

DARING TALES OF ADVENTURE

ELITE NAZI UNITS

THE SS VALKYRIE BRIGADE

Hitler's SS units are feared across Europe and North Africa, but among their number is an elite unit known as the Valkyries. An all-female brigade, the Valkyries are charged with special operations, displaying ruthlessness and fanaticism in excess of their male comrades. This supplement looks at the Valkyries' history and organization, and provides adventure seeds and stats. No additional *Savage Worlds* supplements or setting (aside from the core rules) are required to use these rules, though GMs may wish to incorporate them into Pinnacle Entertainment's *Weird Wars: Weird War 2* setting.

HISTORY

Originally formed in 1925 as Hitler's personal bodyguards, the *Schutzstaffel* (Protection Squad), better known simply as the SS, underwent major restructuring over the next decade, evolving into a major part of the Nazi war machine. Heinrich Himmler, head of the SS and a fanatical believer in Aryan racial purity and supremacy, was also fascinated by Nordic mythology. Among the many images that caught his attention were the Valkyries, female servants of the gods who determined which warriors would die in battle and carried them to Valhalla, where they would serve Odin until the end of days. In 1932, Himmler approached Hitler with the idea of forming an all-female SS unit.

Himmler's initial idea was not of a female fighting unit, but of medics tending to the injuries of SS soldiers, literal Valkyries with the power of life and death on the battlefield. Although reluctant at first, Hitler gave into Himmler's pleas, though primarily to stop the odious little man from whining on at staff meetings. Thus was born the *SS-Feldkrankenwagenbrigade Walküre* (Field Ambulance Brigade Valkyrie). Despite the use of the SS prefix, the brigade was very much a civilian operation, its members having no formal military rank and undergoing no military training.

By 1933, Himmler hit upon another idea. Instead of serving as medics, the Valkyries would be transformed into a bodyguard unit. Disguised as secretaries or even wives, they would protect senior SS officers from assassins, and give Himmler inside information on his underlings' activities. The existence of such a unit would also show women that they had a greater role to play in the new Germany emerging from the ashes of the Great War.

Hitler again had reservations. He had no wish to have his commanders distracted by the constant presence of women at their side, was worried the officers might dally with their female subordinates, expressed concerns about morale among the troops, and thought

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they would be better served staying at home and breeding the next generation of pure Aryans.

Prepared for such arguments, Himmler suggested that any liaisons between SS officers and their female staff would actually be good for Germany, for any union would undoubtedly produce healthy, Aryan children, exactly what the Nazis sought. These would be no token women soldiers, but an elite unit, selected and trained as rigorously as any man.

Still unsure, Hitler gave Himmler six months to form and train a single company. After that, they would be tested in mock battle against a male SS unit. Exactly half a year later, the fledgling unit, known only by the code name *Walküre*, was put against elements of Hitler's bodyguard, the *Leibstandarte SS Adolf Hitler*.

At the end of three days of military exercises, Hitler asked his bodyguard commander, SS-*Obergruppenführer* Josef "Sepp" Dietrich, what he thought of the female SS soldiers. Hitler was taken aback by the reply. "My Führer," Dietrich said, "they are still raw recruits, but they are she-wolves, as bold, fearless, and loyal as any man."

Hitler remained cautious, refusing to give Himmler a firm answer for the first half of 1934. In late June, on the Night of Long Knives, he ordered the *Walküre* company to arrest and execute members of the Brown Shirts. Perhaps the women could give soldiers a run for their money, Hitler thought, but it was beyond them to commit cold-blooded murder. Again, Hitler was forced to eat his words.

With thoughts of war looming, Hitler finally gave the go ahead for Himmler to form a single brigade of female SS soldiers. Disliking the Valkyrie name, Hitler's only demand was that they be given a new title. Thinking back to Dietrich's comments, Hitler ordered them to be formed as the SS-*Sturmabteilung Fenrir*. Himmler's objections were ignored, and the order was carried out.

Following the Annexation of Austria (1938), the Nazis took possession of the Holy Lance, the spear used to

stab Christ during the Crucifixion. SS-*Hauptsturmführer* Heidi Fleischer was chosen to present it to Himmler, starting a chain of events that would later see her rise to command the brigade.

In August 1940, Hitler, disturbed by images of dead female SS soldiers and concerned that excessive casualties would demoralize the men, demanded the Valkyries be withdrawn from frontline service and used solely as bodyguards. Himmler raised no objections, for he had already found another use for his fanatical she-wolves.

ORGANIZATION

On paper, the SS-Valkyries form the SS-*Sturmabteilung* (Storm Battalion) *Fenrir*, named after the mythological demon wolf from Norse legend, of the 5th SS Panzer Division *Wiking*, having been folded into the newly formed SS-Division (motorized) *Wiking* in January 1941. Although purely a Germanic brigade, the Nordic connotations were too great for Himmler to ignore.

In practise, the unit is under the direct command of *Reichsführer-SS* Heinrich Himmler, and answerable to no other military officer. However, when serving in the field, Valkyries are expected to follow the chain of command unless orders conflict with any received from Berlin.

Heading the battalion is SS-*Obersturmbannführer* (Lt. Colonel) Heidi Fleischer, an officious woman and a devoted Nazi. As one of Himmler's favorites, Fleischer's identity is a closely-guarded secret. In official paperwork she is referred to as Brünnhilde. Her subordinates refer to her fondly as "Mother Wolf."

Her second-in-command holds the rank of SS-*Sturmabteilungsführer* (Major). Due to her intolerance of failure, Fleischer disposes of adjutants on a regular basis. Promotion is very much a double-edged sword.

The battalion is broken down into four companies, each commanded by an SS-*Hauptsturmführer* (Captain). At full strength, something the unit never actually



achieves during the war, each company comprises 120 soldiers, thus giving a total fighting strength of 480, excluding officers.

