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PULP VILLAINS: **NAZIS**

A SOURCEBOOK FOR

**THRILLING
TALES**

OR ANY MODERN D20 GAME



PULP VILLAINS: NAZIS



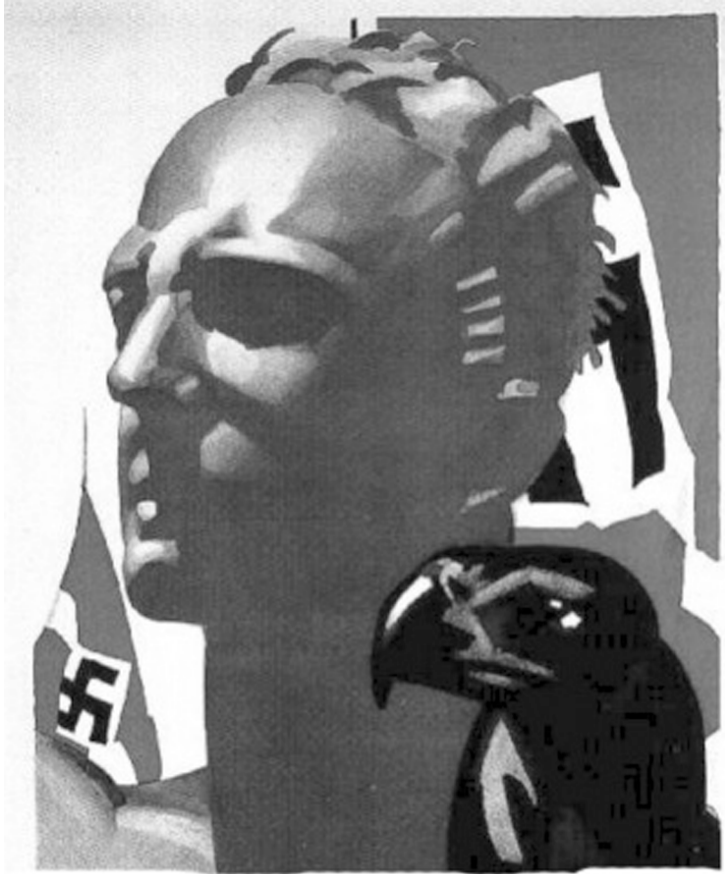
The Green Falcon hung precariously by his fingers from the metal gantry. Below him, the distant ground was visible through the open maintenance bay of the zeppelin. Above him, the barrel of a gun, held in the leather-clad hands of SS Major Reinhardt Kritzinger.

The Nazi cocked the Luger, ready to fire at the helpless form that dangled below him. "So this is the end of the famous Grünfalke. Pathetic. You will die unknown, unmourned...and a failure. The delivery of the poison gas via this airship is already complete. We will release it, and the prevailing winds will carry it into New York City. The death toll will be tremendous...and the shock of it will completely break the spirit of this mongrel nation."

Kritzinger grinned maniacally as he saw one of the Green Falcon's hands lose its grip and slip off the gantry.

"You're forgetting something." The Green Falcon said calmly. "The poison gas is flammable....and so is hydrogen." His hand came back into view, gripping a chromed .45.

The weapon spat death in the enclosed space, as the Green Falcon let go of the gantry and fell, still firing. Bullets ripped through the gas bags all around the Nazi, and ricocheted off the metal supports, throwing sparks.



The Hindenberg erupted into a huge ball of flame over Lakehurst, New Jersey...and the secret cargo of poison was consumed in the conflagration.

...and what of the Green Falcon?

Well that is another tale....

Perhaps no other group makes as perfect a villain for pulp RPG campaigns as the Nazis. They are the embodiment of evil, and suited for any tale, whether it is a straightforward tale of espionage, or a far-fetched story of occult powers and super-science.

Ironically, for much of the run of the pulps themselves, the Nazis weren't featured as villains that often, until late in the thirties when conflict with them began to seem inevitable. The earlier pulps avoided real-world politics, in favor of featuring obviously fascist villains from made-up nations.

THE RISE OF THE NAZIS

In the years following World War I, Germany was ruled by a democratic Republic. The Weimar Republic was an unstable government, and was constantly under attack from both left-wing and right-wing reactionary political parties, fighting to shape the future of the country and wrest control away from the Republic.

Many of these reactionary organizations were occult societies formed during the previous century. Among these were the New Templars, the Runic Order, and the Thule Society, an occult group obsessed with racial purity, anti-Semitism, national pride and militarism.

The Thule Society sponsored a miniscule political party, the German Worker's Party -- in reality little more than the strong arm of the Thules, thugs that

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they could use against other groups. All of that changed with the arrival of Adolf Hitler.

Hitler was born in 1899 in Austria. An undistinguished student, Hitler had several unsuccessful attempts to become a student of art in the Vienna College of Fine Art, and was forced to take several menial jobs performing manual labor.

Jewish citizens were very prominent in the cultivated society of Vienna, and Hitler saw them as blocking his rightful ascendance as a great artist. This anti-Semitism, coupled with a growing fascination with the Aryan ideal of German culture,

AN IMPORTANT POINT

This supplement is in no way an effort to downplay the very real evil represented by the Nazi ideology--nor does it intend disrespect to the memory of the millions killed by the Nazi regime. It is simply an examination of two-dimensional villains as portrayed in the pulp genre. Real-life Nazis are a serious subject. Pulp Nazis are scene-chewing Evil Villains. This supplement deals with the latter.

would shaped Hitler's political opinions.

During the First World War, Hitler served as a corporal in the German army. He fought bravely, being awarded the Iron Cross, and was wounded in combat. During his hospitalization, he heard of the German defeat. He believed that Germany had been betrayed from within.

When he was discharged from the hospital, he found himself, like many of his comrades, unemployed. Like many disaffected veterans, he joined one of the paramilitary, political organizations—the German Workers' Party.

By 1920, the German Workers' Party changed its name to the National Socialist German Workingmen's Party (abbreviated as the Nazi Party). By his skill as a fiery orator and efficient organizer, Hitler became the *Führer* (leader) of the Party in 1921.



The Party adopted an emblem, the swastika -- an ancient symbol used by Buddhists and western occultists. Through the party's newspaper, Hitler fiercely denounced the Treaty of Versailles and the socialists who had, he believed, delivered a 'stab in the back' to Germany in 1918.

Under Hitler, the party which had begun as a strong-arm group to protect the interests of the Thule Society, organized its own strong-arm group -- the *Sturmabteilung* (also known as the S.A., Stormtroopers, or Brownshirts) to protect the Nazi meetings and disrupt the meetings of other parties, such as the Communists.

In November 1923, Hitler and his S.A., joined by other militant reactionaries, tried to overthrow the Weimar Republic. They carried out a coup d'etat in Munich, but the Bavarian government suppressed them. In April 1924, Hitler was put on trial and was sentenced to five years' imprisonment at Landsberg prison, but in a typical display of the leniency the Weimar Republic showed to the right-wing, he was released after serving only 9 months.

While in prison, Hitler laid down the basic ideas behind the Nazi movement in his book, *Mein Kampf* (My Struggle).

Hitler divided mankind into two groups: the Aryans (the master-race) and the non-Aryans (the slave races). The Germans, he asserted, were Aryans, and destined to rule the world. Hitler said that the Jews were the most vicious of the slave races, having caused the German defeat in World War

I by encouraging the socialists in the November Revolution in 1918 which overthrew the Kaiser.

Hitler suggested if Germans wanted their nation to be strong again, they had to believe in the *Führer* -- Hitler himself. He would remove the Jews from Germany so that they would not pollute the German blood by intermarriage. Then he would replace the parliamentary government by Nazi rule—the rule of an elite who accepted orders from Hitler alone. The Nazis would nationalize the big business, provide employment for all workers, implement land reforms for peasants and destroy the chains placed upon the German people by the Jewish

capitalists. Hitler claimed that he would make Germany economically self-sufficient. He would abolish the humiliating Treaty of Versailles, bring about the union of all Germans in a single German state (the *Grossdeutschland*) and, in order to provide for additional living space for the nourishment of the future generations ('*Lebensraum*'), Hitler proposed to conquer eastern Europe.

With a party platform which appealed to many Germans, the Nazis took part in the national elections. However, in times of economic prosperity, the Nazis could make little headway.

In the election of May 1924, only 32 Nazis were elected to the Reichstag. In December 1924, the number dropped to 14. Despite the poor election results, the Nazi Party still showed a sturdy growth in these years. By 1929, the total party membership was 178,000.

