mauchly was recruited in 1941 by the Moore School of Electrical Engineering at the University of Pennsylvania, where he became involved in projects for building computing systems.

Mauchly quickly met J. Presper Eckert, a graduate student knowledgeable in electronics. The two submitted a proposal for an electronic general-purpose digital computer, which became known as ENIAC (for Electronic Numerical Integrator And Computer). The machine was incredibly complicated, with nearly 20,000 vacuum tubes, and it was only workable at all because Eckert insisted that all its components be designed to rigidly uniform standards. Even so, it was difficult to use, since it was not designed to be programmed easily; changing its program meant actually rebuilding its circuits.

In 1944, John von Neumann, involved in the Manhattan Project, was looking for facilities for mechanical computation. He learned of ENIAC, visited the Moore School, and became heavily involved both in working out the theory of computers and in promoting their use in theoretical science. After WWII, bitter controversies erupted over both academic credit and patent rights.

ANALOG COMPUTERS

Since the end of WWII, digital computers have grown explosively both as a technology and as a sector of the economy. Analog computers have become forgotten stepchildren. But before the war, the digital computer was just starting to emerge, while the analog computer was well established. The most powerful computer on the market was Vannevar Bush's differential analyzer, first built in 1930 and copied in a number of laboratories working with advanced problems in physics. Bush's design was so effective that MIT saw no point in experimenting with digital computers to solve such problems, and so expensive that it couldn't afford to; much of the pioneering work was done elsewhere, largely to serve the needs of cryptographers, for whom analog computers were useless.

In a digital computer, a bank of (usually electronic) switches represent a number, each switch's setting standing for a single digit. In an analog computer, a single circuit element or mechanical part represents an entire number, not broken up into digits, but as a variable voltage, current, torque, or speed. This is like the difference between an abacus, where a set of counters represents the separate digits of a number, and a slide rule, where the position of a hair rule along a scale represents the entire number. Analog elements are more powerful but not as precise.

In terms of this book's design rules, a single analog device is dedicated and either mechanical or relay-based (more accurately, electromechanical); since such devices don't carry out multiple-step programs, it's Complexity 0 or less. A cam-based device capable of solving simple differential equations would be Complexity 0, 15 lbs., 0.3 cubic feet, \$25. Such devices effectively have Complexity 3 for solving the specific mathematical problems they're designed for; this gives them effective skill 16 for those problems, and effective skill 10 if adapted to solve problems of other types (which also requires Mathematics and Engineer skill rolls).

Vannevar Bush's differential analyzer, built at MIT in the early 1930s, used multiple cam-based devices with reconfigurable linkages to achieve a measure of programmability, enabling it to solve complex differential equations. Treat such devices as gaining one level of Complexity by multiplying the number of elements by 10. In addition to the single analog elements, a system of linkages is required; the base weight and cost for a linkage that serves N elements is 1 lb. and \$10, multiplied by N squared, and modified as appropriate for relay-based or mechanical design. The added Complexity gives +1 to effective skill; also, the reconfigurability means that they can gain full effective skill for any type of mathematical problem if the user rolls successfully against Mathematics and Computer Use (Engineer is not required).

Computer Design Options

Before the invention of the transistor, computers were designed using vacuum tubes, relays, and even mechanical gears. Any of these designs can be approximated with the following table. The table's last column, Complexity, is an abstract measure of computing power. Devices with Complexity 0 or less don't actually count as computers; the small and tiny devices need to be raised to Complexity 1 with TL modifiers and design options. For purposes of running skill programs, a computer has an effective IQ equal to Complexity+3.

A standard computer can run two programs at its Complexity rating; one program at a given Complexity can be swapped for 10 programs at one less Complexity. A high-capacity computer can run three programs at its Complexity. A computer with the robot-brain option uses one of its program slots to operate its robotic body and sensors, leaving it with one assignable program slot, or two if it is high-capacity. A robot brain has an effective DX equal to $(\text{Complexity}/2)+8$, rounded down, which it can use to steer a vehicle, aim a weapon, or move a humanoid body. Humanoid robots are a cinematic option mainly suited to TL(6+1) settings (see box, p. 80).

A dedicated computer can't swap new programs into its slots; the programs it runs are built into it, not stored in memory. Historical TL6 computers were always dedicated. Any computer that is not dedicated has an extra -2 to Complexity. This does not apply to TL(5+1) designs such as the analytical engine or to TL(6+1) "electronic brains," and the GM may waive this modifier for late TL6 computers that were fully programmable.

Computer Design Table

Computer Type	Wt.	VSPs	Cost	Power	Complexity
Megaframe	50K	200	\$2.5M	1,000	5
Macroframe	8K	32	\$400K	100	4
Mainframe	1K	4	\$40K	10	3
Microframe	400	1.6	\$8K	1	2
Minicomputer	80	0.4	\$3K	0.1	1
Small device	4	0.1	\$500	-	0
Tiny device	1	-	\$100	-	-1

TL Modifiers

Built at TL(5+1)	x1	x1	x1	x1	0
Built at TL6	x1	x1	x1	x1	0
Built at TL(6+1)	x0.5	x0.5	x0.5	x1	+1

Design Options

Compact	x0.5	x0.5	x2	x1	-
Dedicated	x0.5	x0.5	x0.2	x1	-
Dumb	x1	x1	x0.2*	x1	-1
Genius	x1	x1	x7*	+1	-
High-Capacity	x1	x1	x1.5	x1	-
Mechanical	x7.5	x7.5	x0.5	x2	-
Relay-Based	x2.5	x2.5	x0.75	x1	-
Robot Brain	x1	x1	x1	x1	-
Sentient	x1	x1	x10	x1	-
Supercompact	x0.2	x0.2	x10	x0.5	-

*For small and tiny devices, the dumb option multiplies cost by 0.05, and genius multiplies cost by 20. For mainframes, macroframes, and megaframes, dumb multiplies cost by 0.2, and genius multiplies cost by 20. For intermediate sizes, dumb multiplies cost by 0.2, and genius multiplies cost by 7.

ATOMIC RESEARCH

The crucial final stage of WWII was the American use of atomic bombs in Japan, which convinced the Japanese that further resistance was hopeless. The United States wasn't the only country working on atomic bombs; in fact, nearly all the major combatants had such projects in motion during the war. The staff of the Manhattan Project was keenly aware that they could have rivals, especially in Germany. Intelligence agencies focused on enemy atomic efforts, and in some cases strategic bombing raids were aimed specifically to cripple those efforts.



German Research

Germany actually had several independent groups of researchers working on atomic weapons; this divided effort, in contrast to the unified effort of the Manhattan Project, was a major obstacle to German progress. All these programs together had far fewer researchers and smaller resources than the Manhattan Project. German efforts remained largely in the realm of theoretical investigations.

One reason for this was that they were guided by a misleading theory. Atomic chain reactions can involve either slow (or thermal) neutrons, which work best in reactors, or fast neutrons, which work best in bombs. Early theories envisioned an atomic bomb as a reactor going through deliberately induced meltdown. Realistically, the effects of such a meltdown would have been about like those of the Chernobyl accident.

Even if such a reactor were a more effective bomb, it would have weighed many tons, far too much weight to deliver by airplane. German scientists worked out the concept of a reaction based on fast neutrons, but still mostly thought that tons of radioactive material, not pounds, would be needed to make an atomic bomb – when captured German scientists learned about the Hiroshima bomb in 1945 they initially did not believe it was possible.

German efforts were also slowed by contempt for other countries. German scientists and government officials simply did not believe that the Allies could make faster progress than they were making. In particular, the Hiroshima bomb used uranium-235, produced by an isotopic separation process; the German researchers didn't believe such a process could be made workable, and certainly not in only five years! They considered a plutonium bomb, like that used at Nagasaki, much easier to achieve, since plutonium could be separated by well-understood chemical methods – but first they needed a working reactor to make the plutonium, so they focused on reactor research.

Given this focus, a successful Nazi atomic program might have produced results other than fission bombs. Reactors might have powered ships and submarines, making them independent of fuel supply. Plutonium-cased shells might have poisoned Allied troops (p. 68). In a prolonged war, especially in a futuristic pulp treatment, atomic airplanes and rockets might have carried the attack to the Allied homelands.

THE HEISENBERG UNCERTAINTY

Werner Heisenberg was a brilliant theoretical physicist, and some of the other Nazi atomic researchers were highly competent. With their guidance, how did the Nazi atomic-bomb programs miss the right track so badly? The question has been the subject of controversy for many years, starting when Heisenberg and the other researchers were interned at Farm Hall in England in 1945. Some historians believe that Heisenberg was deliberately sabotaging the Nazi bomb program; others regard him as a supporter of Nazism whose own arrogance blinded him to his mistakes in theoretical analysis.

The issue is a complex one, on which several historians have reached conflicting conclusions. Heisenberg's statements after the war did little to resolve the crucial questions. Fear of being tried for war crimes, and a habit of self-protective secretiveness developed under Nazi rule, may have kept him from speaking freely. The GM wanting to focus a storyline on the Nazi atomic bomb has a number of interpretations to choose from, some of which suggest interesting alternative or secret histories.

Heisenberg might have been, if not an enthusiastic Nazi (he clearly detested anti-Semitism), a patriot and a supporter of German victory who was too arrogant to find and correct his own scientific errors. He angrily rejected the suggestion that he confused reactors with bombs, but subtler theoretical errors led him to estimate the critical mass for a U-235 bomb as tons, rather than pounds, even in Farm Hall discussions.

Heisenberg might have been in profound inner conflict over the atomic bomb, fearing to put such a weapon in Hitler's hands, yet convinced that war research was his patriotic duty, and also worried about his own survival in a brutal dictatorship. His theoretical errors allowed him to delay success, perhaps subconsciously. After the war, Heisenberg expressed relief that he had not been called on to work on an actual atomic bomb. In a pulp-science campaign, this confusion could also be the product of telepathic mental manipulation by the Allies.

Heisenberg might have been deliberately sabotaging the German bomb effort by leading the government and military astray. In a conversation early in the war, he may have hinted to Niels Bohr that physicists in all the belligerent nations should conceal the idea of atomic weapons from their governments, a scheme of concealment that would have made an excellent plot for a pulp novel. (Olaf Stapledon's *Last and First Men* described scientists making exactly this choice some centuries in the future.) A secret conspiracy of scientists to deny technological advances to their respective militaries could fit into a pulp or illuminated campaign.



The Manhattan Project

Out of all the competing efforts to create atomic weapons, it was the American effort that succeeded. The Manhattan Project (technically the "Manhattan Engineering District," named for the location of its administrative offices) had two major advantages over its competitors. First was a pool of scientific talent including many of Europe's most brilliant mathematicians and physicists, driven out by Nazi anti-Semitism or personal political convictions. Second was the world's largest industrial base, unhindered by land war or bombing.

The military head of the project was Col. Leslie Groves of the Army Corps of Engineers, promoted to brigadier general when he took the job. Groves was just completing construction of the Pentagon and was eager for duty in a combat zone. He took on the atomic-bomb project with some hesitation, both because it meant staying in the United States and because it was far from sure that the engineering problems of a new weapon could be solved in any reasonable time. Groves' military approach, emphasizing discipline and secrecy, was unpopular with many of the scientists involved; however, he made a fortunate choice to head the scientific research staff: Robert Oppenheimer. Oppenheimer's prewar involvement in leftist politics delayed his security clearance; eventually, Groves took the drastic step of ordering that he be cleared. The two men had very little in common but managed to work together and make the project a success.

The American project was motivated largely by the fear that the Germans would build an atomic bomb first. A group of refugee scientists, including Leo Szilard, persuaded Albert Einstein to sign a letter for submission to Pres. Roosevelt warning of the need for the United States to develop atomic weapons. German propaganda about "secret weapons" kept the American researchers anxious. In 1943, the Manhattan Engineer District took on the collection of military intelligence about German efforts, under the name of "ALSOS" (a pun, the Greek word for "Grove"); the staff of ALSOS even considered a proposal to kidnap or assassinate Werner Heisenberg.

German supplies of heavy water (which could slow fast neutrons down to thermal neutron speeds, making it much easier to build a functioning nuclear reactor) came from a hydroelectric plant in Rjukan, Norway, run by the firm Hydro-Norsk. A commando mission in February 1943 put it out of action and was followed by a massive bombing run in November 1943. German atomic research can be the focus of secret missions for Allied armed forces or OSS operatives.

As it turned out, Germany surrendered before the atomic bomb was ready. Instead, it was used in Japan. Gen. Marshall delegated the task of preparing a list of targets to Gen. Groves, who consulted with Robert Oppenheimer and John von Neumann and came up with a list of four targets, including Hiroshima. Secretary of State Henry Stimson vetoed Groves' first choice, Kyoto, because of its religious and cultural significance to the Japanese. The destruction of Hiroshima and Nagasaki sealed Japan's surrender.

The British government had been doing atomic research, but agreed to work with the American effort; Winston Churchill was a strong supporter of atomic research. The British were also involved in monitoring German efforts. Among other things, they arranged the rescue of Niels Bohr from occupied Denmark.

THE OTHER ATOMIC WEAPON

Robert Heinlein's early science-fiction story "Solution Unsatisfactory" envisions a different military application of atomic research: artificially produced radioactive isotopes with fairly short half-lives, deliberately scattered over military targets. In Heinlein's story, the activity of this artificial fallout is intense enough to kill its targets quickly, but lasts long enough to make an area uninhabitable for many years.

The same possibility occurred to the staff of the Manhattan Project. On March 22, 1944, Gen. Groves sent a staff officer to brief Gen. Eisenhower on the possibility that the Nazis might use radioactive material as a weapon; in particular, Groves envisioned a conventional high-explosive bomb jacketed with plutonium, much like what is now called a "dirty bomb." In preparation for the D-Day invasion, a secret "Peppermint" medical team checked for the fogging of film (a sign of radioactivity) and issued warnings on outbreaks of a fictional new disease whose symptoms were those of radiation poisoning (pp. CII146-148). After D-Day, the Peppermint team checked V-2 craters for signs of fallout. Treat a fallout weapon as a dispersal bomb (p. 77).

Japanese Research

After the Japanese surrender, American occupying forces learned that Japanese physicists had identified the Hiroshima bomb as an atomic weapon almost immediately; they already understood the principles behind such a device. Atomic bomb projects had been funded both by the army, under the direction of Yoshio Nishina (called "NI"), and by the navy, under the direction of Bunsaku Arakatsu (called "F-go"). Hideki Yukawa, winner of the 1949 Nobel Prize in physics for his work on elementary particles, was part of F-go.

Initially, the research was carried on in Japan, largely at the Institute of Physical and Chemical Research (RIKKEN). On April 12, 1945, the fire-bombing of Tokyo destroyed the facilities there, including a pilot separator intended to produce enriched bomb-grade uranium. A new project was started in Konan, Korea, site of a major hydroelectric plant and other industrial facilities owned by the industrialist Jun Noguchi. Its 600,000-kilowatt capacity was more than twice the total power consumption of Oak Ridge's separation plants in the United States, and Korea had uranium ore deposits close at hand. In the final days of the war, Russian forces besieged the plant and took some of its research staff prisoner.

Unlike the United States, Japan had no long-range bombing capacity at war's end. What use would atomic bombs have been? Some reports suggest the Japanese navy intended to use it against American troop carriers in the event of a land invasion, perhaps in kamikaze attacks. Had the destruction of Hiroshima and Nagasaki not led to Japan's surrender, a land invasion might have turned into a nuclear exchange at close quarters, given Japanese fanaticism. A more advanced atomic-research program might have cost many American lives and disrupted the Pacific war effort. The Japanese navy also considered proposals to use atomic bombs carried by midget subs to destroy U.S. West Coast harbors, in an underwater analog of kamikaze attacks. See *GURPS WWII Grim Legions* for more detail on this sort of naval commando operation.

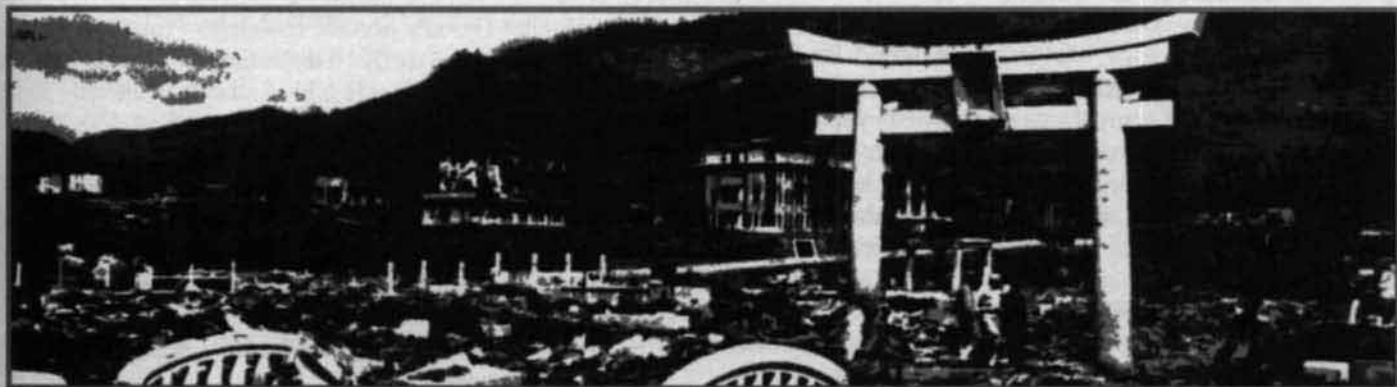
UNIT 731

In addition to research on atomic weapons, the Japanese army funded extensive biological warfare research, much of it involving human subjects. The organization responsible for human experimentation was the Pingfan Institute, directed by Shiro Ishii, a microbiologist serving in the Japanese army. Founded in 1939 in Manchuria (which the Japanese had conquered in 1932), after preliminary experiments starting in 1935 produced promising results, it was given the cover name "Water Purification Unit 731."

Ishii's staff worked with lethal diseases, including anthrax and plague; with fragmentation bombs containing *Clostridium perfringens*, the bacterium responsible for gas gangrene; and with non-lethal but incapacitating diseases such as brucellosis and tularemia. They also worked with exotic toxins such as botulism toxin and tetrodotoxin (found in puffer fish, the source of the Japanese delicacy *fugu*, and later reported to be used by Haitian practitioners of voodoo to create zombies). All of these agents were tested on human subjects. Other projects attempted to develop crop parasites such as fungi and nematodes, emphasizing species that could destroy Soviet and American wheat fields. Proposed delivery methods included ceramic bursting shells spreading bacteria, fragmentation bombs, sprays of plague-carrying fleas, and balloons carrying bacteria or fungal spores across the Pacific Ocean. To represent such bioweapons, use a dispersal bomb (p. 77).

Ishii has many of the traits of a cinematic "mad scientist," despite being a real historical figure. He is served by large numbers of obedient flunkies – Japanese army recruits who would have been harshly punished had they thought of defying his orders. (Ishii was promoted to general in 1939.) He treats his human subjects as experimental animals – animals in the laboratory of an old-style vivisectionist with no concern for minimizing pain or fear. At the same time, his methods are long on imaginative ingenuity and short on practical results; despite the Japanese government's huge investment in the Pingfan Institute, it had little impact on the course of the war.

In a *Pacific campaign*, Allied prisoners could end up in Pingfan, faced with being used to test the virulence of poisons or plagues. (Rescuing Chinese captives from such a fate could be a suitable mission for Princess Ch'an, described on p. 112.) Allied troops could fall victim to bioweapons. Or, in a more radical alternate history, the American wheat crop could be devastated by wheat smut, and the American population by anthrax or plague.



PSYCHOTRONIC RESEARCH

Scientific investigation of psionic abilities goes back to the 19th century; the Society for Psychical Research was founded in 1882 (see pp. STM103-107). Several of the combatants in WWII had research programs in this field, pursuing a variety of methods. In a cinematic or pulp-science setting, some of these may produce useful results; in an illuminated setting, these may be Top Secret and remain so long after the end of the war.

American Research

J.B. Rhine created a distinctively American approach to psionics. American psychology between World Wars I and II was dominated by John Watson's behaviorist approach, which rejected any discussion of consciousness as unscientific and focused entirely on observable behavior. (Robert A. Heinlein's story "Lost Legacy" portrays the intellectual milieu of research psychology that resulted.) Rhine was trained as a botanist, but he and his wife Louisa became involved in the debates between behaviorists and traditional psychologists such as William McDougall, head of Harvard's psychology department and an authority on hypnosis.

Rhine decided that investigation of "psychic phenomena" was the best starting point for a scientific study of consciousness. When his first major investigation exposed a famous medium, Mina Crandon (commonly known by the pseudonym "Margery"), as fraudulent, controversy followed; Sir Arthur Conan Doyle, an adherent of spiritualism, paid for a newspaper advertisement reading "J.B. RHINE IS A MONUMENTAL ASS!" Rhine still tried to screen out frauds in later research, but gave up public announcements on the subject, preferring to pass the word among other parapsychologists quietly.

Rhine spent most of his career at Duke University in North Carolina. His research methods relied heavily on statistics, looking for people who could guess the face of a hidden card, or throw a desired number on dice, more often than accounted for by random chance. His main goal was to demonstrate the existence of psi (a term he adopted shortly after a British researcher coined it in 1943) by factual evidence. Despite this caution, he thought highly of Upton Sinclair, a socialist writer who claimed to have achieved telepathic communication, and of the psychoanalyst Carl Jung, whom he met in New York in 1937.

The U.S. Army consulted with Rhine during WWII, but not about parapsychology; they were interested in military applications of hypnosis. Rhine recommended it for control of pain, a suggestion the Army disregarded; had they followed it, elite soldiers might have been taught Autohypnosis (see p. CI137). They were interested in using hypnosis to turn new recruits into killers. In a setting where such mind control is possible (p. 31), soldiers may acquire a Reprogrammable Duty (see p. CI104).

During the Korean War, Rhine experimented with locating land mines by ESP, using either dowsing techniques or trained dogs; in an alternate history with pulp science, he

might have invented such methods by WWII, and they might have worked. Wilder possibilities include telepathic or clairvoyant espionage. An application of Rhine's actual research methods might take the form of mass screening of military recruits for paranormal abilities. Draftees might be asked to guess the sequence of series of Zener cards (the standard cards used in ESP testing, invented by a colleague of Rhine), probably without being told the point of the test!

German Research

German research on parapsychology followed a more traditional path, relying on case studies of individuals rather than on statistics. Such research had the support of Carl Jung, a leading figure in psychoanalysis. Originally one of Sigmund Freud's disciples, he broke with Freud in 1912 and formed his own school, which rejected Freud's emphasis on sexuality. The Nazis found Jung's ideas sympathetic with their emphasis on ancestral memory, mythology, and intuition – and his being German in ancestry, rather than Jewish like Freud and most of his early followers, also made him acceptable.

Jung's theories included the idea of the collective unconscious, a part of the mind that gave rise to legends and religions as the individual unconscious gave rise to dreams. He also speculated about a metaphysical model of the world in which two different principles were active, causality and synchronicity, in a book co-authored by the Nobel Prize-winning physicist Wolfgang Pauli. Finally, he revived alchemical ideas about the balance of elemental humors in the human body, reinterpreting them in terms of a balance of reason, emotion, sensation, and intuition in the human mind.

In a treatment of psionics based on Jung's ideas, psis may be spiritually awakened people who have integrated the powers of the collective unconscious into their minds. This view doesn't work well with psychotronic machines, though experiments with mescaline or even LSD-25 (p. 31) may provide a way of activating psychic powers. Synchronicity may allow psis to disregard space and time, at least as observers of remote events.

For a less benign view, emphasize the linkage between psionics and mythology and the Nazi appeals to mysticism and German paganism. The collective unconscious may be the source of psychic compulsions that override the senses, reason, and emotion; it may even be the secret of Hitler's command over the German people.

Soviet Research

The Soviet Union's psychic researchers followed a different approach, based partly on dialectical materialism, as set forth by Friedrich Engels and Lenin. Rather than viewing psychic phenomena as manifestations of consciousness independent of the physical world, they regarded them as unexplained physical forces controlled by the human organism. (The word "psychotronics" was coined to reflect this belief.) Even this approach was too mystical for many communists; the Soviet Committee for Psychical Research, formed in the early 1930s at the initiative of A.V. Lunacharsky during his term as commissar of education, was dissolved in the late 1930s, under Stalin.

KIRLIAN ENERGY

In 1939, two researchers in Alma Ata, in the Kazakh S.S.R. (now Kazakhstan), Semyon and Valentina Kirlian, developed a new photographic technique, which was named for them: Kirlian photography. This involves placing an organism or object on a photographic plate and subjecting it to a high-voltage, high-frequency electric discharge. (Tesla coils produce such a discharge, and the Kirlians used them.) When the plate is developed, the organism's outline appears on it, surrounded by a halo which Soviet researchers interpreted as an energy field generated by living organisms, though later researchers suggested that the actual cause was water vapor interacting with the electric field.

In the 1940s, this explanation had not been proposed, and Kirlian energy can provide a useful rationale for various forms of pulp science. It supports materialist views of psychic powers, and psychotronic devices could manipulate Kirlian energy for various purposes (see *The Electrifier*, p. 111). Bioenergy fields with a similar appearance appear in the beliefs of Western occultists, in Chinese traditional medicine (as *chi*), and in various science-fiction stories, such as A. E. Van Vogt's "Asylum." Perhaps the Kirlians developed a mechanical equivalent of the Sense Aura psionic skill (see p. P16).

Based on values in *GURPS Psionics* (see p. P68), psionic Power 1 = 0.36 W, and every four Power increments is another order of magnitude: Power 5 = 3.6 W, Power 9 = 36 W, Power 13 = 360 W, Power 17 = 3.6 kW, Power 21 = 36 kW, and so on. Kirlian-effect devices will naturally suffer from a fairly radical efficiency loss, especially in early experimental stages. The psi-screen on p. 23, for example, requires 50 kW to produce a Power 6 effect, roughly 10,000 times less energy-efficient than letting a Power 6 psi do it.

In 1932, however, the People's Commissariat of Defense, building on the 1920s telepathic research of the neurologist Vladimir Bekhterev and the radio engineer Bernard Kazhinskiy, ordered the neurologist Leonid Vasiliev of the Leningrad Institute for Brain Research (one of the leading members of Lunacharsky's committee) to produce and harness telepathy in the laboratory. In the same year, Lazorev and Turligin of the Biophysical Laboratory of the Academy of Science in Moscow received the same assignment. No psychical research was published until 1959, when Vasiliev was permitted to publish his studies of distant hypnosis.

In a pulp or illuminated campaign, the suppression of psychic research could have a different explanation: What if Soviet researchers were making rapid progress, and Stalin wanted to keep their work secret so that it could be used for war or espionage? Given the materialist approach of Marxism, such research might include the construction of bizarre psychotronic mechanisms.

Soviet researchers might be skilled in Armoury (Psi weaponry), Beam Weapons (Neural), Electronics Operation (Psychotronics), Electronics (Psychotronics), Paraphysics, Psionics, or Weird Science, all at TL(6+1). Any of the TL7 psychotronic technology in *GURPS Psionics* (see pp. P56-84) could be available. See also the sections on mind control (p. 31) and the Philadelphia Experiment (box, p. 23); mind control would be of special interest to Soviet intelligence agencies.



THE WORLD-ICE THEORY

The Nazis adhered to more fringe scientific theories than their version of eugenics. One of the stranger examples was Hans Hörbiger's cosmology, which gave a superficially scientific form to ancient Norse myth. Hörbiger was an amateur astronomer who became convinced that the brightness of the lunar surface was explained by the moon's being made of ice.

He expanded this insight into an alternative cosmology in which an infall of ice from interstellar space formed the moon, the planets, other bodies of the Solar System, and even the Milky Way, which was actually a vast ring of ice chunks. In this cosmology, the moon was the latest in a series of moons captured by the Earth; each moon in turn spiraled into closer orbit, causing vast tidal floods, and then broke up and bombarded the Earth with massive hailstones. Mythological stories such as Genesis and Norse legends reflected

the fall of the Earth's last moon before the current one. Hörbiger died in 1931, just when his *Welteislehre* ("world-ice theory") was starting to gain support from Nazi party members. In 1936, the SS promulgated the Pyrmont Protocol, making Hörbigerian science the official position of the party.

Adherence to the *Welteislehre* makes a suitable Delusion for a Nazi mad scientist. For a more complex use, a Nazi rocketry specialist in an alternate history where the *Welteislehre* has become official may have to go along with ideas he privately considers nonsense in order to get funding for a Nazi space program (p. 88). In a really alternate history, perhaps the *Welteislehre* is true, and the Nazis are scheming to win the war by making the current moon spiral in ahead of schedule, or using Hörbigerian science for incredibly accurate weather prediction — or control.

ARMOURY 23

The main focus of scientific research during the war was the creation of new weapons and vehicles. The same will be true in many an alternate history or game world. GMs looking for novel technological themes for their campaigns will find some useful ideas here.

NEW CHASSIS OPTIONS

The modular vehicular-design system in *GURPS WWII* suffices to work out statistics and performance for a wide variety of real vehicle types of the era, as well as some alternative or experimental sorts.

These supplemental rules describe many wilder experiments in general vehicle concept, and some wholly fantastic sorts. They should be used with the design sequence as described on pp. W118-149.

Battlesuits and Mecha TL(6+1)

Battlesuit chassis are available in several sizes. The specified hit points are for the body; the other statistics are for the entire battlesuit. The weight and cost for all sizes include DR 5 armor. The weight and cost for additional armor are for 1 point of DR over the entire surface of the battlesuit. Hit points for the legs are 45% of body hit points, as are hit points for the arms. Hit points for the head are 35% of body hit points. The body compartment has 50% of the total volume of the suit; each leg has 15%, the turret (head) has 10%, and each arm has 5%.

The wearer's body segments must extend into the corresponding sections of the battlesuit. Because of the relatively small scale, battlesuit system volumes should be rounded to the nearest hundredth of a VSP, rather than the nearest tenth used in standard *GURPS WWII* calculations.

Battlesuit Chassis Table

Chassis	VSPs	Wt.	Cost	HPs	Armor	SA	Size
Small Scout	2	265	\$550	14	24 lbs./\$14	48	+0
Small Marauder	2	410	\$1,000	27	24 lbs./\$14	48	+0
Med. Scout	3	335	\$700	18	31 lbs./\$18	60	+1
Med. Marauder	3	520	\$1,300	35	31 lbs./\$18	60	+1
Large Scout	4	420	\$870	21	38 lbs./\$23	75	+1
Large Marauder	4	650	\$1,600	42	38 lbs./\$23	75	+1
Huge Marauder	6	820	\$2,100	27	48 lbs./\$29	100	+1

Mecha are larger than battlesuits and are not "worn" but "driven," using the skill of Driving (Mecha). The crew sits inside the body, or sometimes one or more crew members sit inside a superstructure. Each size of mecha body has a corresponding size of legs (and, optionally, arms), but it can use larger sizes or multiple sets of legs, so long as the leg VSPs total 60% of the body VSPs. Arm VSPs typically total 20% of body VSPs, except for short "gun platform" arms, which are half that size. Leg and arm statistics are for pairs of legs or arms, except for HPs, which are per single leg or arm.

Note that these mecha chassis are *much* more efficient than those described on p. W167, which could be described as "first-generation prototypes" of the following technology.

Mecha Chassis Table

Chassis	VSPs	Wt.	Cost	HPs	Armor	SA	Size
Compact Walker	5	410	\$50	75	5 lbs./\$1	50	+1
DR10 Legs	3	640	\$90	35	27 lbs./\$5.50	46	+0
DR 5 Arms	1	240	\$95	35	13 lbs./\$2.50	23	-1
Very Lt. Walker	7.5	540	\$68	100	7 lbs./\$1.50	67	+2
DR 10 Legs	4.5	840	\$130	45	36 lbs./\$7	60	+1
DR 5 Arms	1.5	320	\$45	45	18 lbs./\$3.50	30	+0
Light Walker	10	650	\$80	120	8 lbs./\$1.50	80	+2
DR 10 Legs	6	1,000	\$160	55	44 lbs./\$9	75	+1
DR 5 Arms	2	290	\$60	55	22 lbs./\$4.50	35	+0
Med. Walker	15	850	\$110	160	11 lbs./\$2	108	+2
DR 10 Legs	9	1,350	\$210	75	58 lbs./\$12	100	+1
DR 5 Arms	3	500	\$75	75	28 lbs./\$6	50	+0
Heavy Walker	22.5	1,100	\$140	210	14 lbs./\$3	140	+3
DR 10 Legs	13.5	1,750	\$375	94	75 lbs./\$15	125	+2
DR 5 Arms	4.5	650	\$95	94	36 lbs./\$7	60	+1
Very Hvy. W.	30	1,350	\$170	250	17 lbs./\$3.50	167	+3
DR 10 Legs	18	2,100	\$330	112	90 lbs./\$18	150	+2
DR 5 Arms	6	800	\$120	112	45 lbs./\$9	75	+1
Superwalker	60	2,200	\$270	405	27 lbs./\$5	270	+4
Large Superw.	90	2,800	\$350	525	35 lbs./\$7	350	+4

Note: Creatures larger than human could wear battlesuits assembled from the larger mecha chassis, controlled by outsize battlesuit systems (p. 75). Such multisectional battlesuits could conform to nonhumanoid body shapes; just take a big chassis, a partial-rotation superstructure, and lots of legs, and you have a battlesuit for a giant centipede (p. 105).

New Sizes of Chassis TL6

Aircraft and autogyro designers experimented with very large and very small craft. The following additional chassis sizes can be used to represent some of these concepts.

Rotary Kite

This is a frame for a one-man helicopter or autogyro; it has an incredibly outsized rotor. The rotor has DR 2 cloth armor, which cannot be increased. The landing gear has DR 5, 1 HP, and 4 sf area, and is targeted at -2.

Gargantuan Helicopter

A frame suited for very large helicopters, capable of hauling massive loads. The wheels or skids have 60 HP and 80 sf area, and are targeted at +2. This frame has two rotors of equal size turning in opposite directions; rotor hit points are per rotor.

Intercontinental Bomber

This is a bomber large enough to carry massive quantities of fuel; no actual bombers reached this size, but the proposed "Amerika Bomber" on p. 86 would have been on this scale. The wheels or skids divide up 720 HP and have a 240-sf surface area at +3 to hit.

No Streamlining: Body VSPs become 990, cost \$8,700.

Good Streamlining: Body VSPs become 825, cost \$13K.

Very Good Streamlining: Body VSPs 790, cost \$17,500.

Gargantuan Transport

This is the largest plane that the most ambitious men of the time could build, such as Howard Hughes' HK-1 Hercules, the "Spruce Goose." The wheels or skids divide up 2,100 HP and have a 1,400-sf surface area at +6 to hit. Gear VSPs: 740.

No Streamlining: Body VSPs become 14,300, cost \$61K.

Good Streamlining: Body VSPs 11,900, cost \$91K.

Very Good Streamlining: Body VSPs 11,400, cost \$121K.

New Sizes of Chassis Table

Chassis	VSPs	Wt.	Cost	HPs	Armor	SA Size
Rotary Kite	2	190	\$590	11	2 lbs./\$1.50	28 +0
Rotor				32	-/-	84 +0
Gargantuan Helicopter	200	3.8K	\$9.4K	450	50 lbs./\$30	600 +4
Rotor				72	48 lbs./\$29	192 +1
Intercontinental Bomber	900	12.5K	\$48.6K	2,700	150 lbs./\$90	1,800 +6
Standard Wings	225	17K	\$68K	2,100	1,400 lbs./\$850	2,800 +5
High-Agility or STOL Wings	225	23K	\$91K	2,800	1,900 lbs./\$1,100	3,700 +5
Gargantuan Transport	13K	52K	\$73K	7,900	875 lbs./\$525	10.5K +8
Wings	5.5K	33K	\$49K	3,000	4.1K lbs./\$2.5K	8.2K +7
High-Agility or STOL Wings	5.5K	44K	\$66K	4,100	5.5K lbs./\$3.3K	11K +7

Improved Streamlining TL(6+1)

Jets that toy with the speed of sound need superior streamlining (see p. W121). This multiplies body VSPs by 0.85 and body and wing cost by 2.5. Rocket planes often have radical streamlining, which multiplies body VSPs by 0.8 and body and wing cost by 8.3. Fixed struts negate either sort of streamlining. Per p. W149, any non-propeller craft with DR 5+ on all facings and very good or better streamlining may exceed 600 mph; very good streamlining may only reach 740 mph unless combined with a lifting body (see below). A craft of less than DR 20 cannot exceed 2,000 mph.

Superior streamlining gives a streamlining factor of 16.1 for stall speed and a streamlining divisor of 10 for drag (see p. W149). Radical streamlining gives a factor of 16.8 for stall speed and a divisor of 40 for drag.

Lifting Bodies TL(6+1)

Experimental "flying wing" designs have bodies configured as part of the craft's airfoil surface. In computing stall speed, add 30% of the body surface area, rather than 10%, to the wing surface area. Multiply body and wing cost by 1.2.

Supertank TL6

In fantastic versions of the war, spectacularly sized tanks might dwarf even Hitler's real-life pet project, the "Maus" (see p. W120). The following offers two extra-large tank chassis for building such monstrosities, along with the usual options for improving their armor:

Mild Slope: Reduce VSPs to 180 and 270, respectively.

Medium Slope: Reduce VSPs to 160 and 240, respectively.

Advanced Slope: VSPs become 125 and 188, respectively.

Expensive Armor: Change armor values to 40 lbs./\$80 and 53 lbs./\$105, respectively.

Supertank Chassis Table

Chassis	VSPs	Wt.	Cost	HPs	Armor	SA Size
Gigantic Tank	200	44K	\$4.5K	3,600	50 lbs./\$30	600 +4
DR 65 Tracks				1,300	300 lbs./\$30	430 +4
Monster Tank	300	62K	\$6.3K	4,700	66 lbs./\$40	790 +5
DR 75 Tracks				1,700	390 lbs./\$39	560 +4

Wheelform Vehicles TL(6+1)

The 1940s saw both experiments with real wheelform vehicles on a scale comparable to motorcycles, and speculations about huge, heavily armored "war wheels." Such technological juggernauts might be real in an alternative history.

A war wheel combines its body and motive system into a single chassis that houses its powertrain (bought as a tracked transmission). The outer rim is effectively a huge tire (usually solid) rotating about the rest of the body; tire damage equal to

20% of body hit points disables it (see p. W:156). If the war wheel has subassemblies, they must be attached to its left and right faces as a matched pair. A war wheel has no usable top surface, since the motive subassembly wraps over it.

To determine performance (see p. W146), treat a war wheel as a 1-wheeled ground vehicle; however, in computing ground pressure, find the contact area by dividing the body's surface area by 5. Off-road speed is the same as for a tracked vehicle (column II on p. W146). In a head-on collision, increase damage by +1 per die. A war wheel with a Size Modifier at least 1 greater than a targeted object can roll right over it.

Slope gives the right and left faces a 30° slope, increasing their DR by 50%. Reduce VSP to 40 for a medium wheel, 80 for a large wheel, or 160 for a huge wheel.

War Wheel Chassis Table

Chassis	VSPs	Wt.	Cost	HPs	Armor	SA Size
DR 40 Medium Wheel	50	8,600	\$4,000	1,400	20 lbs./\$12	240 +3
DR 50 Large Wheel	100	15,500	\$7,600	2,300	32 lbs./\$19	380 +4
DR 60 Huge Wheel	200	27,600	\$14K	3,600	50 lbs./\$30	600 +4

Y-Wing Rotors TL(6+1)

Early experiments with VTOL (vertical takeoff and landing) involved a Y-wing rotor design that functioned alternatively as airfoils or rotors (see *Triebfluegel*, p. 84).

To derive the statistics for a Y-wing rotor, start with the wings for an airplane of a given size. Multiply the VSPs, weight, cost, armor statistics, and surface area $\times 1.5$; leave the HP for each wing unchanged (but note that there are three wings, not two); and increase the Size Modifier by 1.

In computing stall speed, use only two-thirds of the total surface area of the wings; the third wing is vertically aligned and provides no lift.

THE POWERTRAIN

These new options expand upon means of powering and propelling weird vehicles.

Arm Transmission TL(6+1)

The first remote manipulators were developed in the 1940s, largely by American atomic researchers who needed a way to handle radioactive materials safely. Such devices picked up the nickname "waldoes" from researchers who read Robert Heinlein's story "Waldo," which described similar devices. Waldoes can be built into battlesuits, mecha, or robots or used as independent devices operated by remote control (see p. W137). TL(6+1) waldoes are relatively clumsy: -4 to DX or skill for any task involving fine manipulation is standard.

Strikers are articulated like arms, but have no manipulators, which makes them simpler and cheaper; they are used only to strike blows in combat. A short "arm" can also serve as a gun platform; treat this as a partial-rotation subassembly (see p. W127).

Arms Table

Arm Type	Weight	Cost	Power
Striker	0.3	\$24	0.005
Telescoping Waldo	1.2	\$120	0.01
Waldo	0.6	\$60	0.005

Notes. Weight, cost, and power are all per point of ST. The telescoping waldo can extend to double its normal length; when not telescoped, it uses only half as much power. To find arm-transmission volume in VSPs, divide weight by 125 for mecha, which have access space to permit minor field repairs, or by 250 for battlesuits, which can only be maintained in specialized repair shops.

Atomic Engine TL(6+1)

The German atomic researchers focused their efforts on producing atomic power plants for large vehicles such as warships. Had they succeeded, something along the following lines might have been attained.

Engine Type	per kW Weight	Base Weight	Cost	Years
Atomic Pile	16	20,000	\$20	1

Multiply the pile's output in kW by the per kW figure and add the base figure to get total weight. Multiply the weight by cost to get total cost. Divide weight by 80 to get volume; any vehicle that can carry an atomic pile will be large enough to have internal-maintenance facilities.

To save weight and cost, an atomic pile can be built with minimal shielding; this reduces the base weight to 10,000 lbs. but the area around the pile will become radioactive; anyone approaching it will be exposed to 6,000 rads/second divided by the square of the distance in yards (see pp. CII146-148). If the pile is shut down, the dosage will decline to 2,000 rads/hour divided by the square of the distance in yards after an interval of several weeks.

Legged Transmission TL(6+1)

Legged transmissions are available for walker vehicles. Note that contrary to p. VE32, two- and three-legged drive-trains cost no more than four-legged ones; the more sophisticated synchromesh gearing needed for four-legged walkers at TL(6+1) counterbalances the cost of additional stabilizers for three- and two-legged mecha. (This rule is intended to make WWII mecha look cooler. If you don't want your mecha to look cool, why aren't you just building a tank?)

Transmission Type	per kW Weight	Base Weight	Cost
Legged	16	720	\$20

Ramjet TL6

A ramjet is a simpler design for a jet engine than a turbojet; it doesn't include a compressor, but gains compression from its air speed. It only operates above 375 mph and needs some other form of propulsion to reach that speed. An experimental early design - effectively TL(6+1) - is presented here; note that, in contrast to a turbojet, it has no base module. A ramjet module uses 25% more fuel than a turbojet module (31.25 gallons/hour) and does not generate electric power. As supplies of oil ran short, the Germans turned to powdered coal as ramjet fuel! A ramjet module uses 7.5 VSPs (375 lbs.) of coal per hour; atomized fuel coal has a cost of \$1.

Module Type	VSPs	Weight	Cost	Thrust
Ramjet	0.2	50	\$500	250 lbs.

Reaction Rotor System TL(6+1)

The reaction-rotor system uses the exhaust of a reaction engine, such as a turbojet or liquid-fuel rocket, to power a helicopter rotor. The thrust of the reaction engine must be at least 5 lbs. for each kW of rotor power. The rotor is switched to autogyro mode, and the reaction engine used to provide forward thrust, once the craft is in flight and has exceeded its stall speed.

Powertrain Type	Weight	Cost
Reaction rotor	1.5	\$5

Multiply the power output in kW by weight to get total weight in pounds. Multiply total weight by cost to obtain total cost. Otherwise, treat the powertrain as a helicopter transmission; each kW of rotor power provides 10 lbs. of lift (see p. W149) and 1.6 lbs. of horizontal thrust (see p. W128).

Rocket Engines

See pp. 89-91 for an amplified treatment of rockets, suitable for use in a campaign of experimental air combat or a space race between the Allies and Axis.

Vectored Thrust TL(6+1)

Some early VTOL experiments may find reaction engines with vectored thrust useful. Vectored thrust increases weight, volume, and cost of engines 50%, but makes it possible to change the angle of an engine's exhaust, dividing its pounds of thrust between vertical lift and horizontal propulsion as desired.

DROPPED ORDNANCE

A few additional weapons are needed to define the capabilities of the vehicles in this chapter.

Bombs

8,000-lb. Bomb: This was the bomb proposed to be carried by the Sanger-Bredt Silbervogel (p. 86).

12.5-Kt Uranium Bomb: The atomic bomb dubbed "Little Boy" dropped on Hiroshima, an HEU "gun-assembly" device, was of this type and yield. Using p. VE109 as a basis, it costs \$62,000 after the substantial (\$1.89 billion) development cost is paid. It does 12d x 25 million points of concussion damage; see p. W:D74 for more technical detail and p. VE187 for flash and fallout damage.

22-Kt Plutonium Bomb: The Nagasaki bomb, "Fat Man" was an implosion-type device of this type and yield. It does 12d x 42 million points of concussion damage; see p. W:D74 for more technical detail and p. VE187 for flash and fallout.

Rockets

73mm HE Rocket: Represents the German *F6hn* spin-stabilized rocket used for air-to-air combat. The standard module contains 12 rockets in a disposable launcher.

Panzerabwehrrakete X-7 (1944): Nicknamed *Rotkapchen* ("Little Red Riding Hood"), the X-7 is an antitank missile that uses two command wires for transmitting guidance corrections while the operator visually tracks a flare on the rear of the missile. A powerful 150mm HEAT warhead was easily able to destroy all armored vehicles of the period. About 300 had been completed by the end of the war, but they never saw operational use. Historically, the missile was only intended to be used by infantry and was launched from a 33-lb. rail platform (\$100). The X-7 is fired with Gunner (Guided Missile); see p. W155 for details.

Although never completed, there were at least two major upgrades in the prototype stages for the X-7. The *Steinboch* program replaced the wire spools with an IR receiver and the launch unit incorporated a modular IR light source that could transmit course corrections without the need for wires. A device known as *Zielsuchgerat* pioneered the concept of automatically updating the missile's flight path as long as the operator kept his sights on the target – this would not be perfected until 1965.

Dropped Ordnance Module Table

Weapon	VSPs	Weight	Cost	Power
8,000-lb. Bomb	32	[8,000]	[\$16K]	–
12.5-kt Uranium Bomb	13	[9,700]	[\$62K]	–
22-Kt Plutonium Bomb	54	[10,800]	[\$97K]	–
12x73mm HE Rocket	0.5	[125]	[\$335]	–
150mm HEAT Missile	0.1	[20]	[\$800]	–

Dropped Ordnance Weapon Table

Weapon Type	Malf	Type	Damage	SS	Acc	Spd	End	Min	1/2D	Max	Ind.	RoF	Ldrs
8,000-lb. Bomb	Crit.	HE	6d x 9,000 [12d]										
73mm Rocket	Crit.	HE	6d x 6 [6d]	20	11	150	2	–	250	300	750	12NR	0
150mm HEAT Missile	15	HEAT	6d x 6 [10d]	30	(0)	130	12	100	–	1,500	–	1/30	0

COMPONENTS

Advancing technology makes several new types of components possible. For a late TL6/TL(6+1) flavor, don't introduce the simple improvements in existing technologies that TL7 realistically allows (see *GURPS Vehicles*); instead, add radical new devices out of pulp fiction. See also p. 23 for the "Philadelphia Experiment," p. 66 for computers, and p. 91 for spacecraft systems.



