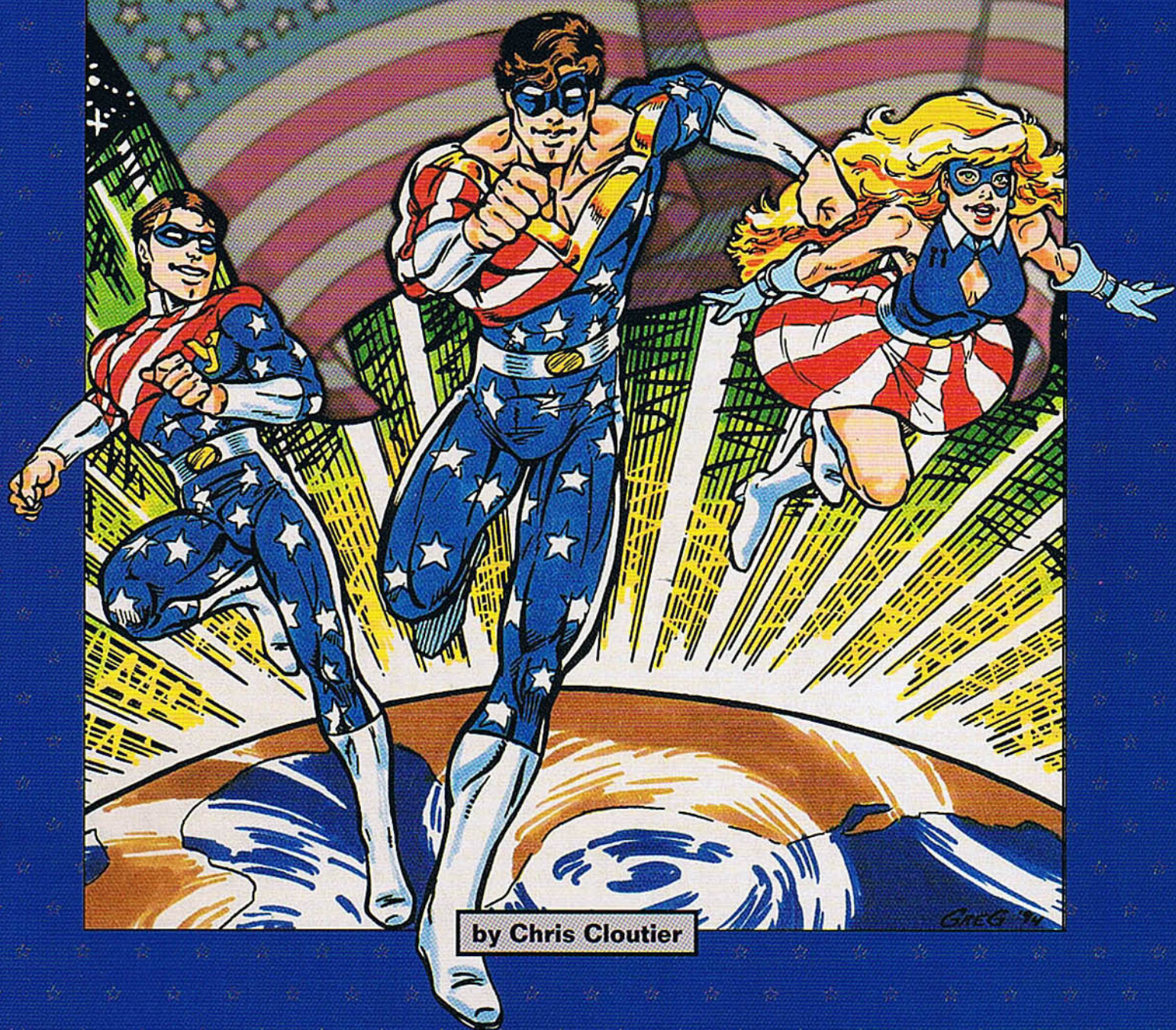


Golden Age Champions™



by Chris Cloutier

GOLDEN AGE CHAMPIONS™

HEROIC ROLE PLAYING DURING THE GOLDEN AGE OF COMIC BOOKS

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Thanks to the following:

- Those who helped produce the 1st ed. of GAC; co-writers Tim (Vanguard) Lasko and Bob (the Great Saladin) Schroeder, gun-guru Kevin (Sgt. Doc) Dockery, and the rest of the former Firebird Ltd. Gang.
- All those who played in my campaigns in Ann Arbor, Marquette, and Mpls/St. Paul, including: Dave (Red Racer) Burton, Dawn (Tiara) Campbell, Steve (Captain Concrete) Compner, Mike (loons too numerous to list) Coyne, James (Uncle Sam) D'Amour, Matt (Ninja) Fulton, Steve (Night Hawk) Derosier, J. Michael (Knight of St. Michael) Jackson, Scott (Totengeist) Jameson, Julian (Medusa) Nelson, Alan (Leaping Lizard) Nuss, Joe (Illinois Smith) Orosz, Fred (Knight-Owl) Steinmann, Ian (Captain Future) Van Oene, Dave (Boxing Briquette) Pullen, Dan (Peacekeeper) Ramsey, Eric (Fletcher) Yocum, and all those whose names and/or characters I've missed.
- Special thanks to Ross Anderson and his evil twin Robin Anderson (no relation); Game Masters Extraordinaire; creators of Shadowcat, Blond Bombshell, two characters named Flexible Man, and several other supers; who served as both friends and sounding boards.
- But most especially, thanks to my wife, Cecile, for putting up with all this nonsense for all these years.

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Printed in U.S.A., First Printing 1994

Produced & Distributed by Iron Crown Enterprises, Inc., the exclusive manufacturer of Hero Games.

STOCK #: 436

ISBN 1-55806-212-2

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INTRODUCTION

"Hello Mr. and Mrs. America, and all the ships at sea! Let's go to press..."

radio correspondent Walter Winchell

It is a time of great social and political upheaval. America is in the process of pulling itself out of the Great Depression while Europe, North Africa, Asia and the islands of the Pacific are in the grip of global warfare. The Nazi Blitzkrieg thunders first across Poland and then France. The Luftwaffe rains death and destruction on England even as the U-boats of the Kriegsmarine try to strangle the island nation by cutting off its supplies. Across the world, the forces of the Empire of Japan dominate East Asia and the Pacific. Suddenly, the American naval base at Pearl Harbor is attacked and America enters the war.

In the midst of this maelstrom, the first comic book superheroes came into being (many of whom retain their popularity to this day). Some started as grim avengers of the night, having been born to fight the injustices of the Depression. Others came as a response to the threat that the Axis posed free men and women everywhere. Ultimately, they were all influenced by the greatest event of that time, the Second World War. The period is known as the "Golden Age" of comic books.

Welcome to *Golden Age Champions*, the **Champions** sourcebook for roleplaying during the dawn of comic book superheroes.

WHAT YOU GET

Golden Age Champions (or GAC) contains the raw materials for running a **Champions** campaign set in the 1930s and 1940s. The items contained within are also meant to mesh with the regular **Champions** Universe and provide a common historical background and plot devices for a modern campaign. It is organized as follows.

Introduction: What you are reading at this very moment.

Sourcebook: This section starts with a brief history of the Golden Age of comics and a comparison against the real world of the time. This leads into the chapter on character creation which contains insights into designing GAC characters and sidekicks and describes the common types of Golden Age heroes, their origins and motivations and how

these should relate to your own heroes and villains. This section also describes several different types of GAC campaigns. The Sourcebook also includes historical source material (the biographies, WWII and homefront trivia and timelines) so that the GM can run a GAC campaign without actually being a historian, and so the player can find inspiration for character creation and roleplaying.

Campaign Book: This section contains the premise behind the HERO GAC campaign, as well as those specific things necessary to run it: Heroes, Villains, NPCs, hardware; and about a dozen scenarios dealing with homefront America, war ravaged Europe, island hopping in the Pacific, and interdimensional travel.

HOW TO USE THIS BOOK

If you are a GM, you should probably read the entire book. At the very least, read through the sourcebook section and breeze through the campaign sections so you can get a feel for the period before actually running anything. If you are a player, I would offer the same advice...only, please stay out of the scenarios until your GM has had the option of running them.

AUTHOR'S NOTES

GAC was originally published in 1985 by Firebird Ltd. as *The Golden Age of Champions*. When the rights reverted to me a couple of years ago, I approached Hero Games concerning a complete rewrite. You hold it before you.

The biggest change (other than the cosmetic changes of modern typesetting and word processing equipment) is probably the deletion of several pages of rules for vehicle movement and combat, and several rules (for growth, shrinking, sidekicks, etc.) which now appear in *Champions*. These deletions allowed for the inclusion of many more villains, heroes and scenarios than in the earlier edition. Next, the timeline has been expanded and divided into three sub-timelines, while serious oversights in the biographies and elsewhere have been corrected. Finally, every essay in the book has been rewritten with an eye toward better representing the Golden Age to **Champions** role-players.

Pay your taxes, and beat the Axis,

Chris Cloutier

SOURCEBOOK



THE CAMPAIGN PREMISE

CHOOSING THE CAMPAIGN

There is no single, official, stamped with the Hero seal-of-approval method of running a Golden Age campaign. This book is meant to aid you in running a GAC campaign, and not be the campaign itself. Like other Hero products, this book gives you the raw materials for running a campaign, but what that campaign is and how it is run is up to you and your players.

As pointed out in the *Champions Sourcebook*, "the HERO rules can be used to simulate any superhero game, from exuberant apple-pie comics of the 1940s to the gritty 'realism' of today's graphic novels." The implication here is that a Golden Age campaign can't be "realistic." Not so. Although it's certainly true that comics of the Golden Age weren't steeped in reality. That does not mean you can't run a "realistic" campaign if that's your cup of tea.

Take for example a certain comic company which several years ago suffered an identity crisis and rewrote their own history of the homefront sans their most popular super characters who inspired the genre in the first place. The attitudes presented in these relatively new comic books set during the war years is 45 to 50 years removed from the events they're based on. Unlike the Golden Age comics they are based on, these new WWII hero comics are not aimed at selling the war, but at entertaining and enlightening the modern reader to the grim realities of the real world. The homefront in these comics is, as often as not, just a quaint backdrop for what reads as a modern day graphic novel.

Admittedly, when compared to a modern day campaign, even a fairly accurate Golden Age campaign can be somewhat simplistic. For many of the people who lived during the Second World War, the issues were black and white. The Allies were good and the Axis were evil. Period. Anything that interfered with the destruction of evil was, by association, evil too. This attitude is reflected in the type of universe portrayed in the majority of comics produced during the Golden Age. If, however, the Game Master and the Players want to have the complexity of today's comics, and if they want to run a 1940s version of *The Unstable Angst-Men*, then so be it. The real world was certainly as convoluted then as it is now, and there is no reason that you can't present a dark, gritty, and cynical world view with heroes whose motivations aren't necessarily purely heroic.

Take a real world situation as an example. In 1943 (in the middle of WWII), John L. Lewis led the coal miners on strike. The workers wanted more money, but the government had placed a wage freeze on the workers (placing their income well below that of other industrial workers). The government

went as far as to threaten bringing in the military to settle the problem. The strikers' reply was "try to dig coal with bayonets." The strike was eventually settled by giving the workers a small wage increase.

In our "real" world universe, Captain USA would be sent in by the U.S. Government with orders to get the miners back to work or else troops would be sent in. The miners would look at Captain USA as a government enforcer and despise him. Management would see him as government interference with free enterprise and would thus be totally uncooperative. The soldiers would dislike the miners for not being willing to risk their civilian necks when the soldiers were being expected to die for their country. Captain USA would see terrible working conditions that endanger the worker. He would see a paternalistic mining company with its company store, company hospital and company police which, if it closes due to the strike, would only make matters worse for the wives and children of the miners. He would also see good company men whose careers would be destroyed by a miners' victory. Finally, he would realize that for the sake of providing fuel for warships to *kill people with*, he would have to force some sort of compromise, probably unsatisfactory to everyone. Ah, the angst, the pathos, the soap opera of it all.

Contrast that with the way the same situation would be covered in an ultra-patriotic, optimistic, gung-ho GAC campaign. Here, Captain USA would be summoned to prevent violence from erupting at the local coal mine where strikers are protesting because of a series of cave-ins (heck, they know they are being underpaid, but gee whiz, there's a war goin' on.) He would enter under the gaze of his adoring public and give them a spontaneous speech about how we true blue Americans should really get back to work, how the coal industry can provide the fuel to burn the Axis only if we all pitch in, blah, blah, blah... Labor and Management would then shake hands, the Axis instigators who secretly started all the troubles by causing the cave-ins would then reveal themselves, and Captain USA would pound them senseless and hand them over to the authorities. If the game master wishes to accurately portray the comic books of the 1940s alone, then this is the way to go.

THE DARK CHAMPIONS GAC CAMPAIGN

This is the "realistic" campaign as poked at above. In all honesty, this makes a fine campaign. Although I chose to call it the *Dark Champions* campaign, it might just as accurately be called the *Pulps* campaign, referring to the action-adventure story magazines that proceeded comic books.

In this universe, masked avengers have fought evil for centuries. From the sword carrying swashbucklers of Alexandre Dumas through to the gun wielding masked

vengeance seekers of the present, they have fought a lonely war against injustice. Typically highly trained, preternaturally skilled and armed with state of the art weaponry, these dark heroes of the night punished the guilty who were often beyond the reach of the law. If in pursuit of justice, they were forced to work outside of the law, so be it.

Early pulps, comic books and radio programs were filled with these types of heroes. Gun-toting heroes such as the Shadow, the Spider and the Phantom, to name but a few, fought crime with a ferocity which made many a criminal wife a widow.

A GM wanting to run this type of game should think in terms of running a street level *Dark Champions* campaign. If set in the 1920s, the mobsters will be thriving on Prohibition's illegal alcohol trade (not unlike modern crime's close association with the illegal drug trade). If set in the 1930s or early 1940s, the gangsters will be involved in every other vice common to modern day society. And once the war starts, organized crime will profit from it through counterfeiting ration stamps, hijacking transports carrying items for which the war has created shortages, and by filling consumer demands through the Black Market.

This campaign is best treated as a heroic rather than super heroic campaign. Characters should have 75 base points and up to 75 points in disadvantages. For the most part, these guys were highly skilled human normals and should have the human normal characteristic maxima. While pulp heroes were heavily skill oriented, superpowers shouldn't be banned as the occasional "power to cloud men's minds" or other power add to the mystery of the mystery men. A GM wanting to discourage the use of powers, but not ban them outright, might want to point out that guns and equipment are free in a heroic level game. Optionally, the GM may wish to use the Equipment Allowance system detailed in *Dark Champions* and expanded in *An Eye For An Eye*. Furthermore, a few points of wealth will purchase a secret base, speedboats, airplanes, autogyros, automobiles and all the regular trappings of the typical dilettante turned masked marvel. Another method of limiting powers is to make them have a power maxima similar to those applied to a normal's characteristics. A character built on 150 total points is unlikely to have many game unbalancing powers if those powers cost double beyond the first 20 points. Finally, remind the players that their main opponents are going to be criminal masterminds, mobsters, and other low-lives of the underworld. If a character is relatively invulnerable to bullets and knives, then all the drama is lost and the character loses the chance to be truly heroic.

THE IDEALISTIC, GUNG-HO, FOUR COLOR GAC CAMPAIGN

To quote the *Champions* sourcebook, "This was when every hero fought for truth, justice, and the American way! Mom and apple pie! The Heroes were Good and the Villains were Evil! (No one could say anything without an exclamation point!) Morality was black and white. The campaign was swashbuckling and romantic. The outlook was unflinchingly optimistic. The scenarios were lighthearted, and there was little continuity from scenario to scenario."

O.K. I can go along with that. I might also point out that this is the predominant stereotype of Golden Age comics. And for the vast majority of what was put out, it was a deserved stereotype.

A GM who chooses to run such a campaign must insist his players make characters who are *heroic*. They have to have unrealistic codes of honor. They have to be boy scouts.

For his part, the GM must make scenarios in which the heroes don't merely win because they outfight their opponents, but because they are right and just. Ultimately, those who fight for what is right must *always* win over the forces of evil. There should never be any question as to the final outcome of an adventure or whether or not the heroes did the right thing — of course they did!

Being a series of morality plays, this type of campaign relies on theatrical gimmicks that couldn't exist in real life. And characters in these plays are as unaware of their artificiality as the characters in a stage play. Conventions of this type of game include: PCs and DNPCs have alliterative first and last names (such as Peter Preston), rhyming first and last names (such as Mark Clarke), or names that are somehow suggestive of a character's adventurous background (like Justin Thyme or May Day). In all likelihood these games would also be set in fictional cities that all resemble New York and have a clever name like "Megalopolis," "Gothic City" or "New Amsterdam."

Because the heroes are expected to be so heroic, they are allotted 150 base points and up to 100 points of disadvantages. Psychological Limitations should never be negative in nature, and no true hero would ever have a Berserk. Being oblivious to the theatrical Golden Age clichés that surround them is not a disadvantage because everyone in this universe is unwittingly a character in a comic book.



THE STANDARD GAC CAMPAIGN

Somewhere between the two previously mentioned extremes is what I'd like to consider the standard Golden Age campaign. Generally speaking, it follows the events of the real world verbatim. People act the same as real people did during the period. In fact, the only major difference is the inclusion of superheroes and how *they* act. This is the universe for which the heroes, villains, and scenarios within this book were made.

Like the heroes in the four-color version, the heroes in the standard campaign have ideals and goals far above those of the dark vengeance seekers. Unfortunately, the world they inhabit is not so black and white as that found in the old Golden Age comics. This placing idealistic heroes in a somewhat grittier setting ultimately makes them more heroic than if they were in the usually overly optimistic GAC universe (sort of the "If you don't work for it, it's not worth having," kind of thing). Basically this is just a historical twist on most GM's modern day campaigns.

Except for being set during the Golden Age, this is nothing more than a standard *Champions* superhero game with characters having 100 base points and up to 150 points of disadvantages.

CAMPAIGN HISTORY

The first of the Golden Age mystery men made their appearance in the early 1930s. They were, for the most part, extremely skilled normals with some kind of ax to grind. They came into being as a response to the crime and hardship which had befallen the world of the Great Depression. They were justice-minded vigilantes seeking to stem the tide of evil. They were often misunderstood and forced to work outside of the law. They were the first of the grim, dark, avengers of the night. They were so chalked full of clichés, they could choke on them. These were the heroes of the pulps.

As the Second World War approached, a change came over some of the mystery men. Gaudy costumes and superpowers replaced many of the grim facades and gadgets. Attitudes changed as well. It was no longer acceptable to beat the baddies if it required resorting to their tactics. They had to be beaten in such a way as to show the innate superiority of right over wrong. The heroes had to work with and within the law.

But forces far more sinister than green-and-purple-suited criminal masterminds were to come into play. Dark forces converging in Europe and Asia were looking ominously towards America's distant shore. Forces so evil that they would eventually kill 40 or 50 million people, forces so corrupt as to threaten the very fabric of democracy. Like millions of other Americans, the heroes responded with patriotic zeal. And like the protomorphous United Nations, the heroes banded together in unprecedented numbers to champion the cause of freedom.

For the most part, however, the superheroes kept out of Europe and Asia. This was most often attributed to dangerous mystical force-field traps set in Axis occupied territories. Another explanation given was the superheroes value as domestic crime-fighters was considered to far exceed their value as super-commandos. Whatever the reason, it did not

stop waves of Axis nationalist "heroes" from bringing the war to America, and in so doing, providing the best reason for the American heroes to fight on the Homefront.

Shortly after the war ended, many of the Golden Age heroes chose retirement. Like many of the soldiers, sailors and others who fought so bravely, they now felt they'd done their bit and it was time to pass the torch. By the late 1950s, almost all of the Golden Age heroes had gone into semi, if not complete, retirement. Within but a few short years, heroes young enough to be their sons and daughters started a new age of superheroics, the Silver Age.

USING GAC IN A MODERN CAMPAIGN

There are several ways to use GAC for your modern day superhero campaign.

One is as the historic background material for characters in your current campaign. If Mentat the modern-day Psionic Wonder is the third generation descendant of the WWII vigilante/hero Fletcher, then maybe that explains his tendency toward excessive violence. Perhaps Waterboy, raised in an orphanage and unaware of where he gets his superpowers, is in fact the son of the Golden Age villain Crime Wave. A hero could find himself attacked by an old nemesis of his parents or grandparents, who he never even knew about. Some nefarious villain might even go so far as to steal the Battlesuit Potemkin from the Russian Great War Museum in order to start a crime spree at the Kremlin.

Time travel affords another classic bit. Let some villains go back in time to mess things up for the heroes (of course contriving some method of making the heroes aware that their history has been, or will be, changed). Then the heroes must devise a way of going back and righting the course of time. For example, Politically Correct Man thinks the atomic bomb is a dreadfully evil thing and should never have been set off in the first place. Using his organically grown, all natural, solar powered time machine (and referring to the timeline in his copy of *Golden Age Champions*); he sets off to the past with some idea of disabling the U.S.'s first three A-bombs. The heroes, of which at least one has watched the Arms & Entertainment Network, realize that even though the bombs slaughtered tens of thousands of innocent civilians; their non-use could result in the deaths of *millions*! Thus our heroes are forced to play time tag with PC Man in an adventure of Earth-shaking proportions.

Finally, a player might simply design a Golden Age character who has lived until the present, yet remains active despite his apparent age. This can be because of his purchasing Immunity to Aging, or from being trapped in a glacier in suspended animation, or even being carried off by space-alien who look like tall Casper the Friendly Ghosts who relativistically fly a few spins around the galaxy before returning the hero to Earth 50 years later (but only a few days ship's time).

USING MODERN CHAMPION PRODUCTS IN A GAC UNIVERSE

If you're not sure you can run a Golden Age campaign because of a lack of support material (aside from this book), fear not. Just look at how many modern superheroes have Golden Age origins. Heck, three-quarters of the characters in DC comics came into being 50 years ago, yet are now unquestionably "modern" characters whose rewritten origins start only a couple of years ago. Simply decide that the

characters and adventures in other Hero products are modern rewrites of Golden Age stories and "voila" instant GAC campaign.

Example: *Fred, after having run one too many scenarios with villains out of this book, has noticed one of his players has way too much information and has probably been reading the villains' bio material in his own copy of GAC. Fred decides it's time to introduce some new villains but simply doesn't have the time to put them together "properly." Grabbing his copy of Classic Enemies, he proceeds to creatively edit Eurostar into their Golden Age counterpart. Fiaco becomes Mr. Evil after a few minor changes (drop computer programming and make him a former true believer and representative of the League of Nations), Bora becomes a WWI orphan, Durak's past makes him an escaped victim of a Soviet NKVD (USSR internal security troops) purge, Mentalla has a hatred of Dr. Qual rather than Dr. Destroyer, The Whip is hunted by the NKVD and hates the Americans for what they did to his family during the U.S. intervention in Russia during the 1920s, Pantera's father is still working for the Fascists, and the White Flame and Le Sone hardly need to change at all. The Golden Age Eurostar is born with the new name "The One Worders."*

Some obvious changes are needed when borrowing characters and adventures from existing *Champions* products. As mentioned in the character creation section of this book, except for time travelers and space aliens, all vestiges of the modern world have to go. The robots in Stronghold are simply too sophisticated to exist with WWII technology for instance. Replace them with even more human guards wearing state-of-the-art flak vests, and armed with elephant rifles or anti-aircraft cannons if necessary. Hunteds and motivations can often stay the same (the International Communist Conspiracy) yet will require occasional tweaking (hunted by Neo-Nazi skinheads becomes hunted by Nazis or the Ku Klux Klan). Additionally, there are many existing *Champions* characters — such as the Black Paladin, Shamrock or The Slug — who need no changes at all except for introducing them to your *Champions* universe a few decades prematurely.

COMIC BOOKS' GOLDEN AGE

As the title implies, this *Champions* supplement concerns itself with the "Golden Age" of comic books, a period spanning from the middle 1930s to about 1950. This period saw the birth of a new pulp literary media, the comic book with the publication of *Famous Funnies* #1 in May of 1934. It was the first serially published comic book (there were several non-serial predecessors — collections of existing newspaper comic strips — dating back to *The Yellow Kid* back in 1897). An off-spring of the pulp magazines and newspaper funnies, the comic book combined the two into something new and exciting. As far as superhero comics are concerned, the Golden Age didn't really start until the publishing of the first superhero comic, *Superman*, in 1938. The period's end is generally placed between the middle of WWII through to the end of the war in 1945 or a little bit later.

Following the publication and subsequent success of National Periodical Publication Inc.'s (now named DC Comics) *Superman*, National started publishing comic books about other costumed crime-fighters and a gaggle of newly formed comic book companies followed suit. Like the man of steel, they too had powers and abilities far beyond those of mortal man. They too had fantastic origins and kept secret IDs. And as often as not, they too fought crime while dressed like circus performers. A small sampling of but a few of these characters, and their significance to the comic book superhero genre, are listed in the following chart:

Superhero	Publisher	Significance	Date
Superman	National	1st superhero	6/1938
Mr. America	National		6/1938
Zatara	National		6/1938
Crimson Avenger	National		10/1938
Batman	National		5/1939
Doll Man	Quality		12/1939
Submariner	Timely (Marvel)	1st Aqua hero	1939
Sandman	National		1939
Blue Beetle	Fox		1939
Aquaman	National		1940
Shield	MLJ (Archie)	1st flag-suit	1940
Hawkman	National		1/1940
Flash	National		1/1940
Johnny Thunder	National		1/1940
Captain Marvel	Fawcett	Most successful Superman clone	2/1940
Spy Smasher	Fawcett		2/1940
Spectre	National		2/1940
Dr. Fate	National		3/1940
Hour Man	National		3/1940
Robin	National	1st kid sidekick	4/1940
Spirit	Register/Tribune newspaper		6/1940
Green Lantern	National		7/1940
Human Torch	Timely (Marvel)		8/1940
Atom	National		10/1940
Captain America	Timely (Marvel)		3/1941
Dr. Mid-Nite	National	1st blind hero	4/1941
Johnny Quick	National		7/1941
Shining Knight	National		7/1941
Plastic Man	National		8/1941
Phantom Lady	Quality		8/1941
Black Hawk	National		8/1941
Aquaman	National		11/1941
Wonder Woman	National	Most famous female hero	12/1941
Wildcat	National		1/1942
Robotman	National		4/1942
Liberty Belle	National		winter 43

The summer of 1940 also marked the first appearance of the superhero team when National published All Star Comics #3 premiering the Justice Society of America.

POPULARITY OF GOLDEN AGE HEROES

According to Richard O'Brien in *The Golden Age of Comic Books*, in the service man's PX, comic books outsold the combined sales of top three selling magazines (*Life*, *Reader's Digest* and the *Saturday Evening Post*) by a margin of ten to

one. Further, by the end of the war, they were the largest selling type of magazine in the world.

This popularity can be explained by many things. Obviously, the originality and imagination that went into these comics would go a long ways toward explaining their success. There was also the novelty of the newly invented superheroes. But I think it was more than that. Unlike many of today's superheroes, the Golden Age superheroes were not some borderline psychopaths fighting villains who were only marginally worse than they were. Oh sure, some Golden Age characters might be a little callous about accidentally killing a villain, but they didn't go out of their way to do so. The Golden Age heroes were protectors of innocents, upholders of good, and righters of wrongs. Adulation and recognition were their due and they were held forth as a role-models.

SUPERHEROES AND WWII

With the entrance of the U.S. into WWII, the superhero was often placed in the same category as the servicemen who defended liberty from the Nazi hordes. Yet, certain comic book publishers wisely decided to keep their heroes off the battle fronts. They realized how patronizing it would look if some superhero could wipe out an Axis army in an hour while our own servicemen, the *real* heroes in this war, took months and years. Thus it was that the majority of superheroes were relegated to the homefront.

Of course the superheroes couldn't take this sort of thing sitting down! Like any other true blue American, they tried to enlist. Some were told that their contributions as superheroes in fighting saboteurs, fifth columnists and spies was more important to the war effort than anything they could achieve in the military. Others tried to enlist in their secret IDs only to be declared 4-F (unfit for duty) for various crooked reasons. And finally, some succeeded in enlisting only to wind up being stationed stateside for the duration ("Gosh, darn it all. I'll never get to see action!").

For the comic book reader remaining on the homefront, the implication was obvious. Just because he wasn't out there fighting for Uncle Sam as a front line soldier didn't mean he couldn't make his own valuable contribution to America's war effort and be a hero in his own fashion.

THE GOLDEN AGE COMES TO AN END

The end of the Golden Age of comic books has variously been set between the later part of World War Two and the early 1950's. During the course of WWII, the superhero comics went from being superpowered crime comics to being somewhat preachy superpowered pro-American pro-War propaganda. Furthermore, many of the innovators involved in the writing and illustrating of the comics were drafted into the military. As a result, many of the qualities which had set the comics apart were lost in a repetitious parade of formula stories written by less talented but available writers. With the end of WWII, comic books lost a good portion of their adult audience when the young men returned from the war presumably with better things to do than read comics. By 1951, almost all the superheroes had disappeared from the comic book stands to be replaced by Westerns, Romance, Funny Animals, you name it. The only characters to remain in publication were the big three — Superman, Batman, and Wonder Woman.

The capstone on the demise of the Golden Age came in 1953 with the publication of child-psychologist Dr. Frederick

Wertham's book, *The Seduction of the Innocent*. The book is written as an exposé revealing the evil, seductive influence of comic books on the children of America. The comics were presented as promoting violence, immorality and generally delinquent behavior. With examples such as Wonder Woman's "obvious" lesbianism, and Batman and Robin's "obvious" homosexual and pedophilic relationship, the book presents a spurious logic that today is often applied against action-adventure movies. A criminal's disrespect for the police was seen as promoting the child reader's disrespect for them as well. The hero's use of violence against criminals was seen as promoting violence as the only way of solving problems. Comic books were blamed for all the ills of society rather than being seen as merely a symptom of the condition of the society as a whole. As usual, the American public fell for the argument, hook, line, and sinker. Finding a scapegoat for society's ills always seems preferable to assuming personal responsibility for the problems themselves. Congress started investigations and the comic book companies subsequently muzzled themselves by creating the Comic Book Code. With few exceptions, the comic book superhero was all but dead until their rebirth in the Silver Age.

LIVING DURING THE GOLDEN AGE

If you want to play in a specific time period — in this case the Golden Age — it is useful to know something about the society you've chosen to enter. You just can't blunder about with modern day political and social notions, and not expect the natives to consider you freaks and lock you up. GAC is, after all, a *historical* superhero role-playing game.

In the late 1930s, America must have seemed to be a very disillusioned country. The U.S. was just pulling itself out of the Great Depression in which it saw 20% unemployment, poverty and bread lines. Further, the threat of another European world war was looming over the horizon, and America didn't want anything to do with it. Many, if not most, Americans were leaning towards a policy of isolationism because they felt they had been tricked into fighting the last one by the European/American military-industrialist complex, and what did they get out of it?...dead and wounded American boys and the Great Depression. What good did it do if the Europeans were about to go at it all over again? Let them fight their own wars and solve their own problems. America wasn't about to get involved.

Not everybody felt this way however. Some Americans foresaw that war with the Axis powers was inevitable. It was only a matter of time before the Axis powers managed to gobble up Europe, Asia, and Africa and, if the U.S. continued to bury its head in the sand, the rest of the world as well. These farsighted Americans started the process of preparation for the inevitable. America, slowly at first but with ever increasing speed, started to gear up for war.

HOME FRONT AMERICA — IN BRIEF

What follows is meant to provide the player with the minimal background information for making a Golden Age character. For the GM and players who feel they need more info before starting, a more in depth look at the American home front comes later in this sourcebook.



Life for the average American citizen living during the 1940s could best be summed up in one word: involvement. Along with the millions who entered the armed services or became employed by war industries, the remaining U.S. population was informed, active and involved. Those not otherwise involved in the war volunteered their spare time as air-raid wardens, auxiliary police and fire fighters and numerous other thankless tasks for the Office of Civil Defense. Hollywood film and radio celebrities traveled across the country to Bond Rallies in order to hawk War Bonds and Stamps and overseas to entertain the troops at U.S.O. (United Service Organizations) shows in order to boost their morale and remind them of what they were fighting for. Even the children of America, participating through such organizations as the Boy Scouts, Girl Scouts, 4-H, Junior Red Cross and the Junior Commandos seemingly never tired of collecting thousands of tons of scrap metal, mountains of waste paper and old tires to be recycled into war production.

Even those who were not personally involved in the war effort, couldn't help but be affected by it. Wartime shortages of metal, rubber, silk, petroleum products and innumerable other materials prevented the production of consumer goods even as the government stepped in to regulate the distribution of whatever remained. The Office of Price Administration initiated rationing procedures to determine who would be allowed to purchase a "new" car (production of cars ceased as factories switched to tanks and airplanes), how much gas they could purchase and who would be eligible to purchase even a spare tire. Eventually, food, coffee, shoes and even fuel oil were also rationed (see timelines later in this book for specific dates).

Anyone who worked for any sort of industry found they were working for the war effort. Industries, which during peace time might have manufactured typewriters, soon not only found themselves manufacturing machine guns but they were doing so on a twenty-four hour basis. Such was the sudden thirst for manpower that employees regularly found themselves working 48 hours per week. Women and minorities suddenly found work (although still at a lower pay rate than white males) in companies which had found themselves forced to drop their exclusionary policies or lose huge government contracts to the competition. Almost overnight, unemployment became virtually nonexistent.

Meanwhile, in the work place and elsewhere, the government spread its messages, "Be Smart — Act Dumb" for Axis spies and saboteurs could be anywhere. The evidence that "Loose Lips, Sink Ships" was apparent on the eastern seaboard as German U-boats slaughtered thousands of tons of merchant shipping within sight of shore (until the Americans learned to practice black-out procedures, the U-boats used city lights to silhouette their lumbering, unprotected targets).

Numerous government agencies helped control what Americans would hear about the war. The Office of Censorship edited all in-going and out-going overseas mail. The Office of War Information dispersed all sorts of information to the public, after first editing out anything that could be of potential use to Axis spies. Other than knowing that we took a bad beating, most Americans didn't even know the extent to which the Japanese had damaged our fleet at Pearl Harbor until after the war (the day after the attack, U.S. newspapers proclaimed that one old battle ship capsized, one destroyer was destroyed, other ships were damaged and a large number of planes destroyed. Actually the Japanese sunk or heavily damaged 18 ships (including the bulk of our battleship fleet,) destroyed 188 planes and killed or wounded over 3,000 men). The Bureau of Motion Pictures and the Domestic Radio Bureau (both under the umbrella of the OWI) tried their damndest to influence their respective information industries.

Even as the war intruded on every other aspect of life, it likewise affected peoples leisure time. Many popular songs contained militaristic or patriotic themes such as *Praise the Lord and Pass the Ammunition*, *White Christmas*, *Boogie Woogie Bugle Boy*, *God Bless America* and dozens of others. Many movies were war pictures and even those that weren't showed a wartime influence. Movie detectives Charlie Chan and Sherlock Holmes suddenly found themselves fighting Japanese and Nazi agents, while the popular Japanese master detective, Mr. Moto, disappeared from the screen. Baseball, the national past-time, not only lost most of its best players to the military, but had to end games with the setting sun (it was feared that night lights would guide enemy bombers). Shortages and a governmental disdain for "nonessential activities" resulted in bans on pleasure driving, auto racing and horse racing. These bans further resulted in an increase in popularity of amusement parks and night clubs (except were late night curfews closed them also).

Still, for all the turmoil and sacrifices brought on by the war, the vast majority of citizens continued to do their part to preserve the American way of life. Those who complained too loudly were likely recipients of the retort, "What's a matter, Bub? Don't ya know there's a war goin' on?"

THE GOLDEN AGE CHAMPIONS GROUND RULES SHEET

GENERAL DESCRIPTION

IMPORTANCE OF THE PCs

CAMPAIGN TONE

Morality: 1 / 2 / 3 / 4 / 5

- (1) Good vs. Bad is black & white; (2) Good vs. Bad is mostly clear cut;
 (3) Some cross-over between Good vs. Bad; (4) There is little distinction between good and bad;
 (5) Morality is always in shades of gray

Realism: 1 / 2 / 3 / 4 / 5

- (1) Very Romantic; (2) Romantic;
 (3) Neutral; (4) Realistic; (5) Extremely Realistic

Outlook: 1 / 2 / 3 / 4 / 5

- (1) Everything works out — Very Optimistic; (2) Almost everything works out;
 (3) Serious balanced by light-hearted; (4) More serious than light-hearted; (5) Almost entirely serious

Grimness: 1 / 2 / 3 / 4 / 5

- (1) Comic to heavy handed parody; (2) Idealistic, Gung-Ho, Four Color, and Preachy;
 (3) Typical Action — Adventure; (4) Melodramatic; (5) Dark Champions à la gun totting pulp heroes

Continuity: 1 / 2 / 3 / 4 / 5

- (1) Episodic — No effort is made to tie the adventures together; (2) Mostly episodic, with some continuing stories;
 (3) Some long stories and some episodic ones; (4) Mostly serial, some enforcement of campaign continuity;
 (5) Entirely serial — everything must fit into the story line

PHYSICAL WORLD (DESCRIPTION)

CHARACTER BUILDING GUIDELINES

- (1) Starting Points for PCs: _____

Max points from one Disadvantage Category: _____

- (2) Maximum Disadvantage Points for PCs: _____

- (3) Characters automatically have Characteristic Maxima disadvantage at no point value: YES / NO

- (4) Characters can carry normal technology (weapons, etc.) at no point cost. YES / NO

Power Levels	Beginning Range	Maximum
Attack Powers	_____	_____
Defense Powers	_____	_____
Skill Rolls	_____	_____

CAMPAIGN RULES

- (5) Combat Hit Locations Chart YES / NO
 (6) Long-Term Endurance Rules Used YES / NO
 (7) Knockdown Rules Used YES / NO
 (8) Limited Push YES / NO

HOUSE RULES

CREATING A GOLDEN AGE HERO

As in a standard Champions campaign, Golden Age Champions characters should be more than just an assemblage of skills and powers designed solely for combat. Characters should first of all start with a conception that is compatible with the genre — in this case the Golden Age of comic books. Having come up with a concept, the players must then build characters within the confines set by the GM and those inherent in the a Golden Age campaign. If a character cannot conform to the limits set by the GM or the genre, then start over with a concept that will. The following section was written with an eye towards assisting the player with coming up with that conception as well as building it to fit in the Golden Age.

CHARACTER CONCEPTION

It's rather unlikely that if you bought this book, you are totally unfamiliar with the Golden Age. At the very least you have probably read some comic books and seen some adventure movies set in the Second World War. If, by some miracle, you have no knowledge what-so-ever about the period or the genre; then go back to the previous section [The Golden Age of Comic Books (1930s — 1940s)] and read it. If you feel comfortable with your knowledge of the Golden Age to form a character conception, then read on.

GOLDEN AGE VERSUS MODERN DAY

The next thing to consider when making a GAC character is the social and technological differences between the Golden Age and the present. Golden Age characters are not just modern day characters set in the past. They are creatures of their environment and thus affected by what happens around them. Even non-flag suited Golden Age heroes will tend to be a little overzealous and patriotic just because that is what they are surrounded by in day-to-day homefront America.

If the GM decides to run a game that closely resembles that portrayed in some of the more flag-waving comic books of the period, then the characters will not just be fighting individual criminals; they'll be fighting for loftier goals such as truth, justice, and the a...er...um...and liberty and such. Because the comic books were often trying to sell more than just stories, the characters will be fighting battles of values. Although superheroes did occasionally kill the bad guys, as likely as not, the heroes did their best to bring them in to trial because "although they would have killed us were fortunes reversed, we have to show these guys that we're better than that."

Another thing to keep in mind when creating a GAC hero is the huge technological gap between the 1940s and today. Much superheroic (and normal) technology that we take for granted simply didn't exist. For example, as the first computers of the time were little more than glorified pocket calculators the size of a house — computer programming skill for most characters would be a waste of points. These huge technological gaps between the Golden Age and today should be taken into consideration when buying skills or defining powers for a character.

Ah, but you say, "Hold it! I'm not some nut case genre fiend who knows everything about the Golden Age!" O.K., I'll be more specific. Joe and Jill Average Golden Age character should know very little or nothing about the following:

Atomic Energy/Weaponry: This is the best kept secret in the United States. As far as the world at large was concerned, there was no such thing as Atomic Power until the A-bombs were dropped at the end of the war.

Computers: As we now know them, there are none. IBM (International Business Machines) built mechanical cash registers and adding machines. Gigantic building-sized, million-vacuum-tubed, monster-computers such as *Eniac* or Britain's *Colossus* dimmed a city's lights when forced to compute fairly simple artillery trajectories.

Electronics: No transistors, no integrated circuits, only vacuum tubes and large mechanical relays. Clic, clic, whir.

Helicopters: With a few notable exceptions, these were unheard of. The closest thing most people would have seen to a helicopter would be the Pitcairn Auto-gyro which, although it could fly awfully slowly (about 20 mph stall-speed), it couldn't hover.

Radar and Sonar: Also closely guarded military secrets. No microwave ovens as these are recent outgrowths of radar technology.

Robotics: Only in your dreams...pure science fiction.

Rockets and Jet Aircraft: Until they were used by the Nazis, they were gimmicks from science-fiction. That goes double for the rocket back-pack.

Television: Premiered at the 1939 Worlds Fair when NBC announced it would be broadcasting *two hours per week*. Within a year there were 23 stations, but they dropped down to only six for the duration of the war. There were only 10,000 TVs at the time (civilian electronics ceased due to war shortages).

Still, there are ways around the limitations of the period. These are superheroes we're talking about after all. If anyone is going to be on the cutting edge of technology, it's going to be these folks. Even exempting time-travelers and space-alien, superheroes are (in their mild-mannered secret I.D.s) often the leaders in their respective fields — pushing the envelope of technological and scientific wonder.

ORIGINS AND MOTIVATIONS FOR THE TYPICAL GOLDEN AGE HERO/ MYSTERY MAN

So, just what is it that makes a guy or gal put on a circus performer's tights and go out looking for a fight? More specifically, why go out and do this sort of thing during the 1930s and 1940s? Let's take a little look at a few of the common hero types in the Golden Age.

THE DARK AVENGERS OF THE NIGHT

These vengeful "heroes" are the Golden Age mold from which the currently popular slew of gun-toting-maniacs...I mean justice seeking vigilantes were cast. Like the modern day vigilantes, the Golden Age variety — usually after suffering some personal tragedy — sees injustice in the world and perceives the criminal justice system's apparent inability to cope with it. These dark avengers decide to take



justice into their own hands and (often donning a costume designed to invoke fear in criminal types) fight a personal war against crime. As in any war, there are going to be casualties.

The early golden age period (pre-WWII) is abundant with dark avengers. Following the wake of the Great Depression, gangsters were more popular than heroes in the movies, and the mystery men in the pulps and early superhero comics were often little more than gangsters themselves. The public, disillusioned and wanting results, had little concern for the vagaries of law. Thus, dark avengers dealt swift justice while ostensibly upholding the spirit of the law. At the time, no one seemed to notice that this is exactly what the Nazis were up to in Germany.

Usually, the initial motivation for dark avengers is as their name implies. Vengeance.

THE MASKED ADVENTURERS

To the public at large, these heroes were the same as the dark avengers. Like the dark avengers, they wore mysterious costumes made up of masks, capes, circus-tights, wide-brimmed hats, and what-not. As likely as not, they carried some threatening looking hardware (and had a reputation for using it). And like the vigilantes, they were perceived as working outside of the law. However, looks can be deceiving.

While the true dark avengers were willing to go to any length to dispense "justice," the typical masked adventurers kept something of a sense of perspective. They did not necessarily see the police as superseded by themselves in the disbursement of justice; rather they saw themselves as

a sort of unofficial police auxiliary for handling the more unusual cases that came their way. They were not contemptuous of the law and knew that if they worked too far outside the rules of society, they would then be no better than the villains they were pitted against. If they let rumors portray them as hard case vigilantes, they allowed that this made them more feared and respected by the criminal element.

Motivationally, the masked adventurers might have the same basic goals as a dark avengers, but they just weren't about to lower themselves down to the criminals' level.

THE GOLDEN AGE GADGETEER

Generally this hero is also a masked adventurer. Like the modern version, the Golden Age gadgeteer is scientifically skilled and has equipment at or just beyond the cutting edge of technology. The real difference is that the modern gadgeteer is equipped with things which we still consider science-fictional whereas the Golden Age gadgeteer is equipped with what was considered scientific back in 1940. This truism extends to characters who live in the Golden Age but come from Earth's distant future.

Captain Future (from the year 2140) wouldn't carry a manned-portable, charged-particle accelerator pistol — he would carry a death-ray, flame pistol or sleep gas gun. His time/space-ship would be bulky looking, have huge fins and its propulsion system would belch flames.

Whatever the gadgeteer's personal motivations, it can be assured that he will dedicate his inventive genius to the fight against evil.

THE SUPER/SUPERNATURAL BEING

This character has powers and abilities far beyond the ken of mortal man. This hero can be almost anything from a conveniently humanoid space alien stranded on Earth to a man who (equally conveniently) just found some mystic artifact while trapped in a cave and now along with great power bears great responsibility. Often times, the dumber the origin, the better the character.

The super being should *always* see his powers as a sign from above that he is to right wrongs, fight injustice, and use his powers for the betterment of mankind. If the character is of mystic origin, some washed-up Greek god will periodically remind the hero of his loftier ideals. That the hero might be a do-gooding nuisance when dealing with other heroes of less sterling qualities than himself — so be it.

THE ULTRAPATRIOT AND EXPATRIATE

A.k.a. Flagsuit. This is the hero type most often associated with the Golden Age. Whether privately or publicly funded, these were the people who wrapped themselves up in the flag. Their purpose was purely patriotic, and their attitude was generally "my country, right or wrong." Those that chose to wear the flag motif did so in order to prove they represented all that was best about their respective country.

Although many ultrapatriots were the result of super soldier serums or intensive physical training, there were also those who would have been dark avengers, masked adventures, gadgeteers, etc., had they not developed a nationalistic bent.

Their basic motivation was an unfailing belief in what their homeland stood for.

THE SIDEKICK

The sidekick is usually (although not always) the youthful companion. Sidekicks can be any of the above types of hero, although their skills and powers will invariably match (although at a lower power level) those of the hero they are sidekick to.

If a youthful companion, the sidekick's primary motivation is acute hero worship. Secondly, the kid sidekick is likely to have the same motivations (to a lesser degree) as the primary hero. Any other type of sidekick (spouses, bumbling old mentors, superpets, etc...) will primarily be motivated by loyalty.

Sidekicks are commonly found in Golden Age comics because certain writers, editors and publishers thought younger readers would more easily identify with annoying sidekicks rather than the superheroes they were actually buying the comic books for (OK, there was even some evidence such as increased sales to substantiate their notion). As irritating as the Golden Age sidekicks were to some readers, they were at least somewhat heroic and didn't suffer from the degradations heaped upon the sidekicks in modern comic books such as drug abuse, murder, and all the rest of the "reality" based modern soap-opera superhero comic book clichés.

Whether sidekicks are bought as followers or played as a player characters, they can be extremely useful to the GM; providing comic relief, convenient hostages, and numerous plot twists. Because of their propensity for getting into incredibly death-defying situations — and then getting out of them at the last second; it might also make sense for a sidekick to have three dice of luck.

OTHERS

There are a good number of Golden Age characters who have a combination of the above motivations yet somehow don't exactly match the general mold of the superhero. Stage Magicians ran rampant fighting crime, fighting the occult, and generally acting like supernaturally oriented gadgeteers and masked adventurers. Big Game Hunters and gun wielding Cowboys did likewise; capturing dinosaurs, poachers, cattle rustlers; rescuing damsels and sidekicks; and promoting fair play.

CHARACTER TYPES

As implied above and in the section on Choosing the Campaign, the mystery men of the pre-1940s were predominantly dark avengers, masked adventures and gadgeteers. The powered superheroes don't really make an appearance until Supes in 1938. To reflect this in my own GAC campaign, all characters run before 1940 are heroes built on the 75+75 power level with Characteristic and Power Maxima (I define this as anything over 20 Active points costs double). Characters at this point level also do not have to pay character points for period weaponry such as guns (unless theirs is a "special" gun). As a result there is a lot more thug bashing and spy smashing going on while the characters show considerably more respect for handguns and submachine guns. The game is in essence a *Dark Champions* or *Justice Inc.* campaign with super powers thrown in as a teaser of things to come.

With the coming of WWII, things get significantly more violent with the arrival of Axis super villains and world-conquering megalomaniacs. With this escalation in power, I let players develop superheroes up to the 100+150 Standard GAC campaign superhero level. Still, gangsters and hoodlums are too fun to just pitch them out with the bath water, so I encourage players to play characters at a lower power level where (no matter how unlikely) there is at least a chance of a character being injured by a goon with a gun.

Before designing a character, discuss character types and power levels with the GM. That way, you can both avoid a bunch of grief later.

SKILLS, PERKS & POWERS

If I didn't emphasize it enough in the previous bit on character creation, let me repeat myself. One of the main things that set the Golden Age apart from the modern world is the social and technological differences between now and then. This is going to affect a characters skills, powers and disads.