The Nazis began to receive financial support from industrialists who saw the Nazis as an anti-socialist and anti-communist tool which could be used to keep the left-wing in check.

Hitler strengthened his control of the party by forming his personal body-guard, the *Schutzstaffel* ("Defense Unit"), also known as the SS or Blackshirts.

With the Great Depression, the Nazis saw their opportunity. In October 1929, the New York Stock Market suddenly collapsed. American investors recalled their short-term loans from Germany, sending the economy into a tailspin. In early 1931, one of Germany's three largest banks collapsed. The German economy depended largely on American

loans. Without American loans, production dropped drastically, and exports dried up. By 1932, a quarter of the working population of Germany was unemployed.

Faced with economic hardship, the Germans lost any faith they might have in the democratic Republic. It was not surprising that they turned to extreme parties for desperate remedies. In the general election of September 1930, the Nazis won 6.5 million votes, took 107 seats in the Reichstag and became the second largest party in the country. The Communists obtained 4.5 million votes and 77 seats. Although the Social Democrats remained the largest party, it had lost much popularity and support.



The unpopularity of the government was shown in the presidential election of April 1932. The Republican coalition put forward Von Hindenburg. He was re-elected with nineteen million votes. But Hitler, who also entered himself for election, won thirteen and a half million votes.

In the next six months, the government tried to get a Reichstag majority by holding two elections. The first took place in July.

In that election, the votes for the Nazis more than doubled. The Nazis won 230 Reichstag seats and became the largest single party in the Reichstag.

Disappointed by the results of the election, the government held another in November. However, in this election, the Communists made tremendous gains and won 100 seats in the Reichstag. Many influential businessmen and landlords became alarmed at the spectre of a Communist Revolution in Germany, and so the conservative Nationalists decided that their cause could be served by supporting Hitler, a staunch anti-communist.

On January 28, 1933, Von Hindenburg invited Hitler to be the Chancellor of Germany.

It took Hitler only eighteen months to concentrate all of the power into his own hands.

The first thing he did was to arrange for an election so as to secure a pro-Nazi majority in the Reichstag. To prepare for Nazi success in the election, Hitler appointed party member Hermann Goering as Minister of Interior of Prussia and ordered the S.A. and S.S. to launch assaults on the anti-Nazi political parties.



On 27 February, the Reichstag building was burned down and the Communists were falsely accused of using the fire as a signal for Communist insurrection. In the guise of defending the country from an alleged Communist Revolution, Hitler asked for emergency power from President Hindenburg.

In a wave of hysteria over the perceived Communist threat, President Hindenburg signed a decree suspending the civil liberties guaranteed under the Constitution. Henceforth, the German citizens had no personal liberty, no freedom of speech, no freedom of assembly, and no freedom of expression. They were subject to house searches and arrest and could be tried by the special People's Courts. Hitler made use of this presidential emergency power to immediately arrest five thousand Communist officials.

In the Reichstag election that followed, the Nazis

banned the Communist and Socialist newspapers. The Nazis also made use of the radio stations to broadcast propaganda. The Stormtroopers marched in the streets in a show of force to influence the election. Still, less than one half of the electorate (43.9%) voted for Hitler, so that only with the aid of the Nationalists (8%) was Hitler able to obtain a bare majority in the Reichstag.

Hitler wanted to transfer all legislative power of the Reichstag to himself, but any change in the Constitution required a two-thirds majority in the Reichstag. Thus Hitler arrested 81 Communist deputies, and bribed the Nationalist Party and the Centre Party. As a result, in March 1933, the Nazis outvoted the Social Democrats by 444 to 94 and passed the Enabling Bill which gave Hitler unlimited power to draft and pass any laws without the Reichstag. The German Constitution was destroyed.

Hitler wasted no time in consolidating his power. The Law of Reconstruction of the Reich (January 1934) abolished the state legislatures and subordinated them to the central government at Berlin. Trade Union offices were raided by the S.A. and S.S. troops. Soon afterward, all political parties except the Nazi Party were declared illegal.

The time then came for Hitler to deal with his political rivals within the party. Ernst Roehm, the Chief of Staff of the S.A., was Hitler's chief political rival. Roehm had at his command 2 million Storm-troopers (S.A.). This constituted a great threat to Hitler's political position, since he feared that The S.A. might absorb the smaller German Army, leaving Roehm in command of the nations entire military force. Therefore, Hitler decided to get rid of Roehm and the S.A.

On 29th June, 1934. Hitler, accompanied by the *Schutzstaffel* (SS), personally arrested Ernst Roehm. During the next 24 hours 200 other senior SA officers were arrested. Many were shot as soon as they were captured but Hitler decided that Roehm should be allowed to commit suicide but, when Roehm refused, he was killed by two SS men.

The purge of the SA was kept secret until it was announced by Hitler on 13th July. It was during this speech that Hitler gave the purge its name: Night of the Long Knives.

Hitler claimed that 61 had been executed while 13 had been shot resisting arrest and three had committed suicide. Some historians have argued that as many as 400 people were killed during the purge. In his speech Hitler explained why he had not relied on the courts

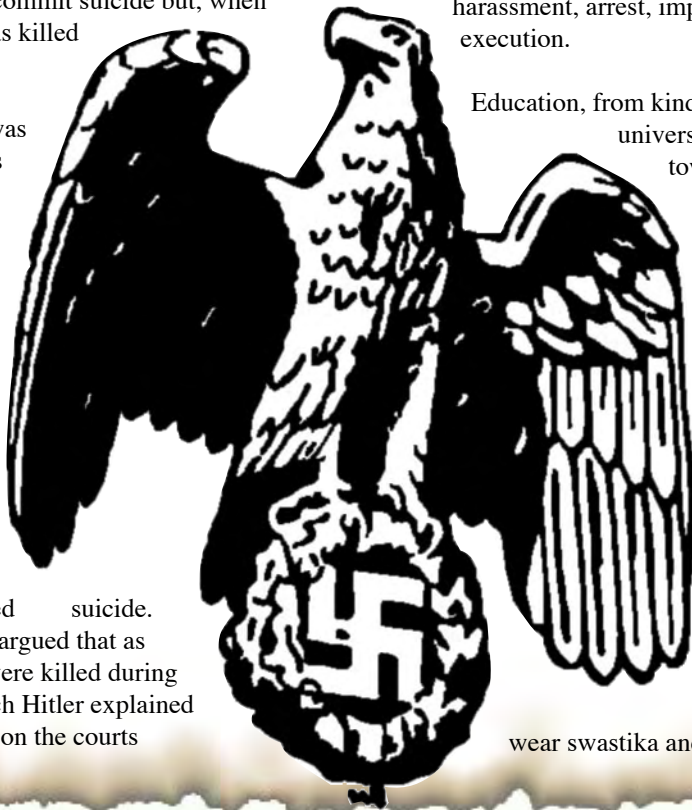
to deal with the conspirators: "In this hour I was responsible for the fate of the German people, and thereby I become the supreme judge of the German people. I gave the order to shoot the ringleaders in this treason."

When President Von Hindenburg died in August 1934, Hitler announced that he would combine in himself the offices of President and Chancellor. He used a combined title, *Führer und Reichskangler* (Leader and Reich Chancellor and Supreme Commander-in-Chief). Army officers took the oath of allegiance to Hitler personally. Hitler's personal dictatorship was now complete. The Third Reich was officially proclaimed.

THE THIRD REICH

The Nazi control of Germany was absolute. The entire nation was indoctrinated to the Nazi ideology. Those who did not adhere to the new directives found themselves the subjects of state-sponsored harassment, arrest, imprisonment or execution.

Education, from kindergarten to university, was geared towards the total immersion of Germany's youth in the tenets of the Nazi ideology. Boys (10-18 years old) were sent to the Hitler Youth, girls (10-18 years old) to the Hitler Maidens. School textbooks were re-written along Nazi lines and University professors were required to wear swastika and take an oath of



allegiance to Hitler.

Dissent within Germany was handled by the secret state police (*Geheime Staatspolizei* - abbreviated to Gestapo), an organization which began as the political department of the Prussian police during the Weimar Republic. With Hitler's rise to power, Hermann Goering became the interior minister of Prussia, taking over the Prussian political police and naming Rudolf Diels as its executive director.



The suspension of civil liberties following the Reichstag fire in 1933 gave the Gestapo complete freedom to impose "protective custody" (*Schutzhaft*) and to prevent undesirable political activities. When Goering was made Prime Minister of Prussia on 11 April 1933, the Gestapo was separated entirely from the overall police structure.

Heinrich Himmler eventually established SS control over the political police and concentration camps in all Germany, including Prussia, where, as Goering's deputy, he took over the Gestapo on 20 April, 1934.