Battlesuit Controls TL(6+1)

A set of battlesuit controls is designed to transmit a human operator's movements directly to a man-shaped suit and to transmit tactile feedback to the user. The operator must be naked or clad in form-fitting garments. Actions performed using the suit use Battlesuit skill, unless the suit is completely unarmored; unarmored suits use Exoskeleton skill (see p. CI161). The battlesuit is divided into sections for the wearer's head, body, arms, and legs, each of which must extend into the corresponding portion of a suit; this is only possible for suits of 6 VSPs or less.

Battlesuit systems are electromechanical, based on relays and servomechanisms, and thus are large and heavy. A battlesuit system's weight is 40% of the wearer's weight; its cost is \$600 plus \$4 per pound of the wearer's weight. To determine the volume of the system's segments in VSPs, multiply the user's weight by 0.0024 for the body, 0.0006 for the head and for each leg, and by 0.00024 for each arm; this includes the volume of the wearer as well as of the electromechanical components. A system can fit a wearer down to 80% of the body weight it's designed for; for example, a standard system, designed for a 150-lb. wearer (60 lbs., \$1,200, 0.36 VSPs body, 0.09 VSPs head/each leg, 0.04 VSPs each arm, will fit a wearer as small as 120 lbs.

A partial battlesuit system (3 lbs., \$60, 0.04 VSPs) can also be used for remote control of a waldo system (p. 74). The tactile feedback from the waldo improves the quality of the remote control; skill rolls are made at -2 rather than -4. The weight, cost, and volume of the host and remote units (see p. W137 and p. W143) are doubled, because of the high bandwidth required for tactile feedback information.

PROJECT HABAKKUK

WWII naval strategy was shaped by the ability of bombers to destroy battleships. Since bombers had limited flight ranges, they needed aircraft carriers as mobile support platforms – but carriers, like other surface ships, were vulnerable to torpedoes from submarines; a German U-boat could sink a carrier with many times its cost and crew size.

One way of solving this problem was proposed by Sir Geoffrey Pyke and enjoyed Churchill's support for a time – build huge warships out of ice. Pyke developed a compound of 90% ice and 10% sawdust, which he named "pykrete." A miniature experimental ship was actually built in the Great Lakes in 1943 and proved able to survive the summer without melting. Pykrete was far tougher mechanically than ordinary ice. And even if a pykrete ship was damaged by bombs or torpedoes, ice floats, unlike steel; effectively, the Germans would have been trying to sink small icebergs.

Named "Project Habakkuk" after an Old Testament prophet who predicted unbelievable wonders, Pyke's proposal called for building a fleet of ships 2,000' long. This proved much costlier than either the British or the Americans were willing to accept, but in an alternate war, a fleet of pykrete ships might patrol the Atlantic, or huge pykrete platforms might provide a mid-ocean refueling site for flights across the Atlantic.

Pykrete Vehicle Rules

Pykrete ships are built by assembling blocks of pykrete on wooden or metal frames and freezing them into place. The pykrete acts as armor. Double the weight of the standard (metal) armor for a ship chassis, but divide the cost by 50. Pykrete armor is *ablative*; that is, each 10 points of damage rolled, *whether it penetrates the armor or not*, reduces the DR of that face by 1.

Pykrete is much bulkier than metal armor; providing a ship with substantial armor takes up much of its volume. Compute the total weight of the armor and divide by 275; the result is the VSPs filled with pykrete. The ship's working components and living and storage space cannot exceed the remaining VSPs.

Pykrete ships typically spend 75-90% of their chassis volume on armor. This makes the ship hard to sink; each VSP of pykrete provides flotation for 37.5 lbs. of frame, components, and payload. If the flotation exceeds the load, the ship won't sink, though it may break up and components may sink.

Example: A heavy battleship is fitted with DR 750 using pykrete. This weighs 144 million lbs. (32K lbs. per DR point per face) and costs \$288,000 (\$64 per DR point per face). The pykrete fills 524K VSPs, leaving 145K VSPs for other functions (before any subassemblies are added). The pykrete's flotation will support 19.65 million lbs. of frame, equipment, etc.

PERSONAL GEAR

The items listed below are designed for one-man use, or at most for use by a small operational team. They aren't suited for presentation in full vehicle format. However, most of them were designed using the modular vehicle-design system from *GURPS WWII*, the more elaborate extension of that system in *GURPS Vehicles*, or additional rules presented in this chapter; all of them are compatible with the modular vehicle-design system.

Dai-gusoku TL(6+1)

The *dai-gusoku* is a battlesuit designed for use by Japanese troops. It fits wearers weighing 125-150 lbs. Its construction is based on the small scout chassis with DR raised to 10 (PD 3). Its body has 14 HP, each limb has 6 HP, and its head has 5 HP. An internal oxygen supply provides life support for up to 4.8 hours, and the suit can be sealed against heat and poison gases. The helmet contains a radio transmitter (10-mile range) and receiver (×1 range multiplier). Operating the suit requires Battlesuit skill (see p. B49).

A 1-kW diesel engine in the body powers a legged powertrain, arm motors, and auxiliary systems. A light fuel tank holds 9 gallons of diesel fuel (Fire number 11), sufficient for 200 hours of operation. The suit is capable of 12 mph and can move at full speed off-road. Its MR is 2.5 and its SR is 1; like a human being, it can start or stop in one action. Its leg motors have ST 28.

The arms have an unusual asymmetrical design. The right arm is a waldo, with manipulatory capabilities at -4 DX; it has ST 25. The left arm is a striker, with no manipulatory capabilities but with ST 50. A blow from the right arm inflicts thrust 2d+2 or swing 5d-1; a blow from the left arm inflicts thrust 5d+2 or swing 8d-1.

The suit weighs 616 lbs. plus 54 lbs. for diesel fuel; cost is \$6,400. A historical Japan would have been hard-pressed to afford more than a few of them.

Goddard "Vector" Flight Harness TL(6+1)

Based on the liquid-fuel rocket designs of Robert Goddard, the flight harness provides enhanced battlefield mobility to combat troops. It isn't actually a vehicle, though some of its statistics are comparable to those of rocket-propelled vehicles. The calculated performance assumes a 150-lb. wearer carrying no more than 15 lbs. of gear other than the flight harness.

A flight harness has tanks of octane and liquid oxygen mounted on the back, connected by flexible tubes to small rocket engines into which the hands are inserted. Flight requires keeping the hands aligned so that the thrust vector passes through the body's center of mass to avoid tumbling in midair. The device's 6 gallons of fuel and oxygen are sufficient for 30 seconds of powered flight; usually half of this must be spent on slowing down for a safe landing.

The Vector provides acceleration of 22 mph/second for a midflight peak speed of 330 mph. It can reach as high as a steady speed of 370 mph, but the landing will be a high-speed collision inflicting 1d per 20 mph (see p. W154).

An alternative mode, more often used in battle, is augmented jumping. A boosted high jump reaches a height of $(6 \times ST + 36)$ inches; for example, a wearer with ST 12 could jump to 108" or 9' high. A boosted standing broad jump reaches a distance of $(2 \times ST + 3)$ feet; for example, a wearer with ST 9 could jump 21' across in one leap. A running start makes no significant difference. The fuel supply is sufficient for 23 assisted jumps.

The harness can substitute for a parachute, but this takes very exact timing to have the rockets run out of fuel just as the wearer lands; roll vs. IQ. On a failure (critical failure only for a wearer with Absolute Timing), the wearer starts too soon and falls the last 1d yards. On a critical failure (natural 18 for a wearer with Absolute Timing), the wearer starts too late and suffers half the fall's normal damage.

The handheld thruster units can serve as improvised weapons. Roll vs. Guns (Flamethrower) skill at -1 to hit. Effective range is limited to 2 yards. Damage from a 1-second blast (1/60 of fuel) from one thruster is 1d-3. Using a thruster in this way when not braced requires a DX roll to avoid being knocked down by the thrust.

The harness has PD 2, DR 2, and 6 HP. It protects hit locations 6-8 and (from the rear only) 9, 10, 17, and 18. Weight is 32 lbs. and cost \$65. Fuel weighs 50 lbs. and costs \$5.

Particle Beam Death-Ray

TL(6+1)

Based on a proposal from Nikola Tesla, the Westinghouse M1943 death ray is an early version of a charged-particle beam weapon. It comes in light and heavy versions, both with rifle-style stocks. It uses no ammunition, but draws power via cable from a 4,000-kWs lead-acid battery (100 lbs., \$50), good for 5 shots from the heavy version or 50 shots from the light version, or from an adapter connected to a jeep's electrical system. The rate of fire is determined by the recharge time between shots.

Design Notes: The Westinghouse death ray is designed using *GURPS Vehicles* (see pp. VE123-127), but with some modifications. Cyclic rate is reduced to 1/5 (for a weight multiplier of 0.5); design is considered to be "bulky" (the opposite of "compact"); in addition, weight and size are multiplied by 2 and cost is divided by 5.

Tesla Resonator

TL(6+1)

The Tesla resonator is not, strictly speaking, a weapon, but rather a structural demolition tool. It generates mechanical vibrations that can be fed into a block of material or a framed structure by attaching the resonator to it. The damage is minimal, only 1d-3, which is unlikely to get past the DR of most structures (see p. B125); however, on a roll against IQ (modified by the operator's Acute Hearing, Alertness, or Musical Ability), the user can determine the resonant frequency of the structure.

Death-Ray Weapon Table

Weapon	Malf	Type	Damage	SS	Acc	1/2D	Max	Wt.	RoF	ST	Rcl	Hold	Cost
Westinghouse M1943L	Crit.	Imp.	10d	11	14	760	1,500	2.6	1/5	8	-1	-5	\$720
Westinghouse M1943H	Crit.	Imp.	8d×4	17	17	2,400	4,800	22	1/5	12	-1	-10	\$3,300

This results in the rolled damage accumulating, at 1d-3 per second, and eventually shattering the object. On a critical success, the object's DR is divided by 10 as the operator locates the exact resonant frequency of its internal structure. Repeated attempts after a failed roll are made with a 5-minute delay at a cumulative -2 penalty. This is a cinematic or weird-science weapon not suited for realistic or hard-science campaigns. Commandos or spies might attach resonators to dams, bridges, or other strategic buildings.

The resonator requires an external power source. A standard military vehicle battery can power it for one hour; a 1-kW power outlet can power it indefinitely. 2.5 lbs.; \$100.

HEAVY WEAPONS

This section lists weapon systems designed to be mounted on or carried by a large vehicle (such as a tank, bomber, or battleship) or used from a fixed mount.

Dispersal Weapons

TL6

Dispersal weapons are designed to scatter some substance over a wide area. The effect depends on the substance, but typically does not increase with increasing shell size; only the area affected increases. The dispersal radius (in yards) specified is for such weapons as gas shells, where a comparatively high concentration is needed to affect a human being; if microscopic amounts are enough, multiply the radius by 10.

Dispersal Bombs

Dispersal bombs are available in most standard bomb sizes. The basic cost covers only the price of the bomb, containment mechanism, and dispersal charge; in addition, each bomb contains a number of "doses," and each substance has a specified cost per dose that also contributes to the total cost.

Dispersal Bomb Table

VSPs	Weight	Dispersal Radius	Doses	Cost
0.025	[5.5]	36	420	[\$32.50]
0.4	[100]	320	35K	[\$400]
0.9	[220]	560	100K	[\$440]
1.2	[300]	880	260K	[\$1.2K]
2.2	[550]	1,000	340K	[\$2.2K]
4	[1K]	1,200	460K	[\$4K]
8.8	[2.2K]	1,650	900K	[\$8.8K]
16	[4K]	3,300	3,600K	[\$16K]

Dispersal Shells

Dispersal shells have a smaller radius than dispersal bombs of the same size; some of their weight is taken up with structural support to enable them to survive being fired from a gun. Sizes from 40mm to 155mm can be fired from vehicular weapons. Weight, VSPs, and cost of the shell are as for a HE shell of the same caliber; add the cost of the active element to the cost of the shell to find total cost.

Dispersal Shells Table

Caliber	Dispersal Radius	Doses
40mm	6	12
47mm	8	21
50mm	9	27
75mm	21	147
81mm	25	208
85mm	27	243
88mm	29	280
105mm	41	560
127mm	60	1,200
150mm	84	2,350
155mm	90	2,700



Dispersal Payloads

Fallout: Disperses highly active radioisotopes; radius of dispersal is multiplied by 10. \$10 per dose. Inflicts 14d rads/hour in the first day after dispersal (see pp. CII146-148); multiply the dose by 0.75 for each subsequent day. (For example: 60 rads/hour the first day, 45 rads the second, 34 rads the third, 25 rads the fourth, 19 rads the fifth, and so on.)

Plague: Disperses highly infectious disease organisms; radius of dispersal is multiplied by 10. Roll vs. HT-1 to avoid contagion; roll vs. HT-1 for daily recovery. Other effects optional, but commonly include physical weakness (double all Fatigue loss). \$0.10 per dose. Each added -1 to HT for either avoiding contagion or daily recovery multiplies cost per dose x2. Alternatively, choose a suitable specific illness (see pp. CII167-174 or BIO87-90) for \$1 per dose.

Nerve Agents (TL6): Nerve agents are colorless, odorless liquids. When atomized, they quickly penetrate clothing – gas masks provide no protection; normal protective clothing provides only a +2 to HT rolls. Tabun was the world's first weaponized nerve agent, and remained almost completely secret until the last days of the war. Nerve agents will cause 1d damage to HP each minute unless a successful HT-5 roll is made, in which case the victim loses a point of fatigue and is at -1 on the next HT roll. On a critical failure the victim will immediately fall unconscious and die in 1d seconds without some form of immediate antidote (such as atropine, which is not available in a realistic campaign).

Superscience Nerve Gas (TL6+1): VX was not developed until 1950, but it could easily appear in a campaign that features the widespread use of chemical agents. Each turn, anyone exposed to the agent suffers 1 hit of damage, or 2 hits if not wearing protective equipment. He also must make a HT-4 roll each turn (unless in an environmentally sealed vehicle or armor); on a failure, he will be paralyzed for (30-HT) minutes and take 4d of damage if not given an antidote within 5 minutes.

Vortex Shell: Within the radius of the "explosion," burning coal dust creates severe air turbulence. Requires a control roll at -5 by the pilot of any aircraft in that radius (see pp. W151-152). \$0.01 per dose.

Microwave Death Ray TL(6+1)

British radar experimenters in the '30s were asked if their work could produce a death ray. The Marconi 1000hp assumes that these proposals worked out, in the form of a

high-powered microwave beam that cooks any living thing in its path. The beam spreads out as it travels, attaining a width of 1 yard per 50 yards of range. Designate a single hex 50 yards away as its aiming point; that hex is targeted at -10, with the aiming point shifted 1 yard to the side per point of failure. Beyond that aiming point, the attack spreads out in a cone, automatically hitting anything in the indicated hexes.

A 1,000-lb. battery module supplies power for 50 shots. Alternatively, a 746-kW (1,000-horsepower) power supply can supply power for continuous operation at RoF 1.

In an intensely cinematic campaign, rumors of the period about rays that stopped engines may be true. If the ray strikes a vehicle with an electrical ignition or power-conversion system, roll vs. HT for the vehicle; on a failure, the engine loses power, and on a critical failure it is actually burnt out and needs repairs.

Particle-Beam Death Ray

TL(6+1)

The Westinghouse M1941 is a larger version of the M1943 (p. 77), developed earlier in the war. It requires a 1,600-kW power supply to maintain fire at its normal recharge rate.

Sonic Cannon

TL(6+1)

Experiments at the Lofer research base in the Tyrol tested the use of parabolic reflectors to focus high-intensity sound waves. The *Wallauschek* Sonic 2 represents a matured form of this technology. It generates sound by burning methane in oxygen; a 30-gallon set of tanks holds 255 lbs. of fuel/oxygen mix, good for 40 minutes of continuous fire. A set of reflectors directs the sound at a distant target; the largest reflector is 10' across, making the weapon fairly bulky. A "loader" is needed to manage the fuel supply and combustion chambers.

The sonic beam spreads out as it travels, attaining a width of 1 yard per 50 yards of range. Designate a single hex 50 yards away as its aiming point; that hex is targeted at -10, with the aiming point shifted 1 yard to the side per point of failure. (The accuracy bonus applies, if time is taken to aim.) Beyond that aiming point, the attack spreads out in a cone, automatically hitting anything in the indicated hexes, with no further penalty for range.

Up to 50 yards, full rolled damage is inflicted. Up to 100 yards, half damage is inflicted; up to 150 yards, one-third damage, and so on. At full-damage range, personal armor does not fully protect, unless it covers the entire body; if it does not, 1 point per die always penetrates. At half damage range or beyond, this no longer applies.

The intense sound also has a deafening effect. Roll vs. HT, at a penalty of -1 per point of rolled damage; the penalty is reduced for the DR of a vehicle or sealed armor. Earplugs give +1 to the roll. On a failure, the victim has -1 to Hearing rolls per point of failure; failure by 10 or more, or any critical failure, causes deafness. Hearing loss lasts for 20-HT minutes (minimum 1 minute); after this, roll vs. HT to recover, using the rules for crippling injuries (see p. B129 or p. W203).

In addition, anyone out to maximum range may be stunned. Roll vs. HT; if the victim is suffering Hearing loss, apply the loss as a penalty to the stun roll.

DIRECTORATE OF MISCELLANEOUS WEAPON DEVELOPMENT

The Directorate of Miscellaneous Weapons Development was founded in 1941 and was merged into the Admiralty Craft Experimental Establishment in 1945. The directorate is a good example of a moderate-sized research establishment, with about 10 officers and 50 other personnel.

Its official mission was the development of unconventional weapons, including anti-aircraft and anti-submarine weapons and amphibious assault research. In addition to projects at universities and scientific laboratories, it operated a research facility on the *HMS Birnbeck* at Weston super

Mare. The directorate was initially headed by Vice Adm. J. Somerville, but worked mainly on projects proposed by Cmdr. Charles Goodeve, a physical chemist who had done work on defenses against magnetic mines and coined the word "degaussing." Other officers included Neville Shute Norway (better known as the novelist "Nevil Shute").

Late in the war, Goodeve was a leading critic of Project Habakkuk (box, p. 76), which he considered a waste of scarce resources. In a pulp setting, Goodeve might support not only Habakkuk, but any and all bizarre weapons as needed.

Supergun

TL6

The *Saar Roechling V-3 Hochdruckpumpe* was designed as an ultra-long-range artillery weapon. Its basic concept dated to the 1880s. Rather than having a single propellant charge, it had many auxiliary charges in angled side chambers branching out from the 460' main barrel at intervals of 12'. An electric ignition system ensured firing in proper sequence.

The V-3 was too massive to be trained; each gun was built for indirect fire at a fixed angle. The Nazis began construction of 50 such guns in France in September 1943 to bombard London. Concrete bunkers 17' thick protected the guns; Joseph P. Kennedy Jr. died in a failed bombing raid to destroy them. The Allied Tallboy wonder-bomb (akin to the Grand Slam, p. W132) eventually knocked them out before the V-3 could be used. The Nazis built two short (135') V-3s for the Battle of the Bulge, but they only fired a few shots before weather and mechanical failure silenced them. Both the Chinese and Iraqis built superguns in the '80s and '90s, and some enthusiasts see them as a method of cheap satellite launches.

The V-3 requires a gun captain and two loaders for the main barrel, and 72 loaders for the auxiliary barrels. Since the internal pressure is applied in increments during firing, rather than all at once, construction is fairly light, but auxiliary barrels routinely burst during firing and have to be replaced.

Wind Cannon

TL(6+1)

The wind cannon uses no ammunition as usually understood; rather, it ejects its propellant as a plug of highly compressed gas. The effect is comparable to that of HEC ammunition, but the plug expands as it travels; out to "half

damage" range it does the indicated damage within a 2-yard radius. Each additional multiple of that range gives +2 yards radius but divides damage by 4. The standard propellant is a mixture of liquid hydrogen and liquid oxygen, injected into the combustion chamber from separate tanks. An experimental model built at the Lofer research base in the Tyrol broke inch-thick boards at 200 yards.

Design Notes: The wind cannon is treated as a smooth-bore manual repeater with a barrel length 50x its caliber. Range is 1/5 normal. The hydrogen/oxygen mixture is treated as a liquid propellant; the cost of the cannon is tripled.

Heavy Weapons Modules Table

Weapon	VSPs	Weight	Cost
Microwave Death Ray	6	1,500	\$10K
Battery Module	1	1,000	\$500
Particle Beam Death Ray	1	220	\$21K
Sonic Cannon	20	150	\$3,500
30-gallon fuel tanks	1	90	\$12
Supergun	2,000	200K	\$400K
1 round of HE	1.5	[310]	[\$620]
10 x auxiliary charge	1	[220]	[\$220]
Wind Cannon, 40mm	1.1	270	\$940
Wind Cannon, 60mm	5	1,200	\$8,400
Wind Cannon, 75mm	10	2,500	\$16,200
15-gallon tank*	0.5	[175]	[\$1.50]

* A 15-gallon tank of liquid hydrogen and liquid oxygen provides 38 shots for a 40mm wind cannon, 11 shots for a 60mm wind cannon, or 6 shots for a 75mm wind cannon. The tank is self-sealing (Fire number 13).

Heavy Weapons Table

Weapon	Malf	Type	Damage	SS	Acc	1/2D	Max	Ind.	RoF	Ldrs
Microwave Death Ray	Crit.	Spcl.	2d-1	25	17	2,300	4,600	-	1/18	0
Particle Beam Death Ray	Crit.	Imp.	6d×17	20	22	7,600	23,000	-	1/5	0
150mm Supergun	14/Crit.*	HE	6d×25 [10d]	30	20	54,000	72,000	180,000	1/120	74
Sonic Cannon	Crit.	Spcl.	2d	20	11	50	600	-	1	1
Wind Cannon, 40mm	Ver.	Exp.	4d	20	14	220	760	-	1/2	0
Wind Cannon, 60mm	Ver.	Exp.	13d+2	25	14	260	840	-	1/2	0
Wind Cannon, 75mm	Ver.	Exp.	6d×4	30	15	300	920	-	1/2	0

* The split Malf. rating of the supergun works as follows: on a 14 or higher, one of the auxiliary barrels bursts and needs to be replaced, which takes 600 seconds. On a Crit., the entire system malfunctions.

MOTOR POOL 18



The following vehicles illustrate many of the weird-science concepts in this book, combining the new components

found here with the design system in *GURPS WWII*. The format of these writeups is described in detail on p. W100.

PSYCHOTRONIC TANK

The T-34M Psychotronic Tank applies experimental Soviet psionic technology, based on Kirlian aura effects, to battlefield stealth. Its emanations create and reinforce the telepathic suggestion that "there's nothing to see here," while guarding the crew against psychic surveillance. This requires an expensive antenna system on the outer surface of the tank; any direct hit, even if it doesn't penetrate the tank's armor, will cause the failure of this system.

German forces will likely be disconcerted by formidable T-34s "coming out of nowhere" in this way.

The T-34M has a crew of four and burns 16.8 gallons of diesel per hour at routine usage.

T-34M 1943

Subassemblies: Immense Tank chassis +4 with advanced slope; full-rotation Small AFV turret [Body:T] +2 with advanced slope; tracks +4.

Powertrain: 373-kW HP diesel with 368-kW tracked transmission and 111-gallon standard tanks; 8,000-kWs batteries.

Ooc: 2 CS Body, 2 CS Both **Cargo:** 1.9 Body

Armor	F	RL	B	T	U
Body:	6/350	5/250	4/175	4/75	4/75
Tracks:	4/50	4/50	4/50	4/50	4/50
Turret:	6/350	5/250	5/175	4/80	-

Weaponry

Ground LMG/DT [Body:F] (2,325 rounds).

Ground LMG/DT [Tur:F] (2,400 rounds).

75mm Medium Tank Gun/L-11 [Tur:F] (77 rounds).

TL(6+1)

Equipment

Body: 5.5-kW traversing gear for turret; 700-lb. hardpoint [Body:T] for 37-gallon fuel drum (not included); psi screen with invisibility effects (rating 4).

Statistics

Size: 22'x10'x8' **Payload:** 1.6 tons **Lwt:** 29.1 tons

Volume: 212 **Maint:** 8.8 hours **Cost:** \$519K

HT: 11. **HPs:** 2,600 **Body,** 900 **Tracks,** 200 **Turret.**

gSpeed: 36 **gAccel:** 3 **gDecel:** 20 **gMR:** 0.25 **gSR:** 6
Ground Pressure Low. 2/3 Off-Road Speed.

Design Notes

The psi screen (modeled on the "Philadelphia Experiment" technology on p. 23) is placed in the body, but its controls are in the turret, where the tank commander can reach them. When in operation, it drains 20 kW from the power plant, reducing top gSpeed to 35. This creates a Mind Screen-8, Power 4 psi screen around the tank; in addition, Sense rolls to notice the tank are made at -4, which cancels out the tank's +4 Size modifier and makes it exactly as hard to notice as an ordinary rifleman. If the tank commander has Antipsi power, add his power to the rating of the psi screen for both purposes.

Mundane applications of Tactics (Armored) might further the penalty to sense the tank by -1 or -2, by keeping its profile below ridge lines, advancing out of the setting sun, and so forth.

An entirely psionically powered T-34 would require a psi (or Kirlian transformer) with Telekinesis Power 26 to replace its power plant (and a telekinesis Power of 32 to fire the main gun psionically rather than chemically).

ROBOTICS

In a cinematic setting, some of these technologies can be combined to create humanoid robots – for example, robot soldiers. Start by designing a battlesuit or mecha. Then design a computer and install it in place of the crew station or the battlesuit system (and the human driver or wearer). For example, the 0.7 VSPs (3.5 cf) of a standard battlesuit system could hold a compact electromechanical computer of Complexity 1, or a much more expensive genius version of Complexity 2.

Such a robot can have a basic sensor/communicator package, which enables it to see, hear, and speak. This weighs 25 lbs., occupies 0.1 VSPs, and costs \$2,500. The robot has the equivalent of Bad Sight, Color Blindness, Hard of Hearing, No Sense of Smell/Taste, and Stuttering (or Disturbing Voice); see pp. B27-29. Even this much requires a

cinematic disregard for the difficulty of programming a computer to interpret sensory information in real time.

A Complexity 1 robot brain must be "programmed" in machine code, by feeding in punched cards, throwing switches, or even physically changing its connections; roll vs. Mechanic (Robotics) or Electronics Operation (Computers). A Complexity 2 brain can understand a limited set of spoken commands. A Complexity 4 brain can understand speech, though subjects outside its skill set or figurative speech may confuse it; roll vs. its IQ to see if it takes "Go jump in the lake!" literally.

More realistic robot vehicles are also possible; just put a computer system into any vehicle. Or for wilder effects, build a robot out of vehicular segments in the shape of a living creature.

MECHA WALKERS

Mecha walkers become attractive "armor" in rugged terrain that limits even tracked vehicles. Skilled walker drivers can maneuver through brush or trees or even up mountains!

MW-3 Forrest

This U.S. mecha isn't especially humanoid, with an ovoid body where the driver/gunner sits supported on two legs. A machine gun and flamethrower extend from the body's front.

The MW-3 burns 0.34 gallons of diesel per hour.

Subassemblies: Light Walker chassis +2; two Light Walker legs [Body:U] +1.

Powertrain: 7.5-kW high-performance diesel engine with 7.5-kW legged transmission and 30-gallon standard tanks; 4,000-kWs battery.

Occ: 1 CS

Cargo: 0

Armor	F	RL	B	T	U
Body:	4/30	4/18	4/18	4/18	4/18
Legs:	4/20	4/20	4/20	-	4/20

Weaponry

Very Long Gr. HMG/M-2HB [Body:F] (300 rounds).

Tank Flamethrower [Body:F] (15 shots).

Equipment

Body: Medium radio transmitter and receiver, stabilization for both weapons.

Statistics

Size: 5'x5'x14' Payload: 875 lbs. Lwt.: 2.7 tons
Volume: 16 Maint.: 48 hours Price: \$17,300

HT: 10. HPs: 120 Body, 55 each Leg.

gSpeed: 13 gAccel: 1 gDecel: 20 gMR: 2 gSR: 1
Ground Pressure Very Low. Full Off-Road Speed.

Variants

Some units assigned to mountainous areas are equipped with winches, housed in external pods at "waist" height, and a line gun that fires a piton to anchor the winch's 50-yard cable. A Forrest driver would use these to improve his vehicle's already significant climbing ability; however, after each use, he would need to dismount to remove his cable from the used piton and attach it to a new one ready to fire. Assume that a properly deployed line cancels up to 25° of slope effects (see p. W153); however, any failed control roll will place the full weight of the walker on the line, which will instantly part.

The line gun, which the GM might allow on other vehicle designs, includes 20 pitons, takes up 0.1 VSPs, weighs 20 lbs., and costs \$35. It does 3d impaling (SS 12, Acc 7) with a half-damage range of 130 yards and maximum of 1,300 yards. It takes at least 10 seconds to reattach the cable to a new piton and 3 more seconds to rearm the gun. Any damage exceeding target DR secures the piton to it for purposes of towing.

The package (Small Weapon open mount with 2 winch modules and Mini open mount with line gun) increases volume to 19 VSPs, loaded weight to 3.2 tons, and price to \$17,435.

TL(6+1)

PzKpfSchr IV Fenris Ausf D

The design of the German Panzerkampfschreiter IV Fenris stresses frontal assault more than maneuverability. Its form is fairly humanoid, with a gunner and commander seated between the "shoulders" of its short weapon-platform arms and a driver in the "belly" just above its legs; it has no head, but the driver is equipped with a periscope. Each arm holds a single main gun.

The Fenris burns 1.125 gallons of diesel per hour.

Subassemblies: Medium Walker chassis +2; two Medium Walker legs +1; two partial-rotation Small Weapon turrets as weapon-platform "arms" [Body:R, L] +0.

Powertrain: 25-kW HP diesel with 25-kW legged powertrain and 27-gallon standard tanks; 4,000-kWs battery.

Occ: 3 CS

Cargo: 0

Armor	F	RL	B	T	U
Body:	4/50	4/25	4/20	4/30	4/30
Legs:	4/30	4/30	4/30	-	4/30
Turrets:	4/50	4/25	4/20	4/30	4/25

Weaponry

54x55mm Rockets/R4/M (see p. W:IC68) [R Tur:F]*.

30mm Short Aircraft AC/MK 108 [L Tur:F] (300 rounds).

* Fired in six 9-round groups

Equipment

Body: Medium radio transmitter and receiver, 10' periscope, 0.25-kW traversing gear for each turret.

Statistics

Size: 7'x7'x20' Payload: 0.76 tons Lwt.: 5.65 tons
Volume: 27 Maint.: 42 hours Price: \$23K

HT: 8. HPs: 160 Body, 75 each Leg, 45 each Arm.

gSpeed: 17 gAccel: 2 gDecel: 20 gMR: 2 gSR: 1
Ground Pressure Low. 4/5 Off-Road Speed.

Variants

The Ausf A was only armed with twin MG 42s (Ground LMGs) in each turret, with 2,000 rounds per gun.

The Ausf B was an antitank version, with one 45mm gun (47mm Tank Gun) in each turret and 20 rounds per gun in the body. To fit the ammo in the body, crew was reduced to two. This badly overburdened the commander, who had to also load and fire both guns. Combined with the marginal effectiveness of the 45mm gun, few were made.

The next model, the Ausf C, was designed to provide support against infantry. It carried a 75mm infantry gun (76.2mm Very Short Howitzer) and MG 42 (Ground MG) in each turret. There were 1,000 rounds for each LMG and 10 rounds for each howitzer (stowed in the body). Like the Ausf B, the crew was two with an overworked commander.

A proposed Ausf E flak variant would mount two 20mm MG 151/20 (20mm Medium Aircraft ACs) in each turret, along with 360 rounds per gun. Some Ausf Ds have had their MK 108 turrets replaced by one of these dual 20mm turrets for field tests.

HELICOPTERS

Although both sides deployed a few helicopters during WWII, they never took on the roles later militaries found for them. Divergent histories (or a longer war) might have created divergent doctrines.

Focke-Achgelis Fa 330S Flußstelze

A chronic problem in U-boat operations was limited observation ability; even surfaced, the boats were so low in the water that the horizon was less than 3 miles away. The Focke-Achgelis 330 was an ingenious solution to this problem: an ultralight autogyro that could be launched from a U-boat, providing an observation station. It saved weight by having no engine; instead, it was towed by the U-boat, which could go just fast enough to get it into flight at a height of a few feet – attaining sufficient altitude for observation required that the boat head into the wind.

Maximum height and horizon depended on the sum of boat and wind speed: 720' altitude (horizon 33 miles) for 50 mph, 660' altitude (horizon 30 miles) for 30 mph, and 330' altitude (horizon 22 miles) for the minimum safe speed of 22 mph. If the U-boat came under attack, the cable was loosed and the pilot could glide to a landing, on the deck or in the sea. The craft could be broken down for storage in the conning tower; assembly took 3 minutes for four crewmen.

Allied tests with captured Fa 330s showed that they could also be towed by jeeps. In a setting where helicopters were less available, they could come into use as observation platforms for both land and sea battles.

A more advanced model with a helicopter drivetrain provides battlefield mobility, enabling soldiers to play the traditional roles of cavalry: scouting and rapidly deployed assault. It burns 3.5 gallons of aviation fuel per hour at routine use; however, note that staying airborne requires operation at top speed with triple the standard fuel consumption!

Subassemblies: Rotary Kite chassis +0; rotor +0.

Powertrain: 70-kW supercharged HP gas engine with 70-kW helicopter transmission and 6-gallon ultralight tanks.

Occ: 1 MCS **Cargo:** 0.1 Body

Armor	F	RL	B	T	U
Rotor:	2/2C	2/2C	2/2C	2/2C	2/2C

Statistics

Size: 16'x28'x6' **Payload:** 209 lbs. **Lwt.:** 700 lbs.
Volume: 660 **Maint.:** 190 hours **Price:** \$1,230

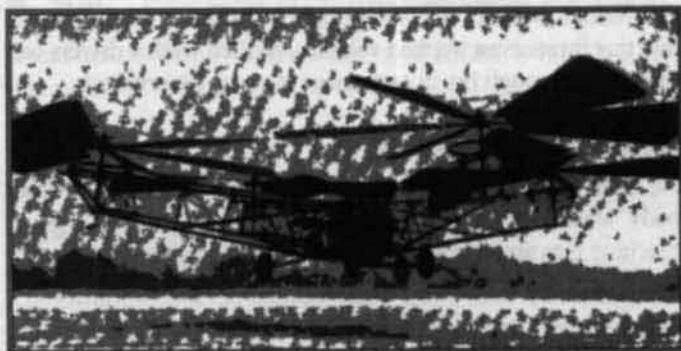
HT: 8. HPs: 11 Body, 32 Rotor.

aSpeed: 83 **aAccel:** 3 **aDecel:** 34 **aMR:** 8.5 **aSR:** 1
Stall Speed 0.

Design Notes

The body is completely unarmored; regardless, the pilot on his motorcycle-like seat would receive *no* protection. The performance figures assume a 150-lb. pilot with 20 lbs. of gear; heavier occupants will reduce them substantially.

The engine is started by another soldier turning the propeller by hand; the craft has no battery.



Fa 284 Fliegender Kkran

Designed for Focke-Achgelis by Breguet of occupied France, the Fa 284 was intended for use in transporting massive loads about the battlefield. This craft had a T-shaped body with the two rotors placed at opposite ends of the crossbar; the two winches were directly under them. The long tail provided a counterweight for the load carried at the front. The first design would have looked much like that presented here; plans had been made for a heavier design with loaded weight of 15 tons.

The F-A 284 burns 120 gallons of aviation gas per hour at "routine" usage; however, this particular vehicle requires top-speed operation at triple the standard fuel consumption (see p. W148) to stay airborne!

Subassemblies: Gargantuan Helicopter chassis +4; two rotors +1; two skids +2.

Powertrain: 2x1,200-kW HP gas engines with 2x1,200-kW helicopter transmissions and 600-gallon ultralight tanks.

Occ: 2 CS **Cargo:** 40 Body (See below.)

Armor	F	RL	B	T	U
Body:	1/1	1/1	1/1	1/1	1/1
Rotors:	3/10	3/10	3/10	3/10	3/10
Skids:	3/5	3/5	3/5	3/5	3/5

Equipment

Body: 2x2,000-lb. winches with 25' cable each.

Statistics

Size: 46'x125'x6' **Payload:** 8,300 lbs. **Lwt.:** 23,950 lbs.
Volume: 7,000 **Maint.:** 42 hours **Price:** \$22,200

HT: 9. HPs: 450 Body, 96 Rotors, 60 Skids.

aSpeed: 134 **aAccel:** 2 **aDecel:** 6 **aMR:** 1.5 **aSR:** 2
Stall Speed 0.

Design Notes:

The payload includes 2 tons of load suspended from the cables of the sky crane's two winches; it does not normally carry internal cargo. The body armor covers only the tail of the craft; the crossbar of the T is an open framework.

A heavier model would have had two 1,500-kW engines and powertrains, with fuel consumption of 150 gallons per hour for 4 hours of endurance. External load would have increased to 3.2 tons with heavier winches to carry it. HT would have dropped to 8 under the increased load.

PROJEKT SAUCER

The BMW Flügelrad V-3 ("Dora") was one of the German aircraft industry's most bizarre experiments. It looks like a flying saucer attempting to mate with a Volkswagen; some writers have speculated that encounters with such craft during the war (or after it, courtesy of a secret Nazi conspiracy) were the source of "flying saucer" stories. Its performance might have been impressive enough to support those legends, if its reaction rotor powertrain system had been made reliable during the war. The model described here is an extrapolation from fragmentary design records and rumors.

The Dora burns 400 gallons of aviation fuel per hour at routine usage; operation at lower than stall speed requires flat-out engine power at triple the standard fuel consumption.

BMW Flügelrad V-3 Dora

Subassemblies: Large Helicopter chassis +3; rotor -1; three wheels +0.

Powertrain: 4,000-lb. thrust turbojet with 800-kW reaction rotor powertrain and 180-gallon light tanks.

Occ: 2 CS

Cargo: 0

Armor	F	RL	B	T	U
Body, Wheels:	3/5	3/5	3/5	3/5	3/5
Rotor:	3/10	3/10	3/10	3/10	3/10

Weaponry

18x82mm HE Rockets [Body:F].

Equipment

Body: Medium radio transmitter and receiver.

Statistics

Size: 25'x25'x9' Payload: 1,870 lbs. Lwt.: 6,220 lbs.

Volume: 25 Maint.: 48 hours Price: \$17,000

HT: 11. HPs: 210 Body, 60 Rotor, 20 Wheels.

TL(6+1)

aSpeed: 150 aAccel: 4 aDecel: 6 aMR: 1.5 aSR: 1
Stall Speed 0.

aSpeed: 408 aAccel: 13 aDecel: 6 aMR: 1.5 aSR: 1
Stall Speed 150.

Design Notes

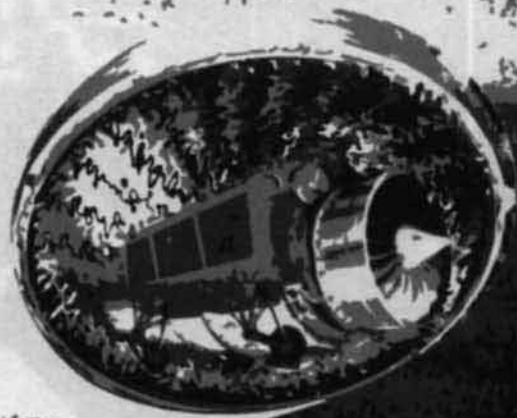
So far as can be told from surviving information, the craft had a nonrotating canopy over a helicopter-style body, with the "rotor" actually being numerous smaller blades housed under the canopy.

The craft has two operational modes. It starts out using its jet to power its rotor, acting as a helicopter, and on attaining top helicopter speed it shifts to autogyro mode, using its jet for forward thrust. The changeover is a little tricky; if the engine hiccups, the pilot will have to bring his craft out of a stall.

Variants

Some postwar accounts of the Dora attribute more advanced characteristics to it. In one version, the hull was made of a mysterious bronze alloy, *Luftschwamm*, which counteracted boundary effects, presumably reducing drag by eliminating turbulence. This would basically be a change to an advanced armor material for the body; reduce loaded weight to 6,160 lbs., consequently raising HT to 12, and increase cost to \$18,000, consequently lowering maintenance interval to 47 hours. In addition, treat the Dora as having radical streamlining; this raises stall speed to 179 in level flight mode, but raises top speed to 3,464 mph in level flight mode.

Other accounts actually credit the Dora with antigravity equipment. This wouldn't actually have much effect on flight characteristics; lowering the craft's weight 50% would drop stall speed in level flight to 106 and raise aMR to 2.5 and aDecel to 10, but would not affect aSpeed, aAccel, or aSR. Cost would increase to \$35,000 and maintenance interval would decrease to 34 hours. (Gravity screens to reduce weight 50% cost \$100 per sf of surface area; see pp. STM99-100.)



VTOL INTERCEPTOR

The Focke-Wulf Triebflügel was a radical early experiment in VTOL (vertical take-off and landing) aircraft design. It stood on its tail, on one main wheel and four smaller wheels; midway up its body three wings pointed outward, 120° apart, each with a ramjet pod at its tip. The whole assembly rotated freely around the body, acting as a huge helicopter rotor to lift the craft off the ground. Once it reached its stall speed, it shifted to level flight, with two of its three wings now acting as airfoils, while the ramjets pointed backward to provide thrust. The goal of this design was to produce an interceptor that was independent of easily bombed airstrips.

The Triebflügel burns 88 gallons of jet fuel per hour at routine usage; operation at lower than stall speed requires flat-out engine power at triple the standard fuel consumption. The Triebflügel was never tested, but had it been perfected, it might have looked something like this:

Focke-Wulf Triebflügel

Subassemblies: Light Fighter chassis +3; Y-wing rotor with three Light Fighter Wings, +2; three Small Weapon pods +0; five retractable wheels +0.

Powertrain: 525-kW reaction rotor powertrain in Y-Wing driven by three 875-lb. vectored thrust ramjets in pods; 45-gallon light tanks.

Occ: 1 CS

Cargo: 0

Armor	F	RL	B	T	U
All:	2/3	2/3	2/3	2/3	2/3

TL(6+1)

Weaponry

2x30mm Short Aircraft ACs/MK 108 [Body:L, R] (100 each).*

2x20mm Med. Air. ACs/MG 151/20 [Body:L, R] (60 each).*

* Cannons on each side of craft are linked.

Equipment

Body: Medium radio transmitter and receiver with 4,000-kW battery, stabilization for all weapons.

Statistics

Size: 38'x38'x30' Payload: 753 lbs. Lwt.: 2.6 tons

Volume: 6,800 Maint.: 45 hours Price: \$20,100

HT: 7. HPs: 50 Body, 70 each Wing, 30 each Pod, 3 each Wheel.

aSpeed: 165 aAccel: 3 aDecel: 28 aMR: 7 aSR: 1
Stall Speed 0.

aSpeed: 293 aAccel: 10 aDecel: 28 aMR: 7 aSR: 1
Stall Speed 75.

Design Notes

Note that the ramjets only operate when the Y-wing is in motion; to get it up to speed, solid-fuel rockets are externally mounted on the three pods.

Normally, the Triebflügel is only sent out when enemy aircraft are in sight; on search missions, it flies at patrol speed (58 mph) to extend flight time to 40 minutes.

The "real" design mounted MK 103 rather than 108 autocannons. The lighter MK 108 autocannons are a much better fit for the vehicle, and already have game statistics, to boot.



ROCKET INTERCEPTOR

TL6

The Bachem Ba 349 Natter was conceived as a last-ditch defense against the bombers over Germany. It was a rocket-propelled airplane made largely of wood, in three compartments. The front held the weapons systems, the middle held the pilot, and the much larger rear section held the fuel and rocket motor. After the pilot fired his two salvos of rockets, the vehicular parachute on the rear section deployed, splitting the three sections apart; the pilot was ejected forward from his compartment and parachuted down, and the vehicular parachute brought down the valuable rear section for reuse. Missions were intended to be very short. The Natter would take off vertically, aided by external solid-fuel boosters with 2.2 tons of thrust for 2 seconds, as its own engine could not lift its loaded weight. It would climb to altitude then make one gliding pass at its prey.

The Ba 349 uses 75,000 lbs. of methanol/peroxide rocket fuel per hour; it operates mainly as a glider.

Bachem Ba 349 Natter

Subassemblies: Light Fighter chassis +3; Reconnaissance Plane wings +2; three retractable wheels +0.

Powertrain: 2.34-ton liquid-fuel rocket engine with 150-gallon light tanks.

Occ: 1 CS

Cargo: 0.2 Body

FLYING WING FIGHTER

Brothers Reimar and Walter Horten had been working on flying-wing designs since 1931, including a high-performance jet fighter. Hermann Göring learned of the prototype, the Ho IX, and gave his backing to further development – assigning the contract to Gothaer Waggonfabrik under the designation Go 229 (the “Night Fighter”). When American forces occupied the Gotha plant in 1945, components had been manufactured for the one-seater 229A, and the design of the two-seater 229B, presented here, was under way.

The 229B burns 400 gallons of jet fuel per hour.

Gotha Go 229B Nachtjäger

Subassemblies: Light Fighter-Bomber chassis with superior streamlining +3; Heavy Fighter-Bomber wings +3; three retractable wheels +1.

Powertrain: Two 1-ton turbojets with 810-gallon standard tanks; 20,000-kWs battery.

Occ: 2 CS

Cargo: 0

Armor	F	RL	B	T	U
All:	3/5	3/5	3/5	3/5	3/5

Weaponry

4×30mm Short Aircraft AC [Body:U] (200 rounds each).
2×2,200-lb. SAPHE bombs [Body:U].

Equipment

Body: Life support (2 man-days), navigation instruments, 5-mile radar, medium radio receiver and transmitter.

Armor	F	RL	B	T	U
All:	3/5W	3/5W	3/5W	3/5W	3/5W

Weaponry

24×73mm Rocket [Body:F] (Fired in two salvos of 12).

Equipment

Body: Vehicular parachute on rear section.

Statistics

Size: 20'×11'×7"	Payload: 1 ton	Lwt.: 4 tons
Volume: 300	Maint.: 100 hours	Price: \$2,330

HT: 8. **HPs:** 50 Body, 25 each Wing, 5 each Wheel.

aSpeed: 632 *aAccel:* 23. *aDecel:* 10 *aMR:* 2.5 *aSR:* 1
Stall Speed 76.

aSpeed: 233 *aAccel:* 0 *aDecel:* 10 *aMR:* 2.5 *aSR:* 1
Stall Speed 76. Piloting (Glider) takes a -3 penalty.