SKILLS

There simply are no new skills in GAC that aren't described in other HERO products. The world is just not that different. However, some changes might be worth noting. Take the driving and piloting skills for instance. A GAC character, used to using a clutch and a choke when operating a car, would have no problem operating a modern car — while his modern superhero cohort might have difficulty starting and running a 1940 Studebaker. Many Golden Age pilots would have difficulty operating modern jets and helicopter while most modern character would be equally at a loss if confronted with a seaplane or autogyro.

The same is true for most knowledge and INT-based skills. A Golden Age character with security systems would have no problem dealing with electric and mechanical alarm systems, but when forced to disarm Foxbat's laser / electronic eye / computerized security system, would probably just shrug his shoulders and shoot the works with his .45 automatic pistol. Skills are simply adjusted to reflect the technology of the period.

PERKS

Only one perk out of the basic *Champions* game needs further mention: Money. If your GM uses the optional money system, then the 1940's value of the dollar should be taken into consideration. Incomes during the period were roughly ten percent of what they are now, and had roughly ten times the purchasing power. Thus the income levels become:

Destitute: Income of less than \$300 per year. You're so poor you can't afford the 5¢ for a streetcar fare, hamburger or a cup of coffee. This is a 10-pt. Character Disadvantage.

Poor: Income of less than \$1000 per year. At the 1940 minimum wage of 40¢ an hour you would make \$830 a year. You live just like the Waltons. There's never work for you. The kids all need new shoes. Somehow you'll manage to get by if the bank will just stay off your back. This is a 5-pt. Character Disadvantage.

"Middle" Class: Income of less than \$7,500 per year. The average wage in the 1940's was \$2,308 per year (\$44.39 per week). You're doing all right.

Well Off: Income of less than \$50,000 per year. You are probably a doctor or lawyer. In any case, you're doing a little better than most everybody else. This is a 5-pt. Perk.

Wealthy: Income of less than \$500,000 per year. You are probably a famous surgeon or partner in a law firm as well as being a member of the local "exclusive" country club. This Perk cost 10 points.

Filthy Rich: "Unlimited" income. Just like the Millionaire playboys in the comic books. You probably own a country estate, a penthouse apartment in Campaign City and a private yacht. This Perk costs you 15 Points.

TALENTS, POWERS & ADVANTAGES

There are no restrictions placed on talents or powers for Golden Age characters. As a matter of definition however, those powers which rely on gadgets should attempt to stay true to Golden Age notions of technology. After all, if your personal tech exceeds the period's overall technology by too much, hordes of "top men" and axis agents will be trying to confiscate it. This isn't a set rule, it's just a suggestion.

Character Disadvantages

Up to this point, most of the differences between constructing modern day and Golden Age heroes have been pointed out to be purely technological in nature. With Character Disadvantages we can really get around to showing the changes a society makes on a character.

One of those places is in dealing with women and minorities. However bad you might think it is for them now, it was much worse for them during the 1930s and 1940s. The whys and hows of the discrimination against them is described elsewhere in the book, but for now it should suffice to say that women were most often patronized and treated as second

class citizens, while racial and cultural minorities (Blacks, Jews, American Indians, etc...) were openly discriminated against. The best way of showing this on a character sheet is by having *Distinctive Features*.

Female characters should take Distinctive Features with concealability and reaction based on their own comeliness and personality, as well as any prejudices men might have.

Example: *American Beauty* has the looks and figure of a Hollywood starlet. She exudes her femininity to such a degree that it would be almost impossible for her to hide it (10 points for Concealable with Disguise Skill or major effort). She further takes +5 points for the fact that her always noticeable womanhood often interferes with her effectiveness as a super hero. This is defined as authority figures seeing her obvious physical charms and ignoring that she is a rocket scientist as well. She is often patronized as "the little lady" and treated as a "dumb blond." She did not take +10 points for "Extreme reaction" because she figures villains will also see her as "just a silly female" and occasionally underestimate her mental prowess. The total for her Distinctive Features comes to 15 points.

Characters that are of some racial or cultural minority will have an even worse time of it. In their dealings with the predominantly WASP culture, they will have to cope with bigotry, hatred and just plain ignorance. Again, Distinctive Features does a good job of representing the chauvinism that characters will have to face.

Example: *Unbeknownst* to his adoring public, Washington D.C.'s premier superhero, the Lone Eagle, is a black man. He wears a costume that completely hides his features (10 point Concealable Distinctive Features with +5 points for causing prejudicial reaction) because he feels that for now, he can be more effective as a superhero if he doesn't have to spend all of his time combating racist elements within his own government. In his secret ID, despite a straight A average in college, he has difficulty joining the Army Air Force as a pilot because some idiot General doesn't believe blacks have the quickness of wit and sufficient dexterity to fly an airplane.

Related to the preceding, some *Psychological Limitations* need some tweaking. Being a chauvinist or racist is not as big a limitation in a Golden Age culture where those traits are considered the norm. Still, neither can be completely discounted because both should be antithetical to being a hero. Then too, Superpatriotism was more common during the Golden Age; making that disadvantage worth 15 rather than 20 points. Lacking patriotism is more of a disadvantage — after all it was conscientious objectors who went to prison for not wanting to serve their country.

For the rest of the Character Disadvantages listed in the *Champions* book, there are no real differences between modern day and Golden Age characters. Maybe there were a few more flag-suited Superpatriots in the Golden Age, but they were well outnumbered by your run-of-the-mill masked adventurers whose character disads haven't changed in fifty years. Ultimately, it's not the specific Powers and Disads that make a Golden Age hero, it is how those Powers and Disads are defined within the context of the character that make a Golden Age hero.

CONCLUSION

So, now you should have enough information to start building that character. If you still feel a little unsure of just what it is you want to make, reread the material concerning the campaign premise, golden age comics, and living during the golden age. If you're unsure after that, get your hands on some of the material mentioned in the filmography / bibliography and watch or read it. Hopefully you too can make a Hero who'll do his country proud.

PACKAGE DEALS

The following package deals are included to assist the Players and GM in defining the characters they create. Because Golden Age Champions is an adventure oriented game, the emphasis here is on cops, robbers, spies and saboteurs. Sometimes (as in the case of the policeman) they are alternate versions of packages already presented in previous HERO products.

A player can also modify packages with GM approval. For instance, an ex-policeman character could still take the policeman package; only his reputation might be changed to "ex-cop turned bad" or "Private Eye who left the force." Likewise, the character might change his monitored from his old force in New York to the local squad in Campaign City.

POLICE

There are a few differences between the police of the 1930s and 1940s vs. those of today. Police powers were a little bit more in the favor of the law enforcers for one thing. Even without evidence, police could arrest anyone on the mere suspicion of committing a crime, and hold them for up to 24 hours before releasing them. Since there was no *Miranda* law pertaining to telling a criminal his rights, the police could try tricking or physically coercing a suspect into talking when he'd be better off keeping quiet.

And as with so many other things in this book, technology made the policeman's lot somewhat different too. There were a lot more officers doing foot patrol back then than there are today. They didn't have walkie-talkies and cellular phones either. When trouble reared its ugly head, the local beat cop had to run to a police call box to get back-up. The call box, a telephone usable only to police or those who could get past the lock, would connect directly to the nearest precinct house. In the heart of a city there would be a call box on almost every corner. Even police patrol cars (or prowl cars as they were sometimes called) usually had only radio receivers in them so that they could get messages. In 1940, if the officers weren't in that 1 out of 10 police cars with a two-way radio, then they had to drive to the nearest call box if they had to relay some important news.

Policemen were also referred to as patrolmen, flat foot, copper, cop, bull, John Law and gumshoe.

POLICEMAN	
Skills	Cost
FAM w/ Small Arms	2
FAM w/ Billyclub (Nightstick)	1
+1 OCV w/ Service Revolver OR Nightstick	2
+ 1" Running	2
KS: City Penal Code (Criminal Law) 11-	2
AK: Area of Foot or Car Patrol 11-	2
Neighborhood Dialect (Italian, Yiddish, etc.)	1
Perk: Local Police Powers	2
Choose three of the following:	9
(Bribery, Bureaucratics, Combat Driving, Concealment, Conversation, Criminology, Deduction, Persuasion, Shadowing, Streetwise)	
Disadvantages	
Reputation (i.e. good cop, rookie, bully, etc.)	-5
Distinctive Features (Cop)	-5
Monitored by Local Police Department, 11-	-10
Package Bonus	-3
Total Cost:	0

The Police Detective is an additional package to the Policeman package. A player wanting to have a Police Detective would first have to take the Policeman package to represent the character's previous experience on the force (Likewise for the FBI Agent who additionally modifies some skills and disadvantages to reflect his change in status from a local authority to a Federal authority). A Private Detective doesn't have to take a prerequisite package but, if he does, should make appropriate modifications so that skills and disadvantages are not duplicated.

Police detectives are also known as D, dick, gumshoe, etc.

POLICE DETECTIVE	
Skills	Cost
Prerequisite: Policeman Package	0
CK: Campaign City 11-	2
+1 w/ 2 Skills from Policeman Package	4
Chose two of the following:	6
(Bureaucratics, Concealment, Conversation, Criminology, Deduction, Forensics, Interrogation, Persuasion, Security Systems, Shadowing, Streetwise)	
Disadvantages	
Hunted: Ex-con you sent up the river, 11-	-10
Package Bonus	-2
Total Cost:	0

PRIVATE INVESTIGATOR	
Skills	Cost
Conversation	3
Deduction	3
Shadowing	3
KS: City Penal Code 11-	2
KS: Hoodlums and Low Life Scum	2
CK: Campaign City 11-	2
Perk: P.I. License	2
Choose two of the following: (Bribery, Bureaucratics, Combat Driving, Concealment, Criminology, Persuasion, Security Systems, Streetwise)	6
Disadvantages	
Hunted by ex-wife's lawyer or similar nuisance	-5
Distinctive Features (often mistaken for Cop)	-5
Monitored by Local Police Department, 11-	-10
Package Bonus	-3
Total Cost:	0

FEDERAL BUREAU OF INVESTIGATION

The Federal Bureau of Investigation of the U.S. Department of Justice had been the only national police agency in the U.S. since 1908 when it was called the Bureau of Investigation. Its original purpose was in investigating spies, saboteurs, and other anti-American rabble-rousers. After 1933, they were given police powers allowing them to carry and discharge firearms and the power to make arrests. The organization was headed by J. Edgar Hoover from May 10, 1924 to his death in 1972 (for more on Hoover see Biographies elsewhere in this book).

FBI agents are responsible for investigating and making arrests in cases involving bank robbery of national or Federal Reserve insured banks, extortion by means subject to interstate regulation, interstate fugitives from prosecution, interstate racketeering, interstate transportation of stolen goods, and kidnapping.

Before the U.S. entered the war, the 2,600+ agent agency was charged with breaking up Nazi espionage in the U.S. Effective vs. the Abwehr, their record was not as good against collaborationists who often had support from others in high places. By war's end, the FBI had nearly doubled in manpower. Most of their acclaimed successes were nothing but good public relations stories invented by Hoover.

FBI agents had a variety of nicknames, the most common of which were G-man and Fed.

FBI SPECIAL AGENT	
Skills	Cost
Prerequisite: Policeman Package (and a CLEAN record)	0
CK: Campaign City 11-	2
Federal Police Powers (cost 1 added point: lose Local Police Powers)	1
Disadvantages	
Reputation (Straight Arrow, Mr. Clean, Unbriable.)	-0
Distinctive Features ("Fed" instead of "Cop")	-0
Monitored by FBI (instead of Local Police Department), 11-	-0
Package Bonus	-3
Total Cost:	0

MASTERMINDS

Comic book heroes of the 40s suffered from a constant plague of mad scientists, gimmicky gadgeteers, and insufferable theme villains. When they are written up as Champions villains an interesting similarity becomes apparent. Most of these guys seemed to have a nearly endless supply of henchmen, a different new and improved super-vehicle every adventure, an even better and more wonderful gadget that is sure to beat the heroes this time, and all this stuff would be stock-piled in a new secret base which replaces the one destroyed in a previous hero encounter. Oh, and one other thing. For all their comic opera machinations and world dominating schemes, these guys were almost always nothing more than talented human normals.

Because it is just too darn useful for this package, I've included the Mastermind option from *CHAMPIONS II*, First Edition:

MASTERMIND

"The Villain pays 50 points (not subject to Multipower, Elemental Control or any Limitation whatever) and gets an amount equivalent to his Powers Points to build a base. A Villain built on 300 points with 50 points spent on the Mastermind option, would get 300 points to build bases. Every Experience Point he gets gives him another point for his base."

Sorry, this option is only available for Masterminds.

MASTERMINDS	
Skills	Cost
Mastermind Option	50
CK: Where to find thugs for hire, 11-	2
CK: Empty warehouses, abandoned factories, old pirate caves, old half-sunken ships, etc., (for use as new secret base) within Campaign City, 11-	2
Perk: 2 Underworld Contacts 11-	4
T-FAM w/ Airships, Ships, Subs, Subway Trains	4
+1 OCV w/ Personal Weapon Of Choice	2
Choose three of the following: (Combat Driving, Concealment, Demolitions, Electronics, Inventor, Lockpicking, Mechanics, Security Systems, Streetwise, System Operations, Weaponsmith)	9
Disadvantages	
1d6 Unluck	-5
Psych Limitation: Control Freak	-15
Package Bonus	-3
Total Cost:	50

HENCHMEN

In a modern campaign, costumed super-agents such as those found in VIPER are the primary cannon-fodder of super villainy. Not so in GAC. In the 1930s and 40s the villainous criminal masterminds were themselves often nothing more than highly trained normals. This left them relying on other talented normals to do their dirty work. Thus the thug, also known as henchman, tough, gangster, goon, hood, hoodlum, mobster, etc.

HENCHMEN	
Skills	Cost
KS: City Penal Code (as applies to them) 11-	2
KS: Cops / Heroes and Their Reputations, 11-	2
CK: Campaign City OR The Neighborhood, 11-	2
Perk: 2 Underworld Contacts 11-	4
FAM w/ Small Arms	2
+1 OCV w/ Personal Weapon Of Choice	2
Choose three of the following: (Bribery, Combat Driving, Concealment, Demolitions, Forgery, Gambling, Lockpicking, Security Systems, Stealth, Streetwise)	9
Disadvantages	
Psych Limitation: Superstitious, Cowardly Lot	-5
Distinctive Features (Criminal Type)	-5
Watched by Local Police Department, 11-	-10
Package Bonus	-3
Total Cost:	0

A GUN BY ANY OTHER NAME:

Handgun	Sub Machine Gun
Piece	Chopper
Heater	Chicago Piano
Rod	Gat
Roscoe	Tommy Gun

THE FIFTH COLUMNIST

This Fifth Columnist package doesn't represent the common America Firster, German-American Bundist or mere Isolationist. Although sympathizers and "fellow travelers", those guys were amateurs. The Fifth Columnist package presented below is for the professional Spy, Arsonist and Saboteur dedicated to crippling America's war effort. This would most likely be a German agent, however it could also represent a member of the Irish Republican Army (the IRA declared war against Britain on July 21, 1940), the White Russians or anyone else who had a common enemy with the Nazis. Between 1937 and the war's end, 100 Axis agents were convicted of espionage and received sentences of as little as a \$50 fine to as severe as the death penalty.

FIFTH COLUMNIST	
Skills	Cost
CK: Campaign City 11-	2
Perk: 2 Fascist Underworld Contacts 11-, 8-	3
FAM w/ Small Arms	2
+1 OCV w/ Personal Weapon Of Choice	2
Choose three of the following: (Bribery, Combat Driving, Concealment, Demolitions, Disguise, Forgery, Gambling, Lockpicking, Security Systems, Stealth, Streetwise)	9
Disadvantages	
1d6 Unluck	-5
Monitored by Own Agency, 11-	-10
Package Bonus	-3
Total Cost:	0

CIVIL DEFENSE VOLUNTEER

The defense of America's homefront was not only in the hands of the military. Under the "leadership" of the National Chairman of the Office of Civilian Defense, Mayor Fiorello LaGuardia of New York, over 12 million eventually signed up as civilian volunteers. The OCD volunteers were made up mostly of women and older or 4F men ready to do their part in protecting America from the Axis menace.

CIVIL DEFENSE VOLUNTEER

Skills	Cost
CK: Campaign City 12-	3
Choose one of the following CD Service KS and Related Skills that follow it:	8
KS: Rescue Service	
Climbing or Sailing	
Concealment	
KS: Driver Corps	
Combat Driving	
+3 to CK: Campaign City	
KS: Bomb Squad	
Demolitions 11-	
Weaponsmith: bombs 11-	
KS: Demolitions / Clearance Crew	
Trans Fam: Construction Vehicles	
Demolitions 11-	
FAM w/ Mechanics	
KS: Road Repair Crew	
Trans Fam: Construction Vehicles	
KS: Road and Bridge Building Techniques	
FAM w/ Demolitions and FAM w/ Mechanics	
KS: Nurses Aides Corps	
Bureaucrats	
KS: Nursing and FAM w/ Paramedics	
KS: Deliverers	
Combat Driving: Motorcycles	
+3 to CK: Campaign City	
KS: Air Raid Warden	
CK: Area of Foot Patrol 11-	
Perk: "Limited" Police Powers (Put out that light!)	
KS: Ground Observer Corp (Spotters)	
KS: Aircraft Identification	
OAF: Binoculars (+3 with Sight Perception)	
KS: Auxiliary Police	
Perk: "Limited" Police Powers	
FAM w/ Billyclub / Nightstick	
KS: City Penal Code 11-	
CK: Area of Foot Patrol 11-	
KS: Medical Corps	
Perk: Licensed Doctor or Nurse	
PS: Medicine	
Paramedics	
KS: Auxiliary Fireman	
PS: Fireman, +1	
+3 to CK: Campaign City	
KS: Emergency Food and Shelter	
Bureaucrats	
+3 to CK: Campaign City	
KS: Civil Air Patrol	
FAM w/ Single Engine Aircraft Pilot	
AK: State / Ocean Front, +1	
KS: Aircraft/Ship Identification	
Disadvantages	
Monitored by Civil Defense Authorities, 11-	-10
Package Bonus	-1
Total Cost:	0

WWII, THE DRAFT AND YOU

"Greetings. You are hereby instructed to report for induction into the armed forces of the United States..."

Given the all-encompassing effects of the war on the American populous, it is unlikely that superhumans could avoid all contact with military service. Even female characters, though automatically exempt from the draft, could join up voluntarily or could be touched by the effects of the draft when their male DNPCs receive the call-up.

Before the U.S.'s entrance in WWII, her armed forces numbered only about five hundred thousand men out of a total population of just over 200 million men, women, and children. By the end of the war, five years later, over 16 million citizens had served in uniform, with a peak strength of over 12 million. Of these, 38.8% were volunteers and the rest were draftees.

THE DRAFT

As war with the Axis powers became ever more likely, America established its first peace-time draft. Beginning on October 16, 1940, all males between the ages of 21 and 35 were required to register with the Selective Service for possible military conscription. The actual selection of draftees started two weeks later. Later, fearing a potential military manpower shortage, registration was extended to include those aged 20 to 44 on Feb. 16, 1942, and 45 to 63 on Apr. 27, 1943 (in practice however, no one over the age of 36 was called up to serve except on those occasions where an especially valuable ex-serviceman was reactivated.)

The selection process itself was fairly simple. Each registrant for the draft was assigned a draft number based on his date of birth. Capsules with this and all the other registrants' numbers were placed in a fishbowl or other container. On a regular basis, a series of numbers would then be drawn to fill military manpower needs. After the number was drawn, the registrant received a registered letter telling him to report to the local induction center by a specific date (a couple weeks later). The draftee would then be given some minimal written, oral, and physical tests to determine his mental and physical fitness for military service. If not already assigned one, he would also be given a draft classification which would tell him if he was going home or into the army.

To simulate all this in a superhero game, there are two options. The GM can not deal with it at all. Simply decide between GM and players whether or not the characters will ever be involved with the military. Or the GM can point out before the campaign starts that he intends to try to simulate the apparent randomness of fate by using the optional rules as devised below.

THE DRAFT ROLL

Characters who are not immune to the draft must make a "draft" roll at the beginning of each game month to determine whether or not they have been called up. In the first month that a character is eligible for the draft, he must roll a three on 3D6 to be drafted. One is added to the roll for every month that passes since the character first became eligible. The roll is further modified by the characters Draft Classification as listed in the chart below. As a GM is presumed to be using

these optional rules with the goal of his characters eventually being drafted, the modifiers will not keep characters out of the draft forever. If a character is eligible, then using these rules will make his being drafted inevitable.

DRAFT CLASSIFICATION MODIFIERS

Modifier	Classification
0	1A Fit for general military service
-1	1B Fit for limited military service
na	1C Member of the armed forces
-3	1D Student, fit for general military service
-4	1E Student, fit for limited military service
na	2A Deferred for critical civilian occupation
-5	3A Deferred due to dependents
-5	4A Already served in the armed forces
na	4B Deferred by law
0	4C Alien
0	4D Minister
na	4E Conscientious objector
na	4F Physically, mentally, or morally unfit for service

DRAFT CLASSIFICATIONS

1A Fit for General Military Service: Every male character will be assigned this classification by default unless he chooses another and has the required disadvantages. Short of enlisting (volunteering) this is the quickest route into the military in WWII.

1B Fit for Limited Military Service: A character in this category must have at least one infrequent, slightly limiting physical limitation (5 points) which, although not enough to keep him out of the army and being sent to the front lines, might prevent him from being on a combat rifle team.

1C Member of the Armed Forces: This guy is already in the armed services and should purchase the appropriate military package deals for his rank (listed later in this section). It should be noted that many volunteered for service in the Navy, Marines and Army Air Force to avoid being drafted into the Army with all its reputed marching.

1D Student, Fit for General Military Service: Until Jan. 1, 1943, students attending accredited institutions were exempted from the draft. After that time, they often were still not called up if other men were available. In the event that a student left school for any reason (dropping out, failing, expulsion or graduation) he was immediately reclassified 1A. A character with this classification should also take the 5 point "watched" disadvantage from his school or college.

1E Student, Fit for Limited Military Service: A character in this category should have the same disads as both classification 1D and 1B.

2A Deferred for Critical Civilian Occupation: This fellow's work is so important that he can't be wasted on soldiering, and so, he is exempt from the draft. Those exempted were generally scientists, engineers, captains of industry and highly trained public services personnel such as police and firemen (New York's police weren't exempt thanks to an order from Mayor LaGuardia). This is an ideal classification for characters who are super-scientists in their secret IDs. The only real limitation that applies is for the character to be watched by the government and to keep his job (lest he be reclassified 1A). Another option is for a public ID superhero to be given this classification because of his importance to domestic crime fighting.

3A Deferred Due to Dependents: Characters with this draft classification have at least one DNPC child (incompetent, 8 or less). After the U.S. entered WWII, many couples rushed to have children under the misconception that the husband would then not be drafted. Rather, those with dependents were placed on a delay list, inducting all other eligible bachelors before resorting to drafting fathers. Practically speaking, only those who had five or more dependents and were clearly the last breadwinner in the family actually received a deferment because of this situation.

4A Already Served in the Armed Forces: Those with this classification have already served in the military and are for the most part immune to the draft. Veterans enlisted prior to 1902 served in the Spanish American War and should take the 60+ Age limitation and are exempt from the draft. Those enlisted between 1903 to 1916 or in WWI (1917-1919) are likewise exempt from the draft and should take the 40+ Age limitation. Only those who recently left the service are likely to be reactivated. Any veteran can justify purchasing the appropriate military package deals.



- 4B Deferred by Law:** This is the same as 2A except that the character is immune from the draft because he works directly for the government. Jobs that would normally fall into this category would include judges, elected officials, draft officials and numerous high level government appointments. Public ID superheroes (such as those who join the Government Office of Super Heroes) could also fit in this classification although the character would have to take monitored by the U.S. government and subject to orders limitations. Such a hero would, upon leaving the group, lose government sanctions and would thus be reclassified 1A.
- 4C Alien:** Due to the perverse nature of the selective service in the 1930s and 1940s, foreigners living in the U.S. could not enlist into the U.S. military, but they could be drafted. Alien nationals should consider taking distinctive looks, unfamiliar with American culture and watched by the FBI disads. Enemy aliens would obviously not be drafted but detained or sent home.
- 4D Minister:** Being a minister does not exempt one from the draft. It merely channels a character into the chaplain corps. Those who are 4D should have been full-time ministers or priests as well as having some appropriate 20 point psychological limitations (code of non-violence, self-sacrificing, etc.)
- 4E Conscientious Objector:** Although all conscientious objectors received the 4E classification, they could still be sub-divided into three basic sub-categories. The first category (about 25,000) were those that merely refused to kill or bear arms. They were quite willing to serve as chaplains, medics and other non-weapon bearing members of the Armed Services. A Character will fulfill this requirement by taking a 20 point code vs. killing. The second category (about 12,000) were those who refused to have anything to do with the military but were still willing to provide some services to the civilian community. They served primarily in civilian public service camps doing physical labor and generally misusing any talents the men actually had. Some even volunteered to serve as human guinea pigs for medical research (a potential superhero/villain origin). A character will need 30 points of disads such as being unwilling to harm others, or assist in the harming of others, determined to only use passive resistance, and especially, being watched by the government on a 11 or less. The third category of CO consisted of only 6,000 men who would have absolutely nothing to do with the war or a society that fought them. Men of this caliber served prison terms for their unwillingness to fight (making them highly unlikely to be either superheroes or supervillains...especially as those convicted were given up to 5 year sentences). Of the 18 million or so who were called up, only 42,973 were conscientious objectors (less than 1%).
- 4F Physically, Mentally, or Morally Unfit for Service:** A character with this classification is totally ineligible for military service. To receive this classification, a charac-

ter should have a physical limitation of at least 10 points, or a 20 point common, irrational psychological limitation or a reputation so despicable (20 points) that the military would want nothing to do with the character. Just a few examples of such disabilities would include a perforated eardrum (loss of hearing on one side, -3 to sound per rolls), defective or impaired vision (-3 to sight per rolls), overage (60 years+ age characteristic maxima), underweight (STR, CON, and BODY below 10 and character weighs less than 105 lbs.), bum knees (-3" running), being mentally handicapped or certifiably insane (INT or EGO less than 3, or a really nasty psych disad) or being homosexual. Of nearly 18 million men examined for induction during WWII, over 35% were rejected as physically, mentally, or morally unfit for duty. The most common reasons were, in order: poor eyesight (not correctable with glasses), heart and circulatory diseases, physical deformities, digestive tract diseases, mental or nervous disorders and previous debilitating injuries (such as the bad back suffered by John Wayne). They even kept you out if you were under five feet tall, were missing over half your teeth or were just generally in poor health.

A word of caution to those who think being 4F was a great deal: Popular public opinion was often against those who looked healthy but somehow managed a 4F classification. As everyone knew someone in the military, the fact that you seemed to be healthy but were not in uniform was often taken as a sign of shirking your duty or even of being cowardly. This could lead to a women's scorn and servicemen's contempt, and they in turn could put you in the center of a brawl.

Draft Roll Example: *Warhorse's Secret ID served in WWI at the ripe old age of 19. In 1940, when the draft starts, he is 40 years old and ineligible for the draft because of his age. When February 16th of 1942 rolls around, the draft extends to 44 year olds (Warhorse is now 42) and he is once again faced with the possibility of being drafted. His likelihood of actually being drafted however is rather slim as his classification is 4A (already served in armed forces) giving him a minus 5 to his draft roll. Since the initial draft roll is 3 on 3d6, his -5 will keep him safe for at least 5 months. By Christmas 1942, he will have to roll less than 7 to be drafted, and by Halloween of 1943 only rolling an 18 will keep him out of the draft.*

MILITARY PACKAGE DEALS

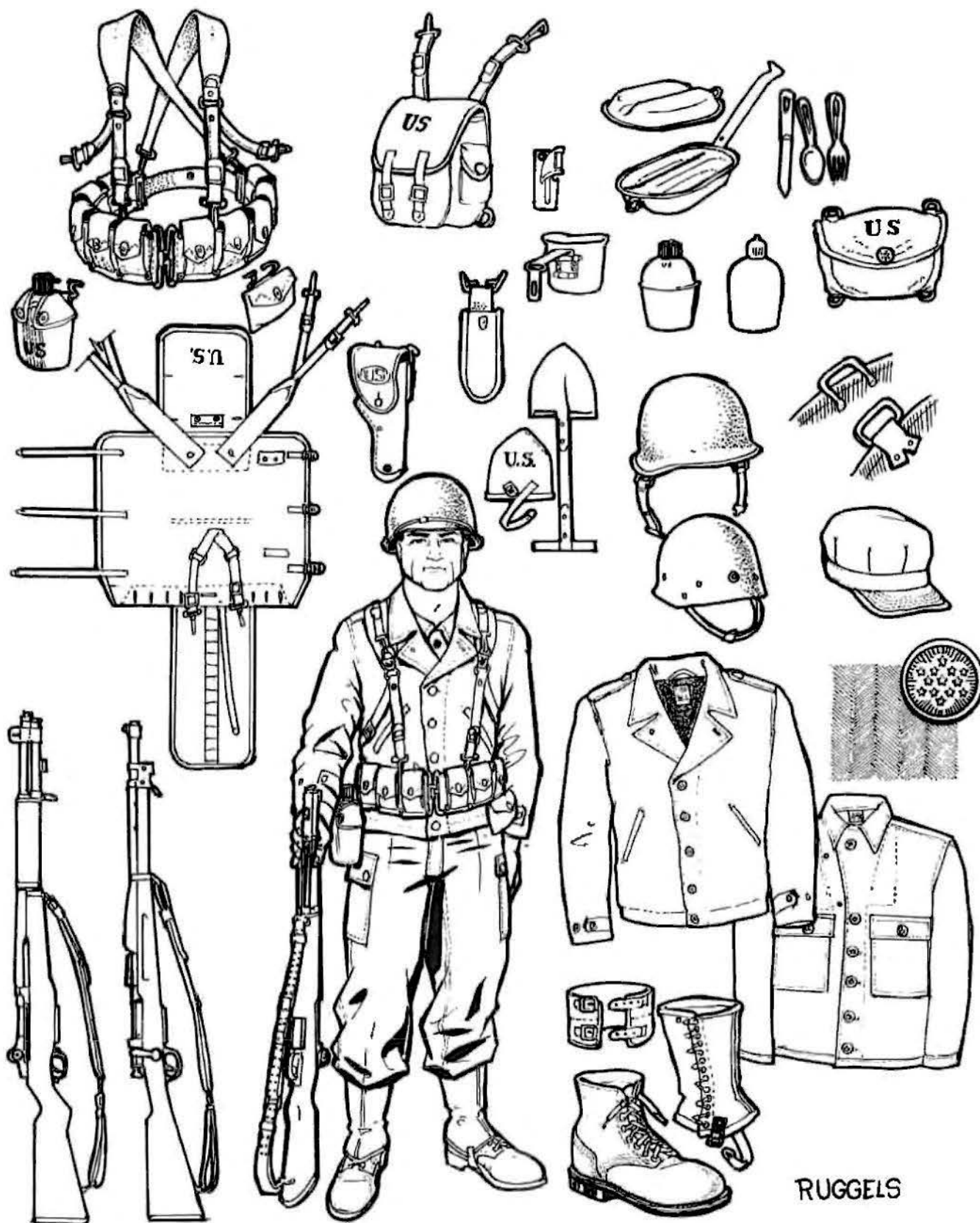
Following are the military package deals. Since a player whose character is subject to the draft is given no choice in the matter (in theory), the enlisted man package costs nothing except for those disadvantages inherent to the package. The non-commissioned officer, warrant officer and commissioned officer packages cost 4, 6 and 8 points respectively (over and above the disadvantages that come with those packages) and the cost for additional rank is listed below. Since all military personnel go through Basic Training, the enlisted man package is a prerequisite for all other military packages.

ENLISTED MAN (E1 TO E2)	
Skills	Cost
Basic Training / Boot Camp Familiarities:	
KS: Own Branch of Armed Forces	2
FAM w/ Own Services' Weapons	2
KS w/ "The Enemy"	1
Rank: E1, Private or Apprentice Seaman	0
Advanced Training:	
1 Level w/ Ranged or Hand-to-Hand Combat	5
1 Level w/ Specific Weapon Group, Melee Weapon, or Martial Art	3
One Military Occupation Skill (Professional Skill)	3
AK: Home Base/Port or the Front, 11-	2
Rank: E2, Private First Class or Seaman 2nd Class	0
<i>Average Base Pay: \$71.33 per month</i>	
Disadvantages	
Distinctive Features (military hair-cut and uniform)	5
Monitored by service branch (subject to orders), 11-	10
Package Bonus	3
Total Cost:	0

NON-COMMISSIONED OFFICER (E3 TO E9)	
Skills	Cost
Prerequisite: Enlisted Man Package	
+1 w/ Military Occupation Skill (MOS)	2
1 Level w/ Ranged or Hand-to-Hand Combat	5
1 Level w/ Specific Weapon Group, Melee Weapon, or Martial Art	3
Choose three of the following:	9
Bureaucratics, Gambling, Interrogation, Intimidation [as additional points of presence], Oratory [colorful language], Persuasion, Streetwise, Survival, Sys. Ops., or Tactics	
Rank: E3, Corporal or E4, Seaman 1st Class	3
Disadvantages	
Code of Conduct: Subject to orders, yet responsible for those under his command (Very common, Moderate)	15
Package Bonus	3
Total Cost:	4

WARRANT OFFICER (WO1 TO WO 4)	
Skills	Cost
Prerequisite: Enlisted Man Package	
Choose one of the following : (Jack of all Trades, Linguist, Scientist, Scholar, Mechanic, Engineer, Pilot or Traveler) to tie into your MOS	3
8 points worth of Combat Skill Levels.	8
Choose three of the following	9:
Bureaucratics, Gambling, Interrogation, Intimidation [i.e. additional points of presence], Oratory [colorful language], Persuasion, Streetwise, Survival, Systems Operation, or Tactics	
Rank: WO, Warrant Officer or Flight Officer	4
Disadvantages	
Code of Conduct: Subject to orders, yet responsible for those under his command (Very common, Moderate)	15
Package Bonus	3
Total Cost:	6

COMMISSIONED OFFICER (O1 TO O11)	
Skills	Cost
Prerequisite: Enlisted Man Package	
College Degree or Equivalent experience (9 points of Professional /MOS skills)	9
Bureaucratics	3
3 additional Skills from the following list:	0
Intimidation [i.e. additional points of presence], Oratory, Persuasion, Streetwise, Tactics, or even more points of Bureaucratics	
Rank: O1; 2nd Lieutenant or Ensign	5
<i>Average Base Pay: \$203.50 per month.</i>	
Disadvantages	
Code of Conduct: Subject to orders, yet responsible for those under his command (Very common, Moderate)	15
Package Bonus	3
Total Cost:	8



MILITARY RANK

When a character enters the military during the course of the game, he starts out at the very bottom: Buck Private. Even if he has a college degree and is destined to become an officer, he must start out as a raw recruit. After basic training, the character then has the lowest rank in his strata: E2 for enlisted or O1 for officer.

Military rank in GAC is treated as a perk (subject to GM approval), and as such, can be purchased with points during character creation or by spending experience points acquired during the course of a campaign (providing the character has already purchased the prerequisite enlisted, non-com or officer package). Noncommissioned rank costs 3 points per level beyond E2, warrant officer ranks cost 4 points per level above WO1, and officer rank costs 5 points per level beyond O1. Remember, these costs are in addition to the package deals purchased and once spent, those points are gone for good.

Example: *Sergeant Schroeder has attained the rank of Sergeant Major, having spent 21 Experience points on rank and 4 for the Non-commissioned Officer Package since the campaign began. After a particularly long and successful adventure, the GM decides he should receive his experience points in the form of a battle-field promotion (+4 points to change his Non-commissioned Officer Package into a Commissioned Officer Package). Despite his protestations that all officers are pampered college boys, Schroeder accepts the GM's offer and becomes a 2nd lieutenant. Two adventures later however, Schroeder loses his temper and stuffs a superior officer into a duffel-bag and hoists him up a flagpole during an enemy air-raid. Although the GM awards him 3 points for creative role-playing, he also determines that the Marines break Schroeder back down to the rank of E2 for his outrageous actions. It will be another 21 experience points before Schroeder can regain his former rank of Sergeant Major. Note: Experience points spent on rank would normally be lost in the above example. However, if the GM isn't a total jerk, he might allow Sgt. Schroeder to respond the otherwise lost experience on, say, buying off that 20 point psych limit, "loses temper when dealing with twit-headed officers."*

On the face of this, military rank may seem prohibitively expensive. On the other hand, consider that a general make 10 times the money and can command an entire army as opposed to a corporal who is hard up for cash and can only push around some privates directly beneath him. You pay for what you get.

"Ah," you say, "but why should I waste a bunch of points on rank when it doesn't have any bearing on combat?" For the same reasons you take a rivalry with another player character...it can be fun.

Example: *Kid Koala, the youngest member of GOSH, has been pushed around ever since he joined. Corporal Punishment orders him to do all sorts of demeaning things. Suddenly, after an extensive adventure in which he saved the life of President of the U.S., the GM awards him five experience points. Spending these five points plus three points he had saved from a previous adventure, Kid Koala becomes Lieutenant Koala and determines to make Corporal Punishment rue the day he was born.*

MILITARY OCCUPATION SKILLS

As nearly 40% of the enlisted personnel had rear echelon assignments (administrative, technical, support or manual labor), it would not be unusual for PCs to pick up something other than combat skills after a stint in the military.

Military Occupation Skills allow a character to have some expertise and presumably some ability in a particular military profession (remember, the Armed Forces are more than an adventure...they're a job). MOS skills are really nothing but military interpretations of the standard three point skills available in your handy, dandy copy of Champions.

Example: *Acrobatics, Breakfall or Survival for paratroopers; Acting, Oratory or Persuasion as a substitute for leadership in NCOs and officers; Animal Handler for members of the K-9 War Dog corps; Bribery or Bureaucratics for company supply clerks; Bugging, Conversation, Cryptography, Interrogation and Languages for intelligence specialists, Climbing for mountain troopers, Combat Driving or various Transport Familiarities for armor and vehicle drivers; Combat piloting for fighter-plane and bomber pilots, Combat Skill Levels, Range Skill Levels and Weapons Familiarity for any combat positions; Concealment and Demolitions for commandos; Contortionist or Security Systems for a P.O.W. escape artist; Criminology and Deduction for Military Police or Shore Patrol; Disguise, Forgery, Lipreading, Lockpicking, Mimicry, Shadowing, Sleight of Hand, Seduction and even Ventriloquism for an OSS undercover agent; Electronics, Inventor, Sciences, and System Operation for radio, radar and sonar operators; Familiarity and Knowledge Skills for just about anything; Forensic Medicine and Paramedic for doctors, nurses and medical corpsmen; gambling, Streetwise, and trading for garrison troops (a.k.a. "Garritroopers"); High Society for silver-spooned officers; Martial Arts (Judo and Dirty Infighting) for any combat troops; Mechanics for vehicle and armor mechanics; Navigation for sailors or airmen (or as "Orienteering" for Army Rangers); Professional Skills for the non-combat soldiers; Riding for old cavalry war-horses, Stealth and Tracking for scouts and rangers; and finally Weaponsmith for armorers.*

The above example uses almost every skill from the list in the basic Champions rule book. Some, like Seduction and Ventriloquism, might require a leap of imagination to consider as MOS skills; however they are included to make a point. There is more variety in the military than meets the eye.

GETTING OUT IN ONE PIECE

The average GI Joe was in the military for about 2 and years. In all likelihood, he would survive the ordeal (about 1% didn't make it, and around 2% were non-mortally wounded). And if he survived, then he received one of the following discharges:

The Honorable Discharge

This is what most characters would receive during their mustering out. This indicates a clean military record.

The General Discharge

This might be given to the character with a slightly blemished record. Maybe the character had trouble following orders or started one too many bar-room brawls. Should a



The Serviceman's Readjustment Act

A.k.a. the GI Bill, a.k.a. the GI Bill of Rights. In gratitude for their service, discharged veterans were rewarded by the passage of this bill which provided Housing, Unemployment, and Education benefits to those who qualified. At a time when there was no such thing as unemployment benefits, vets could receive \$20 per week for up to 52 weeks (those who took advantage of this benefit were known as the "52-20 Club"). The government guaranteed the bank loans of vets trying to buy homes. And the biggest benefit (the subsidized college education) resulted in a postwar America where about 50% of the college students were vets. This doesn't apply to characters until after the bill goes into effect on 6/22/1944. Furthermore, the privileges granted by the bill apply to any serviceperson who served over 90 days and received any discharge other than the Dishonorable Discharge.

RUNNING HOMEFRONT HEROES IN THE MILITARY

Generally speaking, if you're running a GAC campaign, it's going to be set in Homefront America. That being the case, it is further likely that you won't make a suddenly drafted player character join the 73% of servicemen and women who served overseas (unless you *really* want to get that character out of your hair for a year or two). And even if a character is stationed at the local military base, there are going to be other problems. The military has its own laws and court system, and a character can't just come and go as he pleases anymore without getting into some hot water. Even tardiness might result in the powers that be taking punitive action. So, just what excuses can you use to keep drafted characters in the Homefront hero group?

Well, one way is if the character has someone who outranks him, knows his secret ID and is willing to cover for him. This could be done at any level from sergeant up to camp commander. Another possibility is if the character has some primarily unsupervised duty that regularly takes him off base, such as Public Relations Officer, Supply Officer or

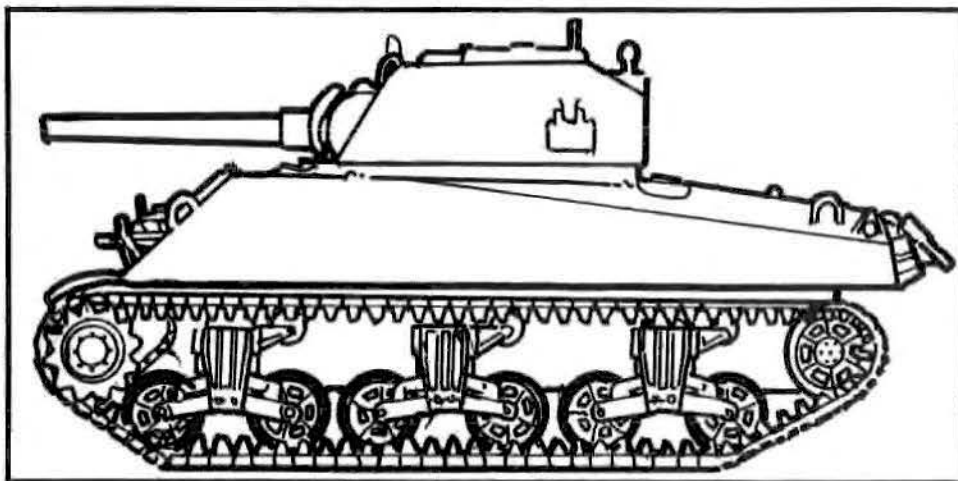
player choose to create an ex-vet turned superhero, he could take General Discharge as a 5 point (8 or less) negative reputation.

The Medical Discharge

Ouch. This character was physically or mentally injured to such an extent that further service would not be beneficial to the government. A common injury was to the foot or ankle, making marching rather difficult. Supposedly, during the D-Day offensive, it was not unusual to see men's feet sticking up out of their foxholes — the men hoping for that million dollar injury. A Medical Discharge can be taken as a 20 point physical limitation or, if the player can justify it, a 20 point psychological limitation ("Section 8," or shell-shocked).

The Dishonorable Discharge

This is given to a soldier who commits the military equivalent of a major felony crime. More suited to ex-vets turned supervillain, it can be taken by heroic ex-vets who were framed. A character should take a Dishonorable Discharge as a 20 point (14 or less) negative reputation.



MILITARY TABLE OF RANK AND COMMAND

(Enlisted: E1 — E9, Warrant Officer: WO1 — WO4, Officer : O1 — O11)

	ARMY	MARINES	NAVY	COMMAND SIZE	MNTHLY PAY
E1	Private	Private	Apprentice Seaman		\$52.50
E2	Private 1st Class	Private 1st Class	Seaman 2nd Class		\$52.50
E3	Lance Corporal	Lance Corporal		Fire Team: 3 to 4 men	
E4	Corporal (Tech 5th Grade)	Corporal	Seaman 1st Class		\$69.30
E5	Sergeant (Tech 4th Grade)	Sergeant	Petty Officer 3rd Class	Squad: 2 to 3 fire teams (8 to 13 men)	\$81.90
E6	Staff Sergeant (Tech 3rd Grade)	Staff Sergeant	Petty Officer 2nd Class		\$100.80
E7	Technical Sergeant	Gunnery Sergeant	Petty Officer 1st Class		\$119.70
E8	1st Sergeant	Gunnery Sergeant or Master Sergeant			
E9	Master Sergeant	Sergeant Major or Master Gunnery Sergeant	Chief Petty Officer		\$144.90
WO1	Warrant Officer	Warrant Officer or Flight Officer	Warrant Officer	Generally not applicable	apprx. \$150.00
WO2	Chief Warrant Officer	Chief Warrant Officer	Chief Warrant Officer	Generally not applicable	apprx. \$150.00
WO3	Chief Warrant Officer	Chief Warrant Officer	Chief Warrant Officer	Generally not applicable	apprx. \$150.00
WO4	Chief Warrant Officer	Chief Warrant Officer	Chief Warrant Officer	Generally not applicable	apprx. \$150.00
O1	2nd Lieutenant	2nd Lieutenant	Ensign	Platoon: 2+ squads	\$157.50
O2	1st Lieutenant	1st Lieutenant	Lieutenant JG (Junior Grade)		\$175.00
O3	Captain	Captain	Lieutenant	Company: 2+ platoons	\$210.00
O4	Major	Major	Lieutenant Commander		\$287.50
O5	Lieutenant Colonel	Lieutenant Colonel	Commander	Battalion: 2+ companies	\$335.42
O6	Colonel	Colonel	Captain	Regiment: 2+ battalions	\$383.33
O7	Brigadier General	Brigadier General		Brigade: 2+ regiments	\$500.00
O8	Major General	Major General	Rear Admiral	Division: 2+ brigades	\$666.67
O9	Lieutenant General	Lieutenant General	Vice Admiral	Corps: 2+ divisions	\$666.67
10	General	General	Admiral	Army: 2+ corps	\$666.67
11	General of the Army		Fleet Admiral		\$666.67

(Pay figures based on figures in *World War II: America at War, 1941-1945* by Norman Polmar and Thomas B. Allen)

Army Recruiter. Perhaps best of all is if the character coincidentally becomes Military Liaison to the local superhero group. In any case, scheduling difficulties should only be an occasional plot device and not interfere too greatly with game play.

OFFICE OF STRATEGIC SERVICES

OK, so you want to make a character that has more of a secret agent than regular military background. That's not a problem if the character is a foreign national. Most major players in the world stage had spy agencies prior to WWII. All except one, that is. The United States of America.

As the U.S. approached its entrance into WWII, it didn't have a foreign intelligence agency. The FBI didn't count, they only operated within the U.S. and (of all places) Latin America. And whatever other intelligence operations we had had been all but shut down after WWI (The War to End All Wars). So, practically speaking, if you want your character to join a real US spy agency, you will have to wait for the formation of the OSS.

ORGANIZATION HISTORY OF THE OSS

President Roosevelt remedied that situation on July 11, 1941 by appointing newly promoted General William J. "Wild Bill" Donovan as Director of the equally newly established Office of the Coordinator of Information (COI.) A year later, on June 13th 1942, the COI was redesignated the Office of Strategic Services (OSS.) Their mission was simple — gather information to be analyzed for use in preparing clandestine operations.

In its short history, the OSS put together a rather impressive record. Cooperating with the British S.O.E. (Special Operations Executive,) they dropped agents into occupied Europe. By D-Day, the OSS had placed over 1400 agents in occupied Europe, and by war's end had infiltrated almost 200 agents into Nazi Germany. The information gained by these agents helped Allied planners win the war.

The OSS was disbanded on September 20th, 1945 because President Truman saw no need for an American "Gestapo." Cold War tensions changed his mind and Truman established the Central Intelligence Agency (CIA) on July 26, 1947.

ORGANIZATIONAL STRUCTURE

The OSS was divided into five major branches. The branches included:

MO: Morale Operations spread propaganda to weaken enemy morale.

SI: Secret intelligence did the spy work, gathered information to conduct other operations.

SO: Secret Operations (or Special Operations) conducted sabotage and aid to resistance groups in occupied countries. Under their auspices would be OG: Operational Groups conducting harassment behind enemy lines as guerrillas and MV: Maritime Units dealing with naval sabotage.

RA: Research and Analysis analyzed information gained from SI.

X2: Counter-intelligence kept axis spies from infiltrating the OSS.

Almost all of the members of the OSS were either already in the military, awarded military commissions upon volunteering, or were "ex" military men placed on "inactive" duty to serve in the OSS. Of course they also had a goodly number of civilian agents, as well. The organization became a haven for all sorts of misfits and earned the nickname "Oh So Secret" and as it became more prestigious to join, "Oh So Social." Since (at least on paper) it was still part of the military, there was also some ruffling of feathers among the military set caused by its independence and apparent obliviousness to rank and proper channels.