Although throughout Germany the concentration camps came under the control of the SS, the Gestapo had the power to send its victims to them and could determine the prisoners' fate.

By September 1935, the famous Nuremberg Laws were issued. The Laws, in effect, deprived Jews of German citizenship and forbade them to marry 'Aryans'. Jews were excluded from participation in the German political and cultural life. Severe hardships were inflicted on Jews in their daily life (e.g. the need to sit in a separate part of the bus).

As time went on, the treatment of the Jews became worse and worse. They had their property confiscated, personal liberty deprived and eventually were forcibly relocated to ghettos, where they were confined. The persecution grew exponentially worse, and eventually the ghettos were emptied into the concentration camps. It is estimated that 6 million Jews perished under Nazi rule during the rule of the Third Reich.

During the mid-thirties, the Nazis began to re-militarize Germany, in anticipation of their planned conquest of Europe. The plan required the nullification of the Treaty of Versailles and the annexation of all German-speaking countries into the Reich. Hitler then planned to conquer France and Soviet Union before moving on to Britain. Italy would be run as a client state, under the fascist dictator Benito Mussolini.

The first step was to rebuild the German army, which had been kept small by the terms of the Treaty of Versailles. The Nazi industrial machine began to build aircraft and armor, under cover of supposedly civilian projects like the development of new tractors and the nationalized airline.

Hitler announced that he would add 36 new

divisions to Germany's Armed Forces. In 1936, German soldiers marched into the demilitarized Rhineland. The Treaty of Versailles was completely destroyed, as neither France nor Britain lifted a finger to stop the German invasion.

As early as 1933, Hitler had been pushing for the annexation of Austria. The Austrian chancellor, Engelbert Dollfuss, responded by outlawing the Austrian Nazi Party. The party continued to operate illegally, with German support, and on July 25, 1934, Austrian Nazis occupied the Parliament building and murdered Dollfuss.

Dollfuss' successor, Kurt von Schuschnigg, was pressured by the Germans into making concessions, which included lifting the ban on the Austrian Nazi Party and the placement of pro-Nazi ministers in key positions. In one final desperate move on March 9, 1938, Schuschnigg called for a popular vote on Austrian independence. Hitler's response to this was to demand that the vote be postponed and that Schuschnigg resign...and three days later, he sent German troops into Austria.

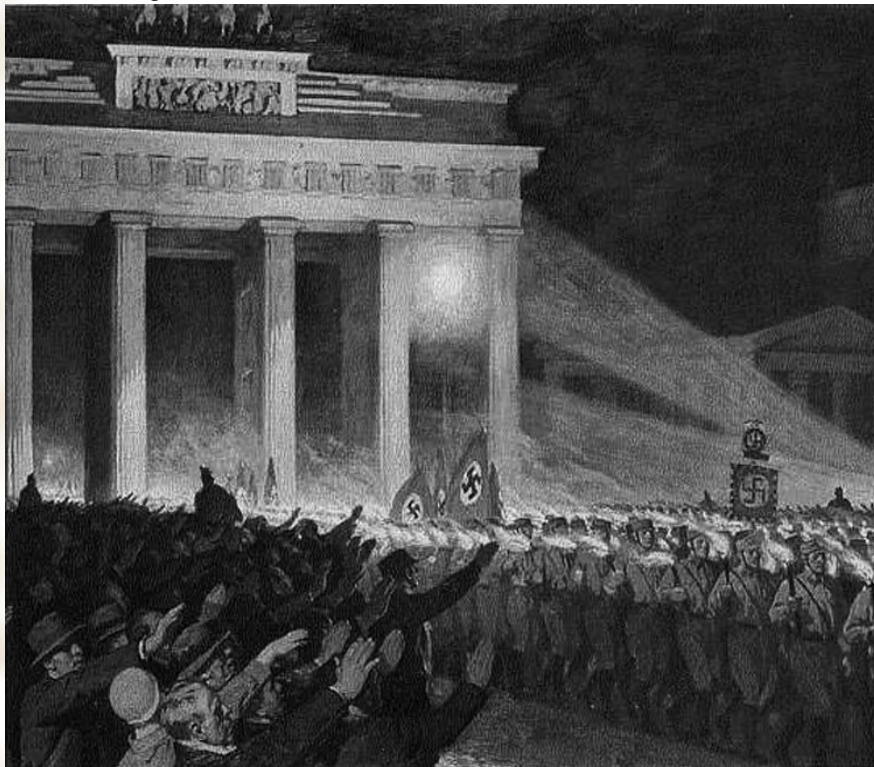
A Nazi puppet is sworn into office as Austria's Chancellor, and the new ministry is composed entirely of Nazis. France invited Italy and England to examine the events, but Italy declines stating that they "regard the events in Austria as the outcome of a preexistent state of affairs and as the free expression of the feelings and good will of the Austrian people, unequivocally confirmed by the imposing public demonstrations with which the events were greeted."

On March 15th, delirious crowds greeted Hitler as he paraded triumphantly through Vienna, and on April 10th, Hitler held his own election, and 99 percent of Austrians voted in favor of the annexation (*Anschluss*).

France and Britain protested, but weakly. British Prime Minister Chamberlain claimed that Germany was required to consult with England, France and Italy before acting, but this demand is ignored by Hitler. Realizing the threat that Germany's new position placed upon Czechoslovakia (now nearly surrounded by the Third Reich), Chamberlain

assured the Czechs that England would support them.

However, by the fall of 1938, England, France and Italy would force the Czechs into handing territory over to the Germans, and by the close of the decade, the Third Reich's invasion of the rest of Czechoslovakia and invasion of Poland began the Second World War (which brought the pulp era to a close).



NAZI WEAPONS

The following table provides statistics for weapons used by the Nazis which appear in the NPC stat blocks presented later in this book.

Note that these tables only detail weapons that were available to the Nazis up until the end of the 1930s. Some of the more famous weapons of the Reich were not developed until the 40s.

Handguns

(Require the Personal Firearms Proficiency Feat)

Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Magazine	Size	Weight	Purchase DC	Restriction
Luger P-08	2d6	20	Ballistic	30 ft.	S	8/32 box	Small	2 lb.	15	Lic (+1)
Mauser C96	2d8	20	Ballistic	30 ft.	S	10 box	Small	2 lb.	17	Lic (+1)
Walther PPK	2d4	20	Ballistic	30 ft.	S	7 box	Small	1 lb.	15	Lic (+1)
Walther P-38	2d6	20	Ballistic	40 ft.	S	8 box	Small	1 lb.	16	Lic (+1)

Luger P-08

One of the world's most recognizable handguns, the Luger was the standard officer's sidearm for the Third Reich. The 9mm Luger is available with either a standard 8-round clip, or a unique 32-round "snail" drum magazine.

Mauser C96

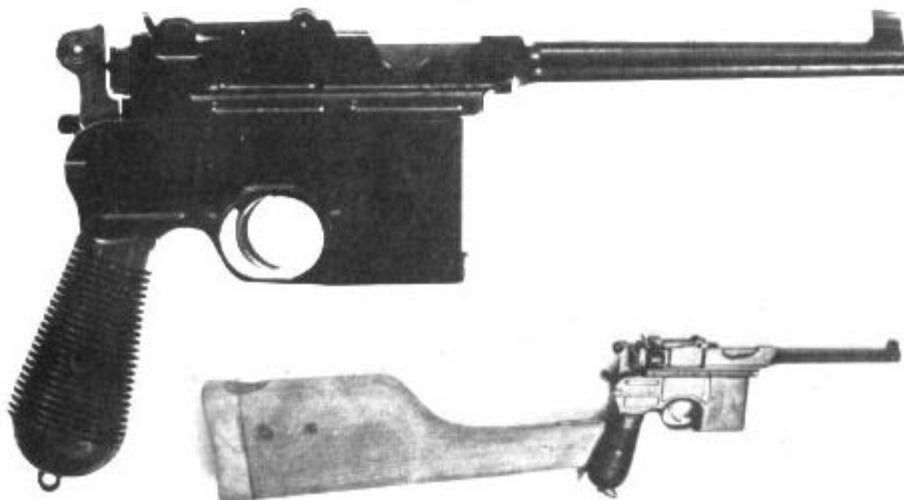
Also known as the "broomhandle", due to its distinctive grip, the Mauser is unusual in that its magazine of 7.62mm bullets is in front of the trigger guard, and not housed in the grip, as is standard with most autoloaders. The Mauser can also be fitted with a stock, allowing it to be fired while braced against the shoulder (+1 to hit). Gamers probably know this weapon best as the basis for Han Solo's blaster prop.