Each company is made up of three platoons, each of 40 troops. The first platoon of the first company is commanded by an *SS-Obersturmführer* (1st Lt.), assisted by the senior battalion NCO, an *SS-Hauptscharführer* (equivalent to a Master Sergeant). The other platoons are led by an *SS-Untersturmführer* (2nd Lt.) with an *SS-Unterscharführer* (Sergeant) as senior NCO.

Every platoon is divided into four 10-woman squads. The first squad is always led by the platoon's senior NCO. An *SS-Rottenführer* (Corporal) leads each of the other squads.

Among their peers, they are more commonly known as the *Töchter von Fenrir* (Daughters of Fenrir). The Valkyrie name Hitler so detested was used first by the British at Dunkirk, and later adopted by the Americans.

MEMBERSHIP & TRAINING

Valkyries must be blonde-haired, blue-eyed, and able to prove untainted Aryan ancestry going back five generations (the latter requirement is reduced to three generations from 1944 onward). Physical fitness is essential, as is a strong will, and total devotion to the Nazi party.

Recruits are given further indoctrination in party ideology, as well as military training. They also undergo an intense physical exercise regime. Recruits are expected to show unswerving loyalty to their comrades and obey orders without question.

The drop out rate during the brigade's early days is around 80%, though as the war turns against Germany the standards are lowered and training reduced in order to keep the brigade operating.

HEADQUARTERS

Although Fleischer has an office in Berlin, the official headquarters of the brigade is Castle Frankenstein, located in Hesse, western Germany. The castle and its name date from the 13th century, although Himmler believes Mary Shelley chose the name for her novel based on secret information she had uncovered. The castle has other links to weird scientist—Johann Conrad Dippel, a famous alchemist, was born here in 1673.

The castle is known only by its code name, *Gesamtschwärzung*, a name taken from the Nordic word *Amsvartnir*, which means “pitch black” or “total darkness. According to Scandinavian mythology, *Amsvartnir* is the name of a lake, on one of whose islands Fenrir was bound by the gods.

UNIFORM & INSIGNIA

The standard uniform comprises a black peaked cap for officers and a black cloth cap for enlisted soldiers. The jacket, trousers, and knee-length leather boots are the standard SS black. Their shirts are brown. When on

official bodyguard duty, the black cap may be replaced with a brown one.

In place of the divisional cuffbands, they sport those of the *Töchter von Fenrir*, a unique honor. Similarly, the standard death's head cap badge is replaced by a wolf's skull over crossed bones. Rank insignia are worn on the left collar and the twin lightning runes of the SS on the right, as normal. Wrapped around their upper left arm is the red, swastika-adorned band common to the SS. Unlike with male units, the Valkyries sport this proudly in battle, even though it makes them a target.

ARMAMENTS

The standard sidearm for officers is the Luger P08, though in battle many prefer to wield an MP 40. NCOs are equipped with a Walther P38.

Enlisted soldiers and NCOs carry a Kar 98K up until 1943, when they are exchanged for the Gewehr 43, or an MP 40. As of 1944, the StG44 becomes available to the Valkyries, largely replacing the MP 40. Every soldier carries two or three “potato mashers” as standard, plus a bayonet and dagger.

The Valkyries have no mortar support, and are reliant on allied units. Anti-tank rockets may be issued, but on a mission specific basis. Even machinegun support is rare, though squads defending facilities are issued with two MG34 (later MG42s).

Covert units are typically only issued with sidearms, Walther PPK being the preferred choice because of its compact size.

PURPOSE

Fearless, ruthless, loyal, and efficient, the Valkyries are not a traditional frontline unit. They are rarely involved in major battles, though they see their fair share of small scale combat.

Publicly, their primary duty is the protection of senior SS officers, Himmler's way of showing women they have a role to play in the glorious Fatherland and secretly keeping tabs on his underlings. However, only the 4th company serves in this role—the others are engaged in more covert operations.

The first company has worked alongside the *SS Abnenerbe*, publicly a think-tank devoted to anthropological and cultural history of the Aryan race, since 1939. In truth, the organization is dedicated to uncovering supernatural relics (As an American intelligence operative so eloquently put it, “Hitler is a nut for the occult”). Often operating in disguise as secretaries and researchers, the Valkyries travel the globe with the scientists and scholars, unofficial bodyguards whose true calling may not even be known to the expedition leaders.

Valkyries of the second and third companies serve with the *Abteilung für experimentielle Waffengattungen*, otherwise known as the *Sonderwaffen Abteilung* (Special Weapon's Division) (see the *Rocket Rangers* supplement), protecting scientists and research facilities, kid-



napping enemy scientists, stealing blueprints, securing valuable minerals and components, and such like.

Small elements may be trained as spies, sent overseas to infiltrate foreign institutions. As deadly and devious as they are beautiful, the Valkyries are very capable infiltrators and assassins.

THE SS-VALKYRIES

This sections provides stats for the Valkyries' commander, and typical members of the organization.

SS-OBERSTURMBANNFÜHRER FLEISCHER

The daughter of a milliner, Flesicher first saw Adolf Hitler, future ruler in Germany, in November 1923, during the failed beer hall *putsch*. She joined the Nazi party in 1925, when membership was opened to women. During this time she read every manifesto and pamphlet the Nazis produced, and developed an interest in Germanic and Nordic mythology (mainly through Wagner's operas). In 1931 she joined the *NS-Frauenschaft*, the Nazi party's official women's wing.

Keen to do her part, she enlisted without hesitation when Himmler announced the formation of the *SS-Feldkrankenwagenbrigade Walküre* in 1935. Although she proved a natural leader, she received several reprimands for excessive violence. In 1933 she transferred to the

experimental bodyguard unit, taking her place as a sergeant.