OSS AGENT (SECRET OPERATION BRANCH)	
Skills	Cost
Prerequisite: Enlisted Man Package	0
+1 OCV w/ Service Weapon	2
Native Language of Locals (Accentless)	5
AK: Location of Assignment 11-	2
KS: Local Resistance Fighters 11-	2
Survival Skill (Area of Drop)	3
Choose three of the following: (Combat Driving, Concealment, Conversation, Demolitions, Lockpicking, Persuasion, Security Systems, Shadowing, Stealth, Streetwise)	9
Disadvantages	
Reputation: U.S. Government Secret Agent, 8-	-5
Monitored by the Office of Strategic Services, 11-	-10
Package Bonus	-3
Total Cost:	0

WEAPONS AND TACTICS

Nominally being attached to the Army, the OSS used all the standard equipment used by the regular Armed Forces. Of course, being spy guys, this meant a tendency towards guns with silencers, concealable knives, and other special forces goodies. The following are a sampling of a few of the real items and deadly toys developed by the OSS RD

(Research and Development) branch and Division 19 of the NDRC (National Defense Research Committee) for spying, sabotage, and general hooliganism behind enemy lines. Note that the bad guy super spies would probably be using similar things on America's home front.

OSS Spy Gadgets:

Bushmaster: This is a time delayed gadget that simulates gunfire. It is used for diversions or causing panic in crowds.

Caltrap: Or Caltrap, or Tire Spike. Small four-spiked ball which when spread liberally about on roads and airstrips always presents one upward-thrusting spike for puncturing car and airplane tires. Quite useful in causing "accidents," capturing people in cars, and aiding in an automotive escape.

Drugs: Aside from poisons that killed, the OSS had a few other nonprescription cures for their woes: **Belcher;** name for chemicals which, when added to water supplies, made the water undrinkable (but not poisonous). **K-Tablet;** knockout drug used by OSS. **TD Tablet;** truth drug used in interrogations (it was really a placebo and had no affect except on the gullible).

Explosives: The OSS used a number of explosive devices (some disguised) including: **Aunt Jemima;** explosive made to look like flour and was even bakeable and edible. **Beano;** a round hand grenade that exploded on contact (unlike most grenades which had a few seconds time delay fuse). **Black Joe;** explosive disguised as coal. **Blackout;** explosive made to look like a light bulb that exploded when turned on. **Firefly;** small detonator and timer dropped into gas tanks of enemy vehicle and generally set to explode the vehicles fuel-tanks (and thus the vehicle) within 1 to 10 hours. **Limpet Mine;** underwater mine magnetically attached to a ship's hull by scuba divers and detonated by a timer.

Guns: Aside from your standard silenced .22 caliber pistol, its higher caliber cousins, and long range sniper rifles; the OSS developed a number of one shot, hold-out guns disguised to avoid confiscation if the agent is captured and searched. These include the .22 caliber **En-Pen** (that looked like a fountain pen), the .22 caliber **Cigarette**, the .22 caliber **Pipe Pistol** and the .22 caliber **Cigar Pistol**.

Knives: Everyone knows about stilettos and daggers, but what about **Lapel Knives** which could be hidden in the neck piece of almost any jacket. There were also several variations on the standard fighting knife — meant for ease of concealment — such as the **Sleeve Dagger** strapped to the inside of the lower arm and the **Frisk Knife** which was strapped to the inside of the lower leg to avoid detection in a quick search.

NATIONALIZING SOLDIER PACKAGES

The previously listed soldier package deals are not just for American player characters and DNPCs. The military packages are meant to serve as generic officer, non-com. and enlisted man packages for soldiers of any nationality. The differences between soldiers of different nationalities (as far

as soldiering skills are concerned) are not really significant in *Champions* terms. As far as skills are concerned, the U.S. Army isn't all that different from the German Army, the U.S. Navy differs little from the Japanese Navy and the American OSS had much the same mission as the German Abwehr. Differences are mostly that of definition and perception, thus the following modifications are suggested when building foreign soldiers.

First you have to decide whether you're going to use the national and racial stereotypes prevalent in the comics and media of the Golden Age, or something much closer to bordering on reality. My own suggestion is something much closer resembling the later.

GERMAN SOLDIERS

I swear by God this holy oath, that I will render to Adolph Hitler, Führer of the German Reich and People, Supreme Commander of the Armed Forces, unconditional obedience, and that I am ready, as a brave soldier, to risk my life at any time for this oath.

Oath taken by all German military after 8/2/1934

The stereotypical German soldier in a Golden Age campaign should be a big, brave, Aryan superman. He should be blue-eyed, blond-haired, square-jawed, and stand at about 5'8" tall. If he is a officer (especially of the Prussian "Junkers" aristocracy), he might also have a dueling scar over one eye or cheek, and possibly wear a monocle. Whether an aristocrat or peasant, he can then be further subcategorized as a "good" German or a Nazi.

If he is a "good" German, he will be harsh but "fair," ruthlessly efficient and a slave to obedience. He may even retain a personal code of honor and act like a gentleman if permitted.

If he's a Nazi (as opposed to a "good" German), he will also be an arrogant, goose-stepping, racist, fanatic. Where-as a "good" German might try to kill you for the Fatherland, a Nazi will kill you because he enjoys it. While "good" Germans are merely mislead, misguided, marching morons; Nazis are out-and-out monsters (By implication, Americans and their allies can't be any of these things.)

Further, the branches of the German military differed greatly in personality. With very few exceptions, members of the SS were hard case Nazis. The Air Force tended to be less adamant, yet none-the-less participating Nazis. The Army was mostly "good" Germans and Monarchists. And the Navy was a mostly honorable throwback to earlier times (and the only unit which made an effort to protect its politically less desirable members). In Hitler's own words, "I have a National Socialist Air Force, a reactionary Army, and a Christian Navy."

Stereotypical Germans almost always speak English with a horrible German accent and a smattering of Germanisms thrown in for flavor. Examples: "Ve haf vays auf making you talk," "Die, Amerikaner Schvinehund!", "Ve vas only following orders," "Mein Gott und Himmell!" and "Heil Hitler."

GERMAN MILITARY COMPARATIVE RANKS

ARMY & AIR FORCE	SS	NAVY
— —	SS-Anwärter	—
E1 Mannschaften	SS-Mann	—
E2 Oberschutze	SS-Sturmann	—
— Gefreiter	—	—
E3 Obergefreiter	SS-Rottenführer	—
E4 Stabsgefreiter & Hauptgefreiter	SS-Unterscharführer	—
E5 Unteroffizier	SS-Scharführer	—
E6 Unterfeldwebel	—	—
E7 Fahnrich	SS-Oberscharführer	—
E8 Feldwebel	SS-Hauptscharführer	—
E9 Oberfeldwebel	SS-Sturmscharführer	—
O1 Unterleutnant	SS-Untersturmführer	Leutnant
O2 Leutnant	SS-Obersturmführer	Obertleutnant
O3 Hauptmann & — Rittmeister	SS-Hauptsturmführer	Kapitänleutnant
O4 Major	SS-Sturmbannführer	Korvettenkapitän
O5 Oberstleutnant	SS-Obersturmbannführer	Fregattenkapitän
O6 Oberst	SS-Standartenführer	Kapitän zur See
— —	SS-Oberführer	—
O7 Generalmajor	SS-Brigadeführer	Kommodore
O8 Generalleutnant	SS-Gruppenführer	Vizadmiral
O9 General der Infanterie, Flieger, etc.	SS-Obergruppenführer	Generaladmiral
10 Generaloberst führer	SS-Oberstgruppenführer	Admiral
11 General- feldmarschall	Reichsführer-SS	Grossadmiral
12 Reichsmarschall	—	—



JAPANESE SOLDIERS

This is a Jap Soldier

TAKE A GOOD LOOK at him. He has spread out all over the East like a plague — in the jungles of the South Pacific, the plains and hills of China, the Aleutian swamps. Kiska notwithstanding, what he has won, he won't easily give up. Drilled into his mind from infancy is a fixed idea. The Japanese word for this idea is seishin — the offensive spirit.

He has been a soldier almost from the day of his birth. He is a runt, but his body has been hardened through marching in full pack and equipment in all kinds of weather and terrain. He is probably a veteran, for his country has been at war since 1931. His equipment is only fair to middling, but he knows how to use it and he takes good care of it.

Tens of thousands of men like this have been killed by American, Chinese, and British soldiers. We cut them down like wheat in Buna, Guadalcanal, and the Aleutians. We have outfought them and beat them on land and sea, and in the air.

But anybody who thinks the Japanese soldier is a push-over is a fool.

Excerpt from *The Jap Soldier*,
The Infantry Journal,
Washington, 1943

Perhaps because he's oriental, the Japanese soldier suffers far more from stereotyping than any other nationality's soldiers. This sets him off both racially and culturally from most of the white American mainstream who are doing the stereotyping in the first place. Although entirely a fiction, in most Golden Age comics (and movies, radio, etc.) the Japanese are portrayed as short, yellow-skinned, slant-eyed, buck-toothed, glasses-wearing, subhuman, treacherous, back-stabbing, suicidal savages with pretensions towards being civilized. Suffering from believing our own racist stereotype, we often underestimated them and tended to get our butts kicked because we forgot that they were seasoned veterans who were fighting the war for ten years before they dragged the U.S. into it.

In any case, there are a number of real differences worth noting. Physically, the average Japanese soldier was about 5 inches shorter and weighed 30-35 lbs. less than his



American counterpart. Educationally, 99% of them were completely literate and 15% could read and write English as well (as opposed to only 1% of American soldiers who could read Japanese). The biggest difference however was probably cultural.

At the time of WWII, Japan was a industrialized warrior culture. The stereotypical Japanese soldier was a product of that industry. Whether because of his cultural indoctrination, his code of Bushido, or his Shinto religion's belief in the Emperor-god Hirohito, he fought fanatically and considered surrender dishonorable. Much of his cruelty to allied POWs can be attributed to his ethnocentric assumption that the enemy was likewise dishonorable if it chose surrender over suicide.

EXPLETIVE DELETED!

Heroes and villains didn't swear with profanities during the Golden Age, something that has carried over to most modern comic books as well. The following are a few things heroes might say when surprised or offended:

Cripes! Crimminy! For Crying Out Loud! Dam! Fiddlesticks! Oh Fudge! Gadzooks! Gee Whiz! Golly Willikers! Gosh darn it! Great Caesar's Ghost! Heavens to Betsy! Heck! Holy Moly! Jeepers Creepers! Jumping Jehosaphat! Jumping Jimminy Christmas! Mercy Sakes Alive! Oh My Goodness! Rats! Shoot! Shucks! Wow! Wowie! Yoiks! Zounds!



HISTORICAL SOURCE MATERIAL

BRIEF BIOGRAPHIES

This section is for both the GM and players. It contains brief biographies of a few dozen people of varying significance who lived during the Second World War. These folks were the movers and shakers, the celebrities, and the just plain interesting folks who could conceivably affect the lives of player characters. Many of them are plot devices just waiting to happen. Inclusion is completely based on an arbitrary decision by the writer concerning what he found interesting.

Arnold, General Henry H. (Hap), 1886-1950: United States Army Air Force Commander in WWII.

Attlee, Clement, 1883-1967: Churchill's Deputy Prime Minister of Britain from 1942-1945. He replaced Churchill as PM in 1945.

Biddle, Francis, 1886-1968: U.S. Attorney General during the war and Judge at the Nuremberg war crimes trials after the war.

Bradley, Omar Nelson, 1893-1981: Considered by some to be the best U.S. Army General of WWII. A West Point graduate with Eisenhower, he started as a Division Commander and ended the war in command of four armies. His troops delivered the final blow to the Afrika Corps, captured Sicily and France at break-neck speed and wound up the war by meeting Russian troops at the Elbe river.

Braun, Eva, 1912-1945: Hitler's mistress, 1932-1945. Married Hitler on April 29th prior to their suicide the following day in the Berlin bunker.

Braun, Werner von, 1912-1977: German Rocket Scientist who developed the V-2 ballistic weapons and designed the A-10 intercontinental ballistic missile (the "New York" rocket.) He and many of his former Nazi compatriots escaped Russian troops at war's end, surrendered to the Americans and immigrated to the U.S. to head up the U.S. space program.

Bush, Vannevar, 1890-1974: U.S. scientist, Chief Scientific Coordinator of the U.S. during WWII and adviser to President Roosevelt.

Canaris, Wilhelm, 1887-1945: Admiral in the German navy (Kriegsmarine) and head of the Abwehr, 1935-1943. A monarchist opposed to Hitler and the Nazis, Canaris surreptitiously helped potential victims escape Hitler's reign of terror, wrote false intelligence reports to dissuade Hitler from invading Spain, saved French Generals Giraud and Weygand from an execution ordered by Hitler, and

kept records of all Nazi war crimes and Nazi leadership since 1933. For his part in the July 20th, 1944 assassination attempt on Hitler, he was executed by the Nazis on April 9, 1945.

Chamberlain, Neville, 1869-1940: Prime Minister of Britain, 1937-1940. Following a policy of appeasement in order to build up England's military, he was accused of knuckling under to the dictators. When, after signing over the freedom of Czechoslovakia to the Germans, he promised "Peace in our time," he became thoroughly discredited when the Nazis soon invaded Poland. He was further blamed for the failed Norwegian campaign. On May 10, 1940, he stepped down in favor of Winston Churchill.

Chiang Kai-shek, 1887-1975: Military Warlord and head of the Kuomintang (Chinese Fascist) Party which ran China. He simultaneously fought the Japanese, 1931-1945, and the Chinese Communists led by Mao Tse-Tung (Zedong), 1934-1949. Soon after the war, he and his government were driven off the continent and formed the Republic of China on the island of Formosa (Taiwan).

Churchill, Sir Winston, 1874-1965: Prime Minister of Britain, 1940-1945 and 1951-1955; Chairman of the Armed Services Committee and First Lord of the Treasury, 1940; and First Lord of the Admiralty, 1939. Churchill was what Britain needed in the face of the impending Nazi invasion. He was a strong, charismatic leader and an inspiring speaker who came across as a tenacious bulldog. His friendship with FDR led to closer relations between the U.S. and Britain than would have been possible otherwise. Although a staunch anti-communist, Churchill nevertheless gave his full support to the Soviet Union against their common enemy, the Nazis.

Cochran, Jaquelin, 1910-1980: Head of WASPs (Women's Airforce Service Pilots), and female aviation pioneer. Winner of the 1938 Bendix Trophy, she was also the first woman to make an instrument landing (1937), fly a bomber across the Atlantic Ocean (1941) and fly faster than the speed of sound (1953).

De Gaulle, Charles, 1890-1970: General who headed the Free French forces in WWII and later served as French President, 1945-1946 and 1959-1969. With the fall of France, General De Gaulle, French Undersecretary of War, fled to England to form the Free French government. His relationship with the Allies was always somewhat strained and he did not really receive U.S. recognition as France's new leader until well after the landings in North Africa.

Dewey, Thomas, 1902-1971: Republican candidate for the Presidency who ran unsuccessfully against both FDR and Truman in 1944 and 1948 respectively. Dewey had previously earned a reputation in the 1930s as New York's gang-busting District Attorney.

Dewitt, John L., 1880-1962: U.S. Army General commanded the Western Theater of Operations HQ in Presidio, California and given charge of the relocation of Japanese-Americans in 1942.

Doenitz, Karl, 1891-1980: German Admiral commanding U-boat (submarine) operations, who developed the "wolf pack" methods. In 1943 he became Commander in Chief of the German Navy. Despite protecting Jewish naval men from the atrocities of the Nazis, he was selected as Hitler's successor after an unsuccessful power-play by Deputy Führer Reichsmarschal Hermann Goering. Doenitz held the position of Führer from May 1st, to the war's end a week later. At the postwar war crimes trials, he was sentenced to 10 years imprisonment for his part in the war.

Donovan, William D. (Wild Bill), 1883-1959: Head of the Office of Strategic Services (predecessor to the C.I.A.) in WWII. General Donovan was a Congressional Medal of Honor winner from the First World War and advocate of America's secret services.

Doolittle, James H., 1896-1993: On April 18th, 1942, Lt. Col. Doolittle led a force of 16 B-25 bombers on the first bombing raid over Tokyo for which he received the Congressional Medal of Honor and was promoted to Brigadier General. Doolittle was an early aviation pioneer and his firsts include: first to fly cross-continent in one day, first Army pilot to perform an outside loop and first to perform an instrument landing.

Einstein, Albert, 1879-1955: Nobel Prize winning German physicist. He fled Germany when Hitler and the Nazis came to power because of their persecution of Jews (such as himself). Although a pacifist, he convinced FDR of the necessity to develop the atomic bomb before the Germans did.

Eisenhower, Dwight D., 1890-1969: 34th President, 1953-61. U.S. Army: Five Star General and Supreme Commander of Allied Forces in Europe during WWII.

George VI, 1895-1952: King of England, 1936-1952. Unlike some members of the modern British monarchy, George was an admirable and responsible leader. Although wielding little actual power, he none-the-less made a good show of it. Despite the danger to them, the king and queen remained in England throughout the war boosting the morale of their subjects.

Goddard, Robert H., 1882-1945: The father of American rocketry who headed U.S. Navy research in jet propulsion during WWII.

Goebbels, Dr. Joseph., 1897-1945: Rabid Nazi, hero-worshipper of Hitler and Minister of Propaganda. He was famous for his fiery radio speeches attacking Jews, communists and capitalists.

Goering, Hermann, 1893-1946: Hitler's second in command, Commander-in Chief of the Luftwaffe (1933-1945) and Reichsmarschall (1944-1945). Goering was a WWI flying ace and took over von Richthofen's Flying Circus when the Red Baron was shot down. Goering joined the Nazis in 1922.

Grable, Betty, 1916-1973: America's no. 1 pin-up girl during WWII. This famous Hollywood actress' legs were insured for \$250,000.00.

Halifax, Lord Edward Wood, Earl of, 1881-1959: Britain's Ambassador to the U.S., 1941-1946.

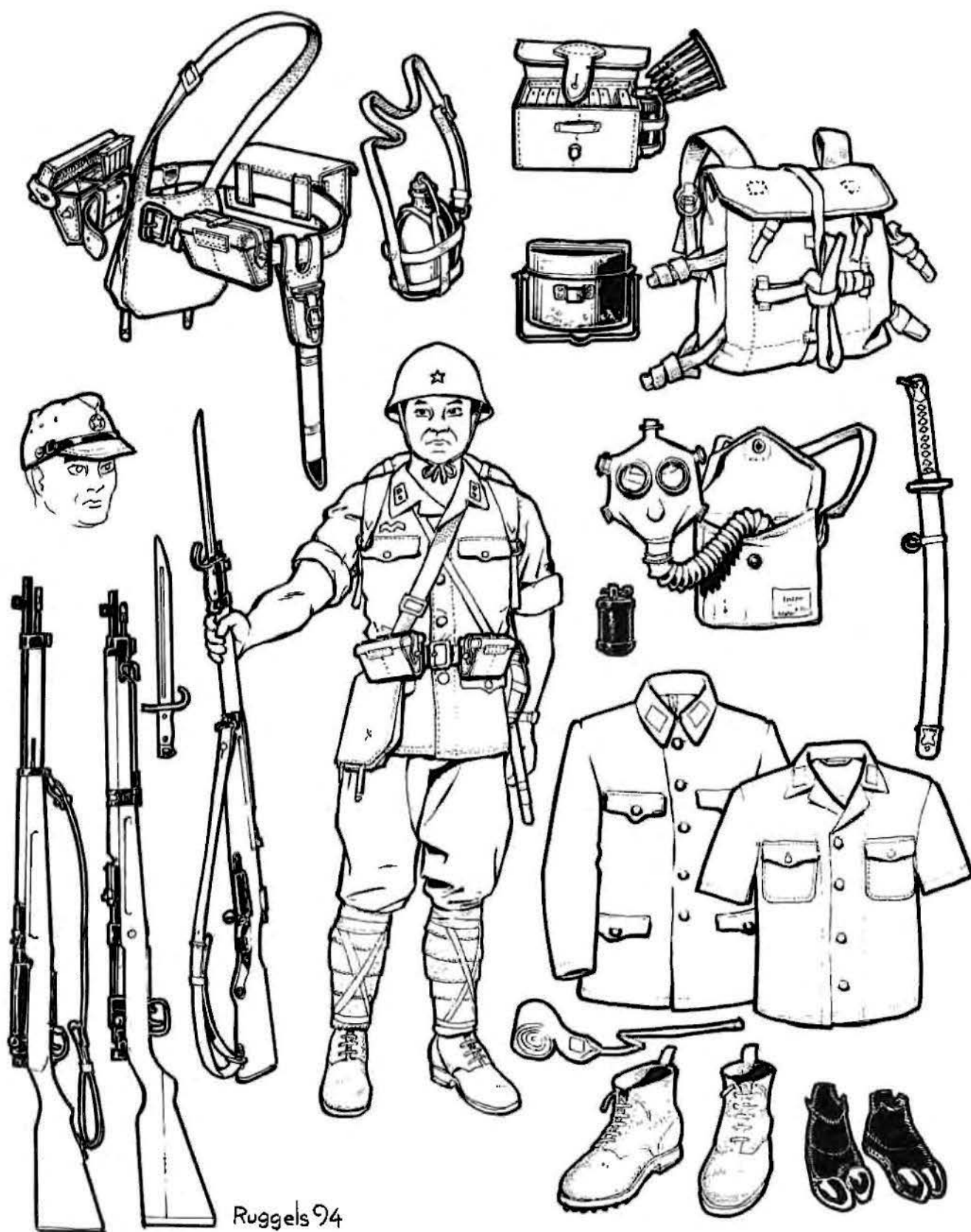
Halsey, William F. (Bull), 1882-1959: U.S. Navy Admiral commanding the Pacific fleet in WWII.

Hess, Rudolf, 1896 — 1987: 3rd ranking member of the German Nazi government who parachuted into Scotland in an attempt to get the Duke of Hamilton to intercede with Churchill and deal for peace between England and Germany. He was held as a P.O.W. throughout the war, tried at Nuremberg and sentenced to life imprisonment. He died in Spandau prison on August 17, 1987.

Himmler, Heinrich, 1900-1945: Head of the Nazi SS and one of the most feared men in Nazi occupied Europe.

Hirohito, 1901-1989: Emperor of Japan, 1926-1989. By tradition and temperament, he was not one to interfere with the day to day operations of his government. It is to his credit that upon witnessing the suffering of his people brought about by Japan's war, he exerted unprecedented influence on his government to accept the allies demand for unconditional surrender. It was as much his efforts as the bombing and blockading of Japan that ended the war before the projected allied invasion.

Hitler, Adolf, 1889-1945: Dictator of Germany, 1932-1945. Born April 20, 1889, in Austria, he enlisted in the German Army in WWI where he won an Iron Cross for bravery. He blamed Germany's defeat and economic collapse on the "traitors" who signed the Versailles Treaty. He was a founding member of the Nazi Party and soon became its head. In prison for his involvement in the Munich Putsch, he wrote *Mein Kampf* outlining his plans for reviving Germany at the cost of everybody else (especially the Jews for whom he had developed an irrational hatred.) He soon realized the need to gain power by constitutional means if he was to attain legitimacy among the German people and military. He was voted in by his supporters and those who thought they could control him in Jan. 1933 as Chancellor and within 18 months had been given the Presidency and dictatorial powers as well. Between 1934 and 1939 he rebuilt the German economy and (in defiance of the Versailles Treaty) the German military. He next endeavored to gain some Lebensraum (living room) for Germany. He relied on Britain and France to avoid war at all cost and proceeded to remilitarize the Rhineland in 1936, annex Austria and the Czech Sudetenland in 1938 and the rest of Czechoslovakia in 1939. He then declared war on Poland and split that country with the USSR. Britain and France responded to his aggression too late, and by the fall of 1941, Hitler's Germany had additionally conquered Belgium, Denmark, France, Holland, Greece, Norway and Yugoslavia, as well as having virtual control of his allies, Bulgaria, Hungary, Italy and Rumania. In the fall of 1941 he also made the mistake of attacking his ally of convenience, the Soviet Union. From then on, the war went badly for Hitler and Germany. America joined the Allies, Russia regained its strength, Germany started losing battles and Hitler started losing his tenuous grasp on reality. By May of 1945, Germany was being cut up by the Allies, with Berlin surrounded by the Russian Army. Feeling betrayed by Germany, Hitler seemed to do his



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best to pull it down with him when he fell. On April 30, 1945 in his Berlin bunker he married his mistress, Eva Braun, and together they committed suicide.

Hobby, Oveta Culp, 1905-: U.S. Army Colonel, she commanded the WACs (Women's Army Corp).

Holcomb, Thomas, 1879-1965: U.S. Marine Corps Commandant: 1936-1944.

Hoover, J. Edgar, 1895-1972: Director of the Federal Bureau of Investigation (FBI): 1927-1972. Also the U.S. representative to INTERPOL from 1938-1950. He had a well deserved reputation for self aggrandizement and using the FBI in solving personal vendettas.

Hughes, Howard, 1905-1976: Millionaire aviation industrialist, record setting test pilot, and film producer.

Hull, Cordell, 1871-1955: U.S. Secretary of State: 1937-1944.

Kaiser, Henry J., 1882-1967: U.S. industrialist whose assembly-line methods made him the greatest shipbuilder of WWII. He built 1/3 of the merchant ships and of the Navy escort carriers produced during the war. At one time he was launching one Liberty ship per day with 1,490 ships built by the war's end.

Kennedy, Joseph R., 1888-1969: U.S. ambassador to Great Britain, 1937-1941. The father of future President Kennedy, Joe was an isolationist, held distinctly negative opinions regarding Britain's chances of beating Germany and made too frequent a habit of voicing them — for which he resigned / was removed from his post in 1941.

Kuhn, Fritz, 1896-1951: American Nazi, head of the German-American Bund (league), he was imprisoned during the war and deported to Germany afterwards.

LaGuardia, Fiorello, 1882-1947: New York's colorful mayor, and head of the U.S. Civil Defense organization. His nickname was "the little flower."

Lindbergh, Charles A., 1902-1974: Flying legend who made the 1st solo flight across the Atlantic in 1927. As a Germanophile and isolationist, he was a leading member of America First but quit singing that tune after the Japanese attack on Pearl Harbor.

MacArthur, Douglas, 1880-1964: General commanding U.S. Forces in the Far East who, in 1942, was made Supreme Commander of Allied Forces in the Southwest Pacific.

Marshall, George C., 1880-1964: U.S. Army General and Chief of Staff, 1939-1945.

Maskelyne, Jasper, 1902-1973: British stage magician and military officer responsible for the creation of numerous illusionary weapons for fooling the Germans (and others on occasion.)

Mueller, Heinrich, 1900-?: SS General who headed the German Gestapo, 1936-1945. Thought dead until 1963 when his grave was re-opened and found to contain the remains of three separate people. His whereabouts are unknown.

Murphy, Audie, 1924-1971: Most decorated soldier of WWII. He is credited with having killed or captured 240 German soldiers. His awards include: Congressional Medal of Honor, Distinguished Service Cross, Legion of Merit, Victory Medal, French Legion of Honor, Croix de Guerre,

European Theater Medal, Bronze Star, 3 Silver Stars, 3 Purple Hearts, and a Good Conduct Medal. He later became a Hollywood actor.

Mussolini, Benito Juarez, 1883-1945: Dictator of Italy, 1924-1945. Originally a journalist, Mussolini came to head the Fascist Party in Italy and seized power in 1924. His climb to power was an inspiration to Hitler who held him up as a role model until the Germans had to repeatedly bail the Italians out of military quagmires. A conspiracy of King Victor Emmanuel III and Italy's Fascist Grand Council led to his removal from power just before Italy was invaded and changed sides. He was rescued by the Germans to serve as puppet dictator over Northern Italy which they still controlled. He was executed by partisans while trying to escape to Switzerland with his mistress, Clara Petacci.

Oppenheimer, J. Robert, 1904-1967: U.S. physicist, chief of the Los Alamos Atomic Bomb Laboratory.

Pius XII, 1876-1958: Pope of the Roman Catholic Church from March 1939 to his death in 1958. Politically he tried to sit on the fence, on the one side favoring the Fascists fight against Communism (especially while the Fascists controlled Italy), and on the other side denouncing Nazism after the Allies controlled Italy.

Rankin, Jeanette, 1880-1973: First U.S. Congresswoman. A pacifist, she was the only member to vote against U.S. entry into both WWI and WWII.

Rommel, Erwin, 1891-1944: German Field Marshall known as "The Desert Fox," for the way he distinguished himself in the North African campaign against both the British and Americans. He returned to Europe to prepare defenses against the anticipated Allied invasion. When it was learned that he was involved in the July 1944 plot to assassinate Hitler, the Nazis allowed him to commit suicide rather than be revealed as a traitor to the Reich.

Roosevelt, Eleanor, 1884-1962: First Lady 1933-1945. The wife of FDR, she was one of the most politically active and popular First Ladies ever. She was involved in human rights and issues of racial and sexual equality and was always stumping somewhere on some issue or other. During the war she held the post of Director of the Office of Civil Defense. She also wrote a syndicated newspaper column (making her views quite well known).

Roosevelt, Franklin Delano, 1882-1945: 32nd President of the United States, 1933- 4/12/1945. Former Democratic Governor of New York, Roosevelt was elected on a domestic platform promising to pull America out of the Great Depression. While promising Americans that he would keep their boys out of the war in Europe, he was pragmatic enough to foresee eventual U.S. involvement (whether they wanted it or not) and gradually he steered the country's course away from isolationism to leadership in the fight against the Axis powers. Breaking with tradition, FDR ran for and won a third and fourth term as President (much to the chagrin of some Republicans who feared he was setting himself up as dictator). He had a good relationship with the press who knew he was crippled by Polio and unable to walk without the aid of braces, yet kept it secret from the American public out of respect.

Schellenburg, Walter, 1911-1952: General who headed SS Foreign Intelligence Section.



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Skorzeny, Otto, 1908-1975: SS Standartenfuhrer (Colonel). The Allies labeled him "the most dangerous man in Europe." He was also known as "Scarface" because of a dueling scar he acquired during his college days. This Austrian Nazi contributed to the *anschluss* (annexation) of Austria by Nazi Germany, commanded the Brandenburg Battalion (a special commando unit), headed the Friedenthal Division (English speaking Germans in Allied uniforms who spread confusion behind allied lines during the Battle of the Bulge) and had the use of Combat Squadron (KG) 200 for special air missions. His biggest wartime successes were the Sept. 1943 rescue of Mussolini from the well guarded, "impregnable," mountain retreat on Gran Sasso using glider troops and his kidnapping of the son of Hungarian Dictator Admiral Horthy in 1944 to keep Hungary from changing sides. After the war, he was acquitted of any wrong-doing at the Nuremberg War Crime Trials. He is alleged to have formed the *Bruderschaft* (Brotherhood) which later became known as *ODESSA*: *Organization der Entlassene SS Angehorige* (Organization for the Release of Former SS Members) which was funded by Nazi ill-gotten gains. He also established post-war ties with the CIA and numerous terrorist organizations while maintaining a more public identity as an engineer in Spain.

Stalin, Joseph, 1879-1953: Premier and Dictator of the Soviet Union. Stalin was arguably the equal of Hitler in both ego and evil (estimates of those killed under his rule go as high as 10 million.) Fearing his own military, he initiated a purge of the officer corp in 1937, replacing most of the imprisoned or executed professional soldiers with less qualified men he could trust politically. Realizing the Nazi threat, he signed a Nonaggression Pact with Germany; forcibly annexed the Baltic states of Estonia, Latvia and Lithuania; attacked Finland for not letting him just seize portions of their country for the sake of more easily defending Russia; and invaded beleaguered Poland (where the Soviets proved themselves to be as capable of atrocities as the Nazis) to extend the Russian frontier before the Germans grabbed it all. When the Nazi invaded Russia in June of 1941, Stalin's country was none-the-less unprepared and barely stopped the Nazi's at the outskirts of the capital, Moscow, in Dec. 1941. [Incidentally comic book fans, Joe's last name was really "Dzhugashvili." He chose "Stalin" as his revolutionary name. It meant "Man of Steel." Does that give you any ideas for scenario plots?]

Stephenson, William: Chief of the BSC, the British intelligence network in New York during WWII.

Stimson, Henry L., 1867-1950: U.S. Secretary of War.

Tojo, Hideki, 1884-1948: Simultaneously Japanese Prime Minister, War Minister and Chief of Army Staff: 1941-1945. General Tojo is the individual most responsible for Japan's alliance with Nazi Germany and Fascist Italy and Japan's subsequent war against the western Allies. He was hanged as a war criminal after the war.

Tokyo Rose, (Mrs. Iva Ikuko Toguri d'Aquino): Probably the most famous of radio propagandists, Tokyo Rose was a Japanese-American radio announcer whose program "Zero Hour" was a mixture of music and Japanese propaganda aimed at lowering the moral of U.S. servicemen. In 1948 she was convicted of treason and sentenced to 10 years and \$10,000. In light of the likelihood that she was

coerced, she was pardoned by President Ford in 1977. Her colleagues in Europe were Axis Sally (Mildred E. Gillars), Lord Haw Haw (William Joyce), Lady Haw Haw (Jane Anderson) and the American Lord Haw Haw a.k.a. Paul Revere (Douglas Chandler).

Truman, Harry S., 1884-1972: 33rd President of the United States (4/12/1945-1953), Vice President of the United States (1944- 4/12/1945). Previously a Senator from Missouri and chair of the Senate Special Committee to investigate the National Defense Program (re: misappropriation of funds). As President, he made the decision to drop Atomic bombs on Japan in hopes of shortening the war and saving American lives.

Willkie, Wendell L., 1892-1944: 1940 Republican candidate for the Presidency.

Windsor, Elizabeth, 1926- : 2nd Lt., truck driver and mechanic in the British Women's Auxiliary Territorial Service during WWII, she became Queen Elizabeth II after the death of her father, George VI in 1952.

Yamamoto, Isoroku, 1884-1943: Japanese admiral who planned the attacks on Pearl Harbor and Midway. One of the best military minds in Japan, he was against war with the U.S. because he knew Japan could not win a protracted war with the U.S. He believed the only hope for Japan was a swift decisive victory in which America would quit the war to cut its losses. He was killed on April 18, 1943 when U.S. P-38 fighters shot his plane down near Bougainville (the U.S. knew he was flying to an inspection tour because of having broken the Purple Code).

PRESIDENTS & V.P.S OF THE U.S. IN WWII

Roosevelt, Franklin D., 1882-1945: 32nd President, 1933-4/12/1945

Garner, John N., 1868-1967: Vice President, 1933-1941

Wallace, Henry A., 1888-1965: Vice President, 1941-1945

Truman, Harry, 1884-1972: Vice President, 1945. 33rd President, 4/12/1945-1953

PRESIDENTS OF THE U.S.: WHAT THEY DID DURING WWII

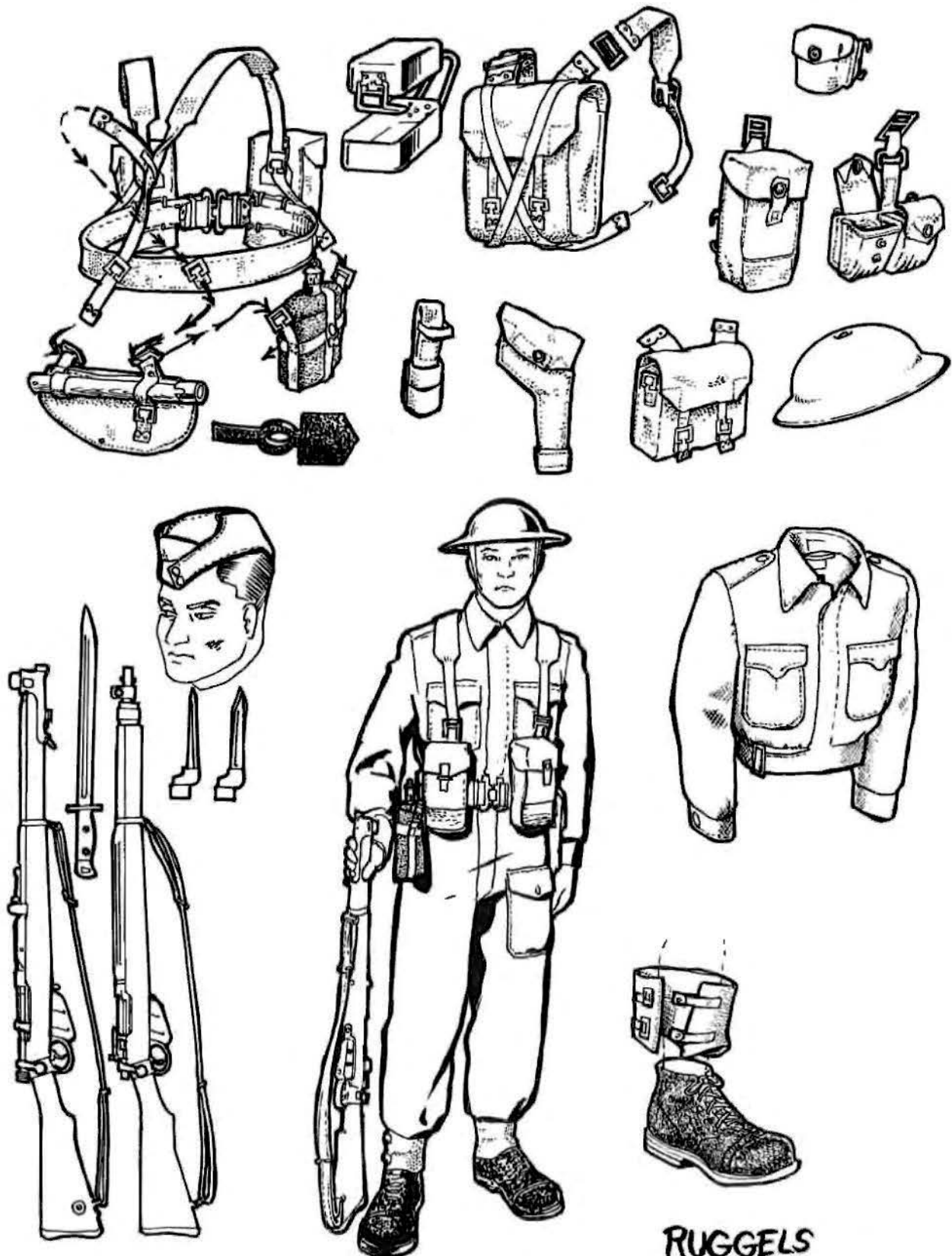
Roosevelt, Franklin D., 1882-1945: 32nd President, 1933-45. President of the U.S. for most of WWII. See his bio. below for more info.

Truman, Harry, 1884-1972: 33rd President, 1945-53. FDR's 3rd V-P and successor. See his bio. below for more info.

Eisenhower, Dwight D., 1890-1969: 34th President, 1953-61. U.S. Army: Five Star General and Supreme Commander of Allied Forces in Europe during WWII.

Kennedy, John F., 1917-1963: 35th President, 1961-63. U.S. Navy: Lt. Kennedy (son of the U.S. ambassador to Britain at that time) skippered the torpedo boat, PT-109, which was run over and cut in half by a Japanese destroyer in the Solomons on Aug. 2nd, 1943. 11 of 13 crew survived.

Johnson, Lyndon B., 1908-1973: 36th President, 1963-69. Vice President, 1961-1963. U.S. Navy: First congressman to join the military after U.S. entered WWII (within one hour of vote to war against Japan). He was FDR's personal observer in the Pacific May-July, 1942. In politi-



cal move, Lt. Cmdr. Johnson received the Silver Star from Gen. MacArthur after being an observer on a bomber attack in which no one was injured and no one else in his plane was awarded anything.

Nixon, Richard M., 1913-1994: 37th President, 1969-74. Vice President, 1953-1961. U.S. Navy: August 1942-January 1946. As a young lawyer from California, Nixon started the war as a bureaucrat with the OPA and later transferred to the Navy where he worked his way from Lt.J.G. to Lt. Commander in the Naval Air Transport Service.

Ford, Gerald R., 1913-: 38th President, 1974-77. U.S. Navy: April 1942-1946. Final rank: Lt. Cmdr., 10 Battle Stars. Served aboard the Carrier U.S.S. *Monterey* as director of Physical Education and assistant navigator.

Carter, Jimmy, 1924-: 39th President, 1977-81. Annapolis Naval Academy student: 1943-1946.

Reagan, Ronald, 1911-: 40th President, 1981-89. U.S. Army, 1942-1945, "B" Movie star who attained the rank of Captain. Exempt from combat duty due to poor eyesight, he never left U.S.

Bush, George, 1924-: 41st President, 1989-93. U.S. Navy: Youngest commissioned pilot in the Navy in 1942. Shot down strafing Japanese radio emplacement at Iwo Jima, 1944.

GLOSSARY OF WWII & U.S. HOMEFRONT

Abraham Lincoln Brigade: American volunteer unit, numbering about 3,000 men, which fought against the Fascists in the Spanish Civil War (1936-1939). Whether deserved or not, they had a reputation for being communists or communist sympathizers.

Acronyms (in common military use):

FUBAR — Fouled Up Beyond All Recognition.

FUMTU — Fouled Up More Than Usual.

GI — Government Issue or General Infantry as in GI Joe. Supposedly the term GI was first used on Army trash cans and meant "Galvanized Iron."

IFF — Identification, Friend or Foe. Name of a device in allied aircraft which gave out a signal to ground radar indicating the plane was not an enemy. The IFF was also called "Iffy" by those less trusting of the gadgets.

JANFU — Joint Army Navy Foul Up.

OHIO — Over the Hill In October. Before US entry into WWII, recruits unhappy with Army life considered going OHIO, e.i. deserting.

SNAFU — Situation Normal, All Fouled Up.

TARFU — Things Are Really Fouled Up.

Allotment Annie: Name given to women who attempted to defraud the U.S. government by marrying more than one serviceman. If the government (and husbands) didn't notice, the women who married more than one man would receive more than one of the \$50 dollar per month allotments entitled to the wife of a serviceman. And if the poor saps died overseas, the grieving widow was on the receiving end of a \$10,000 GI insurance policy. To avoid being caught they would try to marry men about to see action overseas.

American Flag: There were forty-eight states in the Union and thus forty-eight stars on the U.S. flag until the late 1950s. The stars were arranged in six rows down by eight rows across. I only point this out because several recently published comic books and recently aired television programs have mistakenly shown flags with the modern staggered star pattern indicating fifty stars. This particular continuity error might only be cosmetic for most people, but I consider it a sign of a lack of professionalism on the part of those who would allow such mistakes to reach print.

Arsenal of Democracy: Descriptive name given to U.S. by FDR in a "fireside chat" given on radio, Dec. 29, 1940, to gain support for sending military aid to those who fought in the interest of Democracy. In answer to FDR's request, America produced 296,429 aircraft, 102,351 tanks, 2,455,964 trucks, 102,351 tanks, 5,425 cargo ships and 71,062 navy ships.

Auxiliary Cruisers: Also known as commerce raiders and Q-ships. These were heavily armed and disguised merchant ships. The Germans used them quite successfully in sinking over 100 unsuspecting Allied ships. The British used theirs as convey escorts and were an utter failure — sinking nothing and being sunk themselves.

Allied Countries: Also known as the United Nations. The Allies included "The Big Four" of the U.S., Britain, U.S.S.R., and China, as well as Canada, Australia, the rest of the British Empire, France most of South America, and numerous others.

Axis Countries: A term originating in a speech by Italian Dictator Benito Mussolini — originally referring to the alliance of Germany, Italy, and Japan. The Axis were later joined by Albania, Bulgaria, Hungary, Rumania, Yugoslavia and Thailand. Because of its unfortunate altercation with the USSR, Finland was also generally considered a member of the Axis powers (although there was no war declared between them and the U.S.) "Neutral" Spain was so close to being an Axis power that it even provided a volunteer division to fight with the Nazis against Russia.

Axis Special Operations Code Names:

Operation Bernhard: Nazi scheme to counterfeit British money and flood the world banks, thus disrupting their economy.

Fu-Go: Japanese operation to bomb the U.S. using high altitude paper balloons carrying bombs. See Timelines 11/ 4, 4/ 5 and 5/5/45 for more information.

Ketsu-Go: Japanese military plan (thwarted by Emperor Hirohito) to defend the Japanese home islands from allied invasion. Dominated by the ancient code of Bushido and considering surrender to be dishonorable, they hoped that if they could inflict enough casualties on the Allies, they could perhaps avoid the "unconditional surrender" demanded by the Allies and negotiate a more favorable settlement. This bloodying of the Allies was to be accomplished by almost 2.5 million experienced combat troops, an additional 3.5 million armed military laborers, 28 million civilians, almost 9,000 aircraft (mostly Kamikazes), 3,000 suicide attack boats and human torpedoes, over 300 midget subs and the remaining nineteen destroyers of their navy. The Allied invasion plans (Operations Downfall, Olympic, Coronet and Majestic) would initially involve the U.S. 6th Army



(14 divisions of both Army and Marines). Allied estimates of casualties if it were necessary to invade Japan were up to 1 million Allied dead, and over 4 million Japanese.

Operation Land of Fire: Nazi smuggling of ill gotten gold and art treasures into Argentina by U-boat starting in 1943.

Operation Long Jump: Nazi SS/SD operation to assassinate FDR, Churchill, and Stalin at the 1943 Teheran Conference. Soviet security prevented the assassin from getting close enough to make an attempt.

Operation Pastorius: Attempted Abwehr infiltration of U.S. by eight saboteurs from submarines U-202 and U-584. All eight were caught when one turned FBI informant.

Operation Sea Lion: Unfulfilled plan for the Nazi invasion of England in the fall of 1940.

Bat Bombs: This *really* happened. I'm not making this up. Honest. The U.S. of A. spent about \$2 million developing small incendiary bombs rigged to the chests of Mexican Free-tailed Bats. The bats were to be dropped from bombers by the thousands. These little dark-night avengers were supposed to roost under the eaves of Japanese houses before releasing their flaming vengeance. Starting with the Army's Chemical Warfare Service, the project was shunted to the Navy and then the Marines before being completely dropped in August 1944. Somewhere along the line, the OSS got involved in the same (or similar) idea called the "Adams Plan" by way of the OSRD.

Balloon Bombs: Operation Fu-Go; Japanese operation to bomb the U.S. using high altitude paper balloons carrying bombs. See Timelines 11/ 4, 4/ 5, and 5/5/45 for more information.

Beethoven's 5th Symphony: The opening notes, three short and one long, were used by the Allies as a code meaning "V" for "Victory."

Big Four: U.S., Britain, U.S.S.R., and China.

Big Inch: 24" dia. pipeline running from Texas to as far as New York. It was built to supply much needed oil at a time when German U-boats were having their way with U.S. tankers.

Big Three: FDR, Churchill and Stalin.

Blitzkrieg: German word meaning lightning war. It described their method of quickly breaking through enemy lines to sever his communication and supply lines.

Brain Trust: Nickname for FDR's personal advisers.

Bundles for Britain: U.S. organization sending nonmilitary supplies (blankets, clothing, medicine, etc.) to the beleaguered British civilians early in the war.

CAM Ships: British Catapult Aircraft Merchant ships equipped with a catapult for launching a single fighter plane against German reconnaissance aircraft to prevent detection and subsequent attack of a convey by German bombers and submarines. Although the pilot would be picked up, the plane could not be recovered and was forced to ditch at sea.

Concentration Camps: The Nazis set up a system for profitably destroying enemies of the Reich (both real and imagined). This was done by rounding up Communists,

Jews, Gypsies, Slavs, clergymen, homosexuals, the mentally handicapped, career criminals, etc. and carting them off by freight train to be processed at one of the following camps (most people went along willingly because they were told or tricked into believing that they were really only being relocated to get them out of a war zone):

Extermination Camps: Auschwitz-Birkenau, Belzec, Chelmno, Majdanek, Sobibor, Stutthof and Treblinka.

Concentration Camps: Bergen-Belsen, Buchenwald, Dachau, Flossenbürg, Gross Rosen, Mauthausen, Oranienburg, Ravensbrück, Sachsenhausen, Theresienstadt, and hundreds of lesser camps (sub-camps, penitentiary labor camps, and larger labor camps).

Typically, prisoners were sorted into those who could be of some use (slave labor) and those who would die more immediately. Both were forced to strip, had their heads shaved, and were sent to the showers. The future laborers (the strong, healthy, younger males) were given a quick shower and sprayed with disinfectant. Those doomed to die (mostly females, children, the aged, the infirm) were likewise packed into a shower room and then gassed with cyanide. The dead were then stripped of gold teeth and fillings and searched for hidden valuables. The laborers were tattooed with an ID number; and given pants, jacket, cap, and wooden shoes; and sent off to work on a starvation diet until they too would die. Finally, the dead were buried or cremated to remove all evidence.

The profit from this extermination was immense. From Auschwitz alone, Nazi Germany received 6 tons of gold. The entire camp system provided Germany with a fortune in gold, foreign currency, millions of pieces of clothing, furs, shoes, watches, jewelry, glasses, artificial limbs, luggage, you name it...plus all the confiscated property, furniture and possessions which were then sold to further fund the Nazi war effort and bolster a flagging German economy and morale. The Nazis wasted nothing, even the hair of the dead was used to caulk torpedoes and the ground bones and ashes were made into fertilizer.