Walther PPK

The trademark weapon of certain superspies, the .32 PPK is a small, simple and reliable autoloader with a design that dates back to 1930. It was often carried by high-ranking German officers who did not wish to carry the heavier Luger. The PPK was also the favored weapon of the Gestapo.

Walther P-38

This 9mm pistol was designed as a modernized, more easily manufactured replacement for the Luger in 1938. Nazi agents and mad scientists on the "cutting edge" of technology will be armed with the P-38.



Longarms

(Require the Personal Firearms Proficiency Feat)

Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Magazine Size	Weight	Purchase DC	Restriction
Mauser M32	2d8	20	Ballistic	40 ft.	S,A	20 box Small	2 lb.	18	Lic (+1)
MP-38/40	2d6	20	Ballistic	50 ft.	S,A	32 box Med	5 lb.	19	Mil (+3)
MPE (Erma)	2d6	20	Ballistic	40 ft.	S, A	32 box Med	7 lb	17	Mil (+3)
Gewehr 98K	2d10	20	Ballistic	90 ft.	S	5 box Large	8 lb.	17	Res (+2)

Mauser M32

The first widely-used true machine pistol, the 7.62mm M32 is an automatic fire version of the C96. The weapon is nearly impossible to fire without the stock in place -- without the stock, the firer suffers a -8 penalty to hit.

MP (Maschinenpistole)-38/40

The most famous German submachinegun, the 9mm MP-38/40 was commonly referred to as the "Schmeisser," although Hugo Schmeisser was not on the weapon's design team. Originally available in late 1937 (the MP-38), and 1939 (the MP-40), the models are essentially identical.

MP (Maschinenpistole)E (Erma)

The predecessor to the MP-38, the Erma was introduced in the 1920s. The 9mm MPE has a barrel jacket with long slots, a 32 shot detachable box magazine entering from the left, and a unique wooden pistol grip in the stock. The weapon was used by the SS.

Gewehr 98K

The bolt-action Gewehr 98K was the standard service rifle of the German army from 1898 to 1945, and was reputed to be one of the finest military rifles ever produced. The 7.92mm weapon (use 7.62 Rifle ammo in the main rulebook for pricing) was reliable, durable, and accurate. Fitted with a scope, it could be pressed into service as a sniper rifle.

Heavy Weapons and Explosives

(Require the Exotic Firearms Proficiency Feat)

Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Magazine Size	Weight	Purchase DC	Restriction
MG-13	2d8	20	Ballistic	110 ft.	A	25 box Huge	24 lb.	21	Mil (+3)
MG-26	2d8	20	Ballistic	100 ft.	A	30 box Huge	21 lb.	21	Mil (+3)
MG-34	2d10	20	Ballistic	110 ft.	A	Linked Huge	26 lb	22	Mil (+3)
MG-37T	2d10	20	Ballistic	100 ft.	A	Linked Huge	40 lb.	22	Mil (+3)
Panzerfaust	10d6 *	—	—	150 ft.	1	Large	8 lb.	17	Mil (+3)
Stielhandgranate	4d6 *	—	Slashing	10ft.	1	Small	2 lb.	15	Mil (+3)

*this weapon does special damage. see description.

MG (Maschinengewehr) -13

The MG13 was a light machinegun constructed by rebuilding the old Dreyse gun left over after WW1. Used 7.92 shells (use 7.62 Rifle for ammo prices).

MG (Maschinengewehr) -26

A Czech weapon, where it was known as the ZB26, the 7.92 MG26 was used by the Nazis as a light infantry support weapon.

MG (Maschinengewehr) -34

The 7.92 MG34, introduced in 1934, was the mainstay of the Wehrmacht until 1942, when it was replaced by the superior MG42.

MG (Maschinengewehr) -37T

Another Czech weapon in 7.92mm, the MG37T was used by the German army as a tank-mounted machinegun.



Panzerfaust

A hand-held, single-shot, shape-charged anti-tank weapon, easily manufactured and designed to be cheap, one-use weapons to be used with little training.

When the Panzerfaust hits its target, it explodes like a grenade or other explosive, dealing it's 10d6 points of damage within a 10-foot radius (Reflex save DC18 for half damage). Because its explosive is a shape-charge designed to penetrate the armor of tanks, the Panzerfaust ignores up to 10 points of hardness if it strikes a vehicle, building or object. This applies only to the object struck, not other objects within the burst radius.

Stielhandgranate

The well-known "potato-masher" hand grenade. When the Steilhandgranate explodes it delivers its 4d6 points of damage within a 20-foot radius (Reflex save DC15 for half damage).

Gamemasters who are fully embracing the pulp feel and giving their Nazi villains access to

occult powers or the high-tech inventions of mad scientists should feel free to make use of weapons and equipment from any other supplement for Modern D20 play. Players can face minions of the Third Reich armed with rocket packs, ray guns, spellbooks and more.

NAZI VEHICLES

The chart on the following page features statistics for common vehicles available to the Nazis during the 1930s. Again, remember that many of the more famous vehicles were only developed after the start of the war, and therefore lay outside the scope of this supplement.

GROUND VEHICLES

Name	Crew	Pass	Cargo	Init	Maneuver	Top Speed	Defense	Hardness	HP	Purchase Size	DC	Restriction
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Motorcycles

BMW R12	1	0	0lb.	+0	+2	165(16)	10	5	18	M	23	Lic (+1)
(w/sidecar)	1	1	0lb	-1	+1	140(14)	10	5	22	L	25	Lic (+1)
SdKfz 2	1	1	500 lbs.	-2	-2	105 (10)	10	10	25	L	30	Mil (+3)

Cars

Mercedes 500K Staff Car	1	4	475lb.	-2	-1	220(22)	8	5	34	H	37	Lic (+1)
Mercedes 328WK Wehrmacht Kübelwagen	1	4	675lb.	-2	-2	175 (17)	8	10	34	H	33	Mil (+3)

Truck

SdKfz 7 Zugkraftwagen (Half-Track)	1	10	16,000lb.	-4	-4	165(16)	6	10	40	H	35	Mil (+3)
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note: This vehicle is armed with either a single 37mm cannon, or a quad-mount 20mm cannon.

SdKfz 231 Schwere Panzerspähwagen	1	3	9,000lb.	-2	-2	175(17)	8	10	38	H	34	Mil (+3)
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note: This vehicle is armed with a single 20mm cannon and a MG13

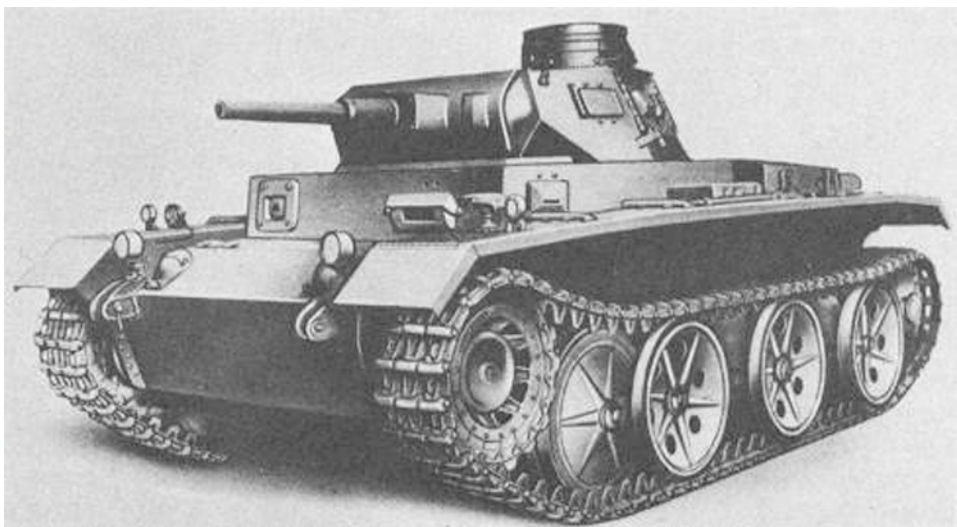
Military Vehicles

Panzerkampfwagen III (tracked tank)	5	0	450lb.	-4	-4	50 (5)	6	15	52	G	45	Mil (+3)
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note: This vehicle is armed with a single 37mm cannon and a MG34

SturmGeschütz III (tracked tank)	4	0	300lb.	-4	-4	70 (7)	6	20	60	G	47	Mil (+3)
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note: This vehicle is armed with a single 75mm cannon and a MG37T



BMW R12

A sturdy well-built motorcycle, available with or without a sidecar, used by the Third Reich as a vehicle for scouts or couriers. Famously appeared in the “jousting” scene in *The Last Crusade*.