Design Notes

The first performance figures are for powered flight, the second for gliding. The Piloting (Glider) penalty (see p. W153) becomes -6 if 25 or more gallons of fuel are left in the plane (50 or more gallons if the 73mm rockets have been fired).

TL(6+1)

Statistics

Size: 24'×55'×9'	Payload: 5.5 tons	Lwt: 11.5 tons
Volume: 2,400	Maint: 24 hours	Cost: \$70K

HT: 6. **HPs:** 165 Body, 450 each Wing, 15 each Wheel.

aSpeed: 605 *aAccel:* 3 *aDecel:* 28 *aMR:* 7 *aSR:* 2
Stall Speed 94.

gSpeed: 150 *gAccel:* 7 *gDecel:* 10 *gMR:* 0.5 *gSR:* 3
Ground Pressure Extremely High. No Off-Road Speed.

Design Notes

The body has only 75% of the hardpoint capacity required for this design, but then it's just a protuberance along the centerline of what is basically a huge wing. The remaining 1,100 lbs. of capacity should be counted against the wings' hardpoint-capacity limits (see p. W138).

Also, the HT based on body HPs is very low and perhaps not realistically calculated for a flying wing. (Then again, this is an experimental design, so it's not out of line with the reality of prototype airplanes, either.) A HT based on *one* wing's hit points (9, in this case) might be better, here. Generally, basing HT on the combined HPs of both wings – much less allowing them to take damage as a single entity with doubled HPs – would be too generous to the flying wing. The GM may want to allow designers to base HT on the greater of body or single-wing HPs for flying wings and similarly odd designs.

Two 270-gallon drop tanks of fuel can replace the bombs on the hardpoints for long-range missions; the difference in weight, and subsequently performance, is too small to matter.

SÄNGER-BRETT SILBERVOGEL SB 2 TL(6+1)

In 1933, the Austrian engineer Dr. Eugen Sänger began experimenting with advanced rocket designs using heat-exchange systems to achieve unusual thrust; treat them as TL(6+1) engines per p. 61. During WWII, in a report co-authored by mathematician Dr. Irene Brett, he suggested that a craft gliding through the upper atmosphere could ricochet off the denser atmospheric strata at 25 miles altitude, letting it travel very long distances. If it was passing over a target area at one of its low points, it could bomb it from an altitude that no AA fire could reach. Calculated low points were at 2,796, 4,350, 5,810, 6,711, and 7,643 miles from the takeoff point; the first put the proposed aircraft over New York City from Europe.

His design, the "Silbervogel," could only carry a 4-ton bomb, which the German command thought too small to justify the expense. Had their atomic-bomb project been more advanced, it might have looked more appealing. Stalin apparently thought so. He sent three agents (including his son Vasilii) to Paris in 1947 to "recruit" Sänger. They spent several months there, but failed to find him, though he was living openly.

Stratospheric gliders could provide intercontinental travel in an Axis-dominated postwar. The Silbervogel would burn 264,700 gallons of octane and liquid oxygen per hour; it would spend most of its flight time gliding.

SB 2 "Antipodal Bomber"

Subassemblies: Intercontinental Bomber chassis with good streamlining +6; waterproofed Large Bomber wings +4; three wheels +3.

Powertrain: 97.6-ton liquid-fuel rocket motor with 21,000-gallon ultralight tanks; 80,000-kWs batteries.

Occ: 2 CS **Cargo:** 11 Body

Armor	F	RL	B	T	U
All:	3/5	3/5	3/5	3/5	3/5

Weaponry

8,000-lb. HE bomb [Body:U].

Equipment

Body: Improved bombsight, life support (2 man-days), navigation instruments, large radio receiver and transmitter.

Statistics

Size: 92'x49'x6' **Payload:** 93.5 tons **Lwt:** 111.5 tons
Volume: 1,100 **Maint:** 15 hours **Cost:** \$185,000

HT: 7. **HPs:** 2,700 Body, 1,000 each Wing, 80 each Wheel.

aSpeed: 2,156 **aAccel:** 18 **aDecel:** 6 **aMR:** 1.5 **aSR:** 3
Stall Speed 194. Piloting (Glider) takes no penalty.

Design Notes

This aircraft is a bit heavier than Sänger's design. It is designed to make an assisted takeoff. Solid-fuel rockets provide 600 tons of thrust to accelerate it down a 1.9-mile mono-rail track. This takes 11 seconds and gets it up to 1,185 mph.

The plane will not glide when loaded with fuel; it is assumed to burn off its rockets, first.

HORTEN Ho 18B BOMBER

TL(6+1)

Another transatlantic-bomber proposal came from Reimar Horten. This was another flying wing, the Horten Ho 18B. The engines were mounted in pods on the sides of the two landing-gear assemblies, which covered the wheels to minimize drag.

The bomber's especially designed engines burned diesel rather than jet fuel, at 250 gallons per hour.

Ho 18B "Amerika Bomber"

Subassemblies: Light Bomber chassis with superior streamlining +4; Large Bomber wings +4; two landing-gear assemblies +2; four Medium Weapon pods +1.

Powertrain: Four 1.25-ton turbojets with 4,500-gallon standard tanks.

Occ: 3 CS **Cargo:** 3 Body

Armor	F	RL	B	T	U
All:	3/5	3/5	3/5	3/5	3/5

Weaponry

2x30mm Short Aircraft ACs/MK 108s [Body:U] (100 each).
8,000-lb. HE bomb [Body:U].

Equipment

Body: Improved bombsight, life support (3 man-days), navigation instruments, large radio receiver and transmitter.

Statistics

Size: 62'x130'x16' **Payload:** 18 tons **Lwt:** 33.25 tons
Volume: 12,000 **Maint:** 17 hours **Cost:** \$140,000

HT: 6. **HPs:** 375 Body, 1,000 each Wing, 75 Pod, 52 each Wheel.

aSpeed: 604 **aAccel:** 3 **aDecel:** 22 **aMR:** 5.5 **aSR:** 2
Stall Speed 107.

gSpeed: 139 **gAccel:** 7 **gDecel:** 10 **gMR:** 0.25 **gSR:** 3
Ground Pressure Extremely High. No Off-Road Speed.

Design Notes

See p. 85 for explanation of an alternate HT of 8.

In reality, no one was close to designing a trans-Atlantic jet by WWII's end, and this plane's endurance falls far short of the 7,000-mile range that would have been needed to bomb New York City from an airfield in westernmost France. GMs desiring to use this craft should rule either that the engines boast a cutting-edge TL(6+2) fuel efficiency or that Nazi meteorologists schedule the bomber flights when favorable high winds (85+ mph) can be found at different altitudes on *both legs* of the flight. The latter course is (somewhat) more realistic, and can heighten the drama as the Nazi bombing program must take advantage of very narrow windows in time and weather. The bomber's aSpeed has been increased from the design value of 528 mph in part to help make this scenario possible.

BATTALION TRANSPORT PLANE

TL6

Howard Hughes hated the popular "Spruce Goose" nickname for his bid to build the world's largest plane, called the Hercules HK-1 until Henry Kaiser dropped out of its development. It actually was made mostly of birch. Design difficulties, altered priorities, and personal conflicts delayed the project until after the war; the prototype flew a mile on Nov. 2, 1947.

The Goose's wings are so thick that a man could walk around in their roots and its hold is three stories high. Passenger facilities for 750 could be fitted to its floor. This could be tripled by adding two decks, but the Goose already struggles to lift off with the weight of a full passenger load on one deck. In fact, with full fuel tankage of 45.5 tons and minimum crew, the Goose can only load 19.2 tons of cargo before it exceeds its maximum takeoff weight of 200 tons. At maximum weight, the Goose needs a 16 mph headwind to take off. At minimum weight, it still needs a 9 mph headwind.

The Goose has crew stations for up to 18, though only three (pilot, copilot, and flight engineer) are required. It burns 895 gallons of aviation gas per hour. A fuel refill costs \$2,800.

H-4 Hercules "Spruce Goose"

Subassemblies: Gargantuan Transport chassis with good streamlining +8; Gargantuan Transport wings with STOL option +7; eight Large AFV pods [Wings:F]; two Large TD pods [Wings:U] used as pontoons; skid +6. All subassemblies waterproofed and use *Wooden Armor* option.

MAULWURF

The *Maulwurf* (Mole) is an experimental German subterranean vehicle, a land analog of the U-boat or a means of exploring the Hollow Earth. It uses super-science Tesla sonic disintegrators as a bore but old-fashioned steam power because coal can be obtained en route. Two drivers sit side by side, each with a full set of controls and firing one of the machine guns; a bunk allows one of them to rest during routine drilling.

The Maulwurf burns a VSP of coal every two hours. It requires support vehicles to keep its tunnel clear behind it; otherwise, pulverized rock will fill its path and choke its oxygen supply. In cave-ins, the Maulwurf's batteries can keep the super-bore and life support running for 13.7 hours (137 yards of drilling). Standard panzers can easily travel in its cleared tunnel.

Maulwurf

Subassemblies: Colossal Tank chassis +4; tracks +4.
Powertrain: 60-kW steam turbine (full naval-style access) with 23.4-kW tracked transmission and 10 VSPs of coal bins; 1.8 million-kWs batteries.

Occ: 2 CS

Cargo: 6

Armor	F	RL	B	T	U
Body:	4/200	4/200	4/200	4/200	4/200
Tracks:	4/80	4/80	4/80	4/80	4/80

Weaponry

2xGround LMGs/MG 34s [Body:L, R] (1,000 rounds each).

Powertrain: eight 2,238-kW aerial HP turbo/supercharged engines with eight 2,238-kW props [Pods] and 14,000-gallon self-sealing tanks; 40,000-kWs batteries.

Occ: 18 CS

Cargo: 11,700 Bod, 5,500 Wings

Armor	F	RL	B	T	U
All:	2/5W	2/5W	2/5W	2/5W	2/5W

Equipment

Body: Autopilot, large radio transmitter and receiver, navigation instruments.

Statistics

Size: 219'x320'x31' Payload: 65 tons Lwt: 200 tons

Volume: 104K Maint: 7.7 hours Cost: \$672,000

HT: 9. HPs: 7,900 Body, 4,100 each Wing, 2,100 Skid, 225 each Pod, 450 each Pontoon.

aSpeed: 218 aAccel: 3 aDecel: 15 aMR: 3.75 aSR: 4
Stall Speed 69. See above for water-takeoff restrictions.

wSpeed: 26 wAccel: 2.7 wDecel: 5 wMR: 0.05 wSR: 6
Draft 4.9'. Flotation Rating: 1,860 tons.

Design Notes

Design aSpeed is 202; it has been increased to the low end of the various estimates for what the Spruce Goose's real aSpeed would have been.

TL(6+2)

Equipment

Body: Backup driver controls; bunk; life support (2 man-days); provisions (10 man-days); 178-VSP super-bore.

Statistics

Size: 24'x14'x14' Payload: 4.2 tons Lwt.: 74.4 tons

Volume: 256 Maint.: 26 hours Price: \$60K

HT: 9. HPs: 3,000 Body, 1,100 each Track.

gSpeed: 6* gAccel: 0.5 gDecel: 20 gMR: 0.25 gSR: 6
Ground Pressure Moderate. 1/2 Off-Road Speed.

* Super-bore allows 10 yards of drilling per hour.

New Component: Bores and Energy Drills

A bore allows a tracked vehicle to travel underground. Each module chews up 1 VSP of hard rock per hour. To determine vehicle speed in yards per hour, divide the total bore modules by 2% of vehicle surface area, including any subassemblies. Double speed in soft rock, triple it in clay, or quadruple it in sand or earth.

As cinematic as a massive steel-toothed bore is, even wilder campaigns might use sonic disintegration, atomic heat beams, and so forth to create a super-bore.

Module Type	VSPs	Weight	Cost	Power
TL(6+1) Bore	8	1,000	\$40	1
TL(6+2) Bore	4	500	\$40	1
TL(6+2) Super-bore	0.2	17	\$7	0.2

DER RAUMKRIEG



The Chinese invented gunpowder circa 1000 A.D. and quickly developed military applications, including rockets. As late as the end of WWI, the basic design had hardly changed, though inventors made it more efficient. A rocket was a hollow tube filled with solid propellant, often with an explosive charge in the head. Applications included signaling, fireworks, weaponry (especially for attacking inflammable materials), and even carrying lines to sinking ships, but not transportation.

In the late 19th and early 20th centuries, serious proposals for rocket-propelled vehicles appeared, first from the Russian Konstantin Tsiolkovski in 1895, and later from the American Robert Goddard in 1919 and the German Hermann Oberth in 1923. All three envisioned using rockets for space flight, despite the inadequacies of existing rockets. Rocket experiments were conducted in the United States and in Germany, but not in Russia, though the publication of Oberth's book led to Russian proclamations honoring Tsiolkovski as the first pioneer in the field.

MODERN ROCKETRY

The great innovation in 20th century rocketry was the use of liquid fuels. Liquid-fuel rockets are propelled by the high-pressure exhaust from an energetic chemical reaction, usually between a fuel and an oxidizer, both of which are carried within the rocket. Liquid oxygen was the most efficient oxidizer, but its storage required cryogenic temperatures; any long delay in a launch meant losing some to evaporation. As an alternative, experimenters worked with oxygen-rich chemical compounds, including hydrogen peroxide and nitric acid; these were less efficient propellants and dangerous to work with, but could be stored at room temperature. Rocket experiments were seldom welcome in settled areas!

Von Braun and Peenemünde

German experiments with rocketry began not long after WWI. Oberth's book was followed in 1925 by a study by Walter Hohmann that defined the minimum-energy orbit for interplanetary travel (still called the "Hohmann transfer") and by the founding, in 1927, of the *Verein für Raumschiffahrt* (Union for Space Travel) or VfR. A 1929 Fritz Lang film, *Frau im Mond*, written by Thea von Harbou, attracted popular attention to rocketry, and the film company actually hired Oberth to build a rocket as a publicity stunt, though the project wasn't completed in time. The failure inspired the VfR to start work on serious rocket projects; donations from wealthy members made it possible to buy materials, and a research site was established on the outskirts of Berlin, which became known as the *Raketenflugplatz* ("rocket airfield"). Both Willy Ley and Werner von Braun, then a student, became involved during this period.

The Treaty of Versailles forbade the German army to develop heavy artillery or airplanes, but it didn't mention rockets. A demonstration by members of the VfR (not officially approved by its board of directors, which caused some

internal controversy) led to the army's hiring von Braun to conduct a research program. By the end of 1933, the government had seized all the assets of the VfR and assigned its staff to industrial research jobs. During this period, Ley began preparing to leave Germany for the United States.

Serious research began in 1937, with the founding of a research facility at Peenemünde, directed by Col. Walter Dornberger and with von Braun as principal researcher. A team of 250 scientists was assembled, growing to more than 2,000 before the war ended (plus more than 40,000 slave laborers), and over \$120 million was spent on facilities. The funding level fluctuated drastically, rising with the invasion of Poland in September 1939, plummeting with France's surrender in June 1940, and rising in 1941 when England held out against air assault. In January 1943 there were proposals to shut the facility down, after early V-2 tests produced erratic results; Hitler personally interviewed all the key participants, giving the most time (half an hour) to von Braun, and then ordered the project's continuation, and Albert Speer gave its funding top priority. On Sept. 8, 1944, the first V-2 attack on London took place; a total of 1,027 were fired before the war's end, of which 948 actually got off the ground and roughly 600 reached London.

At the war's end, the Russian army seized Peenemünde, but found little of value there; the equipment and personnel had been moved out. An American program, "Operation Paperclip," located von Braun and the other researchers and moved them to the United States (p. 37), where they became key figures in American rocketry and advocates of space exploration. Most Americans were ready to forgive their involvement in war research.

Goddard and Roswell

In contrast to the German experience, American rocketry was mainly the work of one man, a New England physics professor named Robert Goddard. This came about partly because Goddard preferred to work alone, wanting total control of his research. A meeting with Charles Lindbergh in 1929 led to grants from the Guggenheim Fund, but Goddard used the funds for technicians and machinists who could help him build larger rockets. From 1929 until the start of the war, he conducted research at Roswell, N.M. During the war he was unable to persuade the military that his rockets could have any value; instead, he worked at Annapolis on solid-fuel boosters for aircraft take-off (known as JATO units, for "jet-assisted take-off").

Despite his solitary career, Goddard's achievements were impressive; he flew the first liquid-fuel rocket in 1926, broke the sound barrier in 1935, and died leaving behind patents for which the U.S. government eventually paid \$1 million. In a setting where he was funded, he might have brought advances to American rocketry comparable to those made at Peenemünde. For example, in an alternate history where Charles Lindbergh's political views were more popular, Lindbergh might have arranged such funding – though whether Goddard would have supported an isolationist America is another question entirely.

A rival group (including Jack Parsons, see p. 46) emerged from 1936 on at the California Institute of Technology, supported by the refugee aeronautical engineer Theodore von Kármán. The Jet Propulsion Laboratory actually tried to recruit Goddard, but found him uninterested in becoming a team player. Members of the group were involved in the founding of the White Sands Proving Ground in 1945, and after the war ended, in the testing of captured German V-2s there.

THE FINAL FRONT

The rocketry pioneers of WWII had ideas for more advanced designs. Some of these were actually realized; others were left undeveloped, but might have been developed in a different history; still others were overoptimistic and could only be made workable with very advanced technology or a cinematic disregard for engineering problems. These visions can be the basis for an alternative history, either of a prolonged WWII or of a postwar space race with different contenders.

Here are additional components that can be used to design spacecraft, rules for performance calculations, and examples of spacecraft designs.

Chassis

Spacecraft have two main chassis options. Craft intended to land on planets with atmospheres often use airplane bodies and wings with radical streamlining (p. 73). Craft intended for one-way trips (for example, as launching vehicles), or for brute force landings using their reaction drives, or for use in space only, usually look like classic rockets, such as the V-2. They often have fins or other control surfaces, but these are treated as part of the body, since they do not provide significant lift. Rockets are assumed to have some armor already on the body; this may be adjusted by adding or subtracting cost and weight, but should never be lower than DR 5! (Note: Armor weights and costs in this table are for the entire surface, not for a single face.) Rockets have the following options:

Rocket Chassis Table

Chassis	VSPs	Wt.	Cost	HPs	Armor	SA	Size
DR 10 Missile	100	3.8K	\$6.2K	360	240 lbs./\$140	480	+4
DR 10 Small Rocket	125	4.4K	\$7.1K	410	275 lbs./\$160	550	+4
DR 10 Medium Rocket	330	8.3K	\$13.5K	790	525 lbs./\$300	1K	+5
DR 10 Large Rocket	900	15.8K	\$26K	1.5K	1K lbs./\$600	2K	+6
DR 10 Very Large Rocket	2.3K	30K	\$49K	2.8K	1.9K lbs./\$1.1K	3.8K	+7
DR 10 Small Launcher	6.3K	59K	\$96K	5.6K	3.8K lbs./\$2.2K	7.5K	+8
DR 10 Medium Launcher	16K	110K	\$180K	10.5K	7K lbs./\$4.1K	14K	+8
DR 10 Large Launcher	44K	210K	\$350K	20K	13.5K lbs./\$8K	27K	+9

Missile. This represents the V-2 or a small single-stage experimental rocket able to reach the upper atmosphere.

Rocket. The various sizes of rockets can be launched directly or used as the upper stages of multistage rockets; the large and very large rockets can also serve as middle stages.

Launcher. Used only as lower stages in multistage rockets, usually as the first stage, though it's possible to construct a four-stage system with a large launcher as the first stage and a small launcher as the second stage.

Multistage Rockets TL(6+1)

Even the best chemical rocket fuels can't produce enough delta V (see box, p. 91) to get a rocket up to escape velocity. The answer is the multistage rocket: a small rocket mounted on top of a larger rocket, which was mounted on top of a still larger rocket, with each rocket contributing its increment of delta V, adding up to a high enough velocity. Three stages were typical, with the first stage getting the rocket off the ground, the second stage getting it to orbital height, and the final stage inserting it into orbit; but four stages are possible, and two stages might be sufficient with high-thrust fuels. Stages should be at least two steps apart on the rocket chassis table; for example, a large rocket on top of a small launcher on top of a large launcher.

FOO FIGHTERS AND FEUERBALLS

In 1944 and 1945, Allied pilots, first over Germany and later over Japan, began reporting seeing glowing spheres that followed their airplanes through the air. These were nicknamed "foo fighters," after a line from a comic strip, "Where there's foo, there's fire." Axis pilots saw them, too, and Goebbels and Himmler both reportedly had a "close encounter" at the Kummersford test center on Feb. 12, 1944. Reportedly the mysterious objects could not only keep pace with the fastest aircraft, but overtake them, moving at hundreds or even thousands of mph. The RAF's so-called "Project Massey," USAAF Gen. Doolittle's 8th Air Force Intelligence, and the OSS all investigated these cases with little result.

What were the pilots seeing? Mundane explanations range from St. Elmo's fire to symptoms of stress and fatigue. Wilder theories included spy-craft produced by Axis superscience, operated by remote control or even by robotic brains. The stories were much like later UFO reports, and it was eventually suggested that the foo fighters were visitors from outer space. An Italian writer, Renato Vesco, in a series of books published in the 1960s and 1970s, criticized the "outer space theory," claiming to have documentation for secret Nazi experiments known as Projekt Feuerball; these "Nazi flying saucer" theories, like those based on the Flügelrad, are generally regarded with skepticism.

Some writers claim that the Nazis had their own unit, Projekt Uranus, or Sonderburo No. 13 of the OKL, which began researching "foo fighter" reports in 1944 – and which would make a truly bizarre Patron organization for player characters!

First design the top stage. Then give the next lower stage a hardpoint with enough capacity for the top stage. For further stages, the hardpoint must have enough capacity for the total weight of the stages it supports.

Propulsion System

The core of any realistic or cinematic spacecraft in a WWII setting is a reaction drive. Liquid-fuel rockets are propelled by the energy of a reaction between a fuel and an oxidizer; the combustion products are then used as reaction mass. Fission rockets use an atomic pile to heat a reaction mass, which doesn't have to be a fuel. One atomic-pile module can support any number of fission rocket modules. The basic propulsion-system options are as follows, with weight in pounds and flow rate (called simply *Flow*) in pounds per hour:

Propulsion System Table

System	VSPs	Wt.	Cost	Flow
Liquid-fuel rocket, TL6	0.3	75	\$190	75K
Liquid-fuel rocket, TL(6+1)	0.24	60	\$150	75K
Liquid-fuel rocket, TL(6+n)	0.2	50	\$125	75K
Atomic pile, TL(6+1)	16	4K	\$40K	-
Atomic pile, TL(6+n)	4	1K	\$10K	-
Fission rocket, TL(6+1)	0.65	165	\$1625	7K
Fission rocket, TL(6+n)	0.3	75	\$750	7K

A spacecraft may be designed with an unshielded atomic pile; this divides weight, costs, and VSPs by 2. See p. 74 for the hazardous side effects. In space they may not matter, unless the ship needs repairs.

The actual propulsive effect of the system depends on the propellant mass. Here are the major possibilities and the TLs at which they become available:

Propellant Table

Propellant	Impulse	Weight	Cost	Fire #
<i>Chemical Fuels</i>				
Aniline/nitric acid, TL6	260	10	\$0.20	13
Aniline/oxygen, TL6	320	10	\$0.15	13
Catalyzed peroxide, TL6	100	10	\$0.20	13
Ethanol/oxygen, TL6	300	8.5	\$0.05	13
Ethanol/ozone, TL(6+1)	340	13.3	\$0.25	14
Hydrogen/oxygen, TL6	380	2.1	\$0.10	13
Hydrogen/ozone, TL(6+1)	420	3.5	\$0.30	14
Hydrogen/fluorine, TL(6+1)	460	2.4	\$0.20	14
Methanol/peroxide, TL6	250	10	\$0.20	13
Octane/oxygen, TL6	320	8.5	\$0.10	13
Octane/ozone, TL(6+1)	360	13.5	\$0.30	13
<i>Reaction Masses for Fission Rockets</i>				
Water, TL(6+1)	675	8.5	\$0.01	-
Water, TL(6+n)	3,000	8.5	\$0.01	-

Notes. Aniline, nitric acid, ozone, and peroxide are corrosive, easily ignited, and toxic. Fluorine is supercorrosive; tanks and reaction motors able to resist it cost 1.5x the standard price. Fluorine, hydrogen, oxygen, and ozone are liquid only at cryogenic temperatures. The exhaust of a hydrogen/fluorine reaction engine is hydrofluoric acid, itself an extremely corrosive and toxic compound. The exhaust of a fission rocket is moderately radioactive.

To compute the effective thrust of the rocket, use the following formula: Thrust = FR × Impulse × TLMod / 3,600. In this formula, TLMod is 1 for TL6, 1.25 for TL(6+1), and 1.4 for TL(6+n). For example, a TL(6+n) fission-rocket module would have a thrust of 750 × 8.5 × 3,000 × 1.4 / 3,600 = 7,475.5 lbs.

For fuel storage, purchase a suitable number of fuel tank modules; typically these will be light fuel tanks (see p. W129). Multiply capacity in gallons by fuel weight to determine total fuel weight. Multiply capacity in gallons by fuel cost to determine total fuel cost.

A useful rule of thumb is to calculate how much the rocket would weigh if entirely filled with fuel (body VSPs × 30 gallons/VSP × fuel weight) and give it a propulsion system with thrust twice this weight. Larger multiples are possible with advanced engines; smaller multiples are much less efficient.

A ship with an atomic pile can install equipment to tap a small part of its output for internal electrical power. A 30-kW power tap occupies 1 VSP, weighs 240 lbs., and costs \$4,800.

Space Performance

A rocket's performance is primarily determined by its Space Acceleration (sAccel). This changes drastically as it expends reaction mass. For simplicity, assume the average loaded weight is equal to computed Lwt minus half the rocket's fuel weight. Then compute:

$sAccel = \text{space motive thrust} / \text{average loaded weight}$

The sAccel is in Gs; to convert to mph/sec, multiply by 20. Space Deceleration (sDecel) and Maneuver Rating (sMR) are both equal to sAccel. Spacecraft have neither a Top Speed in the usual sense (see *Delta V* box, p. 91) nor a Stability Rating.

If the craft is designed for operation in atmosphere, compute the aerial performance in the usual way (see p. W149).

HOT JETS

A major design problem in rocketry up through WWII was the tendency of the motor to overheat and explode. Improved cooling systems account for much of the higher performance of more advanced rockets. But a rocket can also be operated above its safe temperature, trading off better performance for a risk of disaster.

Such improved performance requires an Engineer roll at -1 per 4% increase in thrust and delta V, up to a maximum of -10/40%. On a critical success, the rocket functions perfectly. On an ordinary success, it functions safely but needs an immediate overhaul afterward. On an ordinary failure, it breaks down. On a critical failure, it explodes. On an 18, the explosion is immediate; on any other critical failure, there is a moment's warning, during which the engineer may attempt to shut the system down safely on a roll against Engineer-5.

Exploding rockets do 2d per 1 lb., or 4,000d per ton, of thrust. Divide damage by 4 for every 2 yards out; a rocket with 1 ton of thrust explodes in a 14-yard radius. For example, if a V-2 blows up on the launching pad, it does 120,000d, in an explosion with an 18-yard radius.

DELTA V

For vehicles intended for space flight, an additional performance statistic is relevant. Delta V, or change of velocity, is the total speed a spacecraft would gain if it accelerated in a straight line until its fuel or reaction mass was gone.

To compute delta V, first determine what percentage of the vehicle's loaded weight is fuel or reaction mass (divide fuel weight by loaded weight and multiply by 100). Then consult the following table:

Fuel %	Multiplier	Fuel %	Multiplier
21-36%	5	75-79%	30
37-49%	10	80-83%	35
50-59%	15	84-87%	40
60-67%	20	88-89%	45
68-74%	25	90%	50

Multiply the fuel's impulse by the table's multiplier. The product is the vehicle's delta V, in miles per hour.

For ballpark estimates, it takes a delta V of 5 miles a second (18,000 miles an hour) to enter circular orbit around

the Earth. It takes 7 miles a second (25,200 miles an hour) to reach escape velocity from Earth's surface, or 2 miles a second (7,200 miles an hour) to do so from circular orbit. Interplanetary orbits take much less delta V; for example, a minimum-energy orbit from Earth to Mars needs only 1.4 miles per second (5,000 miles per hour).

There's a further complication when a spacecraft takes off from a planet's surface: part of its thrust needs to be spent in holding up its own weight. Determine what percentage the craft's weight is of its total thrust; this same percentage of its delta V is used in keeping it from falling back to the ground. As a result, ground-to-orbit craft have massive accelerations, while orbit-to-orbit craft can use 1/10 G or less.

Historical rockets of this era never attained orbit; the vital question was what altitude that they could reach. To determine this, find the part of their delta V that isn't needed to support their weight; square this and divide by 30 to get an altitude in feet. Doubling this gives the greatest horizontal range attainable by ballistic flight.



COMPONENTS

Ballistic Integrator TL(6+1)

Calculation of orbits and thrusts for spacecraft requires solving complex mathematical problems with high precision. The ballistic integrator is a mechanical device for solving such problems; it also illustrates the rules for designing analog computers (p. 66).

The integrator is a TL(6+1) Complexity 1 system (effective Complexity 4 for mathematical problems) achieved by linking together 20 analog electromechanical elements (treated as relay-based) with the dedicated, genius, and supercompact options. Each element is 0.125 lbs., 0.0025 cf, and \$750, and the linkages (treated as relay-based and supercompact) are 100 lbs., 2 cf, and \$15,000, for a total of 102.5 lbs., 2.05 cf (or 0.6 VSPs) and \$30,000.

The system has Astrogation-18 and Mathematics-11 for other problems; astrogation problems just require entering the orbital elements, which in itself may require an Astrogation skill roll at a +4 just to get the numbers right. Other sorts of math problems require a Computer Programming roll.

Life Support TL(6+1)

Both science-fiction writers and some rocket experimenters considered the option of a closed-cycle life-support system using green plants to turn carbon dioxide into oxygen and carbohydrates. Such a system would not recycle all human metabolic byproducts, but could dramatically increase the amount of time a set of supplies could sustain life. A larger, more expensive system could also produce food. Choose from the following options:

System	VSPs	Wt	Cost	Power
Air/water recycler, base	2	4,000 lbs.	\$500	—
Air/water recycler, per person	2	1,000 lbs.	\$50	10 kW
Food plant, base	6	4,000 lbs.	\$500	—
Food plant, per person	6	1,000 lbs.	\$50	—

For example, a system to provide air, water, and food for a dozen crewmen would need 2 VSPs, 4,000 lbs., and \$500 for the base recycler, an added 24 VSPs, 12,000 lbs., and \$600 to support 12 men, 6 VSPs, 4,000 lbs., and \$500 for the base food plant, and an added 72 VSPs, 12,000 lbs., and \$600 to feed 12 men, for a total of 104 VSPs, 32,000 lbs., and \$2,200; it would consume 120 kW.

UPPER ATMOSPHERE GLIDER

TL6

Designed to be launched into flight by a V-2 missile (see p. W:IC123), the upper atmosphere glider has no propulsion system of its own. It primarily is used for photographic reconnaissance, but creative users would think of other missions for it to undertake . . .

Upper Atmosphere Glider

Subassemblies: Reconnaissance Plane chassis +2; folding Reconnaissance Plane wings +2; 3 wheels +0.
Occ: 2 CS Cargo: 0

Armor	F	RL	B	T	U
All:	3/10	3/10	3/10	3/10	3/10

Equipment

Body: Recon camera, navigation instruments, life support (0.5 man-days) with 8,000-kWs battery.

Statistics

Size: 20'x24'x6' Payload: 400 lbs. Lwt: 2,370 lbs.
Volume: 48 Maint: 60 hours Cost: \$115

HT: 6. HPs: 15 Body, 25 each Wing, 2 each Wheel.

aSpeed: 690 aAccel: 0 aDecel: 16 aMR: 4 aSR: 1
Stall Speed 75. No penalty to Piloting (Glider).
gSpeed: 0 gAccel: 0 gDecel: 10 gMR: 0.5 gSR: 1
Ground Pressure Very High. 1/8 Off-Road Speed.

MULTISTAGE MISSILE

TL(6+1)

Von Braun and his co-workers weren't content with the capabilities of the V-2. The A-9 was a more advanced design in the same series (the V-2 was also numbered A-4).

The A-9 was equipped with small wings that would have led it glide for extended range; the A-10 was a heavier launcher that could have given the system transcontinental range, making possible the bombardment of New York or Washington, as well as London.

The A-9's fuel capacity of nitric acid and vinyl isobutyl ether gives it an endurance of 105 seconds.

With the A-9 as its payload, this booster carries enough nitric acid and vinyl isobutyl ether for a 45-second burn.

EMW A-10 Heavy Launcher

Subassemblies: Medium Rocket +5.

Powertrain: 220-ton liquid-fuel rocket motor with 9,000-gallon light tanks.

Armor	F	RL	B	T	U
All:	3/10	3/10	3/10	3/10	3/10

EMW A-9 "Projektil Amerika" Rocket Plane

Subassemblies: Light Bomber with radical streamlining +4; Reconnaissance Plane wings +2.

Powertrain: 27.5-ton liquid-fuel rocket motor with 2,625-gallon light tanks.

Armor	F	RL	B	T	U
All:	3/10	3/10	3/10	3/10	3/10

Weaponry

A-9 Missile [Body:T].

Equipment

Body: Autopilot.

Statistics

Size: 14'x14'x66' Payload: 62.3 tons Lwt.: 74 tons
Volume: 450 Maint.: 29 hours Cost: \$48,000

HT: 7. HP: 1,580 Body.

aSpeed: 7,311 aAccel: 60 aDecel: 0.5 aMR: 0.125 aSR: 2
Stall Speed 0. Delta V 4,400.

Weaponry

6dx2,000 [12d] warhead as per p. W:IC123 [Body:T].

Equipment

Body: Autopilot.

Statistics

Size: 6'x6'x47' Payload: 14.3 tons Lwt: 17.3 tons
Volume: 500 Maint: 42 hours Cost: \$23,200

HT: 7. HPs: 360 Body, 25 each Wing.

aSpeed: 5,244 aAccel: 32 aDecel: 0.5 aMR: 0.125 aSR: 1
Stall Speed 268. Delta V 6,600.

Design Notes

Because the A-9's flight speed is much higher than its stall speed, it does not need to spend any of its thrust for lift, but can use it all to accelerate.

The propellant mixture has essentially the same characteristics as nitric acid and aniline (p. 90).

Design Notes

The A-10 is bought with a structural frame twice as heavy as normal, which doubles its hit points; this is a viable option for most aerial designs as long as weight, HPs, and cost are all increased (or decreased for a lighter frame) by the same amount. Regardless, the capacity of its hardpoint per p. W138 is somewhat lower than the weight of its A-9 payload; the design simply gives the booster "bonus" capacity to reflect that it is more efficiently carrying its load in line with its thrust rather than slung under its belly. The payload value includes the A-9, as does the volume; the size and cost figures do not.

Since the A-10 has no airfoils, it spends a third of acceleration and delta V on supporting its takeoff weight; the sum of its remaining delta V and that of the A-9 is 9,500. This can attain an altitude of 570 miles in ballistic flight, or a horizontal range of 1,140 miles. Gliding flight enables it to cross the Atlantic.

THE OBERTH SOLAR MIRROR

Long before WWII started, Hermann Oberth proposed a device with potential military applications: a giant mirror floating in space, able to focus sunlight upon the ground below. Oberth originally envisioned mainly peaceful applications, such as weather control and melting icebergs (an ideal weapon against pykrete air platforms!), but also noted its military uses. After the war ended, American investigators found discussions of a solar mirror in German military documents; a successful Axis space program might have brought such weapons into use.

Oberth envisioned his mirror as made up of sheets of sodium, an extremely light and reflective metal; in the vacuum of space its high reactivity wouldn't be a problem. A prefabricated wire net would be unfolded in space by centrifugal force from rotation, and the sodium would be mounted on it.

The Oberth solar mirror is an area effect weapon; the smallest region it can target has a diameter equal to 1% of its altitude. Oberth envisioned a mirror orbiting 600 miles up, which would therefore affect a circle 6 miles in diameter, with an area of 28 square miles. A 28-square-mile mirror could double the solar radiation falling on such a region. That level of illumination has the following effects:

The intense glare imposes a -3 on ranged attacks within the affected area. After a day in this light, anyone without

eye protection will suffer glare blindness and a -2 to HT from painfully swollen eyes.

Characters with light skins will sunburn rapidly, experiencing 1d-3 damage on an exposed area, or 1d-1 if the whole body is exposed; dark-skinned characters will be more resistant, suffering 1d-3 only if the whole body is exposed.

Temperature will rise 10°F per hour for 10 hours. This requires a HT roll every 30 minutes; once temperature passes 90°F, the HT roll is at -1 per additional 30 minutes. A failed roll costs 1 Fatigue; when ST is reduced to 3, further failed HT rolls subtract from HT. Fatigue from exertion increased 1 point at up to 110°F and 2 points at 120°F and up.

Handling fuels becomes risky. Divide the fuel's base Fire number by 2, rounding up; this is the chance that it will catch fire if exposed to direct sunlight.

If several mirrors could be focused on the same area, temperatures might rise high enough to start fires. In a cinematic treatment, a solar mirror could be a virtual death ray, causing 1d of damage per minute to anyone in a 1-acre area.

Targeting a solar mirror requires a roll against Gunner (Beam Weapons) at -12 to skill.

Weapon Type	VSPs	Weight	Cost
28-square-mile Solar Mirror	7,840	784K	\$20M

Weapon Type	Malf	Type	Damage	SS	Acc	1/2D	Max	Ind.	RoF
28-square-mile Solar mirror	Crit.	Spcl.	Spcl.	15	34	1,000,000	2,000,000	—	1/3,600

ATOMIC ROCKET TRANSPORT

TL(6+1)

The *Bifrost* reflects two assumptions common among '40s rocketry pioneers (and better-informed SF writers). First, it uses atomic-powered rocket engines. Second, it is designed to travel from orbit around one planet to orbit around another, avoiding the huge delta-V cost of landing and taking off. The hull was originally the orbital stage in a two-stage space launch, retained in orbit rather than being sent back down; it was reengineered into a craft capable of traveling between the inner planets.

In addition to the two-station bridge, the spaceship has bunks for up to 12; the standard crew is a captain, two pilots, an engineer, two mechanics, a navigator, a shuttle pilot, a surgeon, and a steward. The shuttle generally would be used for transfer between other ships and stations in orbit.

The *Bifrost* expels 82,350 gallons of water per hour as reaction mass at routine acceleration.

EMW R-7 Bifrost

Subassemblies: Small Launcher +8.

Powertrain: Atomic pile and 81.4-ton fission rocket with 150,000-gallon standard tanks; 150-kW power tap backed up by 400,000-kWs batteries.

Ooc: 2 CS and see above.

Cargo: 270 Body

Armor	F	RL	B	T	U
Body:	3/5	3/5	3/5	3/5	3/5

Equipment

Body: Vehicle bay for 330-VSP spacecraft, two-man airlock, ballistic integrator, navigation instruments, 100-mile non-targeting radar, immense radio transmitter and receiver, surgery, air/water recycler for 12.

Statistics

Size: 30'x30'x50' Payload: 660.3 tons Lwt.: 756.2 tons
Volume: 6,300 Maint.: 8 hours Cost: \$627,000

HT: 6. HPs: 5,600 Body.

sSpeed: - sAccel: 2 sDecel: 2 sMR: 2 sSR: -
Delta V 26,800.

Von Braun's Mars Mission

In the 1950s, Willy Ley and Wernher von Braun worked out a proposal for a Mars mission, using the technology then available, and published it as *The Exploration of Mars*, illustrated by Chesley Bonestell. The technology was basically the same as that of WWII, with some bugs worked out; the thinking probably reflects what von Braun was planning during the war, as well. See *GURPS Mars*, p. MAR37, for more information on this proposal.

5. THE INTREPID AND THE CRUEL

Bending reality
can shatter
many WWII
conventions –
and reinforce others.



"'But all you can do,' [Rauschnig] replied, 'is to assist Nature and shorten the road to be followed! It is Nature herself who must create for you a new species. Up till now the breeder has only rarely succeeded in developing mutations in animals – that is to say, creating himself new characteristics.'

'The new man is living amongst us now! He is here!' exclaimed Hitler, triumphantly. 'Isn't that enough for you? I will tell you a secret. I have seen the new man. He is intrepid and cruel. I was afraid of him.'

– Herman Rauschnig,
Conversations With Hitler

Subhuman, superhuman, or simply inhuman, exotic beings of many kinds appear in the fiction of the 1940s. What might have happened had they really existed is a natural question, and a suitable basis for a campaign. At the same time, introducing such beings is risky; they may appear as foreign elements, at best extraneous to the inherent drama of the war, at worst trivializing it.

A campaign can perfectly well accept this, treating the war simply as a historical background for a story about monsters or superheroes. Or it can approach the matter as a deliberate experiment, in effect an alternative history with a very exotic point of departure. Or, finally, the exotic beings can reflect a campaign theme based on the real events of the war; this kind of reflection accounts for much of their originals' appeal to wartime audiences.

SHAPESHIFTERS

The ability to change shape is widespread among fictional non-humans – and in the horror films of the years leading up to WWII, the process of transformation was regarded as high drama. During the war, some superheroes can change form; monsters such as werewolves and vampires can do it; the occasional extraterrestrial alien can do it (as in John Campbell's classic story "Who Goes There?"), and some legendary terrestrial nonhumans can change shape, also.

GURPS Shapeshifters offers a variety of options for building shapeshifting creatures. For the shapeshifters in this chapter, the following is most suitable:

Shapeshifting ("Were") Varies

You have the ability to shapeshift at will into an alternate "were-form." The change is limited to your body – clothing and equipment must be removed first, or you risk entanglement or damage. A were-form is in effect a racial template that you can turn on and off. When it is "on," you acquire the advantages and disadvantages of the alternate form, as well as its attribute modifiers; if it has racial quirks, features, taboo traits, or racially learned skills, you acquire them, also. Changing form takes 3 seconds of concentration; breaking concentration aborts the change. You change back when you are asleep, unconscious, or dead.

The base cost for this ability is 15 points. If the alternate form's template costs more than the base form's, add the difference in template points to the base cost. The human racial template costs 0 points; thus, if the base form is human, the excess cost is the same as the alternate form's template cost if a positive value. See p. 99 for an example.

For more detail and many more options for building alternate forms, see *GURPS Shapeshifters*.

CALLING ALL MONSTERS

In the decades leading up to WWII, stories about monsters appealed to large audiences, especially in the new medium of film. If a film was called "horror" (or, up through the 1950s, "science fiction"), its central focus was likely to be some sort of dangerous creature, often of unnatural origins. Audiences were equally willing to accept supernatural curses or misguided scientific experiments as explanations for the appearance of monsters.

It's possible to see many of these creatures as embodiments of real anxieties of their eras. Dracula has been interpreted in terms of late Victorian fears of syphilis, and Gojira (Godzilla) was explicitly based on Japanese concerns about atomic weapons. And a number of stories about monsters reflect specific historical events, such as the Bikini Atoll hydrogen-bomb test that inspired Gojira (p. 101). Both approaches can serve as strategies for including monsters in a *GURPS WWII* campaign, making them not just accidental intruders but thematic embodiments of the war.

For example, a horror story about zombies, especially in large numbers, could reflect civilian anxieties about the prospect of military training. The new recruit symbolically dies

from his civilian life, having his body transformed by short haircuts and uniforms and enduring brutal, dehumanizing ordeals in the name of training intended to reduce him to robotic obedience, after which he is exiled to a realm of the dead and dying from which he may well never return to rejoin the living. All these experiences can be literalized by mythic features of zombies, perhaps in a story where soldiers encounter undead legions on the other side, or, worse, on their own.

MONSTERS OF THE WEIMAR

Starting in the silent-film era, before WWI, German directors such as Fritz Lang produced classics of cinema, including many films with elements of horror. Their "monsters" ranged from human criminals, through human beings created or transformed by bizarre experiments, to the centuries-old deformed vampire of *Nosferatu*. A recurring theme in these films was that the monster might be outwardly human, shielded by anonymity while he performed vile or destructive acts. Many of these "monsters" reflect the growth of psychoanalysis and scientific criminology in detecting massive psychological abnormalities.

A GM wanting to shed a disturbing light on German culture could apply this treatment to the Jews. Nazi propaganda showed Jews as living among other people, seemingly perfectly ordinary, but secretly committing hideous crimes – polluting Aryan women with venereal disease (somewhat like the nosferatu carrying plague) or manipulating the financial markets (like Dr. Mabuse), for example. In Nazi propaganda, Jews were monsters, alien to the human race, sometimes grossly deformed, sometimes cunningly disguised; Nazi anti-Semitism was presented as a public health measure against these alien invaders. Ironically, the Nazis themselves were to be remembered as the 20th century's greatest example of such monsters – mass murderers who looked no different from anyone else.

Given this recurring theme, the “monsters” of Expressionist film are most easily represented as character templates, though often bizarre ones. In a weird or horror setting, adventurers might encounter such foes in the German forces; perhaps the SS might use them as agents.

Golem 165 points

As a monster out of Jewish legend (statistics for the legendary Jewish Golem of Prague appear on pp. MO12-13), the golem might be built by Resistance magicians, or co-opted by German magi just as its image was co-opted by German filmmakers. In 1920, Paul Wegener's *Der Golem* presented the clay man brought to life by magic as the incarnation of brute strength, which liberates the oppressed masses where pure reason cannot.

Attribute Modifiers: ST +7 [100]; IQ -2 [-15]; HT +5 [60].
Advantages: Doesn't Eat or Drink [10]; Doesn't Fatigue [10]; Doesn't Sleep [20]; Extra Hit Points +7 [35]; High Pain Threshold [10]; Immunity to Disease [10]; Immunity to Poison [15]; No Brain [5]; No Cutting/Impaling Bonus [30]; No Vitals [5]; Patron (Gifted rabbi, 12 or less) [20]; Unaging [15]; Vacuum Support [40].

Disadvantages: Cannot Learn [-30]; Clueless [-10]; Dead Broke [-25]; Disturbing Voice [-10]; Eunuch [-5]; Hidebound [-5]; Low Empathy [-15]; No Sense of Humor [-10]; No Sense of Smell/Taste [-5]; Reprogrammable Duty [-25]; Slave Mentality [-40]; Unattractive [-5]; Unhealing [-20].*

* Healing spells cast by the golem's creator are effective.

Customization Notes: A golem will often be built with 10 points in skills relevant to its function; the template does not include these points.

Mandrake 100 points

Early experiments in artificial insemination faced public disapproval, much as cloning does now, and generated similar anxieties. The mandrake (*alraune* in German) is a symbol of those anxieties . . . a soulless, amoral being with unnatural powers. In a WWII setting, mandrakes may be part of Nazi eugenic programs, aimed at producing a race of supermen; the lack of conscience may be either an unfortunate side effect or a design goal. In postwar settings, cloned Nazi leaders may play a similar role.

The title character of the film *Alraune*, daughter of a prostitute impregnated with a hanged murderer's final ejaculation, is an interestingly ambiguous figure. Is she amoral because of her criminal heredity, or her artificial conception, or because she was raised as an experiment by a scientist indifferent to ethical questions? Her portrayal also hints at supernatural aspects, including a psychic link to a mandrake plant engendered under the father's gallows. Her amorality is largely sexual; a male version might be more focused on violence, with superhuman combative abilities.