Of the 50 to 55 million people who died in the war, 6 million Jews as well as perhaps an equal number of other innocents died at the hands of the SS to make a fat and happy Nazi Germany.

Doubles: Impersonators hired by prominent individuals to safeguard themselves by confounding their enemies (and serve as human targets for assassination attempts). Hitler was extra cautious, having three doubles.

Emergency Distress Signals:

A A A: Under attack by enemy aircraft.

R R R: Under attack by surface raider.

May Day: Aircraft in distress.

S O S: Save Our Ship.

S S S: Under submarine attack.

Enigma: German encoding machine. The British were able to decipher most German messages throughout WWII because they had captured an Enigma machine in Poland in 1940. Ultra was the name of the British decoding project.

Executive Order No. 9066: Order to intern all Japanese-Americans. See Timelines, February 19, 1942.

Fascism: A system of government characterized by a rigid one party dictatorship, forcible suppression of opposition, racism, militarism, nationalism, control of the press, etc... Fortunately for the modern world, most fascist governments were on the losing side of WWII.

Fifth Columnists: Enemy sympathizers engaged in espionage and sabotage. Called fifth columnists because as four columns marched at you from the outside, a fifth came at you from the inside. See Fascist and Pro-Nazi Organizations below.

Fireside Chats: Radio speeches given by FDR in an attempt to explain his government policies and gain public support.

Führer: German word for leader. Most commonly associated with Adolf Hitler.

Geneva Convention: The Prisoner of War Code of the 1929 Geneva Convention defined the rights and obligations of POWs. Rights included food of a quality equal to the detaining country's armed forces, clothing, bedding, housing, medical care and even sending and receiving mail from home. Further, POW camps were to be located in relatively healthy environments (not in the cone of a volcano or next to a major military bombing target, for instance). For their part, enlisted prisoners were expected to work (although the jobs had to be non-military in nature), non-coms were required to do supervisory work and officers had a choice of working or not. There was really no way of enforcing these rules short of retaliation vs the enemies prisoners that you held. If the enemy didn't believe a man *could* surrender and remain above contempt (like the Japanese, who were not signatories of the 1929 Geneva Convention) then there was nothing that could be done for your men taken prisoner by them.

Gobbledygook: 40's slang word meaning wordy or verbose...like government paperwork or large sections of this book.

Great Patriotic War: USSR's name for WWII. In their postwar version of the history, they single-handedly defeated *both* the Germans and the Japanese without any help what-so-ever from any of the Western Allies.

Kaitens: Japanese manned suicide torpedoes. Although 419 were built, they resulted in the sinking of only one U.S. ship, an oil tanker.

Kamikaze: "Divine Wind." Name given to Japanese Navy planes whose pilots volunteered to commit suicide by ramming their explosive laden planes into Allied ships. 1,288 suicide planes were used, sinking 34 U.S. ships (and damaging many others) by war's end. The Japanese Army version was called "Tokko Tai."

Liberty Ships: U.S. mass produced cargo ships based on the British tramp steamer. 2,770 were built, and by 1945 one could be launched within ten days of its keel being laid down (the fastest being the SS Robert E. Perry which was built in four days and fifteen hours).

Manhattan Project: Top Secret U.S. project to design the world's first atomic bomb.

Military Nicknames / Slang, U.S.:

Ack Ack: Anti Aircraft fire.

Bandit: Navy slang for enemy plane.

Bogey: Navy slang for unknown aircraft of unknown intentions.

Brain Bucket: U.S. Army helmet.

Chicago Planos: See Pom Pom Guns.

DPs: Displaced Persons, refugees.

Foo-Fighters: U.F.O.s; called flying saucers since 1948.

Gibson Girl: Emergency transmitter carried on allied aircraft and designed to float. It was operated manually and broadcast an S.O.S. with each turn of the crank.

Gremlins: Teeny mythical beasties which caused aircraft malfunctions which couldn't otherwise be explained. Their females were called "Finella" and their offspring "Widgets."

Hearse: Navy slang for German U-boats. Their crews were then called pallbearers.

Peashooters: Bomber crews nickname for their fighter escorts.

Pig Boat: Navy slang for U.S. submarines.

Pom Pom Guns: Navy 40 mm double and quad mounted antiaircraft guns. Also called Chicago Planos.

POWs: Prisoners of War. About 95,000 U.S. POWs were held by the Germans, and 15,000 by the Japanese. The U.S. held 371,683 German, 51,156 Italian, and 5,413 Japanese POWs. Of the Axis POWs in the U.S., over 1,800 attempted escape with 28 Germans and 15 Italians still at large at war's end.

Skunk: Navy term for unknown surface ship, the seagoing equivalent of "Bogey."

Tin Can: Navy slang for a Destroyer.

Tin Fish: Navy slang for a torpedo.

"My Day:" Syndicated newspaper column written by First Lady, Eleanor Roosevelt.

National Socialism: a.k.a. Nazism. A system of ideology whose characteristics include a state controlled economy, nationalism, racism and territorial greed. It also has most of the same characteristics as fascism and totalitarianism (though not all).

Newsreels: In the days before television, these were something akin to CNN Headline News. As well as cartoons and movie promos, movie theaters would often show reels of "Time Marches On," "Movietone News," and other worldwide current affairs news programming to audiences starved for more visual news and entertainment than was available from just the newspapers and radio.

Ofuna: Name of POW camp in Japan where the Japanese kept "special" or high ranking prisoners of whose capture the Japanese kept secret from the International Red Cross.

Operation Bodyline: Later called Operation Crossbow, it dealt with the Allied investigations of the German secret V-1 and V-2 weapons.

Panama Canal: Considered the Achilles' heel of American defense, it was difficult to defend and vulnerable to be completely shut down if damaged by air attack or sabotage. It was thought to be a prime target of the Japanese (and in fact was. The raid was to have been performed by 4 I-Boats — two of which were the biggest submersibles of the war — and their ready compliment of eight aircraft. The war ended before the raid could be carried out).

Poison Gas: Use of poison gas was outlawed by the Geneva Convention. Even so, it still saw limited use by the Italians against the Ethiopians in 1936, and by the Japanese against the Chinese in October 1941. Both Allies and Axis held poison gas weapons in reserve just in case the other side used it (much like the Cold War's nuclear deterrents).

Potomac: River running through Washington D.C. Also the name of FDR's personal yacht. The *Potomac* was armed with two 50 cal. machine guns during the war.

Philadelphia Experiment: A movie has since been made based on the supposedly true aspects of this project. According to the original story, sometime in 1943 the U.S. Navy destroyer, U.S.S. Eldridge, was involved in a magnetic field experiment which visually cloaked the ship in the Philadelphia Naval Yard until it appeared again in Norfolk, Virginia. The crew was rumored to have suffered from a variety of physical and mental traumas.

Phony War: The period from 9/3/39 and the invasion of Norway (4/9/40) when nothing seemed to be happening between the warring Allied and Axis countries. Also called the "Sitzkrieg."

Purple Code: Japan's highest level secret communications code. The Japanese thought it was unbreakable but the U.S. had broken it before the attack on Pearl Harbor.

Q Ships: see Auxiliary Cruisers.

Queen Mary: Most famous as the name of the fastest passenger ship afloat up to WWII, it was also the nickname for FDR's limousine.

Quisling: Nickname given to anyone thought to be a traitor and/or collaborator with the Nazi's. From the Norwegian politician and collaborator Vidkun Quisling.

Racism and Racial "Supremacy": O.K., I've said it elsewhere, but it's the sort of thing that's worth repeating... Racism played a big part in WWII. That is, a great deal of what was being fought for was the domination of one people (and not necessarily nation) over another.

The single greatest offender was Nazi Germany. The Nazis fought for the dominance of the pure white "Aryan" race over all other races of man. A lot of the Nazi Aryan racial supremacy bullstuff is based on Hindu notions of racial/caste purity and a blending of Germanic-Nordic-Teutonic mythology à la Wagnerian operas, occult mumbo-jumbo, social Darwinism and misinterpretations of Nietzsche's doctrine of the superman. In brief, this mythology of Nazism goes something like this. A long time ago, there was a race of white giants called the Aryans. They were pure and big and strong and brave and noble. They were not so pure as to avoid inter-racial relationships with other "lesser" races however, and this led to their downfall. Apparently, these other "sub-" races (such as the Jews and Slavs for instance) were incredibly jealous of the superior Aryan race and made it their single-minded goal to interbreed with the Aryans and thus weaken them by watering down the purity of the near-perfect blood strain. Thus a major goal of the Nazis was to repurify the race by eliminating any impurities.

Achieving the pinnacle of grotesque racist ignorance, they systematically murdered approximately six million Jews and exterminated or enslaved tens of millions of others of "inferior" race or ways of thinking (such as Slavs,

Gypsies, Communists, Catholics, Gays, etc...). To add validity to their alliance with the Japanese, Nazi professors actually "proved" that the Japanese were also of the master race despite rarely being tall, blond and blue-eyed.

The Japanese initiated their own brand of racial conquest in the Greater East Asia Co-Prosperity Sphere. Officially they were liberating the poor, oppressed peoples of Asia and the South Pacific from the dominance of the evil white imperialists (the U.S., England, France and the Netherlands primarily). In actuality they were merely replacing the European and American "imperial" powers with their own harsh rule.

To a lesser degree, England, France, the Netherlands and even the United States subjugated those unable to resist with the rationale that it was the responsibility of the more "civilized" races to control the savages until they could be uplifted to a near equal footing with their "benefactors." Rudyard Kipling referred to this as "White man's burden." For more information on how the U.S. treated its own minorities, see *Prejudice on the Home Front*, under *Home Front America* in the Sourcebook, as well as the entries *Black-American Military Units*, *Fascist and Pro-Nazi Organizations*, and *Japanese-American (Nisei) Military Units* under *Organizations*, *Homefront USA*; earlier in this glossary.

Radio Propagandists: See Tokyo Rose, et. al. in Biographies.

Rosie the Riveter: Originally a character on posters (based on a real person) who extolled U.S. women to work in factories, Rosie became a pseudonym for any woman war worker in the U.S.

Stage-Door Canteen: Famous New York service man's club open only to our men and women in uniform and special guests and patrons of the club. Celebrities played at being the U.S.O. (see *Organizations: Homefront U.S.A.*) by serving refreshments, mingling, dancing with and entertaining the troops. Stage-Door Canteens opened up in several cities including Hollywood and Washington D.C.

Stars and Stripes: Along with *Yank*, the U.S. GI newspapers of WWII.

Third Reich: Hitler's Germany. Proclaimed by Hitler in 1933, the Third Reich was supposed to last 1,000 years. It fell 988 years short of that goal in 1945. Incidentally trivia fans, the First Reich was the Holy Roman Empire, the Second was Germany after the Franco-Prussian War of 1870-1871 until WWI.

U-boat: German submarine, or Unterseeboot. The Kriegsmarine's most effective weapon. U-boats sank 2,828 Allied merchant ships and 145 warships. Of the 1,162 U-boats built, 785 were lost.

Ultra: See "Enigma."

V: "V" symbolized "Victory" to the Allied cause.

Vengeance Weapons: Germany's V-1 and V-2 rockets, and Japan's Fu-Go Balloon Bombs. See time line 6/13/1944, 9/5/1944, 9/8/1944, 11/ 4, 4/ 5 and 5/5/45 for more information.

Victory Bonds: U.S. government War Bonds sold to the public to provide funds for the war. The bonds matured in ten years at 2.9%.



Victory Girls: Also known as Patriotutes: Nickname for young women of questionable moral fiber who made themselves available to service men about to be sent to war. Some genuinely felt that this was the only way for them to contribute to the war effort ("Gee, these guys is goin' off ta war, an they might get killed, an well it only seems right to see these boys got nice memories an remember what it is they're fightin' for."). Many of the trysts between the V-girls and service men resulted in quick marriages, others in illegitimate children. Some of the more financially minded of these girls became "Allotment Annies" (see above).

Victory Program: FDR's prewar plan to gear up the U.S. economy for the impending war.

Victory Ships: New and improved models of the Liberty Ship.

Victory Siren: Air raid siren developed by Bell Telephone whose alarm could be heard over a ten mile square area. The U.S. Army experimented with it as an ear-drum rupturing anti-personnel weapon.

Victory Suit: Men's suit which, in an effort to conserve material for the war effort, had no vest, pockets, lapels, cuffs, or belt loops. It also didn't sell. Along similar lines, the women's two-piece swimsuit came into being in order to patriotically conserve fabric.

Victory Tax: Additional 5% added to the U.S. income tax as of Nov. 1, 1942, to pay for the war.

Waffle Bottoms: Slang for businessmen who continually sat in Washington D.C. waiting rooms attempting to land government contracts.

Yank: See *Stars and Stripes*.

Zombies: Canadian nickname for men drafted solely for defending the Homefront in WWII.

Zoot Suits: Teenage rebel fashion in the early 1940s, which was soon taken over by predominantly Black and Chicano gangs (like sports gear now) as gang colors. A typical zoot suiter wore a brightly colored suit with huge shoulders, a wasp waist, baggy trousers which tapered at the ankle, a fedora with a *huge* brim, and a watch chain that dangled nearly to the ground. Zoot suiters were constantly getting in fights with service men (and often seemed to prey on sailors.) In an effort to control the gangs, some cities even banned the outfit.

USE IT UP,
WEAR IT OUT,
MAKE IT DO,
OR DO WITHOUT.

U.S. Wartime Slogan

USA HOMEFRONT ORGANIZATIONS

Black-American Military Units: In 1940 there were only about 5,000 blacks in the U.S. Army (and only 12 of these were officers). By war's end, almost 900,000 Blacks served in the U.S. military in WWII. Due to ignorance and racial hatreds, Blacks were usually relegated to non-combat duties and were further not allowed to serve in the same units as Whites until President Truman gave the order to desegregate the military in 1948. The following were some of the all Black (except for White commanding officers) units in WWII:

2nd Cavalry

92nd Infantry Division a.k.a. the "Black Buffaloes" (fought in Italy)

93rd Infantry Division (fought in the Pacific)

99th Pursuit Squadron a.k.a. the "Black Eagles," "Lonely Eagles," or the Tuskegee Airmen (fought in Italy and Sicily)

104th Infantry (fought in Europe)

332 Fighter Group a.k.a. the "Red Tails" or the "Red Tail Angels"

477th Medium Bomber Group (never saw combat)

555th Parachute Infantry Company (never saw action)

614th Tank Destroyer Battalion (fought in Italy)

755th Field Artillery Battalion (fought in Europe)

761st Tank Battalion a.k.a. the "Black Panthers" (fought in France on D-Day, fought in France, Belgium, Holland, Germany and Austria. Fought in "Battle of the Bulge" and later helped liberate death camps. Belatedly received Distinguished Unit Citation in 1978)

969th Field Infantry (fought in Europe)

Also the U.S. Navy had an all Black crewed and officered submarine chaser and an all Black crewed destroyer escort, the *U.S.S. Mason, DE 529*.

Bucket Brigade: U.S. desperation measures early in the anti-submarine war on the East Coast resulted in anything that could float being equipped with a radio to communicate U-boat positions. Also known as the "Hooligan Navy."

Devil's Brigade: German nickname for the 1st Special Service Force. Composed of Americans and Canadians (and rumor has it, gangsters and assorted hoodlums), the 1st SSF was rated one of the best military units of the war. Originally trained for a virtual suicide mission in Norway (later canceled), they instead went on to terrorize the Germans at Anzio. They were commanded by U.S. Major-General Robert T. Fredrick.

Fascist and Pro-Nazi Organizations: A dangerous and active minority — collaborationists and fifth columnists were seemingly everywhere. **America First** was an Organization of Isolationists who considered it their patriotic duty to keep America out of the war. Its most famous supporter was Charles Lindbergh, but it also included numerous congressmen and military leaders among its ranks (many of whom were actually on the Nazi payroll...even AFTER Pearl Harbor). According to Hitler's Propaganda Minister, Dr. Joseph Goebbels, "The American First Committee is truly American and truly patriotic!"

It was primarily funded by German backers and American Fascist groups. Among those who backed the movement were the **Christian Front**, Father Coughlin's 200,000 strong "Christian" Fascist Organization based out of Detroit; the **German American Bund**, before the bombing of Pearl Harbor, a pro-German organization in the U.S. with over 25,000 members located conveniently near U.S. military and industrial complexes; the **Ku Klux Klan**, self-appointed "defenders" of the white race; and a slew of other "American" Fascist or Racist organizations including: **American Destiny Party, American Guards, American White Guard, Blackshirts** (Italian American Fascists), **Christian Mobilizers, Crusaders for Americanism, Ethiopian-Pacific League** (a Black Fascist group), **Falangists** (Spanish Fascists), **Gray Shirts, Kyffhaeuser Bund** (German Veterans League), **National Copperheads, National Workers League, Patriots of the Republic, Save America First, Save Our America Clubs, Social Justice Clubs, White Russian Fascists, Silver Shirts**. The American Fascist organizations were dedicated to proving a Jewish-Communist conspiracy was responsible for all the world's problems, and further dedicated to keeping America from interfering with Nazi plans for world domination.

FBI: Federal Bureau of Investigation of the U.S. Department of Justice. See civilian package deals elsewhere in this book.

Hooligan Navy: See "Bucket Brigade."

Japanese-American (Nisei) Military Units: Despite over 100,000 of their friends and relatives being held prisoner by the U.S. government, the Nisei units more than proved their loyalty to the U.S. In fighting in Italy, the 100th Infantry Battalion received more awards than any other U.S. unit its size and the 442nd Regimental Combat Team became the most highly decorated combat unit in U.S. history. The two units had over 9,000 casualties and not a single desertion during the entire war (setting another U.S. record). In fact, six men were known to escape from the hospital to rejoin their units. The 442nd's motto was "Go for broke."

Merchant Marine: U.S. maritime agency in charge of cargo transport in all theaters of the war. Suffered the highest casualty percentage of U.S. armed force in WWII.

Nisei: 2nd generation Japanese-Americans (see "Japanese-American Military Units" and "Executive Order No. 9066" for more information).

NDRC: National Defense Research Committee, formed by an Executive order of President Roosevelt in 1940. A Unit of the OSRD charged with "the development of the instrumentalities of war."

OCD: Office of Civil Defense.

ODT: Office of Defense Transportation.

OFF: Office of Facts and Figures.

OPA: Office of Price Administration.

OSRD: Office of Scientific Research and Development.

OSS: Office of Strategic Services (6/13/1942 to 9/20/1945). U.S. intelligence agency that was the forerunner to today's CIA. It was headed by William D. "Wild Bill" Donovan. Among other things, it worked with the British S.O.E. (Special Operations Executive) in dropping agents into occupied Europe.

OWI: Office of War Information. U.S. censorship agency which decided what the American public was allowed to know concerning the war.

SPARS: U.S. Women's Coast Guard Reserve established Nov. 23, 1942. Their name was taken from the Coast Guard motto, "Semper Paratus" (Always Prepared).

T-men: U.S. Treasury Agents; Secret Service.

USAAF: United States Army Air Force (before June 20, 1941 it was the Army Air Corps).

USMC: United States Marine Corps. Female Marines were officially called "Women Marines" and unofficially called BAMs (Broad Afted Marines) by the male Marines. In retaliation, the female Marines referred to male Marines as HAMs (Hairy Afted Marines).

USN: United States Navy.

USO: United Service Organizations. Formed Feb. 1941 by several service organizations, the USO was best known for running service men's clubs in the U.S. and safe Allied territories, and organizing touring shows for the troops in combat rear areas.

WAAC: Women's Army Auxiliary Corps from March 14, 1942 to Sept. 30, 1943 when it changed its name to the Women's Army Corps.

WAAF: Women's Army Air Force.

WAC: Women's Army Corps. See "WAAC."

WAFS: Women's Auxiliary Ferry Service.

WAGS: Nickname given to the Army K-9 (Canine) Corps.

WASP: Women's Airforce Service Pilots. They ferried airplanes to where they were needed, freeing men for combat duty.

WAVES: Women Accepted for Voluntary Emergency Service: the U.S. Navy's women's auxiliary.

Women's Land Army: Across the country, the U.S. government organized women volunteers as field hands to alleviate manpower shortages.

OVERSEAS ORGANIZATIONS

Abwehr: Secret service branch of the German High Command and nominally attached to the German navy — it was the primary intelligence gathering organization of the Germans until Feb. 18, 1944 when it was replaced by the Reich Central Security Office. Following the arrest and subsequent execution of its head, Admiral Canaris, for his part in the Hitler assassination attempt, the organization ceased to be on June 1, 1944. During its operation, it was divided into three sections: espionage, sabotage, and counterespionage.

AVG: American Volunteer Group, a.k.a. The Flying Tigers (12/18/1941 to 7/4/1942). Built a legendary air combat record against the Japanese in China before being absorbed into the U.S. 14th Army Air Force.

Black Orchestra: Name applied to anti-Hitler conspirators in Germany. The "Black" in the name denotes ties with the Vatican via Catholic priests. The main effort of the organization was smuggling Jews out of Germany.

Black Shirts: The Italian fascist political organization. Also the name given the German SS.

Brown Shirts: The Nazi S.A. or Sturm Abteilung (Storm Division) were the 1st Nazi paramilitary organization.

Condor Legion: German Luftwaffe "volunteer" force which aided Franco in the 1936-1939 Spanish Civil War. Spain was a testing ground for Axis weapons and tactics used later in WWII.

Eagle Squadron's: Name for the 71st, 121st, and 123 squadrons of the R.A.F. which were composed of U.S. volunteers who fought for the British BEFORE U.S. entry into the war. By the time the U.S. entered the war, only 4 of the original 34 pilots survived to be incorporated into the U.S.A.A.F.

GESTAPO: Geheime Staatspolizei (Secret State Police). German state police organization used for the suppression of political enemies.

GRU: Glavnoye Razvedyvatelnoye Upravlenie, the Soviet military intelligence agency that most successfully ran espionage operations in the U.S.

INTERPOL: International Criminal Police Commission which, through the cooperation of police forces within its member countries, assists in solving international crimes. Formed in 1923, the U.S. joined INTERPOL in 1938, only to end its involvement the next year when the Nazis annexed Austria and seized INTERPOL HQ in Vienna (effectively killing INTERPOL until after the war. In 1946 it was reformed as the International Criminal Police Organization. J. Edgar Hoover served as the U.S. representative from 1938-1950.

Kempeitai: Japanese Army secret police. Similar to the Nazi Gestapo, and just as ruthless.

KGB: Soviet intelligence agency responsible for state security.

Kriegsmarine: German Navy.

Luftwaffe: German Air Force.

Maquis: Name of the French Resistance.

MI-5: British Counterintelligence.

MI-6: British Espionage section.

MI-9: British organization assisting allied POWs in escaping from occupied Europe.

Milice: The Militia; the Vichy French secret police (more feared than the Gestapo in occupied France).

Nazi: Nickname for the Nationalsozialistische Deutsche Arbeiter Partei (NSDAP) or National Socialist German Worker's Party. Formed in 1918, joined by Hitler in 1919, and abolished in 1945. Under Hitler's leadership, the Nazis were elected into power and seized control of Germany in 1933; then proceeded to systematically eliminate all opposition through arrest and terror.

NKVD: Narodnyy Komissariat Vnutrennikh Del or the People's Commissariat for Internal Affairs of the Soviet Union. This Soviet agency was distinguishable from the KGB in that the KGB concerned itself with external affairs...somewhat similar to the distinction between the current U.S. FBI and CIA (only nastier).

OKW: Oberkommando der Wehrmacht, the German High Command.

R.A.F.: England's Royal Air Force.

Section IIIB: German Secret Intelligence.

SA: see Brown Shirts.

SAS: Special Air Service. British elite commando unit.

SD: Sicherheitsdienst. Security Service branch of the SS. They were involved in information retrieval and espionage.

SIS: British Special Intelligence Service.

SMERSH: Russian counterintelligence and security agency whose full name (Smert Shpionam) meant "death to spies." It attempted to enforce loyalty through imprisonment and murder (subtly was not a strong point). It was originally a subagency of the NKVD.

SOE: Special Operations Executive. British intelligence agency charged with underground activities behind German lines.

SS: Schutzstaffel. Originally the black-shirted Nazi elite corps which served as personal bodyguard to Adolf Hitler, this para-military political organization came to be the chief instrument of Nazi terror. Within a short time the SS became the German State Police and had infiltrated the military. Its military branch, the Waffen SS, eventually numbered 38 divisions (about 22% were non-German Nazis). The SS (regardless of branch) gained a deserved reputation for cruelty and brutality in its administration of the Death Camps, and its massacres of civilians and POWs.

Units 731 and 100: Units of the Japanese Kwantung Army in Manchuria which secretly developed and used biological weapons (anthrax, plague, typhoid, dysentery, etc.) and chemical weapons (poison gas). Thousands were killed in China from germ and chemical warfare, as well as thousands (including U.S., British, and Australian P.O.W.s) used as Human Guinea Pigs to test the weapons. This remained a U.S. and Japanese government secret until the 1980's when evidence accidentally came to light. Had the Japanese had the delivery systems and the will to use it more extensively, it has been estimated that they had produced enough biological agents to have killed off half the human race. As part of the cover-up in exchange for information, none of the people responsible were charged with war crimes.

Waffen SS: Military branch of the SS.

Wehrmacht: The German Army.

Werewolves: What were supposed to be the Nazis postwar underground.

White Rose: Name of an anti-Nazi, pro-Christian German youth movement from 1939 to 1942. The Nazis beheaded its young leaders.

GOLDEN AGE TIMELINES

USING THE TIMELINES

The timelines that follow start ten years before the United States becomes actively involved in WWII and end slightly after the end of the war. The timelines are divided into three columns representing three separate yet concurrent timelines.

The "Real World" column is just that. This column follows the history of the world as it really happened (although in an abbreviated format). Much of this is information that PCs could find in the daily newspaper, such as big military advances overseas and news that affects the homefront such as rationing and military conscription dates.

The next column entitled "Champions World" describes the world as it would be if super heroes existed in it. This super world timeline does not supersede the real world, it supplements it. If the "Real World" timeline mentions the attack on Pearl Harbor as two waves of planes, the "Champions' World" timeline will include enough extra forces so that the Heroes can battle the Axis invaders yet not really change the course of history.

Finally, the last column "Axis World" represents the grim possible reality had the Axis powers won the war. It is presented for those who want to run extra-dimensional adventures, what-if stories or even a campaign of freedom fighters on Axis Earth.

All three timelines run concurrently, and a GM may choose whether events occur as they did in reality, or as they might have if there were super heroes and villains. Spaces in the later two timelines can be filled in as the GM sees fit, with notes pertaining to his own players, NPCs, and campaign. Finally, remember, none of this is written in blood. The GM should not hesitate to change history slightly, here and there, if it keeps the players on their toes.

Although the timelines presented are perhaps more extensive than those in most game supplements, they are nonetheless still not all-encompassing flowcharts. They are meant to be used as guidelines only. While everything in the Real World timeline really happened, emphasis has been placed on technological trivia and such politics and social history as would most influence a super heroic campaign set primarily on America's homefront.

GOLDEN AGE TIMELINES

Date	Real World:	Champions' World:	Axis World:
1931:	America and the world are in the midst of the Great Depression. Nine million Americans are unemployed. The 18th Amendment to the Constitution, the Prohibition law, is still in effect.		
Jan. 1	New York's Empire State Building is completed. Once completed, the 102 story tall building is the World's tallest at 1,485 ft. (247.5 game inches)	Up through Jan. of 1931, there are no superpowered beings currently in evidence on Earth.	
Feb.	The Shadow™ makes his debut in <i>The Shadow™</i> #1.		
Feb. 14	The movie <i>Dracula</i> debuts.	Non or low powered heroes start a new Golden Age of Champions.	
Mar. 3	"Star Spangled Banner" officially becomes U.S. national Anthem.		
Sept. 18	Japan starts conquest of China by occupying Mukden, Manchuria.		
Oct. 25	George Washington bridge opens, 1st to span Hudson river joining New York and New Jersey.		
Nov. 21	The movie <i>Frankenstein</i> debuts.		
1932:			
Feb. 4	Winter Olympics held at Lake Placid, New York.		
May 3	Gangster Al Capone is carted off to prison to serve 10 years for tax evasion.		
June 30	U.S. Navy Airship, Los Angeles is decommissioned after a career spanning 7 years and 8 months. She is maintained as a floating laboratory until Oct. 1939.		
July 30	Summer Olympics held at Los Angeles, California.		
Sept. 15	Japan forms Manchurian puppet government called Manchukuo.		
Nov. 9	Franklin Delano Roosevelt defeats President Herbert Hoover and is elected 32nd President of the United States. His vice president is John N. Garner.		
Dec. 22	<i>The Mummy</i> movie debuts.	The Doberman suffers his origin.	
1933:			
Jan. 30	Hitler becomes German chancellor. Doc Savage™ makes his debut in <i>Doc Savage™</i> Magazine, #1.		
Feb. 15	Assassination attempt on FDR at Miami Fla. foiled by bystander.	Mystery man foils presidential assassination attempt.	
Feb. 27	German Reichstag (senate) building burns. 4 Communists blamed and executed.		

Date	Real World:	Champions' World:	Axis World:
Mar. 22	Germans establish 1st concentration camp near Dachau for Jews, clergymen, political opponents, and other "undesirable elements."		
Mar. 24	Hitler given supreme powers by Reichstag.		
Mar. 27	Japan quits League of Nations.		
Apr. 4	The Navy dirigible, USS Akron (ZRS-4) crashes and sinks off New Jersey coast in storm. 73 of 76 crew lost including Rear Admiral Moffet, Chief of the Bureau of Aeronautics.		
Apr. 28		King Kong plummets 102 stories from atop the Empire State Building to his death.	
Oct. 21	Germany quits League of Nations.		
Dec. 5	Prohibition ends with passing of 21st Amendment.		
1934:			
May 23	Infamous bank robbers, Bonnie and Clyde, are killed in police ambush.		
June 30	"Night of the long knives." In Nazi power struggle, Hitler's SS assassinate 150 rival Nazi SA (Brown Shirts) members including Ernst Roehm and other rivals.		
July 6	Gangster John Dillinger is gunned down by Federal agents in Chicago.		
Aug. 2	German President Hindenburg dies. Hitler has self proclaimed both President and Chancellor of Germany and assumes the title Reichsführer.		
1935:			
Feb. 12	The Navy dirigible, USS Macon (ZRS-5) crashes and sinks in Pacific with only two fatalities.		Divergence: A burp in the cosmos causes a dimensional disturbance resulting in this timeline supplanting the "regular" <i>Champions</i> timeline.
Mar. 6	Germany starts military draft.		
Oct. 3	Italy invades Ethiopia.		
1936:			
Feb. 17	The Phantom™ makes his newspaper debut with the King Features Syndicate™.		
June 18	The Spanish Civil War begins.		
Aug. 1	Olympic games held in Berlin, Germany. U.S. wins the most gold medals while Germany wins the most total medals. An embarrassment to the racist Nazi's is the Black-American Gold Medal winning runner, Jesse Owens.	Although superpowered beings have been officially banned from the Olympics, it is rumored that Germany's high medal count is partially attributable to several prototype super soldiers.	

Date	Real World:	Champions' World:	Axis World:
Oct. 9	Boulder Dam (renamed Hoover Dam in 1937) in Nevada is completed. It is 726 ft. tall (121 game inches).	Super villain threatens to destroy Boulder Dam and drain 247 sq. mile Lake Mead if ransom of \$1,000,000 dollars is not paid. Heroes intervene.	
Nov. 3	Franklin D. Roosevelt elected to second term as U.S. President, beating Republican Alfred M. Landon. His V.P. is still John Garner.		
Nov. 18	In the Spanish civil war, Germany and Italy support fellow-fascist, General Franco. The Republican government of Spain is supported by France and the USSR.		
1937:			
Mar. 15	H.P. Lovecraft dies.	Creator of the Cthulhu mythos, writer H.P. Lovecraft, disappears. Witnesses report his abduction by gibbering, unnamable, vicious, unspeakable abominations.	
May 6	The German passenger airship <i>Hindenburg</i> explodes on arrival at Lakehurst, N.J. 61 of the 97 people on board miraculously survive. The explosion of the hydrogen gas used to lift the dirigible is generally thought to have been caused by a static discharge upon approaching the mooring mast. Sabotage has also been conjectured. The <i>Hindenburg</i> was filled with hydrogen instead of helium because the U.S. (sole manufacturer of helium at that time) wouldn't sell to Nazi Germany.	Thanks to the timely arrival of several mystery-men (or their coincidental presence aboard the flight), 61 people are rescued from the flaming wreckage of the zeppelin <i>Hindenburg</i> .	
May 27	The Golden Gate bridge opens, linking San Francisco and Marin County, California.	Heroes foil first attempt ever of a supervillain to hold the Golden Gate Bridge for ransom.	
July 2	Amelia Earhart, world famous female aviator, is lost over the Pacific while on round-the-world flight. Although there is no evidence to substantiate it, rumor has her being captured and executed by the Japanese as a spy.		
July 4	The first successful helicopter, the FW-61, is flown in Bremen, Germany. It was designed by Heinrich Focke, and test-flown by famous Nazi female test-pilot Hanna Reitsch.		
Nov. 29	Britain and France trade colonies to Germany in hopes of insuring peace.		

Date	Real World:	Champions' World:	Axis World:
Dec. 6	German scientist, Werner von Braun, begins tests of A-3 rocket at Peenemunde, Germany, leading to the development of the A-4 (also known as the V-2) later used to bomb England and Allied positions in WWII. Von Braun (post-war head of U.S. space program) had planned a multi-stage version (A-10) to reach the U.S.	Liberty League's 1st mission is vs Nazi spy ring in Connecticut.	Nazis engineer fake invasion from Mars using radio-controlled rockets, Martian tripod war machines, and biological automatons made into Martians.
Dec. 12	Japanese air attack sinks U.S. gunboat <i>Panay</i> in Chinese waters. Japan apologizes.		
1938:			
Mar. 13	Germany annexes Austria (the Anschluss).		
May 8		Marian invasion of Earth is opposed by many of Earth's mightiest mortals. Grover's Mill, New Jersey is the sight of the first landings.	
June	Superman™ makes his debut in <i>Action Comics</i> ™, no. 1.		
Oct. 1	Germans occupy Sudetenland relatively unopposed by Czechs.		
Oct. 31	Halloween: Misinterpreting the radio play "The War of the Worlds" as the real thing, thousands panic as Orson Welles describes an invasion from Mars.		
Nov. 9	Kristallnacht (Night of Broken Glass) The assassination of the German Envoy in Paris is used as an excuse by Nazis to burn and loot Jewish shops and synagogues. Germany also starts placing Jews in concentration camps and fines them \$400,000,000.	The German aircraft carriers, Graf <i>Zeppelin</i> and <i>Peter Stasser</i> , set to sea.	
Dec. 8	The German aircraft carrier, Graf <i>Zeppelin</i> , is launched (it is never finished, however). A 2nd carrier, <i>Peter Stasser</i> , is planned.		
1939:			
Feb. 18	The Golden Gate International Exposition opens in San Francisco.	Germans also occupy Ruritania and the Duchy of Grand Fenwick.	
Mar. 15	Germans occupy Bohemia and Moravia unopposed.		
Mar. 23	Lithuania surrenders Memel territory to Germans.		
Mar. 26	Poland refuses to cede Danzig Corridor to Germany.		
Mar. 31	Britain and France guarantee Poland's integrity.		
April 1	Fascists win Spanish civil war. U.S. recognizes Franco's government.		

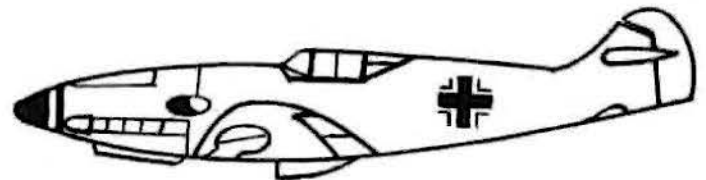
Date	Real World:	Champions' World:	Axis World:
Apr. 30- Oct. 31	"The World of Tomorrow" is the theme for the New York World's Fair in Queens, New York. 22 nations participate in showing off their technological prowess. Notably absent is Nazi Germany. Opening day attendance tops 500,000.	A technological mastermind takes over control of the robot "Elektro" at the World's Fair. Via the newly premiered media marvel of "television" the villain threatens to destroy the center pieces of the Fair, the 700 ft. tall Trylon and 200 ft. tall Perisphere.	
May	Batman™ makes his debut in <i>Detective Comics</i> ™, no. 27.		
May 22	Nazi Germany and Fascist Italy ally.		
Sept. 1	Germany invades Poland.		
Sept. 3	England and France declare war on Germany.		
Sept. 5	President Roosevelt declares U.S. neutrality.		
Sept.	61st German air raid on England.		
Sept. 10	Canada declares war on Germany.		
Sept. 17	USSR invades Poland.		
Sept. 24	U.S. starts "Cash and Carry" program to trade with warring nations.		
Sept. 27	Poland surrenders.		
Sept. 28	Germany and USSR divide Poland between themselves.		
Oct. 24	Airship ZR-3, the USS <i>Los Angeles</i> is stricken from the Navy lists and dismantling starts.	Anonymous millionaire playboy purchases decommissioned dirigible and donates to New York super hero group after extensive remodeling. It serves as a mobile base and is often seen moored to the mast atop the Empire State Building.	
Nov. 8	Assassination attempt on Hitler fails		
Nov. 30	USSR invades Finland.		
Dec. 17	Germans scuttle Battleship <i>Graf Spee</i> off Montevideo, Uruguay after battling with British cruisers.	British and Axis supers battling off Montevideo result in the sinking of the Nazi Battleship <i>Graf Spee</i> .	
1940:			
Jan.	Captain Marvel™ makes debut in <i>Whiz Comics</i> ™ #2.	Dr. Qual and SS. Chief Heinrich Himmler nearly come to blows arguing policy in front of the Führer at his mountain retreat in Berchtesgaden in the Bavarian Alps. Qual is exiled to take command of Nazi espionage activities in America.	German legalization of dog meat as food in January, 1940 results in the supervillain, Doberman, attempting a ridiculous plot to rescue all the Dachshunds in Germany (called Blockade Mutton; weiner dogs were supposedly the tastiest).
	Germany legalizes dog meat as food.		
Jan. 12	1st German air raid on London.	U.K. heroes take to the skies to defend their capital.	
Mar. 12	Finland signs treaty with USSR ceding Karelian Isthmus and other territory.		
April 9	Germans occupy Denmark and invade Norway.		

Date	Real World:	Champions' World:	Axis World:
May 5	King Haakon VII escapes Norway for England.		
May 10	Germans invade Holland, Belgium and Luxembourg.		
May 11	British Prime Minister Chamberlain resigns and is replaced by Winston Churchill.		
May 13	Igor Sikorsky makes 1st U.S. helicopter free flight in his VS-300 at Stratford, Connecticut.		
May 15	Holland surrenders to Germany and Queen escapes to England.		
May 28	Belgian army surrenders. King Leopold III remains as a German prisoner.		
June 4	Germans occupy Dunkirk following the largest organized route in history. About 1,200 Allied naval and civilian craft managed to rescue 338,266 British and French military personnel when they were forced to abandon the European continent to the Germans.	British and sympathetic heroes hold off the German Luftwaffe so that the evacuation of Dunkirk can succeed.	Germans complete destruction of British and French forces at Dunkirk. Were it not for the British Navy, England would be defenseless.
June 10	Italy enters war on Germany's side.		
June 14	Germans occupy Paris. French government moves to Bordeaux.		
June 16	General Petain forms new French government to make peace with Germany.		
June 18	General De Gaul forms free French government in exile in England.		
June 22	French/German armistice is signed. Nazi troops occupy three-fifths of France.	Nationalistic French super heroes escape to England and the U.S. rather than become Nazi puppets.	
June 24	Marshal Petain moves his government to Vichy, France.		
June 28	Alien Registration Act passes. All Aliens age 14 and above must report for registration and fingerprinting with government officials and their families being exempted. Over 5 million eventually register.	U.S. Congress passes Superbeing Registration Act. It requires all paranormal entities to register with the government. New York Representative manages to water down the bill so that Secret IDs and fingerprints are requested but not required.	
July 3	British destroy French fleet at Oran to prevent it from falling to Germany. France severs diplomatic ties.		
July 16	Hitler orders preparations for Operation Seelöwe (Sea Lion) — the anticipated German invasion of England. The Battle of Britain starts as German planes strike in preparation for the invasion.		
June 30	Germans occupy England's Channel Islands (Alderney, Guernsey, Jersey and Sark).		

Date	Real World:	Champions' World:	Axis World:
Aug. 3	Italians begin African campaign against the British.		
Aug. 25	British begin massive bombing campaign over German capital, Berlin.		
Sept. 3	U.S. trades 50 WWI destroyers to England for Navy bases in the Caribbean.		50 obsolete warships scrapped by U.S. in effort to show neutrality.
Sept. 27	Tripartite Pact signed forming the German, Italian, Japanese Axis. Axis agreement divides the world into spheres of influence as follows: Europe to Germany, the Mediterranean to Italy, and the Orient to Japan.		
Oct. 12	Operation Sea Lion, the planned German invasion of England, is called off.	British and Allied Heroes turn possible Nazi invasion force away from U.K.	Germans successfully invade England despite heavy opposition.
Oct. 16	All U.S. men, age 21 — 35, required to register for military draft. Actual selection begins in two weeks.		In a show of neutrality, U.S. delays draft registration indefinitely.
Oct. 23	Hitler fails to convince Franco to let German troops march through Spain to attack English at Gibraltar.		German troops take Gibraltar via Spain to control entrance to Mediterranean Sea.
Oct. 24	Hitler fails to convince Vichy France to ally with Germany.		Petain dies mysteriously and Vichy France declares war on England.
Oct. 28	Italians invade Greece	Greek heroes Marathon and Nike (Golden Age Versions) battle Italian heroes Veltro and Decurian for the first time.	Italians invade Greece.
Oct. 29	British troops enter Greece.		London under siege by Germans.
Nov. 5	FDR elected to unprecedented 3rd term as U.S. President beating out Republican Wendell Willkie. FDR's V.P. is Henry A. Wallace.		London falls. Royal family relocates to Canada.
1941:			
Jan. 6	FDR "Four Freedoms" State of the Union address: freedom of speech and expression, freedom of religion, freedom from want, and freedom from fear. The duties required to protect these freedoms were maximum productivity, speed of delivery of materials to war front, fight an all out effort, work towards a just, charitable, lasting peace. Captain America™ make his debut in <i>Captain America Comics</i> ™ #1.		
Mar.	Although officially still neutral, the U.S. seizes Axis ships in U.S. ports.	Several heroes battle with Kriegsmariner to prevent Axis ships from leaving U.S. ports.	
Mar. 1	Bulgaria joins Axis powers.		Bulgaria joins Axis powers.

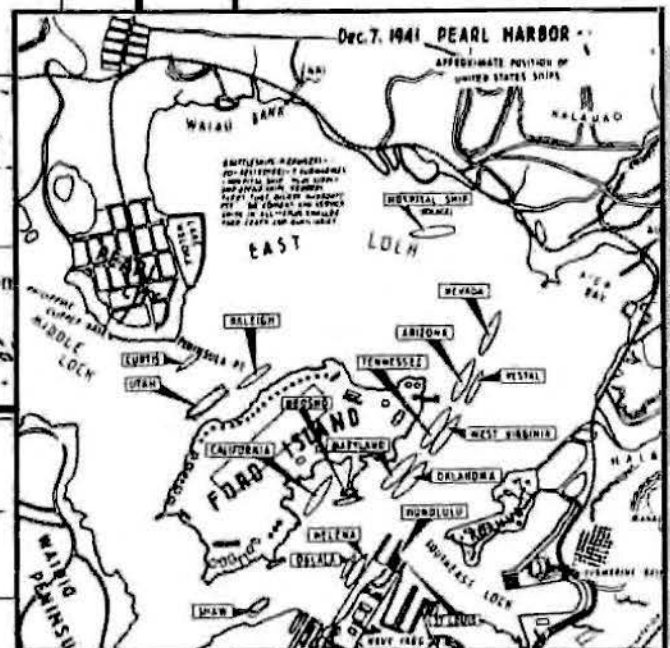
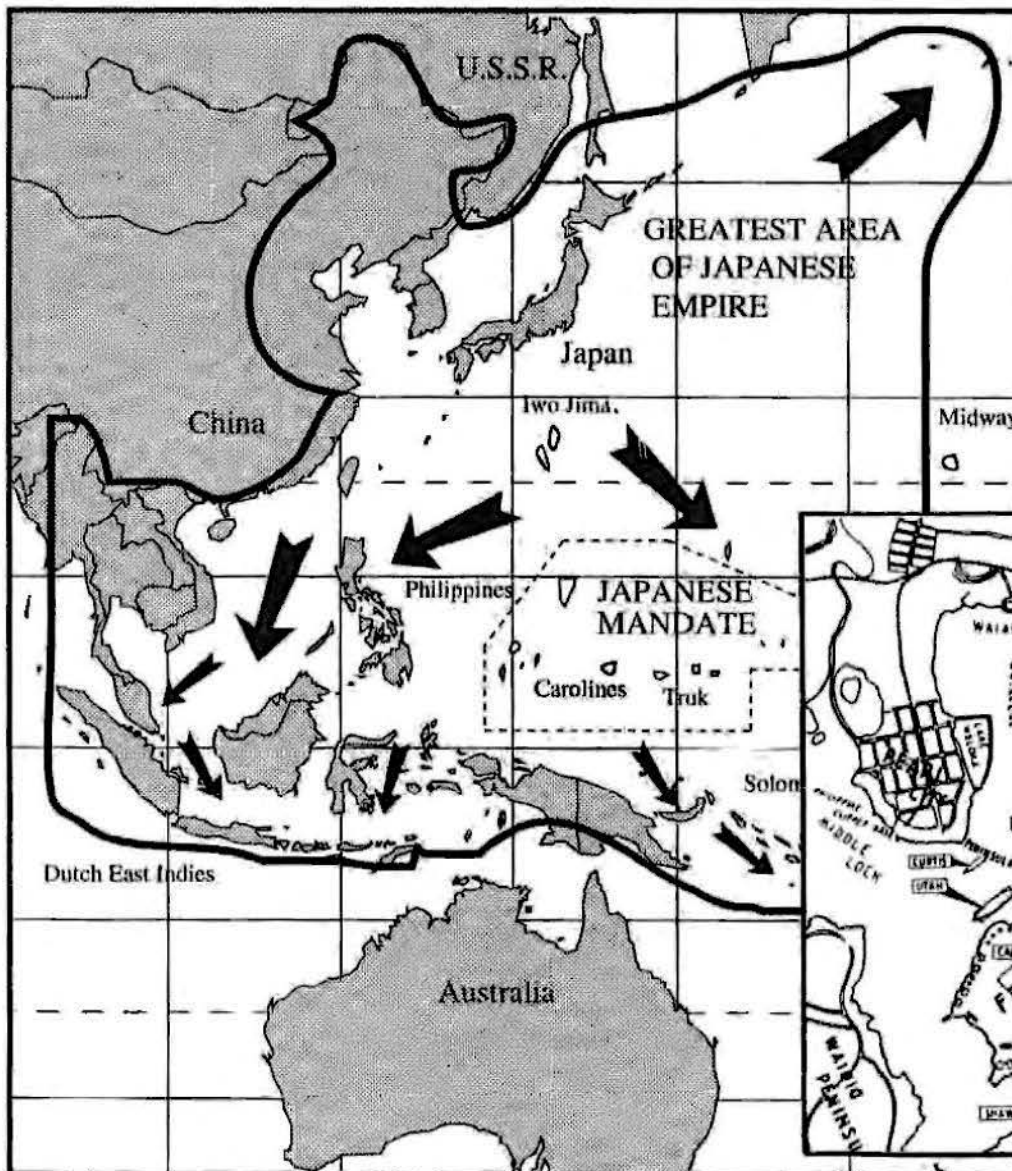
Date	Real World:	Champions' World:	Axis World:
Mar. 11	Lend-Lease act passes enabling FDR to: "Sell, transfer, exchange, lend, lease, or otherwise dispose of defense materials for the government of any country whose defense the President deems vital to the defense of the United States."	Several U.S. super heroes volunteer for "Lend-Lease" to help Britain combat the Axis super villains.	Lend-Lease bill fails to pass by a narrow margin. With the fall of England, bill is seen as too little and too late. General Rommel leads German army across Hadrian's wall and into Scotland. Ireland reasserts its neutrality.
Mar. 31	General Rommel, "the Desert Fox", takes control of German and Italian troops in a new African offensive.		British troops suffer severe and totally unexpected defeats to Italian African Expeditionary Forces.
Apr. 6	Germany invades Greece and Yugoslavia.		Greece surrenders to Italy. Germany invades Yugoslavia. Yugoslavia surrenders to Germany.
Apr. 17	Yugoslavia surrenders to Germany.		
Apr. 21	Greece surrenders to Germany.	Greek heroes go underground.	
Apr. 24	British troops exit Greece.		British leave North Africa for India.
May 11	Rudolf Hess, the 3rd ranking member of the German Nazi government, is captured after parachuting into Scotland in an attempt to deal for peace between England and Germany.	Numerous super beings battle on the Duke of Hamilton's estate in Scotland resulting in the capture of German Deputy Führer Rudolf Hess.	Rudolf Hess, the 3rd ranking member of the German Nazi government is made German military governor of England.
May 20	Germans occupy Crete.		