SdKfz 2

A treaded motorcycle half-track, the Sd. Kfz. 2 Kettenkraftrad was originally conceived as a light support towing vehicle for mountain troops, but found favor with all Wehrmacht troops, especially those in the Eastern Front where it's excellent cross-country ability allowed it to maneuver in the mud-bogged roads and the mountainous Caucasus region.

Mercedes-Benz 500K Staff Car

The ubiquitous long black convertible with Reich flags mounted on the forward wheel wells, used to ferry Nazi officers in style.

Mercedes-Benz 328WK Wehrmacht Kübelwagen

A lightly-armored all-purpose multi-terrain car for military use. Filled a similar role to the American Jeep.

SdKfz 7 Zugkraftwagen

A treaded half-track truck, used primarily as a weapons platform for anti-aircraft and infantry support duties. The most common varieties of the Zugkraftwagen were armed with either a single 37mm cannon, or quad-mounted 20mm cannons.

SdKfz 231 Schwere Panzerspähwagen

A six-wheeled truck, with a rear 4-wheel drive, used for hauling and infantry support. The Schwere Panzerspähwagen was armed with a single 20mm cannon and an MG-13 on a swivel mount.



Panzerkampfwagen III

One of the Reich's famed Panzer tanks, the Panzerkampfwagen III was relatively lightly armed and armored, with 15mm armor and a 37mm cannon.

SturmGeschütz . III

The SturmGeschütz (Assault Gun) was designed using the main hull of the Panzer III Originally designed as support artillery weapon it was later up gunned with a massive 75mm cannon and used as a tank-killer, where it was a great success.



Vehicle Weapons

(Require the Exotic Firearms Proficiency (cannons) Feat)

Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Magazine	Size	Weight	Purchase DC	Restriction
20mm cannon	3d12	20	Ballistic	150 ft.	A	Linked	Huge	*	*	*
37mm cannon	5d12	20	Ballistic	150 ft.	S	1	Huge	*	*	*
75mm cannon	10d12	20	Ballistic	150 ft.	S	1	Huge	*	*	*

* Weight, purchase DC and restriction rating do not apply. These weapons are part of the vehicles on which they are mounted.

OTHER VEHICLES

Name	Crew	Pass	Cargo	Init	Maneuver	Top Speed	Defense	Hardness	HP	Purchase Size	DC	Restriction
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Aircraft

Junkers JU-87D-1 Stuka (divebomber)

2	0	0lb.	-2	+1	400 (40)	6	5	30	G	40	Mil (+3)
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note: vehicle is armed with 2 machineguns in the wings (use MG-34) and one 250kg bomb (use stats for 100 blocks of C4, Modern page 124)

Messerschmitt Bf109 (fighter)

1	0	0lb.	-1	+1	500 (50)	6	5	28	G	40	Mil (+3)
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note: vehicle is armed with 2 machineguns in the wings (use MG-34)

Junkers JU-52 (transport plane)

2	17	5,000lb.	-4	-4	220 (22)	6	5	44	G	45	Mil (+3)
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note: vehicle is armed with 4 MG-34s in passenger-operated emplacements (1 fore, 1 aft, 1 port, 1 starboard)

Zeppelin (Airship)

60	100	30,000lb.	-4	-4	275 (27)	6	5	54	G	50	Mil (+3)
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note: weapons packages vary. If hit with an incendiary attack and a critical hit results, the hydrogen in the gas bags ignite, destroying the airship and doing 6d6 burn damage to all within.

Naval craft

Type VII A U-boat

(surface)	42	8	5,000lb	-4	-4	80(8)	6	5	50	G	50	Mil (+3)
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(submerged)				-2	-2	40(4)	8					
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note: vehicle is armed with a 75mm deck gun, 11 torpedoes in 4 forward tubes (use stats for 10 blocks of C4, Modern page 124 , with a range increment for firing of 150)

Junkers JU-87D Stuka

Stuka is the abbreviation of the German word *Sturzkampfflugzeug*, which designated all dive bombers. The main fighter/bomber used by the Luftwaffe, the Stuka would play a major role in the Blitzkrieg that swept across Poland, northern Europe and France.

In the later years of the war, the Ju 87 had a successful second life as an anti-tank weapon, striking armor columns from above.

Messerschmitt Bf109

One of the best air superiority fighters ever built, the Messerschmitt was the predator of the skies. The Bf109 was the Luftwaffe's standard single-seat fighter from 1935-1943 and was able to outfight or outrun virtually all opposition. The fighter was used primarily for intercept and bomber escort duties.



Junkers JU-52

Nicknamed “*Tante Ju*” (Auntie Ju) by German troops, the Junkers Ju-52 was the most famous transport of the Third Reich. The Ju-52 served as an airliner for many nations, including the German Lufthansa and eventually entered service as a troop transport for the Reich. The Ju-52 was slow and very lightly armed against fighters, but was used from the 30s right through to the end of the war.



Zeppelin

Nothing says “pulp Nazis” like an airship. These massive air vehicles have become iconic images. During the 1930s, the German company Zeppelin Luftschifftechnik constructed and operated several airships as a commercial airline, travelling across Europe, and eventually across the world. Vessels like the Graf Zeppelin and the Hindenberg, despite being civilian vessels, were emblazoned with the swastika by Hitler’s order, so that the graceful giants could be seen as symbols of German might. Even though their use during this period of history was mostly civilian, GMs should feel free to throw players up against military airships as well...they’re just too cool not to use!



Type VIIA U-boat

Another iconic Nazi vehicle, the U-boats travelled the Atlantic in predatory “wolfpacks”, harassed shipping, delivered Nazi spies onto unsuspecting enemy beaches, and carried secret archeological discoveries to hidden island fortresses! There were many types of U-boat -- the statistics provided here correspond to the Type VIIA, provided as an example.



NAZI ARCHETYPES

The pages that follow contain NPCs that represent the most common archetypal uses of Nazis as represented in pulp stories, cliffhanger films and modern homages.

Nazi Soldier (Wehrmacht)

The average Nazi rank-and-file goon, ready to goose-step, seig heil and get socked in the jaw by our stalwart heroes.

For the purposes of pulp gaming, the Wehrmacht soldier is essentially the equivalent of an orc in a standard fantasy game. He's there to follow orders, and will fight fiercely against any opposition, only surrendering in the face of overwhelming power.

Strong Ordinary 1 CR 1; Medium-size humanoid; HD 1d8+1; HP 6; Mas 13; Init +2; Spd 30 ft; Defense 13, touch 13, flatfooted 11 (+0 size, +2 Dex, +1 class); BAB +1; Grap +3; Atk +3 melee (1d4+2/19-20, knife), or +3 ranged (2d6+0, MP-38/40); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Third Reich; SV Fort +2, Ref +2, Will +0; AP 0; Rep +0; Str 15, Dex 14, Con 13, Int 12, Wis 10, Cha 8.

Occupation: Military (Drive, Knowledge [Tactics])

Skills: Climb +4, Drive +3, Handle Animal +0, Knowledge (Current Events) +3, Knowledge (Streetwise) +2, Knowledge (Tactics) +3, Repair +2, Spot +1, Survival +1, Swim +4

Feats: Advanced Firearms Proficiency, Brawl, Personal Firearms Proficiency

Possessions: knife, MP-38/40; Wealth +6



Nazi Soldier (SS)

The *Schutzstaffel* represent a tougher and more fanatical variety of the Nazi goon. Use these guys when you want to provide more of a challenge to your player-characters.

Tough Ordinary 1/Strong Ordinary 1 CR 2; Medium-size humanoid; HD 1d10+2 plus 1d8+2; HP 15; Mas 15; Init +1; Spd 30 ft; Defense 13, touch 13, flatfooted 12 (+0 size, +1 Dex, +2 class); BAB +1; Grap +3; Atk +3 melee (1d4+2/19-20, knife), or +2 ranged (2d6+0, MP-38/40); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Third Reich; SV Fort +4, Ref +1, Will +1; AP 1; Rep +0; Str 14, Dex 13, Con 15, Int 13, Wis 12, Cha 10.

Occupation: Military (Drive, Knowledge [Tactics])

Skills: Climb +4, Concentration +4, Craft (mechanical) +2, Demolitions +2, Intimidate +3, Knowledge (Tactics) +6, Search +2, Spot +3, Survival +2

Feats: Advanced Firearms Proficiency, Brawl, Personal Firearms Proficiency

Possessions: knife, MP-38/40; Wealth +6

Nazi Officer

Now we're getting to the true pulp villains. Use officers as the main villains for adventures featuring the Third Reich. When your player-characters are more powerful, use a Nazi officer as the henchman of an even more powerful and insidious villain!