Her natural charm, aggressiveness, devotion to Nazi ideals, and ruthlessness, did not mention her attractiveness, did not go unnoticed by Himmler. When the unit was increased to brigade status, she was promoted to captain, taking command of the second company.

During the invasion of France and the Low Countries, her company intercepted and destroyed a French military convoy bound for neutral Spain. Among the wreckage Fleischer uncovered a long, bejewelled box containing an ornate sword with a golden hilt. After the fall of France, she presented the sword to Himmler during his visit to award the brigade medals and announce its withdrawal from frontline duty. Himmler was overjoyed, for in his hands he now held Joyeuse, the sword of Charlemagne, one of Germany's great heroes. Fleischer was awarded the Iron Cross 2nd Class.

Recognizing her as the shield-maiden who brought him the Holy Lance in 1938, Himmler spoke with her in private. During their lengthy conversation he discovered a kindred spirit, one his deranged mind believed was Brünnhilde, the Valkyrie of Wagner's *Der Ring des Nibelungen*, given human form once again. Sensing this to be an auspicious sign of divine favor, Fleischer was promoted to *SS-Obersturmbannführer*, answerable only to Himmler and Hitler.

Extremely attractive, she uses her femininity to lure her male counterparts and superiors into a false sense of security. Although she looks and sways her hips like an American movie star, and speaks in a quiet voice, beneath her beautiful exterior is a heart as ruthless and cruel as anything bred by the Nazis.

Mentor 2

Primary Attributes: Body 3, Dexterity 3, Strength 2, Charisma 3, Intelligence 3, Willpower 4

Secondary Attributes: Size 0, Move 5, Perception 7, Initiative 6, Defense 6, Stun 3, Health 7, Style 2

Skills: Academics: History 6, Academics: Occult 6, Brawl 4, Bureaucracy 4, Diplomacy 5, Firearms 6, Intimidation 6, Linguistics 4, Warfare 2

Talents: Attractive (+1 Charisma bonus dealing with people), Dodge (may fodge as a reflexive action)

Resources: Rank 3 (*SS-Obersturmbannführer*; bonus Resource, +4 Social bonus)

Flaws: Fanatical (+1 Style point whenever her devotion causes harm or she converts someone else to her way of thinking)

Weapons: Punch 4N, Luger 9L

SS-VALKYRIE OFFICER

These stats serve for any level of officer. Specific officers may be created as Mentors.

Ally 2

Primary Attributes: Body 2, Dexterity 3, Strength 2, Charisma 3, Intelligence 2, Willpower 3

Secondary Attributes: Size 0, Move 5, Perception 5, Initiative 5, Defense 5, Stun 2, Health 5, Style 1

Skills: Athletics 5, Brawl 5, Firearms 6, Intimidation 6, Stealth 6

Talents: None

Resources: Rank 1 (+2 Social bonus)

Flaws: Fanatical (+1 Style point whenever her devotion causes harm or she converts someone else to her way of thinking)

Weapons: Punch 5N, Luger or MP 35 9L

From 1944: Replace MP 35 with StG44 10L

SS-VALKYRIE SOLDIER

A typical Valkyrie is loyal, devoted to Nazi ideology, ruthless, and almost fearless.

Ally 1

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4, Style 0

Skills: Athletics 4, Brawl 4, Firearms 4, Intimidation 4, Stealth 4

Talents: Fanatical Bodyguard (Once per round, the Valkyrie may take the damage from a successful attack scored against any adjacent SS officer. This selfless sacrifice must be declared before the attack is rolled)

Resources: None

Flaws: Fanatical (+1 Style point whenever her devotion causes harm or she converts someone else to her way of thinking)

Weapons: Punch 4N, Kar98K or MP 35 7L, *stielband-granate* 8L

SS-VALKYRIE MEDIC

Many Valkyrie medics began their service with the SS *Feldkrankenwagenbrigade Walküre*.

Ally 1

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4, Style 0

Skills: Athletics 4, Brawl 4, Firearms 4, Medicine 4, Stealth 4

Talents: Lifesaver (Heals one lethal or two nonlethal wounds per one success rolled on her Medicine roll)

Resources: None

Flaws: Fanatical (+1 Style point whenever her devotion causes harm or she converts someone else to her way of thinking)

Weapons: Punch 4N, Luger 7L

SS-VALKYRIE SCOUT

As well as serving as reconnaissance troops, scouts are also trained as snipers.

Ally 1

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4, Style 0

Skills: Athletics 4, Firearms 5, Stealth 5, Survival 4

Talents: Long Shot (Double weapon ranges)

Resources: None

Flaws: Fanatical (+1 Style point whenever her devotion causes harm or she converts someone else to her way of thinking)

Weapons: Punch 4N, Kar98K with scope 8L, *stielband-granate* 8L

SS-VALKYRIE TECHNICIAN

The Valkyries have no dedicated motorized elements. Despite the name, technicians are explosives experts.

Ally 1

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4, Style 0

Skills: Athletics 4, Brawl 4, Demolitions 6*, Firearms 4, Stealth 4

Talents: *Skill Aptitude (+2 to Demolitions)

Resources: None

Flaws: Fanatical (+1 Style point whenever her devotion causes harm or she converts someone else to her way of thinking)

Weapons: Punch 4N, Kar98K or MP 35 7L, *stielband-granate* 8L

SS-VALKYRIE UNDERCOVER OPERATIVE

As well as acting openly as bodyguards to senior SS officers, Valkyries serve in covert positions with the SS *Abnenerbe* and as spies in foreign countries.

Only the smartest, most attractive members of the brigade are trained for these special duties. Those who fail to meet the grade serve with the second and third companies.