Greatest Area of German Expansion



Date	Real World:	Champions' World:	Axis World:
May 24	British Battleship <i>Hood</i> sunk by German Pocket Battleship <i>Bismarck</i> .	Following U.S. seizure of the neutral Portuguese Azores islands on May 22 (to prevent them from falling into German hands), FDR orders U.S. Navy to occupy Skull Island in the south Atlantic.	Nazis go to war with USSR, breaking the non-aggression pact. Except for garrison troops in England and Europe, the Nazis throw everything at the Russians.
May 27	<i>Bismarck</i> sunk by British torpedo bombers.		
June 20	U.S. Army Air Corps becomes U.S. Army Air Force (USAAF)		
June 22	Nazis go to war with USSR, breaking the non-aggression pact.	U.S. "Lend-Lease" super heroes already in Britain volunteer to help USSR combat the Axis super villains.	
July	FDR forms office of C.O.I. (Coordinator of Information) predecessor of the OSS Ground- breaking ceremony for the Pentagon building, in Washington D.C. At the time it is the largest office building in the world.	FDR forms Government Office of Super Heroes (G.O.S.H.). Nazi super agents attempt to place time bomb in foundation of Pentagon. Stopped by Heroes.	Nazi super agents successfully place time bomb in foundation of Pentagon.
July 12	British sign pact with USSR.		Japanese Foreign Minister Matsuoka convinces ruling clic to attack Russia.
July 16	U.S. occupies Iceland. Germans capture Smolensk.		Germany occupies Iceland.
Aug. 14	Aboard a U.S. Cruiser in Argentina Bay, Churchill and Roosevelt sign Atlantic Charter and agree to take care of Germany first.		Japanese Kwantung Army invades USSR. from Manchuria, opening a second front.
Aug. 28	Germans occupy Baltic states.		
Sept. 19	Kiev falls to Nazis.		
Oct. 16	USSR government flees Moscow for Kuibyshev. German ally, Rumania, occupies Odessa.		
Oct. 24	Germans take Kharkov.		
Oct. 31	Although not at war, U.S. destroyer <i>Reuben James</i> is torpedoed and sunk by German submarine.		
Nov. 15	Russians stop Nazis short of Moscow.	General Mayhem, Captain Commie and the Bolshevik Boys, and some lend-lease super heroes, beat back the Nazis at the gates of Moscow.	Despite heavy losses, USSR temporarily halts German advances on Moscow.
Nov. 18	British begin counteroffensive in Libya.		
Dec. 7	Japan stages successful surprise attack on U.S. naval base at Pearl Harbor, Hawaii. 423 aircraft launched from six carriers and formed in two waves sink 5 U.S. battleships, 2 cruisers, 1 destroyer, several smaller craft, and severely damage 3 other battleships. Over 40 U.S. air power destroyed on the ground. Wonder Woman™ makes her debut in All-Star Comics™ #8.	The third wave of bombers and the small marine invasion force are turned back by the timely arrival of several American and Allied super heroes. Most of the Japanese and accompanying German units escape under cover of their respective super beings.	Pearl Harbor is successfully invaded by Japan. Meanwhile, German naval units continue to pose a threat to U.S. eastern coast from their bases in Greenland and the Caribbean. Suddenly, all U.S. men, age 18 - 45, required to register for military draft.

Date	Real World:	Champions' World:	Axis World:
Dec. 7	Hitler issues Night and Fog Decree (Nacht und Nebel Erlass) to suppress anti-Nazi activities in Europe. Suspects were rounded up in the middle of the night by the Gestapo — never to be seen again (they were usually secretly executed).	Several previously mutually-antagonistic, independent, superheroes and superhero groups announce their intent to form the "Liberty Legion;" a hero group dedicated to protecting the American way of life from the threat of the Axis menace.	
Dec. 8	U.S. declares war on Japan.	Vanguard tries to join Liberty Legion but accidentally joins the American Legion.	U.S. declares war on Japan.
Dec. 10	Japanese invade Philippines and Guam.	German and Italian supers cease embassy based operations in the U.S. and quickly go underground.	Japanese invade Philippines and Guam.
Dec. 11	Germany and Italy declare war on U.S., who return the compliment.	First major battle on U.S. mainland between U.S. and German / Italian superbeings following surprise attack bombings of several super hero headquarters.	Hitler demands U.S. cease giving aid to the Dominion of Canada and British government in exile. In exchange he promises to aid U.S. in armistice negotiations with Japan.

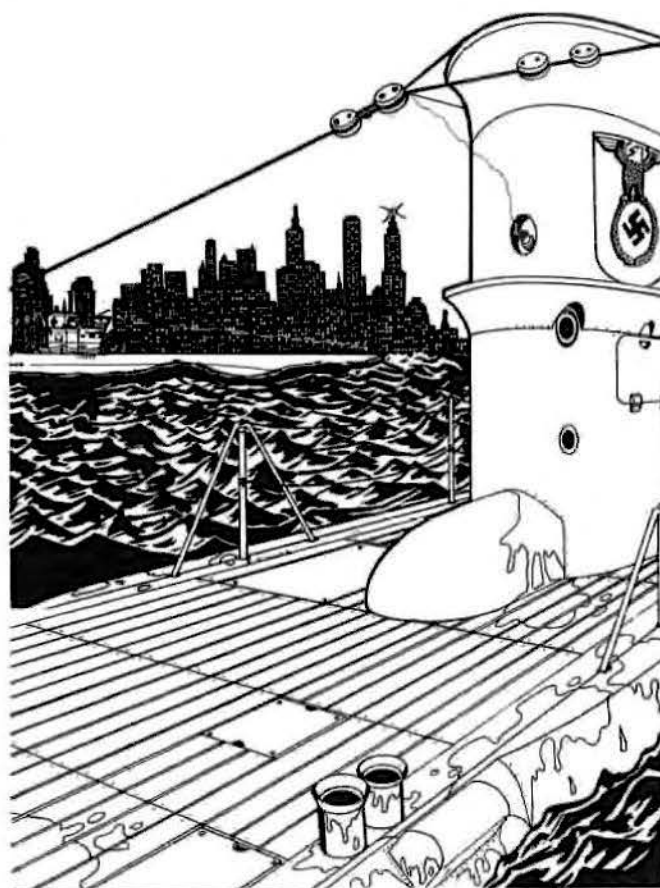
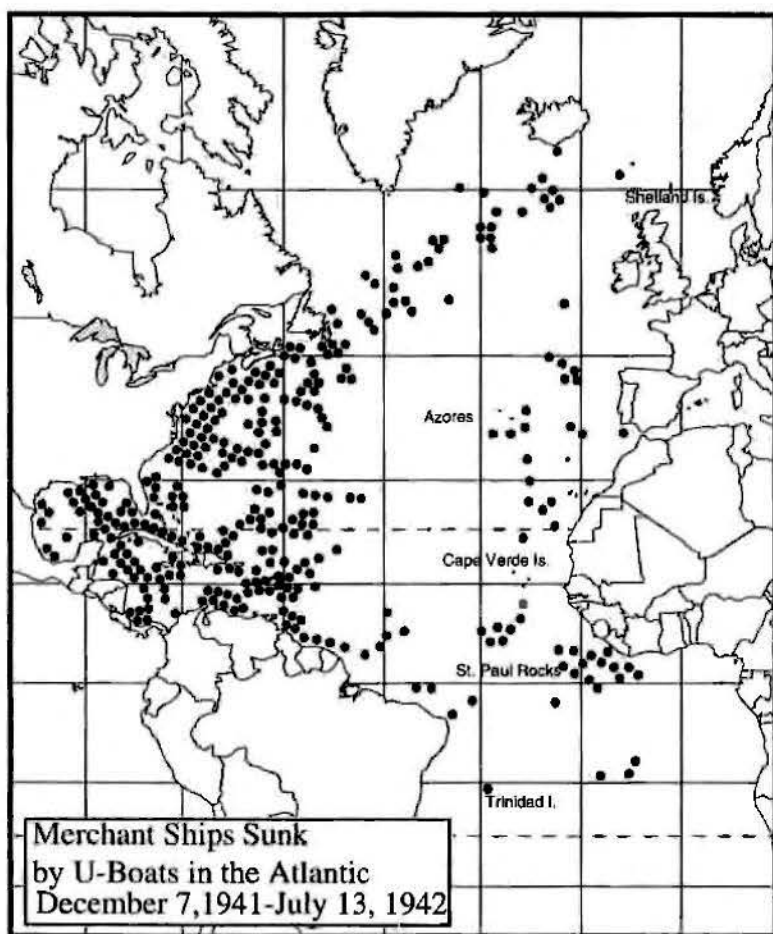


Date	Real World:	Champions' World:	Axis World:
Dec. 12	The <i>Wolfman</i> movie debuts.	Soviet Army and assorted Allied super heroes, turn back the Huns.	Moscow finally falls to Nazis. Surrender agreement cedes all territory west of the Ural mountains to Germany.
Dec. 14	The Germans fall in their attempt to capture Moscow.		
Dec. 17	German and Italian troops retreat from Libya.		
Dec. 22 Jan. 3	Prime Minister Winston Churchill of England visits Canada, then U.S. to affirm "Germany First" strategy and issue United Nations Declaration.	Axis übermensch make two kidnapping attempts: vs Churchill in Canada and vs Churchill and FDR in Washington.	Congress belatedly allows FDR to gear up for a two front war. Hitler and Tojo meet in occupied London to discuss war aims.
Dec. 25	Hong Kong surrenders to Japanese invaders.		
1942:			
Jan.	Rio Conference: Latin American countries side against the Axis.	Although ordered to return to the U.S., some heroes stay behind in the Philippines long enough to cover retreat of a hospital ship.	Rio Conference: Latin American countries decide to remain neutral.
Jan. 1	United Nations Declaration signed by U.S., U.K., USSR, and 22 other countries (and later signed by 20 more). It pledged a united front against the Axis powers.		
Jan. 2	Manila, capitol of the Philippines, falls to Japan.		
Jan. 5	Rubber rationed in U.S.	Japanese supers, based on submarine cruisers off the U.S. West Coast, start series of raids against American industrial targets.	General MacArthur retreats to the Island Fortress of Corregidor in the Philippines.
Jan. 13	Operation Paukenschlag (Drumbeat): Germans place 5 U-boats off U.S. coast with orders to sink U.S. shipping and mine U.S. harbors.		
Jan. 16	Actress Carol Lombard (wife of actor Clark Gable) dies in a plane crash on way to U.S. War Bond Drive.		
Feb. 2	Automobiles rationed in U.S.	Nazi's sabotage results in sinking of <i>Normandie</i> . Huge super combat occurs.	Axis French submarine cruiser <i>Surcouf</i> plays havoc with Allied shipping in Caribbean.
Feb. 9	In New York harbor, the largest and most luxurious ship afloat, the French ocean liner <i>Normandie</i> (rechristened U.S.S. <i>Lafayette</i>) burns and capsizes from fire caused during refitting by U.S. Navy into troopship.		
Feb. 13	Japanese submarine I-17 shells oil tank farm at Goleta, California.		
Feb. 16	U.S. requires 20 — 44 year olds to register for the draft.	Super heroes are requested to register for the draft.	
Feb. 18	Free French submarine cruiser <i>Surcouf</i> accidentally rammed by US freighter in Gulf of Mexico and sunk.	Blond Beard the Pirate, ruthlessly sinks the French submarine cruiser <i>Surcouf</i> , then salvages it as his own.	

Date	Real World:	Champions' World:	Axis World:
Feb. 19	FDR signs Executive Order no. 9066. 112,000 Issei (Japanese-Americans) and Nisei (2nd generation Japanese-Americans) are forcibly taken from a 150 mile wide strip of the U.S. West Coast and placed in internment camp (Initially 5,000 German and Italian Americans are also rounded up but most were released within the year). By the end of the war, about 55,000 Japanese American were allowed to leave the camps for jobs or college (away from the west coast) or the armed services.	With the signing of Executive Order no. 9066, Madam Moonlight begins her one woman war against crime on the west coast. Although actually a super heroine, she is perceived by press and authorities to be a Japanese super-villain.	Following Executive Order no. 9066, several Japanese super beings start appearing on West Coast and pretend to be Japanese-American super heroes out to liberate their oppressed people from the "evil" regime in Washington, feeding on anti-war sentiments.
Feb. 25	Race riots start in Detroit over housing of Black Americans in Polish American neighborhoods. State militia enforced peace.	Numbers of Black and White superhero squads work together for first time in stopping the riots.	
Mar. 18	U.S. and Canada complete the Alaskan-Canadian (Alcan) Highway linking Alaska to the mainland U.S. by road.		
Apr. 9-May 6	Bataan Peninsula in the Philippines falls to Japanese. 12,000 U.S. and 64,000 Filipino troops are force marched 85 miles, then packed in freight cars and sent by rail to prison camps. 24,000 die enroute.		
Apr. 18	Lt. Col. Jimmy Doolittle leads 16 B-25 bombers off the deck of the aircraft-carrier <i>Hornet</i> on an air-raid of Tokyo, Japan. While doing little physical damage, it boosts U.S. morale	One of Doolittle's B-25s contains a Government sponsored super hero raiding party bent on ruining the Master's day.	
May 4-8	Battle of Coral Sea. Despite U.S. losses of the carrier <i>Lexington</i> , an oiler and a destroyer, the battle is seen as a U.S. victory.		Battle of Coral Sea. U.S. suffers terrible defeat, losing carriers <i>Lexington</i> and <i>Yorktown</i> with little damage inflicted against Japanese.
May 6	Last U.S. stronghold in the Philippines, the island fortress of Corrigidor, falls to Japan. Sugar is rationed in U.S. (½ lb. per person per week)		General MacArthur, refusing to leave his command, is captured in surrender of the Island Fortress of Corrigidor in the Philippines.
May 15	Gas and bicycles are rationed.		
June	C.I.O. becomes OSS (forerunner of the postwar CIA).		
June 3	U.S. declares war on Bulgaria, Hungary and Rumania.		
June 4-7	U.S. wins Battle of Midway, sinking 4 Japanese aircraft carriers while losing only one (the <i>Yorktown</i>). Meanwhile, a diversionary attack is made on the Aleutian Islands. The Japanese meet little resistance in capturing the islands of Attu and Kiska (the only U.S. North American territory captured in the war).		Battle of Midway results in the sinking of U.S. carriers <i>Hornet</i> and <i>Enterprise</i> . By June 15, Midway Island falls. With the loss of most of the U.S. Pacific and Asiatic Fleets, FDR recalls all remaining fleet units and surviving Superheroes for the defense of the West Coast.

Date	Real World:	Champions' World:	Axis World:
June 7	The GI newspaper "Yank" starts publication.		
June 20	Japanese submarine I-26 shells a wireless station on Estewan Point, Vancouver, British Columbia (Canada).		
June 21	British garrison at Tobruk in North Africa surrender to German and Italian forces. Japanese submarine I-25 shells Fort Stevens, Oregon (1st naval bombardment of a U.S. military base in the U.S. by a foreign power since the War of 1812).	West coast super group fights Japatuers near Fort Stevens, Oregon.	
July 2	German and Rumanian troops capture Sevastopol.		
July 22	Gasoline rationing coupons are issued.	Public ID superheroes with automobiles are issued X-cards allowing unlimited gasoline.	
July 25-27	Churchill meets FDR in Washington to discuss strategy. FBI announces the capture of 8 Nazi saboteurs who were delivered to the U.S. by U-boat. Within 2 weeks, 6 are executed by electrocution and 2 receive life sentences for giving information.	American and Axis supers slug it out over saboteur drops off Long Island, New York and Florida.	
Aug. 7	U.S. Marines retake Guadalcanal from the Japanese.		Japanese complete airbase at Guadalcanal from which to continue campaign to take Australia.
Aug. 9	Japan wins battle of Savo Island. The U.S. loses 3 cruisers, and one more and two destroyers are badly mauled. Australia also loses a cruiser.		
Aug. 10	German troops reach oil fields in Caucasus.		
Aug. 12	Churchill meets with Stalin in Moscow.		
Aug. 16	U.S. Navy Blimp L-8 crash-lands in Dale City, CA. several hours after leaving on a routine patrol from Treasure Island. Its engines are shut off and its two man crew are missing.	Lt. J.G. and Ensign piloting Blimp L-8 are abducted by wandering space aliens. Considered probable origin of two new superheroes or supervillains.	
Aug. 17	12 B-17 bombers make 1st U.S. air-strike over Europe against rail yards in Rouen, France		
Sept. 9	Japanese submarine cruiser I-25 launches seaplane to bomb Oregon's forests in hopes of starting massive forest fires.		
Sept. 15	Cruiser U.S.S. Juneau sunk with the loss of 676 men. Farm machines are rationed.		

Date	Real World:	Champions' World:	Axis World:
Sept. 29	Japanese submarine cruiser I-25 once again launches seaplane to bomb Oregon's forests in hopes of starting massive forest fires.	<p data-bbox="695 359 1052 436">West Coast super group prevents Japanazi saboteurs from stealing Bell XP-59-A.</p> <p data-bbox="695 453 1084 506">Hitler's Commando Order extends to all Allied paranormals as well.</p>	<p data-bbox="1133 359 1523 411">Edwards Airforce Base is rocked by a series of unexplained explosions.</p>
Oct. 2	1st U.S. jet plane, the Bell XP-59A is test flown at Edwards Airforce Base in California.		
Oct. 18	Hitler issues "Commando Order." Henceforth, all British commandos and parachutists are to be immediately executed whether in uniform or not.		
Oct. 22	Fuel oil rationed		
Oct. 23	General Montgomery's British troops make headway vs German and Italian troops in North Africa.		
Oct. 31	Stalingrad falls to Germans.		
Nov. 8	U.S. troops enter Algeria and Morocco in North Africa.		
Nov. 11	Germans occupy remaining French territory (except Toulon).		
Nov. 13-14	U.S. and Japanese forces battle again at Guadalcanal.		
Nov. 22	German 6th Army is surrounded and trapped in Stalingrad. They try establishing an air corridor for supplies.		
Nov. 27	Toulon is captured by Germans but the French naval squadron there is sunk.	<p data-bbox="695 1230 1084 1430">Superheroes battle Japanese cruiser class submarines I-400, I-401, I-13, and I-14; their compliment of six bombers and two reconnaissance planes; and several Axis Supers in raid against Campaign City.</p>	<p data-bbox="1133 1230 1523 1482">Japanese cruiser class submarines I-400, I-401, I-13, and I-14 launch six bombers and two reconnaissance planes against Panama Canal. Successful attack forces U.S. and Allied warships to waste valuable time going around South America when transferring between oceans.</p>
Nov. 29	Coffee is rationed.		
Nov. 30	Popular Boston night club, the Coconut Grove, catches fire. 484 of 800 patrons die in the hour it takes to put the blaze out. Disaster leads to laws requiring nightclubs to have fireproof fixtures, sprinkler systems, exit markers, and workable emergency exits.		
Dec. 18	Oil and coal stoves are rationed.		
Dec. 22	The movie debut of <i>The Adventures of Sherlock Holmes</i> (all of Universal's Sherlock Holmes movies were set during the war, so Prof. Moriarty became a Nazi agent).		
1943:			
Jan. 1	Building of Pentagon completed this month. College students (1B) become eligible for the draft.		<p data-bbox="1133 1740 1523 1818">Bomb explodes in newly completed Pentagon building killing numerous strategic planners.</p>
Jan. 6	Germans retreat from Caucasus.		



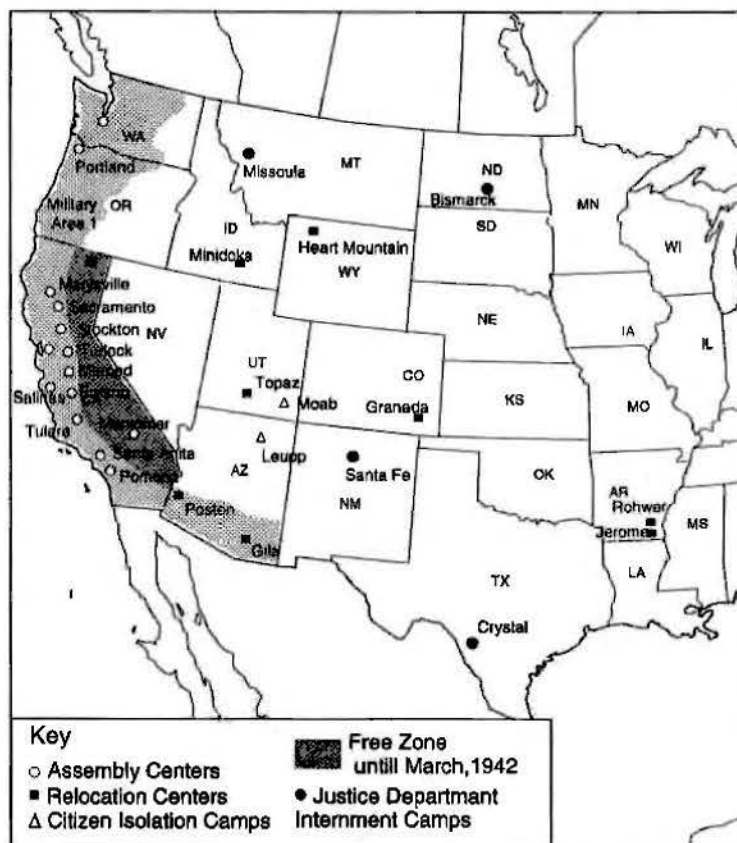
Date	Real World:	Champions' World:	Axis World:
Jan. 13-14	FDR and Churchill meet in Casablanca (Morocco). Agree to invade Sicily. FDR declares allies will accept nothing less than "unconditional surrender" from the Axis powers (which, some argue prolonged the war because the Axis had no other alternative).	Having learned through spies about the "Casablanca" conference, Nazi Übermensch attack the White House in Washington, D.C. thinking Roosevelt and Churchill would both be there. Casablanca means White House in Spanish.	
Jan. 18	German siege of Leningrad (now St. Petersburg) ends.		
Jan. 23	British troops occupy Tripoli.		
Feb. 2	Trapped in Stalingrad, the German 6th Army surrenders.		
Feb. 4	Total eclipse of the sun cuts a 146 mile swathe of darkness cuts across Japan lasting exactly 2 minutes and 39 seconds.		
Feb. 7	Shoes rationed.		
Feb. 8	Japanese evacuate Guadalcanal.		
Feb. 16	Russians recapture Kharkov.		
Mar. 1	Processed foods, canned meats, and firewood rationed.		
Mar. 13	German Afrika Korps surrenders to British and American forces. A force of 240,000 German and Italian soldiers are taken captive.		Hobnail boots rationed in Germany.

Date	Real World:	Champions' World:	Axis World:
April 27	45-63 year-olds required to register for the draft.		
May 11	U.S. and Canadian troops invade Aleutian Island of Attu.		
May 11-17	FDR and Churchill meet in Washington and discuss warfare on all fronts.		
May 30	U.S. and Canadian troops complete reconquest of Attu.		
June 2	Canned milk rationed.		
June 6	Soft cheese rationed.		
June 21	Race riots between blacks and whites in "Paradise Valley" Detroit leave 23 dead, 700 wounded, and 600 with minor injuries.		
June 30	Americans enter New Guinea.		
July 10	U.S. and British troops land in Sicily.		
July 18	After it's bombs fail to release, U.S. Navy blimp K-74 attacks German U-boat U-134 with machine guns. The blimp is shot down with one casualty (to sharks) and the sub escapes. Of about 150 blimps (in 15 squadrons) this is the only loss of the war.	Heroes rescue crew of Blimp K-74 and track down Nazi U-boat.	
July 20	Bombing assassination attempt against Hitler fails. Heads roll.		
July 22	U.S. captures Palermo.		
July 25	Italian Dictator Mussolini is removed from power and placed under arrest by King Victor Emmanuel III.		Mussolini has King Victor Emmanuel III arrested for treason. Mussolini proclaims himself Emperor Benito the 1st.
Aug. 1	Turkey severs diplomatic ties with Germany.		
Aug. 3-17	German and Italian troops abandon Sicily.		
Aug. 15	U.S. retakes Aleutian Island of Kiska, unopposed. The Japanese garrison had secretly been evacuated in June by submarine.	A new allied hero, Hyperion emerges from the mountains of Greece having defeated a team of Nazis searching for Dr. Rod Brinkley.	Rod Brinkley accidentally leads Nazis to discovery of Helmet of Hyperion and creates yet another Axis superbeing.
Aug. 17-24	FDR and Churchill meet in Quebec, Canada to discuss invading France.		
Aug. 18	Allies occupy Sicily completely.		
Aug. 19	Germans repulse Allies raid on Dieppe.		
Sept. 3	Italians secretly sign armistice with Allies.		
Sept. 8	New head of the Italian government, Marshal Badoglio publicly confirms surrender to Allies.		
Sept. 10	Germans occupy Rome. Premier Badoglio and King Victor Emmanuel III escape.		

Date	Real World:
Sept. 12	SS commando Major Otto Skorzeny rescues Mussolini from captivity by new Italian government and brings him to Germany.
Sept. 23	Nazis set up Mussolini as puppet dictator of the "Socialist Republic of Italy" in German controlled Northern Italy.
Oct. 1	Naples, Italy is liberated.
Oct. 5	Germans abandon Corsica and Sardinia.
Oct. 13	Italy declares war on Germany.
Nov. 20-25	U.S. invades Gilbert Islands.
Nov. 22-26	FDR, Churchill and Chiang Kai-shek meet in Cairo, Egypt to discuss China's future.
Nov. 26	Eisenhower become Commander in Chief of the English and U.S. in Europe.
Nov. 28- Dec. 1	FDR, Churchill, and Stalin meet in Teheran, Iran to set date for the invasion of Europe.
1944:	
Jan. 22	Americans make landings at Anzio beach in Italy vs heavy German resistance.
Jan. 30	U.S. begins Marshall Islands offensive.
Feb. 15- May 17	Battle of Cassino. U.S. gets Pope Pius XII's permission to destroy historic Abbey of Monte Cassino thinking the Germans were holed up there.
Mar. 2	Manila is abandoned by the Japanese.
Mar. 5	German troops destroy dams in Holland to cover their retreat, causing wide-spread flooding.
Mar. 19	Aircraft Carrier <i>U.S.S. Franklin</i> is attacked by Japanese bomber. 772 die.
April 26	U.S. Army seizes Montgomery Ward and Co. for failing to comply with Government wishes to extend labor contract with C.I.O. and avoid work stoppages.
April 30	R-501, a German U-boat, is given to the Japanese so that they may copy the German technology.
May	R-501 is sunk in the Atlantic on its voyage to Japan.
June 4	U.S. and British troops enter Rome unopposed.

Champions' World:

Axis World:



Heroes have a thumping good time
verses Nazis and Ninjas and
capture a Japanazi U-boat to boot!

Date	Real World:	Champions' World:	Axis World:
June 4	U.S. navy performs its 1st boarding action since the War of 1812, capturing the Nazi U-boat U-505.		
June 6	D-Day: Allied invasion of Normandy, France. Initial assault involves 185,000 soldiers, 18,000 paratroopers, 13,175 assorted aircraft, 4,066 landing craft, 745 large ships, 20,000 land vehicles, and 347 minesweepers.		Simultaneous Nazi invasion of Newfoundland, Canada; and Japanese invasion of California. Mexico sides with Axis powers.
June 13	1st Nazi V-1 (buzz bomb) missile hits London. Of the 35,000 produced by war's end, 9,251 will be fired on England of which 4,621 will be destroyed by fighter-planes and anti-aircraft guns.	Nazi villain Condor Legionnaire makes debut. Heroes take to taunting him by calling him "Doodle Bug."	
June 15	U.S. invades island of Saipan. U.S. B-29 bombers make 1st raid on Japan since Doolittle raid.		
June 23	FDR makes last "Fireside Chat."		FDR makes last "Fireside Chat."
June 19-20	U.S. wins Battle of the Philippine Sea. Japanese lose 4 carriers and 426 planes. It is referred to as the Great Marianas Turkey Shoot.		
July 6	Hartford, Connecticut: Big Top fire during a performance at Ringling Brothers and Barnum and Bailey Circus causes the deaths of 169 people and injures many others.	Rush rescues untold numbers of innocents (mostly children) trapped in Big Top fire. The fire was started by Nazi agents as a diversion for a much nastier plot.	
July 17	202 black sailors are killed and another 233 injured when a loading accident sets off ammunition at Port Chicago, California. Two ships are destroyed. When the surviving 258 men mutiny by refusing to load more ammo, all are given dishonorable discharges and fifty receive prison sentences (all are released in under 2 years once the Navy wises up).		
July 18	Germans start flying the first operational jet fighter/bomber, the Me-262.		
July 20	Assassination attempt against Hitler fails.		American Bund members attempt assassination of FDR.
July 29	Turkey cuts diplomatic ties with Germany.		
Aug. 10	Several Nazi industrialists meet in Strasbourg, France to prepare for the eventuality of Allied victory. A half billion dollars in gold and convertible wealth is placed in accounts in "neutral" countries (such as Argentina) to provide for their escape. This money is thought to have funded the postwar ex-Nazi group ODESSA.		

Date	Real World:	Champions' World:	Axis World:
Aug. 11	British occupy Florence.		
Aug. 15	Allies invade southern France between Toulon and Nice.		
Aug. 20	U.S. troops reach Paris.		
Aug. 21-29	Dumbarton Oaks International Peace and Security Conference is held in Washington, D.C.		
Aug. 23	King Michael of Rumania orders all fighting vs Russia to cease.		
Aug. 25	De Gaulle's Free French troops enter Paris and pursue the fleeing Germans. Rumania declares war on Germany.		
Sep. 4	Finland breaks ties with Germany and sues for peace with Russia.		
Sept. 5	1st Nazi V-2 rocket hits Paris.	Allied Supers make devastating raid on secret Nazi V-2 base in the Caribbean. The base, near completion, was to launch missiles at New York and Washington, D.C.	
Sept. 8	London is hit by the 1st of 1,115 Nazi V-2 rockets fired at it during the course of the war. Another 3,185 hit southern England, and 2,100 hit Belgium.		
Sept. 10	Globe-trotters F.D.R and Churchill meet again in Quebec, Canada to plan end to European war and make further plans concerning the Pacific war.		
Sept. 17	Two U.S. and one British division attempt deep penetration of German lines and the capture of the bridge at Arnhem in the Netherlands code-named Operation Market-Garden.		
Sept. 22	Russians occupy Tallinn, the capital of Estonia.		
Oct. 4	Greece is occupied by the Allies.		
Oct. 10-13	U.S. and Japanese airforces battle over the island of Formosa (Taiwan).		
Oct. 13	Russians take Estonian capital, Riga.		
Oct. 15	Admiral Horthy, Regent of Hungary, makes radio announcement of Hungary's desire to make peace with the Allies. Within three hours, Otto Skorzeny and his SS commandos kidnap Horthy's son, capture Horthy's government., and convince the Admiral to change his mind, while losing only four of their own.		Canadian Prime Minister W.L. Mackenzie King retreats with his government to Thunder Bay, Ontario.
Oct. 19	Japanese use kamikaze suicide attack planes for the first time.	Japanese superbeing, Divine Wind, leads first kamikaze strike.	
Oct. 24-26	Battle of Leyte Gulf ends disastrously for Japanese. They lose 34 ships compared to 6 American ships.		

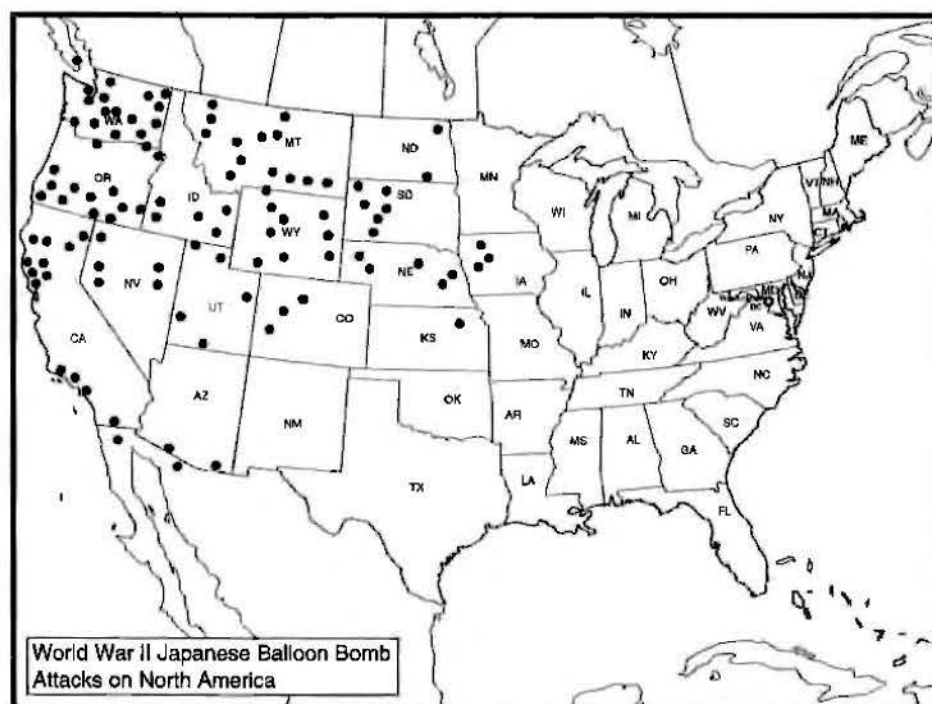
Date	Real World:	Champions' World:	Axis World:
Oct. 28	Allies and Bulgaria sign armistice.		
Nov. 2	Germans retreat from Belgium.		
Nov. 3	Vengeance Weapon Fu-Go: 1st of approximately 9,300 paper balloons carrying 2 incendiary and 1 anti-personnel bombs each, are launched from Japan, into the jet stream, and headed towards America.	Vengeance Weapon Fu-Go II: 1st of many paper balloons carrying poison gas and biological weapons, are launched from Japan, into the jet stream, and headed towards America.	
Nov. 7	FDR re-elected to serve 4th term as President, beating Republican Thomas E. Dewey. His V.P. is Harry Truman.		
Dec. 16	Germans mount counteroffensive in the Ardennes forest (the Battle of the Bulge).		Americans mount major counteroffensives in upper New York state and southern California.
Dec. 17-18	U.S. suffers its largest naval losses of the war, not to the Japanese, but to a typhoon (except for Pearl Harbor). Three destroyers are lost, about two dozen ships are badly damaged, almost 150 planes are lost or damaged beyond repair, and 769 men lose their lives.		Japanese suffer largest losses of the war when U.S. Army Corps of Engineers blows up Hoover Dam drowning thousands of the Japanese invaders.
Dec. 29	Russians capture Budapest, capital of Hungary. Hungary declares war on Germany.		
1945:			
Jan. 17	Germans abandon Warsaw, Poland to the Russians.		U.S. Army withdraws from New York City. New York is declared an open city. Nazis occupy immediately.
Jan. 20	Hungary signs armistice with USSR		
Feb. 4-12	FDR, Churchill and Stalin meet in Yalta (Crimea, USSR) to discuss the future of Germany, Poland, Yugoslavia, the Kurile Islands (in Northern Japan) and the formation of the United Nations.	U.S. Marine and Army units attack the Japanese garrison on Monster Island. The Japanese garrison evacuates, but not before releasing several mind-controlled giant monsters to terrorize the Americans.	German SS starts to round up U.S. and Canadian civilians in occupied zones. Ultimately, over 5000 people are listed in the Special Search List U.S. (Sonderfahndungsliste U.S.) or the "black book" as it is nicknamed.
Feb. 19	U.S. forces land at Iwo Jima.		
Mar. 3	Finland declares war on Germany.		
Mar. 7	U.S. troops enter Cologne, Germany.		
Mar. 17-29	U.S. troops cross the Rhine river and capture the German city of Frankfurt.		
April 1	U.S. troops land on Okinawa. Japanese end Fu-Go balloon launches.		
April 12	Franklin Delano Roosevelt, 32nd President of the United States, dies of natural causes. Vice President Harry Truman is sworn in as President. America and much of the world mourns its loss (even Japan sends its condolences).		Nazi radio reports the death of FDR. The death is not confirmed by the American press, and rumors ignite of the U.S. government going underground to prepare for a lengthy guerrilla war. The national redoubt is rumored to be in the Appalachian mountains.

Date	Real World:	Champions' World:	Axis World:
April 13-16	Russian troops occupy Vienna (former and future capital of Austria).	Ship carrying Dr. Zerstroiten (later known as Dr. Destroyer) to South America is sunk by British Cruiser. He is horribly disfigured in the ensuing fire and returned to London.	Dr. Zerstroiten announces to the German High Command that he is very near completing the world's first Atomic Bomb.
April 15	Last V-2 rocket launched by Germany.		Japanese and German troops meet at Memphis, Tennessee on the Mississippi river.
April 25	U.S. and Russian troops meet at Torgau, Germany on the river Elbe.		
April 25	50 nations send representatives to		
June 26	San Francisco, CA, to draft charter for the United Nations.		
April 26	Russians surround Berlin.	Dr. Qual is allegedly seen fleeing Berlin. It is rumored that he fled to Argentina via submarine with a jar containing Hitler's brain, a ton of ill-gotten Nazi gold and promises of forming a Fourth Reich.	German troops surround Washington D.C.
April 28	Mussolini and his mistress are captured and shot by Italian partisans after trying to escape to Switzerland.		
April 29	German troops in Italy sign armistice with Allies.		
April 30	Hitler and Eva Braun commit suicide in the command bunker in Berlin. The bodies were taken out and burned to prevent them from falling into Russian hands. They were never identified.		
May 2	Russians capture Nazi capital, Berlin.		Nazis capture Washington D.C.
May 5	Japanese balloon bomb explodes killing a woman and five children who found and tampered with it in Bly, Oregon. These are the only known U.S. deaths due to enemy military action on the continental United States.	Dr. Klankenhausen's atomic, steam powered suit found by U.S. Army and shipped to America.	U.S. surrenders twice; first to the Germans in Washington D.C., then to the Japanese in Pueblo, Colorado. General Erwin Rommel receives ticker tape parade in Berlin following his recent victory. Dr. Zerstroiten completes the first Atomic bomb for the Nazis almost one year before the Japanese.
May 7/9	Germany surrenders twice; first to the Allies at Reims, then to the Russians at Berlin.		
June 19	General Eisenhower returns, the triumphant hero. In New York he receives a ticker-tape parade.		
July 16	First atomic bomb test detonated at Alamogordo, New Mexico.		
July 17-Aug. 2	Truman, Churchill, Stalin and Atlee meet at Potsdam, Germany, to discuss redrawing the map of Germany and war reparations to the USSR Reiterate demand for Japan's unconditional surrender.		
July 28	In heavy fog, B-25 bomber "Old Feather Merchant" slams into 78th and 79th floors of the Empire State building in New York. 3 Aboard plane die instantly as do 10 innocent bystanders.	Dr. Clark Savage, Jr., survives unscathed as a B-25 bomber slams into the Empire State Building just seven stories below the HQ of his business, the Hidalgo Trading Company.	Hermann Göring, Reichsmarshal and German Military Governor of the United States, dies when the FW Kondor carrying him slams into the 78th and 79th floors of the Empire State building in New York.

Date	Real World:	Champions' World:	Axis World:
July 30	Cruiser USS Indianapolis sunk by I-58 The sinking of the ship (which was under radio silence after delivering A- bomb parts to the island of Tinian) resulted in the loss of 883 men; the largest U.S. naval loss at sea in history.		
Aug. 6	Atomic bomb dropped on Hiroshima, Japan levels 4 square miles and kills 78,000 people.		Hitler approves use of A-Bombs for the cleansing of Europe's "undesirables." After withdrawing his guards and camp personnel, the first bomb destroys 200,000 internees at the Shetland island concentration camp.
Aug. 8	USSR declares war on Japan.		Japan declares war on what remains of the USSR
Aug. 9	Atomic bomb dropped on Nagasaki, Japan kills 35,000. USSR invades Mongolia.		
Aug. 14	Japan agrees to surrender unconditionally.		
Aug. 15	Emperor Hirohito announces surrender to his people after a military coup to continue the war fails. V-J day is proclaimed. Hostilities are ended.		Occupied France's "Family Hostage Law" is applied to the U.S. and Canada. If an accused terrorist doesn't surrender within 10 days of his act, all adult male relatives will be executed, adult females sent to work camps, and children sent to Nazi reform schools.
Sept. 2	Japan formally signs surrender document in Tokyo Harbor on board U.S. battleship Missouri.		USSR formally signs surrender document in Port Arthur on board Japanese battleship Yamato.
Sept. 20	OSS is disbanded by executive order.	Overseas branches of G.O.S.H. are deactivated.	
Nov. 20	War crimes trials begin in Nuremburg, Germany for those thought responsible for the Nazi regime.		War crimes trials begin in Arlington, West Virginia for those thought responsible for crimes against the Greater Reich.
Dec. 21	General George S. Patton dies in an auto accident in Germany.	German "werewolves" (the Nazi underground) murder General Patton.	
1946:			
Jan. 2	King Zog of Albania is deposed by Communist led Albanian government. January also sees the formation of the Central Intelligence Group (a year later renamed the Central Intelligence Agency or C.I.A.).	King Ooka Ooka of the Lost City of the Gorillas is deposed by Bolshevik intelligent apes.	Communist uprising crushed by National Socialist forces of King Ooka Ooka in Lost City of the Gorillas.
Mar. 14		Dr. Zerstoiten arrives in U.S. as just another fugitive scientist.	Dr. Zerstoiten receives the Knight's Cross from Hitler.
April 18	The League of Nations formally disbands.		The League of Nations is shut down by the Axis powers.

Date	Real World:	Champions' World:	Axis World:
April 30	In Tokyo, Japan, 28 Japanese are put on trial for war crimes.		Members of the Government Office of Superheroes are among the Allied "Supervillains" executed for crimes against the Reich.
June 2	Italy's King Umberto II is deposed less than 2 months after his father Victor Emmanuel III abdicated.		Mussolini proclaimed emperor of North Africa.
June 12		VIPER is formed.	VIPER is formed by several U.S. and Allied industrialists. Their charter calls for the ultimate overthrow of totalitarianism and the rebirth of democracy.
July 1	Atom bomb tested on Bikini Atoll in the Pacific destroys 73 surplus and captured enemy ships (A 2nd bomb is tested underwater in the same area 24 days later).	Underwater Atomic bomb explosion near Bikini Atoll awakens slumbering, giant, prehistoric, fire-breathing lizard.	Japanese Atomic bomb "test" explosion on Bikini Atoll concentration camp kills ¼ million. None-the-less, it awakens a slumbering, giant, prehistoric, fire-breathing lizard which proceeds to poetically stomp Tokyo into dust.
July 4	The Philippine Islands are given full independence from the United States.	Vanquard retires in favor of his son, Vanguard Junior (now Vanguard II) a force against the resurgent International Communist Conspiracy.	Philippines is annexed by Japan.
July 8		UNTIL is formed. The Government Office of Super Heroes is temporarily deactivated and detached from the War Department prior to anticipated reorganization and transfer to the Justice Department.	UNLESS (Über National-sozialistische Leibwache Schutz-Staffel) literally Super National Socialist Bodyguard Protection Detachment is formed. This detachment of the SS is given the responsibility of protecting the Reich by hunting down non-Nazi paranormals.
Aug. 1	Atomic Energy Commission makes its administrative debut.		
1947:			
Mar. 8	Now Communist, Yugoslavia ends monarchy and revokes King Peter II's citizenship.		
Mar. 31	Congress ends military draft.		
April 11	Brooklyn Dodgers sign Jackie Robinson, the first black man to play in Major League Baseball.	Dr. Qual is tried in absentia at Nuremburg for crimes against humanity (experimenting on human paranormals) and is condemned to death. Sentences for most Axis supers tried as war criminals range from 2 years to 20. Few are acquitted.	
June 11	Rationing ends in U.S.		
Sept.	Acquitted of any war crimes, Otto Skorzeny, former Nazi commando forms ODESSA (Organization der Entlassene SS Angehörige) The Organization for the Release of Former SS Members, a post-war Nazi underground movement.	Acquitted of any war crimes, Otto Skorzeny, former Nazi commando and one of the architects of ODESSA, sells his consultation services to numerous terrorist organizations including VIPER.	
Sept. 8	Communist pressure causes 9 year old King Simeon II of Bulgaria to abdicate.		

Date	Real World:	Champions' World:	Axis World:
Sept. 18	U.S. Air Force becomes independent of Army.		Nazi and Japanese declare American resistance movement eradicated.
Oct. 14	Chuck Yeager breaks the sound barrier (650 mph) for the first time in the X-1 rocket plane.	Rumors of a Fourth Reich forming in the jungles of South America run rampant.	Wave of assassinations and sabotage makes Axis claims of American resistance movement's demise somewhat premature.



TIME magazine,
Sept. 11, 1939:

"How to end the war seemed ridiculously simple to readers of the comic strips last week: send Superman to clean up Hitler. One reader wrote to the *Philadelphia Inquirer* suggesting precisely that solution.

Last word in adventure comics, *Superman* after eight months is rapidly becoming the No. 1 juvenile vogue in the U.S. A happy combination of Flash Gordon and Popeye the Sailor, Superman was born on a distant planet called Krypton, whose inhabitants had a physical structure far more advanced than that of earth dwellers, but not enough perspicacity to keep their planet from blowing up like a grain of popcorn. In the debacle only the infant Superman escaped. Reared in an earthly orphanage, he grew to manhood, felt his oats, dedicated his life to helping those in need. Some cities where the strip appears already have Superman clubs; in others youngsters have taken to wearing Superman capes and carrying shields. In Milwaukee one enthusiastic young Superman fan jumped off the roof of his house and survived."

WEAPONS LISTS

The weapons listed in this section are meant to provide those most likely to be encountered in a Home Front campaign. As such, military weapons listed are primarily those commonly found in and around the U.S. with only a sampling of foreign weapons (used mostly by Axis commandos and supervillains.) Some explosives and bombs are listed as well.

