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Weapons of the Third Reich

By Gareth-Michael Skarka

Introduction

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 fictitious nations.

This issue of the Modern Dispatch provides Modern D20 statistics for some of the weapons and vehicles of the Third Reich, for Gamemasters to use in pulp-era campaigns. These items were in use during the 1930s, the common decade for pulp-era gaming, and GMs should note that some of the more famous Nazi weapons and vehicles were not developed until World War II had begun, which is outside the scope of this product.

About the Author

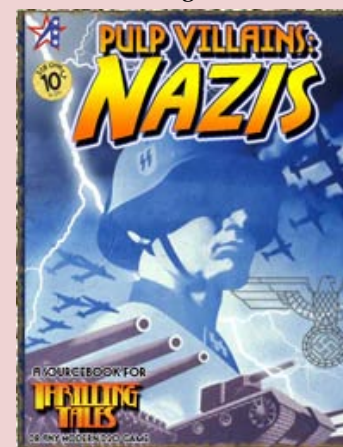
Gareth-Michael Skarka has been working in the adventure games industry since 1988. He is the designer of several role-playing games, including *Hong Kong Action Theatre!*, *UnderWorld* and *Skull & Bones*. His design imprint, **Adamant Entertainment**, produces the pulp d20 line *Thrilling Tales*, and more.



About THRILLING TALES

Thrilling Tales is Adamant Entertainment's line of pulp-genre gaming products for using with Modern D20. The line currently features Advanced Classes representing the major pulp hero archetypes, a Gamemaster's Guide (including a random pulp adventure generator), and adventures.

This issue of the Modern Dispatch is a preview excerpt from *Pulp Villains: Nazis*, the latest supplement for *Thrilling Tales*.



Nazi Weapons

The following table provides statistics for weapons used by the Nazis during the 1930s, for Gamemasters to use in pulp-genre adventures

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 Stielhandgranate 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 at right 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	Defemse	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)
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)
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)
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)
note: This vehicle is armed with a single 75mm cannon and a MG37T												

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.

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

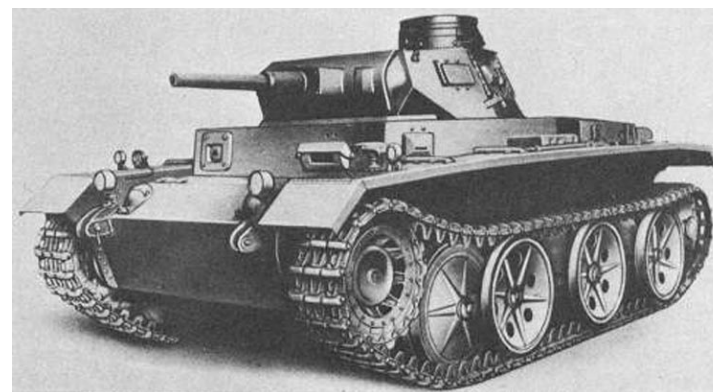
A six-wheeled truck, with a rear 4-wheel drive, used for hauling and infantry support. The Schwere Panzerspähwagen was armed with a single 20mm cannon and an MG-13 on a swivel mount.

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.



OTHER VEHICLES

Name	Crew	Pass	Cargo	Init	Maneuver	Top Speed	Defemse	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)
(submerged)				-2	-2	40(4)	8					

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

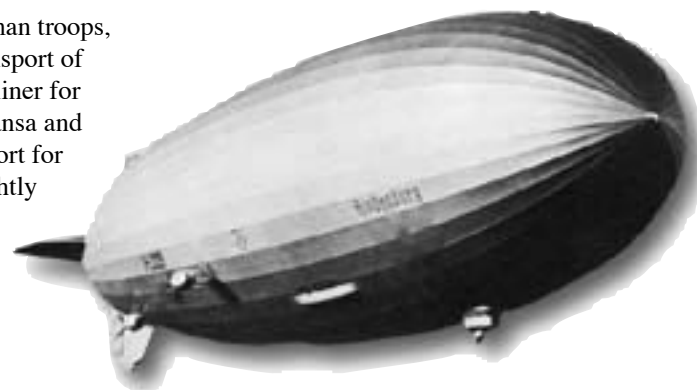
Nicknamed "*Tante Ju*" (Auntie Ju) by German troops, the Junkers Ju-52 was the most famous transport of the Third Reich. The Ju-52 served as an airliner for many nations, including the German Lufthansa and eventually entered service as a troop transport for the Reich. The Ju-52 was slow and very lightly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

Type VIIA U-boat

Another iconic Nazi vehicle, the U-boats travelled the Atlantic in predatory "wolfpacks", harrassed 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.

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!



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