Attributes: ST 10 [0]; DX 13 [30]; IQ 10 [0]; HT 11 [10].
Advantages: Extraordinary Luck (Affects others, touch only, unconscious only, uncontrollable, -30%) [21]; Very Beautiful [25]; and a total of 15 points from Alcohol Tolerance [5], Alertness [5/level], Combat Reflexes [15], Danger Sense [15], Fashion Sense [5], High Pain Threshold [10], Imperturbable [10], or Patron (Creator) [Varies].

Disadvantages: Selfish [-5] and a total of -25 points from Bad Temper [-10]; Bloodlust [-10]; Callous [-6]; Frightens Animals [-5]; Greed [-15]; Impulsiveness [-10]; Jealousy [-10]; Lecherousness [-15]; Pyromania [-5]; Sadism [-15]; Short Attention Span [-10]; or increase Selfish to Self-Centered [-5].

Primary Skills: Acting (M/A) IQ+4 [10]-14 and Sex Appeal (M/A- HT) HT+3 [8]-14.

Secondary Skills: Carousing (P/A - HT) HT+1 [4]-12 and any three of: Brawling or Knife (P/E) DX+1 [2]-14; Dancing or Filch (P/A) DX [2]-13; Pickpocket (P/H) DX-1 [2]-12; Make-Up (M/E) IQ+1 [2]-11; or Courtesan, Fast-Talk, or Gambling (M/A) IQ [2]-10.

Background Skills: Area Knowledge (Bad neighborhoods) (M/E) IQ [1]-10.

Mesmerist 100 points

The mesmerist is a specialist in the control of others' minds. His powers work through hypnotism (p. 31) but extend into some of the mystical capabilities hypnotists were thought to have. He also is a manipulator, using other human beings as tools for his criminal ambitions. A portrayal of Adolf Hitler might give him a high-powered version of these abilities.

Attributes: ST 10 [0]; DX 10 [0]; IQ 14 [45]; HT 10 [0].
Advantages: Charisma +2 [10]; Comfortable [10]; and 20 points in Ally Group [varies], Mindlink [1/level], Status [5/level], Voice [10], or increase Comfortable to Wealthy [10] or Very Wealthy [20].

Disadvantages: Fanaticism (Self) [-15] and Megalomania [-15].

Primary Skills: Acting (M/A) IQ [2]-14 and Hypnotism (M/H) IQ+2 [8]-16.

Secondary Skills: One of Administration, Fast-Talk, Merchant, Politics, or Streetwise (M/A) IQ-1 [1]-13; Bard (M/A) IQ+1 [1]-15*; Psychology (M/H) IQ-2 [1]-12; or Weird Science (M/VH) IQ-3 [1]-11.

Psionic Powers: Telepathy 5 (usable only on hypnotic subjects; -20%) [20].

Psionic Skills: Telereceive (M/H) IQ+1 [6]-15; Telesend (M/H) IQ+1 [6]-15; and Mindwipe or Telecontrol (M/H) IQ-1 [2]-13.

* +2 bonus from Charisma.

Nosferatu 200 points

The nosferatu, unusually in films of this era, actually is a supernatural being – a form of vampire. Unlike later vampires, the nosferatu has no charisma or social graces; he can comply with social customs but is repulsive and naturally solitary. He preys on his victims mainly by stealth, and his presence in a city is accompanied by death and plague (represented here as the Lifebane disadvantage). This version is based strictly on Murnau's 1922 film and is a suitable opponent for cinematic adventurers; for a more powerful version, see p. H58.

- Attributes:** ST 20 [110]; DX 10 [0]; IQ 10 [0]; HT 15 [60].
- Advantages:** Bite [30]; Claws [15]; Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Immunity to Disease [10]; Immunity to Poison [15]; Night Vision [10]; Unaging [15]; Vampiric Invulnerability [150].
- Disadvantages:** Bad Smell [-10]; Bloodthirst [-15]; Dependency (Must sleep in his grave earth; daily) [-90]; Dread: Garlic [-10]; Dread (The cross) [-10]; Gluttony [-5]; Hideous [-20]; Lifebane [-10]; No Body Heat [-10]; Nocturnal [-10]; Pallor [-10]; Sterile [-3]; Unhealing (Can heal by drinking blood) [-20]; Weakness (Sunlight; 1d per minute) [-60].
- Primary Skills:** Stealth (P/A) DX+1 [4]-11 and Wrestling (P/A) DX+2 [8]-12.
- Background Skills:** Appreciate Beauty (Human beings) (M/VH) IQ+2/IQ-4 [1]-12/6; Disguise (M/A) IQ [2]-10; Savoir-Faire (M/E) IQ [1]-10.
- Inherent Magic:** Beast Summoning (Rats) [8]; Body of Air [12]; Sense Life [2].

Serial Murderer 50 points

Serial murderers engage in murder for its own sake, rather than for practical reasons such as silencing a witness or earning a fee. The idea that such acts reflected an irresistible compulsion outside the normal sphere of moral choice, and did not merit punishment, was starting to emerge at this time, partly under the influence of psychoanalysis; the final scenes of Fritz Lang's *M* examine this idea.

- Attributes:** ST 10 [0]; DX 12 [20]; IQ 10 [0]; HT 10 [0].
- Advantages:** Alertness +2 [10]; Charisma +1 [5]; and a total of 15 points from Ambidexterity [10]; Combat Reflexes [15]; Fit [5]; High Pain Threshold [10]; Intuition [15]; Luck [15]; Peripheral Vision [15]; Sanctity [5]; or Single-Minded [5].
- Disadvantages:** Secret (Serial killer) [-30] and Obsession (Kill a specific victim) [-5].
- Quirks:** Favors a particular type of victim [-1].
- Taboo Traits:** May not have Appearance better than Attractive or worse than Unattractive, be Skinny or Fat, or be a Dwarf or Giant.
- Primary Skills:** Acting (M/A) IQ+4 [10]-14 and Shadowing (M/A) IQ+4 [10]-14.
- Secondary Skills:** Holdout (M/A) IQ+2 [6]-12; Stealth (P/A) DX [2]-12; and one of Brawling, Garrote, or Knife (P/E) DX [1]-12.
- Background Skills:** Area Knowledge (City or Town) (M/E) IQ+1 [2]-11; 4 points in any professional skill; and 1 point in Appreciate Beauty, Disguise, Fast-Talk, Intimidation, Savoir-Faire, Sex Appeal, or Streetwise.

Customization Notes: This is a cinematic Weimar-era serial murderer, not really a threat to combat-trained adversaries; an even more pathetic specimen appears on pp. H40-41. A more dangerous version would have higher physical attributes and more combat skills, perhaps even reaching the mythic "psycho killer" (see p. H41) level of modern slasher films. Consider using the unallocated disadvantage points for an Odious Personal Habit affecting the manner in which victims are killed or disposed of (cannibalism, rape, and torture are obvious choices) or for consequences of being a murderer such as Edgy, Nightmares, or Post-Combat Shakes.



Somnabulist 50 points

Somnambulists aren't undead (or even dead), but they're analogous to zombies in many ways. Their sleepbound state deprives them of much of their will and perception, letting any competent hypnotist or psychologist take command of their actions. Despite this, they retain much of their consciousness, detached from their bodies, in the form of clairvoyant awareness of the world around them. Mysterious and even deadly actions may well up from this awareness.

The somnambulist shares many attributes of the mythical zombie, including particularly his lack of free will and detachment from his surroundings. The same template could be used for victims of drug-induced stupors; some accounts suggest that the use of such drugs by Haitian Vodun practitioners is the source of the zombie legend.

If Adolf Hitler is taken as a mesmerist, then his powers may have transformed a large part of the German people into an army of somnambulists. A more supernatural variant could take stories about fanatical Nazis being turned into zombies awaiting a Fourth Reich as literally true. (For suitable statistics for Hitler's zombie minions, see pp. H58-59 or pp. UN88-89.)

- Attributes:** ST 10 [0]; DX 10 [0]; IQ 12 [20]; HT 8 [-15].
- Advantages:** Autotrance [5]; Extra Hit Points +3 [15]; High Pain Threshold [10]; Hyper-Strength [30]; Single-Minded [5]; Unfazeable [15].
- Disadvantages:** Compulsive Behavior (Trances) [-15]; Dead Broke [-25]; Reprogrammable Duty [-25]; Social Stigma (Madman) [-15].
- Quirks:** Keeps eyes closed when in trance; Murderous impulses. [-2]
- Primary Skills:** Blind Fighting (M/VH) IQ [8]-12.
- Secondary Skills:** Brawling (P/E) DX+2 [4]-12.
- Psionic Powers:** ESP 10 (Unconscious Only, -20%; Uncontrollable, -30%) [15].
- Psionic Skills:** Precognition-15 [10] and Psychometry-15 [10].

APPETITES FOR DEATH

One aspect of German culture after WWI was a fascination with crime and with abnormal psychology. The classic film *M* reflects this interest, featuring Peter Lorre in the role of a serial killer of children, but equally dangerous criminals existed in the real world, and their exploits attracted widespread attention. Some of them were referred to by epithets drawn from legendary monsters. The historical facts of their careers could serve as a source for the biographies of fictitious monsters; in an illuminated treatment they might themselves have been werewolves, vampires, or other mythic beings.

Fritz Haarman, the Hanover Cannibal

Born in Hanover in 1879, Fritz Haarman spent much of his adolescence in and out of lunatic asylums and prisons for child molestation and other crimes. He succeeded at neither marriage nor military service; by 1919, he was living with the much younger Hans Grans, whom he met at a railway station. In 1923, Haarman began to invite other young men and boys up to his rooms, where he killed them, stripped off their clothes for sale, and then butchered them and sold their flesh as meat. In 1924, the skulls of some of his victims turned up on riverbanks, evidently cut off with a sharp implement, and the search for the killer began. Though Haarman was on the records as a sex offender and a dealer in clothing and meat, and was actually interrogated, he was not arrested, and the murders went on. Eventually, he was arrested on vice charges; when, by good fortune, evidence turned up that linked him to one of the known victims, he was subjected to harsh questioning, and after several days he broke down and admitted the killings. A search of his apartment turned up remains of at least 22 victims. Haarman was tried in December 1924 and convicted of murdering 27 people.

Haarman claimed to be motivated by his love for the physical beauty of his victims. He described his methods of killing them in detail, including his biting at their throats while strangling them, and also described his methods of butchering the corpses. He made a considerable effort to ensure that Grans was found guilty also. In a letter found after his death, he claimed to have falsified his testimony and gloated over the police having put an innocent man to death, which made them as much murderers as he was.

Haarman was the subject of a 1995 film, *Der Totmacher*, directed by Romuald Karmakar.

Peter Kürten, the Düsseldorf Vampire

Peter Kürten later claimed to have committed his first murders in 1892, at the age of 9, drowning two schoolmates. After a series of prison terms for petty crimes, Kürten moved to Düsseldorf in 1925. In 1929, he began a series of brutal murders and assaults, mostly against women and girls; there was often a sexual element, but that wasn't his main goal. The extraordinary brutality of his attacks led people to call him "the vampire." Despite his criminal record, Kürten was not suspected of being the killer; he seems to have maintained a conservative, respectable outward appearance. He was eventually captured when a woman whom he didn't kill, because she offered no resistance to his sexual demands, came to the attention of the police and proved able to find his apartment. Kürten voluntarily surrendered, offering no resistance.

In the months that followed, he spoke freely of his criminal actions, and on April 13, 1931, he was placed on trial for nine murders and seven attempted murders. He showed no sense of guilt over his actions, saying only that he wanted his wife to have money to live on and that he hoped telling his story would make this possible. His last expressed desire was the hope that after he was beheaded he would be able to hear the blood spurting from his own neck.

UNIVERSAL HORRORS

American and British horror films, especially after the silent film era ended, usually featured more obvious monsters: supernatural beings such as mummies, vampires, and werewolves, or scientific creations such as robots or Frankenstein's monster (who quickly acquired his creator's name). The scientifically based ones tended to be created by whatever forces seemed mysterious at the time: electricity was typical before WWII, radioactivity afterward. Most of these beings were purely physical threats, with superhuman strength and near invulnerability. Even vampires, who retained the hypnotic powers of Bram Stoker's *Dracula*, often relied more on having the strength of several men.

Outwardly human, or at least man-shaped, these entities were more than a match for any human combatant. Defeating them required finding their special weakness, vulnerability, or fear. Fire was the commonest way of threatening a monster, but vampires, at least, had a long list of problems: inability to enter a house uninvited, or cross running water, or endure the touch of holy objects, or survive exposure to sunlight. GMs may want to consider having some of these weaknesses be purely mythical and having the real vampire laugh at them.

Intellectually, most of these monsters were handicapped, and often mute or nearly so; Frankenstein's creation, whose literary version quoted Milton's *Paradise Lost*, was reduced in the film to stumbling over a few simple words. A few, especially among vampires, were "intellects vast and cool and unsympathetic," like H.G. Wells' Martians (p. 127). Either sort could be Bestial (see p. CI101) — a brilliant mind that has no grasp of human concepts of law and morality offers its own sort of terror. Bestial monsters can serve as symbols for the 20th century's great political invention, the totalitarian state, of which Nazi Germany and the Soviet Union were flourishing examples, alternately mobilizing vast armies to crush their adversaries by sheer force, and coldly calculating strategies for bringing the world under their control.



In later treatments, monsters of these types became humorously inept adversaries. (The same eventually happened to the Nazis in the television series *Hogan's Heroes*.)

Many classic monsters could put in a WWII appearance. A descendant of Frankenstein could create a new monster, or an army of them, perhaps using the abundant spare parts from a local death camp. Dracula was a resident of Transylvania, now part of Romania, a German ally, and could have fought on the Russian Front; as an aristocrat, he would have little sympathy for Communism. Werewolves and wolfmen could fit into any guerrilla force (see box); man-eating werewolves would especially fit in amid the cold and hunger of the Russian Front. (DC Comics' "Creature Commandos" teamed all three up to battle the Axis.) There isn't such a natural role for mummies, but one could terrorize the British forces stationed in Egypt, or mastermind a Nazi spy ring in Cairo.

Templates for most of these monsters have been published in other *GURPS* books — see p. H62 for Frankenstein's monster; pp. H60-61 or UN72-73 for mummies; pp. BT91, H33-35, or UN82-83 for vampires or MO58-61 for Dracula specifically; or pp. H36 and H38-39 for werewolves.

The classic film wolfman turns into a man/wolf hybrid rather than a wolf; here is a suitable template (which also illustrates the shapeshifting rules on p. 95):

Wolfman 65 points

These are the characteristic modifications, advantages, and disadvantages that apply to the wolfman while in his *human* form. The Shapeshifting advantage, of course, represents no tangible benefit in human form, other than the option of changing out of it.

ST 10 [0]; **DX** 10 [0]; **IQ** 10 [0]; **HT** 10 [0].

Advantages: Alertness +1 [5]; Shapeshifting (Wolfman) [10].

Disadvantages: Lunacy [-10]; Secret (Possible death) [-30].

Quirks: Attempts to deny his curse. [-1]

Wolfman Form 86 points

These are applied only when the wolfman switches into his hybrid wolf-human form. The "base" human form of the wolfman has paid 101 points (a base 15 plus another 86 points for the net benefits of shifting shape) for the option of transforming into this identity.

Attributes: ST +5 [60]; DX +1 [10]; IQ -3 [-20]; HT +3 [30].

Advantages: Acute Hearing +4 [8]; Acute Taste and Smell +4 [8]; Alertness +1 [5]; Combat Reflexes [15]; Discriminatory Smell [15]; Enhanced Move (Running) 1/2 [5]; Fur [4]; Penetrating Call [5]; Regeneration (Regular; not against silver weapons or fire, -20%) [20]; Sharp Teeth [5]; Ultrahearing [5].

Disadvantages: Bad Grip [-10]; Bestial (Homicidal) [-15]; Color Blindness [-10]; Gluttony [-5]; Infectious Attack [-5]; Mute [-25]; Social Stigma (Outsider) [-15].

Skills: Brawling at DX [1].

Design Notes: The wolfman doesn't have a racial template, because he's not a member of a race of wolfman; he's a normal man who, through heredity or misadventure, has come under a curse (albeit one that costs him 65 points to endure!).

OPERATION WERWOLF

In 1944, high-ranking German officials began to face the prospect of a successful Allied invasion. They were unwilling simply to accept defeat; instead, they began to plan for a resistance movement within Germany itself. Under the direction of SS Obergruppenführer Hans-Adolf Prützmann, the Hitler Youth movement began recruiting for Operation Werwolf. Sporadic acts of terrorism and sabotage continued after the German surrender, into the late 1940s. Many of these acts were committed not by "official" resistance fighters, but by self-recruited amateurs.

The name "Werwolf" draws on folk legends about men changing into wolves, such as Siegmund, one of the heroes of the *Volsunga Saga*; Operation Werwolf deliberately sought to evoke the same kind of terror. The name also suggests outlawry, a role the young resistance fighters gladly took up. In a more supernatural setting, the name might be literally true; Nazi occultism might have rediscovered the secret of lycanthropy (see pp. CI43-44). Mating the wolfman template to the Hitler Youth template on p. W:IC47 or the Resistance Fighter template on p. W85 would be a good start for such a terrorist. Werwolf units might be able to provide training that would buy off Untrained Shape-Changing.

MONSTERS OF THE FLOATING WORLD

A GM setting a campaign in the Pacific Theater may want to have adventurers encounter some of the monsters of Japanese legend, either as supernatural creatures or as scientifically rationalized variations. Western adventurers may encounter such creatures, especially if a land invasion of Japan becomes necessary (p. 11), or Japanese adventurers may actually have them as allies.

GURPS Japan offers a wide range of legendary monsters that might be found fighting in league with mundane forces for the glory of the Emperor:

The *gaki* or hungry ghost (see pp. J62-63 or p. UN83) is an analog of the vampire, but doesn't necessarily feed on blood; *gaki* have many different appetites, including corpses, breath, body heat, sex, and even music. Human beings who are Selfish or Self-Centered (see p. CI94) are likely to become *gaki*. Their basic form is an immaterial spirit rather than a risen corpse, but they can materialize in the shape of human beings and often in that of huge cats.

The *hengeyōkai* (see pp. J63-64 and J116-117) are animals or plants who can take on a human form. They can be created with quick and dirty shapeshifting (p. 95), but treat the animal form as the base form. Fox *hengeyōkai* are notorious tricksters and could act as spies. The *mujina* is a shapeshifter that steals the faces of others; its own face is a terrifying blankness.

The *oni* (p. J119) is a demon with a physical form like that of a goblin, but with access to magical spells. *Oni* usually have horns, perhaps large enough to act as Strikers (see pp. CI66-67).

The *samebito* (see p. J120) is a water-breathing humanoid resembling a shark, described in detail below.

The *yama hito* (see p. J122) is a large, ugly goblin living in remote mountain areas, generally similar to the trolls of European myth.

Samebito 140 points

The *samebito* are said in legend to be the samurai of the Dragon King, who lives in the depths of the ocean. The version presented here could be either the legendary shark-men or a science-fictional oceanic race, perhaps a Japanese analog of H. P. Lovecraft's "Deep Ones." An army of water-breathing soldiers allied to Japan could make the Pacific much more dangerous for Allied forces.

Attribute Modifiers: ST +6 [80]; DX +2 [20]; IQ +0 [0]; HT +0 [0].

Racial Advantages: Amphibious [10]; Combat Reflexes [15]; Damage Resistance 1 [3]; Discriminatory Smell [15]; Enhanced Move (Swimming) 1 [10]; Fearlessness +1 [2]; Gills [10]; Nictating Membrane [10]; Passive Defense 1 [25]; Pressure Support (100 atmospheres) [10]; Sharp Teeth [5].

Racial Disadvantages: Bestial [-10]; Callous [-6]; Code of Honor (Analogous to extreme Bushidō) [-15]; Dependency (Salt water; daily) [-15]; Duty (12 or less) [-10]; No Body Heat [-5]; Reduced Manual Dexterity -3 [-9]; Unnatural Feature (Double row of sharp teeth) [-5].

CLANKING HORRORS

Karel Capek, a Czech playwright, coined the word "robot" in 1923. Originally, it meant a human being produced artificially through some chemical process. Adopted by American science-fiction writers, it quickly came to mean a mechanical man. Such mechanical men were sometimes envisioned as servants, but usually as destructive enemies – another kind of monster.

To define the attributes of a robot, first design its body as a mecha, or as a battlesuit with no actual battlesuit system. Then choose a suitable computer to control it, with the Robot Brain option. Both components are discussed in Chapter 4.

A robot brain has the advantages of Absolute Timing [5], Doesn't Sleep [20], Eidetic Memory 2 [60], Lightning Calculator [5], and Mathematical Ability [10] and the disadvantages of No Sense of Humor [-10], Reprogrammable Duty [-25], Rote Learning [-25], and Slave Mentality [-40]. It costs 0 points to have a robot brain. If a robot "awakens" to self-awareness it gains IQ equal to Complexity +5 and loses Reprogrammable Duty and Slave Mentality; traditionally, such robots gain disadvantages of comparable value, often including Bloodlust, Fanaticism, and Megalomania.

A robot body has High Pain Threshold [10], Immunity to Disease [10], and No Natural Healing [-20], for a net cost of 0 points. Bad Grip [-10], Bad Sight [-25], Disturbing Voice [-10], Hard of Hearing [-10], and No Sense of Smell/Taste [-5] are common, but it may have other abilities to compensate, such as radio communication.

Rote Learning -25 points

Rote learning is a less restrictive variant on Cannot Learn. A being with Rote Learning cannot learn new skills, but can learn new maneuvers based on an existing skill, or memorize new factual information, through simple repetition. For example, a robot musician could learn a new musical composition.

TITANOMACHIA

A simpler sort of fear is evoked by extraordinarily large creatures. They embody human fears of ferocious animals, heightened by making the animals too large and tough for ordinary weapons to overcome. The larger ones suggest the idea of unleashed natural forces and have similarly catastrophic effects. Gigantic creatures can be a symbolic reflection of a war whose weapons are similarly catastrophic, or an ironic commentary on it.

Dinosaurs and Giant Apes

The reconstruction of geological history in the 19th century inspired a number of writers to envision dinosaurs and other prehistoric lifeforms surviving into the 20th century. Dinosaurs appeared in Jules Verne's *A Journey to the Center*

of the Earth and Edgar Rice Burroughs' Pellucidar novels, and they played the starring role in Arthur Conan Doyle's *The Lost World*, in which his scientist hero Prof. Challenger travelled to a hidden plateau in South America where prehistoric life still endured. In 1925, Harry Hoyt's *The Lost World* became the first major film on this theme.

In 1926, the wealthy naturalist and adventurer W. Douglas Burden learned of real giant reptiles in the Dutch East Indies, on the island of Komodo. After negotiations with the American Museum of Natural History and the Dutch government, he funded an expedition to bring back specimens of Komodo dragons (*Varanus komodensis*), including a live pair for the New York Zoo. Despite hazards and mishaps, the venture was a success.

The film director Merian Cooper (who later served in the OSS and in China) transformed Burden's adventure into a story about the capture and exhibition of a 24' ape. *King Kong* (1933) also featured a number of dinosaurs, making the fictitious Skull Island comparable to Doyle's Maple White Land as a haven of giant, prehistoric life.



weapons, such as the dangerously radioactive footprints, were all through the film. So were concerns about scientific responsibility, including the doubts of the young scientist Dr. Sarazawa about letting his "oxygen destroyer" be used, even to kill a monster and save millions of people.

Gojira was massively popular in Japan – and in the United States when it was released there two years later, with dubbed dialogue, an inserted part for American actor Raymond Burr, and a new title: *Godzilla, King of the Monsters!*

Honda created many other *daikaijū* ("great monsters"), in films such as *Sora no Daikaijū Radon* (1956; *Rodan* in the United States), about a radioactive pteranodon, and *Mosura* (1961; *Mothra* in the United States), about an enormous telepathic moth. In later films the *daikaijū* battled each other, often inadvertently saving Tokyo or the entire Earth, or fought foreigners such as King Kong or Frankenstein's monster.

Gojira gradually evolved from a destroyer to a protector of the Earth. *Mosura* played this role nearly from the beginning; her first attack on civilization was motivated by the desire to rescue two foot-high women who served as her priestesses from a kidnapper who was using them in theatrical shows.

Dragons in the East

In 1944, a Chinese scientific expedition to Szechwan province, led by Wan-Chun Cheng, found a surviving primitive species, protected by an encircling mountain range: the dawn redwood (*Metasequoia glyptostroboides*), extinct elsewhere for 100 million years. What if other Cretaceous species survived in an East Asia "lost world"? A Japanese expeditionary force might find the truth behind China's dragon legends.

The use of atomic bombs in WWII inspired films about animals mutated by radiation into giants, including the giant ants of the classic *Them*. These U.S. films largely reflect the anxieties of the Cold War and are discussed in *GURPS Atomic Horror*. Japan, though, actually experienced attack with atomic weapons, and its films in this genre tend to reflect this.

Daikaijū

On March 1, 1954, in the Pacific Ocean near Bikini, the Japanese fishing boat "Lucky Dragon #5" (*Daigo Fukuryo Maru*) saw and heard a tremendous explosion and then was caught in a fall of ashes from the sky. The 23 crewmen became seriously ill, and the radioman, Aikichi Kuboyama, died on Sept. 24. They had witnessed a 15-megaton hydrogen-bomb explosion and suffered radiation sickness.

The incident caused public controversy in Japan. A film director, Ishiro Honda, saw an opportunity. A few weeks after Kuboyama's death, he released *Gojira*, in which American bomb tests disturbed an ancient dinosaur, which emerged from the ocean to sink ships and eventually came to destroy Tokyo. Honda was inspired by the example of *King Kong*, and some of his scenes of natural destruction suggested Japanese experience with typhoons and tsunami, but references to atomic

Campaign Possibilities

What role can these creatures play in a *GURPS WWII* campaign? For realistic, relatively small dinosaurs and similarly scaled giant beasts, a limited one. Sending a *Tyrannosaurus rex* against a tank of comparable scale would result in a dead dinosaur; the tank weighs more, moves faster, attacks at range, and both inflicts and resists far more damage. Using dinosaurs and similar creatures to carry soldiers and weapons makes real sense only in a setting with limited technology.

One way to create such a setting is to borrow a motif from monster movies (and the DC Comics series *The War That Time Forgot*) and put the creatures in some tropical jungle or on some remote island. Japanese soldiers invading New Guinea might find lost worlds filled with dinosaurs an unexpected obstacle. Difficult supply lines might make it hard for them to bring much technology to bear. Alternately, dinosaurs might play a narrowly defined role on the main fronts, just as cavalry continued to do despite the horse's "obsolescence."

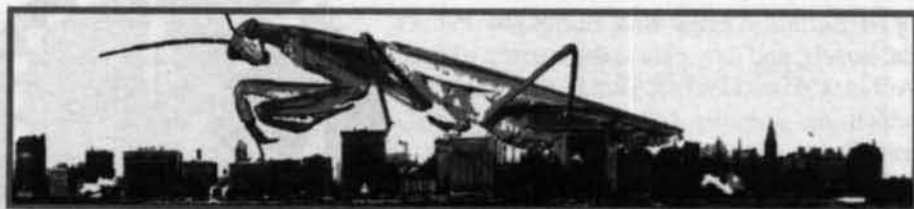
The more exaggerated *daikaijū* are more of a threat, large and destructive enough to level Tokyo. Whether because of armored skin or fantastic healing, they can often shrug off all normal weapons. The emergence of *daikaijū* a few years early might provide the Japanese armed forces with a major distraction. Or perhaps, following the lead of later Japanese films, one or more *daikaijū* might attack U.S. invaders, effectively becoming defenders of Japan. Japanese scientists might even devise ways to aim the likes of *Gojira* at U.S. fleets. U.S. scientists would strive to discover or create such monsters for their own side, turning WWII into a true titanomachia, a battle of the monsters. For a really over-the-top campaign, players might take the roles of a band of giant monsters.

GIANT MONSTER DESIGN SYSTEM

For such battles, a way of generating *GURPS* statistics for giant monsters will be helpful, especially one that parallels the design of mecha and other vehicles.

How Big Are They?

An attempt to research the size of giant film monsters usually produces inconsistent results. In part, this is the fault of the films themselves. For example, King Kong is sometimes said to be 24' tall, which is consistent with his fighting a tyrannosaur roughly his own size; but that's only four times human size, where other scenes of his huge hand clasping Fay Wray indicate a greater multiple. Scenes in *Gojira* showed a 1/25 scale model of Tokyo being trampled into ruins, which would make *Gojira* about 150' tall, but the dialogue in the American version refers to "30 stories," which is roughly 400'. In fact,



filmmakers weren't necessarily concerned to give their creatures a consistent scale; the important thing was for them to be huge and terrifying. Game masters who need to compute combat statistics will have to pick a size that suits the desired effects; rather than invite debate over how tall the giant ape really is, it's better to describe the creatures impressionistically.

Monstrous Components

To create a giant monster, select a suitable, scaled combination of head and body from one of the following tables. The scale is given in feet and represents height for a creature that walks erect, or length for one that walks horizontally, crawls, swims, or flies.

Vertical Body Table

Height	Body Part	Volume	Weight	Surface	HPs
6'	Body	1.35	84	7	11
	Head	0.27	17	3	4
9'	Body	4.5	280	17	25
	Head	0.9	56	6	9
12'	Body	10.8	675	29	44
	Head	2.2	138	10	15
18'	Body	36	2,250	66	99
	Head	7.2	450	22	33
24'	Body	86	5,400	117	176
	Head	17	1,080	40	60
30'	Body	168	10,500	180	270
	Head	34	2,100	60	90
50'	Body	780	49,000	500	750
	Head	160	10,000	175	260
75'	Body	2,600	160,000	1,100	1,650
	Head	520	32,000	390	590
100'	Body	6,250	390,000	2,000	3,000
	Head	1,250	78,000	700	1,000
150'	Body	21,000	1,300,000	4,600	6,900
	Head	4,200	260,000	1,600	2,400
200'	Body	50,000	3,100,000	8,000	12,000
	Head	10,000	625,000	2,800	4,200
300'	Body	170,000	10,000,000	18,000	27,000
	Head	34,000	2,000,000	6,000	9,000
400'	Body	400,000	25,000,000	33,000	50,000
	Head	80,000	5,000,000	11,000	16,500
500'	Body	780,000	50,000,000	51,000	76,000
	Head	156,000	10,000,000	17,000	26,000

Horizontal Body Table

Length	Body Part	Volume	Weight	Surface	HPs
5'	Body	1.5	84	8	12
	Head	0.3	17	3	4
7.5'	Body	5	280	18	27
	Head	1	56	6	9
10'	Body	12	675	31	46
	Head	2.4	138	11	16
15'	Body	40	2,250	70	105
	Head	8	450	24	36
20'	Body	96	5,400	126	189
	Head	19.2	1,080	43	65
25'	Body	180	10,500	190	285
	Head	36	2,100	65	98
40'	Body	870	49,000	550	825
	Head	170	10,000	180	270
60'	Body	2,900	160,000	1,200	1,800
	Head	580	32,000	420	630
80'	Body	7,000	390,000	2,200	3,300
	Head	1,400	78,000	750	1,125
120'	Body	23,000	1,300,000	4,900	7,400
	Head	4,600	260,000	1,660	2,500
160'	Body	56,000	3,100,000	8,800	13,200
	Head	11,000	625,000	3,000	4,500
240'	Body	190,000	10,000,000	20,000	30,000
	Head	38,000	2,000,000	6,800	10,000
320'	Body	440,000	25,000,000	35,000	52,500
	Head	88,000	5,000,000	12,000	18,000
400'	Body	870,000	50,000,000	55,000	82,000
	Head	170,000	10,000,000	18,000	27,000

Now provide the creature with limbs. These may be any of four basic types: arms and strikers, legs, or wings.

Arms (and tentacles) enable it to grasp things, commonly including its prey. Strikers enable it to strike blows, but not to grasp things. Arms and strikers are basically similar otherwise. In human proportions, arms are about 5% of body volume.

Legs give the creature the ability to walk. These must be at least 60% of body volume, but may far exceed that proportion, particularly for monsters with many legs.

Wings allow the monster to glide or fly. They must be at least 4% of body volume (volume has been modified per p. W142). The resulting statistics are totals for *all* the wings.

Arms/Strikers Table

Volume	Weight	Surface	HPs	Reach
0.07	4	1	3	0.5
0.225	14	2	6	0.7
0.55	34	4	12	1
1.8	112	9	27	1.5
4.3	270	16	48	2
8.4	525	25	75	2.5
39	2,400	70	210	4
130	8,000	150	450	6
310	20,000	280	840	8
1,050	66,000	620	1,860	12
2,500	160,000	1,100	3,300	17
8,500	530,000	2,500	7,500	25
20,000	1,250,000	4,400	13,000	33
39,000	2,400,000	6,900	20,700	42

Legs Table

Volume	Weight	Power	Surface	HPs
0.9	56	0.25	6	9
3	188	0.83	12	18
7.2	450	2.00	22	33
24	1,500	6.70	50	75
60	3,750	16.70	90	135
110	6,900	30	140	210
520	33,000	150	390	585
1,900	120,000	550	920	1,400
4,200	260,000	1,200	1,600	2,400
14,000	875,000	4,000	3,500	5,250
34,000	2,100,000	9,500	6,300	9,500
110,000	6,900,000	30,000	14,000	21,000
260,000	16,000,000	70,000	24,000	36,000
520,000	32,000,000	140,000	39,000	59,000

of Legs SAM

# of Legs	SAM
2	0.60
3	0.50
4	0.40
6	0.30
8	0.25
12	0.20
20	0.15
100	0.05

Leg volume must be at least 60% of body volume. The legs table's values assume a single leg; a giant hopping monster would use them unmodified. Most monsters will have multiple legs; pick how many from the table to the left, and multiply the surface and HPs by the surface-area multiplier (SAM) to get these values for each leg. Volume, weight, and power are only figured for all legs in total.

Wings Table

Volume	Weight	Thrust	Surface	HPs	Span
0.06	3.75	0.06	7	11	10
0.2	12.5	0.2	15	23	16
0.5	30	0.45	27	40	21
1.6	100	1.5	60	90	31
4	250	3.5	110	165	42
7	440	6.7	165	250	50
35	2,200	32	480	720	90
120	7,500	110	1,050	1,600	130
280	17,500	260	1,900	2,850	175
920	57,500	850	4,200	6,300	260
2,200	140,000	2,100	7,600	11,400	350
7,600	475,000	7,000	17,000	25,500	500
18,000	1,100,000	16,000	30,000	45,000	690
44,000	2,750,000	32,000	47,000	70,000	870

Options

Several options are also available for more exotic designs:

Elongated Body: A horizontal creature may have a body like that of a snake or centipede. To simulate this, multiply the length of a horizontal body $\times 3$ and the surface area and hit points $\times 1.5$; volume and weight are unchanged. If the creature has wings, volume should be at least 60% of the body volume.

Elongated Neck: To simulate a creature with a very long neck like that of a giraffe or plesiosaur, take the statistics for the head from the arm/striker table, using a volume about 50% of that for a standard head for its body size.

Flippers: Flippers resemble legs, but can be smaller, since they don't have to support the creature's weight. On the other hand, they have disproportionate surface area. Define them as legs, typically with total volume equal to 60% of body volume; then multiply volume, weight, and power $\times 0.35$ and surface and hit points $\times 0.7$.

Legless: A creature with no legs can still crawl over the ground. (*GURPS Vehicles* refers to this as a flexibody.) To calculate the motive power, find the smallest possible size of legs in the legs table, and divide the power specified for them by 2. The same computation can be made for any creature that swims with its whole body, whether or not it has legs.

Multiple Heads: For a multiheaded monster such as the legendary chimera or Lord Ghidorah, each head will be somewhat smaller. If the monster has N heads, each head's volume should be about $(N + 1) / (2N)$ times the volume of a single head. This works out to each head being 75% of normal size for a two-headed creature, 67% for three heads, 63% for four, 60% for five, or 58% for six.

Short Arms/Strikers: For creatures with short arms, such as tyrannosaurs, select arms of standard proportion to the body then halve volume, weight, surface, hit points, and reach.

Super-Strength: Many giant monsters are much stronger and faster than even this construction system would allow. To design such monsters, multiply muscular power (and aerial motive thrust) by 2, 5, or even 10.

Tails: A tail may be treated as an arm or striker. A prehensile tail such as a New World monkey's is an arm, typically with bad grip. A large, heavy tail, such as a crocodile's or tyrannosaur's, is a striker. Striker tails are typically longer than standard arms of the same volume, because they are closer to cones than cylinders in shape; for the same volume, multiply length $\times 3$ and surface area and HP $\times 1.7$. This same approach can be used to create other large, powerful generic strikers. Semi-upright dinosaurs typically have tails with length equal to their overall height, providing them with improved balance; this enables them to run upright at full speed. A large, heavy tail doubles the power output of a creature that swims with its whole body.

Armor

After selecting all body parts, choose a body covering. For a realistic creature, skin provides no PD or DR; fur or scales provide DR 1; thick fur, feathers, a thick hide, or heavy scales provide PD 1, DR 1; an exoskeleton provides PD 2, DR 2; armor plates provide PD 2, DR 3. For a cinematic creature, PD is the same, but multiply DR by (body hit points/10); this can make a very large creature just about invulnerable!

Robot Monsters

Some monster films, especially the campier ones, showed monsters with parts of their bodies replaced by robotic parts, such as a giant ape with a mechanical head. For relatively small monsters, see the mecha design rules on p. 72 and choose limbs of suitable size, or see the *Subassemblies* list on p. W127 to choose a head. Larger monsters can have larger subassemblies for heads (the Large Capital subassembly with 30K VSPs almost exactly matches the 156,000-cf head of a 500' giant monster); for bodies, legs, arms, and strikers it will be necessary to use the design rules in *GURPS Mecha, Robots, or Vehicles*. The same rules can be used to design a complete giant robot monster.

For giant monsters that are entirely robotic, a simpler approach is possible. Design the creature using the standard rules, then simply transform it into "living metal." Such a creature has half normal Move, Dodge, and Speed, but gains PD 4 and DR equal to half its height (for a vertical body) or 60% of its length (for a horizontal body). Against electrical attacks, it has PD 0, DR 1. All its physical attacks do +2 damage.

Statistics

Now determine the creature's statistics. ST is computed from its weight and the power of its leg muscles: multiply power by 2,000, subtract weight in pounds, and divide the difference by 25. DX, IQ, and HT may be assigned as seems appropriate. IQ for a creature with "animal" intelligence should be between 2 (for an insect) and 7 (for a very sophisticated animal). HT is typically between 12 and 16, depending on how hard the animal is to kill. (This is different from the formula for vehicles on p. W144, because a vehicle's HT reflects its ability to support a load, but a living creature's HT reflects its capacity to withstand injury and heal.)

Movement

For ground movement, multiply the creature's power output by 2,000, and divide by its weight. Take the square root of the resulting number. To obtain the ground speed in mph, multiply by the speed factor for its number of legs – this is 4 for no legs, 6 for one leg, 8 for two, 10 for three, or 12 for four or more legs.

For swimming, first determine the creature's hydrodynamic drag. Take the cube root of its total weight; square it; divide by 1 for a land creature such as a human being, by 2 for a blocky creature such as a manatee or plesiosaur, by 5 for a typical fish, or by 10 for a streamlined creature such as a shark or dolphin. Now determine the creature's propulsive thrust: multiply its power output $\times 4$ for walking legs, $\times 40$ for flippers, or $\times 400$ for a creature that swims with its whole body. Divide thrust by drag, take the cube root of the quotient, and multiply it $\times 6$; this is the swimming speed in mph.

For flying, first determine the creature's aerodynamic drag: divide its total surface area by 1 for a land creature with wings stuck on (such as a gryphon), by 2 for an average flying creature, or by 5 for a fast flying creature such as a hawk. Multiply motive thrust by 7,500, divide by drag, and take the square root; the result is air speed in mph.

To determine Move, divide speed in mph by 2. Dodge is half of Move or half of DX, whichever is higher.

Attacks

Select any specialized strikers that seem appropriate, such as claws, horns, spines, or teeth (see pp. CI66-67 for statistics). Many giant creatures are capable of massive biting attacks. Assume that a creature can pick up a foe up to half the volume of its head with its teeth, or hold a foe up to one-tenth the volume of its head in its mouth. For example, a 75' tall dinosaur (head volume 520 cf) could try to swallow a jeep (18 cf) – if it could pick it up, of course. If the creature has an elongated neck, count the head as having 20% of the total volume of the head and neck for biting purposes.

Unusual Attacks

What about giant monsters with unusual attacks, such as the classic fiery breath? For a simple way to simulate these, see the *Natural Attacks* section of *GURPS Compendium I* (pp. CI72-73). Disregard the point costs, unless the monster is being created as a character, but note the effects and their durations, ranges, and radii. To buy more powerful variants, use the "cheap" improvement scheme, which adds a number of dice of damage to the attack and increases its range by the same number of increments. (If paying points, note that the cost for each step is 6 points.)

Example: The Nazis have awakened Fafnir, a legendary dragon from Norse myth, to fight on their side. His fiery breath is much more potent than the standard Breathe Fire (see p. CI72). Five increments of improvement give him a breath weapon that does 6d of damage and has a range of 18 hexes.

Note that some giant monsters are radioactive or have radioactive attacks. To simulate the effects of such attacks, assume that the monster's natural attack also inflicts 10 rads on its target (see pp. CII146-148). This is enough to leave visible effects and contamination, but one attack will hardly ever be lethal, which fits the way films portray such attacks. It works best with the Breathe Fire, Flash, and Smoke attacks. Point cost is 27 points as a breath attack or 40 points as an area attack.

Partially robotic (or early bionic) monsters can have weapons installed inside their mechanical body parts. The weapon can be any standard weapon of the period or any superscience weapon from this book (see pp. 77-79). If paying points for the monster's abilities, use the cost scheme from *GURPS Robots* (p. RO28), which bases point cost on the Legality of the weapon (as defined on p. B249), as follows:

LC	Weapons	Point Cost
6	nonlethal weapons	5
5	powerful nonlethal weapons and low-tech armor	10
4	hunting weapons and low-tech weapons	15
3	light concealable weapons and military body armor	15
2	high-powered hunting weapons	25
1	individual-level military weapons	50
0	grenades, heavy military weapons	100
-1	weapons of mass destruction	200

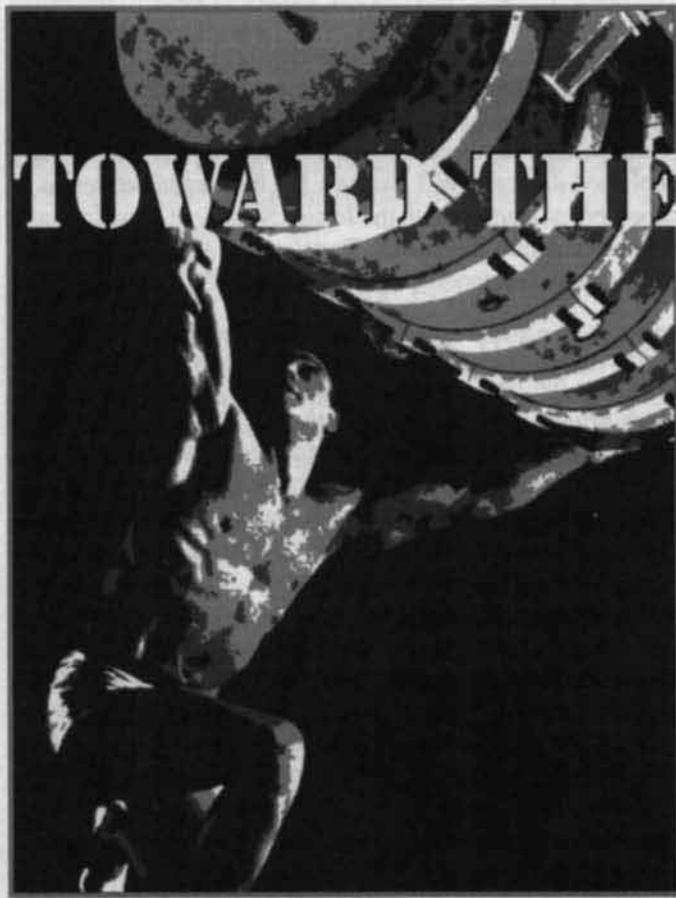
Monsters can also carry weapons, of course; imagine a reanimated triceratops with a howdah on its back holding a heavy machine gun. This doesn't take any special design; simply make sure that the weapon module (see p. W133) is within the monster's carrying capacity, based on its ST. As a rule, animals will not carry loads greater than $10 \times ST$ on their backs.

Mukade

One of the monsters described in Japanese folklore resembles a giant centipede (see p. J118) with glowing eyes. To illustrate the design system, here is a re-creation of the *mukade*.

It has an elongated body up to 25' long. The standard 7.5' horizontal body, with its length tripled for the *Elongated Body* option, is 22.5' long. It has volume 5 cf and weight 280 lbs., with the elongated body modifying surface to 27 sf, and body HPs to 40. A relatively small head seems appropriate; the next lower size has volume 0.3 cf, weight 17 lbs., surface 3 sf, and 4 HPs. Its legs need to have total volume 3 cf; a set this size gives them total weight 188 lbs. and power 0.83 kW. The base leg surface is 12 sf and base HPs 18; making this an actual 100-legged creature gives a SAM of 0.05, for 0.6 sf and 1 HP per leg. Total volume is 8.3 cf; total weight is 485 lbs.; total surface area is 90 sf, the majority of which is in the legs. The *mukade* has an exoskeleton, which provides PD 2 and DR 2; for a cinematic treatment, multiply this by (27/10) to give DR 5. As a carnivore, it has a bite that does cutting damage based on ST.

By the formulas above, the *mukade* has ST equal to $(2,000 \times 0.83 - 485) / 25 = 47$; its bite damage is thus 2d+2 (see p. B140). Assign it DX 12, IQ 2, and HT 12. Its speed is 12 \times the square root of $(2,000 \times 0.83 / 485) = 22$ mph, or Move 11.



The first superhero comics, published just before WWII (Superman appeared in 1938, the Batman in 1939), looked back to many sources, from pulp heroes such as Doc Savage and Zorro to earlier secret avengers such as the Scarlet Pimpernel and the Count of Monte Cristo, but they added a new element. The heroes had strange powers of mysterious origin.

Thus, the *mukade*:

ST: 47	Move/Dodge: 11/6	Size: 8
DX: 12	PD/DR: 2/5	Weight: 485 lbs.
IQ: 2	Damage: 2d+2 cut	
HT: 12/40	Reach: C	

Here are two further GMDS-built examples:

Fifty-Foot Ape

This creature is basically human in shape, with a vertical body sized for 50' height and everything else in proportion.

ST: 1,600	Move/Dodge: 7/6	Size: 7
DX: 12	PD/DR: 1/1	Weight: 10 tons
IQ: 7	Damage: 160d cr	
HT: 14/270	Reach: 2.5	

Kraken

Scandinavian legends tell of a huge reptilian creature that haunted the oceans. This version is actually a plesiosaur of incredible size and ferocity, built with a 320' horizontal body, flippers, and a long neck. It attacks by biting with sharp teeth; its mouth can hold 780 cf or 156 VSPs, or grab five times as large an object.