Ally 2

Primary Attributes: Body 2, Dexterity 3, Strength 2, Charisma 3, Intelligence 3, Willpower 2

Secondary Attributes: Size 0, Move 5, Perception 5, Initiative 6, Defense 5, Stun 2, Health 4, Style 1

Skills: Con 6, Firearms 5, Investigation 5, Larceny 5, Linguistics 5, Stealth 5, Streetwise 5

Talents: Attractive (+1 Charisma bonus with people)

Resources: Contacts 1 (Nazi sympathizers; +2 bonus)

Flaws: Fanatical (+1 Style point whenever her devotion causes harm or she converts someone else to her way of thinking)

Weapons: Punch 0N, Walther PPK 7L

SS-VALKYRIE SORCERER

In a pulp game, certain Valkyrie officers may have been taught the arcane power of the Nordic runes, allowing them to harness supernatural energy. Sorcerers are extremely rare—at most, the brigade boasts just six. All hold the honorary rank of *SS-Sturmbannführer*.

Mentor 1

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 3, Intelligence 3, Willpower 3

Secondary Attributes: Size 0, Move 4, Perception 6, Initiative 5, Defense 4, Stun 2, Health 5, Style 1

Skills: Academics: Occult 6, Firearms 5, Intimidation 6, Investigation 5, Linguistics 4, Sorcery: Necromancy 7

Talents: Magical Aptitude

Resources: Rank 1 (honorary *SS-Sturmbannführer*; +2 Social bonus)

Flaws: Fanatical (+1 Style point whenever her devotion causes harm or she converts someone else to her way of thinking)

Rituals: Channel Dead, Curse, Drain Life, Raise Dead

Weapons: Punch 0N, Luger 8L

WOLF

Valkyrie units are highly unusual in that instead of guard dogs, they use she-wolves. They even use these in battle, having trained them to attack without fear. Many are trained to hunt down enemy officers.

Primary Attributes: Body 2, Dexterity 3, Strength 3, Charisma 0, Intelligence 1, Willpower 3

Secondary Attributes: Size -1, Move 6 (Run 12), Perception 4 (Smell 8), Initiative 4, Defense 6, Stun 2, Health 4

Skills: Brawl 6, Stealth 6, Survival 6

Talents: Keen Sense (+4 smell-based Perception rating)

Weapons: Bite 8 L



Historically, the age of the Zeppelin ended in the late 1930s, a combination of politics, the looming threat of another war in Europe, and the *Hindenberg* disaster. In the fictional world of *Daring Tales of Adventure*, airships remain an important element throughout the war.

HISTORY

Although Zeppelins had been around for over a decade, it was the Great War that truly gave them life. Both the German army and navy operated Zeppelins, using them to spy on their enemies and conduct bombing raids against distant cities.

The first *Zeppelintruppen* (Zeppelin troops) were formed by the navy. One of their tasks was to stop and search merchant vessels suspected of carrying contraband. The Zeppelin would fly low, its captain ordering the suspect ship to halt and its crew to take to lifeboats. At first using small collapsible boats and later by de-

scending on ropes, *Zeppelintruppen* would then board and search the ship. If anything suspicious was found, the ship would be destroyed or sailed back to Germany to join her fleet.

Zeppelintruppen were involved in an audacious plan in 1915. Operating out of the LZ36, a new type of airship designed for long-distance travel, *Zeppelintruppen* landed in Scotland in an attempt to steal the Magna Carta (ironically, where it had been hidden to protect it from Zeppelin raids). Fortunately for the British, the plan was foiled and the prototype Zeppelin destroyed, along with its creator.

Although the mission was a total failure, the idea of using Zeppelins to ferry troops behind enemy lines was not abandoned. Throughout the war, *Zeppelintruppen* conducted more raids, primarily against airfields, though the overall strategic value of these raids was pitifully low in comparison to the propaganda value. These daring raids would give the Nazi leadership the idea for employing parachute troops.

Although portrayed as brave sons of Germany, *Zeppelintruppen* were mostly assigned to protect Zeppelin hangars, airfields, and construction facilities, taking to the skies in small numbers as security personnel in case the Zeppelin was forced to land in hostile territory, or consigned to routine naval stop and search patrols. Few ever saw battle.

The end of the Great War saw Germany stripped of her military power, Zeppelins included. However, Germany was not forbidden from operating commercial Zeppelins. As a result, large numbers of *Zeppelintruppen*, who were expected to serve as crewmen as well as soldiers, left the military and adopted civilian life.

In defiance of the Treaty of Versailles, Hitler ordered Hermann Göring to create the *Luftwaffe* in February 1935. Although the navy would retain its own Zeppelin fleet, by July all *Zeppelintruppen* personnel had been transferred to the air force and assigned new ranks, while new recruits were trained to increase their numbers.

ORGANIZATION

All *Zeppelintruppen* serve with the 1st *Zeppelintruppe Feld-Division* (Zeppelin Troop Field Division), a unit of 6,000 fighting men. In overall command is a *Generalmajor der Luftwaffe*. The current commander is Graf Ulrich von Bothe, a former Zeppelin captain who served during the Great War.

The division is divided into three regiments, each of 2,000 men and led by an *Oberst der Luftwaffe* (Colonel). Four battalions (500 men) make up a regiment. The first battalion of each regiment is commanded by an *Oberstleutnant der Luftwaffe* (Lt. Colonel), the others by a *Major der Luftwaffe*.

Battalions are in turn divided into five companies of 100 men, each commanded by a *Hauptmann der Luftwaffe* (Captain); companies into four platoons (25 men) led by a *Leutnant der Luftwaffe*; and platoons into two 12-man squads led by an *Unterfeldwebel* (Sergeant).

NOTABLE UNITS

Luftschlosstruppen: The 1st and 2nd battalions of the 1st regiment are the elite. They serve aboard the *Luftschlossen* (literally, “flying castles”), massive aerial platforms designed to provide the *Luftwaffe* with mobile airfields. Technically, these mighty vessels are under the auspices of the *Sonderwaffen Abteilung* (Special Weapon’s Division), an independent branch of the military. While most of the technical crew are *Sonderwaffen* personnel, flight crews and security troops are drawn from the *Luftwaffe*.