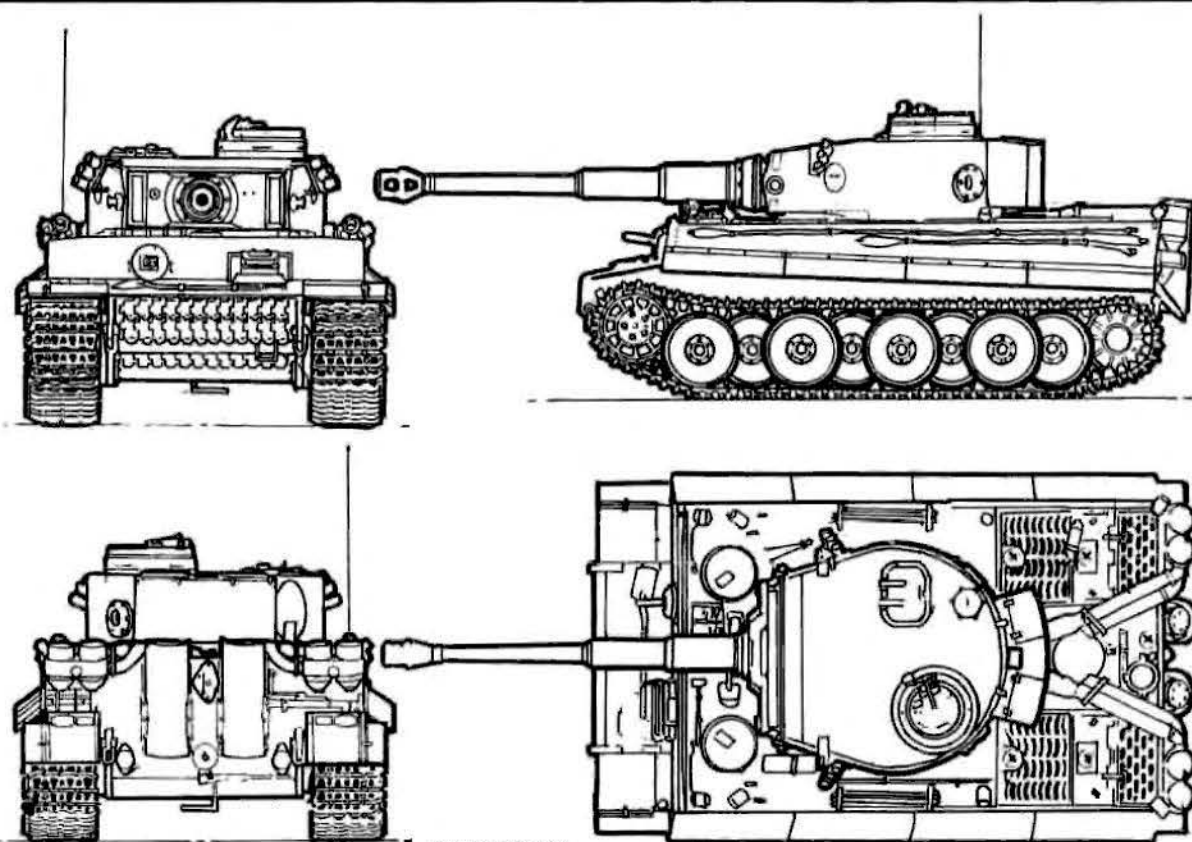
COMMON CIVILIAN RANGED WEAPONS

Police	OCV	R MOD	Damage	STUNx	Str min	Shots	Notes
.38 Colt Detective Special	0	-2	1d6+1 K	0	9	6	revolver
12-gauge pump shotgun	0	+2	2 ½ d6 K	+1	12	5	RR, RP
Criminal	OCV	R mod	Damage	STUNx	Str min	Shots	Notes
9mm Browning HP pistol	0	0	1d6+1 K	0	7	14	automatic
.45 Colt M1911A1 pistol	+1	0	1d6+1 K	+1	9	7	automatic
10-gauge sawed-off shotgun	+1	-2	3d6 K	+1	14	2	RR, RP
12-gauge pump shotgun	+2	-2	2 ½ d6 K	+1	12	2	RR, RP
.45 Thompson SMG M-1928	+2	0	1d6+1 K	+1	13	50	autofire to 5 shots

COMMON MILITARY RANGED WEAPONS

U.S. Military	OCV	R mod	Damage	STUNx	Str min	Shots	Notes
.45 Colt M1911A1 pistol	+1	0	1d6+1 K	+1	9	7	automatic
.30 M1 Carbine	+2	+1	1 ½ d6 K	0	9	15	semi-automatic
30-06 M1 Garand rifle	+1	+2	2d6+1 K	+1	13	8	semi-automatic
30-06 M1 Springfield rifle	+1	+2	2d6+1 K	+1	14	5	bolt-action
.30-06 M1918A2 BAR	0	+2	2d6 K	+1	9/14	20	autofire to 5 shots
.45 Thompson SMG M-1928	+2	0	1d6+1 K	+1	13	50	autofire to 5 shots
.45 M3A1 "Grease Gun" SMG	0	0	1d6+1 K	+1	12	30	autofire to 5 shots
.30 M1919A4 Browning MG	+1	+2	2d6+1 K	+1	mounted	250/belt	autofire to 5 shots
.50 M2 HB Browning Hvy MG	+2	+4	3d6 K	+1	mounted	105/belt	autofire to 5 shots
Mark II Fragmentation Grenade	-	-	3d6 K EX	0	-	1	range based on throwing strength
"Bazooka"	0	0	3½d6 KAP	+1	12	1	1 phase to reload
37mm M-6 Tank / M1A1 Cannon	+3	+3	3½d6 KAP	+1	-	1	1 phase to reload, 2 man crew
75mm M-3 Tank / M1A1 Cannon	+2	+4	4d6+1 KAP	+1	-	1	1 phase to reload, 2 man crew
155mm M-1 Howitzer Cannon	+1	+5	6d6 K EX	+1	-	1	2 phases to reload, 3 man crew
German Military	OCV	R mod	Damage	STUNx	Str min	Shots	Notes
Luger P-08 Pistol	+1	0	1d6+1 K	0	8	8	semi-automatic
Mauser M1910/M1934 Pistol	+1	0	1d6 K	0	7	8	semi-automatic
Kar 98k Rifle	+1	+1	2d6+1 K	+1	14	5	bolt-action
"Schmeisser" MP-40 SMG	+2	0	1d6 K	0	10	32	autofire to 5 shots
MG-34 or MG-2	+2	+2	2d6+1 K	+1	14	50	autofire to 5 shots
GR-24 "Potato-Masher" Grenade	-	-	3d6 K EX	0	-	1	range based on throwing strength
Panzerfaust Anti-Tank Weapon	0	0	3½d6 KAP	+1	12	1	No reloads
75mm Cannon	+2	+4	4d6+1 KAP	+1	-	1	1 phase to reload, 2 man crew
88mm Cannon	+2	+5	4½d6 KAP	+1	-	1	1 phase to reload, 2 man crew

Japanese Military	OCV	R mod	Damage	STUNx	Str min	Shots	Notes
Nambu, Tasho 04/T-14 Pistol	+1	0	1d6 K	0	7	8	semi-automatic
Arisaka 38th Year Carbine	+1	+1	2d6 K	0	10	5	bolt-action
Type 100 SMG	+1	0	1d6 K	0	11	30	autofire to 5 shots
Type 92 MG	+1	2	2d6+1 K	0	14	30	autofire to 5 shots
Type 91 Grenade	-	-	3d6 K EX	-	-	1	range based on throwing strength
Type 97 20mm Cannon	+1	+3	3d6+1 K AP	+1	-	7	1 phase to reload
Bombs and Stuff	OCV	R mod	Damage	STUNx	Str min	Shots	Notes
Dynamite	-	-	5d6 EX	-	-	1 stick	Each stick is ½ lb.
Each doubling of amount of Dynamite used adds			+2d6 EX				
TNT	-	-	8d6 EX	-	-	1 block	Each block is 1 lb.
Each doubling of amount of TNT used adds			+2d6 EX				
Nitroglycerine	-	-	12d6 EX	-	-	1 quart	Each quart is 2 lbs.
Each doubling of amount of Nitro used adds			+2d6 EX				
Anti-Personnel Mine	-	no range	12d6 EX	-	-	1	contact triggered
Anti-Tank Mine	-	no range	5d6 KAP EX	-	-	1	requires 240+ lbs. to detonate
Anti-Ship Mine	-	no range	26d6 EX	-	-	1	tethered underwater
Depth Charge	-	-	26d6 EX	-	-	1	ship carried
500 lb. bomb	-	-	25d6 EX	-	-	1	plane carried
1000 lb. "Block Buster" bomb	-	-	27d6 EX	-	-	1	plane carried



RUGGELS 94

VEHICLE LISTS

The vehicles listed in this section are meant to provide those most likely to be encountered in a Home Front campaign. As such, military vehicles listed are primarily those commonly found in and around the U.S. with only a sampling of foreign vehicles (used mostly by Axis commandos and supervillains.) Exotic vehicles are those that are either on the cutting edge of 1940's technology (such as jets, rockets and

helicopters) or are merely rare (such as rigid dirigibles after the *Hindenberg* disaster). The crew is only listed if it exceeds one. Weapons are only listed if they are standard to the vehicle. Rockets, missiles and torpedoes are listed as vehicles with one use warheads given in d6 of damage and are unmanned unless otherwise noted.

All the vehicles in this section actually existed. In the real world, the Natter, He-162, Go 229, as well as the A-10 rocket, were still under development when the war ended.

COMMON HOMEFRONT CIVILIAN VEHICLES

Name	Size	DCV	Mass (KB)	STR	DEF	BODY	DEX	SPD	MOVE	MAX	Notes
'33 Harley Motorcycle	1.25x.64	0	200kg (-1)	15	3	11	20	3	14x4	224	A
with sidecar	1.6x.8	-1	300kg (-2)	18	3	11	15	3			
2 Door Coupe/ Roadster	2x1	-2	800kg (-3)	25	3	13	15	3	18x4	216	
4 Door Sedan/ Taxi Cab/Police Car	2.5x1.25	-2	1.6 t (-4)	30	3	14	15	3	16x4	192	
Touring Car/Limo	3.2x1.6	-3	3.2t (-5)	35	3	15	15	3	16x4	192	
Ambulance											
Panel Truck/ School Bus	4x2	-4	6.4t (-6)	40	4	16	10	2	11x8	176	
Bank Armored Car	3.2x1.6	-3	6.4t (-6)	40	7	16	10	2	10x8	160	
Street /Cable Car	5x2.5	-4	12.5t (-7)	45	4	17	5	1	6x16	96	1
Railroad / Subway Engine	8x4	-6	50t(-9)	55	4	19	5	1	9x16	144	2
Train Passenger/ Freight Car	6.4x3.2	-5	25t (-8)	50	4	18	-	-	-	-	3
Pitcairn Auto-gyro	2x1	-2	400kg (-2)	15	3	12	20	4	15x4	240	4
DC-3 Airliner	14x10	-8	10t (-7)	35	3	17	15	3	26x8	624	5
Boeing 314 Pan Am "Yankee Clipper"	23x16	-9	38t (-9)	45	3	19	15	3	24x8	576	6
Speed Boat	3.2x1.6	-3	3.2t (-5)	35	3	15	15	3	12x4	144	
Freighter	3x10x10	-12	22kt (-18)	98	8	28	5	1	2x16	32	7

U.S. MILITARY VEHICLES

Name	Size	DCV	Mass (KB)	STR	DEF	BODY	DEX	SPD	MOVE	MAX	Notes
Jeep	2x1	-2	800kg (-3)	25	3	13	15	3	12x4	144	
6-WD Truck	3.2x1.6	-3	3.2t (-5)	35	4	15	10	2	8x8	128	
M-3 Halftrack APC	3.2x1.6	-3	4.5t (-6)	38	6	16	10	2	8x8	128	
M-3 "Stuart" Light Tank	3.2x1.6	-3	12.2t (-7)	45	8	17	10	2	7x8	112	8
M-3A1 "Lee" Medium Tank	3.2x1.6	-3	26.8t (-9)	51	12/9	19	10	2	5x8	80	9
M4A1 "Sherman" Medium Tank	3.2x1.6	-3	29.7t (-9)	52	13/9	19	10	2	5x8	80	10
Douglas C-4 "Skytrain" Air-freighter	14x10	-8	10t (-7)	35	3	17	15	3	52x4	624	11

U.S. MILITARY VEHICLES CONTINUED

Name	Size	DCV	Mass (KB)	STR	DEF	BODY	DEX	SPD	MOVE	MAX	Notes
Curtis P-40 "Tomahawk" or "Warhawk" Fighter	6x5	-5	3.4t (-4)	29	3	15	25	5	53x4	1060	12
P-51D "Mustang" Fighter	6x5	-5	4t (-5)	30	3	15	25	5	66x6	1320	13
P-38F "Lightning" Fighter	8x6	-6	9t (-7)	35	3	17	20	4	74x4	1184	14
B-25C "Mitchell" Medium Bomber	10x8	-6	12.5t (-7)	38	3	17	20	4	29x8	928	15
B-17G "Flying Fortress" Heavy Bomber	16x11	-8	30t (-9)	43	3	19	15	3	36x8	864	17
B-24D "Liberator" Heavy Bomber	17x10	-8	27t (-9)	42	3	19	15	3	38x8	912	16
B-29 "Superfortress" Heavy Bomber	22x15	-9	64t (-10)	49	3	20	15	3	45x8	1080	18
PBY-5A "Catalina" Flying-Boat	16x10	-8	16t (-8)	39	3	18	15	3	22x8	528	19
PT Boat	11x3	-7	47t (-9)	54	6	19	10	2	17x4	136	20
Coast Guard Cutter/Navy Destroyer Escort	14x2.5	-8	56t (-10)	55	8	20	10	2	11x4	88	21

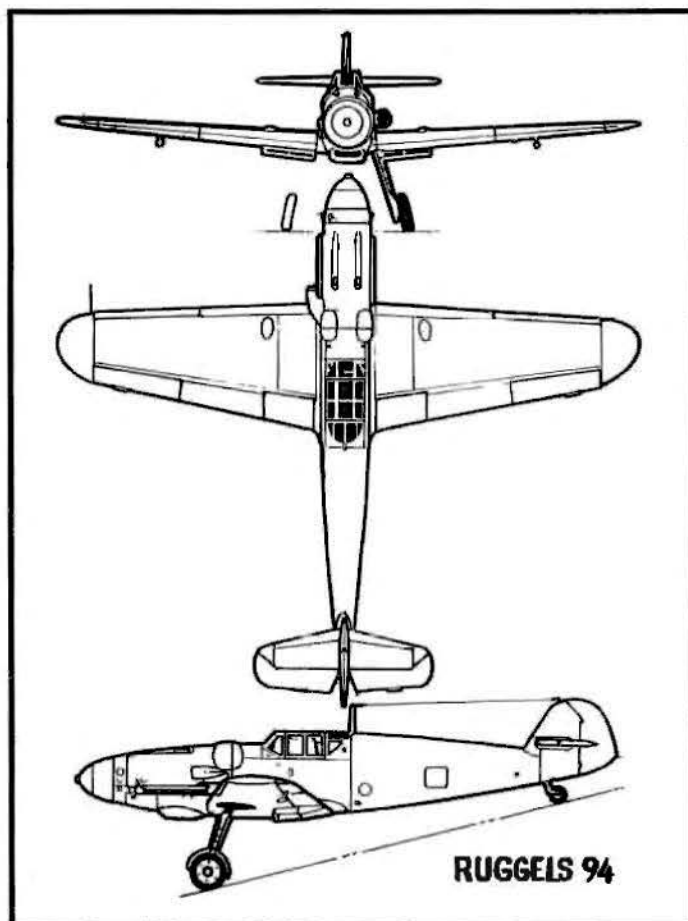
Notes:

RR = Reduced by Range. RP = Reduced Penetration.

Early war tank cannons do not have the AP advantage.

From 1944 onwards, tanks will carry a small number (1d6) of the special AP shells.

1. Must follow streetcar tracks
2. Must follow train tracks.
3. Pulled by engine.
4. Stall speed: 20 mph
5. Twin Engine, 2-3 man crew
6. Twin Engine Sea Plane, 2-3 man crew
7. 25+ Crewmen
8. 4 crew; 37mm cannon: 103 rnds; 3 x .30 MG: 6400 rnds
9. 6 crewmen; 37mm cannon: 178 rnds or 75mm cannon: 46 rnds; 2 — .30 MG: 4600 rnds
10. 5 crewmen; 75mm cannon: 93 rnds; 2 x .30 MG: 2375 rnds; .50 MG: 315 rnds
11. 2-3 crewmen; Army DC-3 Twin Engine
12. Single Engine; 4 x .30 MGs (forward firing): 2000 rnds
13. Single Engine; 6 x .30 MGs (forward firing): 3000 rnds
14. Twin Engine; 20mm cannon: 600 rnds; 4 x .30 MGs: 2000 rnds. (All forward firing.)
15. 5 crewmen; Twin Engine
16. 8-12 crewmen; Four Engine
17. 9-10 crewmen; Four Engine
18. 10 crewmen; Four Engine High Altitude, "Atomic Bomber"
19. 7-9 crewmen; Twin Engine
20. 2 or 4 forward firing torpedoes; 20mm cannon: 900 rnds; 4 (2 twin mount) .30 MG: 1300 rnds.
21. 200 crewmen (approx.); up to four 3" Guns and numerous Heavy MGs



EXOTIC ALLIED VEHICLES											
Name	Size	DCV	Mass (KB)	STR	DEF	BODY	DEX	SPD	MOVE	MAX	Notes
French Submarine Cruiser <i>Surcouf</i>	85x5	-13	4.3Kt (-16)	83	8	26	5	1	4x16	64	22
U.S.S. <i>Acron</i> and <i>Macon</i> Rigid Dirigibles	120x 22.5	-14	91t (-10)	58	3	20	5	1	16x16	256	23
Curtis F9C-2 "Sparrowhawk" Fighter	4x3	-4	1.25t (-4)	20	3	14	25	5	27x4	540	24
GERMAN MILITARY VEHICLES											
Name	Size	DCV	Mass (KB)	STR	DEF	BODY	DEX	SPD	MOVE	MAX	Notes
PzKpfw IV Tank	3.2x1.6	-3	20t (-8)	48	11/8	18	10	2	5x8	80	25
Pz V "Panther" Medium Tank	4x2	-4	45t (-9)	54	16/9	19	10	2	6x8	96	26
PzKw VI Tiger I Heavy Tank	4x2	-4	54t (-10)	55	15/11	20	10	2	4x8	64	26
Messerschmitt 109 Fighter	5x4	-4	3t (-5)	26	3	15	25	5	61x4	1220	
Type VIIC U-boat Submarine	37x3.5	-10	875t (-14)	70	8	24	5	1	7x8	56	
Pocket Battleship	93x10	-13	14Kt (-18)	96	24/16	28	5	1	6x16	96	
21" Torpedo	3x.5	-3	1.6t (-4)	25	3	14	20	4	7x4	112	27
JAPANESE MILITARY VEHICLES											
Name	Size	DCV	Mass (KB)	STR	DEF	BODY	DEX	SPD	MOVE	MAX	Notes
Mitsubishi A6M2 "Zero" Fighter	6x5	-5	2.8t (-5)	25	3	15	25	5	53x4	1060	
Yokosuka E14Y1 "Glen" Float Plane	5x4	-4	1.6t (-4)	21	3	14	25	5	19x4	380	28
I-200 and I-400 Class Submarine Cruisers	58x5	-12	22Kt (-18)	94	8	28	5	1	5x16	80	29

Notes:

22. Crew: 150; Twin 8" cannons; ten 21" tubes; two 8" tubes (22 torpedoes); 1 plane in rear hanger.
23. Crew: 75, Ground Crew: 12, Range: 10,000 miles, three hardpoints, Carried five F9C-2 fighters in belly hanger
24. Single Engine Biplane w/ twin forward .30 MGs
25. 75mm cannon
26. 88mm cannon
27. 27d6 EX warhead
28. Only Axis plane to bomb continental U.S.
29. Carried two to four E14Y1 float planes in bow hangers, respectively

EXOTIC AXIS VEHICLES (GERMAN, UNLESS OTHERWISE STATED):

Name	Size	DCV	Mass (KB)	STR	DEF	BODY	DEX	SPD	MOVE	MAX	Notes
Bachem 349A "Natter" Rocket Fighter	2x3	-3	2.2t (-5)	24	3	15	25	5	46x8	1840	
Messerschmitt 163 "Komet" or Mitsubishi J8M1 Shusui (Rigorous Sword) Rocket Fighter	5x3	-4	4t (-6)	23	3	16	25	5	44x8	1760	30
Heinkel He-162A-2 "Volks Jager" Jet Fighter	4x5	-4	2.6t (-5)	25	3	15	25	5	39x8	1560	
Messerschmitt 262 "Swallow" or Nakajima Kikka Jet Fighter	6x5	-5	6.4t (-6)	32	3	16	25	5	41x8	1640	31
Gotha Go 229A-01 or Ho IX V3 Jet Fighter	7x4	-6	5t (-6)	30	3	16	25	5	45x8	1800	32
FZG-76 (V1) "Buzz Bomb" Pulse Jet Cruise Missile	3x3	-3	1.6t (-4)	22	3	14	20	4	37x8	1184	33
A4 (V2) Rocket	7x1	-6	16t (-8)	28	3	18	20	4	303x8	9684	34
Type XXVIIIB U-Boat "Biber" Midget Submarine	6.4x1	-5	7.3t (-7)	36	6	17	5	1	4x8	32	35

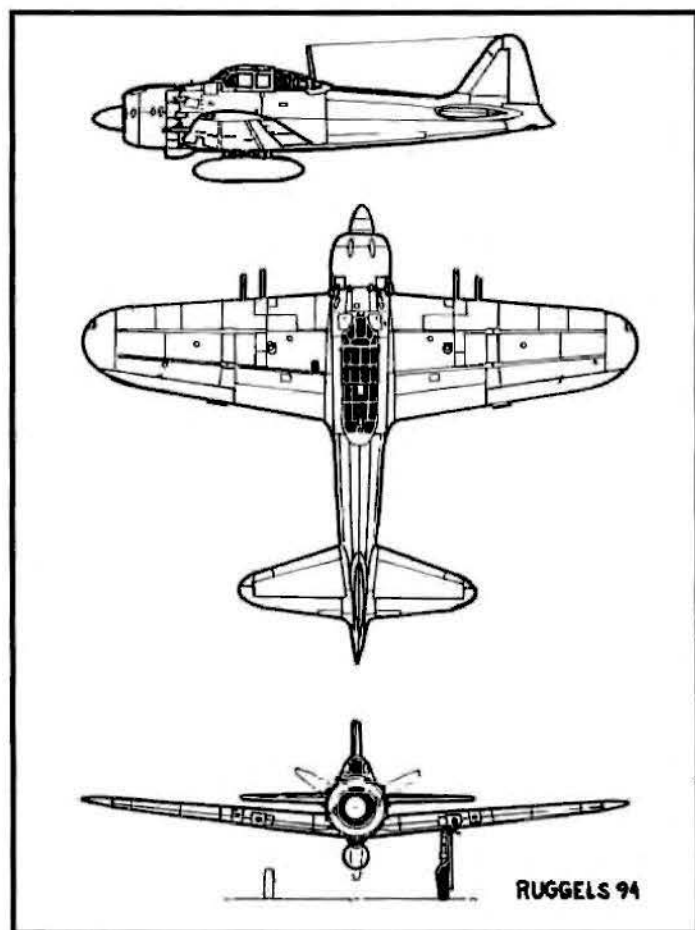
Notes:

- 30. German & Japanese rocket fighter
- 31. German & Japanese twin engine jet fighter
- 32. German twin engine jet flying wing fighter-bomber
- 33. Pulse-Jet Flying Bomb; 31d6 EX warhead
- 34. 30d6 EX warhead
- 35. 2 man crew; two 21" torpedoes

PROPS

GOLDEN AGE GADGETS

What Golden Age campaign could be complete without the myriad of one-of-a-kind supergadgets found in every villain's garage? On the other hand, what GM really wants to get down to number crunching just to prove to his probably ungrateful players that he built this week's over-powered gadget *and actually used the rules*. Well, you can avoid all that monotony now with gadgets from F.O.E. The following is just a sampling of fine products designed to turn those hum-drum villains of yours into fiends of truly epic proportions.



NEW FROM THE FIENDISH ORDER OF EVIL AND FOE™ SECRET LABORATORIES!

CITY SHRINKING RAY

Shrinks any city the size of Manhattan Island (11 miles in diameter) to somewhat less than 1 sq. ft. This is especially useful for aliens collecting specimens for their galactic barbarian reservations or zoos. Flying Saucer not included.

Cost	Power	END
190	Shrinking (160 pts; down to .8862304 square feet), Ranged (+½), Usable Against Others (+1 ¼); Area Effect Radius (over 37 mile radius) (+1), NND [Shrinking, Growth or Desolidification] (+1), 0 END, Persistent, Uncontrolled (+1 ½) 1000 Active Points; OAF, Bulky, Breakable (Shrinking Ray Cannon, -1 ½), 1 Charge (-2), Requires a "Science" Skill Roll (-½), Act. 15- (-¼)	[1c]

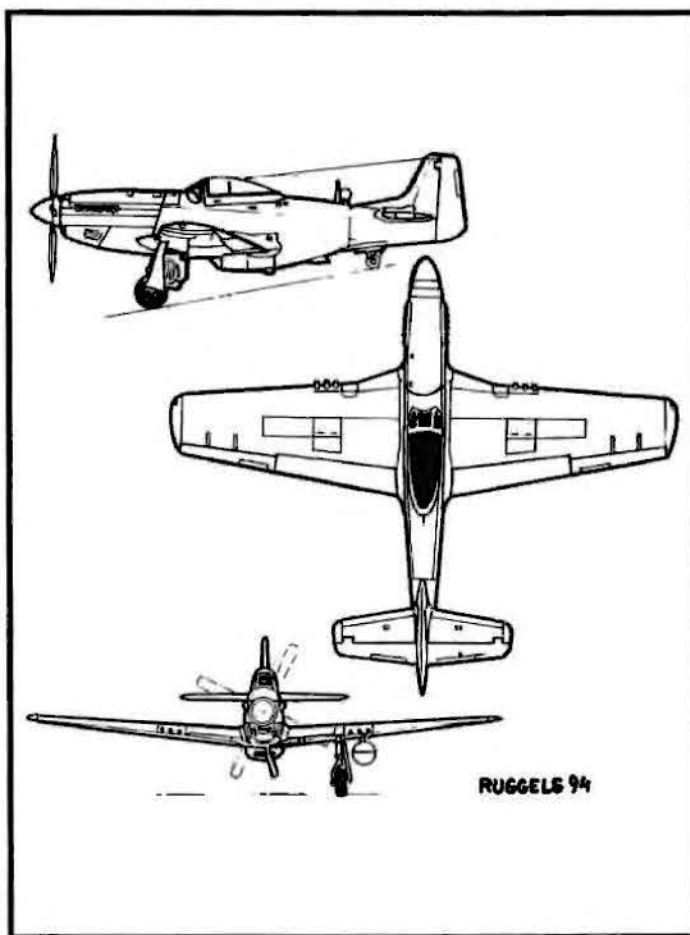
DEATH RAY

The ProtoMegaDisintegrator Cannon 2000 is not just your ordinary, run-of-the-mill, Death Ray. It's a SUPER DEATH RAY! While most Death Rays' destructive power can be measured in Gigawatts, the PMB 2000 operates well within the Terawatt range. And talk about range — thanks to scientific advances in the fields of Optics and Micro-mechanical Calibration, the PMDC 2000 can be fired from the moon and still accurately cut the support cables on the Golden Gate Bridge (a distance of about 253 thousand miles!). Remember, don't settle on any old Death Ray when you can have a PMDC 2000. It's SUPER!

Cost	Power	END
212	6d6 RKA (Death Ray) + Telescopic Vision (+54 to Sight PER Roll Range Mods, makes a million miles seem like a few feet), Area Effect 1 Hex (+½), No Range Modifier (+½), 0 END Cost (+½), Increased Range (to 998,757 miles or 5,273,436,900 game inches, +2 ½), 486 Active Points. OAF, Bulky, Breakable (Death Ray Cannon, -1½)	0

SELECTED BIBLIOGRAPHY AND FILMOGRAPHY

Below is a partial list of sources I used in this book. Although I did use a few primary sources (government documents, newspaper items, etc.) it is perhaps the sign of a lazy historian that most of what I collected was admittedly from secondary sources (books written after the fact about WWII, the Home Front, etc.) Some of these secondary sources however, make mighty fine gaming aids (for example; timeline and trivia books for adventure ideas, and watching old Superman cartoons for sheer inspiration) and might be of use in putting together a GAC campaign.



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- Any superhero comics from the golden age (or their reprints), especially *The All Star Squadron* (Detective Comics), *The Invaders* (Marvel Comics) and other team-up titles.
- Also, DC Comics' *The Batman Adventures* based on the *Batman: The Animated Series*. (See Movies/Video below).

PULPS AND RADIO PROGRAMS

- Doc Savage, Man of Bronze*.
- The Green Hornet*.
- The Shadow*.
- The Spider*.

GAME BOOKS AND GAME SUPPLEMENTS

- Of course any Hero Games products, but most especially: *Justice Inc.*, *Lands of Mystery*, *Dark Champions*, *Wings of the Valkyrie*, *Trail of the Golden Spike*, etc.
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- Daredevil*, Fantasy Games Unlimited.
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MOVIES / VIDEO

Dick Tracy. [I can't recommend it, but it does LOOK great]

El Santo Verses the Legions of Hitler. [The World's Greatest Mexican Wrestling Superhero, the Man Behind the Silver Mask, El Santo! Besides what could be more interesting than Mexican Nazis.]

Indiana Jones and the Last Crusade. [Not only was this a terrific homage to the old serials, but the use of the Holy Grail ties into Nazi SS ritual and dogma.]

Indiana Jones and the Temple of Doom. [ack.]

1941. [Definitely set in a GAC Universe, this movie is VAGUELY based on actual incidents during the post Pearl Harbor invasion panic on America's West Coast.]

Raiders of the Lost Ark. [Except for plot holes like riding on a submarine periscope for hundreds of miles, this movie is great.]

Rocketeer. [This movie may not have everything, but it comes close: Nazis, rocketpack, FBI, Zeppelin, Bee-Gee racing plane, Pitcairn Auto-gyro, bull-dog restaurant, Howard Hughes and the Spruce Goose, and a guy made-up to look like Rondo Hatton. Also, the lead villain is blatantly based on Errol Flynn who, if not an Axis agent, was far too chummy with several people who were.]

Superman. [Any of the 17 cartoons by Max and Dave Fleischer released between Sept. 1941 and July 30 1943. The new "Batman: The Animated Series" is reminiscent of these older cartoons.]

Batman: The Animated Series. [or its derivative comics *The Batman Adventures* or the movie *Mask of the Phantasm*; *Batman: The Animated Movie*. Although not set in the Golden Age, I cannot recommend this series enough. Despite being set in a universe with such contemporary items as computers and televisions, there is nonetheless an atmosphere of timelessness that somehow — in this



universe — the Golden Age never ended (the movie even has a Gotham City World's Fair blatantly based on the 1940 New York Worlds Fair). Airlines fly prop-driven DC-3s, cars don't look like used bars of soap but have fins and fenders, helicopters look like old Sikorskys; and autogyros, seaplanes and blimps fly the not so friendly skies. Reporters carry modern miniaturized mikes while cameramen load reel-to-reel motion picture cameras and light is provided by huge flash bulbs as well as modern strobe flashes. Gangsters dress like gangsters (not like sports fans) and pack .45s and Thompson SMGs rather than Uzis and Ingram's. Even though large screen TVs exist, for some reason they are all black and white. Quite simply, old tech in this universe never becomes completely obsolete. The atmosphere is lush and gorgeous.]

CAMPAIGN BOOK



GAME MASTERING



RUNNING A GOLDEN AGE CAMPAIGN

Running a campaign set during the Golden Age need not be any harder than running a current day campaign. Sure the world was different, with different politics, different social values and even different technology. Maybe in some ways the world was slower paced than our current information-age, hyperkinetic world. But hey, people are people, and Golden Age supers were really little different than the current crop.

If you're the type of GM who runs a topical, detail oriented, modern day campaign, then a GAC campaign is really nothing new at all. Instead of watching CNN or the nightly news; you'll do your campaign research by browsing the historical material in this or other books, by looking at plots in old Golden Age comics or their reprints or even just by watching WWII documentaries on TV.

If your game is more spontaneous and four color, again, the Golden Age should present you with no problems. Crime fighting is crime fighting no matter what period it is set in. Boys will be boys after all (or crooks will be crooks, as the case may be.) What I'm saying is this: don't be discouraged from running a GAC campaign because of differences between it and a modern day campaign. The two types of campaigns have more in common than not.

That being said, just what are the differences, and how should they be handled?

Except for its reliance on knowledge of historical trivia instead of contemporary trivia, campaigning in the Golden Age can actually be simpler than a game set in the present. Golden Age comics certainly presented the world of the 1940s as simpler, with issues being almost always black and white. It was easy to side against the apparently evil Axis powers when they spent their time viciously sneak-attacking and land-grabbing in Europe, Africa, Asia and finally in American territory! Just think of the Axis powers as a bunch of world-class criminals, and they can be substituted for almost any modern day bunch of villains. VIPER and Genocide combined couldn't hold a torch to Nazi Germany and Imperial Japan for wrecking havoc.

Even without introducing Axis supervillains, there is plenty to keep your Golden Age characters occupied. Submarines prowling off our coasts torpedoed record numbers of merchant ships. If the heroes tire of showing up too late to do anything but pick up the pieces, they can always attempt to find the spies who are releasing ship departure times to the enemy. Of course, this might lead to information on where the sub patrols, which in turn will lead to a superhero's favorite pastime...*combat*. Then the heroes can find the

loud-mouthed idiot who inadvertently blabbed to a spy, and give him their "The Less Said, The Less Dead" lecture.

Spies, Saboteurs, Fifth Columnists and simple Collaborationists can cause endless mayhem; setting time bombs in defense plants, attempting to poison Campaign City's water supply, stealing Top Secret documents, kidnapping or assassinating people essential to the war effort or anything else meant to aid the enemies of democracy (see the Fifth Columnist Package Deal and look under "Homefront Fascist Organizations" in the Golden Age Glossary of Trivia for more information on their ilk). Once again, your heroes can have great fun barely preventing one calamity after another until they can track down the source of their problems.

And don't forget the regular criminal element driven by the profit motive rather than anti-American sentiments. These mobsters and low-lives will be found robbing Army payrolls, operating the black market, and counterfeiting ration stamps and coupons. This is in addition to their regular business practices of running protection rackets, bookie operations, smuggling, robbery, hijacking, prostitution, and innumerable other "public services."

Certainly, not all aspects of life were affected by the war. And there is no need for every adventure to be involved with it either. War or no war, there will always be little Napoleons — potential dictators — who consider their personal form of tyranny to be superior to that of the Axis powers. This type of villain can be found everywhere in the Golden Age. He'll usually have some hair-brained scheme to make mind-controlled puppets of the world's leaders, or some ill considered plot to blackmail Campaign City with the threat of total destruction at the hands of his 50 foot tall robot army if the city doesn't surrender to him at once. Maybe he plans to magically transmogrify all the weapons in the county into rotini noodles, with the exception of his own of course.

Another type of villain common to the Golden Age is the theme villain. The theme villain develops a motif and runs it into the ground. The Doberman, a prime example of the gimmicky theme villain, has a fixation on canines. He calls his secret HQ his "Kennel of Crime" or his "Doghouse of Delinquency." His men, wearing fake rubber dog noses and floppy felt dog ears, are named "Rover," "Fido" and "Spot." His favorite escape vehicle is a stolen Greyhound bus. The theme villain is too egotistical for his own good and leaves clues that he thinks are too clever for the heroes to solve. He is always wrong about this, and his incessant clue dropping usually leads the heroes straight to him.

As stated earlier, the GM should not have any real difficulty in running a GAC universe as opposed to a modern one. Because the period is so well documented, the GM can simply pick a real historic event — such as the sinking of RO-501 (see Timeline) — and base an adventure on it.

However, the GM should not become a slave to reality. Comic books are, after all, set in an alternate universe in which superheroes exist. That being the case, although the history should closely parallel our own; there is no need to mirror it exactly. In fact, occasional slight changes in events might put players on notice that their actions could make a difference in how the world develops. If they don't take care, serious repercussions can result.

PARALLEL UNIVERSES

Parallel universes are those that, but for one cataclysmic event, would be exactly like our own. What would the present be like if the Roman Empire never fell? What if the South had won the Civil War? What if the Axis powers had won WWII? It is this last possible parallel universe that most interests the GAC GM.

Suppose the Axis had won the war. What would the world be like? First of all, the world would be a dark and dreary place for freedom loving Americans. The Japanese would control the Pacific rim and East Asia while their Nazi allies held all of Europe, North Africa and Russia west of the Ural mountains. In the worst-case scenario depicted in many alternate universe stories, America too would be conquered; with the Japanese controlling everything west of the Mississippi, and the Germans everything east. In this worst of all possible worlds, the Holocaust would have been virtually completed, with the systematic genocide of Jews, Blacks, American Indians and other "undesirables." What minorities were allowed to survive would remain racially pure and be placed on closely guarded reservations in America's West

and in Africa. America would be run by Fascist quisling puppet governments controlled by the Axis. South American countries, though predominantly Fascist in nature, would none-the-less be known as the hotbed of democratic revolutionaries and escaped allied "war criminals."

In this world, the Earth's surviving superheroes would be freedom fighters attempting to overthrowing the Axis overlords by liberating first America and then the World. Hopelessly outnumbered by the Nazi and Japanese occupation forces (including Axis supers) the heroes would form the core of a wide spread underground organization dedicated to restoring democracy. Like the underground in the real world, they would not have complete support of the people (because of the Nazi habit of hostage taking and reprisal) and would have to work as covertly as possible.

The third timeline in this book presents information for this bleak universe and a scenario set in this universe is also included elsewhere in this book. For other examples of similar universes, see the bibliography.

HOW TO RUN A GOLDEN AGE CAMPAIGN

Let's get specific. All through this book I've been bombarding you with facts and advice about running a GAC campaign. What you want to know is "Enough! How do I get started?!" Just follow my GAC 12 Step Plan™ and you'll be on the way to a happier more Golden Age Champions existence.

- Step 1) Go back to the Campaign Premise section and select the type of GAC campaign you want to run. Your choices are Dark (Pulp) Champions, Gung-Ho Four Color or the Standard GAC campaign.
- Step 2) Having selected your campaign type, inform your players of your choice. Tell them to make appropriate characters for that campaign.
- Step 3) Inevitably, one or more of your players will ask "How are we supposed to do that? Are you goin' ta give us some guidelines or something?" That is just what you'll do. You'll hand them your copy of GAC if they haven't one of their own. Then you tell them to look up the section on Creating a Golden Age Hero. Remind them to read the Living During the Golden Age and Life on the Homefront sections and look at the package deals and the Life in the Military section for the more martially inclined. If you have any restrictions in mind (such as all character must be members of the same group of civic minded private superheroes), now is the time to tell them. Better yet, fill out the Golden Age Champions Campaign Ground Rules Sheet and give a copy to all your players.
- Step 4) Review their character sheets in light of what you want for your campaign. Tell the guy who made Psycho Killer Lad to make a new character. If you have a GAC Genre Fiend among your players, ask him to empower the historically impaired.
- Step 5) While your "Mad Slasher / Combat Monster" attempts to rework his character under the unreasonable restrictions you've imposed by requiring real heroes in



your game, you should reinforce the atmosphere of your campaign to your players. Either read out loud or have them read the Campaign History section. Tell them where they fit in this world's timeline, i.e., "It is late 1941, and although there have been a few masked mystery men before you; you are this world's first super powered heroes."

Step 6) Once you're satisfied with everybody's characters, prepare to actually run the campaign.

Step 7) If you don't have a specific first scenario in mind, you might simply select one from this book. Scanning through the Historical Source Material, Golden Age Props and the section on Home Front America should give you plenty of ideas for scenarios. Of course you could also read the previous section on Running a Golden Age Campaign as well.

Step 8) Stay aware of the chronology of your scenarios. Some adventures (such as espionage against countries who aren't officially your enemies...yet) are better in a cold war situations such as those that existed before and after WWII. Thus if you're running an extended GAC campaign, you'll have to use up those prewar scenario ideas of yours before the war 'cause the world will become a different place after that. Of course, if you do come up with a scenario that you just have to run even though it takes place well before your current position in your own games timeline; then you can always run it as a flashback scenario.

Over the years, I have started GAC campaigns with three groups of people in three different cities. Each time the campaign started sometime before the Japanese attack on Pearl Harbor — usually by a few months. This allowed my players to establish their characters "normal" life before the war intruded into their lives. Unless you want to emphasize a *Dark Champions* GAC campaign, I recommend starting at that point as well. A good *Dark Champions* GAC campaign might conceivably start as early as the passing of the Volstead Act (Prohibition) on January 16th, 1920.

Step 9) Although your game is set in a historic period, don't be a slave to that period. You might even establish — with the unwitting aid of your players — that the history is not inevitable. Maybe a hero can rescue actress Carol Lombard from her untimely death, maybe Nazi bombers really do participate in the raid on Pearl Harbor, or maybe King Kong really does climb the Empire State Building. Once your players know that their actions can affect the course of history, they will be as motivated as they are in a current day campaign.

Step 10) If you are already running a modern *Champions* campaign, consider establishing ties between Golden Age events and those in your modern game. Imagine your orphaned hero's chagrin when he discovers that the 70 year old man who shows up on his doorstep with a beat-up old suitcase and claiming to be his father was also the Golden Age villain, Dr. Nuisance. Role-playing possibilities are limitless. When mystic items confiscated from characters in a GAC campaign by "Top Men" later pop up in your modern campaign to cause trouble, both campaigns are enhanced; the GAC campaign gains validity and the modern campaign instantly receives a richer extended campaign history. Plus you get the added bonus of recycling elements of a good plot.

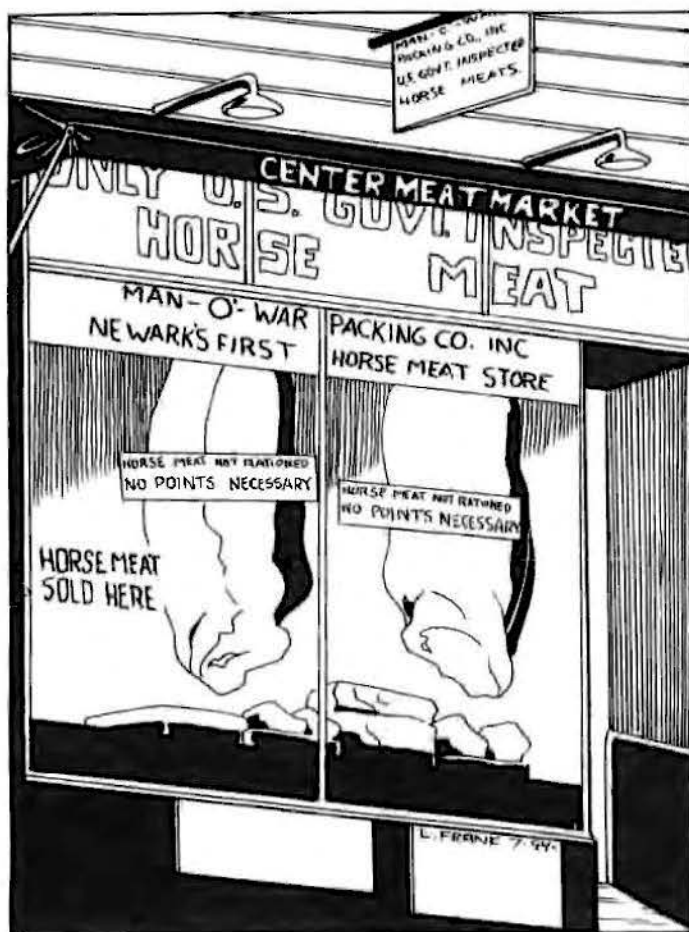
Step 11) Now this is just a suggestion and is not necessary, but consider setting the mood — especially in that crucial first game session. Playing swing music and movie soundtrack albums in the background suggest the period. *Call of Cthulhu*™ lead figures, 1/72 WWII model vehicles, 1930s and 1940s styled matchbox cars, and 1/72 WWII Airfix plastic military figures all help players visualize events. Maybe it's overdoing it a bit, but I think these little details can help the GM and players remember that they are not longer in the 1990s.

Step 12) Stop reading this and run that first scenario already.

HOME FRONT AMERICA

HOME FRONT HISTORY AND CAMPAIGN NOTES FOR THE GM

This section adds a little meat to the bones of the section on "Living During the Golden Age," earlier in this book. While the emphasis in that section was on providing a taste of the period sufficient to character creation, this section provides a little more in-depth material so the GM may better understand the period and thus have an easier time directing the flow of the campaign. Both sections are more concerned with presenting a general representation of Home Front America, and not the world at large.



WWII AND HOME FRONT AMERICA

One way or another, almost anything that happened during the period associated with the Golden Age of comic books, was somehow associated with the WWII. Even during the late 1930s and early 1940s, before the U.S. was actually at war, America was none-the-less affected by it.

News of the Nazi and Japanese conquests filled the newspaper pages and crowded the radio waves. Fear of being involved in another war caused a series of neutrality laws to be passed to keep America out of the war. At first most Americans leaned towards isolationism (and ideology which implied we were self sufficient and needn't get involved in foreign affairs because we didn't need them.) Yet, like the man said, "The business of America is business," and if we wanted to sell and buy things overseas, we had to deal with a world at war.

In a sense, the U.S. was already in the war and the isolationists didn't even know it. The FBI, hamstrung by elements within the Justice Department, fought an undercover war against the Axis that most Americans weren't really aware of. Hundreds of Axis agents funneled money and influence to the isolationists to assist them in doing everything in their power to keep America out of the war. Whether willful collaborationists or innocent dupes, thousands of Americans played right into the Axis' hands. The America First Committee was supported by influential Americans, native fascist organizations and paid for with secret Nazi funding.

"Hitler and Mussolini have a date with Destiny. It's foolish to oppose them, so why not play ball with them?"

Senator Robert Rice Reynolds of North Carolina, 1938.

"German submarines are small. They were designed to operate close to their bases — within a few hundred miles of England. ...We are safe now and we are safe for years to come."

Senator Burton K. Wheeler of Montana,
America First Rally,
Madison Square Garden,
NYC, 5/23/1941.

"The three most important groups which have been pressing this country toward war are the British, the Jewish, and the Roosevelt Administration."

Charles A. Lindbergh,
America First rally,
Des Moines, 9/11/1941.

"Will Americans graciously bow down to all the totalitarian decrees which will restrict their sugar, their motor cars, their oil, their apparel, their way of life and their pocket books, simply to satisfy those who understand victory to be the complete overthrow of their enemies?"

Representative Harold Knutson of Minnesota,
regarding U.S. rationing and FDR's call for
unconditional surrender by Germany and Japan.
March 23, 1942.

Excerpts from Sabotage!; The Secret War Against America. by Michael Sayers and Albert E. Kahn, 1942.



Still, as the Axis committed one atrocity after another, Americans started to actually see them as a threat despite the activities of agent provocateurs to convince them otherwise. Gradually, the Neutrality Laws were weakened and overturned. Americans hoped that maybe by being President Roosevelt's "Arsenal of Democracy," they could get the other free nations of the world to stop Hitler and his allies without having to actually send in American troops. Although not necessarily popular, the American people none-the-less accepted the first peacetime military draft in U.S. history (1940) as being prudent. They were right.

"Yesterday, December 7th, 1941 — a date which will live in infamy — the United States of America was suddenly and deliberately attacked by naval and air forces of the Empire of Japan... I ask that the Congress declare that since the unprovoked and dastardly attack by Japan on Sunday, December 7, 1941, a state of war has existed between the United States and the Japanese Empire."

President Franklin Delano Roosevelt,
Address to Congress, Dec. 8, 1941.

From then on, WWII intruded in almost every aspect of American life.



THE U.S. ECONOMY

With the advent of WWII, America was flung out of the Great Depression. From 1939 to 1945, the Federal budget rose from \$9 billion dollars to \$98 billion, while the GNP (Gross National Product) increased from \$90 billion to \$213 billion. The war created over 17 million new jobs in the civilian sector, while the size of the military rose from 300,000 in 1939 to 1.5 million in 1941 to between 12 and 13 million at any given time in the later years of the war. Losing 1 out of 11 Americans to the armed services, coupled with the creation of so many new jobs, created a severe manpower shortage.

In 1940, the U.S. had a population of almost 132 million with the labor force being about 56 million at the time. With the coming of the war, this was increased to 66 million. In the four year span from 1940 to 1944, unemployment dropped 90% — from 8 million to 800,000. These increases included an additional 4,400,000 women (bringing their total in the work force to over 16.5 million), 750,000 blacks (totaling to 1,350,000), 3 million workers between the ages of 12 and 17 and 200,000 physically handicapped workers (blind people were highly capable in sorting nuts and bolts by touch. Midgets and paraplegics could work in cramped quarters such as airplane wings that "other" workers couldn't get into).

While at the minimum wage in 1940 of .40¢ per hour (\$16 per week) you would only bring home \$830 per year. By the war's end the average wage was over \$2,300 per year.

PREJUDICE ON THE HOME FRONT

Despite the simplicity and innocence presented in the comic books of the period, Home Front America was not an entirely nice place to live if you weren't a white Anglo-Saxon Protestant male. To varying degrees, Blacks, Japanese-Americans, Jews, Native Americans, Hispanics, Catholics and others were treated as something less than second-class citizens. Exclusionary laws and practices kept those that were noticeably "different" from serving in government, from attending better schools and even from being served in restaurants. It is to the credit of these oppressed peoples that they still fought against the Axis powers when things were so bad for them over here.

On the West Coast just after the attack on Pearl Harbor, America saw the internment of 112,000 Japanese-Americans (two-thirds of whom were citizens) for potentially being spies and saboteurs (as opposed to less than 5,000 German and Italian-Americans.) When it was pointed out that not a single case of sabotage was carried out by them, a U.S. general actually used this as evidence of their treachery and cunning in arguing the case to keep them locked up!

Blacks had it no better. In the North, race riots broke out over the housing of blacks in white neighborhoods. In the South, black Americans under a policy of "separate but equal" were forced to ride in the rear of busses, drink from black drinking fountains, use black bathrooms and eat in back rooms of restaurants. In industry, they regularly received lower pay than white workers even when they were doing the same jobs (they simply weren't eligible for many positions.) Even in the armed forces, blacks were segregated into their own outfits and generally only allowed to perform kitchen and latrine duty...and when allowed to prove themselves in combat, it was with white officers. And still there were lynchings.

The distaff side of it had their own problems. The period of the 1930s and early 1940s was even more of a "man's world" than it is today. Women in America were almost universally expected to be perfect little housewives and mothers. If women did work, it was at low paying "women's jobs," such as secretaries, store clerks, and waitresses. When they did work at "men's jobs" they (like the blacks) normally received 40% less in wages. One way of justifying the lower wages was to define the jobs of men as "heavy labor" and of the women as "light labor" despite the fact that both did the exact same sort of work.

LABOR

By the 1940s, labor unions were common and extremely strong. None-the-less, early in the war labor leaders took a no-strike pledge and, for the most part, lived up to it. So even with an increase in the work force and the unions themselves, man hours lost to striking was about half that from before the war. Strikes were rare as a result and always grabbed national headlines.

Although those few strikes that happened generally ended in minor concessions to workers despite a wage freeze, sometimes the government tried to get tough. When the nations 20 railroad unions (about 1.5 million workers) went on strike, FDR militarily seized the entire rail system (down to street cars if needed) and made seven rail executives Army colonels for three weeks. Still, when the workers went back to their jobs, it was with a better wage increase than they expected.

Also, when there were strikes, they were not always for money. In Washington state the Lumberjacks struck not for higher wages but for higher meat rations.

LIVING EXPENSES

Following is a list of common items and the prices they went for (borrowed liberally from *Everyday Fashions of the Forties; As Pictured in Sears Catalogs* by JoAnne Olian, New York, Dover Books, 1992 and from assorted advertisements in issues of the New York Times of the period). This is in no way meant to serve as a comprehensive shopping list.