ST: 2,680,000	Move/Dodge: 10/5	Size: 500
DX: 11	PD/DR: 1/5,250	Weight: 16,500 tons
IQ: 3	Damage: 6d \times 22K cut	
HT: 16/82,000	Reach: 42	

SUPERMAN

Previous literary characters with such powers had been ambivalent, such as Frankenstein's monster or Philip Wylie's Hugo Danner, or outright evil, such as H.G. Wells' invisible man Hawley Griffin. Superman and other characters like him combined the superhuman powers from one genre with the secret identities from the other in a new narrative formula.

As WWII got under way, American comics showed superheroes getting involved in it, and the involvement intensified with American entry into the war. The scale and intensity of combat had increased beyond ready human comprehension; but the powers of superheroes equaled them, suggesting that one man might bstride the modern battlefield like a colossus.

The superhero is the mirror image of the monster; he is equally powerful and equally set apart from humanity, but ultimately benevolent. Just as a productive approach to monsters is to portray them as reflecting human fears, a productive approach to superheroes is to portray them as reflecting the human ability to cope with fear. The superhero can be taken as an exaggerated portrait of the soldier - granted new abilities and new resources through an ordeal that sets him apart from his previous life, wearing a distinctive costume and possibly called by a new name, and engaged in a heroic mission of fighting evil and protecting the innocent (mainly, of course, from adversaries remarkably like him). Such parallels will emerge especially strongly if superheroes are in the military or operate under governmental auspices as a paramilitary force.

ORIGIN STORIES

Men with superpowers must get them from some source; so at least the comics say, giving every hero an origin. The actual comics of the time seemed to assume that any origin was good enough, from learning the magical name of an ancient wizard to being raised by condors in Outer Mongolia, but a GM wanting something with more claims to plausibility may want a consistent rationale, or a handful of them. Here are a few possibilities, drawn from the science fiction and speculative science of the era:

Genetic superiority. One route to this is eugenics, though the time scale may be a problem; the Nazis, for example, weren't in power long enough for even one generation of genetic selection (a prolonged stalemate between Germany and the Allies might produce a future with eugenic *Übermenschen*). This option should grant only advantages normally available to human beings, though they may be unusual ones; inbreeding may add birth defects. Experiments with induced mutation at the turn of the century led to speculations that new species originated as mutants, an idea that inspired the classic "mutant superman" novel *Odd John*, by Olaf Stapledon, which coined the name *Homo superior*. This option can grant exotic abilities, but they should be similar to those of real living organisms. A superscience campaign may have evolution rays, such as the ultra-high-voltage X-rays in John Taine's *Seeds of Life*. This option can grant more cinematic abilities, especially advanced mental abilities such as Intuitive Mathematician or psi powers.

New drugs or chemicals. Precedents are the drugs taken by Henry Jekyll in Robert Louis Stevenson's *Dr. Jekyll and Mr. Hyde*, the invisibility treatment in H.G. Wells' *The Invisible Man*, and the prenatal treatment in Philip Wylie's *Gladiator*, often considered the model for Superman's powers. As these examples show, a higher power level can be appropriate for this origin.

Brilliant inventors. Chapter 4 has some possibilities for radical new devices that grant or simulate superpowers. Cinematic gadgeteering rules may be useful here.

Aliens. Visitors from strange planets may naturally have unusual powers and abilities. Most of the entries under Racial and Super Advantages in *GURPS Compendium I* are plausible.

Psionics. Research on psychic phenomena (p. 70) may unleash previously untapped potentialities in its subjects. Treat these as psionic abilities with Power up to 8, or 10 for single-skill powers.

The subconscious mind. Carl Jung's psychoanalytic studies of the collective unconscious may create human beings who embody heroic archetypes with extraordinary powers. Since Jung remained in Germany and cooperated with the Nazi regime, his work might create heroic Nazi archetypes! This can justify anything from above-normal human abilities to godlike powers, but should in any case have legendary precedents.

SUPERPOWERS IN WWII

Comic book heroes in the 1940s were almost entirely American; for one thing, most of the rest of the world had no paper to spare. The heroes of U.S. comics were usually portrayed as Americans, just as was the case for the heroes of U.S. action films. Such exceptions as the quasi-superheroic Blackhawks, an international team of seven fliers led by a Pole, were relatively few. The other superpowered characters were villains, often from the Axis nations, and motivated by the conscious pursuit of evil. This simplified morality was common in adventure stories in all media, especially those aimed at children, as comic books were.

Conscious dedication to good, and an opposition consciously dedicated to evil, formed part of the superheroic formula. Another part, for most characters, was operating alone, without official support, under an alias and wearing a disguise. Formulaic superheroes make for a relatively light treatment of WWII, with cinematic action and an emphasis on 1-on-1 duels between costumed adversaries. Less formulaic approaches fit into other campaign styles.

The Golden Age

Many classic four-color superheroes were first published during WWII. A standard pattern for such characters emerged, which is still in use over half a century later. It includes an origin in extraordinary events or experiences, superhuman powers, a secret identity, a dramatic code name, a colorful costume, and idealized ethical motivations. Comics actually published during WWII also saw the first organized teams of superheroes, starting with the Justice Society of America, later transformed into the Justice Battalion of America and redefined as a government-sponsored force.

The Grim and Gritty Age

Over the past quarter century, from *Watchmen* and *The Dark Knight Returns* to *The Authority*, a different treatment of superhuman adventurers has emerged. Its core idea was, "If these superhuman beings really existed, what would the consequences be?" At its most basic, it envisioned the destructive effect of violence as greater and harder to control, saying that a hero who could lift a tank would kill an unprotected human being with one punch. It called into question the idealized superhero ethic; not only were superheroes wielding deadly force, but their powers tempted them to assume the right to judge lesser mortals. And it questioned such ideas as code names and bright costumes, viewing them either as a disguise for more cynical realities, as in DC Comics' *The Golden Age*, or simply as unnecessary, as in Warren Ellis' *Planetary*.

GMs wanting to transpose this less four-colored approach back to WWII may want to remember that it has antecedents in earlier stories. From the darker pulp heroes, such as the Shadow, up through WWII comic book superheroes, many adventurers of older generations used deadly force freely. And the first few Marvel Comics superheroes defied many four-color formulas, as when the Fantastic Four started out in civilian clothes, fighting menaces to humanity

IF YER SO SUPER, HOW COME WE AIN'T WON YET?

Golden Age superheroes often fought victorious battles against Axis armies or fleets. Somehow, their victories did not bring the war to an early end. This lack of historical impact still remains a given in most four-color comics, but with the powers and abilities of four-color heroes, it needs a little explaining. Two bombs brought Japan from desperate defiance to surrender; why wouldn't an American superhero as powerful as one of those bombs do the same?

One answer is that formulaic superheroes act with superhuman restraint. A giant dinosaur may trample Tokyo and reduce it to rubble, killing thousands of people, but a superhero will have some measure of Pacifism that makes him unwilling to do the same. The actual superheroes of the 1940s tended not to follow such stringent ethical codes, but superheroes since the 1950s have made them customary.

Another answer is that superheroes may not be that powerful. If a high-end superhero has no more power than a tank, or even a battleship, that's not going to affect the strategic picture very much, any more than one real tank or battleship would do so. Superheroes are like isolated advanced gadgets; they may be ahead of their time, but if no one can duplicate their feats they don't raise the average power level significantly.

Finally, there may be superheroes on the other side. The two sets of supers may actually spend most of their time fighting each other, largely neutralizing each other's effects on the war, which staggers on along its actual historical course. This is more or less how things work in post-war superhero comics, though there may be extensive collateral damage.

in secret. Their first public manifestation deliberately evoked the monsters of earlier comics, as did the Doom Patrol, published by DC Comics at almost the same time, and the fear-of-mutants theme in *X-Men*.

The violence of a world war is a natural setting for super-beings who feel free to use deadly force, adding to the terrors of the battlefield. This approach could also be integrated with the magical conspiracies of *GURPS Cabal*, itself a plausible source of beings with superhuman powers. The Cabal or some other Legion of Monsters could even be the heroes of a storyline in this idiom.

Beyond Good and Evil

Friedrich Nietzsche's superman was "beyond good and evil," free to disregard the moral rules ordinary human beings lived by. Many later writers also assumed that superhuman beings would necessarily be amoral. For example, Olaf Stapledon's 1936 novel *Odd John* showed its mutant hero engaged in homosexuality, murder, and genocide, and hinted at incest. Hugo Danner in Philip Wylie's *Gladiator* (1930) rejected God, monogamy, law, and society. Comic book heroes were seldom "supermen" in the Nietzschean sense; they might have superhuman powers, but they usually also were devoted to enforcing human laws. Still, earlier superhumans paid no more tribute to human morality than human beings did to the rights of sheep and cattle.

Raskolnikov in Dostoyevsky's *Crime and Punishment* committed murder to prove himself a man of destiny; Stapledon's *Odd John* awakened to his own superhumanity after committing murder; many German expressionist films, such as the Dr. Mabuse series by Fritz Lang, explored the same link. A recent fictional character who combines the same two traits is Dr. Hannibal Lecter, "Hannibal the Cannibal," especially the literary version. In comic books, this combination is usually found in supervillains and is a mark of evil or madness. Superhumans of this type are effectively another sort of monsters. Such amoralists could also work as antiheroes in a "grim and gritty supers" campaign.

In a sense, any army is made up of this kind of supermen. Soldiers are not merely permitted, but required, to set aside the moral laws of civilian life; violence and deception are praiseworthy in them, at least if they succeed. Nazi Germany, claiming to be a nation of supermen inspired by Nietzsche's ideas, glorified soldiers and violence and subjected daily life to a militarized routine; but the same pattern was present in many other nations, going back to the Italian Futurist movement of WWI.

MASS-PRODUCED SUPERS

What if people with superpowers weren't all that unusual? There might be a medical or technological process that enhanced human capabilities cheaply enough to be used with large numbers of subjects. Or it might simply be very advanced training in some arcane technique – the Dzerzhinsky Commune, an experimental proto-Lysenkoist school headed by Anton Makarenko in the late 1920s, was intended to mass-produce the "New Soviet Man," and similar programs would no doubt emulate this approach. Or some spontaneous natural process might bring large numbers of supers into being. Large enough numbers of supers could be trained, and perhaps manufactured, through industrial rather than crafts methods. This would work especially well if all the supers had the same abilities, or fell into a few standard types.

This formula can evoke either of the other two. The *GURPS IST* timeline has relatively low-powered superheroes serving openly in the armed forces of their countries; they aren't actually mass produced, but are identified through mass screening, often by harsh methods. For a mass-produced treatment of the "grim and gritty" style, envision a corps of superhuman spies and commandoes fighting in secret, without public recognition. A campaign with powers drawn entirely from *GURPS Psionics* might offer one useful approach to this theme.

SUPER-SOLDIERS

The prototypical super-soldier was Captain America, published by Timely (now Marvel) Comics. Thanks to a "super-soldier serum," he gained physical abilities roughly at peak human performance. An army at this level of capability, without mental powers or energy blasts or even bulletproof skins, would be able to dominate a battlefield. S.M. Stirling's *Draka* series illustrates just such an army; his *Draka* are products of generations of eugenics plus rigorous training and a measure of cinematic optimism about how well these methods work. Even more cinematically, the GM can use this template for "Aryan supermen" such as the *Lebensborn* or the vat-grown guards of the Antarctic Refuge. If the eugenics program began in 1933, by this century the Fourth Reich might have fourth- or even fifth-generation super-soldiers!

The following template can serve as the basic building block for a generic super-soldier:

Super-Soldier 250 points

Attributes: ST 19 [100]; DX 11 [10]; IQ 10 [0]; HT 13 [30].

Advantages: Combat Reflexes [15]; Extra Hit Points +3 [15]; Hyper-Reflexes [15]; Patron (Elite military unit, 9 or less) [15]; Unusual Background [50]; Very Fit [15]; and 15 points in *National Advantages* (see p. W68).

Disadvantages: Extremely Hazardous Duty [-20]; Increased Life Support (x2 food requirements) [-10]; and -30 points in *National Disadvantages* (see p. W69).

Primary Skills: Brawling (P/E) DX+1 [2]-12; Camouflage (M/E) IQ [1]-10; Climbing (P/A) DX-1 [1]-10; Gunner (Machine gun) (P/A) DX [1]-11; *Guns (Light automatic) (P/E) DX+1 [1]-12; *Guns (Rifle) (P/E) DX+2 [2]-13; *Hiking (P/A; HT) HT-1 [1]-12; Knife (P/E) DX [1]-11; Soldier (M/A) IQ+1 [4]-11; Spear (P/A) DX-1 [1]-10; Stealth (P/A) DX-1 [1]-10; Throwing (P/H) DX-2 [1]-9; Traps (M/A) IQ-1 [1]-9.

Secondary Skills: Armoury (Small arms) (M/A) IQ-1 [1]-9; Demolition (M/A) IQ-1 [1]-9; Engineer (Combat) (M/H) IQ-2 [1]-8; First Aid (M/E) IQ [1]-10; Orienteering (M/A) IQ-1 [1]-9; Scrounging (M/E) IQ [1]-10; Survival (any) (M/A) IQ-1 [1]-9; Swimming (P/E) DX [1]-11.

Background Skills: A total of 4 points in Bicycling, Guns (Flamethrower, Grenade launcher, LAW, or Pistol), or Motorcycle (P/E); Boating, Driving (Automobile or Construction equipment), Gunner (Cannon or Mortar), or Riding (Horses) (P/A); Carousing (P/A - HT); Skiing (P/H); Area Knowledge (any), Cooking, Savoir-Faire (Military), or Telegraphy (M/E); Administration, Electronics Operation (Communications), Forward Observer, Freight Handling, Gambling, Intimidation, Mechanic (Gasoline engines), Streetwise, or Teamster (M/A); or Animal Handling or Explosive Ordnance Disposal (M/H).

Equipment

A major part of the advantage of being a super-soldier is the ability to carry unusually heavy and powerful equipment. Here are several examples:

Bicycle, Heavy - A rugged transmission allows use by riders up to ST 20. Top speed is 25 mph on-road, 4 mph off-road. Steel frame and wheelguards have PD 2, DR 4, and 7 body HPs. A rechargeable lead-acid battery stores 600 kW's to power headlight or other gear. \$28, 86 lbs. Optional sloped transparent gun shield gives PD 4, DR 10 to hit locations 5, 10, 17, and 18, but reduces speed 20%; \$24, 34 lbs.

Cuirass, Concealable (9-10, 17-18) - This chest protection gives PD 4, DR 15 (front), DR 5 (rear). \$125, 24 lbs.

Helmet, Reinforced (3-4) - PD 3, DR 7. \$6, 8 lbs.

M-1 Plus Garand, .45 - Malf 16, Dam 11d, SS 17, Acc 14, 1/2D 1,200, Max 5,100, Wt. 23.2, Awt. 1.7, RoF 2-, Shots 8, ST 17, Rcl -4, Hold -7, Cost \$250.

M-1A1 Plus Thompson .60 ACP - Malf 16, Dam 3d+, SS 14, Acc 8, 1/2D 225, Max 1,900, Wt. 22.5, Awt. 3.8, RoF 11*, Shots 30, ST 14, Rcl -4, Hold -6, Cost \$120.

"St. George" 300 points

Age 23; 5'11"; 160 lbs.; a muscular young man with red hair and irregular teeth.

One of the first "super-soldiers" created by British biochemists during the dark days of 1940, Capt. George Mainwaring accompanies critical SOE commando operations and tours Britain to keep up civilian morale between missions. "St. George" is a nickname given him by the tabloids, which he dislikes but is too well-bred to object to in public.

ST 19 [100]; DX 11 [10]; IQ 10 [0]; HT 13 [30].

Advantages: Alertness +1 [5]; Animal Empathy [5]; Combat Reflexes [15]; Extra Hit Points +3 [15]; Hyper-Reflexes [15]; Imperturbable [10]; Military Rank 3 [15]; Patron (British government; 9 or less) [30]; Status 2 [5]; Super Running 1 [20]; Unusual Background [50]; Very Fit [15].

Disadvantages: Code of Honor (Officer's) [-10]; Extremely Hazardous Duty [-20]; Hidebound [-5]; Honesty [-10]; Increased Life Support (x2 food requirements) [-10]; Odious Personal Habit (Condescending manners) [-5]; Overconfidence [-10]; Sense of Duty (to Regiment) [-5].

Quirks: Enthusiastic horseman; Slow to pay bills but always pays gambling debts; Uses Latin conversational tags, often inaccurately. [-3]

Skills: Animal Handling-12† [1]; Appreciate Beauty (Horses)-7/17** [1]; Armoury-9 [1]; Brawling-12 [2]; Camouflage-10 [1]; Climbing-10 [1]; Dancing-10 [1]; Demolition-9 [1]; Engineer (Combat)-8 [1]; First Aid-10 [1]; Gambling-9 [1]; Gunner (Machine gun)-11* [1]; Guns (Light automatic)-12* [1]; Guns (Rifle)-13* [2]; Hiking-12 [1]; Knife-11 [1]; Orienteering-9 [1]; Riding-14* [1]; Savoir-Faire-12 [0]; Savoir-Faire (Military)-10 [1]; Scrounging-10 [1]; Soldier-11 [4]; Spear-10 [1]; Sports (Football)-10 [1]; Stealth-10 [1]; Survival (Woodlands)-9 [1]; Swimming-11 [1]; Throwing-11 [4]; Traps-9 [1].

Languages: English-10 (native) [0]; French-9 [1]; Latin-9 [1].

* Includes +1 from IQ 10. † Includes +4 from Animal Empathy. ** Bought up from default from Savoir-Faire.

NATIONAL CHARACTERS

GURPS WWII suggests national character traits for the main combatants. Similar differences between superbeings from various nations are plausible. GMs who decide to have more than just American supers will need to consider what forms they take elsewhere. Do they consider themselves to be villains or heroes in their particular stories? And if they view themselves heroically, what is their conception of heroism?

American Supers

America is the homeland of private enterprise, and its supers fit this pattern; most are private individuals who take up personal crusades against evil. This can have its own dark side; an obvious example of masked Americans riding out at night is the Ku Klux Klan! More optimistic visions filled the comics.

After Pearl Harbor, citizens rushed to join the armed forces, factories switched from consumer goods to weapons, and superheroes became government agents (for example, the Justice Society of America became the Justice Battalion of America), often revealing their true identities to their new superiors. Supers could be counted as doing valuable war work and be draft-exempt, but some served in the military and worked overseas. American superheroes are also, to paraphrase Tocqueville, "inveterate formers of associations"; the Monitors (see box) are a typical WWII-era U.S. super-team.

British Supers

British supers are likely to have aristocratic ties, fitting into a long tradition of gifted noble adventurers from Sir Percy Blakeney (the Scarlet Pimpernel) to Lord Greystoke (Tarzan of the Apes) to Lord Peter Wimsey. They may not favor costumes and code names; the gentleman's Code of Honor makes anything like boasting of one's abilities improper. The lower classes need not display the same restraint. Gentleman supers should have Comfortable or better wealth, Independent Income, and Status (with the accompanying *Savoir-Faire* skill).

If British supers form teams, a comparison to the Round Table is all but inevitable. Powered armor could be modeled after late medieval plate – not historically authentic for the likely time of a real "King Arthur," but the standard image. During the war, most British superhero comics featured flying heroes – such "knights of the air" might make an interesting team.

German Supers

With the Nazi mythos of the "Aryan superman," the obvious idiom for a superhero is as an embodiment of Aryan blood. There will be no question of secret identities, of course; if Hitler learns that superhuman powers are possible, finding and recruiting them will become a major goal of his regime. Superhumans will play a major role in propaganda; imagine Leni Riefenstahl filming the exploits of a reincarnated Siegfried. A Nazi will probably have Fanaticism; an old-line aristocrat will have Code of Honor, often the Extreme version. Either type will have a Duty, and those on the front line will have Extremely Hazardous Duty. Appearance may be Handsome, embodying "Aryan" good looks, or Ugly, as a physical image of moral corruption; average looks should be uncommon.



The Monitors

The world's first team of masked vigilantes operated out of New York City, fighting crime across the north-eastern states. The founding members were the Grenadier, from Cleveland; the Scarab, from New York City; and the Red Flower, from Baltimore. By the eve of the war only the Grenadier remained active, leading new teammates Erebus (a night-riding horseman from Richmond) and Zero (a New York City chemist who invented a pistol firing anesthetic darts).

The New York police decided to take action against these outlaws. Policewoman Janet Byrd assumed the role of "Bluejay" (based on her nickname on the force, "Jaybird") and fought crime, with covert aid from the police. Eventually she was offered membership on the team. While gathering evidence, she came to respect her teammates and was reluctant to turn them in. The war's outbreak suggested an alternative; she got in touch with the FBI and proposed recruiting the Monitors to combat espionage and sabotage. The recommendation worked, and she became the FBI's liaison to their new operatives – but it ruined her career on the police force, which understandably felt betrayed by her actions.

The Monitors served honorably during the war and emerged with a new legitimacy as the first openly operating superteam.

Japanese Supers

Legends and traditional codes of honor are stronger in Japan even than in Britain or Germany. Supers will be compared to samurai, or perhaps to *rōnin* if they are granted unusual freedom of action. A cultural admiration for heroic death may lead many supers to engage in suicidal attacks. Code of Honor (*Bushidō*) is likely, normally in the Extreme version. If superpowers can be induced, gaining them will be a privilege of officers and aristocrats; if they appear accidentally, anyone who gains such powers may be redefined as a *rōnin* to save face.

Soviet Supers

Marxism is based on historical materialism; human nature changes when society changes, and society changes when technology changes. Supers in the U.S.S.R. may gain their abilities largely from advanced technology, such as weapons or battle-suits. Or social advances may give birth to a "new Soviet man," trained to the heights of human perfection or simply inspired by heroic revolutionary will, like the Stakhanovite workers in Stalin's factories. Both Fanaticism and Paranoia are common.

SUPER-NINJA

One group within Japanese society to whom superhuman powers are already attributed is the ninja. Legend said that they could turn invisible, walk through walls, and strike deadly blows from a distance, among other feats. GMs may design ninja with exotic martial arts skills, chi-based powers, psionic abilities, peculiar gadgets, or several of these. Emphasize abilities that favor stealth and infiltration. The following template can be used to create superhumanly gifted ninja, either as adversaries or as player characters:

Super-Ninja 200 points

Attributes: ST 10 [0]; DX 14 [45]; IQ 12 [20]; HT 10 [0].

Advantages: Combat Reflexes [15]; Composed [5]; Enhanced Dodge [15]; Patron (Ninja clan; 12 or less) [20]; Trained by a Master [40]; and 20 points in Absolute Direction [5], Alertness [5/level], Ambidexterity [10], Danger Sense [15], Enhanced Parry [10], Fit [5] or Very Fit [15], Immunity to Poison [15], Manual Dexterity [3/level], Night Vision [10], Peripheral Vision [15], or Single-Minded [5].

Disadvantages: Extremely Hazardous Duty [-20]; Secret [-20]; and -10 points in *National Disadvantages* (see p. W69).

Primary Skills: Hypnotism (M/H) IQ+3 [10]-15; Invisibility Art (M/VH) IQ [8]-12; Shadowing (M/A) IQ+4 [10]-16; Stealth (P/A) DX+2 [8]-16; Traps (M/A) IQ+4 [10]-16; and one of Blowpipe (Fukiya), Garrote, or Knife (P/E) DX+2 [4]-16 or Shuriken (P/H) DX [4]-14.

Secondary Skills: Acting (M/A) IQ [2]-12; Body Language (M/H) IQ-1 [2]-11; Climbing (P/A) DX-1 [1]-13; Disguise (M/A) IQ [2]-12; Holdout (M/A) IQ+1 [4]-13; one of Judo or Karate (P/H) DX-2 [1]-12; one of Acrobatics or Throwing (P/H) DX-1 [2]-13, Camouflage (M/E) IQ+1 [2]-13, Armoury, Demolition, Lockpicking, Mechanic, or Tracking (M/A) IQ [2]-12, or Cryptography, Forgery, Intelligence Analysis, Poisons, or

Tactics (M/H) IQ-1 [2]-11; and one of Parry Missile Weapons (P/H) DX [4]-14, Power Blow, or Pressure Points (M/H) IQ [4]-12, or Blind Fighting or Breath Control (M/VH) IQ-1 [4]-11.

Background Skills: Hidden Lore (Ninja clans) (M/A) IQ-1 [1]-11 and one of Area Knowledge (Japan) (M/E) IQ [1]-12, Leadership or Teaching (M/A) IQ-1 [1]-11, Philosophy (M/H) IQ-2 [1]-10, or Conspiracy Theory (M/VH) IQ-3 [1]-9.

Tsuchigumo (The Spider) 290 points

The most skilled student in his clan took a radical step, inspired by hints in ancient documents, deliberately blinding himself to enhance his other senses. The experiment succeeded, and in a darkened environment he is uniquely deadly. He seldom reveals his true identity, but has made contacts in the Japanese government, and aids its imperial ambitions.

ST 10 [0]; DX 14 [45]; IQ 13 [30]; HT 12 [20].

Advantages: Alertness +5 [25]; Combat Reflexes [15]; Composed [5]; Danger Sense [15]; Discriminatory Smell [15]; Enhanced Dodge [15]; Fear Sense [10]; Fit [5]; Patron (Ninja clan; 12 or less) [20]; Resistant to Poison [5]; Trained by a Master [40].

Disadvantages: Blind [-50]; Extremely Hazardous Duty [-20]; Secret [-20].

Quirks: Mainly active at night; Passionately fond of jazz; Tastes poisons to ID them; Very allergic to shellfish. [-4]

Skills: Acrobatics-13 [2]; Acting-13 [2]; Appreciate Beauty (Perfumes)-9/15 [1]; Blind Fighting-17 [24]; Blinding Touch-12 [4]; Body Language-12 [2]; Climbing-16 [8]; Disguise-13 [2]; Garrote-16 [4]; Hidden Lore (Ninja clans)-12 [1]; Holdout 14 [4]; Hypnotism-16 [10]; Invisibility Art-14 [12]; Judo-14 [4]; Knife-14 [1]; Philosophy-12 [2]; Poisons-14 [6]; Pressure Points-15 [8]; Shadowing-16 [8]; Stealth-16 [8]; Traps-15 [6].



STALWARTS

Here are some examples of supers who could fit into a WWII campaign. They are relatively low-powered, built on 250 points, of which 100 points usually go to Unusual Background, and they aren't created using the full *GURPS Supers* rules. Rather, each is created with special abilities of some other type, largely or wholly defined in *GURPS Basic Set* and *Compendium I*, and thus illustrates how those books can be used for this kind of campaign. Most of them could also fit into more specialized campaigns where only one type of superpower is available.

For a campaign using the full *GURPS Supers* rules, the restrictions on WWII characters in *GURPS IST* are appropriate: characters built on 250 points plus the 100-point Unusual Background; power limited to 12 for single-skill powers, to 8 for other psionic powers, and to 6 for nonpsionic superpowers. The power restrictions on psionics are followed with the character examples here also. The same guidelines were used in creating St. George (see box, p. 108) and Tsuchigumo (see box, above).



The Electrifier 350 points

Age 30; 5'9"; 150 lbs.; an ordinary looking man with blond hair and a healthy complexion. Inspired by Lenin's slogan "Socialism plus electrification equals communism," brilliant young biophysicist Valentin Ivanevitch Vlasov began a series of experiments with electrical modification of the Kirlian aura (see box, p. 71). He was able to enhance his own body's electrical potential, gaining exotic powers in the process. He reported his findings to his superiors and found himself transferred into the army for special combat missions. Late in the war, he fell under suspicion, as a result of his increasing sense of independence, and was executed as a counter-revolutionary.

ST 10 [0], **DX** 11 [10], **IQ** 14 [45], **HT** 13 [30].

Advantages: Acute Hearing +1 [2]; Administrative Rank 3 [15]; Bioelectric Shock $\times 2$ (Doubled damage) [20]; Field Sense (Electric fields only, -50%) [5]; Gadgeteer [25]; Intuitive Mathematician [25]; Radar Sense (20-hex radius) [70]; Status 2 [5];* Surge $\times 2$ (Doubled range) [30]; Unusual Background [100]; Very Fit [15].

Disadvantages: Extremely Hazardous Duty [-20]; Fanaticism (Scientific progress) [-15]; Involuntary Dampen [-15]; Overconfidence [-10]; Sense of Duty (Humanity) [-15]; Struggling [-10]; Truthfulness [-5]; Unnatural Feature (Static discharges from extremities) [-5]; Workaholic [-5].

Quirks: Tries to write music; Worships Nikola Tesla. [-2]

Skills: Carousing-12 [1]; Chemistry-12 [1]; Chi Treatment-12 [1]; Cryptology-15* [1]; Diagnosis-12 [1]; Electronics (Laboratory equipment)-14 [4]; Engineer (Electrical)-14* [1]; Electronics Operation (Laboratory equipment)-13 [1]; Hiking-12 [1]; Holdout-13 [1]; Mathematics-15* [1]; Mechanic (Electrician)-13 [1]; Musical Instrument (Theremin)-12 [1]; Musical Notation-14 [1]; Philosophy (Marxist/Leninist)-12 [1]; Physics (Biophysics)-15/21 [8]; Physiology-13 [4]; Research-13 [1]; Savoir-Faire-16 [0]; Shadowing-13 [1]; Teaching-13 [1]; Telegraphy-14 [1]; Traffic Analysis-12 [1]; Weird Science-12 [2]; Whip-12 [4]; Wrestling-13 [8]; Writing-13 [1].

Languages: English-12 [1]; French-12 [1]; German-13 [2]; Polish-13 [1]; Russian-14 (native) [0].

* Receives a +2 or +3 from Intuitive Mathematician.

Notes: Vlasov's Chi Treatment skill actually represents the use of Kirlian fields and other advanced biophysical techniques to rebalance the body's physiological functions.

Geburah 350 points

Age 30; 5'6"; 135 lbs.; short, dark brown hair and gray eyes. In the late 1930s, a psychiatrist of Jewish ancestry living in Prague, Dr. Anna Rosenbaum, developed techniques by which a sufficiently disciplined subject could acquire telepathic abilities, and applied them to herself. Shortly afterward, the German army took control of Czechoslovakia. Rosenbaum found Nazi anti-Semitic propaganda alarming and sought out leaders of the Jewish community, advising them to make preparations to rescue their people. This brought her to the

notice of underground leaders, who recruited her. Her mental powers were a closely guarded secret, but were turned to advantage in numerous missions; she was assigned the code name Geburah ("severity," one of the sephiroth in the kabbalah). Despite the strain to her health, Rosenbaum lived to retire from active intelligence work in Israel, where she trained a new generation of mentalist operatives.

All of her powers come from *GURPS Psionics*, and she can serve as a model for psionic supers.

ST 9 [-10], **DX** 10 [0], **IQ** 15 [60], **HT** 10 [0].

Advantages: Charisma +1 [5]; Compartmentalized Mind (Two) [50]; Composed [5]; Danger Sense† [0]; Empathy† [0]; Hyper-Strength [30]; Patron (Jewish resistance; 12 or less) [20]; Single-Minded [5]; Unusual Background [100]; Visualization [10].

Disadvantages: Bad Sight (Farsighted) [-10]; Code of Honor (Medical ethics) [-5]; Extremely Hazardous Duty [-20]; Migraine (6 or less) [-5]; Secret (Jewish) [-30]; Sense of Duty (The Jewish people) [-10]; Struggling [-10]; Workaholic [-5].

Quirks: Habitual coffee drinker; Secularized Jew; Must wear glasses to read; Hums Schumann under her breath when distracted. [-4]

Skills: Acting-17 [6]; Anthropology-13 [1]; Area Knowledge (Central Europe)-15 [1]; Autohypnosis-16 [6]; Bicycling-10 [1]; Biochemistry-12 [1]; Chemistry-13 [1]; Criminology-14 [1]; Diagnosis-14 [2]; Forgery-14 [2]; Garrote-11 [2]; Guns (Pistol)-13* [2]; Holdout-14 [1]; Hypnosis-17 [8]; Intelligence Analysis-14 [2]; Knife-12 [4]; Leadership-15** [1]; Pharmacy-13 [1]; Physician-13 [1]; Physiology-13 [2]; Psionics-12 [1]; Psychology-17 [8]; Research-15 [2]; Scrounging-15 [1]; Shadowing-14 [1]; Surgery-12 [1]; Writing-15 [2].

Languages: Czech (native)-15 [0]; German-14 [1]; Hebrew-14 [1]; Latin-14 [1]; Yiddish-15 [2].

Psionic Powers: ESP 5 [15];* Telepathy 10 [50].

Psionic Skills: Emotion Sense-16 [6]; Mindwipe-16 [6]; Psychometry-16 [6]; Seekersense-16 [6]; Sleep 16 [6]; Telereceive-16 [6]; Telesend-16 [6].

* Includes +2 from IQ.

** Includes +1 from Charisma.

† Danger Sense from ESP and Empathy from Telepathy. ESP bought at full rather than single-skill cost for this reason.

Princess Ch'an 290 points

Age 30; 5'7"; 140 lbs.; a tall shaven-headed woman wearing saffron robes. As the Chinese Revolution began, a daughter of the Imperial family was secretly consigned to the care of a monastery. She learned Buddhism and martial arts, including secret techniques for "transcending time." She decided her proper role was out among the people, learning how they lived and giving help where needed. In Shanghai when the Japanese attacked, she chose to remain and became a resistance leader. Ultimately, she died rescuing a large number of people from the invaders, but she remains a Chinese folk hero even now.

ST 10 [0]; **DX** 16 [80]; **IQ** 11 [10]; **HT** 10 [0].

Advantages: Alertness +1 [5]; Charisma +1 [5]; Composed [5]; Enhanced Dodge [15]; Enhanced Parry (Bare hands) [6]; Enhanced Time Sense [45]; Hyper-Reflexes [15]; Perfect Balance [15]; Pious [5]; Silence (2 levels) [10]; Single-Minded [5]; Strong Will +2 [8]; Super Jump x2 [10]; Super Running x2 [20]; Trained by a Master [40]; Very Fit [15].

Disadvantages: Charitable [-15]; Discipline of Faith (Buddhist) [-5]; Enemies (Japanese intelligence, 9 or less) [-30]; Pacifism (Self-defense only) [-15]; Primitive (TL4) [-10]; Secret (Member of Imperial family) [-10]; Social Stigma (Second-class citizen: woman) [-5].

Quirks: Does not know her place; Special reverence for Kwan Yin; Unconscious air of command. [-3]

Skills: Acrobatics-16* [2]; Body Language-14 [10]; Diplomacy-11 [4]; Gardening-11 [1]; Herbalist-10 [2]; Judo-18 [16]; Karate-14 [1]; Leadership-11† [1]; Light Walk-10 [2]; Meditation-11 [8]; Parry Missile Weapons-17 [8]; Performance/Ritual (Buddhist)-10 [1]; Philosophy (Buddhist)-10 [2]; Savoir-Faire-11 [1]; Staff-15 [2]; Stealth-16 [2]; Survival (Mountains)-10 [1]; Teaching-10 [1].

Maneuvers: Arm or Wrist Lock-19 [2]; Disarming-17 [1].

Languages: Cantonese (native)-11 [0]; Sanskrit-10 [1].

* Includes +1 from Perfect Balance.

† Includes +1 from Charisma.

Sisu 350 points

Age 19; 6'2"; 165 lbs.; straight blond hair and pale-blue eyes in a white, drawn face; clad in rags or fur wrappings. Ilmari Esko was a young Finn trapper until the Winter War. Left for dead on the battlefield, he unaccountably returned to vigor, recalling only a pledge to the spirit of his northern homeland. Something apparently heard him and transformed him. In his new form, he stalked the battlefields, terrifying his allies nearly as much as the Soviets. After the war, he disappeared, perhaps truly dead, perhaps awaiting the day when his country needed him again (see box, p. 56). Sisu has many of the attributes of the restless undead, but is very much a living being, albeit consumed by an inhuman need for vengeance.

ST 14 [45]; **DX** 11 [10]; **IQ** 9 [-10]; **HT** 13 [30].

Advantages: Absolute Direction [5]; Alertness +4 [20]; Cast Iron Stomach [15]; Combat Reflexes [15]; Danger Sense [15]; Hard to Kill +3 [15]; High Pain Threshold [10]; Higher Purpose (Free Finland) [5]; Hyper-Strength [30]; Imperturbable [10]; Night Vision [10]; Single-Minded [5]; Temperature Tolerance (-30°F to 90°F) [5]; Toughness 2 [25]; Unusual Background [100]; Very Fit [15].

Disadvantages: Berserk [-15]; Bestial [-10]; Dead Broke [-25]; Fanaticism (Finnish patriot) [-15]; Frightens Animals [-5]; Intolerance [-10]; Pallor [-10]; Vow (Drive out Soviets) [-5].

Quirks: Believes in spirits and other legendary beings; Man of few words; Sleeps restlessly indoors or under a roof. [-3]

Skills: Area Knowledge (Finland)-11 [4]; Boating-11 [2]; Brawling-15 [16]; Broadsword 10 [1]; Camouflage-11 [4]; Climbing-10 [1]; Cooking-10 [2]; Fishing-10 [2]; Garrote-11 [1]; Guns (Rifle)-13 [4]; Hiking-14 [4]; Intimidation-9/16* [0]; Knife-11 [1]; Scrounging-10 [2]; Skiing-11 [4]; Spear-11 [2]; Stealth-13 [8]; Survival (Woodlands)-13 [10]; Tanning-11 [2]; Tracking-13† [2].

Languages: Finnish (native)-9 [0]; Swedish-8 [1].

* Defaults from ST/Hyper-Strength.

† Includes +4 for vision bonus from Alertness.

HITLER'S BRAIN!

Here is Hitler as a supervillain, at the midpoint between pulp adventure and horror, his body ruined, but his brain salvaged and developing mysterious powers, comparable to those of a mesmerist (p. 96). Only his immediate minions are shown here; add any Administrative Rank or Status he has in the Fourth Reich, the Argentine government, or ODESSA.

Adolf Hitler 100 points

Age 57; 2.5 lbs.; a brain floating in a jar full of fluid.

ST - [0]; **DX** 9 [-10]; **IQ** 13 [30]; **HT** 9 [-10].

Advantages: Ally Group (Medium-sized, formidable, 15 or less) [90]; Empathy [0]; Mindlink (Two allies, 10 levels each) [20]; Single-Minded [5]; Strong Will +5 [20].

Disadvantages: Fanaticism (Self) [-15]; Insomniac [-10]; Intolerance [-10]; Megalomania [-15]; No Physical Body [-100]; Paranoia [-10]; Social Stigma (Valuable property) [-10]; Stubbornness [-5]; Dead Broke [-25].

Quirks: Especially hates Jews; Fakes a memory for detail he doesn't have; Pretends to miss body; Often indecisive, but thrives on bold maneuvers; Somewhat clueless. [-5]

Skills: Administration-12 [1]; Area Knowledge (Berlin)-12 [1/2]; Area Knowledge (Linz)-12 [1/2]; Area Knowledge (Munich)-12 [1/2]; Area Knowledge (Vienna)-12 [1/2]; Artist-10 [1/2]; Bard-15 [6]; Conspiracy Theory-12 [4]; Diplomacy-12 [2]; Fast-Talk-14 [4]; Guns (Rifle)-10 [1/2]; History-13 [4]; Intelligence Analysis-12 [2]; Intimidation-17 [10]; Leadership-14 [4]; NBC Warfare-11 [1/2]; Performance-16 [6]; Politics-17 [10]; Psychology-17 [12]; Psionics-11 [2]; Occultism-14 [4]; Operations (Land)-12 [2]; Savoir-Faire: Military-12 [1/2]; Soldier-11 [1/2]; Strategy-10 [1/2]; Tactics (Infantry)-11 [1].

Languages: German (native)-14 [1].

Psionic Powers: Telepathy 8 (provides free Empathy) [40].

Psionic Skills: Telecontrol-21 [20]; Telereceive-16 [10]; Telesend-16 [10].

DESTINATION EARTH



Invasion by a nonhuman civilization offers another metaphor for WWII; in fact, H.G. Wells predicted the massive urban destruction of modern war in *The War of the Worlds* during the relatively peaceful years of the late 19th century. Orson Welles' radio broadcast of Oct. 31, 1938, based on that story, caused widespread panic at the simulated news of invasion from outer space. In the setting of the historic WWII, alien invaders offer a common threat (see box, p. 19) in the same way as monsters, and often with the same imagery of creepiness. There are important differences; monsters tend to be unique, but aliens appear in vast numbers, and monsters directly embody the forces of nature or the supernatural, but aliens control those forces indirectly through advanced technology.

OUTER SPACE

Stories of alien invasion in the 1940s ranged from careful extrapolations of cultures in conflict to wild adventure stories about advanced but twisted humanoids. For the GM wanting to run a campaign with invaders from outer space, here is an example of each type.

Sagittarians

Despite their name, Sagittarians don't come from a solar system whose sun is in the constellation Sagittarius. The first zoologists who saw them compared their appearance to that of giant secretary birds (*Sagittarius serpentarius*), and the name stuck.

Sagittarians are lightly built, with hollow, fragile bones; average weight is 97 lbs., but average height is 6' (4" taller than a human with equal ST). Feathers in various earthen or sandy hues cover their bodies. Their wings are vestigial and used mainly for various sorts of display behavior, including courtship. Their feet provide the equivalent of human hands; this is represented by selling back two arms and then buying two arms with a nuisance effect. For fine manipulation, however, they use their long four-branched tongues, which also give them incredibly sophisticated phonetic abilities.

Sagittarians evolved from birds of prey that became intelligent through increasingly sophisticated pack hunting; their early civilizations grew out of herding and animal domestication. Overgrazing and warfare threatened their survival, but they were able to reform and create an enlightened, ecologically stable civilization. Turning their skill in applied genetics to self-improvement, they bred themselves for improved health and mental traits. They also became convinced of the need to save other races from the disasters their own planet faced.

After terraforming and colonizing other worlds in their solar system, they used huge microwave reaction drives to

THE ALIENS ARE OUR FRIENDS

Alien invaders don't have to declare war on all of Earth simultaneously; Cortez didn't, when he was the "alien invader" of a warring Mexico! Still, alien intervention is likely to be decisive, resulting in victory for one nation. Here are some reasons for the aliens to pick a side, any side.

Britain: Obviously, the legitimate government of Earth is the power that controls the largest fraction of the world's land surface and population.

Germany: Obviously, the legitimate government of Earth is the power with the most advanced space program.

Japan: Obviously, the legitimate government of Earth is the power fighting a war of colonial liberation.

U.S.: Obviously, the legitimate government of Earth is the power with the most productive and advanced economy.

U.S.S.R.: Obviously, the legitimate government of Earth is the power that has abolished private property.

Aliens might also be repelled by the racism of the United States and Japan, or by the death camps of the Soviets and Nazis. Monarchist aliens might support Britain and Japan as fellow traditionalists; multispecies federations might prefer the U.S.S.R. or the Commonwealth. Aliens might try to quarantine or sterilize nascent nuclear powers (Germany, Japan, and the United States) while leaving the others alone.

propel them out of orbit into interstellar space, accompanied by icy moons in which fusion reactions had been kindled. Now one of their planets has come to the solar system, bearing missionaries of ecology and eugenics. Clearly, the human race desperately needs their benevolent aid to overcome its insanities, even if many humans are too unenlightened to appreciate the needs.

A campaign with Sagittarian invaders should emphasize cultural ironies. For example, the Sagittarians strongly believe in breeding a better race, which seems to fit right in with Nazi ideology, but they link intelligence with carnivory and suspect that farming creates evolutionary pressure away from intelligence, as well as massively increasing population to the detriment of the planetary ecology. The Sagittarian idea of superior human stock includes Ainu, Bedouin, Inuit, and Masai, but not German or Japanese farmers.

Campaigns may focus either on the early negotiations, as human nations bargain to gain access to Sagittarian aid without being made over in the Sagittarian image, or on an interplanetary war, as massive human armies struggle desperately to hold off small but technologically superior invading forces, and old enemies are forced into unhappy alliances. An elite unit with soldiers from all the major powers of WWII would offer the basis for a "what if" campaign.

If it actually does come down to open warfare, the Sagittarians have the advantage of superior technology and generations of selective breeding . . . but they are not numerous (carnivore population densities have to be lower than herbivore population densities, and most humans are farmers), and they operate at the end of an interplanetary supply line. The humans may just have a chance.



Basic Sagittarian 275 points

Attribute Modifiers: ST -1 [-10]; DX +3 [30]; IQ +3 [30]; HT +1 [10].

Racial Advantages: Acute Vision +2 [4]; Animal Empathy [5]; Combat Reflexes [15]; Composed [5]; Eidetic Memory 1 [30]; Extended Lifespan $\times 2$ [5]; Extra Arm (No physical attack; short) [2]; Extra Arm $\times 2$ (Temporary disadvantage: "legless" when in use; -35%) [13]; Fit [5]; High Technology +3 (TL9) [100]; Hyper-Reflexes [15]; Language Talent +2 [4]; Modified Arm DX +1 (Tongue) [9]; Nictating Membranes [10]; Panimmunity (+3 HT) [2]; Perfect Balance [15]; Single-Minded [5]; Striker (Beak, as sharp teeth) [5]; Strikers (Claws: +2 to kicks) [15]; Voice [10].

Racial Disadvantages: Delusions (Only one valid way to live) [-5]; Fragile [-10]; Missing Arm $\times 2$ [-20]; Modified Arm ST -8 (Tongue) [-21]; Skinny [-5]; Vow (Half of all gains go to the race) [-5].

Quirks, Features, and Taboo Traits: Carnivorous, invents languages, habitually thinks in twos and fours [-3].

Sagittarian Soldier 350 points

Attributes: ST 10 [10]; DX 14 [10]; IQ 13 [0]; HT 12 [10].

Advantages: Higher Purpose [5]; Military Rank 0 [0]; Sagittarian [275].

Disadvantages: Duty (15 or less) [-15].

Primary Skills: Autohypnosis (M/H) IQ+2 [4]-15†; Beam Weapons (Disruptor or Particle Beam) (P/E) DX+4 [4]-18* or Gunner (Gauss Gun) (P/A) DX+3 [4]-17*; Gunner (Railgun or Rocket Launcher) (P/A) DX+3 [4]-17*; History (Military) (M/H) IQ+5/IQ-1 [2]-18/12†; Orienteering (M/A) IQ+3 [4]-16†; Stealth (P/A) DX+2 [8]-16; Survival (Any) (M/A) IQ+1 [2]-14†; Tactics (M/H) IQ+2 [4]-15†; Tracking (M/A) IQ+3 [1]-16† **.

Secondary Skills: Armoury (Artillery, Beam Handguns, or Needle Handguns) (M/A) IQ+1 [2]-14†; Camouflage (M/E) IQ+1 [1]-14†; Cartography (M/A) IQ+1 [2]-14†; Driving (Hovercraft) (P/A) DX-1 [1]-13; Electronics Operation (M/A) IQ+1 [2]-14†; First Aid (M/E) IQ+1 [1]-14†; Forward Observer (M/A) IQ+1 [2]-14†; Karate (P/H) DX-2 [1]-12; Mechanic (Hovercraft) (M/A) IQ+1 [2]-14†; Running (P/H - HT) HT [4]-12.