Kugelwanderen (Globetrotters): The 1st, 2nd, and 3rd companies of the 1st battalion, 2nd regiment serve with the SS-*Abnenerbe*, protecting their airships and base camps.

MEMBERSHIP & TRAINING

Zeppelintruppen are recruited primarily from *Luftwaffe* flak units, washed out pilots, and Zeppelin crews. Civilians are rarely accepted—the division provides only minimal military training to new recruits.

All recruits undergo an intensive six-week basic training course focusing on agility (troops must be capable of maintaining their balance), standard emergency drills, the rules of life aboard Zeppelins, and familiarization with the *Zeppelintruppen* weapons. Those who wash out of training are returned to their unit.

After this, they receive six months of training designed to teach them a technical trade. This provides them with the skills necessary to serve aboard a Zeppelin as part of the regular crew should the need arise. During the technical course, recruits serve with the ground based units, safeguarding the Zeppelin fleet.

Before the war begins, recruits must serve a minimum of three months aboard a Zeppelin, putting their training to practical use.

While some *Zeppelintruppen* are Nazi party members, it is not a requirement. Many of its members, and most of its officers, are chivalrous warriors whose personal codes of honor forbid the murder of innocents and acts of genocide, giving them more in common with the Wehrmacht than the brutal thugs of the SS.

UNIFORM & INSIGNIA

When not aboard a Zeppelin, *Zeppelintruppen* wear the same uniform as regular *Luftwaffe* ground units—a gray-blue uniform similar to the regular army.

Over their air force uniform they wear a thick, light blue or gray flying suit and sturdy, leather-soled boots, all fur-lined to protect the soldier from the biting cold at high altitudes. Their heads and eyes are protected by

a leather flying helmet and aviator goggles. Long, thick, leather gloves complete the outfit. Officers typically don a fur-lined great coat and peaked cap rather than the garb of their subordinates.

A product of pre-Nazi era warfare, the *Zeppelintruppen* have forgone the standard *Luftwaffe* insignia—an eagle clutching a swastika with one claw. Instead, they sport an eagle clutching an Iron Cross in both claws.

Rank is displayed on collar tabs, as with most branches of the military. *Zeppelintruppen* wear two types of rank tabs. Those on their flight suits are colored to indicate their specialty. Bridge crew sport light blue tabs, radio operators brown ones, bombardiers and machinegunners are red, engineers have pink tabs, and medics dark blue tabs. These insignia are worn on the outside of the flying suit or great coat collar. When the collar is turned down, the rank tab is concealed.

Tabs displayed on the regular *Luftwaffe* uniform collar are always gold yellow, the color used to denote aircrews, ground personnel, and paratroops.

ARMAMENTS

All *Zeppelintruppen* are issued a Walther P38 for use inside the confined quarters of a Zeppelin, and a dagger. Senior officers (Major and above) also carry a sword, a mark of honor. Throughout the war, the standard firearms of the common soldiers are the MP 35 sub-machinegun and Kar 98K rifle. The trigger guard on these weapons is modified to better accommodate the *Zeppelintruppen*’s thick gloves.



Although military Zeppelins might be armed with machineguns, *Zeppelintruppen* do not carry these into battle. When conducting ground operations, the small squads are expected to avoid prolonged engagements.

When working on the Zeppelin's exterior or the flight deck of a *Luftschloss*, troopers are equipped with a parachute. Only rudimentary training is given in its use.

PURPOSE

Before the outbreak of war, *Zeppelintruppen* are assigned to serve on civilian airships as guards. Some work as regular crew, but others openly bear arms, a very public flouting of the treaty. They also retain their original, less glamorous role, serving as ground security for Zeppelin hangars and airfields, as well as basic ground crew, helping maneuver the Zeppelins into position.

When Himmler orders the *Abnenerbe* to begin conducting missions overseas, Zeppelins present the most efficient way to move men and materiel across the globe in timely fashion. And where the Zeppelins go, so do the *Zeppelintruppen*.

Although they still serve as ground troops for airfields once hostilities commence, every Zeppelin, military or civilian, is assigned at least one squad of *Zeppelintruppen* after September 1939. Each *Luftschloss* relies solely on the *Zeppelintruppen* for security, though many carry a detachment of SS Rocket Troops (see the *Rocket Rangers* supplement) as a main strike force.

ZEPPELINTRUPPEN

Once Hitler takes control of Germany, *Zeppelintruppen* can be found wherever there are airships. GMs can thus use them as villains in adventures set in New York City, the Gobi Desert, or anywhere in between.

HAUPTMANN BARON VON ZORN

Baron Josef Heinrich von Zorn began his military career in 1915, when he joined the Imperial German Army.

Born to a Prussian aristocratic family and having studied meteorology at Heidelberg University (more as a hobby than a future career), he soon found himself serving on the bridge crew of a Zeppelin. As part of his duties, he also received instructions in piloting the airship. He took it upon himself to learn something of how they worked.

Naturally at ease with giving orders by dint of his birthright, he quickly worked his way up to the rank of *Oberleutnant*, effectively serving as first officer.

In 1916, the Zeppelin on which he was serving was ambushed by a pair of British fighters. Caught by surprise, the bridge suffered several hits before the German gunners could respond. Among the casualties was the captain. Without hesitation, von Zorn, himself bleeding from a head wound, assumed full command. Thanks to his leadership, the Zeppelin survived, limping back to a friendly airfield. Von Zorn was awarded the Iron Cross 2nd Class, promoted to *Hauptmann*, and given command of his own airship. Before the war ended, he was awarded the Iron Cross 1st Class.