Men's Wear

Leather Jacket	\$6.98 to 10.00
Swagger Coats	\$2.98 to 7.45
Three Piece Suits	\$13.95 to 16.95
Shirts and Trousers	\$1.00 to 2.98
Socks	20¢ to 29¢
Shoes	\$1.49 to 2.98
Sweaters	\$1.66 to 2.99

Women's Wear

Fur Coats	\$52.50 to 74.50
Overcoats	\$2.98 to 27.50
Hats	35¢ to \$3.95
Blouses and Skirts	\$3.95 to 10.95
Dresses	\$2.48 to 7.98
Evening Gowns	\$2.98 to 6.98
Evening Wraps	\$16.95 and up
Nylon Stockings	\$1.15 to 1.85
Silk Stockings	58¢ to 1.00
Leg Make-up (when all nylon and silk was going into parachutes)	10¢ to \$1.10
Sweaters	\$1.20 to 3.95
Shoes	\$1.88 to 4.00

Personal Items

Luggage	\$11.75
Make-up Box	\$2.29 to 17.50
Wardrobe Case	\$20.50 to 34.50

Furniture and Appliances

Deluxe Vacuum Cleaner	\$59.95
Radio	\$14.95 to 695.00
Kitchen Appliances (stoves, etc.)	\$59.95 to 128.50
Cedar Hope Chest	\$29.75
Lamps	\$4.75 to 34.95
Record Cabinet	\$9.95 to 49.50
Rugs	\$1.58 to 5.63
Upholstered Chairs	\$9.00 and up

Your typical automobile (before they were rationed) could cost \$800 to \$1,100, new; or just a few dollars for a used junker. And you could buy a house for \$5,500 with just \$500 down, and \$29.56 per month.

As you can see, overall the prices were about 10% of the current prices for the similar items. This holds true for most commodities with the exception of hi-tech gadgets (electric appliances, radios, vacuum cleaners) which were somewhat rarer then and thus more expensive. Since the wages were

also about 10% of what they are now, you can assume it will be awhile before Junkman gets enough dough to purchase his two-way television communications screen to City Hall.

GUNS OR BUTTER

As the U.S. went to war, the consumer was neglected. Car production ceased entirely as factory assembly lines were converted to manufacturing tanks, half-tracks and jeeps. Home appliances vanished as all industries tooled up to produce weapons. Tools, utensils and even nails became scarce as all available scrap metal joined the war effort. And the priorities assigned to war production weren't the only factor. The Axis did their part in causing America's shortages.

The war in the Pacific eliminated most of our rubber supplies resulting in instant shortages of tires, raincoats, rubber gaskets and boots. Silk from the Orient disappeared and what remained was given priority for making parachutes, not stockings. The rubber and silk could have been replaced by synthetics except that Nazi U-boats were sinking oil tankers by the dozens all along the Eastern seaboard.

Consumers, manufacturers and the government did their best to make up for the shortages. Fashion conscious women took to painting their legs with Leg Make-up to cope with the stocking shortage. The garment industry bowed to government pressure to save on rubber by designing and promoting the sale of the two piece swimsuit for women. The federal government even placed a ban on pleasure driving, set a national speed limit at 35 miles per hour and asked motorists not to keep more than one spare tire for their car (only an unpatriotic hoarder would not turn in his extras to his local filling station); all to save precious petroleum.

The government's main method of coping with the shortages, however, was to institute rationing.

RATIONING

The idea behind rationing is that, given a limited supply of a commodity, priorities have to be assigned for distribution of scarce item. The government created a new agency, the Office of Price Administration, for dealing with the problem. The OPA, in turn, established a priority system based on an individual's (or company's) importance to the war effort. The more important you were, the more you got.

Motorists were particularly hard hit by rationing. They were issued a gasoline ration card (to be carried on their person) and given a matching sticker to place in the car's window. These proofs of ID were needed to receive dated and color coded monthly ration books which in turn allowed a person only so much gas per week. The priorities were as follows:

A-Cards, the lowest priority, were issued to Joe and Jill Average. This gave their vehicle three to five gallons per week. Period.

B-Cards went to people whose work was considered essential to the war effort (say a machinist's foreman at an ammunition plant). They received about double the A-Card ration.

C-Cards were issued to people who were even more important such as doctors, Civilian Defense officials and OPA investigators. They received about double the B-Card ration.

T-Cards allowed unlimited gasoline usage by truckers, delivery men, and mass transit drivers essential to the war effort.

E-Cards allowed unlimited gasoline and were issued to emergency personnel and their vehicles. This would include police, firemen and ambulance drivers.

X-Cards were the highest priority card issued. These gave unlimited gasoline to ministers and (of course) congressmen.

Ultimately, shortages also caused the rationing of automobiles, typewriters, sugar, bicycles, farm machinery, fuel oil, coffee, oil and coal stoves, shoes, processed and canned foods, firewood, canned milk, and soft cheese.

Other items were not officially rationed, but might as well have been. The OPA came up with a complex system using monthly issued coupon books for canned goods, or meat, fish and dairy products. The stamps within the books were worth so many points which in turn had to be turned in when buying items. What seemed to happen was either you didn't have enough points to buy what you wanted, or if you had the points they were out of the item.

CRIME AND THE BLACK MARKET

The war brought with it prosperity and so people suddenly had money to spend. The war also caused shortages so that the people had nothing to spend that money on. While this meant that the patriotic socked their money away by buying war bonds earning a whopping 2.9% over ten years, a goodly chunk of the rest of the public found their new "wealth" burning a hole in their collective pockets. Enter Mr. Black (as the black market was called.)

Anything that was difficult to find could be found on the black market. New tires? No problem if you were willing to

pay double their normal price. Need to impress that special someone? They had nylon stockings, candy, bicycles, car parts, you name it. When other people were eating horse meat, you could find beef steaks on the black market. They even sold ration stamps (government records showed 15% of all "C" gasoline ration stamps were counterfeit).

The black market absolutely thrived during the war. Offering items limited by rationing or shortages at extravagantly inflated prices, it was like prohibition all over again. It has been estimated that the black market accounted for up to one quarter of the U.S. retail sales during the war, much of that going into the pockets of organized crime.

Of course the black market could only be so profitable if it had lots of public support. Many folks saw "Mr. Black" as being a fairly innocuous method of getting around government instituted rationing. It was much easier to pay a little extra for something that, otherwise, you would have trouble purchasing. And the rationalization of illegal purchases was usually innocent enough. *"I guess it wouldn't hurt anybody if I bought new work boots on the black market. I work at the shipyards and need boots to do my work safely. And if I get injured cause I ain't wearing safety boots, I could slow up the war effort. Heck, looking at it that way, it might even be patriotic to shell out a little extra dough on them boots."* What people didn't realize was that money from their black market purchases provided organized crime with income and incentive to commit more harmful crimes.

Forgers copied the ration coupons. When the government got wise and started printing them on special paper, organized crime simply stole the appropriate paper. Cattle rustlers stole livestock off of farms and ranches and trucked them into the city to be butchered and sold off the back of the same trucks. Trucks carrying relatively rare and valuable items were hijacked, warehouses were robbed and ships cargoes were first secretly sold — and then the ship was scuttled so as to turn in a fake insurance claim. These crime were not always victimless. Drivers, night-watchmen and unfortunate witnesses sometimes ended up dead.

Meanwhile, mobsters didn't let a little thing like WWII get in the way of normal business either. They were still involved in all their usual crimes; bookmaking, numbers running, running illegal gambling casinos, sports fixing, loansharking, union racketeering, prostitution, etc... And, as a matter of course, men important to mob operations couldn't let themselves get drafted so there was always a good chance that some doctor was willing to attest to Joe "Skull-Crusher" Marino's bad back or ruptured eardrum.

ENTERTAINMENT

With more money available to spend (and perhaps more of a need to escape from the grim realities of the world) Americans sought to be entertained. Across the board, they did so in record numbers.

Of course rationing caused a lot of folks to stay at home, which increase the sales of cards, board games and paperback books. And radio was real big with the shut-ins as well, enjoying widespread popularity. Radio was much as television is today — cheap, escapist entertainment for which the only price (other than a radio) was being forced to listen to a seeming unending run of commercials. There was news, sports, daytime soap operas, game shows, you name it. Popular adventure programs included: The Shadow, Gangbusters, Gunsmoke, The Green Hornet, and Superman. And comedies of the time included Fibber McGee and





RUGGELS 94

Molly, the Jack Benny Show, The Fred Allen Show, The Red Skelton Show, and Edgar Bergen and Charlie McCarthy (a ventriloquist act on radio...brings new meaning to the line "He was so good that you couldn't even see his lips move.").

Even with transportation problems, movies sold to record audiences. Some movies had little or no content dealing with the war (like the Disney films Bambi, Dumbo and Fantasia and more serious films such as Citizen Kane and Gone with the Wind) while others contained definite wartime messages (such as Yankee Doodle Dandy, Casablanca and a host of war films). Once again the government got into the act as the Office of War Information (OWI) tried to manipulate Hollywood by posing seven questions to film makers, the first of which was "Will this picture help win the war?"

The music most often associated with WWII is Swing. It was to WWII what Rock and Roll was to more recent conflicts. Its horns and drums filled the radio waves and its dance, the jitterbug, filled the dance halls. Tastes in Swing ranged from Jazz (Louis Jordan and Jay McShann) to Pop (Glenn Miller and the Andrews Sisters) And let's not forget the crooners such as Bing Crosby and teen scream queen idol Frank Sinatra. Whether canned or live, music was a big release for many Americans.

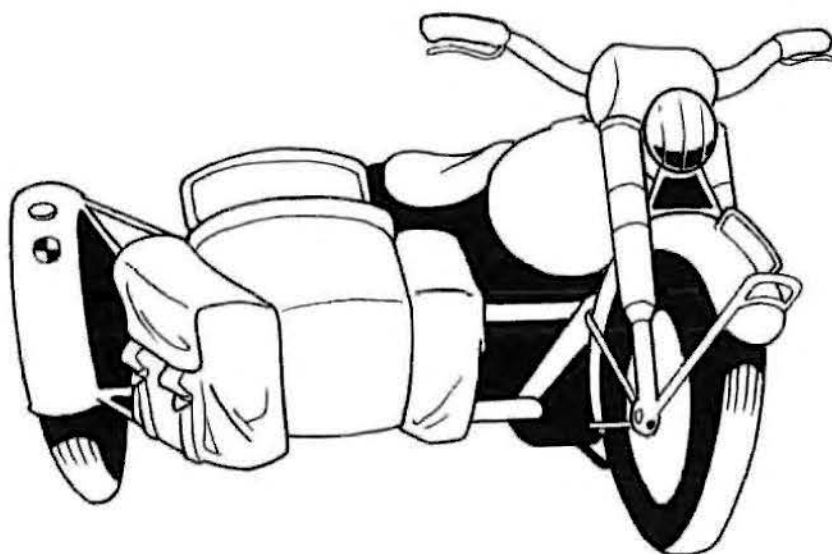
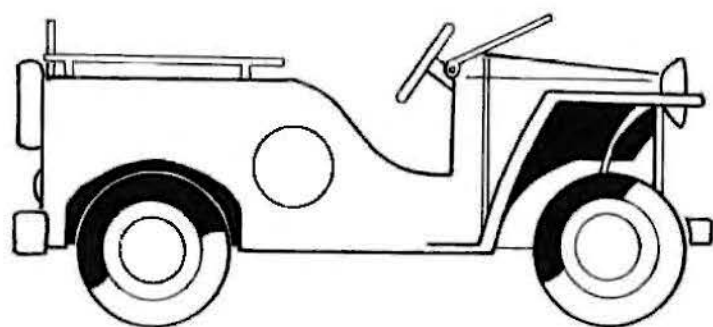
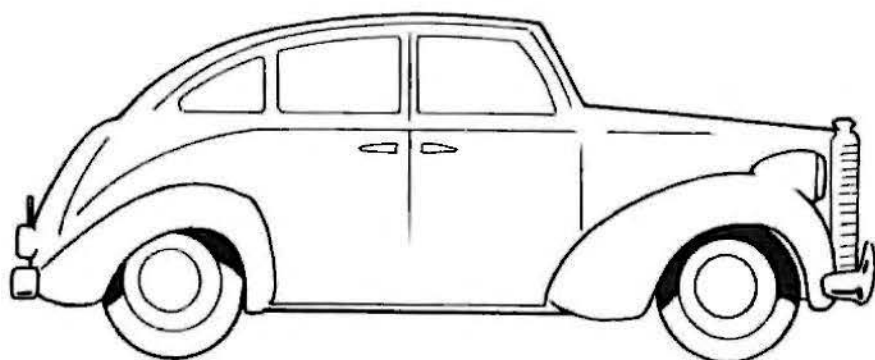
On the sports scene, WWII seemed to mess everything up. The 1940 Olympic games in London were, naturally, canceled, as were the 1944 games to be held in Tokyo. In the U.S., automobile racing was banned for the duration to save on gas, tires, etc., and horse racing was halted because it was considered nonessential to the war effort. Boxing suffered a blow when the American Heavyweight Champion from 1937 to 1949, Joe Louis (a.k.a., The Brown Bomber), was drafted into the Army on January 19, 1942. Sergeant Louis never saw combat but served throughout the war giving boxing demonstrations to the troops. And all team sports (both collegiate and professional) suffered as players were called up for the military draft, even baseball: America's "national pastime."

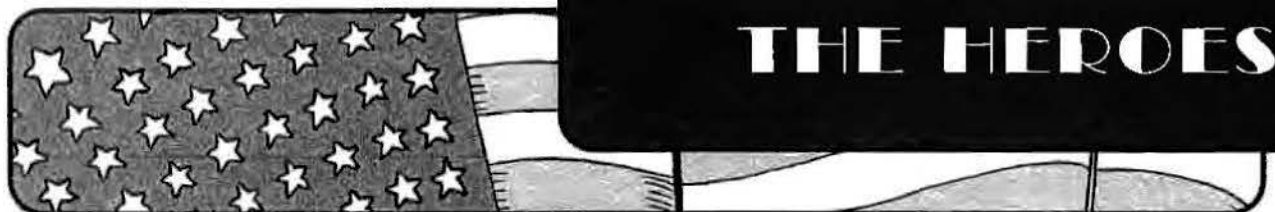
As the war went on, despite the loss of about three quarters of the best players to the draft, baseball continued to be played (FDR considered it important to the war effort). However, a lot of concessions were made to the war. Major League teams were made up of 4-Fs, second and third string players with work or family deferments, formerly retired players and even a one armed ex-serviceman. Play times were scheduled to match shift changes in the factories. And night games were canceled for the duration to comply with black-out regulations.

In a switch, baseball affected WWII as well. During the Battle of the Bulge (Dec. 1944), Nazi troops wearing captured American uniforms infiltrated behind American lines. The GIs, suddenly distrustful of anyone in an American uniform, took to cross examining any strangers who they considered suspicious looking. One of these methods of cross examination took the form of baseball trivia. The assumption was that no Nazi would know anything about baseball, and any real American would, so such a line of questioning would reveal who were spies and who were not. Considering that allied radio at the time reported the capture of 250 Nazis disguised as Americans (when the entire German commando force only numbered 80) suggests that the U.S. sentries were not so clever after all.

BASEBALL'S WORLD SERIES

Year	Winner	Loser	Games
1930	Philadelphia Athletics	St. Louis Cardinals	4-2
1931	St. Louis Cardinals	Philadelphia Athletics	4-3
1932	New York Yankees	Chicago Cubs	4-0
1933	New York Giants	Washington Senators	4-1
1934	St. Louis Cardinals	Detroit Tigers	4-3
1935	Detroit Tigers	Chicago Cubs	4-2
1936	New York Yankees	New York Giants	4-2
1937	New York Yankees	New York Giants	4-1
1938	New York Yankees	Chicago Cubs	4-0
1939	New York Yankees	Cincinnati Reds	4-0
1940	Cincinnati Reds	Detroit Tigers	4-3
1941	New York Yankees	St. Louis Cardinals	4-1
1942	St. Louis Cardinals	New York Yankees	4-1
1943	New York Yankees	St. Louis Cardinals	4-1
1944	St. Louis Cardinals	St. Louis Browns	4-2
1945	Detroit Tigers	Chicago Cubs	4-3





Like any *Champions* campaign book worth its salt, this book comes complete with pregenerated Heroes and Villains. These heroes and villains can be used as PCs, NPCs, DNPCs, Hunteds and Rivalries for GM and player alike.

The heroes are divided into three categories. The first is the Crimebusters, a civilian hero group. The second is a team of The Government Office of Super Heroes, a government group affiliated with the Office of Strategic Services and the U.S. Army. Lastly, a few independent heroes are included who are, for the most part, loners.

CRIMEBUSTERS

Crimebuster is a non-government affiliated, civilian, hero group. It was organized by their current leader, Shadowcat. Crimebusters has offices and a meeting room on the 21st floor of a centrally located, downtown office building. The group is partially funded by an anonymous benefactor (Jennifer Hamilton, alias Shadowcat).

FLETCHER

Background: Douglas Milner was a vain, pompous, self-centered jerk. He was also the biggest thing to hit Broadway in a dozen years. He was the star of a string of successful plays and musicals, and even had a motion picture deal in the works. His fans loved him, the theater critics loved him, and so did he.

The only people who really knew what Milner was like were connected to the local mob. They knew that the actor was not as nice as everyone else thought he was. They knew this because he lost at gambling and owed them money...a lot of money. And nice people didn't generally owe money to the mob. And they certainly didn't owe money long after the payment due date and expect to stay healthy. Finally, boss Joseph "Jo Jo" Morelli got tired of waiting and decided it was time to make an example of Mr. Milner.

Morelli sent Bubba "Bubbles the Bonecrusher" Rastello out to "talk" to Mr. Milner. Bubba found Milner in his dressing room and started expertly beating the daylights out of him. Midway through their "talk," Milner's fiancée stepped through the door and started to scream. Before she so much as made a sound, Bubbles put a fist into her perfect face. Bubba lived up to his nickname as the bonecrusher. She died instantly.

Bubba may not have been to bright, but he was bright enough to realize he had made a big boo boo. He figured that he was going to get blamed for the frail's death unless he could shift the blame to someone else. Now if Milner was to disappear, maybe it would look like the actor did it in one of his famous rages, and then took a lamb. And if the "fugitive" Milner was never seen again...Ten minutes later, a tied and

gagged Douglas Milner was placed in a weighted laundry bag and dropped off a peer. Not only was the actor framed for the murder, but both Milner and his fiancée were dead. Bubba thought that he'd made a fine example of what happens to dead beats who don't pay their debts promptly.

Three months after dropping Milner off a peer to feed the fishes, Bubba learned that the police investigation had been dropped. He went to inform Mr. Morelli personally. He found Morelli with a arrow through his heart. An attached note said, "You're next, Bubba."

Quote: "Eat hot arrowhead, Mafioso scum!"

Personality: Since becoming Fletcher, Milner is driven by vengeance. He is grim, humorless and uncompromising in his pursuit of "justice." He is so single minded when it concerns a case that he will sacrifice almost anything to gain his objective. He has even endangered fellow heroes and normal citizens to maintain his cover in covert missions. The only thing that has so far kept him from going over the edge is his grudging respect for Shadowcat and the fact that, in his own way, he does genuinely like his fellow team members.

There is some fear among the law enforcement community however, that if Shadowcat and the other Crimebusters ever lose their tenuous control of Fletcher, there very well could be a blood bath with numerous police, heroes and hoodlums in the center of it. To prevent this from happening, the Government Office of Super Heroes is considering recruiting Fletcher for their new special team, The Expendables.

Tactics/Powers: Fletcher is a master of the ranged attack. Although his weapon of choice is a specially designed compound bow, he is also an expert sharpshooter with almost any firearm. This expertise has unfortunately made him somewhat overconfident in his close combat skills as well, and he is far too willing to expose himself to dangers he could otherwise avoid.

Appearance: Fletcher is a tall, muscularly built, brooding individual. Once incredibly handsome, he still retains most of his good looks despite the amount of punishment he has taken, probably because none of his 100 plus scars are on his face (X-rays will reveal a metal plate on his skull, a metal pin in one knee, and over 50 healed bone fractures).

Fletcher's costume is the only thing that makes him seem not so grim. It is colorful and down right gaudy. His team mates attribute this to his A) being color blind, B) being totally lacking in a sense of taste or style or C) an attempt on Fletcher's part to be perverse. In any case, his costume consists of a light blue, double-breasted tunic with epaulets, a white collar, and a double row of gold buttons; red shorts; green tights with red and white piping; red gloves and boots with yellow decorative trim; a red, open topped cowl and an assortment of black leather belts holding his assortment of weaponry. The huge quiver of arrows on his back has often been described as looking like a calliope.

FLETCHER

Val	Char	Cost	Combat Stats
20	STR	10	OCV: 10
29	DEX	57	DCV: 10
18	CON	16	ECV: 5
11	BODY	2	Phases: 2, 4, 6, 8, 10, 12
13	INT	3	
14	EGO	8	Costs:
15	PRE	5	
16	COM	2	Char: 128 Base: 100
6	PD	2	+ +
6	ED	2	Powers: 167 Disads: 195
6	SPD	21	= =
10	REC	0	Totals: 295 295
36	END	0	
30	STUN	0	

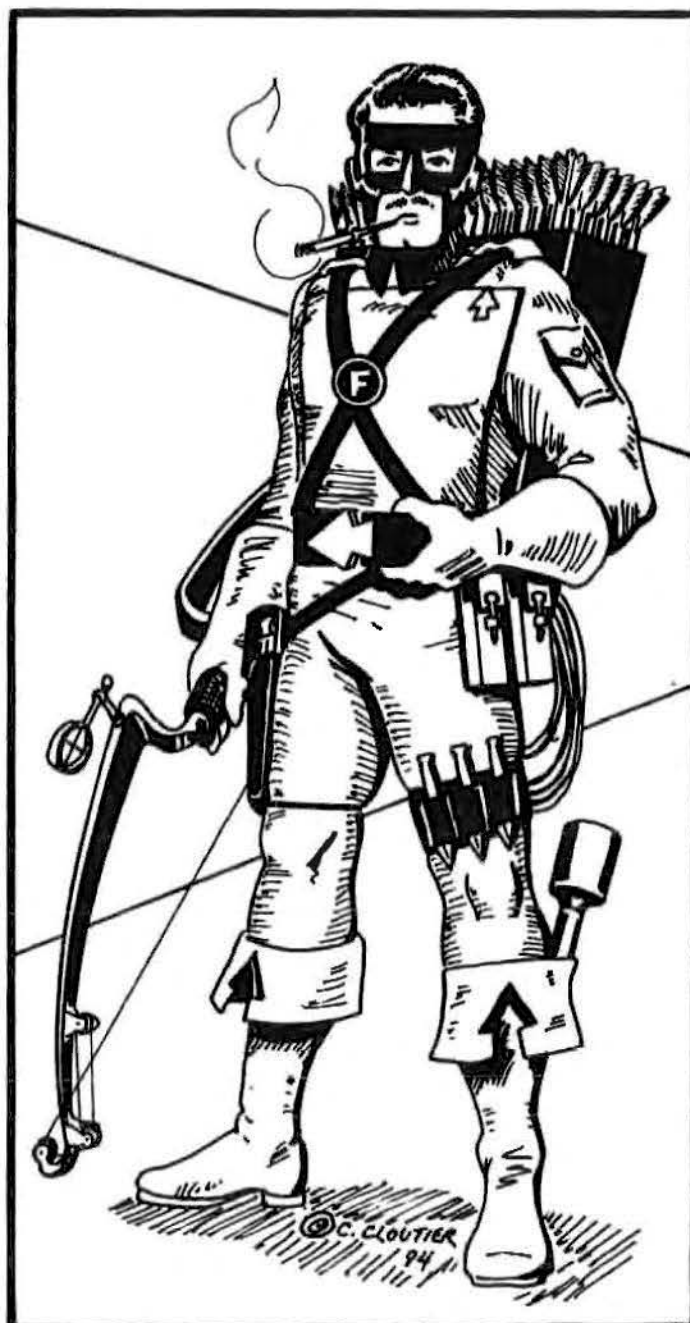
Cost	Powers	END
9	A armor (+6 PD/+6 ED), OIF (Costume), Act. 14-	
3	Damage Resistance (6 PD/6 ED), OIF (Costume), Act. 14-	
47	Multipower (95 pt pool), OAF (Bow & Arrows)	
3u	6d6 Entangle, Def 6 + 7d6 EB [Physical], Stun Only [6c]	
3u	4d6 Entangle, Def 4, Sticky + 7d6 EB [Physical], Stun Only [6c]	
3u	4d6 NND [Life Support: Self-Contained Breathing], Area Effect, 4"r + 7d6 EB [Physical], Stun Only [6c]	
3u	5"r Darkness to all Sight + 7d6 EB [Physical], Stun Only [6c]	
3u	8d6 EB, Explosion + 7d6 EB [Physical], Stun Only [6c]	
3u	3d6 Flash, Area Effect 3" 4 + 7d6 EB [Physical], Stun Only [6c]	
2u	12d6 EB [Electric Shock] 6c	
3u	2 1/2d6 RKA, AP + 7d6 EB [Physical], Stun Only [6c]	
3u	4d6 RKA (Broad Head Point) + 7d6 EB [Physical], Stun Only [6c]	
20	Martial Arts — Generic Comic Book	
	Maneuver OCV DCV Damage	
	Kick 8 11 8d6	
	Punch 10 12 6d6	
	Block 12 12 Block, Abort	
	Throw 10 11 4d6+v/5	
	Dodge — 15 Dodge, Abort	

Skills

3	Acrobatics, 15-
3	Acting, 12-
3	Breakfall, 15-
3	Climbing, 15-
3	Concealment, 12-
3	Demolitions, 11-
3	Disguise, 11-
2	German (Fluent Conversation)
3	Interrogation, 12-
2	Italian (Fluent Conversation)
3	Lockpicking, 15-
3	Security Systems, 12-
9	Shadowing, 14-
3	Stealth, 15-
3	Streetwise, 12-
3	Weaponsmith [Muscle-powered weapons], 11-
10	2 Levels w/ Multipower

100+ Disadvantages

20	2x STUN & BODY from Attacks by Hero Teammates
10	Enraged when Injured by Opponents, 11-/11-
20	Psych: Oblivious to Authority
20	Psych: Vengeful "Justice Seeker"
10	Psych: Glory hound
15	Reputation: A Time Bomb Waiting to Go Off, 14-
15	Hunted: Dr. Qual (for Genetic Stock), 11-
15	Hunted: The Mob, NCI, 11-
5	Watched: Every Last Hero in Town, NCI, 8-
15	Secret ID (Douglas E. Milner)
5	1d6 Unluck
45	Hero Bonus & Experience



SALADIN THE GREAT

Background: A long time ago, in a small kingdom in distant Arabia, there was a simple thief named Salah-al-Din (no relation to the great sheik of the same name.) Salah-al-Din was also a dreamer who hoped one day to be both the greatest thief and the greatest wizard of them all. This was quite a dream because, at that time, he was only a so-so thief and didn't even know any wizards. That was before he met the evil sorcerer Daud Qawiyy al-Buraq and his monstrous thieving servant Faqqan al-Huge.

For reasons undoubtedly sinister, al-Buraq and al-Huge took Salah-al-Din under their tutelage. After a few scant days of training, they told him that he was now one of the world's premier sorcerer/thieves — and ready to embark on a quest of epic proportions. His innocence was such that he believed them.

"Oh great and powerful Salah-al-Din," Daud told him. "You are about to take part in a quest which the poets will speak of for a thousand years. Bards will sing your praises. And..."

"Tell him about the Genie, boss," Faqqan interrupted.

"I'm getting to that," said Daud, shooting a reprimanding look towards his servant. "Uh, um, oh most brilliant Salah-al-Din. Thou shalt cross the forests and jungles of the Hindu, to a temple most forgotten. The temple of Kali!"

"Wait a moment," interjected Salah-al-Din, "This isn't dangerous is it?"

"Well there are tigers in the jungles, and low-life thugs — Kali worshipers..." Daud said "but they shouldn't worry the great Salah-al-Din. This Kali is just the goddess of flower arrangements or something of the sort.

"Now where was I? Oh, yes.

"Within the temple you will find a bottled Djinn."

"A bottle of Gin?" Salah-al-Din asked.

Daud ignored him. "You will acquire this bottle and return it to me...unopened. Then I shall give you your just reward! Be off, brave Salah-al-Din!"

And with that, Salah-al-Din started his arduous journey. He fought the fearsome tiger. He wrestled with the mighty serpent. He fought off the surprisingly vicious attacks of the followers of the goddess of flower arrangements (never once questioning that she might actually be the goddess of death). Finally he acquired the bottle and returned it to the sorcerer Daud.

"O frabjous day! Callooh! Callay!" nonsequitured the sorcerer. "And now for your reward!" And with that comment he uncorked the bottle.

"WHO DID STEALITH MINE BOTTLE FROM THE TEMPLE?" bellowed the genie of the bottle.

"He did," said Daud and Faqqan in unison as they both fingered Salah-al-Din.

"AND WHO THEN RELEASED ME FROM MY CENTURIES LONG ENSLAVEMENT?" boomed the voice of the mighty genie.

"Uh, that would be us, oh most benevolent Djinn," buttered Daud and Faqqan.

"VERY WELL THEN," blasted the genie. "YE WHO RESCUED ME FROM THE BOTTLE WILL BE BLESSED WITH RICHES EVER AFTER. BUT YOU, COMMON THIEF" said the genie as he pointed at the confused Salah-al-Din, "YOU WILL SPEND AN ETERNITY IMPRISONED WITHIN THE BOTTLE AS I HAVE!"

"But..." said Salah-al-Din as he was sucked into the bottle.

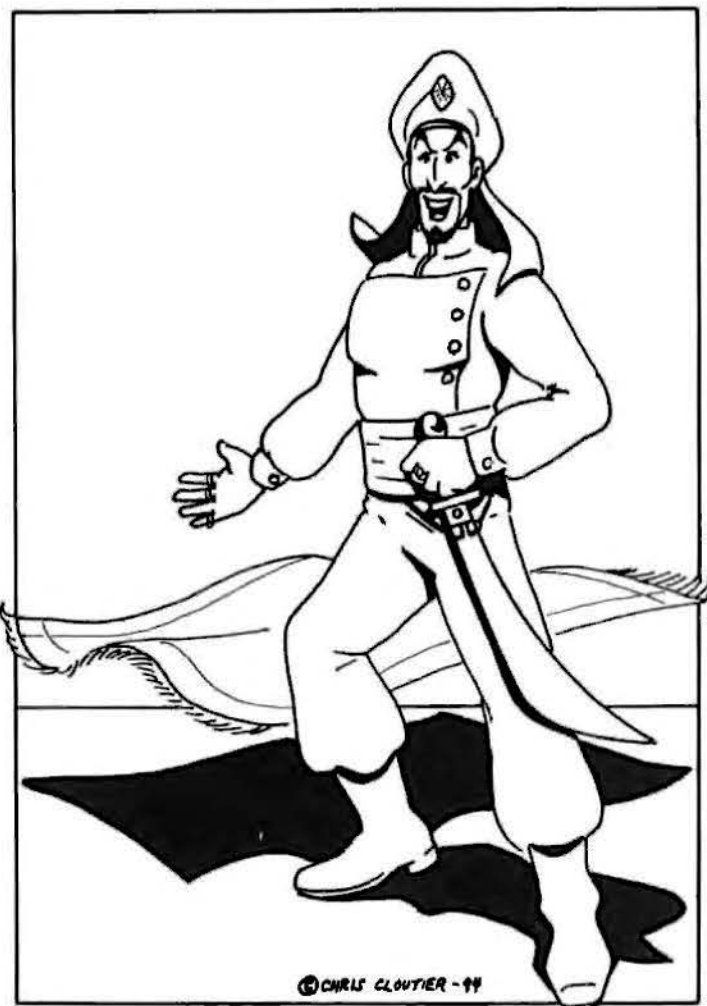
"Thoop." said the cork as it entered the bottle after him.

A long time has passed since that time, long, long ago. Empires and dynasties have come and gone. Men of science, not magic, now rule the world. One such man, the famous archaeologist Illinois Smith, finds an ancient bottle in the ruins of an equally ancient palace. He brings the sealed bottle back to the U.S. to place in a museum.

Cleaning the bottle, he accidentally breaks the seal. Suddenly there is a popping sound and standing next to him is a character straight out of the Arabian Nights. The Great Saladin has come to the New World!

Quote: "The Great Saladin will cut you down to size with his mighty scimitar!...Now what did I do with that blasted sword?"

Personality: After about 2000 years of solitary confinement in a genie's bottle, Saladin is surprisingly sane. At first he still had many of the qualities that make a fine thief; he was irresponsible, dishonorable and disrespectful of authority. But his association with Crimebusters (and their many nemeses) have gradually reformed him into a decent, upstanding, member of America's immigrant community. This is not to say that he won't still make an occasional gaff that will get him into deep trouble, just that he is less likely to do so. For the most part, Saladin is a happy-go-lucky, well intentioned, fun loving, do-gooder.



SALADIN THE GREAT

Val	Char	Cost	Combat Stats
15	STR	5	OCV: 8
24	DEX	42	DCV: 8
18	CON	16	ECV: 4
13	BODY	6	Phases: 2, 4, 6, 8, 10, 12
13	INT	3	
13	EGO	6	Costs:
13	PRE	3	
18	COM	4	Char: 111 Base: 100
3	PD	0	+ +
4	ED	0	Powers: 305 Disads: 316
6	SPD	26	= =
7	REC	0	Totals: 416 416
36	END	0	
30	STUN	0	

Cost	Powers	END
75	Clairsentience, Sight, Hearing & Mental Senses, x16,384 Range (18,000 kilometers, any where on Earth), 0 END, Persistent, Invisible to all but Mental Sense Group, Physical Body is 0 DCV and Cannot Move (-1), Astral Form takes STUN & BODY from Mental or Magical Attacks with the Affects Desolid Power Advantage (-1), Astral form has no connection to Physical Body (If Body is moved, Astral Form may have trouble finding its way back hom. -1)	0
40	Multipower (40 pt pool) — The Shields of the Winds	
4u	Force Field (+10 PD/+10 ED/+10 Mind Defense/+5 Sight Flash Defense/+5 Power Defense)	4
4u	Force Field (+8 PD/+8 ED/+4 Mind Defense), Area Effect 4"r	4
4u	Force Field (+10 PD/+10 ED/+6 Mind Defense), 0 END	0
4u	Force Wall (8 PD/8 ED) over 8 Hexsides	4
13	Danger Sense (Mystic), 11-, Requires Magic Skill Roll	
20	Multipower (40 pt pool), OAF (Magic Sword)	
2u	8d6 EB	4
2u	4d6 EB, NND [Power Defense]	4
2u	+9d6 HA, 0 END	0
5	2d6 Luck, OAF (Magic Ring)	
21	10d6 Telepathy, 0 END, Only for Detecting Lies, OAF (Glowing Turban Gem)	
10	Regeneration (2 BODY/Turn), OAF (Glowing Necklace Stone)	
22	15" Flight, 0 END, OAF (Magic Rug)	0
30	Variable Power Pool — Minor Magic Spells	
15	Control Cost, Can Change Powers as a 0 Phase Action, Requires a Magic Skill Roll (-0), OAF	

Skills	
3	Acrobatics, 14-
3	Breakfall, 14-
4	English (Fluent w/ Accent)
4	KS: Djinn Magic, 14-
9	Magic Skill Roll
3	Pickpocket, 14-
3	Sleight of Hand, 14-
3	Stealth, 14-

100+ Disadvantages

10	Hunted: Second Hand Rose, as pow, wants to steal magic gems, 11-
25	Hunted: Evil Magicians, 11-
10	Psych: Mistrusts "Modern" Technology
20	Psych: Misunderstands American Cultural
10	Psych: Naive
5	DNPC: Manservant Akbar, slightly less pow. (200 pt)., Arabian Immigrant & Streetwise Ex-Barkeep, 11-
10	Reputation: Gullible, 11-
5	DF: Arabian
10	Public ID
5	1d6 Unluck
206	Hero Bonus & Experience

Tactics/Powers: Saladin is sort of the magical equivalent of the genetic mutant in that he is not a true human sorcerer. There is no conjuring, arcane knowledge, or magical skills involved. Neither is he a genie, although his magic is more closely associated with the wish magic of the Djinn. Because of this, Saladin's magic — though powerful — is somewhat unreliable, with only his magic carpet and magic scimitar being 100% trustworthy. Thus, in combat, Saladin's favorite (and most successful) maneuver is to sweep out of the sky on the back of his carpet, brandish the scimitar above his head, and make a series of move-bys against his opponents.

Appearance: Saladin is a tall, lithe, handsome Arabian man with a dark complexion, black hair and beard and dark brown eyes. When not in costume he wears fashionable white suits with silk shirt and tie, and a white jewel fronted turban. In costume he usually wears a white shirt and white bloused trousers, a red sash around his waist, black boots and a tightly wrapped white turban on his head. Saladin has a fondness for jewelry and wears several jewel-encrusted rings. When in costume, he is rarely without his scimitar and his magic flying carpet.

LEAPING LIZARD

Background: Marvin Pickering was part of the night janitorial staff at Project Onomatopoeia. His duties included mopping the floors and emptying the waste baskets. His duties did not include nosing about, playing with the pretty multi-colored glowing rocks or taste testing samples of strange liquids that looked like soda pop. None the less, he did just those things too. He did them for several weeks in fact. He would still be doing them if he hadn't become violently ill and suddenly collapsed on the job at the laboratory.

He woke up the next day in the base infirmary where the doctors were completely baffled by his sudden collapse and unconsciousness. They were even more befuddled by his sudden instant recovery and equally sudden display of super strength. However, since there didn't seem to be anything wrong with him, they had to let him go. This was just fine with Marvin, who was beginning to suspect that (although he had been lucky this time) drinking random containers in an experimental laboratory might be a good way to get killed.

No sooner had he exited the infirmary, and he was approached by two stern looking Military Policemen. "You will follow us please," one of them said with a certainty, as they led him back to Onomatopoeia's main laboratory. There he was interrogated by several angry but extremely curious guys in white lab coats. They questioned him for hours, but he just couldn't remember the sequence of events that

resulted in his gaining super powers. Finally, in a fit of pique and before the other scientists could stop him (and much to the dismay of the GOSH agent who found out about it later,) the head scientist fired Marvin for goofing off on the job.

Then, on his way to the payroll office to pick up his last check, Marvin was intercepted by a man claiming to be an undercover FBI agent. Mr. Kenmore, as the agent called himself, immediately offered Marvin a job as a undercover government super hero as well as a new secret ID as an FBI agent! Marvin couldn't pass it up.

Former janitor Marvin Pickering is now Special Agent (all FBI guys are Special Agents) Marvin Peckenpaugh of the Federal Bureau of Investigation. Marvin is also Leaping Lizard, deputized hero for Campaign City and member of the Crimebusters. Only Mr. Kenmore and Mr. Hoover of the FBI are aware of Marvin's multiple identities and roles.

Quote: "Halt, in the name of the law! I said, 'halt!' Don't make me come over there!..."

Personality: As is obvious from his origin, Marvin is both curious and overconfident. Since becoming Leaping Lizard and being deputized by the city (and covertly, by the U.S. government), LL has also become somewhat officious and filled with visions of his own self importance. Other than that, he's a regular boy scout; upholding the law, protecting the citizens of his fair city, being kind to children and animals, respecting his elders, and being an all around gentleman.

Tactics/Powers: Leaping Lizard has recently joined the Crimebusters as their brick in residence, replacing Vanguard who transferred to GOSH. Unless told otherwise by the team leader, his tactics consist of announcing his pres-

ence to villains and then informing them that they are under arrest. This is usually followed by some super-leaping, punching, and wrestling. All this usually results in considerable property damage.

Appearance: Marvin is an average looking Joe Palooka with a muscular frame. As Leaping Lizard he is kind of imposing in his green, scale-mail, body-suit and cowl.

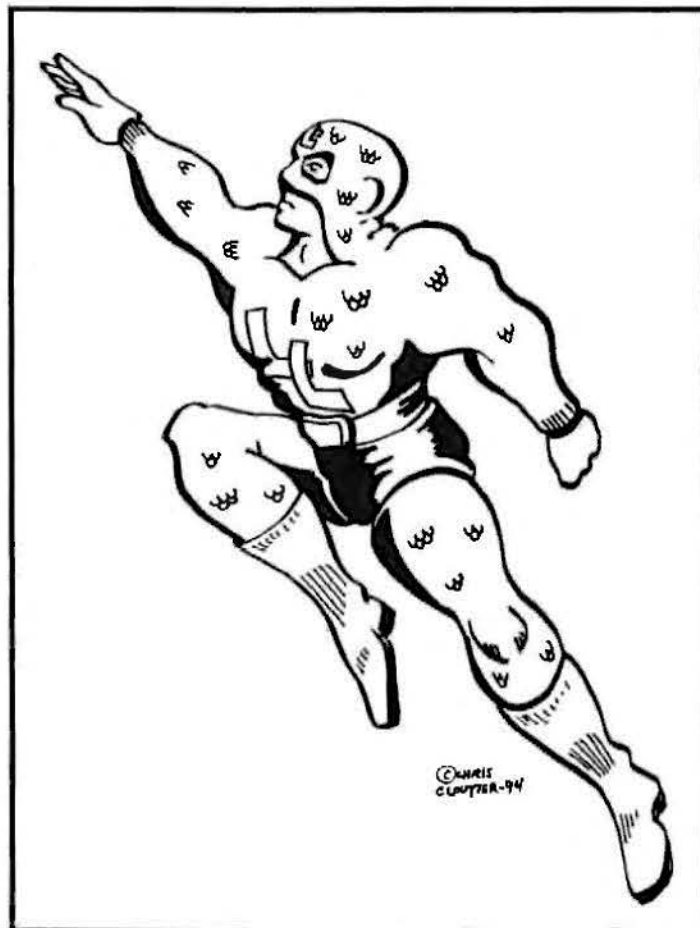
LEAPING LIZARD

Val	Char	Cost	Combat Stats
40	STR	30	OCV: 6
17	DEX	21	DCV: 6
18	CON	16	ECV: 3
18	BODY	16	Phases: 3, 5, 8, 10, 12
10	INT	0	
10	EGO	0	Costs:
15	PRE	5	
10	COM	0	Char: 162 Base: 100
30	PD	22	+ +
20	ED	16	Powers: 120 Disad: 182
5	SPD	23	= =
20	REC	16	Totals: 282 282
36	END	0	
44	STUN	-3	

Cost	Powers	END
31	Damage Resistance (30 PD/20 ED), Hardened	
10	Clinging	
25	+25" Superleap (33" total)	1/5"
2	+1" running (7" Total)	1/5"

Skills		
3	Perk: Federal Police Powers	
2	AK: Regular Patrol Route, 11-	
2	CK: Campaign City, 11-	
3	Concealment, 11-	
3	Conversation, 11-	
1	Dialect: Conversational Street Tough	
2	KS: City Penal Code, 11-	
3	Persuasion, 11-	
3	Weapon Fam: Billy Clubs, Common Small Arts w/ Small Arms	
2	+1 OCV w/ Billy Club	
20	4 Levels w/ Hand to Hand Combat	
8	4 levels w/ Superleap Range Penalties	

100+	Disadvantages
15	Secret ID (Marvin Peckenpaugh, FBI Agent)
5	Reputation: Soft on Juvenile Delinquents, 8-
5	DF: "Sure he's a super hero, but I bet his secret ID is a cop or a fed."
10	Monitored: FBI, 11-
10	2d6 Unluck
6	Police & FBI Agent Package Bonuses
20	x2 BODY & STUN from Cold Attacks
20	Psych: Protects Innocents
15	Psych: Code vs Killing
15	Trying to live up to Vanguard's reputation
15	Hunted by Project Onomatopoeia (Less Powerful, NCI) 11-
15	Blorg T. Obnoxious (More Powerful, Mild Punishments (Pranks)), 11-
31	Experience



KNIGHT OWL

Background: Ever since he was a toddler, Francis Krill was building things. At an age when most kids were just learning how to talk, Francis built a 1/16th scale working semaphore station of the Napoleonic era using only Lincoln Logs. By the time he was five, he had built an entirely mechanical alarm clock out of his Erector Set. It should come as no surprise that his mechanical devices always won the first place in his high school science fair.

Then in 1939, during his senior year in high school, something happened to Francis that had never happened before. Spring came as usual, a season in which a young man's fancy turned to thoughts of love, and into Francis life came May Day. May was a cheerleader at Littleville High. She was beautiful. She was smart. She liked Francis despite his gawkishness. But most of all, she introduced Francis to his first super hero comic.

It was a copy of *All American Super Funnies* # 4 featuring The Vanguard. Francis had heard of super heroes before, but never before had he really paid attention to what they were or what they did. *These people were real!* They fought the good fight. They lived a life of adventure. They were respected and adored by the public. Now this was a career Francis could sink his teeth into! Francis decided then and there that he would put his talents to use to become the city's greatest crime-fighter!

Francis has come a long way in just a short time. He graduated from High School and, with money left from his father's estate, purchased a small clock sales and repair shop for his cover as Francis Krill: mild-mannered shopkeeper. Not only does the shop provide an income for him, but it also provides a cover for the purchase of most of the equipment he requires to fulfill his avocation as avenger of the night. After obsessively pumping May Day for information on super heroes, he also noticed *her* for the first time and they became engaged. Finally, within a scant year of graduating from Littleville High School, he has built a fearsome suit of self-winding clockwork powered armor; for now Francis Krill is The Knight Owl!

Quote: "From his lofty perch above the city he protects, the Clockwork Crusader keeps an owlish eye out for the forces of evil! Wait! What's that over there? Is it a crime in progress? Looks like it's time to clean some clock!"

Personality: In his secret ID, Francis pretends to be the typical nerd (well some of it is pretending.) He is very civic minded and is one of the founding members of the League of Super Hero Decency, a citizens lobby dedicated to assisting super heroes in steering a truer course (i.e., butting into super heroes lives to get them to be less violent, to curse less, for the female heroes to wear less revealing outfits, etc...)

As Knight Owl, he is very team oriented and concerned with his fellow heroes. He works well with all of them (except for Fletcher). His respect for authority makes him the most likely of the Crimebusters to work directly with the police and public officials.

Tactics/Powers: Knight Owl's favorite maneuver is to swoop down on his opposition from above. He then delivers a payload of either invisible knock-out gas or smoke bombs



KNIGHT OWL

Val	Char	Cost	Combat Stats
10	STR	0	OCV: 4/9
12	DEX	6	DCV: 4/9
10	CON	0	ECV: 5
10	BODY	0	Phase: 3, 6, 9, 12
25	INT	15	
15	EGO	10	
5	PRE	-5	Costs:
10	COM	0	Char: 61 Base: 75
7	PD	5	+ +
5	ED	3	Powers: 126 Disads: 112
4	SPD	18	= =
5	REC	2	Totals: 187 187
24	END	2	
25	STUN	5	

Cost	Powers	END
13	Multipower (26 pt pool), OIF, Bulky (Armor), Draws END from Reserve	
1u	13" Flight	1/5"
1u	26" Gliding	
1u	+16" Superleap (18" Total), x8 NCM, x2 END, Act. 14-	2/5"
30	Variable Power Pool — Grenades	
5	Control Cost, OAF, Only for Grenade Effects, Can Only Change Between Adventures	
2	IR vision, OIF, Bulky (Armor)	
11	Armor (+9 PD/+6 ED), OIF, Bulky (Armor)	
5	+15 PRE, Limited Power: Only for PRE Attacks, OIF, Bulky (Armor) Presence Attack	
2	Life Support: Can Breath Under Water, OIF, Bulky (Armor)	
5	+20 STR, Act. 14-, x4 END, OIF, Bulky (Armor), Draws END from Reserve	8
2	+3d6 HA, Act. 14-, x2 END, OIF, Bulky (Armor), Draws END from Reserve	2
4	+9 DEX, Costs END, Draws END from Reserve	3
4	90 END Reserve, OIF, Bulky (Armor)	
4	10 REC for END Reserve, Limited Power: Only END Reserve or Character can take a REC, not both at the same time (-1/2), OIF, Bulky (Armor)	
3	Radio Listen and Transmit, OIF (Radio)	

Skills

3	Inventor, 14-
3	KS: Clockwork Mechanisms, 14-
3	Lightning Calculator
3	Mechanics, 11-
3	Scientist
2	SS: Mathematics, 14-
3	1 Level w/ Flight
8	1 Level w/ Combat
5	1 Level w/ Hand-to-Hand Combat

75+ Disadvantages

5	DNPC (Fiancee, May Day), Comp, 8-
15	Secret ID (Francis Krill)
15	DF: Coke-Bottle Glasses & Looks Puny
15	Phys Lim: Very Nearsighted; Blind without glasses
20	Psych: Code Against Killing
20	Hunted by Axis Supervillains, 8-
15	Psych: Fascinated by Machines & Technology
7	Experience

Cost	Sample Power Pool Grenades	END
(7)	Glue Bomb: 2d6 Entangle, DEF 1, Sticky, Area Affect 1 Hex, OAF (Grenade), Act 14-	[2c]
(9)	Smoke Bomb: 3"r Darkness to Normal Sight, OAF (Grenade), Act 14-, 3 Charges each lasts 1 Turn	
(7)	Sleep Gas: 2d6 NND [Life Support: Self-Contained Breathing], Are Effect 1 Hex, Invisible to Sight, OAF (Grenade), Act 14-	[2c]
(7)	Flash Bomb: 2d6 Sight Flash, Area Affect 1 Hex, Act. 14-, OAF (Grenade)	[2c]

(whichever best assists his fellow heroes). He is still not completely confident of his ground-fighting abilities and so avoids hand-to-hand combat unless circumstances warrant it.