Dedicated Hero 3/Strong Hero 2/Soldier 4 CR 9; Medium-size humanoid; HD 3d6+3 plus 2d8+2 plus 4d10+4; HP 51; Mas 13; Init +0; Spd 30 ft; Defense 16, touch 16, flatfooted 16 (+0 size, +0 Dex, +6 class); BAB +7; Grap +9; Atk +9 melee (1d4+2/19-20, knife), or +8 ranged (2d6, Luger P-08); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Third Reich; SV Fort +7, Ref +3, Will +6; AP 4; Rep +1; Str 15, Dex 11, Con 13, Int 16, Wis 17, Cha 14.

Occupation: Military (Drive, Knowledge [Tactics])

Skills: Climb +3, Demolitions +6, Disable Device +4, Drive +8, Gather Information +4, Handle Animal +3, Intimidate +8, Investigate +4, Jump +7, Knowledge (Current Events) +7, Knowledge (History) +8, Knowledge (Tactics) +17, Knowledge (Technology) +6, Listen +9, Navigate +5, Pilot +3, Profession +4, Read/Write Language +2 (German, English, French), Sense Motive +6, Speak Language +2 (German, English, French), Spot +8, Survival +6, Swim +4, Treat Injury +4

Feats: Advanced Firearms Proficiency, Burst Fire, Combat Expertise, Combat Martial Arts, Exotic Firearms Proficiency (heavy machine guns), Far Shot, Personal Firearms Proficiency, Weapon Focus (Luger), Weapon Focus(MP-38/40)



Talents (Dedicated Hero): Skill Emphasis (Knowledge [Tactics]), Aware

Talents (Strong Hero): Ignore Hardness

Talents (Soldier): Weapon Focus, Weapon Specialization, Tactical Aid

Possessions: knife, Luger P-08; Wealth +15

Gestapo Goon

This instrument of the secret state police should be an omnipresent threat any time that your player-characters travel into areas that lie under the control of the Reich. The heroes should be watched at every step, wondering when the Gestapo will strike suddenly, and whisk them away to a windowless interrogation room...or worse.

Dedicated Hero 2/Tough Hero 1 CR 3; Medium-size humanoid; HD 2d6+4 plus 1d10+2 plus 1; HP 20; Mas 15; Init +2; Spd 30 ft; Defense 15, touch 15, flatfooted 13 (+0 size, +2 Dex, +3 class); BAB +1; Grap +0; Atk +0 melee (1d4+-1, Pistol whip), or +3 ranged (2d4+0, Walther PPK); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Third Reich; SV Fort +5, Ref +2, Will +7; AP 1; Rep +2; Str 9, Dex 14, Con 15, Int 11, Wis 16, Cha 11.

Occupation: Law Enforcement (Gather Information, Intimidate)

Skills: Bluff +1, Drive +4, Gather Information +3, Intimidate +7, Investigate +3, Knowledge (Current Events) +1, Knowledge (History) +1, Knowledge (Streetwise) +1, Knowledge (Tactics) +3, Listen +8, Sense Motive +6, Spot +7

Feats: Alertness, Brawl, Iron Will, Low Profile, Personal Firearms Proficiency

Talents (Dedicated Hero): Skill Emphasis (Intimidate)

Talents (Tough Hero): Robust

Possessions: Walther PPK; Wealth +6

Nazi Spy

Another iconic Nazi villain, the Spy operates as a Fifth Column within a target nation, engaging in espionage or sabotage on the orders of his or her superiors. Spies are tasked with stealing military secrets, assassinating political targets and many other dastardly deeds, unless your player-characters can track them down and uncover the hidden menace!



Dedicated Hero 3/Fast Hero 2/Infiltrator 2 CR 7; Medium-size humanoid; HD 3d6+-3 plus 2d8+-2 plus 2d10+-2; HP 24; Mas 9; Init +1; Spd 30 ft; Defense 18, touch 18, flatfooted 17 (+0 size, +1 Dex, +7 class); BAB +4; Grap +3; Atk +3 melee (1d6+-1, Sap), or +5 ranged (2d6+0, Walther P-38 (w/silencer)); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Third Reich; SV Fort +1, Ref +7, Will +6; AP 3; Rep +-1; Str 9, Dex 13, Con 9, Int 12, Wis 18, Cha 8.

Occupation: Military (Hide, Move Silently)

Skills: Balance +3, Bluff +1, Climb +0, Disable Device +2, Disguise +2, Drive +3, Escape Artist +4, Gather Information +2, Hide +10, Investigate +11, Jump +0, Knowledge (Streetwise) +8, Knowledge (Tactics) +4, Listen +11, Move Silently +11, Pilot +2, Read/Write Language +2 (German, English, French), Search +3, Sense Motive +6, Sleight of Hand +4, Speak Language +2 (German, English, French), Spot +8, Tumble +4

Feats: Alertness, Attentive, Combat Martial Arts, Deceptive, Low Profile, Personal Firearms Proficiency, Stealthy

Talents (Dedicated Hero): Skill Emphasis (Gather Information), Empathy

Talents (Fast Hero): Evasion

Talents (Infiltrator): Sweep, Improvised Implements

Possessions: Sap, Walther P-38 (w/silencer); Wealth +9

Nazi Temptress

One of the stranger archetypes to develop during the pulp era, and which continues to the present day (for example, in *The Last Crusade* and *Hellboy*), is that of the Nazi Temptress: an evil agent of the Third Reich who uses her feminine wiles in an attempt to seduce our stalwart hero. The archetype in the pulps was often simply an excuse to engage in some blatant dominatrix-themed titillation.

Occasionally, the Temptress is irredeemably evil, serving as an example of Beauty actually being the Beast. In these cases, the allure of the character is set in stark contrast to her horrible acts. In other cases,

however, she can be swayed (naturally, having never met the “right guy”) and convinced to betray the Nazi cause at a suitably dramatic moment in the adventure.

Charismatic Hero 6 CR 6; Medium-size humanoid; HD 6d6+0 plus 3; HP 24; Mas 11; Init -1; Spd 30 ft; Defense 11, touch 11, flatfooted 12 (+0 size, -1 Dex, +2 class); BAB +3; Grap +3; Atk +3 melee (1d4+0, knife), or +2 ranged (2d6+0, Luger P-08); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Third Reich; SV Fort +3, Ref +2, Will +5; AP 3; Rep +4; Str 11, Dex 9, Con 11, Int 14, Wis 16, Cha 18.

Occupation: Dilettante (Intimidate)

Skills: Bluff +12, Diplomacy +11, Disguise +6, Escape Artist +2, Gamble +5, Gather Information +13, Intimidate +7, Investigate +7, Knowledge (Arcane Lore) +4, Knowledge (Art) +5, Knowledge (Behavioral Sciences) +8, Knowledge (Business) +4, Knowledge (Civics) +4, Knowledge (Current Events) +6, Knowledge (Popular Culture) +6, Knowledge (Streetwise) +4, Knowledge (Theology and Philosophy) +5, Listen +6, Perform +13, Profession +7, Read/Write Language +4 (German, English, French, Russian, Italian), Sense Motive +6, Speak Language +4 (German, English, French, Russian, Italian), Spot +5

Feats: Alertness, Attentive, Deceptive, Personal Firearms Proficiency, Point Blank Shot, Toughness, Trustworthy

Talents (Charismatic

Hero): Charm, Favor, Captivate

Possessions: knife, Luger P-08; Wealth +11



Nazi Scientist

“Nuzzink in ze vurld can schtopp me NOW! Bwah-ha-ha-ha-haaaa!!!”

You know the type. The Nazi scientist is bent on world domination via technological superiority...and, in pulp adventures, that means Giant Killer Robots, Flying Saucers, Secret Mind Control Devices and the ever-present Death Ray.

They can be used as either the main villain of an adventure, or as the research specialist working for a more powerful individual.

This archetype is built using the Mad Scientist advanced class, another release in the *Thrilling Tales* line available from Adamant Entertainment.

Smart Hero 4/Mad Scientist 5

CR 9; Medium-size humanoid; HD 4d6+4 + 5d8-5; HP 33; Mas 8; Init +2; Spd 30 ft; Defense 15, touch 15, flatfooted 15 (+0 size, +2 Dex, +3 class); BAB +5; Grap +2; Atk +5 melee (1d4+0, Pistol whip), or +7 ranged (2d6+0, Walther P-38); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Third Reich; SV Fort +3, Ref +6, Will +4; AP 8; Rep +3; Str 10, Dex 15, Con 8, Int 18, Wis 13, Cha 12.