Background Skills: Law (Military) (M/H) IQ+4/IQ-2 [1]-17/11†; Philosophy (Environmentalism) (M/H) IQ-1 [1]-12†.

Languages: Language (Any human) (M/A) IQ [1]-13†.

* Includes +2 bonus from IQ.

† Cost halved for Eidetic Memory 1.

** Includes +3 bonus from Single-Minded.

Loi

For a less exotic and more pulpish effect, use aliens that look human or nearly human, but with various sorts of advanced capabilities. *GURPS Atomic Horror* offers a suitable alien race on pp. AH47-51, with the added advantage of a "Nordic" appearance that takes on sinister overtones against a WWII background: the Loi.

Two varieties exist, ordinary Loi and Loi mutants with superhuman powers. In the *GURPS Atomic Horror* setting the two are separate forces, but for a *GURPS WWII* alien-invasion campaign the mutants should be a ruling elite. The Loi have any number of super-scientific abilities, including faster-than-light travel and psonics, straight out of pulp science fiction. Much of their technology involves super-scientific applications of magnetism, including particle-accelerator weapons and magnetic-repulsion drives.

Rank and File Loi 100 points

Attribute Modifiers: IQ +1 [10].

Racial Advantages: Attractive [5]; High Technology (TL9) [100].

Racial Disadvantages: Duty (15 or less) [-15].

Loi Pilot 200 points

Attributes: ST 10 [0]; DX 13 [30]; IQ 12 [10]; HT 11 [10].

Advantages: Acceleration Tolerance [10]; Comfortable [10]; Loi (Rank and file) [100]; Military Rank 2 [10]; 3D Spatial Sense [10]; Status 1 [0]; and 15 points from Acute Vision [2/level], Alertness [5/level], Charisma [5/level], Combat Reflexes [15], Daredevil [15], Fit [5], Perfect Balance [15], or additional Military Rank [5/level].

Disadvantages: Code of Honor (Military) [-10]; and Overconfidence [-10].

Primary Skills: Gunner (Beams) (P/A) DX+2 [2]-15*; Pilot (Flying saucer) (P/A) DX+2 [4]-15†; Tactics (Air-to-air) (M/H) IQ [4]-12.

Secondary Skills: Beam Weapons (Particle beams) (P/E) DX+2 [1]-15*; Electronics Operation (Communications) (M/A) IQ-1 [1]-11; Free Fall (P/A) DX+1 [1]-14†; Judo (P/H) DX-2 [1]-11; Mechanic (Magnetic repulsion drive) (M/A) IQ-1 [1]-11.

Background Skills: Savoir-Faire (M/E) IQ+2 [0]-14**.

Customization Notes: Loi with additional Military Rank are likely to be force leaders or co-leaders, and should buy Administration and Leadership skills.

* Includes +2 IQ bonus.

† Includes +1 or +2 from 3D Spatial Sense.

** Free from Status 1.

Elite Loi 300 points

Attribute Modifiers: IQ +1 [10].

Racial Advantages: Handsome/Beautiful [15]; High Technology (TL9) [100]; Immunity to Disease [10]; Immunity to Poison [15]; Regeneration (Regular) [25]; Regrowth [40]; Unaging [15]; and at least 100 points in psionic powers, racial and super advantages, or other superhuman powers.

Racial Disadvantages: Duty (15 or less) [-15]; Fanaticism [-15].

Loi Spy 400 points

Attributes: ST 10 [0]; DX 11 [10]; IQ 13 [20]; HT 10 [0].

Advantages: Combat Reflexes [15]; Danger Sense [0]†; Legal Enforcement Powers [15]; Loi (Elite) [300]; Patron (Incalculable worth; very advanced technology; 6 or less) [20].

Disadvantages: Secret (Alien agent) [-20]; and -15 points in "evil" traits: Bad Temper [-10], Bloodlust [-10], Bully [-10], Callous [-6], Cowardice [-10], Intolerance [-5/-10], Megalomania [-10], Obsession [varies], Paranoia [-10], Sadism [-15], Self-Centered [-10], Selfish [-5].

Primary Skills: Acting (M/A) IQ+3 [8]-16; Body Sense (P/H) DX+3 [24]-14; Holdout (M/A) IQ+1 [4]-14; Shadowing (M/A) IQ+1 [4]-14; and any major human language (M/A) IQ+1 [4]-14.

Secondary Skills: Beam Weapons (Particle beam) (P/E) DX+2 [1]-13*; Hypnotism (M/H) IQ-1 [2]-12; any two of Disguise or Fast-Talk (M/A) IQ [2]-13 or Forgery or Intelligence Analysis (M/H) IQ-1 [2]-12; and 2 points in any Combat/Weapon skill.

Background Skills: Psionics (M/VH) IQ-2 [2]-11.

Psionic Powers: ESP 5 [0]†; Telepathy 1 [0]†; Teleportation 11 [0]†.

Psionic Skills: Autoteleport (M/H) IQ+3 [0]-16†; Clairvoyance (M/H) IQ [0]-13†; Exoteleport (M/H) IQ+3 [0]-16†; Psychometry (M/H) IQ-2 [0]-11†.

* Includes +2 IQ bonus.

† Psionic powers and skills paid for by Loi (Elite) package. ESP also provides Danger Sense advantage.

INNER SPACE

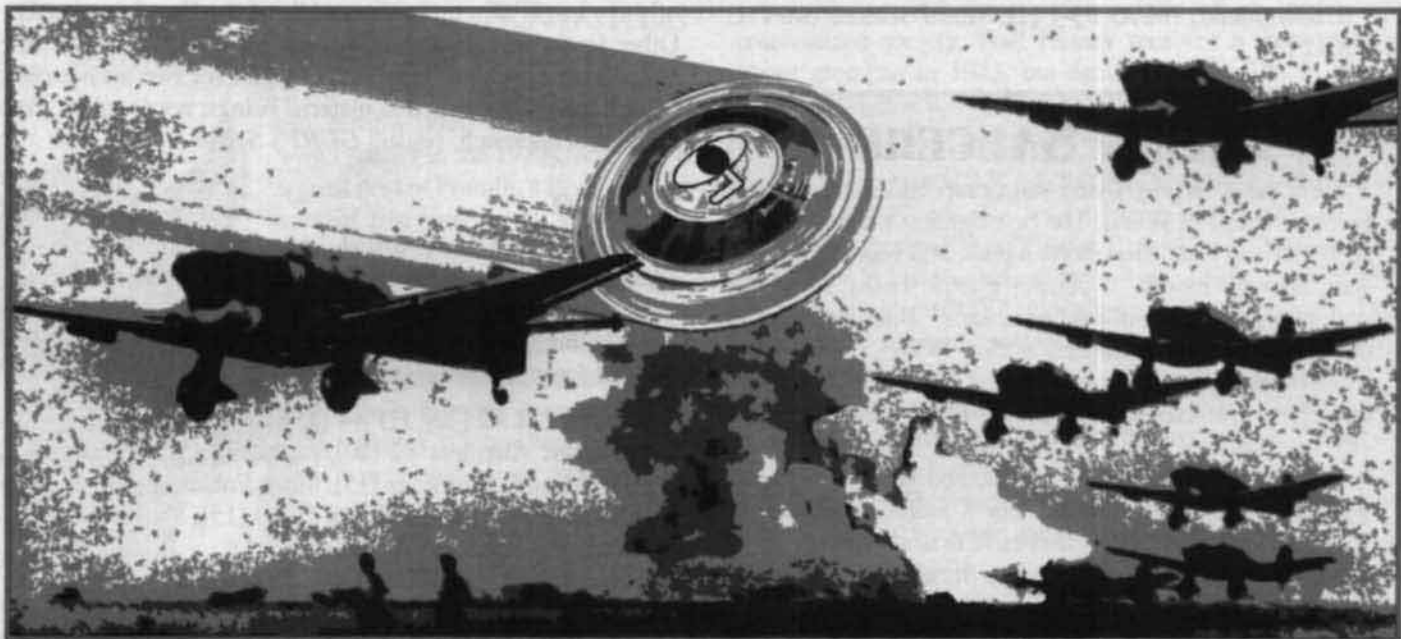
Outer space isn't the only source for nonhuman races. The world still has unexplored places that might hold another intelligent race: under the ground, as in "hollow Earth" theories (p. 125); under the ocean, as in some versions of the Atlantis legend (p. 124); in remote corners of the Earth, such as Antarctica (p. 119); or under the "hollow hills" of the fair folk (p. 127). Such hidden races can get here without space travel, and may even be quite low tech; they are often humanoid and may even be biologically akin to *Homo sapiens*.

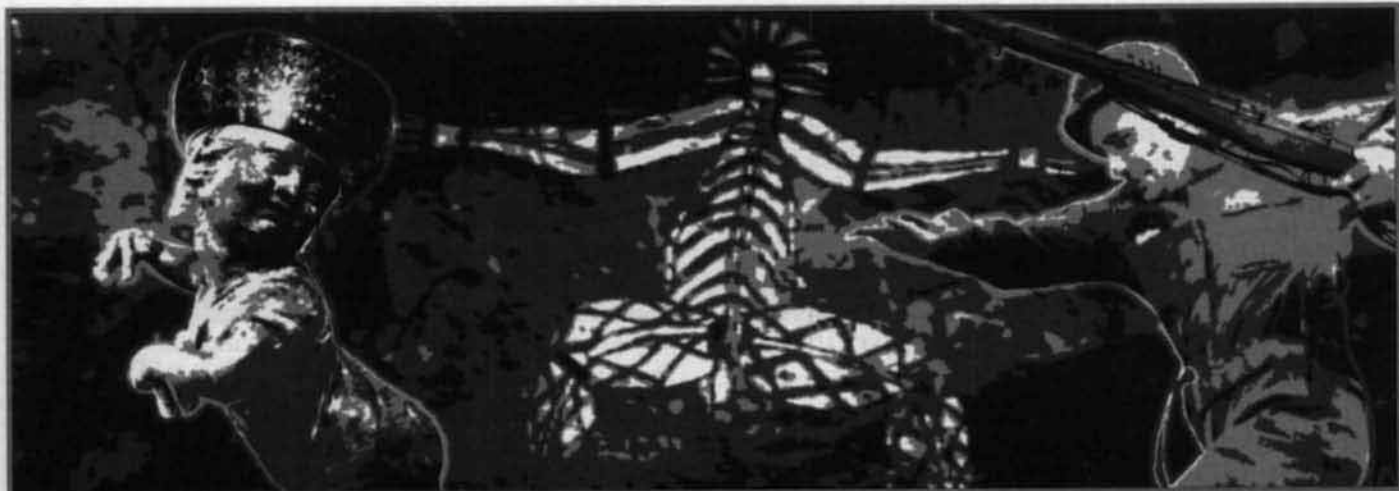
The Shaver Mysteries

In 1944, an unusual document arrived at the editorial offices of *Amazing Science Fiction*. Its author, Richard Shaver, described his encounters with two mysterious subterranean races, robotic servants of an elder race known as the Atlans who had abandoned Earth eons earlier to escape destructive radiation from the sun. The servants divided into the benevolent but secretive teros ("inTEgrative RObots") and the malignant deros ("DEtrimental RObots"). "Robots" shouldn't be taken literally; teros, deros, and humans were actually all said to be biological constructs.

The magazine's editor, Ray Palmer, rewrote the manuscript and published it under the title "I Remember Lemuria." The magazine's circulation climbed, and Palmer began receiving a large volume of mail from other people who claimed to have encountered such subterranean beings. For a few years the Shaver Mystery was virtually a cult, until reports of flying saucers (many published in *Fate* magazine, also edited by Palmer) took their place.

Both teros and deros were quite humanoid, unlike the subterranean creatures of H.P. Lovecraft's fiction; in many ways they resembled the light and dark elves of Scandinavian myth. The deros are obviously the allies (or masters!) of the Nazis, while many servicemen wrote letters to *Amazing* confirming that the teros helped the Allies where they could.





Both races had access to advanced technology, mostly along "weird science" lines, including mind-control devices. In fact, Shaver claimed to have discovered them when he was working in an auto factory, and his welding machine started talking to him, bringing him messages from the teros.

It would be plausible enough to describe this as a case of Delusions and Paranoia; on the other hand, what if mentally unstable people are more receptive to alien influences, or alien influences are so disturbing as to produce mental instability? A GM may introduce players to an obvious madman who Knows Too Much about such ultraterrestrials.

Teros 65 points

Attribute Modifiers: ST 0 [0]; DX +1 [10]; IQ +4 [45]; HT -1 [-10].

Racial Advantages: High Technology +2 [50]; Night Vision [10].

Racial Disadvantages: Pacifism (Cannot kill) [-15]; Pallor [-10]; Unnatural Feature (Extremely tall and thin, with abnormally long noses) [-5]; Weakness (Sunlight; 1d per 30 minutes) [-15].

Racially Learned Skills: Electronics Operation (Psychotronics) (M/A) IQ-1 [1]; Hypnotism (M/H) IQ-2 [1]; Survival (Underground) (M/A) IQ-1 [1]; Weird Science (M/VH) IQ-2 [2].

FLYING SAUCERS

For the most part, flying-saucer reports began shortly after the end of WWII. The first sighting was made in June 1947 by Kenneth Arnold, a pilot, and was followed soon after by reports of contactee experiences, mostly with blond, Nordic-looking "Venusians." But precursors of the UFO mythos existed during WWII, including some of the Shaver Mystery material and reports of German flying craft (see box, p. 89). The major postwar novelty was the idea that the Unidentified Flying Objects were spacecraft from other worlds, and potentially the warcraft of an alien invasion. For a more "in period" treatment, assume that they are native to some sort of hidden civilization on Earth, emerging from cave complexes, extinct volcanoes, or extradimensional portals.

Deros 50 points

Attribute Modifiers: ST -1 [-10]; DX +1 [10]; IQ +2 [20]; HT -1 [-10].

Racial Advantages: Gadgeteer [25]; High Technology +3 [100]; Night Vision [10].

Racial Disadvantages: Dwarfism [-15]; Intolerance [-10]; Lecherousness [-15]; Pallor [-10]; Sadism [-15]; Unattractive [-5]; Weakness (Sunlight; 1d per 5 minutes) [-30].

Racially Learned Skills: Electronics Operation (Psychotronics) (M/A) IQ-1 [1]; Hypnotism (M/H) IQ-2 [1]; Survival (Underground) (M/A) IQ-1 [1]; Weird Science (M/VH) IQ-2 [2].

Notes: The Pallor disadvantage indicates an ashy gray complexion, not a white one. Neither teros nor deros have natural psionic powers, but they often have psionic skills based on their ability to construct psychotronic devices (p. 71).

Faeries

Humanoid races with mysterious powers appear throughout northern European folklore, from the Good Folk of the British isles to the *alfar* and *svartalfar* of Scandinavia. Some of them might turn up in the middle of the European theater. Other lands have analogous beings; see *GURPS Japan* for East Asian examples. Here are statistics for two such races. (These faeries are treated as material beings, not as spirits. For a different approach, consult *GURPS Spirits*.)

Selkie 175 points

The seacoast of the British isles – especially in Scotland – has stories of the selkie or silkie, a man (or woman) who can change into a seal.

The human form has the following statistics, paying for the seal form per the rules on p. 95:

Attributes: DX +2 [20]; HT +4 [45].

Advantages: Alertness +2 [10]; Attractive [5]; Charisma +2 [10]; Combat Reflexes [15]; Mana Enhancer [25]; Perfect Balance [15]; Shapeshifting (Seal) [15]; Speak with Animals (Pinnipeds) [10]; Unaging [15].

Disadvantages: Chummy [-5]; Distractible [-1]; Social Stigma (Foreign looking) [-5]; Vulnerability (Ferrous metals) 1 level [-15].

Quirks: Likes to visit the land away from the shoreline and its inhabitants. [-1]

Skills: Dancing at DX [2]; Gesture at IQ+2 [4]; Sex Appeal at HT+1 [4]; Survival (Open seas) at IQ+2 [6]; Swimming at DX [1].

Seal 87 points

Attributes: ST +2 (No fine manipulators, -40%) [12]; DX +2 [20]; HT +4 [45].

Advantages: Alertness +2 [10]; Amphibious [10]; Combat Reflexes [15]; Enhanced Move (Swimming) [10]; Faz Sense (Underwater only, -30%) [7]; Fur [4]; Oxygen Storage [14]; Mana Enhancer [25]; Perfect Balance [15]; Pressure Support (10 atmospheres) [5]; Sharp Teeth [5]; 3D Spatial Sense [10]; Unaging [10].

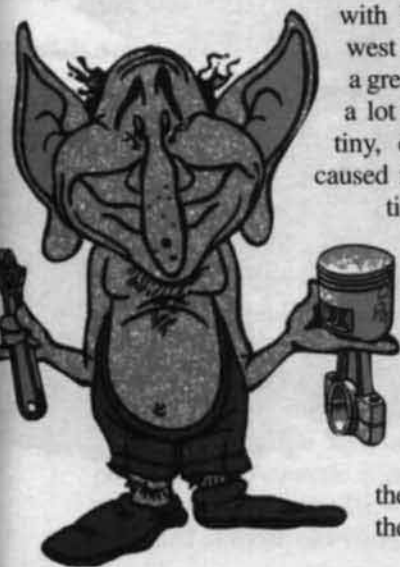
Disadvantages: Bestial [-10]; Chummy [-5]; Color Blindness [-10]; Distractible [-1]; Horizontal [-10]; Mute [-25]; No Fine Manipulators [-30]; Reduced Move (Running) -3 [-15]; Social Stigma (Barbarian) [-15]; Vulnerability (Ferrous metals), 1 level [-15].

Skills: Survival (Open seas) at IQ+2 [6].

For a somewhat quirky campaign, a force of selkies from the British Isles could be sent to the Pacific theater to counteract Japan's samebito allies (p. 100). Or English pilots in the Battle of Britain could meet a beautiful woman with a striking shade of reddish-brown hair while at the pub one evening. If one of them has his plane shot out from beneath him, he might end up in dire straits in the English Channel. (Plenty of fighting also took place over the southern reaches of the North Sea.) A seal with an eerily familiar color of pelt might come to his aid long enough for him to deploy his life raft . . .

Gremlins 30 points

WWII folklore introduced an entire new faerie race. The idea of gremlins probably originated with British pilots on India's Northwest Frontier in the 1920s, who drank a great deal of Fremlin's Beer and had a lot of free time to tell stories. The tiny, colorfully dressed beings who caused mechanical failures and navigational errors may have emerged from the Hindu Kush and hitched rides back to Britain on their favorite new toys, airplanes. (Only a heartless skeptic would assert that the little entities and the mechanical failures might both share a common origin in the beer.) During the war, gremlins became part of the folk culture of all pilots, and



THE FEMALE OF THE SPECIES

If superheroes are partly symbols for military personnel, what role can women play on superhero teams? Historically, women in most armed forces were limited to noncombat auxiliary roles. In the United States, for example, women pilots flew airplanes between American cities, freeing men to fly fighters or bombers into combat. In fact, such restrictions authentically capture the spirit of the times. There were many more male than female superheroes, and a superhero team typically included one woman, or none. The first published superhero team, the Justice Society of America, started out with eight male members, and when Wonder Woman began to attend meetings, she did so not as a fellow adventurer but as a secretary. This, even though several of the men whose adventures she recorded would have been no match for her in a fight! Doc Savage's cousin Patricia and the Red Lensman, Clarrissa MacDougal (p. L47), also remained "unofficial."

A similar pattern is evident in monster movies, where monsters are nearly always male. And in *Ghidorah, the Three-Headed Monster*, it's the female monster Mosura who pleads with the male Gojira and Radon to stop fighting each other and save the Earth from Ghidorah; Gojira is shown as warlike and Mosura as pacifistic, even though a previous film had her defeat him in combat. Aliens, too, tended to be shown as all male; one of the era's clichés had alien invaders lusting after Earth women, and even more biologically realistic fiction assumed that invasion forces would be all male.

A historically and culturally authentic campaign will keep female characters on the sidelines, as the military did. A campaign modeled on adventure fiction of the era will probably have a small number of female characters in largely male groups. Women may often appear as glamour girls, loyal wives, or peacemakers. But a GM who prefers less restricted roles can justify them, especially for characters outside the normal human spectrum: aliens may follow different customs, and both monsters and superheroes are powerful enough to make their own rules.

eventually entered the popular culture of an increasingly mechanized society. Walt Disney received a cartoon script about gremlins in 1943, but decided not to film it, leaving them to star in several Bugs Bunny cartoons. Note that unlike most faerie races, gremlins have no problems with cold iron.

Attribute Modifiers: ST -8 [-70]; DX +3 [30]; IQ +2 [20]; HT +1 [10].

Racial Advantages: Acceleration Tolerance [10]; Chameleon (Only in mechanical environments, -20%), 6 levels [34]; Double-Jointed [5]; Gadgeteer [25]; Gizmo x2 [10]; Manual Dexterity +5 [15]; Night Vision [10]; Surge [15]; Unaging [15]; Versatile [5].

Racial Disadvantages: Bad Temper [-10]; Compulsive Behavior (Cause mechanical failures) [-10]; Disturbing Voice [-10]; Inconvenient Size (Under 2') [-15]; Kleptomania [-15]; Reduced Hit Points -7 [-35]; Reputation (Annoying trickster; among pilots and mechanics) -2 [-3]; Unattractive [-5].

Racial Quirk: Each gremlin has a special preference for some target machine or type of failure. [-1]

6. ONE FOOT IN ATLANTIS



The war made many
battlefields familiar
names – and many
familiar names
battlefields . . .

"At bottom every German has one foot in Atlantis, where he seeks a better Fatherland and a better patrimony. This double nature of the Germans, this faculty they have of splitting their personality which enables them to live in the real world and at the same time to project themselves into an imaginary world, is especially noticeable in Hitler and provides the key to his magical socialism."

— Hermann Rauschning,
Conversations with Hitler

TO THE ENDS OF THE EARTH

From the icefields of Antarctica to the deserts of Egypt, WWII spread to the unlikeliest of places, though not always physically. Rumors, dreams, and legend extended the front even further than Japanese carriers and German panzers could reach.

ANTARCTICA

The poles, particularly Antarctica, fascinated the Nazis. Some thought sudden ice ages might strike, and favored expeditions to collect information on arctic survival. Some may have hoped to find a way into the hollow Earth (p. 125), another popular Nazi belief. On a more practical note, the same scientific, military, and political factors that prompted other nations to explore the South Pole also drove German efforts.

Neuschwabenland

German expeditions to Antarctica date back to 1873. In 1939, an expedition led by Alfred Ritscher surveyed more than 200,000 square miles, literally staking a claim by dropping swastika markers along the boundaries. Most nations refused to recognize the claim; for one thing, it annexed territory already claimed by Norway as Queen Maud Land. Undeterred, the Nazis named this realm *Neuschwabenland*, or New Swabia; when they conquered Norway, the title cleared up.

Legend has it that hot springs (or vril, p. 54) created bizarre garden spots — islands of vegetation surrounding warm lakes — in Neuschwabenland. Also, ice caverns extending miles below the surface may have connected to the hollow Earth. The Nazis are said to have established several underground bases in their Antarctic realm. Stealthy subs ferried personnel and supplies. The largest, Base 211, reportedly also was called New Berlin.

Hitler's Refuge

In August 1945, three months after Germany surrendered, an undermanned U-boat surfaced off the coast of Argentina. Heinz Schäffer, commander of U-977, claimed the sub had made a grueling 66-day journey from its patrol station off Norway to Argentina in hopes of finding a friendly reception. Schäffer said the missing crew members had been put ashore in Europe at their request before the start of the arduous journey. Rumors persisted, however, that U-977 had been part of an undersea flotilla ferrying Nazi scientists, aviators, and politicians to Antarctic refuges. Some said the sub became separated from the flotilla, while others said the skeleton crew consisted of those unwilling to remain in Antarctica.

Everyone knows of Normandy, Stalingrad, El Alamein, Midway, Guadalcanal, and the sites of countless other pivotal battles fought in World War II.

More arcane histories also record a number of lesser-known battlegrounds, places both real and imaginary that were drawn into the fighting.

Additionally, where even these histories leave off, conspiracy theorists, UFOlogists, and others extend the war to the stars or deep into the Earth.

In all, about 55 German subs were missing after the war, fueling speculation that at least some survived to carry men and supplies to a final redoubt in Antarctica. Some of the passengers might have been the many high-level Nazis listed as "missing" after the war (p. 41). Others thought to be confirmed dead may have faked their deaths and fled to Antarctica, as well — even Adolf Hitler himself, according to some accounts!

Hitler's faith in wonder weapons that could turn the tide of WWII even in its last days suggests another possible use for the Antarctic bases. Scientists may have been ferried to Base 211 to carry on their research, possibly with the aid of extraterrestrial allies, in hopes of someday resurrecting the Reich.

Operation High Jump

A U.S. Navy task force commanded by polar explorer Adm. Richard E. Byrd departed for Antarctica in late 1946. Operation High Jump ostensibly involved a test of military equipment in severe conditions, experiments in establishing polar bases, and investigation of the continent. The task force consisted of 13 ships and more than 4,700 personnel. On arrival, it spent several weeks in the Ross Sea and launched numerous plane flights to map the frigid continent from the air.

Following the task force's hasty return in early 1947, newspaper reports told of battles with Nazis in secret South Pole bases. A Chilean newspaper reported, "Byrd declared today that it was imperative for the United States to initiate immediate defense measures against hostile regions. The admiral further stated that he didn't want to frighten anyone unduly, but it was a bitter reality that in case of a new war the continental United States would be attacked by flying objects which could fly from pole to pole at incredible speeds." Projekt Saucer (p. 83) and the even more advanced craft descended from it may have been perfected at the Antarctic bases, from whence they carried Nazi expeditions to the Moon or Mars (p. 127).

Other reports pointed to an unexplained three-hour delay in the return of a flight carrying Byrd over Antarctica as evidence of a secret visit by the admiral to a Nazi base, perhaps for a clandestine meeting with surviving leaders of the Third Reich.

James Forrestal, the U.S. secretary of defense who ordered Operation High Jump, killed himself in May 1949 by leaping from a 16th-floor window at the Bethesda Naval Hospital in Maryland. Forrestal had recently suffered a mental breakdown, but some suggest he was killed to preserve some dire secret — perhaps one pertaining to the Antarctic expedition two years earlier and even a Byrd vs. Bormann showdown.

THE BERMUDA TRIANGLE

The infamous Bermuda Triangle spans approximately 500,000 square miles of ocean defined by Bermuda, Miami, and Puerto Rico. Countless ships and airplanes are reputed to have vanished mysteriously in the triangle from the mid-1800s onward. Skeptics say the freak storms, turbulence of the Gulf Stream, and shifting topography of the sea floor in the Gulf of Mexico are to blame. Others attribute the disappearances to hostile aliens, dimensional portals, strange magnetic forces, Atlantis, or other bizarre causes.

The legend of the Bermuda Triangle did not become widely known until after WWII. (Triangle popularizer Charles Berlitz, intriguingly, served with the U.S. Army Counter Intelligence Corps in the war.) Ships or aircraft lost during the war (such as the Navy colliers USS *Proteus* and *Nereus*, which vanished three weeks apart in late 1941 after leaving the Virgin Islands) were usually considered victims of enemy attacks, not the effects of the Bermuda Triangle. Incidents like the Cuban freighter *Rubicon*, which appeared in October 1944 off Miami with no crew on board except a dog, didn't make lasting headlines. Just after the war, however, the Triangle claimed its most famous victims. On Dec. 5, 1945, the five Avenger torpedo bombers of "Flight 19" took off from Fort Lauderdale on a navigation exercise over the ocean. A few hours later, a radio transmission that indicated the squadron had become lost, possibly due to malfunctioning compasses, was received. The planes never returned and no trace of them (or of the Martin Mariner flying boat sent to locate them) was ever found.

The Devil's Sea

The Devil's Sea (also called the Dragon's Triangle), found off the east coast of Japan and centered roughly on Iwo Jima, exhibits some of the same characteristics as the Bermuda Triangle. Numerous ships, mostly Japanese and Filipino fishing boats, have reportedly vanished mysteriously in the area. Japanese maritime authorities warn ships to avoid the Devil's Sea, though they attribute the hazards of the region to a coral reef and active undersea volcanoes. In 1965, anomalist Ivan T. Sanderson (box, p. 122) identified the Bermuda and Dragon's triangles as two of 12 "vile vortices" evenly spaced around the globe, epicenters for all manner of weirdness. (The others are: the ocean just north of Hawaii, the Sahara Desert in southwestern Algeria, the Indus River mouth, Easter Island, a stretch of ocean south of Rio de Janeiro, Madagascar, the Wharton Basin offshore from Perth, the Kermadec Islands north of New Zealand, and the two poles.) They might be areas of upwelling vril (p. 54), intersections of ley lines (see pp. PM25-27), or gateways to the hollow Earth (p. 125); Ahnenerbe or Black Dragon occultists might show up at any one of them — perhaps by teleporting from vortex to vortex!

DEEP IN THE JUNGLE

The jungles of darkest Africa and South America still held many mysteries in the '30s and '40s. Railroad lines cut through the rain forests and steamboats plied the rivers, serving colonies, plantations, and missionary outposts, yet tales of lost stone cities, ancient diamond mines, forgotten peoples, and other weirdness still seemed plausible. After the war, the jungles became home to new secrets, as escaping Nazis sought refuge.

Belgian Congo

King Leopold II of Belgium claimed the Congo as personal property in 1885. Growing international outcry over forced labor and starvation in 1908 forced Leopold to relinquish control to the Belgian government after the deaths of 10 million to 20 million people. When the Nazis occupied Belgium in 1940, the Belgian Congo remained loyal to the government in exile. The jungle nation contributed valuable raw materials to the Allied war effort, particularly rubber.

The land's uranium deposits, however, played an even more pivotal role. In his 1939 letter, Albert Einstein obliquely urged Pres. Roosevelt to seize uranium stockpiles in the Belgian Congo to prevent them from falling into the hands of the Nazis. This metal later proved critical in developing the first A-bombs.

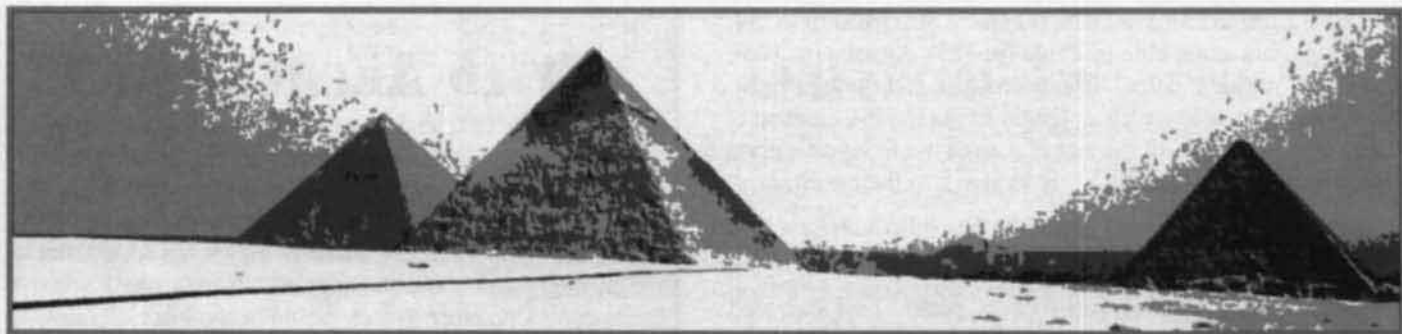
Diamonds, vital to wartime industry, also flowed from the Belgian Congo. In 1943, the OSS discovered that diamonds were somehow reaching Germany. Agents uncovered a smuggling ring shipping diamonds to the Axis powers through Tangiers and Cairo. One report suggests the diamonds were shipped in Red Cross packages to occupied Belgium. Powerful mining syndicates appear to have blocked further investigation, however — evidence of the Gnomes, or of Illuminati involvement?

Brazil

Brazil fought with the Allies, providing land for air bases, patrolling the South Atlantic for subs, and contributing troops in Italy. After the war, however, the Vargas dictatorship allowed some fleeing Nazis to settle there. A 1997 Brazilian probe concluded that 1,200-1,500 Nazis immigrated from 1940 to 1960. The Nazi expatriates brought gold and works of art stolen from their rightful owners. A bank vault opened in Sao Paulo in the 1990s yielded an estimated \$4 million in gold bars, diamonds, jewelry, gold watches, currency, and gold dental work, along with Nazi passports and a diary written in German.

Sales of looted art in Brazil also funded a branch of the ODESSA network that helped Nazis hiding in Latin America. Dr. Josef Mengele (p. 41), Adolf Eichmann, and other notorious Nazis surfaced in Brazil in the postwar decades. In Ira Levin's 1976 novel *The Boys From Brazil*, Mengele plots to clone Hitler in a secret Brazilian lab. The clones are then placed with families in various nations in hopes of replicating the Führer's early childhood. Given the Amazon basin's immense storehouse of still-unknown plants, drugs, and species, a Brazilian facility would be an excellent place to develop bioweapons or mad Nazi eugenics programs (see box, p. 62).

An even wilder story centers on the lost city of Akakor reputed to lie deep in the Amazon jungle. In 1972, a German photojournalist named Karl Brugger encountered an Indian



named Tatanca Nara in a marketplace in Manaus, Brazil. The man said Brugger had been selected by the Ugha Mongulala tribe to receive its history and the secret of the city of Akakor.

Nara said the Ugha Mongulala had been selected to chronicle human history 14,000 years ago by gods who arrived in golden airships and were white-skinned, black-haired people with six fingers or toes on each extremity. The gods built an underground city named Akakor in the impenetrable jungle near the modern border with Peru. They gave the Ugha Mongulala special stones with which they could view events anywhere on Earth, then departed. Some accounts say the visitors left one discoid ship behind, possibly at Akakor, along with four of their number who were either mummified or in a form of suspended animation in stone columns deep in the subterranean city.

Some say a U-boat visited Akakor during WWII via an underwater tunnel running beneath the Andes into the Amazon, while others report that a Nazi battalion vanished into the city after the war. Brugger accompanied Tatanca Nara on an expedition to find Akakor, but turned back after losing a canoe loaded with crucial supplies. Brugger published a book recounting the story, *The Chronicle of Akakor*, in 1976. He was murdered in the Rio de Janeiro suburb of Ipanema in 1981.

U-234

The surrender of Germany in May 1945 cut short a U-boat mission to Japan that could have changed history. The giant U-234 received news of the end of the European war and orders to surrender in the mid-Atlantic while en route to Japan carrying technical drawings, an Me 262 jet fighter in crates, V-2 rocket components – and enough uranium to build two atomic bombs.

After talking it over, the officers decided to surrender at Portsmouth Naval Shipyard in New Hampshire in hopes of receiving better treatment. Two Japanese officers aboard the U-boat to study German weaponry elected to commit suicide with sleeping pills. It is not clear whether they knew of the sub's secret cargo. Other passengers included Luftwaffe officers and technical experts intended to improve Japanese air defenses.

The U.S. destroyer *Sutton* encountered U-234 east of the Flemish Cap and accepted its surrender. The United States, then deep into its own atomic research, hushed up the presence of more than a half-ton of uranium oxide aboard U-234. After interrogation, the crew was shipped to POW camps.

EGYPT

While tanks and soldiers grappled in North African deserts, a war of a different kind raged in Cairo and Alexandria. British rule in Egypt was deeply resented; some members of the Egyptian nationalist movement invited German aid, or sought to play the two sides against each other. Even King Farouk sheltered a Nazi spy inside his palace, outside the reach of British military law. Filled with soldiers, spies, political exiles, and government leaders, the Egyptian cities were hotbeds of espionage.

In a celebrated 1942 case, the Nazis placed a half-German, half-Egyptian agent in Cairo to foment rebellion. The British eventually captured the spy with the help of a bar girl who seduced him and discovered that his code was based on words and phrases from the Daphne du Maurier novel *Rebecca*. The British used this code to feed false data to his Nazi spymasters.

Egypt had long been a focus of archeological interest. The pyramids, Valley of the Kings, and temples of Thebes attracted treasure hunters who raided tombs for ancient riches as well as serious archeologists from Oxford, Yale – and Berlin. The opening of King Tutankhamun's tomb in 1922 and other discoveries had revived popular interest. The pyramids also excited believers in the occult. They were said to be associated with lost Atlantis (p. 123) or to be protected by lethal curses. Some believed they focused mystic energy or provided astrological insights by their very geometry; William Dudley Pelley (p. 30) believed they predicted Hitler. (See pp. PM28-39 for more.)

The quest for occult wisdom in Egypt encompassed more than just the pyramids. The legendary Emerald Tablet of Hermes Trismegistos (see p. WT42), which held all the secrets of magic, vanished in Alexandria in the Roman era, possibly when the fabled Library of Alexandria burned, destroying up to 700,000 scrolls from throughout the known world. The Library may have been built in the harbor, or possibly in the northern quarter; its actual location is unknown even now. Occultists, Ahnenerbe agents, or even supernatural survivors of an ancient Set cult might kill for any hint of the Library's location, or perhaps for a few salvaged codices.

René Guénon

Any occult activity in Cairo likely will involve the influential far-right French mystic René Guénon. Born in 1886, Guénon gave up mathematics to study Hinduism, Gnosticism, and other mystical traditions. By 1927, he had decided that the West had entered a "Kali Yuga," or cataclysmic dark age. Only an isolated, sorcerous elite could preserve the secrets of true wisdom.

He moved to Cairo in 1928, became a Sufi Muslim in '34, and sought his secret elite in Thule (p. 125), Agartha (p. 126), and other "mystical poles." In his searches, and through right-wing magical contacts such as Giulio Evola (p. 58), Guénon is likely to come across all manner of data of use to investigators. Unfortunately, he is equally likely to give it to their enemies.

TIBET

A forbidden land of snow-swept peaks, mist-shrouded monasteries, and ancient secrets, Tibet has excited the imagination of outsiders for centuries. "The Kingdom at the Roof of the World" had long embraced a form of Buddhism known as lamaism. The Dalai Lama, believed to be reincarnated each generation, served as secular and religious ruler at the capital of Lhasa. Tibet remained closed to most foreigners in the 19th and early 20th centuries, but stories of holy lamas possessing potent mystical powers filtered out of the remote country.

German *völkisch* societies (p. 26) incorporated these tales of Asian mysticism into their beliefs. They believed Tibet might be home to the last of the original Aryan tribes, the legendary forefathers of the German people whose leaders wielded enormous supernatural power that might be used to conquer the world. Tibet's location above the legendary Aryan battlefield of India, its reputation for ancient wisdom, and the prevalence of the swastika in Tibetan Buddhism all reinforced this belief.

SS vs. OSS

A 1939 Ahnenerbe expedition under SS Hauptsturmführer Dr. Ernst Schäfer arrived in Tibet on a covert mission to find the lost tribe of Aryans. The expedition also sought to open relations with Tibet to gain a base from which to attack India. The endeavor persuaded the Tibetan regent, then in power because the Dalai Lama was still a child, to correspond with Hitler, but nothing further came of the scheme. Schäfer also engaged in "earth-magnetic" research, and obtained a rare copy of the Tibetan *Kangschur* scriptures as well as other "cult objects." He may also have brought back Tibetan sorcerers, artifacts, or texts for the secret "Tibetan colony" in Berlin (see box, p. 49).

In 1942, Lt. Brooke Dolan and Capt. Ilya Tolstoy (grandson of the Russian author) embarked on a 10-month trek across Tibet. Dolan actually had taken Schäfer with him on previous expeditions in 1931-32 and 1934-36, but this time the naturalist and first Westerner to capture a giant panda was an OSS agent on a critical mission. Japanese troops had cut the only overland supply routes from south Asia to China. The Chinese Nationalists needed arms and other Allied supplies to fight the Japanese. Roosevelt ordered the OSS to send an expedition to largely unmapped Tibet, to explore an alternate route. Tolstoy and Dolan took up the challenge. After three months spent in India securing permission to enter Tibet, the pair set off on a journey of more than 1,500 miles by foot and mule across some of the world's most desolate deserts and dangerous mountains.

Reaching Lhasa in December 1942, they delivered letters and gifts from Roosevelt to the Dalai Lama, including a signed photo of the president and a gold watch. In return, the Tibetan ruler gave Tolstoy four tapestries, a set of gold coins, a photo of the Dalai Lama, and a set of Tibetan postage stamps for Roosevelt's collection. The two agents apparently did not bring up

WILD ARCHEOLOGY

Egypt (p. 121) lends itself to adventures pitting heroes against nefarious Nazis intent on recovering lost relics, forgotten scrolls, or other items of power to fuel their plans for conquest. If the Face and Pyramids of Mars are related to the Sphinx and Pyramids of Egypt, an Ahnenerbe team might seek the technology of our "Martian Aryan" ancestors! One place to look would be the lost city Tanis, possibly the home of the Ark of the Covenant (p. 58), uncovered in '39 by Alsatian archaeologist Pierre Montet.

Ivan T. Sanderson

Indiana Jones may have had a real-life counterpart in Sanderson. A Scottish explorer and naturalist, he served in British Naval Intelligence during the war, doing counterespionage in Nicaragua and the Caribbean. His duties included investigating missing planes and ships, as related in his 1970 book *Invisible Residents*, which warned of a hostile undersea civilization. After WWII, Sanderson became a noted cryptozoologist and investigator of unexplained phenomena. His books on Bigfoot are credited with popularizing the North American version of the yeti. He also investigated UFOs, underwater objects off the Argentine coast, and other oddities before his 1973 death.

Edmund Kiss

The Axis had their own "Indys," such as the novelist and surveyor Kiss, whose conversion to the *Welteislehre* (box, p. 71) drove him to search Peru and Bolivia in 1928 for the remains of ancient Aryan giants. He explored Tihuanaco, Lake Titicaca (where the "white god" Viracocha supposedly emerged in ancient Peru), and the Brazilian delta. Kiss explored the Abyssinian highlands in 1936 (after the Italian conquest), looking for pieces of the fallen "second moon" and traces of Lemurian civilization (p. 124) for the Ahnenerbe. Rising to the rank of SS Obersturmbannführer, Kiss eventually commanded Hitler's headquarters guard. He tried to mount a commando expedition to Tibet in 1945 to lead a new Mongol horde against the Soviet rear, but wound up in an American POW camp.

R.A. Schwaller de Lubicz

Theosophist Renée A. Schwaller founded the Tala, a secret society dedicated to "hierarchy" and anti-Semitism in Paris in 1918. Captivated by Armanic rune lore and the swastika, Schwaller's group became ever more fascist; by 1919, it had become *Les Veilleurs* ("the Watchers") and attracted (according to occult rumor) Rudolf Hess. Schwaller took the name "Aor" at first; later, a Thule-obsessed Lithuanian nobleman granted Schwaller his own last name. The newly minted "R.A. Schwaller de Lubicz" used runic lore to establish, to his own satisfaction, the occult meaning of Egyptian hieroglyphics. He, his wife Isha, and her daughter studied the sacred geometry of the temple of Ramesses II at Luxor from 1936-52.

the notion of an overland supply route from India to China through Tibet, however. Dolan may have worked to counter any lingering Ahnenerbe influence in Lhasa, or to contact the Secret Masters on FDR's behalf. In February 1943, Tolstoy and Dolan left Lhasa bound for China. While the search for a suitable supply route succeeded, the Allies never used it for fear of inflaming the already testy relationship between China and Tibet.

Heinrich Harrer

Austrian climber Heinrich Harrer visited Tibet in 1944. Two years later, he befriended the 11-year-old Dalai Lama and became his tutor before fleeing the Chinese takeover in 1951.

In '53, he wrote *Seven Years in Tibet*, which has been translated into 48 languages and sold more than 3 million copies. He became a poster boy for the New Age "Tibetan wisdom," and his book became a movie in 1997. That year, newspapers reported that Harrer had worked for the Nazis in Austria since 1933 and had joined the party in 1938. He became an athletic instructor to the SS, and a '38 photo shows Hitler congratulating Harrer on his ascent of Mt. Eiger. Captured by the British army while on a climbing expedition in 1939 India, Harrer spent several years in a camp before escaping to Tibet in 1944. Harrer admitted his Nazi associations, but denied he was a dedicated Hitlerite or that he ever took part in SS operations.

SHANGRI-LA

Shangri-La's story originates in the Tibetan *Kalachakra Tantra* (traditionally dated to the 9th century B.C.), where it is called Shambhala. It is a secret community in a remote fertile valley where enlightened lamas dwell in spiritual contemplation. The people of Shangri-La (also called Chang Shambhala, Tebu Land, Kalapa, Olmolungring, Sveta Dvipa, and Belovodye) are said to live far beyond the normal human lifespan and possess powers such as clairvoyance and teleportation. Some allege that the abominable snowmen, or yeti, protect Shangri-La, although avalanches and other natural hazards should serve to deter the unworthy.

Many Buddhists (including the primary commentators on the *Kalachakra*) say Shangri-La refers to a spiritual state, not an actual place, but it has joined Atlantis and other dream lands in the public consciousness as a hidden utopia. In 1933, James Hilton published *Lost Horizon*, a novel about a fictional visit to Shangri-La that popularized the idea and firmly associated it with the Himalayas.

Shangri-La entered WWII lore in 1942 when Pres. Roosevelt announced that Gen. Jimmy Doolittle's bomber raid on Tokyo had taken off from "Shangri-La." (The bombers had actually, at least *officially*, launched from an aircraft carrier.) The lost valley of unaging lamas has another, even more bizarre connection to the Roosevelt administration. Henry A. Wallace, U.S. secretary of agriculture from 1933 to 1940, sponsored an expedition to central Asia that may have been intended to discover Shangri-La. Wallace had commissioned Nicholas Roerich, a Theosophist painter who had fled Russia after 1917, to search for drought-resistant grasses to replant the Dust Bowl in 1934.

Roerich also seems to have been a spiritual mentor to Wallace, who experimented with many faiths and beliefs in his life. Roerich had learned of the legend of Shangri-La while on an expedition to Tibet in 1927 (during which he saw a UFO), and may have persuaded his influential friend to send him to find the legendary lost valley. According to some accounts, Roerich specifically sought the Holy Grail, or the reincarnation of Jesus Christ, in Shangri-La.

Some also credit Roerich with influencing Wallace to successfully lobby Secretary of the Treasury Henry Morgenthau to add the Illuminated pyramid with its all-seeing eye to the back of the dollar bill when the U.S. currency was redesigned in 1935. Roerich died in 1947. Wallace went on to become vice president during Roosevelt's third term, from 1941 to 1945, and a third-party candidate for president in the 1948 election. The revelation of his letters to Roerich during this campaign ruined him politically, and he died in 1965.

OFF THE MAPS



The war did not confine itself to the real world. Imaginary places and lost lands also were drawn into the conflict. In the abstract, these places of mystery were used to bolster Nazi theories of racial righteousness, but the occult beliefs of many top Nazis also led to expeditions to find these lost places or vanished races in hopes of enlisting their temporal aid, as well.

ATLANTIS

Atlantis' famous legend naturally attracted the Nazis. Plato first wrote of Atlantis about 355 B.C., describing an Atlantic island inhabited by an advanced civilization that had built a city nearly 40 miles in diameter, surrounded by fertile plains and lush forests. In time, the Atlanteans went into moral decline, and the story suggests the gods punished them by sinking the island.