Unwilling to work aboard civilian airships when the war ended in defeat, von Zorn retired his commission and returned to his ancestral estates, where he spent his days riding and fencing. When the *Zeppelintruppen* was formed, the Nazis came to him, offering him the chance to not only reactivate his commission, but be elevated to the rank of *Oberstleutnant*. Never one to accept anything he had not earned, he declined the promotion, but happily took up his former rank once more, accepting command of a company.

Von Zorn is a soldier from the war of yesteryear. Proud and arrogant he may be, but he is also a man of honor, chivalrous to those he considers his peers, magnanimous in victory, and gracious in defeat. He has no love for the Nazis and their warped ideology, but he loves Germany (well, Prussia anyway) with all his heart.

Von Zorn's uniform is green, a reminder to his superiors that while he may serve with the *Luftwaffe*, at heart he remains very much an army man. His rank tabs are dark green, the color worn by *Wehrmacht* troops attached to the *Luftwaffe*.



**Mentor 2**

Primary Attributes: Body 3, Dexterity 2, Strength 4, Charisma 3, Intelligence 3, Willpower 3

Secondary Attributes: Size 0, Move 6, Perception 6, Initiative 5, Defense 5 [6]*, Stun 3, Health 6, Style 2

Skills: Acrobatics 4, Athletics 6, Bureaucracy 4, Craft: Mechanics 4, Diplomacy 4, Firearms 4, Intimidation 5, Melee 8, Pilot: Aircraft 5, Ride 4

Talents: Parry (May parry as a reflexive action)

Resources: Rank 1 (*Hauptmann*; +2 Social bonus), Status 1 (Baron; +2 Social bonus)

Flaws: Code of Conduct (+1 Style point whenever his code forces her to make something much more difficult than might otherwise be necessary)

Weapons: Punch 2N, Luger 7L, Saber 9L

* *Fur lined great coat rants +1 Passive Defense*

ZEPPELINTRUPPEN NCO OR JUNIOR OFFICER

These statistics serve for any generic NCO or junior officer (captain or lower). In addition to being soldiers, all *Zeppelintruppen* are trained to fill a specific role aboard the airship. Naturally, officers serve as airship officers.

Due to having maneuver through the narrow walkways of an airship's interior, walking on the outside, and operating on *Luftschloss* runways, *Zeppelintruppen* are well skilled in acrobatics.

Ally 2

Primary Attributes: Body 2, Dexterity 3, Strength 2, Charisma 2, Intelligence 3, Willpower 3

Secondary Attributes: Size 0, Move 5, Perception 6, Initiative 6, Defense 5 [6]*, Stun 2, Health 5, Style 1

Skills: Acrobatics 5, Athletics 5, Brawl 4, Firearms 6, Intimidation 6, Warfare 5

Talents: Combat Skill (+2 Defense whenever he uses Acrobatics in combat)

Resources: Rank 1 (+2 Social bonus)

Flaws: Loyalty (+1 Style point whenever his loyalty to his comrades causes problems)

Weapons: Punch 4N, Walther P38 9L, Kar98K or MP 35

9L

Bombardier: Gunnery 5

Bridge Crew: Pilot: Aircraft 5

Medical: Medicine 5

Radio Operator: Science: Wireless Telegraphy 5

Technical: Craft: Mechanics 5

* *Fur lined flying suit rants +1 Passive Defense*

ZEPPELINTRUPPEN

In addition to being soldiers, all *Zeppelintruppen* are trained to fill a specific role aboard the airship.

Ally 1

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4 [5]*, Stun 2, Health 4, Style 0

Skills: Acrobatics 4, Athletics 4, Brawl 4, Firearms 4

Talents: Combat Skill (+2 Defense whenever he uses Acrobatics in combat)

Resources: None

Flaws: Loyalty (+1 Style point whenever his loyalty to his comrades causes problems)

Weapons: Punch 4N, Walther P38 7L, Kar98K or MP 35 7L

Bombardier: Gunnery 4

Bridge Crew: Pilot: Aircraft 4

Medical: Medicine 4

Radio Operator: Science: Wireless Telegraphy 4

Technical: Craft: Mechanics 4

* *Fur lined flying suit rants +1 Passive Defense*

STAHL-MASK'S DOOM SQUAD

There are many oddities in the Nazi military machine, but none of strange as the Doom Squad. It has no unit insignia, answers to no one to accept the highest echelons of the Nazi hierarchy, and undertakes only the most secret of missions.

HISTORY

The first record of Stahl-Mask dates from 1936. According to a leaked U.S. intelligence report, the Nazis were conducting an archaeological excavation in Egypt, albeit one headed by a French archaeologist. Details are hazy, but it seems the expedition vanished from the face of the earth while *en route* back to Germany with whatever treasures they had unearthed.

A month after the expedition was declared overdue, a grainy photograph of Adolf Hitler showed at a hospital, shaking the hand of patient whose face was concealed behind a steel mask. At the time it raised little attention, for it was assumed the man had been grievously injured and the mask was part of his treatment.

However, all that changed in 1937, when a sinister figure wrapped in a black leather coat and sporting a steel-masked that encompassed his entire head was seen at the side of Adolf Hitler during the Nuremburg Rally. Curious more than concerned, the British, French, and Americans endeavored to discover the identity of the masked man. None of their spies were heard from again, and no information ever filtered back.

From 1936 through to the eve of the war, the masked man was seen in China (shortly before the Japanese invasion of Manchuria), Austria (shortly before the Annexation), Iceland, Crete, Southern France, Norway, Egypt, England, and, according to one brief report, in the frozen wastes of Antarctica.

Throughout the war, the strange figure was seen in all the major theaters, even ones in which Germany played no direct role (like the Pacific). Several reports put him behind enemy lines at various intervals, but these were never verified to any degree of reliability. Of more interest to the allies are reports that the masked man was seen in the company of *Kriegsmarine*, *Luftwaffe*, *Wehrmacht*, and *Waffen SS* soldiers, and once or twice with elements of all four branches at the same time.