Occupation: Academic (Knowledge [Earth and Life Sciences], Knowledge [Physical Sciences], Knowledge [Technology])

Skills: Bluff +8, Computer Use +6, Craft (chemical) +7, Craft (electronic) +15, Craft (mechanical) +16, Craft (pharmaceutical) +7, Craft (structural) +5, Decipher Script +8, Demolitions +11, Disable Device +8, Drive +6, Gather Information +4, Investigate +6, Jump +2, Knowledge (Arcane Lore) +5, Knowledge (Behavioral Sciences) +6, Knowledge (Current



Events) +6, Knowledge (Earth and Life Sciences) +13, Knowledge (Physical Sciences) +15, Knowledge (Tactics) +7, Knowledge (Technology) +15, Pilot +6, Read/Write Language +2 (German, English, French), Repair +12, Research +13, Sense Motive +2, Speak Language +2 (German, English, French), Spot +4, Tumble +4

Feats: Builder (Craft [electronic], Craft [mechanical]), Cautious, Combat Expertise, Gearhead, Personal Firearms Proficiency, Studious.

Talents (Smart Hero): Savant (Craft [mechanical]), Plan

Talents (Mad Scientist): Weird Science (4/3/2), Scientific Improvisation, Inspiration

Possessions: Walther P-38 ; Wealth +12



Nazi Sorcerer

Hitler's obsession with the occult is a matter of historical record—even the Nazi party itself began as the political arm of an occult society, the Thule Gesellschaft. In 1935, Heinrich Himmler founded the *Studiengesellschaft für Geistesurgeschichte Deutsches Ahnenerbe* (Society for Research into the Spiritual Roots of Germany's Ancestral Heritage), known simply as the Ahnenerbe. The official purpose of the organization was to travel the world searching for evidence of the ancient Aryans. Records exist that indicate that the Ahnenerbe also

studied the occult sciences.

The Nazi Sorcerer is an operative of the Ahnenerbe, well-versed in magical practices (most likely based on the Nordic runes or other Germanic sources).

Smart Hero 6/Mage 3 CR 9; Medium-size humanoid; HD 6d6+12 plus 3d6+6; HP 50; Mas 15; Init +2; Spd 30 ft; Defense 16, touch 16, flatfooted 14 (+0 size, +2 Dex, +4 class); BAB +4; Grap +3; Atk +3 melee (1d4+1, knife), or +6 ranged (2d6+0, Luger P-08); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Third Reich; SV Fort +5, Ref +5, Will +9; AP 4; Rep +3; Str 9, Dex 14, Con 15, Int 18, Wis 13, Cha 10.

Occupation: Shadow Scholar (Decipher Script, Knowledge [Arcane Lore], Read/Write Language)

Skills: Bluff +2, Concentration +5, Craft (chemical) +13, Craft (electronic) +8, Craft (mechanical) +7, Craft (pharmaceutical) +11, Decipher Script +16, Demolitions +6, Disable Device +6, Disguise +2, Forgery +10, Gather Information +7, Investigate +17, Knowledge (Arcane Lore) +23, Knowledge (Behavioral Sciences) +8, Knowledge (Current Events) +7, Knowledge (Earth and Life Sciences) +7, Knowledge (History) +10, Knowledge (Physical Sciences) +8, Knowledge (Tactics) +8, Knowledge (Technology) +13, Knowledge (Theology and Philosophy) +8, Navigate +6, Profession +6, Read/Write Language +6 (German, English, French, Latin, Hebrew, Arabic, Sanskrit), Research +17, Search +9, Sense Motive +3, Speak Language +6 (German, English, French, Latin, Hebrew, Arabic, Sanskrit), Spellcraft +5, Use Magic Device +1

Feats: , Attentive, Combat Martial Arts, Deceptive, Educated (Knowledge [Arcane Lore], Knowledge [Technology]), Heighten Power, Iron Will, Meticulous, Personal Firearms Proficiency, Studious

Talents (Smart Hero): Savant (Knowledge [Arcane Lore]), Plan, Exploit Weakness

Talents (Mage): Arcane Skills, Arcane Spells (*Daze, Detect Magical Aura, Light, Read Magic, Magic Missile, Sleep, True Strike, Invisibility, Protection from Bullets*), Summon Familiar, Scribe Scroll

Possessions: knife, Luger P-08; Wealth +10

TAKE THAT, FRITZ! (NAZI PLOT IDEAS)

The Nazis make excellent villains for use in your pulp campaign adventures, largely because of the expectations of the players. You say “pulp” to the average gamer, and you can be sure that he or she is anticipating landing a solid right hook on the jaw of a vile Nazi, while saving New York City from certain destruction.

You should be careful not to over-use the Third Reich, however. They lose their effectiveness as villains if the players start to suffer from “Nazi Fatigue.”

Remember that during the 1930s, the Reich was involved in a build-up to war readiness. Nazi operations should be largely covert... Gamemasters shouldn't have Nazi troops travelling via rocket-pack to invade the United States, unless you're intending for your campaign to veer in alternate history...which is not to say that there isn't fun to be had with that sort of campaign. Just be sure that your players are aware that's what you're going for. After all, the baseline pulp campaign is assumed to take place in at least a close approximation of the real world. Don't stretch your player's suspension of disbelief unless you've been up front about your intentions from the beginning.

Espionage Adventures

The style of adventure that keeps its feet most firmly in the real-world soil, espionage adventures either pit your player characters against the secret machinations of Nazi agents within another nation, or conversely send the player-

characters in to infiltrate the Reich itself.

The most time-honored of these plot ideas is where the heroes must stop Nazi spies. The plot line usually goes along these lines: Nazi agents have stolen the plans for some super-secret military technology (it always seems to be either plans for a prototype aircraft or a bomb-sight for some reason), and the player-characters must catch the spies before they can successfully smuggle the technology out of the country.

A variation on this is the discovery that a Nazi agent is operating in a position of power. The player-characters are armed with the knowledge that the agent exists, but are unaware of the agent's identity. The adventure focuses on uncovering the spy. This sort of adventure is more suited to campaigns that





are less fantastic and more realistic in feel.

Espionage adventures can be set within the Reich as well, with player-characters sent in to steal secret plans themselves (turning the standard plot described above on its ear). Adventures within the Reich should be fraught with the danger of discovery -- player-characters should be hunted by agents of the Gestapo every step of the way.

Another iteration of the infiltration plot has the player-characters travelling into the Reich to rescue someone from the grip of the Nazis. Perhaps a Jewish scientist held against his will and forced to work on a doomsday weapon, or an American spy who has been captured by the Gestapo...either way the player-characters must find their way into Germany, avoid capture themselves, and participate in a break-out.

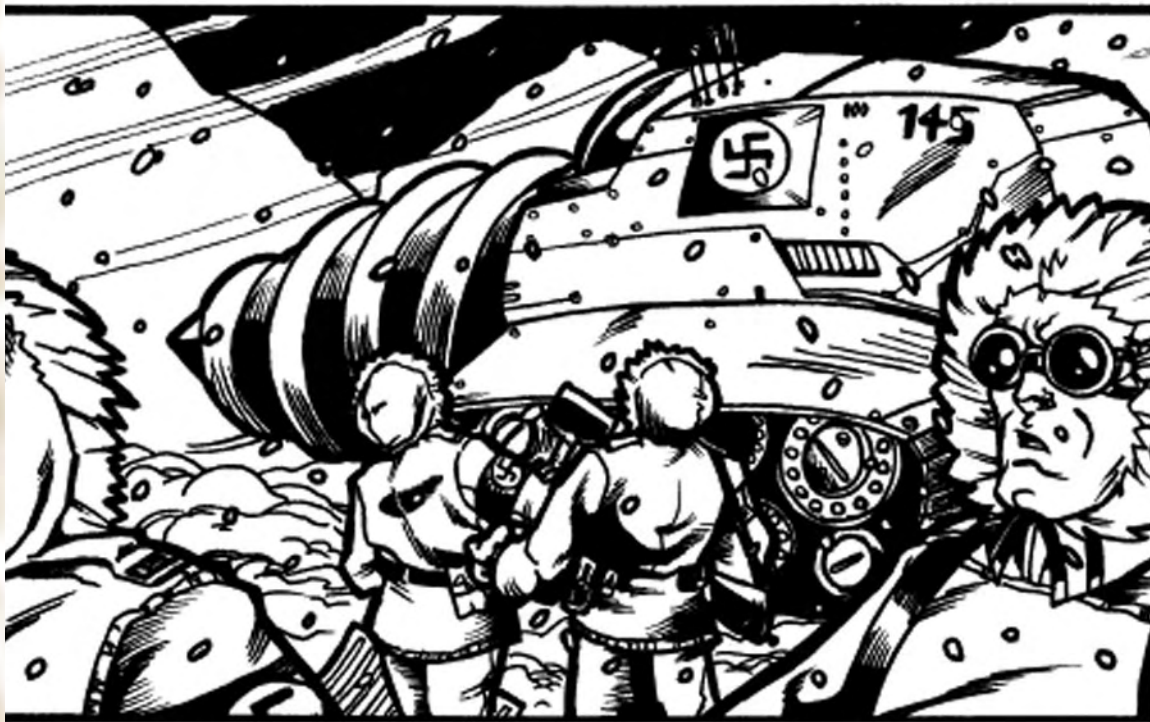
Enjoyably, these sorts of missions almost always seem to feature the prisoner being held in some Bavarian castle, which provides the Gamemaster with the perfect opportunity to run the pulp RPG equivalent of a standard "dungeon-crawl" adventure!