The story reappeared in many forms through the ages. The Theosophical Society, founded in 1875, concocted an elaborate history of spiritual evolution with a number of previous human races inhabiting various lost lands. Psychically advanced and spiritually gifted, the Atlanteans were vegetarian giants with flying ships. They were the "Fourth Root Race," whose descendants became the Aryans, the true human "Fifth Root Race."

In 1882, Ignatius Donnelly, a U.S. congressman and scholar, published *Atlantis: The Antediluvian World*. The book treated the Atlantis legend as literal truth, positing Atlantis as the Garden of Eden that gave birth to both the Aryan and Semitic races. He also proposed that the Atlanteans had colonized both sides of the Atlantic, explaining supposed similarities between Egyptian and South American cultures, such as the construction of pyramids.

As many theories describe Atlantis' location as its history. It has been found everywhere from Crete to the Algerian desert (Did a "vile vortex" from the box on p. 120 swallow it?) to the Canary Islands. The German engineer Otto Muck, who invented the U-boat *schmorkel* and worked on the V-2 at Peenemünde (p. 88), theorized that the aptly named German *Meteor* expedition of 1925 had discovered the remains of Atlantis north of Puerto Rico, sunk by an asteroid impact in 8498 B.C.

The Ahnenerbe searched for Atlantis in the Canary Islands, and for mummified "Atlantean" giants everywhere from Iceland to Tibet. The Ahnenerbe may also have hoped to get their hands on Atlantean relics, advanced technology or occult lore. The Atlantean language, Senzar, if discovered (and deciphered) could no doubt provide great insights into Armanic rune lore, and vril surely powered the Atlanteans' flying ships.

See *GURPS Atlantis* for an extensive treatment.

Undersea Masters

What if Sanderson's warning of a hostile submarine civilization (see box, p. 122) was correct? Perhaps the Atlanteans, transformed into water-breathing humanoids by Poseidon's magic (or ancient genetic manipulation) awakened to the threat of the surface world when the submarines of WWI pierced the calm of their underwater empire. When more, faster, quieter subs began to patrol the deeps 20 years later, the Atlanteans might have begun to strike back. Atlantean invaders might be a "third force" unifying unwilling allies in the Pacific theater, or ally with one or the other side for their own reasons. Plato depicted Atlantis as a fairly unpleasant proto-fascist state; an Atlantean-German Axis would make ideological sense. On the other hand, the Atlanteans may join with Britain to liberate their ancestral Greek homeland, or with America to oppose the Japanese-allied samebito (p. 100). Suitable Atlanteans for any alliance appear below.

Atlantean 99 points

Attribute Modifiers: ST +2 [20]; HT +2 [20].

Advantages: Amphibious [10]; DR 1 [3]; Enhanced Move (Swimming) ×2 [20]; Faz Sense [10]; Gills [10]; Infravision [15]; Nictating Membrane ×1 [10]; Pressure Support [10]; Speak Underwater [8]; Temperature Tolerance (Cold) [3]; 3D Spatial Sense [10].

Disadvantages: Dependency (Water, daily) [-15]; Reduced Move (Running, -3) [-15]; Weakness (Air, 1d per 30 minutes, Fatigue only) [-10]; Weakness (Desiccants, 1d per 5 minutes) [-10].

GURPS Atlantis gives templates for "air-breathing" Atlanteans on p. AT114, and for Theosophical Atlanteans on p. AT15. It has much more coverage of Atlantis and other sunken lands, plus material for further undersea adventuring. The conspiratorial "Heirs of Minos" from pp. AT91-109 are manipulating the Americans and British to stop the Japanese, a Minoan experiment that got out of hand. (Rogue Minoans, of course, may be "supermen" encouraging the Nazis.) Even waterbreathing Atlanteans might be part of a conspiracy; the bloodline the Priuré de Sion (p. 34) protects was spawned by the "sea-born" Merovingians, after all.

Lemuria

This lost continent's story began as an explanation for the presence of lemurs in both Madagascar and India. Scientists in the 19th century, who had not yet come up with the theory of continental drift, speculated that a sunken land bridge called Lemuria must have once connected the two land masses.

Theosophists and other fringe scientists turned Lemuria into a lost civilization of proto-humans that predated Atlantis. Described as 15', ape-like hermaphrodites with psionic powers, the Lemurians (or "Third Root Race") originally laid eggs but later learned to reproduce sexually. (*GURPS* statistics for Lemurians appear on p. AT41 or p. CB116.) Not being very bright, they bred with animals, producing the great apes and angering their gods, but other deities helped the Lemurians along until their land sank into the ocean sometime around the Mesozoic. This may have resulted from a titanic war between Atlantis and Lemuria that produced the Sahara, Gobi, and other deserts. Not all the Lemurians died out; Pelley and other American mystics communed with them in the California mountains.

A French colony, Madagascar went over to the Vichy government in 1940. In this period, Himmler revived earlier speculations about exiling Jews to Madagascar, but the plan came to nothing. Meanwhile, Japanese subs used the island as a base, no doubt putting ashore Black Dragon teams to seek out Lemurian ruins and artifacts. In May 1942, the British launched "Operation Ironclad" to seize the island, which surrendered Sept. 29.

Mu

Published by Col. James Churchward in 1926, *The Lost Continent of Mu* states that this land sank into the Pacific in 12,000 B.C. The story appears to have originated in 1896 with Augustus Le Plongeon, whose book, *Queen Moo and the Egyptian Sphinx*, was supposedly based on ancient Mayan documents. Churchward claimed his tale of Mu was based on stone tablets shown to him by a Hindu priest in Burma. He wrote that on Mu the white race ruled the others and survived the destruction of the continent to become the forefathers of the Aryan race, a theory that must have appealed to the Nazis.

Mu stretched from Hawaii to Fiji and from Easter Island to the Marianas, said Churchward. The jungle-covered land was low and flat. At its height, the people of Mu numbered 64 million and were ruled by a priest-emperor called the Ra. Churchward wrote that Mu sank beneath the waves after the collapse of "gas belts," or great caves under much of the Earth. The survivors, crowded on small Polynesian islands, fell back to savagery, but a colony in the modern Gobi Desert prospered and eventually gave birth to the Aryan race (via Tibet, no doubt).

Scattered ruins of Mu might be found on Pacific islands by Black Dragon scholars or OSS agents. In 1996, divers discovered a 60' stone and coral pyramidal structure off of Yonaguni in the Ryukyu Islands – a lost pyramid of Mu? Perhaps the Black Dragon's submarines already had discovered it during WWII, and desperately defended Okinawa to keep it out of American hands. Any artifacts of Mu could spark a classic archaeological race, or even a covert commando raid – or a lost Muvian colony might unleash daikaijū to drive off the invading "outsiders." The sunken Muvians might have become samebito, just as the Atlanteans became water-breathers.

Thule

This legend began with the Greek explorer Pytheas in the time of Plato. At the mouth of the Rhine, he heard about an island to the north beyond which travel was impossible. Other Greek scholars described Thule as a warm, green land surrounded by high mountains and ruled by Apollo. The handsome people were blond with blue eyes. Thule's fate is not recorded; presumably advancing ice destroyed it in a climate change.

Stories of Thule often intermingled with those of Hyperborea (literally, "the land above the north wind"), a lost continent spanning Greenland, Iceland, and Europe's northern extremities. The Theosophists wrote extensively about Hyperborea, which predated Lemuria and Atlantis by their reckoning.

Hermann Wirth, a founder of the Ahnenerbe (p. 43), envisioned a civilization on Thule between 25,000 and 12,000 B.C., roughly concurrent with Cro-Magnon man. These "Thuata" had a high if non-metallic civilization, he said. After Thule's fall, its people spread across the globe, splitting into various ethnicities. Wirth's belief that Thule was matriarchal and socialist was not what the Nazis wanted to hear; he was booted from the Ahnenerbe in '37 and narrowly escaped a concentration camp.

Some Nazis traced the Aryan master race to Thule rather than Atlantis, or conflated the two as the "Atlantis of the North" in Arctic islands such as Greenland, Iceland, and Spitsbergen. The Americans occupied Iceland and Greenland in 1940 after the fall of Denmark, forestalling further German activity in those promising sites. Spitsbergen, an island group 400 miles north of Norway, was more closely contested. The British evacuated the population ahead of the Germans in 1941; Norwegian troops retook the islands in May 1942 and reopened the mines. The German battleships *Tirpitz* and *Scharnhorst* leveled the island's buildings on Sept. 8, 1943 and kidnapped 70 islanders; a U-boat razed the small town of Svea in 1944. This exciting sequence no doubt conceals a four-year running battle over the Thuata bloodline (all those kidnapped and evacuated settlers) and access to the hollow Earth (all those mines) and its vril.

THE HOLLOW EARTH

The notion that the Earth might be hollow dates back to early mythology. The Greeks and Romans believed in a literal underworld inhabited by the souls of the dead. Norse mythology told of dangerous trolls and dwarves dwelling in deep caves. Chinese, Indian, and Navajo lore all tell of a subterranean paradise or paradises: 9th century Chinese scholar Tu Kuang-t'ing described 10 "cave heavens" and 36 "small cave heavens" scattered inside mountains.

Based on variations in Earth's magnetic field, in 1692 astronomer Edmund Halley suggested it might be hollow. He thought the interior might be lit by a luminous atmosphere, which seeped through the poles' thin crust as the aurora borealis. Mathematician Leonard Euler supported his theory in the 1770s.

Retired U.S. Army Capt. John Cleves Symmes published an 1818 pamphlet proposing that the poles might have entries to the hollow Earth. He spent the rest of his life in a failed bid to raise money for a North Pole expedition to explore this inner world. An 1825 Russian foray into Siberia and an 1829 U.S. naval mission to Antarctica made partial use of Symmes' theories, but didn't go far enough to find the "hole at the Pole."

Variant theories suggest that Atlanteans, Celts, Romans, Aztecs, and others migrated into the hollow Earth, either deliberately to escape destruction or by accident, where they degenerated into cannibalistic subhumans. Often, however, the inhabitants were depicted as more advanced, and much whiter, than decayed surface humanity. Some theorists, such as Richard Shaver (p. 115), managed to believe all these things at once.

In 1870, Cyrus Teed, an alchemist from Utica, N.Y., proposed that our world might be the one inside the hollow Earth! Centrifugal force, not gravity, held people and objects to the Earth's surface, Teed said. The sun, a rotating sphere at the center of the Earth that was half dark and half light, produced day and night. Stars were actually sparkling bits of ice, and Teed wrote the moon off as an illusion. Teed changed his name to Koresh, ancient Hebrew for Cyrus, and founded a cult based on his idea. At its peak in the 1890s, the cult had some 4,000 followers and a commune in Florida, but faded away in the 1950s. Before then, however, it took brief root in the Third Reich.

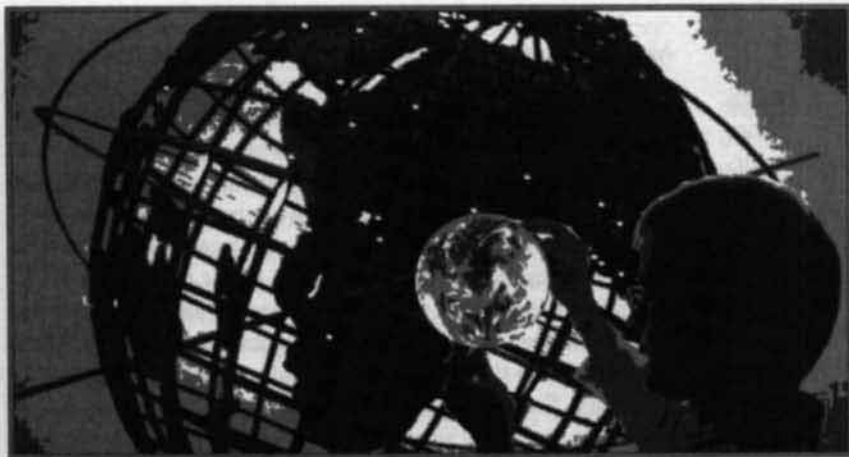
UNDER THE SURFACE

Hollow-Earth theories aside, combatants extensively used underground fortifications during WWII. The "Atlantic Wall," the bunkers of Saipan and the Philippines, and many other defensive works depended on miles of interlocking tunnels dug deep into the earth. At U-boat bases, the Nazis built enormous bunkers over the sub pens to protect them from bombing raids. The British built ammunition tunnels, secret factories, and entire underground cities under 200 acres near Stonehenge, as well as art repositories, arsenals, and hangars.

One of the largest Nazi underground factories, at Nordhausen, employed slave labor from nearby concentration camps to build V-1 and V-2 rockets. The Nordhausen complex was 2 miles long, with two 50'-wide tunnels connected by 48 lateral tunnels. An estimated 20,000 of the 60,000 Jews and other prisoners who worked at the plant from 1943-45 lost their lives.

During the final battles in Germany, a special detachment of U.S. intelligence officers (the precursors of Operation Paperclip on p. 37) raced through Europe recovering uranium and German atomic scientists to keep them out of Russian hands. In the German resort town of Haigerloch, they discovered an underground complex built into an 80' cliff topped by a church. This ingenious arrangement rendered the facility practically impregnable to aerial reconnaissance or bombing. The complex, sealed off by a heavy steel door set in a concrete entrance in the cliff face, contained an atomic pile used for nuclear research.

Countless U.S. Marines died rooting fanatical Japanese out of caverns on Saipan, Guam, Tinian, and other islands. On Iwo Jima, the Japanese augmented the natural caverns by constructing large underground chambers, some five stories deep, to serve as storage and hospital areas. These chambers were connected by miles of tunnels with many surface openings. More than 2,000 Japanese soldiers fought from underground fortifications on Mt. Suribachi alone in February 1945.



Hohlweltlehre

In a French POW camp during WWI, German pilot Peter Bender came across Teed's book on his theory. Back home after the war, Bender promoted the idea, dubbed the *Hohlweltlehre*, or hollow-Earth doctrine. He removed Teed's religious implications and simplified some concepts to match observable phenomena. *Hohlweltlehre* attracted its share of followers, notably Hermann Göring, though no respected scientists signed on.

In 1933, a Bender disciple tried to test his theory by launching a rocket straight up in hopes that it would land on the opposite side of the inverse Earth. The rocket crashed shortly after takeoff. Göring's support secured a second experiment. In April 1942, the German high command sent an expedition under Dr. Heinz Fischer to the Baltic island of Rügen. Fischer pointed a powerful telescopic camera straight up in hopes of spying out the British fleet on the other side of the concave Earth. The experiment failed, and an embarrassed high command sent Bender, his wife, and some followers to the camps.

In his 1976 book *UFOs - Nazi Secret Weapon?*, Holocaust-denier Ernst Zündel claimed that Hitler and other Nazis had escaped into the hollow Earth via an Antarctic entry. He said a flotilla of U-boats had conveyed Hitler's "last battalion" to Argentina, from whence the Nazis flew to the South Pole. They then established a base for flying saucers inside the hole, and will emerge to conquer the world when the time is right.

Agartha

If they do, the Nazis will steal the thunder of a different super race from within the hollow Earth: the lords of Agartha. Agartha is a technological super-city lit by the "Black Sun" (or, in other versions, the "Green Ray") with millions of psionically (or magically) advanced inhabitants. The rulers of Agartha (or Agharti, or Agartha, or Agarthi) are a conclave of nine (or 12) secret masters called the "Unknown Seers" under a Brahmatma known as the "King of the World." Driven underground by an ancient war (or catastrophe), the Agarthans wait until the time of prophecy, when the King of the World will emerge, unify Asia, and destroy all who oppose him (such as Shangri-La). Some have linked ancient Indian legends about an underworld race of serpent people called nagas to Agartha. The nagas are said to war on Agartha from two underground cities, one reachable through a well in Benares, India. Other secret tunnels link Agartha with the Potala Palace in Lhasa (see p. PM57) and

other mystical sites such as Peru's Tihuanaco ruins, Kentucky's Mammoth Caverns, California's Mt. Shasta, Egypt's Pyramid of Giza, Italy's Mt. Epomeo, and the poles of course.

Agarths are variously described as "pure Aryans," the standard 12' giants, degenerate cannibal zombies, or double-jointed, elastic-boned, forked-tongued beings who were nonetheless "exceedingly agile, graceful, and beautiful." These depictions can match up with both teros and deros (p. 115), the Ana (p. 54), or even the elves of Teutonic legend. Appearances aside, though, the Agarthans are dedicated to pure evil - unless they're the ones on our side, and Shangri-La holds the evil ones.

Agartha's tale began with the utopian scholar Louis Jacolliot in 1873, who called it "Asgartha" in an intentional echo of "Asgard," the land of the Aesir. Polish naturalist and utopian Ferdinand Ossendowski followed with *Beasts, Men, and Gods* in 1922, changing the name to "Agharti" and recycling the tales of the French "synarchist" Saint-Yves d'Alveydre. René Guénon (p. 121) was so impressed that he endorsed the King of the World, and founded a secret society, the Polaires, in 1927 to transmit his commands. The Polaires aided Otto Rahn's search for the Grail (p. 58), but were suppressed by the Nazis in *Aktion Hess* (p. 50). Hitler, understandably, would not have wanted anyone to disrupt his back-channel to the King of the World.

CHINTAMANI, THE BLACK STONE

Ossendowski claimed King Solomon possessed a fragment of a magical black stone fallen from heaven that bestowed wisdom, allowed command of demons, and granted vast wealth and power. This sounds like the alchemists' Philosopher's Stone, which has much the same effect, or like the Holy Grail (p. 58), which *Parsifal* interestingly describes as "the Stone from Heaven." After passing through the hands of Alexander the Great and Tamerlane, among others, the fragment ended up in a secret reliquary in Urga, the Mongolian capital. Some of Nicholas Roerich's (p. 123) paintings indicate he returned the fragment on his trip to Shangri-La; an acolyte claimed Roerich was given it to found the League of Nations.

The parent stone, known as Chintamani, maintains "sympathetic vibratory contact" with the fragment, via which it can communicate with (or control) the fragment's holder. Chintamani supposedly rests in the tower of the King of the World in Agartha (or his opposite number, the Rigden-Jyepo of Shangri-La) and broadcasts its occult rays across the globe. Whether it can contact other famous stones such as the Black Stone of the Ka'aba, the Sphinx, Stonehenge, the Washington Monument, the magical lodestone at the Magnetic Pole, or Lovecraft's Shining Trapezohedron remains up to the Secret Masters - or GM.

MARS

Some people think the Nazis blasted off for the Red Planet after WWII, possibly with aid from "Nordic" aliens (p. 114). They may have used technology recovered from the UFO crash reported near Czernica, Poland, in 1938, or advanced versions of the A-9 (p. 92) or Projekt Saucer (p. 83). Adherents of this theory say bases in the Antarctic Neuschwabenland (p. 119) were spaceports used for exploration and to support Nazi enclaves on other worlds. Richard Hoagland, the prominent "Face on Mars" theorist, believes that a Nazi underground within NASA – sponsored by von Braun and other Paperclip scientists (p. 37) – has been purposely misdirecting U.S. exploration of Mars for decades, possibly to cover up the Nazi bases there.

If there are Martians, perhaps the Nazis contacted them, following up on the contact reported by both Tesla in 1901 and Marconi in 1919. They might be working with a "lost battalion" or commando squad of Martians from the 1938 invasion of Grover's Mill, N.J. These "Welles Martians" appear below.

Martians 231 points

The quasi-octopod Martians are the result of millennia of evolution on their steadily dying world. A Martian is about the size of a bear, with most of its mass in its bulbous head, which also contains its heart and lungs. The back of the Martian head is a large tympanic membrane; on the front are two large, red eyes over a fleshy beak surmounting a lipless, V-shaped mouth. Above and below the mouth emerge two bunches of eight tentacles each. Martians are black, brown, or gray, although they appear more reddish in bright light or after feeding.

Their digestive system has evolved out of existence; Martians live directly on the blood of higher animals. They can drain it through their upper tentacles or use syringes to inject it. While feeding (or dying), Martians emit a sonorous hooting or howling, which may once have been their form of speech. They now communicate only via telepathy; individual Martians may possess other telepathic skills, such as Sleep, Telecontrol, etc.

Attribute Modifiers: ST +5 [60]; DX +2 [20]; HT +2 [20].

Advantages: Bite [30]; Composed [5]; Doesn't Sleep [20]; DR 3 [9]; Extra Arms (6, for a total of 8 tentacles) [60]; Extra Fatigue +10 [30]; Extra Flexibility [10]; Extra Hit Points +3 [15]; Extra Legs (8 tentacles, cannot kick) [10]; Improved G-Tolerance (0.5 G; Affects IQ penalties only, -50%) [5]; Injury Tolerance (No Neck or Vitals) [10]; PD 1 [25]; Pressure Support [10]; Sharp Teeth (Beak) [5]; Telepathy Power 10 [50]; Temperature Tolerance 10 [10].

Disadvantages: Dependency (Blood; occasional, daily) [-30]; Dying Race [-10]; Hard of Hearing [-10]; Invertebrate [-20]; Monstrous Appearance [-25]; No Sense of Humor [-10]; No Sense of Smell/Taste [-5]; Solipsist [-10]; Weak Immune System [-30]; Weakness (Bright Earth sunlight; 1d fatigue per minute) [-30].

Quirks, Features, and Taboo Traits: Blue and violet appear black [0]; Sexless [0]; Vast, cool, and unsympathetic intellect [-1].

Skills: Telereceive at IQ [4] and Telesend at IQ [4].

GURPS Mars contains further information, both scientific and fanciful, and statistics for several variants of Martians. Like

Welles' Martians, the malevolent insects of Super-Science Mars can be part of an interplanetary Axis or a common threat for all mankind like the Sagittarians (p. 113). Any Martians with full access to TL9 Martian equipment should add High Technology (see p. CI26); Martian intellects may also be made considerably vaster, especially if evolution is an ongoing campaign theme.

THE ASTRAL FRONT

WWII's strife may not have been limited to the physical world. An Earth-shattering struggle displaying such extremes of evil easily could have spilled over into the spirit realms.

Dreamworlds

Australia's Aborigines believe that the world and life both sprang from the Dreamtime, a place which exists outside Earthly time without regard to past, present, or future. Human-animal heroes carry out great quests or journeys there. The Dreamtime connects Aborigines to the land and to their ancestors. It also reflects the real world, so actions in one world can alter the other. Given this linkage, a conflict as vast as WWII must surely have had an effect on the Dreamtime – or vice versa.

From 1929-33, German psychiatrist Hans Berger published his EEG experiments that discovered the "alpha state" or "dream state," and put dream research on a physiological basis. Although the great dream pioneer Sigmund Freud opposed the Nazis, his even more dream-obsessed former pupil Carl Jung supported them. He believed dreams tapped some archetypal mass-consciousness, similar to the Dreamtime concept.

Fervent Nazis could combine the work of Jung and Berger to dream into being a Sorelian mass-myth (see box, p. 55), or to alter the outer world by conquering the Dreamlands first. Lucid Dreaming (see p. CI142) or Dream Travel (p. CB99 or p. H19) could let them enter the Dreamtime, and there alter the past. As Nazi brutalities unleash nightmares, Ahnenerbe mesmerists using drugs or Tibetan visualization methods could drive somnambulists (p. 97) through the Dreamtime as unstoppable supermen. Soviet psionics mastered telepathically-induced sleep – the first step in creating a socialist workers' Dreamland? Edgar Cayce – the "Sleeping Seer of Virginia Beach" whose dream visions revealed the future, located Atlantis, and diagnosed diseases – might be a key player in thwarting Nazi somnambulist dreamtroopers or Kirlian sleepcasters.

Faërie

The Nazis, Japanese, or Allies might send emissaries to the faerie realm in hopes of enlisting magical aid. If the heroes are the emissaries, they enjoy the hospitality, and temptations, of the fey court while trying to forge an accord; if not, they must somehow prevent their foes from reaching such an agreement without antagonizing their hosts. Gates to Faërie might include the "hollow hills" of neutral Ireland, the Brocken in Germany's Harz Mountains, Arcadia in Greece, a forest along the Russian Front, Mt. Fuji in Japan, or anywhere else remote and scenic.

Some faeries appear on pp. 116-117; a "generic" faerie template appears on p. H56. More specific faeries can be found on pp. SPI57-58. More on the lords of the Otherworld appears in *GURPS Castle Falkenstein*, *Celtic Myth*, and *Russia*.

7. THEATERS OF OPERATION

The hardest part
for any Weird
War II GM
may be putting
it all together . . .

"In this war all the channels of communication between the different worlds were opened wide, and let in a powerful draft. Then came the atomic bomb to project us into the Atomic Age. A moment later, the rockets ushered in the cosmic era. Everything became possible."

— Louis Pauwels and Jacques Bergier,
The Morning of the Magicians

DEFINING THE CAMPAIGN

In addition to the difference between overt and covert changes (p. 4), a GM building a *Weird War II* game should take into account a number of other parameters and considerations.

SETTING

To begin with, just ask yourself one question: "How much weirdness do I want?"

The Ripple

This is a small change, a single weird stone tossed into the pond of history. Otherwise the world is a "close parallel," resembling our timeline in every respect — except that the SS are vampires, or the Manhattan Project is working on anti-gravity, or the world is actually donut-shaped with an icy, forbidding land of fur-bearing dinosaurs inside the hole. This doesn't seem particularly plausible to some players, but it makes designing the game so much easier, and playing in the world so much more familiar, that it is often worth it to stop at one rock.

Other ripples show more ancillary effects. The size of the ripple depends on the scope of the change — how many people will be affected? With covert changes, the answer by definition is "relatively few." Even if everyone in the world is secretly carrying recessive lycanthrope genes, it won't affect their behavior if only a single cell of the Maquis — and the RuSHA — know about it. With overt changes, the more people affected, the more

It doesn't matter how much stuff the GM puts into a campaign if he just slaps it together without thinking about its design. Games, like *Amerika Bombers*, have to be able to fly — and reach their target — when they're built. At the end of this chapter, four "worked examples" demonstrate some design principles, and also indicate the range of possibilities for *GURPS Weird War II* campaigning.

likely that other "domino" effects will occur. Killing FDR affects everyone in the world; killing Aleister Crowley probably doesn't affect many people at all. Unless he was the one secretly maintaining the Foolishness spell on Hitler, of course.

The Wave

Major changes or large ripples create a wave. This world exhibits less temporal inertia; the initial change sets up other changes in a thematic or teleological pattern. Vampires, blood magic, and cannibal cults all touch on common images; adding them all sets up a sanguinary wave. To design a game in which the Fourth Reich has a chance to win WWII in 1951, the GM may introduce a whole series of changes — an upsurge of American Luddism after the bomb, UN-sponsored world disarmament, superplanes, a Sorelian mass-myth of Hitler's survival — which together make the desired outcome more plausible.

The Splash

Throw one big rock into the pond of history, or a double handful of gravel. The effect is the same, a splash. If a big ripple is allowed to affect the rest of the world, or there are a lot of changes to WWII that don't reinforce each other, then the setting can get out of hand very quickly. This may, of course, be the intention; exploring all the ramifications of an idea can be very intellectually satisfying, and a game world in which literally anything can happen has a definite weird appeal.

RANDOM RIPPLES

If you're playing a really wild multi-dimensional *Weird War II* game, why not try randomizing the ripples? Random choice can jump-start a setting, or suggest directions for changes to come. This method can also help inspire setting creation, or suggest flavors to add to an ongoing game. Roll two dice. The first is the "chapter" die, corresponding to

Chapters 1-6 of this book. For the second, "element" die, list the six things in each chapter that you like best (chapters have more than six elements apiece), or that most readily suggest adventure or game ideas when you read them. Here's a sample table to get you started; roll as many times as you desire, ignoring any results that don't make sense or fail to inspire.

Element	Chapter Die					
Die	1: AH	2: Conspiracy	3: Magic	4: Tech	5: Beings	6: Locales
1	Germany wins	Illuminati	Rune-Lore	Nazi Bomb	Vampires	Brazil
2	Invade Japan	Black Dragon	Cargo Cults	Space Race	Ninjas	Mars
3	UK wins	Network	Spear of Destiny	Death Ray	Super-Soldiers	Faërie
4	Patton Unleashed	Fourth Reich	Ahnenerbe	Flügelrad	Sagittarians	Atlantis
5	Kalter Krieg	Hitler Killed	Aesir	Mecha	Daikajū	Antarctica
6	Spheres of Influence	Mind Control	Vril	Computers	Werwolves	Hollow Earth

Example, from the four rolls 1,4 ("Patton Unleashed"), 6,1 ("Brazil"), 4,4 ("Flügelrad"), and 3,4 ("Spear of Destiny"): In a world where Patton has drawn America and

Russia into war, the surviving Nazis hole up in a saucer-base in deepest Brazil with the Spear of Destiny, waiting to intervene when the time is right . . .



GENRES AND MODES

Genre defines the basic nature of the game; what kind of story you're telling, and what you can expect to see there. Boundaries between genres are fluid; a genre is a searchlight, not a laser beam.

Conspiracy: Conspiracy games are about uncertainty and paranoia. Trust no one; nothing is what it seems. A conspiracy game can enmesh mundane MI-6 agents in the machinations of the Illuminati, or pit Yale-educated Knights of Malta against Vichy occultists in the Prieuré de Sion.

Fantasy: Fantasy games are about the unreal, about magic and things that simply can't exist. Power and wildness range widely. A "low fantasy" game can focus on a small unit of British witches who secretly use magic to help their buddies, while a "high fantasy" game hurls Paul Bunyan and an Allied super-squadron against the reawakened Midgard Serpent.

Horror: Horror games are supposed to be scary. Anything fearsome, from monsters to plagues to the psychological damage of warfare, can create horror. A horror game can chronicle the steady dwindling into hallucinatory madness of a Japanese unit trapped in the Philippines, or center on brave Russian materialists fighting to defeat (and explain) waves of Nazi vampires and demons.

Science Fiction: SF games extrapolate, from changes in history or from new technologies. Hard SF depends on real science and internal logic; soft SF can stray from either but still requires dramatic logic. Alien invasions or alternate histories can be hard or soft. An SF game might involve tense political intrigue on a domed Mars colonized by Britain and Germany, or 100'-tall mecha slugging it out across the Antarctic snows.

War Story: A war story focuses on the questions of the war, be they tactical and technical (tending toward a dramatized wargame) or personal and psychological (tending toward a Gothic soap opera). A war story could chronicle the morale effect on normal GIs being replaced by robots and superheroes, or game out the strategic decision-making of the U.S. military fighting a vril-powered Fourth Reich striking north out of Argentina during the Korean War.

Modes

The mode is how you approach the genre; if the genre is the searchlight, the mode is the filter on the lens that gives it color. You can combine modes, but too many will leave the game murky, not multi-colored.

Action: Adrenaline and TNT all the way; the story exists as a springboard to exciting combats, chases, and escapes. Dragon-riders duel over Burma; teleporting time-commandos turn blitzkriegs aside!

Camp: Clichés, soliloquies, and Lush Capital Letters. All uff ze Ahnenerbe archaeologists haff vays uff *bending* you to zeir *vill!* And they all have beautiful daughters who find captured OSS agents . . . fascinating.

Cyberpunk: Advancing technology and the alienation it produces power cyberpunk. It's difficult to imagine cyberpunk per se without computers, but "dieselpunk" is possible in a technophilic totalitarian state.

Dark: There is no morality, and less hope. Darkness overshadows a conspiracy campaign that reveals FDR and Hitler as squabbling Illuminati puppets, or a "doomed squadron" game with PCs as "old guard" aristocratic Luftwaffe saucer pilots based in Hungary — as the Red Army rolls in.

Fortean: The world is fundamentally *strange*. Coincidence rules the day, with help from whoever keeps raining frogs on the battlefield. If the Agarthan ambassador reveals in encoded Lucky Strike advertisements that Churchill is a robot, it's a Fortean game.

Investigative: The focus is solving puzzles. How did the Nazi coup in Brazil succeed? Who murdered Captain Invincible? Where is the Crystal Skull, and why is it telepathically speaking to Patton? What happened to the last agents to ask these questions?

Over-the-Top: Anything that fits the genre or the scene can happen, regardless of "realism." Hard-core Marines can hip-fire two BARs simultaneously; Chinese martial artists can splinter a tank with one perfectly aimed kung fu kick.

Pulp: Four-color action blending action, camp, and larger-than-life characters with vile, vile villains. Only Commando Carson and His Fighting Psychic Gorillas can stop Oberführer von Teufel from conquering the Congo with his Invisible Zeppelin Armada!

Silly: Okay, that last idea *was* pretty silly. But where pulp keeps a straight face, silly games take the tongue out of the cheek and play *everything* for laughs; the Nazis are incompetent boobs, and a cream pie will stop Tojo.

Technothriller: It's all about the toys. Technothrillers value suspense and narrative thrust, but they lovingly inventory the blueprints and the weaponry first. Magical spy gear, detailed flying-wing dogfights, or carefully-planned "sting" operations on an ODESSA gold courier all have that technothriller buzz to them.

Wainscot: The point of wainscot, or secret world, games is the interface between the hidden and the visible, the occult and the mundane. A grittily realistic commando raid to steal John Dee's grimoire from the Ahnenerbe, or political intrigue between rival tribes of gremlins living in a German fighter base, thrive on wainscot friction.

STYLE

The style of the game (see pp. W158-160) derives from the heroes' psychological and physical stress levels, factoring in their power and the realism of the WWII simulation preferred. Questions of style and mode (see box, p. 130) impact each other recursively; stop adjusting things when everyone seems to "get it" and enjoy themselves.

Dashing, Daring, Do

Great for splash worlds, or for worlds that seem implausible already – if everyone in the world simultaneously shrinks to 6" high on March 17, 1942, isn't stark realism beside the point? A natural for fantasy and soft SF. Horror games are more difficult in this style, but action, camp, over-the-top, and pulp games work well.

Gritty Heroes

This is likely to be the default style of almost any Weird War II campaign. Very few weird changes make the war easier to survive, after all; simply keeping the characters competitive will draw GMs toward this style. It fits all genres except conspiracy, though it will draw war stories toward tactics and away from psychology. Pulp and technothriller are perfect for this style, and both can even make conspiracy games work in it.

War is Hell!

Primarily suited for horror and conspiracy games, a grim slog through the mud can provide an interesting perspective on alternate histories or alien invasions alike. Even if the GM winds up running the main game in another style, a one-shot session showing the effect of the Big Weirdness on the average mudfoot can prove challenging and rewarding. Whether for one session or a whole campaign, this style will gravitate toward psychological war stories. It's also an excellent style for investigative stories.

NATIONAL WEIRDNESS

A weird game often depends on intangible flavor for proper satisfaction. The following applies some weirdness filters particularly appropriate for campaigns centered on one of the major combatants. (See also pp. 43-49 and 109.)

Britain

British-centered games will respond best to weirdness rooted in British history and myth. The return of Arthur (p. 56), the search for the Holy Grail (p. 58), faeries (p. 116), or the New Forest coven (p. 47) are all traditional British themes. British games can also usefully pick up a Gothic fiction frisson from vampires (pp. 98-99), or a *Dr. Who* vibe from the weirder types of mad science. British conspiracies are traditionally faceless and bleak, or lurid and decadent. Alternate histories, conversely, tend to bring out British dystopia; the Nazi occupation (p. 7) is a favorite, but a nuclear winter, an amoral cold war (p. 15), or any other unpleasant outcome will stir the British soul. Triumphant British alternate histories, by contrast, will feel quaint, retro, and steampunkish.

The United States

U.S. campaigns feel right if there's still hope, especially if Americans are the ones providing it. The superheroic story is the quintessential American WWII narrative, from Captain America comics to Clint Eastwood in *Where Eagles Dare*. The similarly larger-than-life Patton provides a nice, American hook for some types of weirdness, including spiritualism (p. 52), the Spear of Destiny (p. 59), and tank-mecha (p. 81). "Yankee ingenuity" doesn't support much mad science, except gigantic planes (p. 87) and flying wings (p. 73). This may be because period Americans remain ambivalent about their greatest feat of ingenuity, the atom bomb (p. 68). It can symbolically appear as giant monsters (p. 101), UFOs (p. 116), or Cosmic Unpleasantness (p. 59). U.S. conspiracies always turn out to be in league with fascists (p. 30), or even the Fourth Reich (p. 39), probably because they actually were (p. 37).

The Soviet Union

In contrast, Soviet settings thrive on tragedy and despair. Horror games nicely mesh with the Eastern Front, and the wolfman (p. 99) and vampire both have good, brooding, Slavic undertones to them. Inextinguishable Soviet fatalism and equally hardy Soviet patriotism make partisan games good hooks, especially against an even more overwhelming Axis force (p. 8). Spy games in cold wars are another Soviet specialty. Psionics is the traditional Soviet mad science (p. 70); Soviet magic is more likely built on Russian folk models involving faeries or witches. Soviet conspiracies *did* run the Russian government; they should be unfathomable, implacable, and very, very cold.

Germany

A game with German PCs has a natural model already – the myth of the "good German," serving in a lower-atrocity service like the U-boats or the Luftwaffe. This makes alternate air-war technothrillers a good German weirdness mode. An interesting game might take a PC group into the conspiratorial anti-Hitler underground with the objective of killing him (p. 35) and salvaging the nation in some form. Combining the two could be intriguing, if the PCs in the Neuschwabenland garrison (p. 119) decide to use Projekt Saucer (p. 83) and the other superweapons to destroy Hitler before he destroys Germany. Another good twist is to throw German troops against evil in an even purer form, from vampires to mandrakes (p. 96) to Things From Beyond. Most German magic and conspiracies are best suited for NPCs, being very, very evil, but the power of vril (p. 54) might be an interesting ace in the hole for PCs.

Japan

The nation that brought us daikaijū (p. 101) and fighting robots (p. 104) provides the framework for all truly weird games – anime Fortean action. The crazier the better; no GM invention will be so bizarre that Japanese pop culture hasn't been there and done that. Alternate histories that pit the Japanese *against* the Nazis seem popular in anime (for obvious reasons); getting there and still having a Pacific War is tricky. Aliens (p. 113), vril (or rather, its Japanese equivalent, the magic metal *hihirokane*), or extremely strange conspiracies seem to be the way to go.

CAMPAIGN CROSSOVERS

GURPS Black Ops

The Black Ops were born in 1944, in the crucible of WWII – or so they would have you believe. Isn't it more likely that Col. Steele or Gen. Carrington began the program after the so-called "Martian" invasion of 1938 (p. 127), and Argus carefully made sure that its patron, Harry Truman, became vice president and then president in 1945? The Greys are secretly based in the inaccessible Russian hinterland near Tunguska, and in Tibet; their plan is to wait for all sides in the war to weaken and then swoop in to rule the survivors. They help Germany and Japan in order to prolong the conflict. Detachment 23 (pp. 135-136) is a cover organization for the Company.

GURPS Cabal

According to the occult history of the Cabal, WWII began as a power-grab by a Lodge of magical adepts and became a full-scale revolt against the sorcerous masters of the universe. The Thule Gesellschaft is the "outer" name of the rebellious Lodge of the Midwinter Aton; Quatuor Coronati takes its marching orders from the Amonis Albion Lodge. The fanatical Sons of Imhotep, led by the mad Pharaoh Khaibitu-na-Khonsu, may be attempting to resurrect an independent, sorcerous Egypt as a "third force" in the war – perhaps they become a common enemy for Ahnenerbe and OSS agents alike, who at least both serve human masters. On the other claw, the secret Soviet psionic service, the GKMR, has its hands full dealing with both its Cabal enemies and Operation Barbarossa.

GURPS Voodoo

A magic-using ODESSA would make ideal opponents for Voodoo societies in the Shadow War. The campaign begins in 1945 or 1946 with the Lucumi noticing the sudden influx of arrogant white strangers into the occult scene in Brazil and the Caribbean, accelerates as the bizongues

discover the role of the Roman Lodge in running ex-Nazis to safety, and climaxes with a terrific occult struggle across the spirit world against the Corruptor behind the Third Reich. The Shadow War's themes of race, responsibility, and wainscot worship all mesh well with the Fourth Reich and its dreams of blood, glory, and apocalypse.

Transhuman Space

Cloning, computers, emotionless intelligence, memetic control, and space travel all meet in the laboratories of Nazi Germany and the mad dreams of the Third Reich. The issue of what it means to be human resonates still more strongly in the presence of the inhuman regimes of WWII. Presenting a sudden, unexpected breakthrough into nanotech in a 1938 atomic laboratory can pose bracing – or unsettling – questions about humanity's future during the war that would decide it, while leaving lots of problems to solve in the present: Will Projekt Saucer terraform Mars? Did the meme of the swastika create Nazism, and not the other way around? Can they xox Hitler's brain?

Other Sourcebooks

Besides the sourcebooks mentioned elsewhere in this book, a number of *GURPS* supplements have weirdness of their own to add to WWII. Adding predatory robots (*GURPS Reign of Steel*), cybertanks (*GURPS Ogre*), or ticked-off angels (*GURPS In Nomine*) to the battlefield provides further challenges. You can even bracket the war nicely – *GURPS Cliffhangers* adds yet more exotic locations and vile plots for the minions of the Thule Gesellschaft, and *GURPS Atomic Horror* moves the Nazis and the daikaijū into the postwar era. *GURPS Bio-Tech* can stock a Fourth Reich cloning lab. *GURPS Dinosaurs* belong in the hollow Earth, or warring with daikaijū imposters. Finally, this book and the *Hellboy Sourcebook and Roleplaying Game* go together like blood and guts.

TECHNOMANCER 1942



Suddenly, the sky below erupted in gray.

From all across Cologne, from factory rooftops and church spires alike, dull gray carpets, like pieces of a storm cloud, arrowed up toward the brightly colored Agra B.Mk Is and Mirzapur B.Mk IIIs of the Royal Air Force. As they got closer, the metallic thread of the swastika-and-eagle pattern worked into the fighter-carpet began to glint in the starlight. "Still more coming," sang out Waters at the tailgun, "the krauts must have had a hundred invisibility spells up to hide 'em all!"

The oncoming Luftwaffe rugs took on individualities: here a Gobelin 190 showed some fraying on the edges, the sign of a carpet with too few hours in the looms; there, moonlight shone through the tracer holes in a Lasser 104. Puffs of orange fireball-flak bloomed close in the bomber crew's

vision – too close! A bigger flash, lit with magenta, consumed 10 men on a Mirzapur, near enough to hear the screaming. Flight Lt. Jackson, on counterspell, was shouting even louder, flipping through the almanac as he did so: "What was Bomber Command thinking? A major raid on Hecate's feast day? Of course the Jerries' seers are awake!"

More bomber rugs lit up, and began to spiral in. Crews shoved bombs off of carpets on all sides, desperate to lighten the load, to end the mission and try to flee back to Britain. Some of the ordnance was hitting Cologne; a fraction of it might have been doing some harm to the ceaseless Spellfabriken below, carving a tiny piece out of German magical supremacy.

But then the gray Jagdteppiche closed in, and the RAF's Thousand-Rug Raid felt the other edge of the blade.

In 1919, Nuremberg vanished in a pillar of fire that nearly tore Germany apart. In 1942, that Hellstorm still burns bright – while darkness closes over the rest of Europe. A demagogue rode the chaos to supreme power, and plunged the world into a global war fought with magic and machine guns alike.

THE WORLD AT WIZARDLY WAR

In most respects, this world is just like our own 1942 – Adolf Hitler rules Germany, panzers strike deep into the heart of Russia, Rommel duels for position in Egypt, Japanese and American carriers hunt each other across the Pacific – however, Hitler uses powerful mental magics to cement his hold on a trembling high command, the panzers teleport along ley lines, Rommel rides an eight-legged horse cloned from Sleipnir, and the carriers deploy dragons.

The 200-mile radius around the Nuremberg Hellstorm is *high mana*; this *Magiezone* is entirely within the boundaries of the Reich, except for the northeastern cantons of Switzerland. (Zurich has become a mecca for magical research and magical espionage alike.) Czech partisans and the French Resistance both maintain effective magical undergrounds in the sections of the *Magiezone* annexed to the Reich in 1938 (western Bohemia and the Sudetenland) and 1940 (Alsace-Lorraine), respectively. Resistance notwithstanding, possession of almost the entire Manabelt (as American theorists name it) gives Germany a terrifying demographic advantage; nearly a third of the German population can cast spells! The rest of the world is *normal mana*; aggressive scholarship programs and military drafts identify and try to maximize the potential for Magery of all citizens.

GURPS TECHNOMANCER

As the title indicates, this setting adapts David Pulver's "Technomancer" world from *GURPS Technomancer* for sorcerous WWII action. GMs or players may assume that any magical technique in that book that parallels or reproduces technology available after 1942 is not yet available in this setting; for example, necronium technology doesn't exist without atomic power plants to produce it. (Whether Fermi's December 1942 experiments at the University of Chicago will parallel nuclear developments in *Technomancer*, unleash a second Hellstorm in the American Midwest, or simply produce "mundane" controlled nuclear fission is up to the GM.) The social and magical timeline is less advanced as well; not only is the world of the 1940s different from that of the 1990s, magic only appeared 23 years ago in this setting – this 1942 is the equivalent of *Technomancer*'s 1968. This is, however, long enough for the first generation of chimeras to reach military age.

For those without *Technomancer*, the available spells are those from *GURPS Magic* (except Resurrection, p. M51, and Utter Dome, p. M78) and the Technological spells (adapted to TL6 as appropriate) from *GURPS Grimoire*. All other spells (and any of the foregoing that the GM feels are potentially abusive) are not invented yet, military secrets, or simply impossible.

Divergence Points

The German magical advantage pulverized the RAF long enough for an attempted Sealion; although the Germans gained a successful beachhead in Kent, the Royal Navy managed to cut off the levitated supplies and drove the invaders back to France. The fall of Moscow (made possible by German weather magic), likewise, hasn't ended the war in Russia. Stalin still fights on from Kuibishev, railing against the "superstitionist-fascist Axis." The current front line in the East runs from the siege lines around Leningrad to Gorkiy and south to Rostov; Hitler plans an encircling strike toward Stalingrad in the summer to push his front to the Volga.

Create Water and Create Fuel spells ease Rommel's supply in North Africa – but the Long Range Desert Genies manage to keep his flank pinned down with flying-carpet raids. The 1942 Pacific Front is roughly the same as our WWII; Yamamoto plans to surprise the Americans at Midway, and vice versa. Between the weather magics and elemental summonings, naval warfare has churned up a number of typhoons across the Pacific; the weather globally is getting wetter and warmer.

More Than Human?

All sides work to breed ever-larger and more-powerful dragons; not everyone involved has fully pondered the consequences of creating intelligent beings more powerful than humans. Each side's propaganda accuses the other of trafficking with demons; the truth of these claims is up to the GM (but it's the way to bet in Germany, at least). Giant Nazi attack penguins guard the Kriegsmarine's thriving Antarctic U-boat base.

Germany senselessly wastes its magical powers hunting and exterminating the "chimeras," magically mutated blendings of man and beast. Although not truly accepted by anyone except the Soviets, who see them as proof of Lysenkoism (see box, p. 62), they provide a crucial edge for Allied forces and resistance work.

