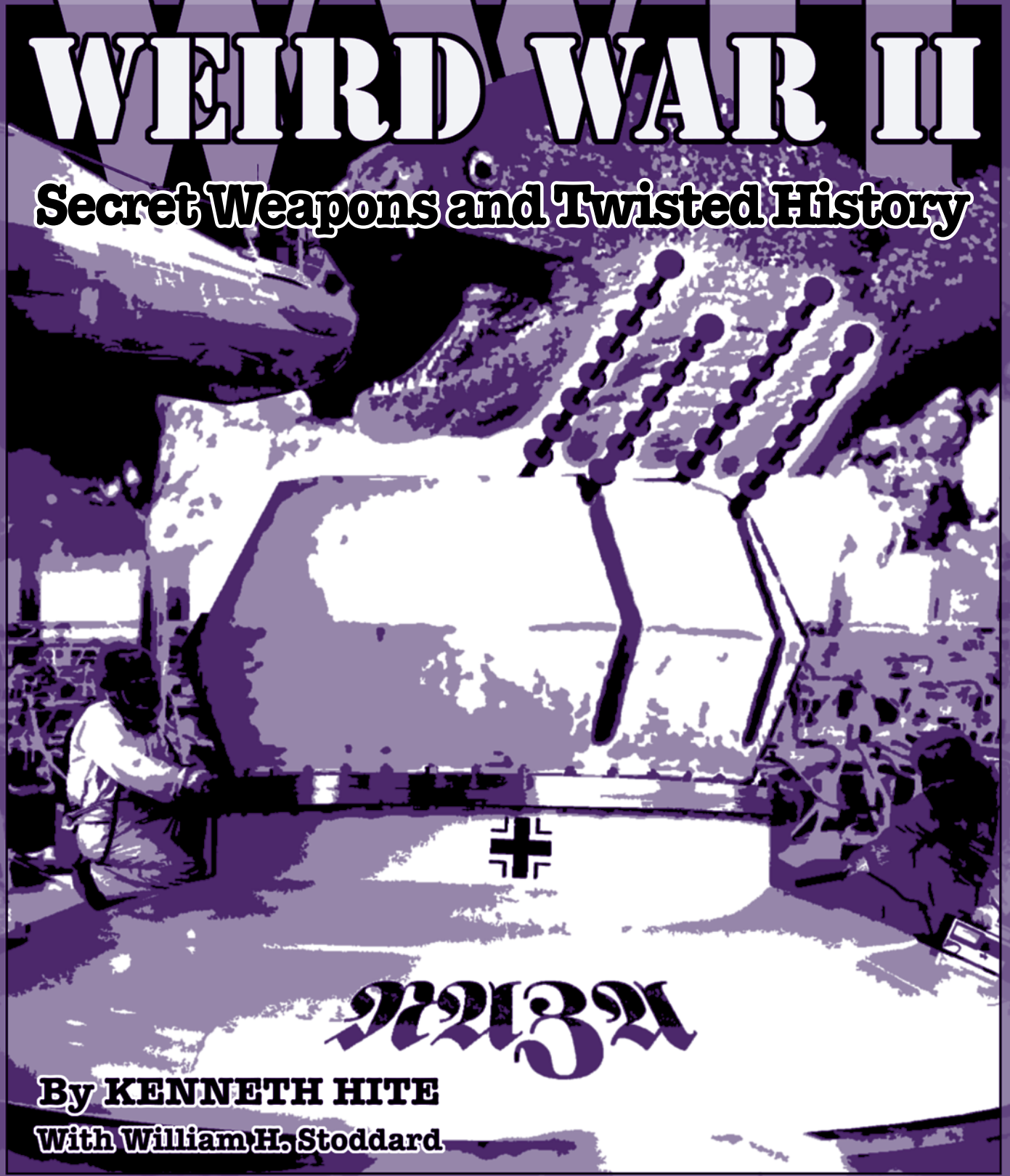


G U R P S[®]

WAAAGH!! WEIRD WAR II

Secret Weapons and Twisted History



WAAAGH!!

By **KENNETH HITE**
With William H. Stoddard

STEVE JACKSON GAMES

YOU ONLY THOUGHT

From the first Wehrmacht tanker checking his watch in the predawn gray of Sept. 1, 1939, to the last cinder-scarred survivor emerging from the rubble of Tokyo in August 1945, history illustrates the straightforward war that **THEY** want us to believe took place.