Military Adventures

Generally speaking, open conflict with the Nazis doesn't really occur until the start of the Second World War, which marks the end of the pulp era. Given that, there isn't much opportunity for adventures featuring military action against the Reich.

Pulp magazines of the time got around this by cooking up wars with thinly-veiled fictional fascists, or by setting military action during the First World War (for example, *G-8 and His Flying Aces*).

However, there is nothing preventing Gamemasters from engaging in secret military escapades: after all, the Flying Tigers engaged in war with Japan long before the United States officially followed suit. A campaign featuring the player-characters as a private mercenary unit fighting on the side of freedom and right (something along the line of *Sky Captain's Flying Legion*) could easily engage the Nazis. Combat could occur on secret island bases, military expeditions deep in the jungle...anywhere were a "little war" could be fought without attracting the attention of the rest of the world.



Fantastic Adventures

Most pulp campaigns, however, are going to contain elements of the fantastic. It's fun, after all, and one of the things that attracts gamers to the style of play. Primarily, there are two directions that a GM can take when adding elements of the fantastic: Science Fiction and the Supernatural (although enterprising GMs can combine the two for some truly mind-boggling concepts!)

Science Fictional elements usually take the form of technological advances (either already in the possession of the Nazis, under development by Nazi mad scientists, or the subject of Nazi theft).

Historically, the Nazis spent a great deal of time and money investigating and developing new technologies (the V-1 and V-2 Rockets, for example), so the introduction of fantastic technology is not as far a stretch as it would be otherwise. It is a relatively small leap from the V-2 to Nazi spacecraft, after all.

German atomic research is another great idea to spring upon player-characters, since they have the benefit of historical hindsight to know how close the Reich was to developing nuclear weapons, and what would have happened had they done so before the U.S.

Even more fantastic, yet still based in historical fact, is the idea of a German heat ray. After the end of World War II, American investigators found papers discussing the possibility of deploying a solar mirror in orbit, which could focus the sun's rays upon ground targets like a child cooking ants with a magnifying glass. Discovering secret Nazi plans to build such a device, and destroying it, would make a suitably exciting adventure for any hero.

The Nazi fascination with Antarctica also can provide Gamemasters with fodder for adventures. Claimed by Germany in the 1930s, and christened *Neuschwabenland* (New Swabia), the South Pole has long been the subject of conspiracy theories about the Reich's activities there. Perhaps your player-characters can discover Nazi efforts to find the long-rumored entrance into the Hollow Earth,

where representatives of the Third Reich hope to form an alliance with the subterranean empire that rules the World Below. Can your heroes stop the alliance before dinosaur-mounted troops come spilling out of the New York City subways?

The Reich was equally interested in Tibet, believing it to be one of the homes of the original Aryans. Ernst Schäffer, a German hunter and biologist, participated in two expeditions to Tibet, in 1934 and 1936. The Ahnenerbe sponsored him to lead a third expedition in 1938.

Their mission was to make contact with the Aryan forefathers in Shambhala and Agharti (two hidden subterranean cities said to exist beneath the Himalayas). The cities were said to be the guardians of secret occult powers and super-science, and the missions sought their aid in harnessing those powers for the Nazi cause.

According to the stories, groups of Tibetans purportedly came back to Germany and started lodges known as “the Society of Green Men.” It doesn’t take much effort on the part of the Gamemaster to work these rumors into plots involving super-science, the occult, or both.

The plot ideas even get juicier when you take into account that of the two hidden cities, Shambhalla (also known as Shangri-la) was associated with higher cosmic powers, while Agharti was associated



with more primal energies. It’s easy to place them in the roles of a “good” hidden city and an “evil” one. Perhaps the Society of Green Men are Agharti Adepts aiding the Reich, and the player-characters have to discover the hidden city of Shambhalla and ask for their assistance in combating their ancient rivals.

Of course, today's gamers are more than familiar with the concept of the Nazis looking for supernatural assistance, thanks to the Indiana Jones films.

Whereas the search for the Ark of the Covenant never was an actual Nazi archaeological project, the Reich did actively search for the Holy Grail and acquired the Spear of Destiny.

The Holy Grail, the cup supposedly used at the Last Supper, and which is said to have caught Christ's blood as it fell from the cross, was the subject of a search by Nazi archaeologist Otto Rahn. Rahn believed that the Grail had been carried to the South of France by the Cathars in the 13th century. Rahn received a commission in the SS from Himmler himself, and searched for the Grail, before inexplicably resigning his commission in 1939 and disappearing. What had he discovered, and what happened to him?

The Spear of Destiny is the spear of the Roman centurion Cassius Longinus, who is said to have used it to pierce the side of Christ. Legend has it that the Spear made whomever possessed it invincible. Stories are told of it passing down through history, in the possession of such men as Louis IX of France, Charlemagne and Napoleon. A spear, either the actual Spear of Destiny or a false relic (depending upon who you listen to), was on display at the Vienna Hofmuseum, and was confiscated by the Nazis after their annexation of Austria.

It was shipped via an armored SS train to Nuremberg on October 13th, 1938, where it remained for six years in St. Catherine's Church before being moved to an underground vault for



protection. Some stories say that the Spear was taken to the SS Castle at Wewelsberg.

During the final days of the war in Europe, the United States 7th Army took possession of the Spear in the name of the United States government. Within 90 minutes of the United States capturing the Spear, Adolf Hitler committed suicide. The Spear was returned to the Royal House of Hapsburg shortly thereafter, where it now rests, once again, in the Vienna Hofmuseum. (Although rumors persist that the Spear is a copy, with the true Spear either being kept by the United States, or perhaps by agents of the Reich).

Gamemasters looking to play on this particular theme can have Ahnenerbe-sponsored archaeological expeditions to the far corners of the globe: Egypt, Africa, South America; searching

for anything from occult artifacts to Lost Cities. This allows adventures which cross the lines into standard pulp genres like jungle stories, fortune hunting, or Lost Worlds.

Which leaves us with another standard Nazi adventure plot, wherein the forces of the Third Reich dabble in Things That Man Was Not Meant to Know.

Obviously, the Nazi Sorcerer is the best archetype to use for such adventures, but an occult angle can be added to almost any other variety of plot. Perhaps Nazi agents are looking to steal the copy of the *Necronomicon* held in the library collection of a small New England university. Or perhaps a Nazi scientific experiment causes some kind of dimensional rift, and Things Even Worse Than Nazis come through.

Plots involving the Nazis meddling with this sort of power should be marked by an unbelieving arrogance. At no point should a Nazi villain ever assume that he is in over his head. The firm belief in their status as the Master Race should be the villain's achilles heel in these situations (and, in some cases, the very cause of the danger in the first place!).

Gamemasters can also mix the Nazis with traditional supernatural pulp elements, such as mummies, werewolves, ghosts and vampires. See the *Hellboy* graphic novel series (and film) for suggestions on methods for doing this. The sudden realization that the SS officer whom they've been facing is actually a sorcerous vampire should be enough to put pause to even the most headstrong hero!

CONCLUSION

However you decide to use them, the Third Reich should give the player-characters a villain that they can sink their teeth into. Comfortably couched in starkly contrasted terms of good and evil, the Nazis allow the players to fight against the greatest evil the modern world has ever seen.



In the end, perhaps the best thing about using Nazis as villains in your pulp campaigns comes down to the comfort of historical hindsight: the sure knowledge that, even if the player-characters fail, the Nazis are eventually defeated in the long run.