ORGANIZATION

The Doom Squad is a unique unit, comprised of just four members and answerable to no one except Adolf Hitler (and even that is questionable at times).

Each of its members carries paperwork allowing them to commandeer any regular military unit up to regiment strength, the papers making it clear the authority comes straight from Hitler and is not open to discussion. More than one irate general has regretted disturbing the Fuhrer by daring to check if the Doom Squad's paperwork is legitimate. Thus, while the Doom Squad never exceeds four personnel, it may have elements from any branch of the German military at its disposal.

The mysterious figure known only as Stahl-Mask commands the Doom Squad. He has no official rank within the military or the Nazi party, but he has the authority to order around even top generals. Each of his three minions is expected to obey his orders without question, yet they also have the authority to act independently.

MEMBERSHIP & TRAINING

The three other members of the Doom Squad were hand-picked by Stahl-Mask. Although the unit is very small and cannot be everywhere the Fuhrer would like, Stahl-Mask dismisses all petitions for membership and has rebuffed all attempts to expand his command.

What criteria Stahl-Mask used to recruit his underlings is unknown. One is a top scientist, another a vicious psychotic, and the last a low intelligence bruiser with a gift for mechanics. Given the authority he has to second personnel to his command, he could surely have selected better qualified and more disciplined soldiers.

UNIFORM & INSIGNIA

As an independent outfit separate from all branches of the military and government, the Doom Squad has no specific uniform or insignia. Its members carry identification papers and dog tags, but these make no mention of unit affiliation beyond the Doom Squad.

ARMAMENTS

Despite having the authority to commandeer any equipment they want, the members of the Doom Squad are only lightly armed with stock *Wehrmacht* weapons (save for one special type of grenade). Even when new weapons are produced later in the war, the Doom Squad fervently sticks to older firearms.

By comparison, military elements commandeered to serve the Doom Squad are always equipped with the latest weaponry. Stahl-Mask can acquire weapons around six months before they are issued to other troops.

PURPOSE

Except when ordered directly by the Fuhrer, the Doom Squad is left to its own devices. They work most often for the *Abnenerbe*, retrieving occult relics from their ancient resting places, and the *Sonderwaffen Abteilung*, testing new secret weapons or kidnapping enemy scientists whose inventions the Nazis want for their own ends.

THE DOOM SQUAD

Stats for the four core members of the Doom Squad are given below. As noted elsewhere, they may be accompanied by members of any branch of the military.

All members of the Doom Squad are Wild Cards. Together, they are a formidable team. Fortunately, they are rarely engaged in the same mission. GMs who want to use the Doom Squad together might wish to reduce everyone except Stahl-Mask to Henchman status.

STAHL-MASK

The identity of the man known as Stahl-Mask is an enigma to his superiors and subordinates alike. The only

man who might know his identity is Adolf Hitler, and even that cannot be verified.

His head is encased in a steel mask that hides his features and disguises his voice, giving it a grating, rasping tone, and white leather gloves hide his hands. His identification papers and Nazi party membership card list only his alias, and sport a photograph of his armored mask. Even his rank is a mystery.—while he has an SS collar tab and wears the red Swastika armband, his rank insignia tab is blank, an unadorned black diamond. An Iron Cross 1st Class hangs around his neck, an honor he was surely awarded.

There is much speculation concerning Stahl-Mask's past. That he always wears a mask and gloves has led some to conclude he is hideously scarred. The most common cause discussed is fire, but a few claim Stahl-Mask was involved in a top secret project that went badly wrong, leaving him mutilated. To others, his visage is merely a ruse, a disguise intended to instill fear in others. A small few even dare to suggest Stahl-Mask is a woman. One joker even insisted Stahl-Mask was actually Adolf Hitler in disguise! He is a crack shot, an adept commander, and is highly decorated, all evidence of a previous military career, perhaps during the Great War. Stahl-Mask has displayed skill at handling aircraft, possibly indicating he was a pilot at some point.

Despite a lack of documented evidence, Stahl-Mask is attributed many strange abilities. Various apocryphal stories give him the ability to bend others into obeying his every command, superhuman strength, and inhuman healing abilities. When it comes to Stahl-Mask, few would likely raise an eyebrow if someone claimed he could fly.

Mentor 4

Primary Attributes: Body 4, Dexterity 3, Strength 3, Charisma 4, Intelligence 5, Willpower 5

Secondary Attributes: Size 0, Move 6, Perception 10, Initiative 7, Defense 7 [8/10]*, Stun 4, Health 9, Style 4

Skills: Athletics 6, Brawl 5, Con 6, Empathy 8, Firearms 8, Intimidation 8, Investigation 6, Linguistics 6. Pilot: Aircraft 7, Stealth 5, Streetwise 6, Warfare 6

Talents: Diehard (Improved death threshold), Fearsome (temporarily frighten opponents), Psychic Sensitivity (Empathy roll to detect psychic energy)

Resources: Rank 2 (unspecified; bonus Resource, +2 Social bonus)

Flaws: Stubborn (+1 Style point whenever his inflexibility causes her trouble or she forces others to go along with her idea)

Weapons: Punch 5N, Luger 11L

** Reinforced greatcoat gives +1 Passive Defense to the arms, torso, and legs; full metal helmet gives +3 Passive Defense against attacks targeting the head.*

DOCTOR EXE

Doktor Rudolph Exe joined the Nazi Party in 1934. Despite being a medical doctor, he was a firm believer in racial purity and euthanasia, a natural recipient of Nazi ideology. He began conducting scientific experiments into the creation of a pure Germanic race shortly thereafter, having accepted a post at a concentration camp. Through vile experiments involving cocktails of drugs, he hoped to be able to cleanse *untersmenschen* of their “undesirable traits.”