THEY are hiding the truth.

Inside you'll find a variety of supermen facing the mighty magics of the Golden Dawn and other smoking-jacket-wearing cults as immense daikaijū pit their undefinable strength against the superscience of alien invaders and the lords of Agartha emerging from the Hollow Earth through Antarctic portals at which the Fourth Reich jealously guards its flying-saucer bases from the scrying guardians of humanity at Xanadu while the Assassins try to extend their chosen hour and the vampire lords of Transylvania ponder their options as calamity approaches and even extend nocturnal feelers to the Pope and the Prieuré de Sion while grimly eager teams of archaeologists-cum-cutthroats scale the mountains of Sicily searching for the Iron Crown of the Lombards and the denizens of murky Atlantis stir toward the surface world possibly before said land lovers' best scientific minds unlock the secrets of the atom and the digital age provided of course that pesky gremlins don't turn either innovation into mankind's greatest sorrow.

And then there's the war . . .

THAT YOU KNEW

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STEVE JACKSON GAMES

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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.

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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.

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?

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.

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 Albioni 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 sox 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.

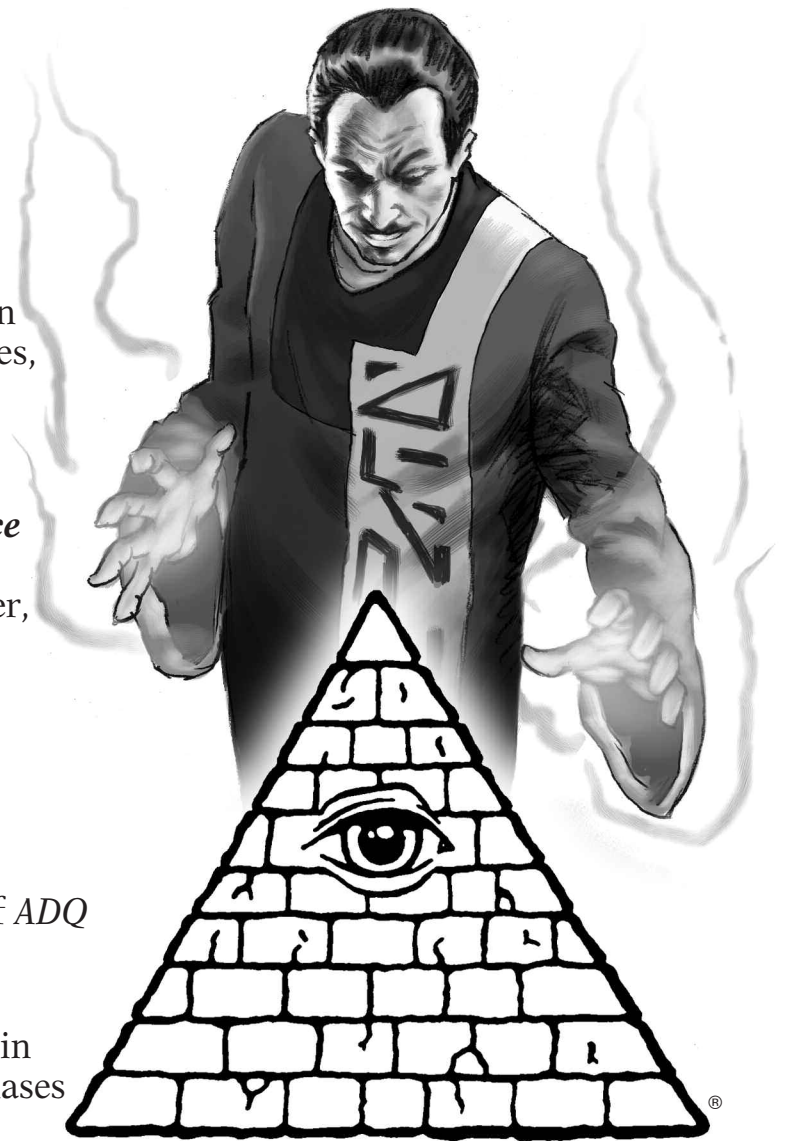
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