SITUATION REPORT

The state of magery among the war's major combatants is as follows:

Britain

Magic in Britain is regulated and coordinated, in theory, by the Ministry of Magic. In practice, each ministry has its own magical office; these produce a welter of different policies. Britain is probably the leading nation for pure theoretical thaumaturgy, as both Oxford and Cambridge established magical colleges in the '20s. Promising magicians from Commonwealth countries receive handsome study grants, on the condition of moving to Britain – Britain does not want its colonies self-sufficient in sorcery.

The United States

Magic roared in America in the 1920s. Though many Southern states banned it altogether as "un-Christian," the papers glamorized it and gangsters used it against slow-to-adapt police forces.

FDR established the Thaumaturgical Study Administration in 1934 to coordinate and develop magical responses to the Depression, but most U.S. magical research still happens in corporate labs. America (and Germany) lead in practical applications for magic; American companies specialize in cheap magical applications to vastly improve conventional industry.

The Soviet Union

Although Lenin began by trying to imprison or execute all the magicians in Russia as "counter-revolutionary atavisms," he eventually allowed them to practice in government service. Fear keeps them in line; Stalin regularly purges the magical ranks of "carriers of archaic superstition." The Red Army particularly suffered from the 1938 purge, and still has the lowest level of magic use of any major military. Soviet soldiers tend to develop Folk Magic (see pp. RU93-95) rather than try to study formal "socialist applied traditional discipline" and make themselves targets for the next political housecleaning.

Germany

Germany tends to rest on its Hellstorm-given laurels and focus on application and enhancement of existing magical theory. Himmler's constant, ignorant interference hampers magical R&D, although Speer has managed to establish solid industrial enchantment (see pp. T40-42) practices derived from runic yoga. Although the Nazi establishment loudly proclaims magic as the "natural heritage of the Aryan race," in practice the Gestapo's *Zauberpolizei* ("Zaupo" for short) keep a close eye on registered magicians. Jewish and other "subhuman" magicians are executed on the spot rather than sent to camps; the SS has no wish to put down another magical rebellion after the October 1941 riot leveled Dachau. As an additional precaution, there are no more concentration camps in the Magiezone.

Japan

Every Japanese mage (like those in Germany and the U.S.S.R.) is required to register with the government and report all of his movements to the internal secret police (the Kempeitai, in Japan). Unit 731 (p. 69) has developed a number of Magery-dampening chemical weapons for use in China; they are rumored to be experimenting on a manaplague that will infect only mages, chimeras, and other magical beings.

CAMPAIGN PARAMETERS

Setting: A big ripple (the arrival of magic in 1919) sets up a straightforward "industrial magic" retelling of WWII. This is a close parallel, with some departures for magical flavor.

Characters: Although soldiers or spies are the "default" campaign PCs, any WWII character type is possible. Competent magical troops or civilian specialists are built with an extra 30 points over their standard template; 15 for Magery 1 and 15 more in various spells. Magical commandos or other elite units take 35 extra points in spells. Magical specialists ("warlocks" in Anglo-American units, *Kriegshexen* in German forces) take Magery 2 and 60 points of spells, for a total of 85 points above basic template costs! For lower-powered games, add spells and Magery to the "basic-training" template from the box on p. 48.

Genre and Mode: Fantasy, with increasing levels of war story as familiarity with magic and the setting increases. Good modes for this setting include action and technothriller.

Style Notes: Unless the point is psychological stress and alienation, PCs should have access to magic. With that in mind, any style works in this setting, although *War Is Hell!* games will likely take on an extra-ironic tone.

FLYING CARPETS

Volksteppich: The "people's rug" ordered by the Führer, and the most common carpet in German civilian life. Headlights run off a 4,000-kWs battery.

DuPont Aerohauler: The workhorse of American industry, this 2-ton nylon carpet "truck" can hold 10 men, or two drivers and 2.25 tons of cargo. A bolted-on canvas and aluminum frame protects the cargo from the elements. Headlights run off a 4,000-kWs battery.

Aubusson 505 Schützenteppich: A personnel carrier woven at the captured rug factories in France. It mounts Missile Shield-16, and has small metal plates riveted in between the layers to boot. Armament is 2×Aircraft LMGs/MG 15s (F and R) on swivel mounts with 1,050 rounds each. Medium radio and headlights run off a 4,000-kWs battery.

Weyermann We 116: A fast attack carpet used for ground support; it is a trifle slow for counter-air missions but winds up sent on them, anyway. It mounts Missile Shield-16, and is woven of advanced Bayer composite fibers. A windscreen protects the pilot's face. Armament is 1×Medium Air HMG/MG 131 with 750 rounds and 2×20 mm Medium Air AC/MG 151/20s with 250 rounds each, all on a F-mounted triple hardpoint, all with Accuracy (+2)-16. Medium radio/transmitter, IFF, and navigation instruments all run off a 2,000-kWs battery.

Model	Wt.	Cost	HPs	Armor	Top	Size	Speed	Lift
Volksteppich	122	\$16K	30	1/2	36	+1	32	900
Aerohauler	175	\$45K	45	2/6	90	+3	32	5K
Aubusson 505	406	\$38K	60	4/6	74	+2	26	2K
We 116	493	\$66K	45	2/8	18	+1	288	250

See pp. W118-119 for most abbreviations and terms. *Wt.*, or weight, is fully loaded except crew and passengers. *HPs* are per 10 sf of carpet. *Armor* is PD/DR. Every rider requires 9 sf of *Top* area. *Lift* is how much payload weight the carpet can carry, in pounds.

Flying carpets have no power train and require no fuel except 1 fatigue point to start and 1 more for every 10 minutes of flight.

All carpets have Good Views. Their stall speed is 0; their *aAccel* is always 1/20 of their Speed; their *aDecel* is 4; *aMR* is 1; *aSR* for a carpet under 80 sf is 3, for a carpet 80+ sf is 4. Carpets can land and take off vertically.

Carpets are effectively immune to most crushing attacks; impaling attacks and bullets inflict a maximum of 1 point each.

DETACHMENT 23



Transcript of OSS Anomalous Observation Section briefing, 0235 hrs, 09/13/42, Lisbon Field Office. Classified Eyes Only SRO/COI 7755.

[CAPT. KETTLER:] "Greetings, gentlemen. At ease.

"This photograph shows the body uncovered in the Algerian desert a week ago by that supposed 'freak windstorm.' The man in the SS uniform – yes, that's him, that smudge down by the thing's ring finger – is likely our old friend *Standartenführer von Flachsbar*. He's got a missing arm, anyway, and our man in Palermo reported von Flachsbar's modified Junkers taking off the day before this was taken.

"You'll note this next picture, taken the next day, doesn't show von Flachsbar any more. Nor does it show the ring that thing had on its finger in the first photo – but you can see the halftrack treadmarks leading away from the site.

"Von Flachsbar hasn't turned up at any of his old haunts, and he's keeping off the radio for now, too. You need to find out what he found out – what that giant body is doing mummified in Algeria, what it is, and what that ring means to the Nazis. Then, find von Flachsbar – and finish the job you started in Norway. Requisition Division 19 for any equipment you think you'll need.

"Dismissed. And good luck."

[RECORDING ENDS]

Behind every war, there is a secret war never revealed to the enemy – or to the soldiers on your own side. A war of lies and bribes, of deniable murders and dubious allies. A war run off the books, out of the light, and under the cloak of silence.

Behind every secret war, there is a shadow. Things that don't fit in the picture, even when the picture is forged. Things that don't add up, even when the numbers are cooked. Things that no one can explain.

Detachment 23 explains them. They just don't tell anyone how. That's who you work for. Just don't tell anyone why.

THE ANOMALOUS OBSERVATION SECTION

"Detachment 23" is just a nickname given to the Anomalous Observation Section (AOS) of the Research and Analysis Branch (R&A) of the OSS. The number comes from an OSS warehouse designation inherited from FDR's defunct Special Research Office; anything left of the anomalies observed by the section winds up in OSS Special Funds Division warehouse #23. Hence the name.

Did You Just Say . . . Warehouse?

Yes. Yes, it's *that* warehouse. See pp. WT7-10 for another version of this origin story. In case you're curious, Division 19, the Field Experimental Unit, the Special Funds Division, X-2, and R&A were all real. Really, really real. Yep. Real.

Oh, and fnord.

Origins

William "Wild Bill" Donovan, the coordinator of information for Pres. Roosevelt since July 1941, immediately established the Research and Analysis Branch to collect and analyze all the already available and previously gathered information on Axis strategies, resources, and methods. Amazingly, this was the first time that any American intelligence operation had combined and cross-referenced data from all sources, and Donovan's R&A quickly proved its worth with detailed, thorough reports based, in many cases, on publicly available data.

The scholars and analysts at R&A began to notice weird patterns in the data that just didn't make sense, or things that just didn't add up. The disproportionate amount of money spent on renovating castles of the Teutonic Order, the murder of a British astronomer who reported strange lights on the surface of Mars, two U-boats commissioned with the same number two weeks apart in different cities – these raw data weren't just useless, they were actively harmful to R&A's mission of filtering and ordering data. As these "anomalous observations" piled up on Donovan's desk, he characteristically set about resolving them.

He tapped a few adventurous souls to check out the reports in more detail, beginning with library work then moving to on-site missions where possible and when needed. At first, Donovan was just trying to get his R&A process flowing correctly, but as his investigators reported back – or vanished while investigating such seemingly innocuous subjects as auction prices for little-known Symbolist paintings – he began to see that dealing with these anomalies might have its own *raison d'être*, aside from keeping his R&A team calm. On Dec. 5, 1941, Donovan organized the Anomalous Observations Section of R&A. The paperwork establishing the AOS went through legitimate channels, but the bureaucrats handling it were distracted. With Pearl Harbor occupying every thought of official Washington at the time, odds are good that nobody remembers the AOS even exists. When Donovan's office became the OSS on June 13, 1942, the AOS came along without having to leave a paper trail.

Organization

The AOS serves as a kind of "floating section" theoretically under the deputy director of the Intelligence Services (IS) Division, still within the Research and Analysis Branch. Its staff is often drawn both from R&A "desk soldiers" and elements of the Strategic Services Operations (SSO) Division (which includes the commandos, the maritime unit, and the Field Experimental Unit). Even in the famously relaxed T.O. of the OSS, Detachment 23 is hard to pin down.

Within the AOS, agents make up three- to six-man squads, usually led by a second lieutenant. (Civilian liaisons in AOS, even women, get "technical" second-lieutenant commissions, primarily to put them under military discipline and to protect them from espionage charges.) Sometimes an operative from another section or branch goes along as an observer or expert; after one or two missions, they find that they're in Detachment 23 whether they transfer or not. The head of AOS reports directly to Donovan, who reports solely to the president.

Division 19

AOS agents work most closely with Division 19 (technically the Research and Development Branch), the "mad scientists" who develop miniature cameras, explosive flour, tiny radios, and other spy tools for "conventional" missions. Their expertise also lets them analyze the artifacts, bizarre elixirs, and insane devices associated with AOS missions. At times, Division 19 will reverse-engineer some Ahnenerbe talisman and issue a magical or technomagic item into the AOS inventory.

The Special Funds Division

Technically a mere branch, this pays for AOS missions out of its "unvouchered funds" in a network of secret caches, safe deposit boxes, and hidden troves. Operatives can leave in these caches dangerous artifacts, gold bars, or other things hard to smuggle out of Axis territory; the war being what it is, some of them stay there for a while. Often, agents leave "presents" of weapons, reports, and other useful gear for the next team. Whether it's a flask of garlic oil and 10 clips of silver 9mm bullets, or a copy of *Mein Kampf* annotated in violet blood in Biblical Aramaic, more often than not a drop's contents relate to the current crisis. (Any AOS agent can find the nearest Special Funds cache with an Area Knowledge roll for the locale.) The caches' contents eventually end up in Special Funds warehouses; some may get released again to agents in need of, say, just the right assegai to kill a Cape Town leopard demon.

X-2

Most of AOS' anomalies originate in the realms of material R&A handles every day. Every R&A scholar knows that if something just can't be true, it goes to Lt. Graves' desk in Donovan's office. The Army's G-2, Naval Intelligence, and other agencies also encounter these head-scratchers. Most of these agencies already cooperate with X-2, the OSS counter-intelligence branch with sole OSS authority to see Magic and Ultra intercepts. Donovan subtly encourages X-2 officers to share their own anomalous decrypts ("Surely this can't say that the Japanese Navy has found a dinosaur.") and to offer to take others' problem cases, as well.

CAMPAIGN PARAMETERS

Setting: The default campaign assumes many small, covert ripples. Despite any number of bizarre cults, evil monsters, alien masterminds, or fantastic devices, on the surface WWII goes on much as it always has.

Characters: Detachment 23 agents should be 100- to 150-point characters built using the AOS template modifications.

Genre and Mode: This campaign frame is essentially a soft conspiracy genre setting, with any other genres depending on the squad's missions. Recovering crashed UFOs or defeating an android replica of Yamamoto are SF missions; killing chimeras or hunting down the scepter of Prester John are fantasy missions; exorcising the ghost of a murdered Gestapo interrogator or breaking a cannibal cult within the Marine Corps are horror missions. Detachment 23 lends itself well to wainscot and Fortean modes.

Style Notes: Agents are best handled as Gritty Heroes, to keep the frisson of danger without crushing their spirit.

AOS TEMPLATES

Anomalous Observation Section characters begin by selecting either the Commando template (p. W80) if SSO agents or the Occultist template with "basic-training" package (p. 48) if IS personnel. Occultists then add the 15-point IS Division skills package: Acting, Disguise, German, and Fast-Talk (all M/A) at IQ [2]-13; Diplomacy, Intelligence Analysis, and Law (all M/H) at IQ-1 [2]-12; and Holdout (M/A) at IQ-1 [1]-12. This makes both templates 75 points. (Often, giving all agents Weirdness Magnet makes sense, and lowers template cost.) Then, add 5 points in branch skills, more for a higher-powered game. AOS assignments are fluid, so personnel often switch branches.

IS-Division Branch Skills

Censorship and Documents: Telegraphy (M/E); Lockpicking, Research, or Writing (all M/A); Chemistry or Forgery (both M/H); or a modern language (usually M/A).

Research and Analysis: Occultism, Research, or Writing (all M/A); Accounting, Anthropology, Archaeology, Diplomacy, Economics, History, Intelligence Analysis, or Psychology (all M/H); or any language (usually M/A).

Secret Intelligence: Area Knowledge (Switzerland or Italy) (M/E); Administration, Disguise, French, German, Holdout, Italian, Lockpicking, Shadowing, or Streetwise (all M/A); Detect Lies or Psychology (both M/H); or Conspiracy Theory (M/VH).

Special Funds: Area Knowledge (any), Camouflage, or Scrounging (all M/E); Acting, Administration, Fast-Talk, Hidden Lore (any), Holdout, Lockpicking, or Shadowing (all M/A); Accounting, Economics, or Law (all M/H).

X-2: Area Knowledge (London or Egypt), Savoir-Faire, or Telegraphy (all M/E); Electronics Operation (Comm), German, or Japanese (all M/A); or Cryptanalysis, Cryptography, Cryptology, Intelligence Analysis, Strategy, or Traffic Analysis (all M/H).

SSO-Division Branch Skills

Division 19 or Field Experimental Unit: Electronics Operation (Surveillance), Mechanic (any), or Occultism (all M/A); Chemistry, Electronics (any), Engineer (any), or Metallurgy (all M/H); or Alchemy, Psionics, Thaumatology, or Weird Science (all M/VH).

Maritime Unit: Area Knowledge (any ocean) (M/E); Swimming (P/E); Demolition or Underwater Demolition (both M/A); Boating, Powerboat, or Stealth (all P/A); or Engineer (Combat) or Navigation (both M/H).

Morale Operations: Area Knowledge (Italy, Japan, or Germany) (M/E); Bard, Electronics Operation (Comm), German, Italian, Japanese, Politics, or Teaching (all M/A); or Forgery or Psychology (both M/H).

Special Operations: Area Knowledge (France, North Africa, Italy, Burma, Philippines, or China) (M/E); Guns (any) or Knife (both P/E); Electronics Operation (Comm), Interrogation, or Traps (all M/A); or Tactics (Guerrilla) (M/H).

WORLD WAR 2.1



Benny Finn tried not to walk too fast along the Embankment. The shell craters helped, a bit, although six years of rain and wind had smoothed them out some.

Nobody in London walked fast these days; if you didn't have a job, what was your hurry, and if you had one, you strolled slowly enough that people could see your imported clothing.

Only people running from the Kripos walked too fast.

Or people like Benny with a big oilskin envelope full of forged punch-cards, who got them from Lem Pickering, who got them from nobody Benny ever wanted to meet, because that fellow got them from the Americans.

Owning an American comic book was a prison sentence. Carrying Yank-forged Hollerith cards – that was the camps for sure. If you were lucky.

Benny used to think he was lucky; he'd chatted up a girl in the Reichsprotector's office and swapped some cards around when she let him in late. His new cards were good enough to drop him off the "watch file" of people who had some Hollerith training, back when Britain was trying, too late, to catch up to the Germans. His punches and card-forms were, thank God, well hidden in the attic of a bombed-out house in Clapham. He had been home free, out of the Gestapo's eye for good.

But not out of Lem Pickering's.

So back he went to the girl, and the attic, and her boss' card files, and now he stood on the Security Ministry steps letting the sentry get a good look at his Italian shoes and silk necktie.

Benny slid his identicard into the slot and waited.

When the alarms began to sound, he surprised himself by wishing he'd spent more time with the girl.

Hitler didn't make the trains run on time; Herman Hollerith did. His punch-card data tabulator let railroad planners count, inventory, and most importantly analyze every car and cargo in every Reich railyard. The Hollerith machines did the work of 300 clerks with 15 specialists, in a week instead of six months. If only, someone surely thought, we could run everything as efficiently. If only we could analyze Luftwaffe performance, Wehrmacht logistics, Krupp resource usage. Unlike nuclear physics, statistical analysis is sound German science; we need only find one visionary and give him anything he needs, and surely everything will run smoothly. If only we could harness these inhumanly fast machines to the Führer's inhumanly powerful will...

Input

Friedrich Zahn was Germany's greatest statistician, chairman of the German Statistical Society and president of the International Statistical Institute – and an SS member since 1933. A last-minute illness in the family forced him to book a train trip all the way to Königsberg from Munich at the last minute. Rather than the nightmare of delays he had expected, everything ran smoothly; his excited questioning of the railroad companies revealed the Hollerith machines in all their glory.

Zahn convinced Himmler to give his nod to a *Reichstabelleamt* (RTA) or "Reich Tabulation Bureau" in the Reich Statistical Office. Early triumphs in identifying Communists and other undesirables (by analyzing national police records for the first

time) led to more and more plum assignments. As the SS gained power, the RTA took over much of its economic planning.

This created demand for better machines. By 1938, the Dehomag D-13 could process 2,000 60-column punch-cards per minute and output its analysis onto its own precision-punched output. In 1940, the D-14/S could algorithmically sort its own card archive and output results via punched ticker-tape, which also served as data storage in large, spooled "data mills."

Processing

The rise of statistical analysis led to other breakthroughs at the busy RTA offices on Friedrichstrasse. Guderian and other farsighted generals invented operations research (p. 62) after tabulating the results of a decade of war games. They began programming their own *Kriegsspiele* into the OKW systems, gaming out a million invasions with thousands of variables. Quietly, the General Staff began to rewrite its plans for war.

New orders came down: All barges must be oceanworthy. Wehrmacht units must have all-weather clothing. Arado and Gotha began work on a heavy bomber. Industry increased in efficiency and productivity, as did taxation... and confiscation.

A Weimar University mathematician produced an unbreakable algorithm to create prime numbers; he vanished into the Kriegsmarine code section. SD traffic analysis uncovered the Red Orchestra spy ring. Panzer designers used tabulator simulations rather than costly and visible prototypes to improve concepts.

CHECKSUM

But wait – if central planning and analysis were as wonderful as all that, wouldn't the Soviets still be around?

This setting *doesn't* posit a perfect command economy per se. It does, however, imply a substantial reduction of the vast corruption in Nazi politics; a Hollerith machine is harder to bribe than a record clerk, and rapid statistical analysis reveals a lot of waste and theft that conventional accounting rarely catches. More significantly, this setting curbs the Nazi mania for superfluous proliferation of tasks and agencies. Competing groups must share scarce computing resources that often provide a One Right Answer.

The Nazis were, at heart, romantic madmen who pointlessly squandered their subjects' "German efficiency." Hollerith-focused technophilia lets them aim more of their manic energy in the same direction. It is worth noting that the only thing the Nazis really did buckle down to organize and systematize – using Hollerith machines to the limits of their capacity to do so – was what they most believed in: the persecution and murder of millions of "undesirables."

Finally, the improvements in a computerized economy can be exaggerated – but they are real. The example of the German railroads is historically factual. Of course, a free society with computers still easily outproduces and outperforms even a totalitarian dictatorship with computers – but in this setting, the dictatorship has a huge head start.

The RTA paired influential but not mutually cited researchers, leading Manfred von Ardenne and Paul Nipkow to combine their CRTs and scanning disks and invent the telescreen in '36. Hitler's Nuremberg speeches came into every town hall, and soon every home, in hypnotically glowing black and white.

Output

The statisticians had rebuilt Germany. Now they would destroy Europe. After a year to consolidate Czechoslovakia and Austria (and another to build more planes and panzers), German panzers crossed into Poland on May 1, 1940. Britain and France wobbled, but went to war five days later – only to see the blitzkrieg shuffled across Germany on miraculously clear railways to smash into the unprepared Allies in Belgium.

Heavy bombers rapidly wrecked British aircraft factories (targeted by Hollerith traffic analysis), forcing the RAF into an attrition spiral it could not win. Germany paused after the fall of France, content to rain bombs on British industry during this "Phony War" and to build just enough torpedo boats and landing craft to get Sealion (p. 7) across the channel in June 1941. The Home Fleet, starved of fuel by a mathematically impenetrable U-boat blockade, fell in port to Stukas striking out of the sunrise.

Churchill died fighting in the parks and fields. Edward VIII found himself put back on the throne by Waffen-SS bayonets as Reichsprotector of Britain. In May 1942, the rear cleared and oil flooding in from Iraq, the Wehrmacht plunged into Russia. The Soviets hold out behind the Urals, but the RTA predicts total victory in three years. Finally, Hitler can solve the problems of Europe once and for all – and then turn on an America distracted in the Pacific by an opportunistic Japan.

Meanwhile, Germany and the United States engage in espionage, sabotage – and frantic computer research. In Germany, Konrad Zuse (p. 64) heads a team working on the Z.8 for Peenemünde and the Kriegsmarine's code section, while Zahn's RTA continues to develop better versions of the dependable Hollerith. Under Pres. Dewey, as under FDR, Vannevar Bush runs the U.S. Office of Scientific Research and Development (OSRD, p. 62). His Memex (see box, p. 64) comes close to reality in an experimental "fluidic" machine built in the Library of Congress' basement. The OSRD's Office of Scientific Investigation works with the OSS to develop means of introducing false data into the German network. Richard Feynman runs the Theoretical Computations Group of the Manhattan Project, which devotes three times the resources to computation that it does to atomic research.

CAMPAIGN PARAMETERS

Setting: This wave setting has an initial change (computerized Germany) that explains other changes reinforcing the cyberpunk feel (television, callous elites and rebellious proles).

Characters: The default characters are 50- to 75-point residents of occupied Britain. Card-sharppers, petty criminals, resistance fighters, U.S. spies, or similar sorts, they should have some access to criminal or resistance elements, and at least potential Hollerith expertise.

Genre and Mode: This fairly straight SF setting has a strong cyberpunk feel, using the Nazi regime rather than megacorps as its symbol of uncaring oppression. Sentient Nazi AIs would point toward horror; treasonous intrigue in the occupation government

would add conspiracy. This setting easily supports dark or tech-nothriller games; other elements can be introduced in subplots.

Style Notes: This setting seems tailor-made for War is Hell gaming, although a higher powered campaign of 100-point card-sharppers and OSS agents could approach Gritty Heroism.

OPERATING SYSTEMS

The simple Hollerith tabulators available in 1933 are TL6 dedicated, mechanical minicomputers (300 lbs., 6 cf, \$300, 0.2 kW, IQ 4, Complexity 1). Most of them are programmed for administration or statistical analysis (+2 to relevant skill). The punch cards measure 3.25"×7.375" – a 1,000-card, 640K data archive is 6.7" high, 3.7 lbs., 1.11 cf; the blank cards cost \$2, but the data is usually worth more. The TL(6+1) D-14/S is a compact, genius, high-capacity, mechanical microframe (750 lbs., 15 cf, \$46K, 2 kW, IQ 5, Complexity 2). One permanent program is Datalink (Complexity 1) for teletype links with other D-14s. The D-14 is the minicomputer version of this technology (p. 66).

Run

Computer Operation/TL(6+1) is the simple process of feeding cards into the Hollerith machine, and adjusting the dials and switches in a preset sequence for the given program. Computer Programming/TL(6+1) covers the design of punch cards and, if needed, setting up specialized switches and relays in the machines. Programming defaults to Mechanic (Hollerith Engine) at -4, but not vice versa. The skill for statistical analysis of Hollerith data depends on the subject: analyzing a payroll is Accounting, tracking factory productivity is Economics, military operations research is Operations, and so on. With a correctly programmed Hollerith printout, an analyst can discover useful patterns or insights in the data with a roll at -5 to the relevant skill. (Slipshod programs increase this penalty; failed ones prevent successful analysis.) Every 2 points of Mathematics skill above 10 reduces this penalty by 1.

Error

Until and unless central archives switch over to erasable and rewriteable data mills on magnetic tape (invented by I.G. Farben in 1935), computer intrusion cannot easily alter existing data. Getting access to a teletype-linked Hollerith allows a Computer Operation roll to enter false data into the system. Computer Hacking/TL(6+1) (called "Card-Sharpping" in this setting) is the ability to create or alter phony cards or punch tapes (and defaults from Forgery at -6); actually getting them into the card archive or data mill is usually social engineering (Acting, Fast-Talk, etc.) or burglary (Lockpicking, Stealth, etc.). The other way that card-sharppers interfere with the Hollerith network is by tapping into the teletype lines (an Electronics roll to do so; at -5 to do so undetectably). With a pirate teletype terminal, a card-sharpper can use Electronics Operation (Communications) to read, delay (-2), or alter (-7) teletype signals en route.

ALL THIS AND WORLD WAR, TOO

Tesla stood on the deck of the USS *Eldridge* and ignored the shouting man in gold braid next to him. All his life, people had ignored him, ignored the vistas his electrical visions could have opened for mankind. It felt good to ignore them, instead.

He knew he was dying; for some reason, he thought he might be dead, already, but after he activated the device he had attached to the coils in the engine room, it wouldn't matter. It wouldn't matter what other scientists sneered about his sanity, or what the banks claimed happened to his money. It wouldn't matter one bit. Certainly not to Tesla.

He pulled the knife switch down a split second before the man in gold braid could grab his wrist.

There was a brilliant green flash.

With a crash that shook the cosmos, the Nine Worlds joined.

Nobody ever found out where the *Eldridge* (p. 23) went. In theory, finding the ship might let someone reverse the Philadelphia Effect, but with eight more worlds joining in to fight WWII on Midgard's soil, other problems always seem to get in the way.

THE NINE WORLDS

Though the concept originated in one of Goebbels' propaganda broadcasts shortly after E-Day, the Allied nations now also refer to the Nine Worlds by their parallels in Norse myth. Anglo-American pedants comfort themselves with the thought that the Norwegians, after all, are conquered Allies, not Axis stooges.

Midgard

Until July 22, 1943, the only difference between Midgard and our own history was that Nikola Tesla was still alive. He may still be, but he and the *Eldridge* vanished on E-Day. That day, equilateral triangles a mile on a side opened up in eight locations around the world; they remain open today. Their edges shimmer with a faint green energy that gives unhelpful readings on spectrographs. Each triangle acts as a gateway to a different world; six of them are apparently "parallel Earths," although with widely variant physical laws. Midgard is somehow dimensionally "downhill" from the other Eight Worlds; otherworlders find their physical laws follow them into Midgard - werewolves remain vulnerable to silver, for instance. (It also came as a surprise to Midgard scientists that their Earth was *low mana*.) This has not stopped them from entering Midgard and using it as a proxy for their own wars and interests. The winter of 1943 became a kind of unofficial truce period, as all nine worlds attempted to adjust to and explore the new realities, but WWII broke out again in February 1944 with a renewed Soviet offensive in the Ukraine.

Asgard

Asgard (Reich-2 in the box on p. 16) averted a true global war in 1940 when Lord Halifax became British prime minister instead of Churchill. The date in Asgard is exactly 10 years ahead of Midgard's; there, it's 1954. Canadian and U.S. citizens of Asgard occasionally travel to Midgard to "meet themselves," or to try to find someone lost in the last decade. These contacts raise emotional problems, though nothing like the political problems

that the Asgard-Halifax and Midgard-Churchill cause each other, to say nothing of the Asgard-Khrushchev and the Midgard-Stalin. The Hitlers of both worlds met for a photo op on Nov. 9, 1943/53 and have not spoken since, although each world's SS suspects the other one of attempting to interpenetrate it. Asgard's five powers attempt to curry favor with Midgard's nations while intimidating them into following Asgardian agendas. Since Asgard's five powers all have nuclear weapons and burgeoning space capabilities (p. 89), they currently hold the upper hand in such attempts. All five powers have threatened nuclear retaliation if their counterpart is atomically attacked on Midgard.

The gate to Asgard opens 8,500' directly above the North Pole. Air forces from all five Asgardian powers fly patrols around the gate; incidents are frequent. All five have landing rights in Goose Bay, Labrador. Asgard is a *no mana* world.

Vanaheim

Vanaheim, named for the land of the "successor gods" to the Aesir, apparently experienced a mystical apocalypse nine years ago when both King Arthur and the Cargo (p. 56) returned, simultaneously, on opposite sides of the world. Between Arthur's Grail Kingdom (centered on Britain but covering the whole Western Roman Empire) and the luxurious Cargo theocracy of Heaven (which encompasses a new landmass stretching from Australia to Fiji, often called "Mu" by Midgarders) the world roils with unpredictable magics. The few explorers' reports suggest other gods and heroes also returned on *Kagojasde* ("the day of Cargo judgment"), some of whom may have set up their own "paradises" in Vanaheim's mad, shifting landscape. (A colony of Lemurians in Mt. Shasta is the only other organized group contacted so far.) Cargo missionaries disrupt the Pacific war by preaching their *Kago Baibel* ("Cargo Bible") to the natives of every island in reach. A few British airmen have tried to fly through the gate to "serve King Arthur instead of Sir Winston."

The gate to Vanaheim opens in the interior of the French Pacific island of New Caledonia, currently in religious turmoil under U.S. military occupation. Vanaheim is *very high mana*.

Jotunheim

Jotunheim was the land of frost giants in the frozen north, but here the new Ragnarok approaches from the frozen south. An ODESSA scheme to breed super-soldiers (p. 108) paid off, and a horde of supers emerged from the Antarctic Refuge (p. 119) in '47 while America was pacifying a Japan conquered in a brutal Operation Downfall (p. 11). The Führer of Neuschwabenland is Martin Bormann; the U.S. president is Thomas Dewey. By 1949 (the present date), Argentina, Bolivia, and Paraguay have joined the New Axis. In Brazil, a three-cornered war rages between Soviet-backed Reds, pro-fascist Integralists, and the U.S.-backed Vargas dictatorship. All have their own supers (or super-scientific heroes), making the conflict devastating and chaotic.

The gate opens in the Matto Grosso, deep in the Brazilian interior. Jotunheim is a *normal mana* world, although without many magicians (that they know of). Hitler is believed to have suicided in Berlin, but his body was never found.

Svartalfheim

The land of the "dark elves" in the sagas, Svartalfheim remains a mystery from which no survey has returned. All that is known is that somewhere it hosts an underwater civilization identifying itself as "Atlantis." These water-breathing Atlanteans (p. 124) may have had advance warning of the gates' opening; they mounted a briefly successful invasion of Cuba two weeks after E-Day. The United States drove them off, though the invaders retained Guadeloupe and Martinique. With submarines superior to those of any Midgard navy skulking deep beneath its oceans, the Atlanteans may be readying another strike.

Unsurprisingly, the gate opens in the Bermuda Triangle's exact center, 50' deep (about 200' underwater in Svartalfheim). It is a *low mana* world, but some areas may be *normal mana*.

Alfheim

The "home of the elves," Alfheim is dominated by the Daoine Sidhe absolute monarchy in Central Europe. All manner of fantastic races dwell here, but the Daoine Sidhe (see p. SPI58) believe only high elves are fit to rule, and only elves fit to live. When Auberon was high king, only condescending ballads held such talk; under the new High King Aillil, it has become law. Even then, the dwarf lords in Britain and *fée* maids in France let it slide when it seemed Aillil was only interested in slaughtering the orcs of the eastern steppes, then Aillil's Sluagh took Parouart and Broceliande in less than a full moon. Aillil and allies now rule from the Atlantic forests to the frozen orcish plains of Magog. The city-states of men, across the western sea in Antilia, have armed and come to aid the dwarves – and even the orcs – by joining the war against Aillil. The djinn in Araby and the devas of India lie between Aillil's western war and the clash in the east between the rival Dragon Emperors of China and Japan.

The gate opens in the stone circle of Newgrange, Ireland, a neutral site in both worlds, though in Alfheim tension rises between Ireland's men and elves. Alfheim is *normal mana*, with some *high mana* zones in faerie capitals such as Aillil's citadel in the Venusberg. No technology past TL3 functions in Alfheim, but purely cerebral innovations such as calculus or jazz music do. A TL3 sword honed to monomolecular sharpness with TL8 gear would keep its edge, but a nylon stocking comes apart in seconds.

Nidavellir

Like Svartalfheim, Nidavellir may not be a pure parallel Earth; it appears to be *inside* an enormous hollow sphere lit by a central Green Ray. Nidavellir is subjugated by the malevolent Brahmatma of Agatha (p. 126), who calls himself king of the world. His armies of sadistic, dwarfish deros (p. 116), officered by golden "Nordic" supermen called the Loi (p. 114) besiege Shambhala, a city of pacifistic, technically advanced giants.

Believing that war almost won, the Brahmatma has ordered his flying-saucer armadas to invade the "upper world" Midgard. Occupying Tibet, the Loi generals have struck at both Japan and China in the east and looted cities in Soviet Asia to the west and British India to the south. Midgardian negotiations have seemed fruitless, though the German ambassadors who hint broadly of a "new Axis across worlds" don't seem to share others' confusion.

Nidavellir is *normal mana*. Its gate opens onto Mt. Kailas, in southwest Tibet near the border, now an Agathan saucer base.

Muspellheim

Muspellheim takes its name from the Norse land of fire, and fire there was aplenty when a huge, radioactive dinosaur destroyed the 5th Fleet at Tarawa in November 1943. This rampage apparently was random, but Unit 731 developed pheromones and other controls to steer the awakening daikaijū against the U.S. Navy.

The stunned Americans had to abandon Guadalcanal, losing Midway the next summer. Then Hideki Yukawa's F-go (p. 69) reverse-engineered the controls of a UFO secretly raised from Dong Hoa Bay in 1941. By October 1944, Japan's first mecha had raided the Panama Canal and bombed Los Angeles.

Germany rode out a weakened D-Day and hangs on grimly, waiting for its ally to share this new technology, or at least attack the Soviets. Early 1945 (the current year) saw an assault on Australia and mecha raids in Africa. U.S. mecha research remains at least two years from a prototype. Midgard's OSS has foiled two bids to transfer mecha to Midgard's Japan, at huge cost of life.

The gate opens in the Red Cliffs of Madagascar. The U.S. and Royal navies of both worlds work to defend the island from the inevitable Japanese onslaught. Muspellheim is *low mana*.

Niflheim

The Norse land of the unworthy dead gives its name to a land of unquiet dead. In the '20s, a lethal pneumonia crossed the globe, its victims rising again as living corpses. Science gave only patchy answers, so the survivors turned to magic, which kept the taint away from some enclaves (Ceylon, Tibet, the Scottish Highlands, French Algeria, Leningrad, the U.S. Dakotas). The rest of the world fell to the Reichsgraf Orlok, a mighty nosferatu (p. 97) with mesmeric powers over most of the undead.

Most, but not all. His disease is mutating, such that a gaki lord in Japan talks of becoming emperor and tribes of California wolfmen (born when the germ crossed with an undead rabies viruses) reject Orlok's power. Even his fellow vampires are not eager to die again for him; some seek a better unlife in Midgard.

Niflheim is *normal mana*; its gate opens in Cairo's City of the Dead. The vast series of cemeteries, mosques, and slums is now *normal mana* on Midgard, too, so British officials use magic (and lots of silver bullets) to patrol the necropolis – but something determined always gets through. Fortunately, *pneumonia thanatosis* dies in air or saliva in *low mana*; in most of Midgard, infection can only be spread via blood contact.

CAMPAIGN PARAMETERS

Setting: This interdimensional splash is optimized for long-term warfare and maximal culture shock. Major changes usually should center on Midgard, to amplify the strangeness.

Characters: 100-point soldiers are the low end; even 350-point super-commandos will find lots of challenges. A mixed team from different worlds would be interesting.

Genre and Mode: Each world offers its own genres and modes, with the war stories of Midgard as a common thread.

Style Notes: Just to survive, Midgard characters should be Gritty Heroes. Other-worlders will have much the same style, flavored by their own milieu. Once players have found their feet, a Dashing, Daring, Do! game that restores the good guys (however understood) to stability, if not peace, usually is enjoyed.

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Graham, David and Meaden, Richard. *Gear Krieg* (Dream Pod 9, 2000). WWII mecha minis game; James Maliszewski wrote the 2001 RPG version.

Groves, Leslie. *Now It Can Be Told* (Harper & Row, 1962). History of the Manhattan Project by the general in charge.

* Harbinson, W.A. *Inception* (Dell, 1991). Projekt Saucer, Antarctica, and the coming of the UFOs.

Hayhurst, Darrell. *Hard Vacuum* (Fat Messiah Games, 2000). Fast-playing "beer and pretzels" wargame of WWII weird-science space combat.

* Heinlein, Robert A. *Rocket Ship Galileo* (Scribner's, 1947). Retroactive AH, with commercial rockets and a secret Nazi space program. Still entertaining – and a useful historical document!

Ley, Willy. *Rockets, Missiles, and Space Travel* (Chapman & Hall, 1952). Lucid history of rocketry up through 1950, filled with useful technical details.

Ley, Willy and von Braun, Wernher. *The Exploration of Mars* (Viking, 1956). Detailed plan for getting to Mars with 1950s tech, including six pages of technical specifications. Beautifully illustrated by space artist Chesley Bonestell.

Myrha, David. *Secret Aircraft Designs of the Third Reich* (Schiffer Publishing, 1998). Thorough; amazing illustrations.

* Nomura, Ted. *Luftwaffe 1946* (Antarctic Press, 1996-present). Convoluted, manga-inspired, technophilic AH comic. Justo Miranda and Paula Mercado contribute to occasional non-fictional "Technical Manuals" focusing on specific weapon systems rather than the "Axis air heroics" plots.

Pawle, Gerald. *Secret Weapons of World War II* (Ballantine, 1967). The often entertaining story of the Directorate of Miscellaneous Weapon Development.

Powers, Thomas. *Heisenberg's War* (Knopf, 1993). Comparatively sympathetic treatment of Heisenberg.

Rhodes, Richard. *The Making of the Atomic Bomb* (Simon & Schuster, 1986).

Rose, Paul Lawrence. *Heisenberg and the Nazi Atomic Bomb Project: A Study in German Culture* (University of California Press, 1998). Presents a deeply critical view of Heisenberg.

Shurkin, Joel. *Engines of the Mind* (Norton, 1996). Partisan but richly detailed history of mechanical computation, with several chapters on the WWII era.

* Steele, Allan. "Goddard's People" (1991). AH story about the race to build a suborbital bomber.

Wilcox, Robert K. *Japan's Secret War* (Marlowe & Co., 1995). History of Japanese atomic research; claims that Japan produced an atomic bomb in 1945.

Monsters, Supers, & Aliens

Biddiscombe, Perry. *Werwolf! The History of the National Socialist Guerrilla Movement 1944-1946* (University of Wales Press, 1998).

* Bryan, E.T. and Bryan, Elizabeth. *Gremlin Trouble* (Anti-Ballistic Pixelations, 1995-2002). Quirky, entertaining comic about gremlins in an anime-inspired dystopia; superior treatment of this new faerie race.

Detwiller, Dennis and Stolze, Greg. *Godlike* (Hobgoblynn Press, 2002). Grimly realistic RPG of WWII superhero combat.

* Ellis, Warren. *Planetary* (WildStorm/DC, 1999-present). Comic explores the secret

history of the 20th century, including the '30s and '40s, focusing on pulp and supers themes.

Hensley, Shane Lacy and Hopley, John R. *Weird War II: Blood on the Rhine* (Pinnacle, 2001). First in a series of *Weird Wars* RPG titles about covert supernatural horror.

* Jolley, Dan and Harris, Tony. *JSA: The Liberty File* (DC Comics, 2000). Several classic DC supers as undercover operatives; an excellent example of the "gritty heroes" style.

Kalat, David. *A Critical History and Filmography of Toho's Godzilla Series* (McFarland & Co., 1997).

* McCammon, Robert. *The Wolf's Hour* (Pocket, 1989). OSS werewolf vs. Nazi lycanthropes.

* Mignola, Mike. *Hellboy* (Dark Horse Comics, 1994-present). Atmospheric pulp horror comic beginning in 1944 features many, many occult Nazi schemes.

* Robeson, Kenneth. *The Man of Bronze* (Bantam, 1964). The first novel in the Doc Savage series, introducing a classic proto-superhero of the pulps.

* Thomas, Roy. *All-Star Squadron* (DC Comics, 1981-87). Ultimate retro WWII supers comic, combining DC, Charlton, and Quality characters. His series *The Invaders* (Marvel Comics, 1974-79) did the same with Captain America, Human Torch, and Namor.

* Turtledove, Harry. *Worldwar* (Ballantine, 1994-96). Four-volume alien invasion during WWII; realistic rather than cinematic.

* Wilson, F. Paul. *The Keep* (Morrow, 1981). Vampire preys on the SS in Romania.

* Yarbro, Chelsea Quinn. *Tempting Fate* (St. Martin's, 1982). Vampire Count Saint-Germain confronts very human horrors of Nazi Germany.

Exotic Battlegrounds

Berlitz, Charles. *The Dragon's Triangle* (Wynwood, 1989).

Brugger, Karl. *The Chronicles of Akakor* (Delacorte Press, 1977).

de Camp, L. Sprague. *Lost Continents* (Dover, 1970). Core book on Atlantis, Mu, and Lemuria.

Godwin, Joscelyn. *Arktos: The Polar Myth in Science, Symbolism, and Nazi Survival* (Phanes Press, 1993). Subtitle says it all; covers Antarctica and Thule.

* Harris, Deborah Turner and Kurtz, Katherine. *Dagger Magic* (Ace, 1995). Modern magical fallout from the Ahnenerbe Tibet expedition.

* Hilton, James. *Lost Horizon* (Morrow, 1933). The novel that put Shangri-La on the map, as it were.

Kafton-Minkel, Walter. *Subterranean Worlds* (Loompanics, 1989). Examines Hollow Earth mythology, including Nazi survivals and vril.

Knaus, John Kenneth. *Orphans of the Cold War: America and the Tibetan Struggle for Survival* (Public Affairs, 1999). Begins with the Brooke Dolan expeditions.

FILM AND TV

Alraune (Henrik Galeen, 1928). Silent film on "mandrake" myth; a 1930 sound version by Richard Oswald is less well regarded.

Cabaret (Bob Fosse, 1972). Musical admirably captures both the cultural atmosphere that generated the classic German films and the looming menace of Nazism.

The Cabinet of Dr. Caligari (Robert Wiene, 1919). Radical silent film, an early experiment in subjective viewpoint. The characters include a mesmerist and a murderous somnambulist.

Destination Moon (Irving Pichel, 1950). Loosely based on Heinlein's *Rocket Ship Galileo*, offers impressive special effects for its time and presented a realistic vision of an imaginary technology.

The Final Countdown (Don Taylor, 1980). USS *Nimitz* goes back to Dec. 6, 1941.

Gojira (Ishiro Honda, 1954). First Japanese giant monster film; *Godzilla* symbolizes the Bomb and militarism.

Gojira vs. Kinggidorora (Kazuki Omori, 1991). Time travelers use *Godzilla* and King Gidorah to destroy Japan; ties both monsters into WWII.

Invincible (Werner Herzog, 2002). Hanussen and a Jewish strong man amid the rise of Nazi power.

It Happened Here (Kevin Brownlow, 1966). Riveting, morally complex AH film set in Nazi-occupied Britain.

Kishin Corps (Takaaki Ishiyama, 1993). AH WWII anime series with a three-sided struggle between alien invaders and two human factions. *Kishin Corps* wants to use alien technology to resist the invaders; the Kanto Army sees it as a tool of conquest. The technology looks right for the period, from huge vacuum tubes to dueling trains.

M (Fritz Lang, 1931). Lang takes up sound film as a medium and uses it brilliantly; the hunt for a serial killer is filled with auditory clues.

Metropolis (Fritz Lang, 1926). Mainly SF dystopia, but includes a fine example of the robot as monster.

Mosura (Ishiro Honda, 1961). First film to portray a giant monster in a sympathetic role. Despite *Mothra's* destructive impact, her only goal is to rescue her two tiny priestesses.

Nosferatu (F. W. Murnau, 1922). The first great vampire film, and a classic example of German silent cinema.

Philadelphia Experiment II (Stephen Cornwell, 1993). Sequel to the 1984 time-travel romance, this one features a Nazi AH and stealth technology!

Shadow of the Vampire (E. Elias Merhige, 2000). Exercise in metafilm, with Murnau's *Nosferatu* embedded in a supernatural horror story about the making of a vampire film and the conflicts that surround it.

Sora no Daikajiu Radon (Ishiro Honda, 1956). First appearance of *Rodan*.

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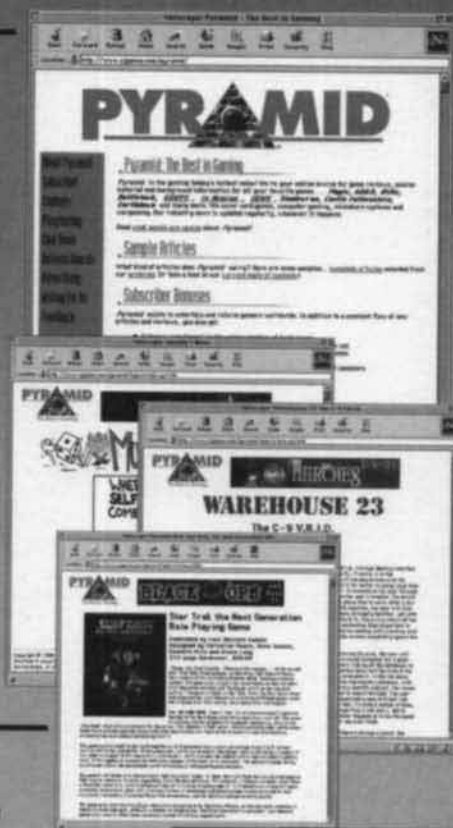
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