His grisly work met with some success, but the results were short-lived, hardly the “cure” he had been seeking. Still, his work was enough to bring him to the attention of the Nazi leadership, who awarded him the honorary rank of *SS-Sturmabfuhrer* and provided additional funds so he might continue his great experiment.

As a hobby, he began working on drugs which would make the recipient susceptible to commands or suffer intense nightmares. The first he intended to mass produce, allowing the Nazis to put it into the water supply and so control undesirable or rebellious elements within society (the Gestapo saw it as a viable truth drug). The second was intended for use as punishment at first, but the Nazi hierarchy wanted to develop it as a gas, a new terror weapon to add to their arsenal.

In 1938, Doktor Exe was drafted into the Doom Squad. Many officials within the government and military



objected, but Stahl-Mask's order could only be countermanded by Adolf Hitler, and he refused to do so.

Mentor 2

Primary Attributes: Body 3, Dexterity 2, Strength 2, Charisma 2, Intelligence 5, Willpower 4

Secondary Attributes: Size 0, Move 4, Perception 9, Initiative 7, Defense 5, Stun 3, Health 7, Style 2

Skills: Craft: Medicines 8, Firearms 4, Intimidation 4, Medicine 8, Melee 6, Science: Biology 8, Science: Chemistry 8

Talents: Weird Science (serums only)

Resources: Status 1 (Medical doctor; +2 Social bonus)

Flaws: Intolerant (*untermenschen*; intolerance causes trouble, or she convinces someone else to detest the same thing she does)

Weapons: Punch 0N, Luger 7L, Syringe 6N (syringe causes no actual damage, being used to inject allies and enemies with various serums)

FELDWEBEL HURT "ANIMAL" MULLER

Sergeant Muller, known to his comrades as Animal, is a violent thug. Considered an uncontrollable liability, he was transferred between various *Wehrmacht* divisions, eventually ending up in military prison for the brutal murder of an officer. The nature of the wounds and the calm manner in which he inflicted them caused even hardened SS men to lose their breakfasts. The officer commanding the firing squad had just given the order to aim when Stahl-Mask interrupted the proceedings and carted Animal away. Although a competent marksman, Animal prefers two methods of killing. First, he carries a long, razor-sharp dagger more akin to a short sword than a knife. Second, he wields a special hand grenade, a bundle of *stielbandgranate* heads on a single handle. His brutish face is marred by a permanent sneer, his head shaved every day with his enormous dagger. Those who believe him to be a mindless killer need only look into his cold, gray eyes to realize their mistakes, for there burns a cruel, animal cunning. Animal is totally psychotic. Only Stahl-Mask can keep him in check (which requires just a single word). When his superior is not around there is little hope of preventing him from committing atrocious and barbaric acts. Still, even Animal knows not to jeopardize the mission in order to have a little "fun," for Stahl-Mask is an unforgiving master.

Mentor 1

Primary Attributes: Body 3, Dexterity 3, Strength 3, Charisma 1, Intelligence 2, Willpower 5

Secondary Attributes: Size 0, Move 6, Perception 5, Initiative 5, Defense 6, Stun 3, Health 6, Style 1

Skills: Athletics 5, Brawl 6, Demolitions 4, Firearms 4, Melee 7, Stealth 4

Talents: Flurry 2 (Reduced penalty for multiple strikes)

Resources: None

Flaws: Sadism (+1 Style point whenever he is needlessly cruel to his friends or enemies.)

Weapons: Punch 6N, big knife 9L, Kar89K 7L, uber-*stielbandgranate* 12L

SCHÜTZE JOHANN "BULL" LETZMANN

Private Letzmann grew up on a farm. Although not the brightest kid in the village, he had a natural gift with machines. In 1937 he joined the army as a mechanic, and was posted to a tank regiment. Already possessed of a remarkable physique and prestigious strength, and quick with his fists, he soon took up boxing. Within three months he was the unchallenged regimental boxing champion and the envy of his peers. Bull, as he came to be known, was essentially a nobody. A loyal soldier for sure, possessed of great strength yet not without equals, a natural mechanic but one still far beneath engineers with university education, but nothing special in the grand scheme of things. And yet Stahl-Mask took him into the Doom Squad. Bull never wears a tunic, a habit he developed as a farmhand laboring in the fields.

Mentor 1

Primary Attributes: Body 3, Dexterity 3, Strength 4, Charisma 2, Intelligence 1, Willpower 2

Secondary Attributes: Size 0, Move 7, Perception 3, Initiative 4, Defense 6, Stun 3, Health 5, Style 1

Skills: Athletics 6, Brawl 7, Craft: Mechanics 6*, Drive 5, Firearms 6, Stealth 5

Talents: *Skill Aptitude (+2 Craft: Mechanics), Knock-out Blow (Improved knockout ability)

Resources: None

Flaws: Short Temper (+1 Style point whenever his short temper causes trouble.)

Weapons: Punch 7N, MP40 9L

PULP FIGURES

Triple Ace Games would like to extend its thanks to Bob Murch at Pulp Figures for granting us permission to use the photographs of his fantastic range of pulp-inspired range of metal miniatures. We've known about these minis for some time, and they served as direct inspiration for this supplement.

For those who don't know Bob, he is an award-winning sculptor who has been sculpting miniatures since 1983. He has worked for RAFFM, AEG, and Wizards of the Coast, among others.

As well as the figures shown in this product, Bob has an impressive range of pulp figures ideally suited for any *Hollow Earth Expedition RPG* campaign. Whether you want Nazi villains, weird cultists, mad scientists, hostile natives, rugged explorers, tramp steamer crew, soldiers, or crooked gangsters, there's something for everyone. But you don't have to take our word for it; go browse the range yourself!

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