Appearance: In his identity as mild-mannered watch maker and clock shop keeper, Francis Krill is a tall and lanky 130 lb. weakling. His black hair is plastered back with glistening hair tonic. In this persona he wears horned rimmed prescription glasses, and his work clothes usually consist of short sleeve shirt, bow tie, high-water pants, white socks and loafers. There is usually a pencil or small screw driver behind his ear.

As Knight Owl, Francis cuts a completely different and most impressive figure. Standing over 7' tall, Knight Owl looks down on others through two round, bullet-proof, one-way prescription mirrored lenses (built into the vaguely owl-like helmet). He is completely enclosed in an armored suit of the finest steel. Protruding from various locations of the suit are some of the highest quality Swiss gear works and self-winding spring mechanisms. All the joints have rubber gasket seals — making the suit a perfectly sealed environment. On his back is a metal case that houses the 30" wingspan collapsible wings he uses for swooping down on his villainous prey.

CAPTAIN FUTURE

Background: Ion-Five-A-N-One had no sooner graduated from the Temporal Police Patrol Academy (Class of 2941) when he was given a 5 year assignment to be time beamed to a foot beat on Old Earth circa 1000 years B.N. (Before Now). This was considered a pretty tough beat for a rookie time cop, as the historical records from 1900 to 2000 A.D. (Old Earth dating system) were accidentally erased in the Great Computer Crash of 2529 A.D. It was known to be a dangerous time, a time of the three World Series Wars (Germany vs The World, Nazi Germany vs The World, and Detroit Tigers vs Chicago Cubs) as well as the time when super heroes first started appearing in staggering numbers. Still someone had to go back and make sure time traveling criminal types didn't go back in time trying to change the past (and thus the future as well).

Ion's cover was to be a super hero named Captain Future. It was considered the perfect cover as 1) no one would doubt he was from the future because of his futuristic weaponry and advanced intellect, 2) the simple beings of that period would never realize his mission was far more serious than merely apprehending the primitive law breakers of their time and 3) he wouldn't be risking changing history because what sketchy historical records they had indicated that there has always been a Captain Future (in fact all Temporal Police Patrolmen were named Captain Future...as Time Police records show that there has always been a Captain Future).

Quote: "I can't do that! I might be disrupting the flow of history! On the other hand, if I don't do anything I may be disrupting the flow of history. Either way, if I'm wrong, it could lead to a change in the future history which ultimately results in my never being born. And if I'm never born, I can't come back it time to this prehistoric period to mess up the time flow. Aaaargh!"

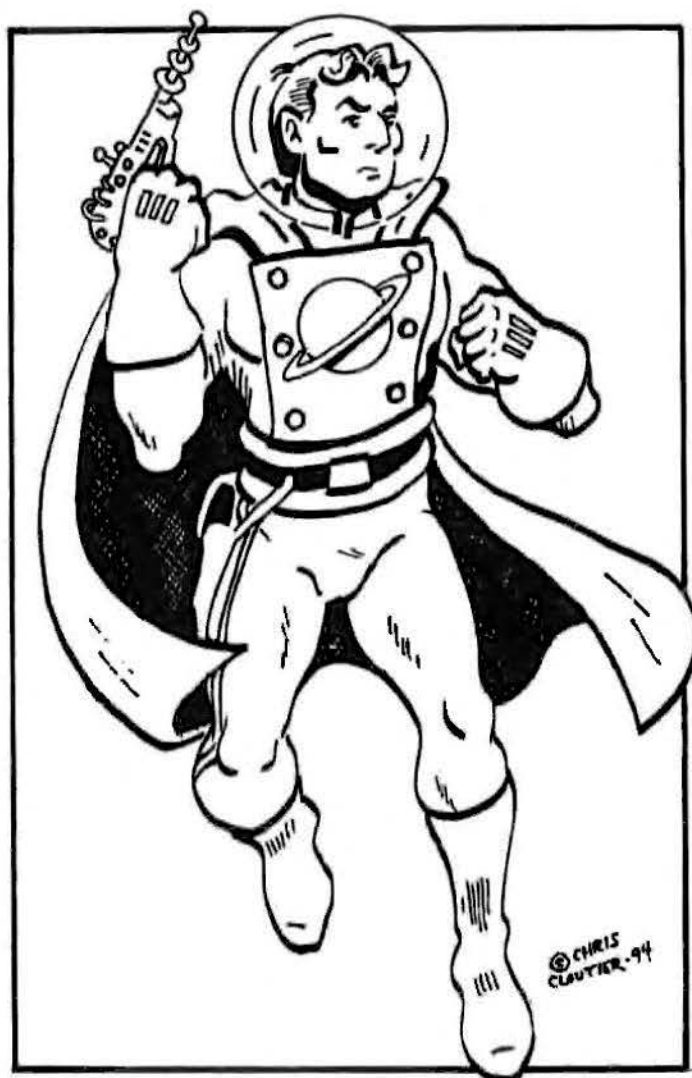
Personality: Captain Future is really a decent guy. He tries his best when fighting run-of-the-mill super criminals because he knows that history (from his period) shows that that is just what Captain Future did. His problems come from having to deal with other time travelers like himself. Around them he apparently becomes indecisive.

Almost all of this personality disorder is the result of the Temporal Police Patrol's lack of understanding about how time works. He sometimes seems unsure of his actions because he fears they will have irreparable consequences to the future of the future. He and his fellow time cops have yet to realize that *all* their actions affect time, that time has to take into account their very existence in the wrong temporal period, thus if they *do* significantly affect their future — they will in turn be affected by it and not realize anything has changed (and thus, whatever they decide to do *will* be the right decision).

Tactics/Powers: Unless in a perceived temporal dilemma, Captain Future plays it like any rookie cop...he does like he is told. If left to his own devices, he will try to minimize the

danger to non-combatants by neutralizing the biggest (not necessarily the most powerful) threat. This will usually be done with the aid of his service blaster's stasis beam or electrotelekinetic ray.

Appearance: Except for his outfit, Captain Future is a fairly ordinary looking fellow. His costume looks straight out of a Flash Gordon serial. He wears a silver tunic with black arches over the shoulders and a large emblem of the planet Saturn centered on the chest, silver breeches with black piping, a thick black sash around the waist with a silver gun belt over it, black gloves and black riding boots. He wears a helmet that looks uncannily like a fish bowl (and affords him life support). To complete his futuristic outfit, he wears several nonfunctioning devices with flashing and blinking lights (because they look futuristic, don't you know).



CAPTAIN FUTURE

Val	Char	Cost	Combat Stats
18	STR	8	OCV: 6
17	DEX	21	DCV: 6
18	CON	16	ECV: 3
13	BODY	6	Phases: 3, 5, 8, 10, 12
10	INT	0	
10	EGO	0	Costs:
15	PRE	5	
12	COM	2	Char: 82 Base: 100
5	PD	1	+ +
4	ED	0	Powers: 138 Disads: 120
5	SPD	23	= =
10	REC	0	Totals: 220 220
36	END	0	
31	STUN	0	

Cost	Powers	END
31	Multipower (50 pt pool), OAF (ElectroKinetic Gun) [32c]	
2u	5d6 Entangle, Def 5 (ElectroStatic Entangle)	
2u	8d6 EB (Electric) + 1d6 Flash vs. Sight (ElectroKinetic Zap)	
2u	Forcewall (4 PD/4 ED) over 4 Hexsides (Electro Wall)	
20	Armor (+10 PD/+10 ED), OIF (Armor)	
7	Life Support: Self-Contained Breathing, OIF (Armor)	
7	Hi-Range Radio Hearing, OIF (Armor)	
10	Radar Sense, OIF (Armor)	
3	Sense Time Space Anomalies, OIF (Armor)	
22	Multipower (45 pt pool), OAF (Rocket Belt)	
2u	15" Flight, 0 END	0
1u	20" Swimming, 0 END	0
1u	Active Sonar	
20	Comic Book Martial Arts	
	Maneuver	OCV DCV Damage
	Kick	4 7 8d6
	Punch	6 8 6d6
	Block	8 8 Block, Abort
	Throw	6 7 4d6+v/5
	Dodge	6 11 Dodge, Abort

Skills
3 Perk: Time Police Powers
3 Acrobatics, 12-
3 Breakfall, 12-
3 Computer Programming, 11-
3 Electronics, 11-
1 KS: Future World History, 8-
1 KS: Superhero History, 8-
3 Mechanics, 11-
3 Security Systems, 11-

100+ Disadvantages
20 Psych: Code against adversely affecting history
20 Psych: Fears his own actions could adversely affect history 20
10 Psych: Confused
15 Hunted by Time Traveling Revisionist Historians, 8-
20 Hunted by Villains seeking to know future, NCI, 8-
10 Watched by House Un-American Activities Com., NCI, 8-
10 2d6 Unluck
15 Secret ID

SHADOWCAT

Background: Jennifer Hamilton is the only child (and heir apparent) of Alexander and Darleen Hamilton of Hamilton Amalgamated Industries. Her parents divorced when she was young, leaving her to be raised primarily by her father while her mother took up residence in Europe. Any tendencies she had toward being a tom-boy were encouraged by her father who had her trained in self defense and other "manly" arts. She attended a prestigious East Coast University where she graduated *magna cum laude* in electrical engineering.

It was during these college years that she decided to become a costumed hero. Reading the daily exploits of several of these masked mystery men had inspired her to emulate them. Soon she was quite adept at inventing new identities for herself so that she could take criminology and martial arts courses unbeknownst to her father and fellow engineering students. One of her identities even mastered the art of fencing to such a degree that she had to take a fall in a match to avoid being asked to join the U.S. Olympic Team and risk possibly revealing her real identity.

By 1941, she had two years of solo adventuring under her belt. Then, in the Fall of 1941, she became involved in a complex case in which she crossed paths with gangsters, Nazis, supernatural monsters and several novice super heroes. Realizing that they were horribly outnumbered and outgunned, she banded the heroes together and defeated the bad guys. The group became known as the Crimebusters.

Quote: "Where's Saladin? Have any of you guys seen Saladin? If he springs our trap early I'll..."

Personality: Shadowcat is a goal oriented individual — whose powers of concentration and organization are constantly put to a test when dealing with the other members of the Crimebusters. Having both the highest sense of responsibility and the best grasp of reality, she is most often considered the "leader" of Crimebusters. Although certainly not grim, she is unquestionably the most serious and dedicated member of the Crimebusters (with the possible exception of Knight Owl).

When not in hero ID, she is an enthusiastic sportswomen and electronics wizard. Because of the connections they afford, she also halfheartedly plays at being the society debutante.

Tactics/Powers: Shadowcat is an accomplished detective, gadgeteer, hand-to-hand martial artist and Olympic quality swordswomen. In combat, her preferred weapon is her rapier (which she has named "Cats Claw") and her favorite maneuver is the disarm. Still, she will use her sword sparingly; relying more on savate kicks and judo throws for take down her opposition.

Appearance: Jennifer Hamilton is an attractive young women. She is a green eyed blond (although in costume her hair and eyebrows are temporarily dyed brunette). Her costumes have changed during her years as a super hero, but all follow the cat motif. Usually, this costume consists of a black or grey body-stocking and pointy-eared mask. Gloves, boots, a utility belt, and sometimes a gadget purse are also the norm. She has (on and off) worn a short cape which she used in some of her fencing maneuvers.

SHADOW CAT

Val	Char	Cost	Combat Stats
15	STR	5	OCV: 8
24	DEX	42	DCV: 8
18	CON	16	ECV: 8
11	BODY	2	Phases: 3, 5, 8, 10, 12
15	INT	5	
23	EGO	26	
15	PRE	5	Costs:
18	COM	4	Char: 140 Base: 100
10	PD	7	+ +
10	ED	6	Powers: 172 Disads: 212
5	SPD	16	= =
10	REC	6	Totals: 312 312
36	END	0	
28	STUN	0	

Cost	Powers	END
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40	Marital Arts — Fencing And Savate		
	Maneuver	OCV	DCV
	Fleche	10	6
	Lunge	8	10
	Parry	10	10
	Slash	6	9
	Takeaway	8	8
	Thrust	9	11
	Dodge	—	13
	Low Kick	8	10
	Side Kick	6	9
	Hook	10	8
			3
	Disarm	7	9
	Footsweep	10	7
	Use Savate with Swords		
	(Fencing Maneuvers already usable with swords)		
22	2d6 HKA (3d6 w/ STR), 0 END, OAF (Rapier)		
10	3"r Darkness to Sight, IAF (Darkness Bombs), 4		
	Charges each last 1 Turn		
4	Damage Resistance (5 PD/5 ED), IIF (Tights)		
3	+2 Sight PER Rolls, IIF (Eye Shields)		
4	IR Vision, IIF (Eye Shields)		
6	+3" Running (9" Total)		
2	+2" Swimming (3" Total)		

Skills

3	Acrobatics, 14-
3	Breakfall, 14-
3	Climbing, 14-
3	Concealment, 12-
3	Deduction, 12-
3	Disguise, 11-
3	Electronics, 11-
3	High Society, 12-
3	Inventor, 12-
2	KS: Fencing, 11-
2	KS: Savate, 11-
3	Lockpicking, 14-
3	Mechanics, 11-
3	Paramedic, 12-
3	Persuasion, 12-
2	PS: Radar Scientist, 12-
3	Riding, 14-
3	Security Systems, 12-

Skills

9	Shadowing, 14-
3	Stealth, 14-
3	Streetwise, 12-
3	Systems Operations, 12-
2	Weapon Fam: Swords & Off-Hand
10	1 Overall Skill Level

100+ Disadvantages

15	Psych: Protects Innocents
15	Psych: Responsibility as Leader
10	Psych: Code vs Killing (generally opposed)
15	Reputation: Honor Bound, Will Keep Word, 14-
15	DNPC: Millionaire Industrialist Father, Normal, 11-
10	Monitored: Police Department, NCI, 14-
10	Monitored: By Expatriates, NCI, 14-
20	Hunted: By Nazis, 8-
15	Secret ID (Jennifer Hamilton)
87	Hero Bonus & Experience



THE GOVERNMENT OFFICE OF SUPER HEROES

ORGANIZATION HISTORY

In a parallel development to the formation of the C.O.I. (Coordinator of Information) in July of 1941, the federal government also formed the Government Office of Super Heroes. Like the C.O.I., (which later became the OSS and later still the CIA) it was initially little more than an information gathering and information disbursing organization. It cooperated with other state, local, and federal agencies by collecting, collating and providing information dealing exclusively with paranormals and mystery men — both foreign and domestic.

In June of 1942, having perceived a need for an action oriented organization as well, G.O.S.H. was subdivided into an Intelligence and Operations branches. The Intelligence branch continued in the capacity of GOSH's previous mission, that of an information storehouse. The new Operations branch (or "OPS" for short) was initially meant to serve overseas as a branch of the Office of Strategic Services (OSS), but the reality of foreign supers on American soil soon caused them to apply for a form of Federal Marshall status within the U.S.

Despite its previous attempts at inter-agency cooperation, GOSH OPS soon ran afoul of the Federal Bureau of Investigation. A blundered raid resulted in jurisdictional disputes and inter-agency squabbling which lasted until GOSH's transfer from the War Department to the Justice Department after WWII. By Spring of 1947, the agency would be completely scrapped and its functions assumed by PRIMUS.

ORGANIZATIONAL STRUCTURE

Organizationally, the Government Office of Super Heroes was divided into four administrative districts (the Eastern U.S., Western U.S., Europe and Pacific). Aside from the intelligence branch and administrative support staff, each district had only three OPS teams of agents (with between 6 to 12 agents each) and one team of supers consisting of up to six government sanctioned superheroes. For each area of operations the teams are named A, B, C, and D; or Able, Baker, Charlie, and Dog in military parlance. Additionally, there was one special super OPS team created, known as The Expendables.

Ultimately, command of G.O.S.H. comes from the War Department, with G.O.S.H.'s main office located in the newly built Pentagon Building. In practice however, the overseas arms (European, Pacific and the Expendables) were under the direct command of the OSS while the domestic branches (Eastern and Western U.S.) were — although still under military command — under the guidance of the U.S. Justice Department. GOSH's current commander is Lt. Colonel Mark Maddox Jr. who runs the intelligence arm while the four district OPS units are headed by Captains Nash, Petroshevsky, Anderson and Steinmann. The individual OPS teams are usually formed of one lieutenant, two or three NCOs, and the rest PFCs. The super OPS team has one Lt. who serves more as a liaison than a commander, although he can pull rank over the often-times civilian superheroes in

the team. With the U.S. entrance into WWII, all male civilian supers are conscripted into the army as enlisted men (females are given the choice of enlisting in the WACs or resigning).

AGENTS

G.O.S.H. agents are almost exclusively Army personnel released for detached duty to the office. Most of these in-turn come from the intelligence branches or military police units. The exception to this general rule is the super teams which include both government sponsored and civilian heroes (although the civilian heroes always have a patriotic zeal about them). Agents of G.O.S.H. wear either their military uniforms or conservative civilian suits depending on the circumstances. OPS agents and all supers wear "flag" suits when on duty (as much for patriotic public relations as for unit recognition).

AGENT OF G.O.S.H.	
Skills	Cost
Prerequisite: Enlisted man Package or Equivalent Experience	0
+1 OCV w/ Service Weapon	2
KS: Super Heroes and Villains 14-	5
CK: City Of Assignment 11-	2
KS: Local Hero Group 11-	2
Perk: Federal Police Powers	3
Choose three of the following: (Bureaucratics, Combat Driving, Combat Piloting, Concealment, Conversation, Criminology, Deduction, Lockpicking, Persuasion, Security Systems, Shadowing, Stealth, Streetwise)	9
Disadvantages	
Package Bonus	-3
Reputation: Legalistic Goody-Two-Shoes	-5
Distinctive Features (Flag suited Agent)	-5
Monitored by Gov't Office of Super Heroes, 11-	-10
Total Cost	0

WEAPONS AND TACTICS

Weaponry depends on the circumstance. Intelligence and administrative agents dress conservatively (business suits) and always carry their service weapon (usually a .38 or .45 pistol) although most have never fired them in action. Members of OPS teams wear a specially designed, star-spangled, bullet and blade resistant bodysuit; and carry a chrome-plated, pearl-handled .45 Colt M1911A1 automatic pistol. If circumstances warrant it, they will additionally carry a similarly decorated .45 M3A1 "Grease Gun" sub machinegun and a mixed satchel of flash, smoke and concussion grenades. Vehicles used are commandeered from the military and are done so based on speed and flexibility (Jeeps being the most common, although they have been known to borrow PT boats and even an autogyro from the Navy).

Operations teams are used primarily in the assault role, in conjunction with supers, to tackle enemy non-conventional threats. They are high profile units (the stars and stripes

oufits should make that obvious) and not normally sent on infiltration missions or in situations where their chances of success are low. Their favorite tactic is to set up a highly noisy, firepower loaded, attack front and drive their opposition into retreating into a superpowered pincer.

THE EXPENDABLES

After the fall of Corregidor to a combined Japanese military and super-powered force, Col. Maddox decided he needed a more aggressive (and expendable) OPS unit to fight in apparent suicide missions. He formed such a unit and code named it The Expendables.

While all members of GOSH are volunteers willing to serve their country, The Expendables (or The Kamikaze Corps as they were later derogatorily nicknamed) had to be willing to risk incredible odds to simply stay alive. At first, except for the occasional borderline psychotic superhero, there were few takers. Then, in a fit of inspiration, Maddox contacted General Lee Borgnine of the office of the Judge Advocate General (JAG) and Colonel Ernest Marvin of the Army Criminal Investigation Division (CID) in hopes of finding convicted murderers who had filed petitions for clemency. His intent was to take otherwise unpardonable military and civilian criminals and offer them their only hope for salvation...serve or die. As additional incentive, any survivors were promised a full pardon of their previous crimes and a new start in life. The down side for the candidates was that they were signing on for the duration of the war or for 25 combat missions (which ever came first). Still, enough chose to serve rather than face execution or long prison sentences — and The Expendables were born.

Many had been murderers, rapists, deserters and mutineers. Some had been declared mentally unstable after exhibiting severely violent behavior following injections of experimental super soldier serum. None of them would ever be considered pillars of their society. To this lot was added a number of convicts (including supers) from the federal prison system and offered the same deal as the military criminals. Supposedly some actual heroes joined (they claim to have been framed by their archenemies) rather than serve lengthy sentences in "the big house."

The government allowed Maddox to form The Expendables on the understanding that they could not be used within the continental United States without the express request of the President of the United States. Further, any breach of conduct during their time of service would result in the immediate implementation of their sentences. Furthermore, their missions had to be so dangerous that no other U.S. military unit could possibly succeed and survive. Their missions made The Expendables live up to their name.

CAMPAIGN USE

The Government Office of Super Heroes can serve a number of uses in a GAC campaign. The GM could merely use GOSH as a shadowy agency whose contact with the PCs is rare except as the occasional plot device. GOSH could turn to the heroes for assistance in a rough case or tell them to back off on an investigation which is deemed "a national security issue." In this role, GOSH is just the Golden Age version of PRIMUS or the CIA.

The GM could tell all his players that he intends to run a game where the PCs are all newly recruited members of a GOSH supers team (one such team is included in this

book...that still leaves three more). This greatly simplifies matters in forming a team, and getting characters involved. As a GOSH team, they don't need to decide if some curious incident is worth investigating or coincidentally witness a crime in action to get involved in a scenario. They are on the lower end of a chain of command and only have to be given a mission and follow it through.

Finally, a GM could run The Expendables. Players should be warned that PC casualty rates will far exceed anything found in a regular *Champions* run as all Expendables missions are supposed to be against hopeless odds. Occasionally running The Expendables will also give the GM and players an option for semi-retiring characters and NPCs that have gotten a little out of hand ("All right Kid Flamethrower, you just killed five completely innocent normals. Your character can become an NPC villain and be sent to Sing Sing and sentenced to death, or he can join The Expendables. Your choice.").

THE SUPER OPS TEAM

This is a typical GOSH Super OPS team. It is a highly visible, star-spangled, assault team consisting of five team members. Like the other GOSH Super OPS teams, it tends toward the brickish side. It is unique in that it was the first such team to include a female member.

This Super OPS team, or D team can be a team from any of the four administrative divisions. If you run your game in the western half of the U.S., these guys are there if you want them or on the east coast if you don't. Aside from being NPC heroes, they can serve as models for making your own Super OPS team.

This particular GOSH team is headed by Major Victory with Minute Man as his second in command. They are the only officers in the group. Their Army Liaison is 1st Lt. Jonathon Hawkins, future CinC of PRIMUS.



MAJOR VICTORY

Background: Justin Case was born to Ma and Pa Case on July 4th, 1924. Being on holiday in Washington D.C. at the time, and being both a good God-fearing and patriotic soul, Pa Case immediately performed the boy's baptism in the Potomac River. Whether it was the newborn's christening in that great river of our nation's capital, the fact that it was the 4th of July, in light of his superior American genetic stock traceable to Daniel Boone, because his father nearly drowned him in industrial waste or a combination of these and other equally unlikely incidents; *something* imbued baby Justin with powers beyond the ken of mortal man.

After a somewhat uneventful youth spent cow-tipping and barehandedly removing tree stumps from his father's farm, young Justin answered his country's call to arms. Although only 17 years old at the time of the bombing of Pearl Harbor, the Army had gleefully accepted him and his super powers. In just a short time he rose through the ranks to Captain for, though he only possessed average intelligence, he seemed to have a real knack for the military way of thinking.

It was during this period of his life that a pattern started to develop which was to affect him for the rest of his life — he became lost in the bureaucratic shuffle. Rather than being assigned to the super soldier project, he was somehow placed in command of an Army field kitchen unit in Fairbanks, Alaska. When the Government Office of Super Heroes (GOSH) was formed, he immediately applied for a transfer. He received one — to the Army's secret K-9 corps military-strength flea collar testing grounds in Hart Mountain, Wyoming. Later when he heard of the formation of the Office of Strategic Services (OSS) in the summer of 1942, he again applied for a transfer and was luckier this time. The OSS forwarded his transfer to GOSH.

Within days he was not only accepted, but code named "Victory" and promoted to Major as well (documentation no longer exists, but there has been some suggestion that the promotion was given for no better reason than that Major Victory sounded better than Captain Victory to GOSH's commanding officer). Justin's superhero career had finally begun.

Since joining GOSH as Major Victory, and as well as defeating several domestic villains, Justin has had a distinguished record trouncing Nazis and beating "those Japs down upon their Japa-knees." Although a staunch anti-Communist, he none-the-less teamed up with Capt. Commie and her Bolshevik Boys to defeat numerous Axis menaces including the Desert Fox, the Italian Ice, the Neon Nazi, the Yellow Peril and even that arch Axis nemesis — Bulgaria Boy.

Quote: "What do you mean, 'America: right or wrong?' Of course America is right! What are you anyway, some kind of Nazi or Commie dupe? Geeze!"

Personality: Justin is outwardly loud and blusteringly patriotic. He is determined and justice oriented. His apparent self confidence masks his own insecurity and

his complete naiveté concerning women. He has a crush on Captain Commie (who obviously has the hots for him) but would never dare to admit it to her.

Tactics/Powers: Punch. Detect consciousness. Punch harder. Repeat tactic until opponent surrenders or goes unconscious. This fighting style works just fine for him except when he goes up against women, child villains, and animals. His Papa didn't raise him to hit women and children and it ain't right to hit dumb animals either. When confronted with these perplexing problems he resorts to grabs and martial holds until more permanent restraints can be obtained.

Appearance: Justin wears modified Army uniforms. Although cut to Army specifications, coloring follows U.S. flag motif of red and white stripes, blue fields, and white stars. His favorite outfit is a flag suit like jacket (short field jacket like General Eisenhower wore), blue dress pants and tie, white shirt and spats, red domino mask, and black parachute boots. Justin is 6'2", has blue eyes, and black/blue hair with a curl hanging down over his brow. He is built like a block-house.



MAJOR VICTORY

Val	Char	Cost	Combat Stats			
50	STR	40	OCV: 9			
27	DEX	51	DCV: 9			
28	CON	36	ECV: 5			
18	BODY	16	Phases: 3, 5, 8, 10, 12			
10	INT	0				
15	EGO	10	Costs:			
30	PRE	20				
16	COM	3	Char:	233	Base:	150
30	PD	20		+		+
30	ED	24	Powers:	151	Disad:	234
5	SPD	13		=		=
16	REC	0	Totals:	384		384
56	END	0				
57	STUN	0				
Cost		Powers	END			
45	Damage Resistance (30 PD/30 ED), x2 Hardened					
20	Lack of Weakness (-20)					
4	+15 STR (only in Washington D.C.), No Figured Characteristics					
6	+15 STR (only in state capitals and/or Washington D.C.), No Figured Characteristics					
30	20 "Superleap (30"/33"/36"), x8 NCM (240"/264"/288")					
1/5"						
Skills						
20	Rank: Major					
2	AK: Campaign City, 11-					
3	Bureaucratics, 15-					
1	KS: Allied Troops & Tactics, 8-					
2	KS: U.S. Army, 11-					
3	Persuasion, 15-					
2	Pro Skill: Infantryman/Commando, 11-					
3	Tactics, 11-					
2	Weapon Fam: Common Firearms					
5	+1 Level with Hand to Hand Combat					
3	+1 Level with Punch					
150+	Disadvantages					
15	Psych: Super Patriot					
15	Psych: Honorable					
15	Psych: Follows Orders					
15	DF: Unconcealable Aura of Patriotism					
10	Rivalry: All Non-American Flag suited Heroes					
20	Reputation: 14- Extreme (Re: All of the Above)					
5	DF: Military man					
10	Monitored by U.S. Army, 11-					
5	Monitored by Gov. Office of Super Heroes, 11-					
25	Hunted by Nazis, Japs, and sometimes Commies, 11-					
5	Psych: Secretly Attracted to Capt. Commie					
10	Public ID (Justin Case a.k.a. Major Victory)					
6	Soldier Package Bonuses					
5	1d6 Unluck					
73	Hero Bonus					

MINUTE MAN

Background: Ever since his premature birth, Nicholas Orion Thyme has been addicted to speed. In high school he belonged to both the track and skiing teams and raced his own hot-rod. Later he was a professional race car driver and tinkered in speed boat racing. It was inevitable that he should become a racing pilot and eventually a test pilot for what was to be the World's fastest plane, the XP-59X.

The XP-59X was a supercharged prototype based on the first U.S. jet aircraft (the P-59A, first flown 10/42). Although identical in appearance to its predecessor, the XP-59X was internally something quite different. The two GE Type 1-A turbojets were augmented by drive components reportedly found at the crash sight of a flying saucer and installed by boy genius Rex Reason. There was conjecture that the plane might even exceed the speed of sound! And there was only one man who could pilot such a monster... Reserve Lt. Nick O. Thyme.

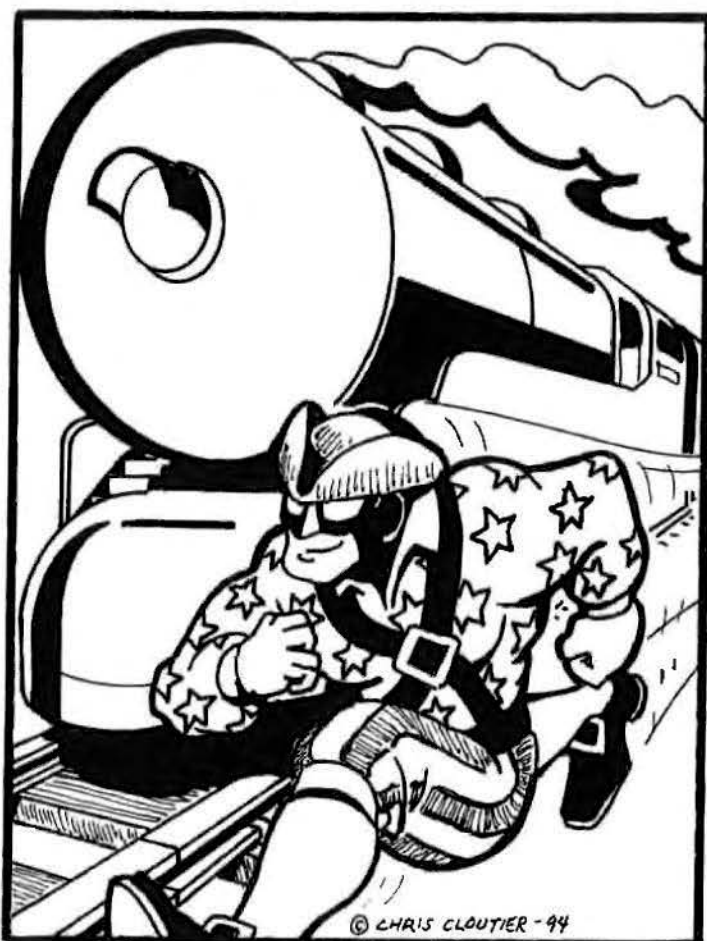
At a secret government air base in southern California, Nick put the XP-59X through its paces. The plane handled marvelously. He banked, barrel-rolled, climbed, and dived like a hawk. Finally, he gave it full throttle and...BAZOOM...the plane disappeared to those observers on the ground and in the escort fighters.

Nick was pretty sure that something was going wrong. Dials on his dash spun wildly as rows of idiot lights flared red. Metal screamed as rivets in the fuselage started going off like popcorn. The bullet-proof Plexiglas window of his cockpit started melting, the wings tore off, and still the plane kept accelerating upward. He was covered in experimental fuel and felt bathed in strange radiations emanating from the alien artifacts built into the now disintegrating hull. As if to confirm his suspicions, he knew he was the fastest flying dead man on Earth when — just seconds after giving it full throttle in southern California — he saw Mt. McKinley in Alaska come up and hit him.

That is, he should have been dead. Just as the plane was inches from hitting the mountain, he felt time stop. He hopped out of the remains of his plane to the snow below and looked...sure enough. The plane was still several inches from touching the mountain. The fuel tank seemed to have stopped expanding midway into an explosion. Not one to look a gift horse in the mouth, he ran as fast as he could from the crash sight. After running for what seemed like miles, he heard the explosion and looked at his watch. One minute had passed.

Weeks later he stumbled out of the wilderness and took a commercial air flight back to the States. Along the way he had learned that he obviously developed super speed and that he could have *super-duper* speed for up to a minute per day. Upon returning and relating his story to government officials, he was immediately recruited into the Government Office of Super Heroes.

Quote: "Give me a minute and I'll clean up these four hoodlums!" *PUNCH* "Hey, I made a joke!" *PUNCH* "A minute...get it?" *PUNCH* "Minute Man...give me a minute." *PUNCH* "Now to untie the hostages. I've been a bit tied up myself lately. Hey, I made another funny!" etc...



Personality: True to his nature, Minute Man is impatient, impetuous, and always ready to jump the gun. He appears twitchy, full of nervous energy and (to the annoyance of both friend and foe) often launches into marathon talking sessions. When not moving or cheerfully chatting at super speed, he can be found downing cup after cup of thick black coffee or trying to romance the next woman in his string of unsuccessful marriages.

Powers/Tactics: Minute Man holds off on using his one minute burst of super speed until the last possible moment (even without his super-duper speed he's still pretty darn fast, but far less effective). With so much to do — and so little time to do it — MM will try doing multiple move-by grabs to relieve gun-toting villains of their burdens; multiple move-by lockpicking or knot-opening to release captives, and then (after he was sure all innocents are out of harm's way) he will take whatever offensive action seems most effective in subduing his opponents.

Appearance: Minute Man dresses like a stylized red, white, and blue star-spangled Minuteman from America's Revolutionary War. His ensemble includes red and white striped trousers, a blue shirt with white stars, a blue tri-corner hat, buckled shoes, white belt and cross bandoleer, white stockings and a red cowl.

MINUTE MAN

Val	Char	Cost	Combat Stats
20	STR	10	OCV: 9/12
26	DEX	48	DCV: 9/12
23	CON	26	ECV: 3
13	BODY	6	Phases: 2, 3, 4, 6, 7, 8, 10, 11, 12
10	INT	0	
10	EGO	0	Costs:
15	PRE	5	
10	COM	0	Char: 136 Base: 100
4	PD	0	+ +
5	ED	0	Powers: 195 Disads: 231
6	SPD	24	= =
9	REC	0	Totals: 331 331
80	END	17	
35	STUN	0	

Cost	Powers	END
40	+10 DEX, +3 SPD, x32 NCM on Running, 1 Charge lasts 1 Minute	
48	Multipower (48 pt pool)	
5u	+24" Running (30" total)	1/5"
3u	24" Flight (Running on water, etc.)	
	Must remain in contact with surface	1/5"
10	360 Degree Vision (always looking around)	
20	Forcefield (+15 PD/+15 ED), Linked to Running	3
45	4d6 KA Damage Shield, Only vs Bindings (i.e. ropes, handcuffs, etc.), and Pickable Locks (door locks, padlocks, etc., -1)	9

Skills	
0	Rank: 2nd Lieutenant
2	AK: Campaign City, 11-
3	Bureaucratics, 12-
2	Fam w/ Common Small Arms
1	KS: Axis Troops & Tactics, 11-
2	KS: U.S. Army Air Force, 11-
3	PS: Test Pilot/Combat Pilot, 14-
3	Tactics, 11-
5	1 Level w/ Hand-to-Hand Combat

100+ Disadvantages	
15	Psych: Super Patriot
15	Psych: Honorable
15	Psych: Follows Orders
20	Psych: Impatient, Hyperactive, Talkative
15	DF: Jumpy, Nervous
10	Rivalry: Non-American Flag suited Super Speedsters
20	Reputation: 14- Extreme (Re: All of the Above)
5	DF: Military Bearing
10	Monitored: U.S. Army Air Force, 11-
10	Monitored: G.O.S.H., 11-
25	Hunted: Axis, 11-
5	Monitored: Assorted ex-wives' lawyers, NCI, 8-
6	Soldier Package Bonuses
60	Hero Bonus

VANGUARD

Background: Jeff Hogan was the true-blue all-American boy. Raised in America's dairyland on a diet that didn't skip on nutritious, delicious milk and mom's apple pie, Jeff grew into a strapping young man. In high school he lettered in track, boxing and wrestling. Upon graduation he was recruited for the 1928 U.S. Olympic Boxing Team but was disqualified from competing when it was discovered that he had lifted a cow over his head in an exhibition at the Wisconsin State Fair (thus negating his amateur athlete status). Dejected, he moved down south and worked as an alligator wrestler on his Aunt Tillie's Alligator Farm and Roadside Museum of Wonders.

It was here that Jeff met and married his one true love, Martha Culpepper Crabtree, and they had their first son, Jeff Junior. Soon after, they decided to move to Campaign City in hopes of finding Jeff something more lucrative than alligator wrestling. Almost immediately he found a good paying job delivering milk for a city dairy.

No single event led to Jeff taking on the persona of Vanguard. Looking back, he knew it was a combination of things: his simple farm town upbringing, his love for his family and country, his athletic prowess, his ability to wrestle alligators, his relative immunity to bullets (which he knew about because of that time a poacher shot him, and the bullet hardly caused him a welt), his beating up and capturing those JapaNazi fifth columnists trying to poison the city's milk supply and heck — even his finding that neat star-spangled set of circus tights at the dump that only needed a little stitching to fix up. As Jeff saw it, it was destiny that he should



VANGUARD

Val	Char	Cost	Combat Stats
30	STR	20	OCV: 6
18	DEX	24	DCV: 6
18	CON	16	ECV: 5
12	BODY	4	Phases: 3, 5, 8, 10, 12
13	INT	3	
14	EGO	8	
18	PRE	8	Costs:
12	COM	1	Char: 130 Base: 100
17	PD	11	+ +
17	ED	13	Powers: 105 Disads: 135
5	SPD	22	= =
10	REC	0	Totals: 235 235
36	END	0	
36	STUN	0	

Cost	Powers	END
21	Damage Resistance (17 PD/17 ED), Hardened	
10	Lack of Weakness (-10)	
10	Power Defense (10)	
25	Martial Arts — Alligator Wrestling	
	Maneuver	OCV DCV Damage
	Body Slam	8 7 6d6, Both Fall
	Crush	0 0 10d6, Must Follow Grab
	Stomp	4 7 10d6
	Smash	4 6 8d6
	Grab	5 7 40 STR Grab
	Duck	0 11 Dodge, Abort
30	+20" Superleap (26" total cbt), x8 NCM	-1/5"
3	PS Milkman, 13-	
6	2 Levels w/ Alligator Wrestling	

100+	Disadvantages
15	Secret ID (Jeff Hogan, Sr.)
20	Psych: Ultra Superpatriot
20	Psych: Hero Code (Protects Innocents, Code vs Killing, etc.)
10	Psych: Distrusts Fletcher; thinks he's often "gone too far" & should be turned in
10	Professional Rivalry: Fletcher (PC)
20	Hunted by Nazis (NCI), 8-
15	Hunted by Privateer, 8-
5	DNPC (Sidekick) slightly less powerful, 8-
10	DNPC (Wife), Normal, 8-
10	Experience

start forming the vanguard of patriotic super men. Yes, Jeff saw it as his civic duty to become Vanguard.

Quote: "Back the attack. Buy War Bonds!" or "Let's take the nip out of the Nipponese!" or "Remember citizen, pay your taxes and we'll beat the Axis!"

Personality: In common with many of the super soldiers recruited for GOSH, Vanguard is somewhat of a muscle-bound patriotic cliché. He is also among the first and most public of the flag-suited mystery-men, speaking at War Bond rallies, organizing scrap metal drives, posing for Army recruiting posters, lecturing the DAR, leading Scout troops and generally promoting the war. Given the slightest opportunity, he will start spewing patriotic platitudes.

Privately, his personality is somewhat more subdued. He is a devoted husband and father; and is rather concerned that his son knows of his dual identity and now wants to become "Vanguard Junior." To this point he has managed to keep his wife from finding out about his dangerous exploits because he doesn't want to worry her unnecessarily.

Tactics/Powers: Vanguard is an in-fighter and has little use for tactics. A typical action might be to half-move leap — crashing through a window at the lead of a group of heroes. He would then grab some near-by thug who looked tossable and throw him into a bunch of other thugs, or through a plate-glass window, or into an electrical control panel...whatever he thought would produce the biggest presence attack. After that he will engage anybody he thinks he can take. He will tend to be much rougher versus foreigners and those he perceives as anti-American than he will be with domestic criminals.

Appearance: Jeff Hogan, Sr., is a well built man in his early forties. He has brown hair and brown eyes and a lantern jaw. Vanguard wears a red, white, and blue body-suit in a flag motif. Across his chest is emblazoned a large golden "V." He additionally wears white boots and a red domino mask.

VANGUARD JUNIOR

Background: Jeff Hogan, Jr. was Vanguard's biggest fan. Oh, his dad wouldn't let him buy comic books or any other such "trash," but that didn't stop young Jeff from following his hero's exploits in the newspaper dailies. Jeff Junior even kept a scrap book of Vanguard's "real" exploits (not just the funnies in the newspapers). For Halloween, Junior was even secretly sewing his own Vanguard costume.

Then one day while on a school field trip to a munitions plant at the edge of the city, Jeff Junior got his chance to meet his hero. While the children were touring the plant, a saboteur's JapaNazi bomb went off. By all rights, the whole plant and several city blocks should have ceased to exist. But dumb luck intervened and the building only collapsed, trapping the amazingly still conscious young Jeff and several of his unconscious school chums.

The first hero on the scene was Vanguard. Told only that children were trapped beneath the rubble, Vanguard dug furiously. Suddenly he came across his own son!

"Junior, are you are right?!" cried the concerned super parent.

"Uh, sure dad," said Jeff Junior. "Um, why are you wearing a Vanguard costume, dad? Wait a minute...you're lifting a steel I-beam over your head. Dad! You're Vanguard!"

"No need to yell so loud as to wake your unconscious schoolpals and reveal my secret ID is there? We'll talk about this later. And *don't* tell your mother! This will be our little secret, OK?"

"Sure thing da...Vanguard!"

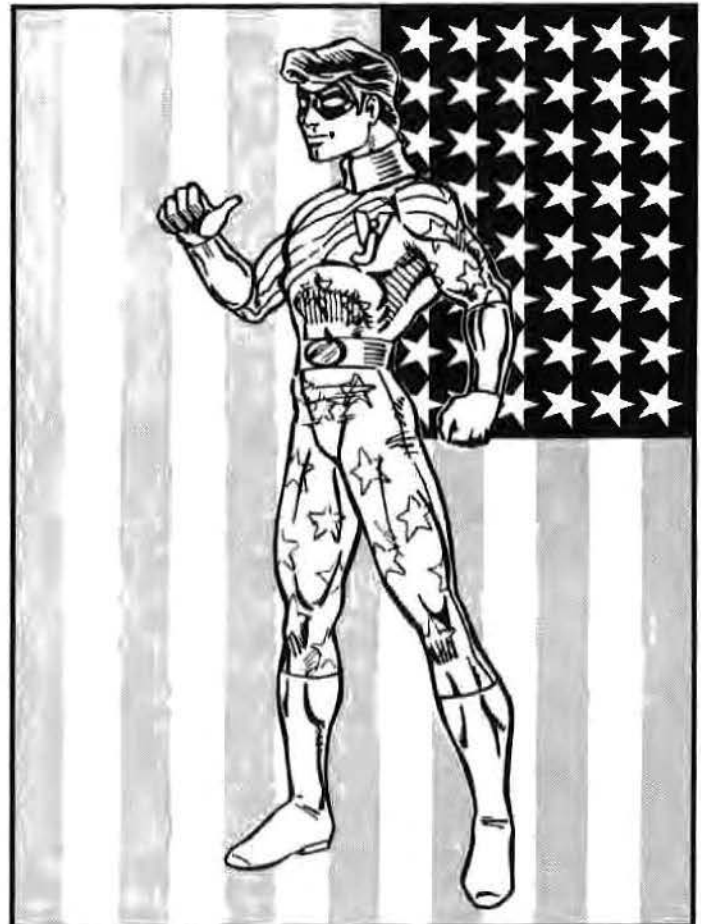
Quote: "Like father, like son. Right, dad?"

Personality: Jeff Jr. still hero-worships his father and does his best to impress him.

Jeff Jr. is irrepressibly cheerful and Gung-Ho. Although he's not allowed to go out adventuring with his father except on weekends, he occasionally sneaks out on his own patrol if he finishes his homework early. Both he and his father have accepted that young Jeff will one day grow up to shed the mantle of Vanguard Junior and replace his father as The Vanguard.

Tactics/Powers: Vanguard Jr. is in many ways a miniaturized version of his father. He has no where near the same ability to take and dish out damage as his father, but this is somewhat made up for by his higher dexterity and speed.

Appearance: Jeff Hogan, Jr. is wiry, scruffy-haired, thirteen-year-old, kid. He resembles his father in both appearance and costume. Although of a slightly different pattern than his father, Vanguard Junior also wears a red, white, and blue body-suit in a flag motif. On his left breast is patch with a golden "VJ" on it. He also wears white boots and a red domino mask.



VANGUARD JUNIOR

Val	Char	Cost	Combat Stats
20	STR	10	OCV: 8
23	DEX	39	DCV: 8
13	CON	6	ECV: 4
11	BODY	2	Phases: 3, 5, 8, 10, 12
18	INT	8	
11	EGO	2	Costs:
13	PRE	3	
12	COM	1	Char: 105 Base: 100
12	PD	8	+ +
12	ED	9	Powers: 75 Disads: 80
5	SPD	17	= =
7	REC	0	Totals: 180 180
26	END	0	
28	STUN	0	

Cost	Powers	END	
15	Damage Resistance (12 PD/12 ED), Hardened		
5	Lack of Weakness (-5)		
5	Power Defense (5)		
25	Martial Arts — Playground Wrestling		
	Maneuver OCV DCV Damage		
	Tackle	10 9	4d6, Both Fall
	Bear Hug	8 8	8d6, Must follow Grab
	Jump On	6 9	8d6
	Belt	6 8	6d6
	Arm Lock	7 9	30 STR Grab
	Duck	0 13	Dodge, Abort
25	+25" Superleap (29" Total)		1/5"

100+	Disadvantages
15	Secret ID (Jeff Hogan, Jr.)
20	Psych: Hero Worships Dad
20	Psych: Hero Code (Protects Innocents, Code vs Killing, etc.)
10	Overconfident
10	DNPC, Normal (Mother), 8-
5	1d6 Unluck

AMERICAN BEAUTY

Background: The twin daughters of Parnell and Paulette Preston, Priscilla and Prunella, were inseparable rivals almost from birth. When their mad scientist uncle, Peter Preston, asked who would like to be the subject of his next experiment in radionic genoto-mutation the two young children both screamed for the chance.

In his not entirely secret laboratory atop a mountain just outside of the city, Prof. Preston strapped his two eager volunteers into chairs dwarfed by the giant equipment around them. Subnucleonic capacitors hummed menacingly. Electromagnatectonic discombobulators shook the building. Suddenly, twin shafts of brightly glowing energy shot out of megalatronometer bathing the girls in a halo of light. Then, anticlimactically, the building's circuit breakers kicked in and a hushed silence fell over the lab.

Prof. Preston shuffled across the floor as only a hunch-backed mad scientist can. He gave the girls a cursory medical examination and discovered them to be normal in

every way...not a mutation among them. Disappointed he gave them each a lolly-pop and sent them home.

Fifteen years have passed since their uncle's fateful experiment. The young girls have grown into gorgeous, intelligent young ladies. In the last couple of years, both have started to evince supernatural powers as well. Priscilla has the power to project explosions of strange energy and has taken on the mantle of American Beauty. She is dedicated to fighting crime and injustice. Prunella, ever Priscilla's rival, has turned to a life of crime. Prunella is now the evil super powered martial artist, The Boxing Briquette.

[GM's Note: If you want to run The Boxing Briquette, her statistics and powers are almost exactly the same as American Beauty's except for the following. Simply take all of the points in the energy blast multipower of Blond Bombshell, add forty of them to strength, twenty points will buy the following boxing maneuvers: Block, Clinch, Cross, and Hook; as well as KS: Boxing, 13-, and the rest liberally spread across such characteristics as PD, ED, and STUN and increased Damage Resistance. Then, since their personalities are nearly identical as well, merely change American Beauty's "Law Abiding" disadvantage to "Contemptuous of the Laws of Man" and voilà: instant baddie.]

Quote: As Priscilla: "Get away from that you fool! If the fuel inflow to the combustion chamber is varied by even .002% the resulting explosion could set me behind five months as well as incidentally blowing you into atoms."

As American Beauty: "Hi! My name is American Beauty. What's your secret identity? You're awfully handsome for a super villain. Are you independently wealthy? Well I never! That's no way to talk to a lady mister!" KA-BOOM!

Personality: In her normal ID, Priscilla is a rocket scientist...literally. She works for the OSRD and has a laboratory at Project Onomatopoeia where she is currently working on a highly explosive rocket fuel. In this persona she is prim and proper and unswervingly rational. Put her in a super's tights however and she apparently becomes another woman all together. As American Beauty she acts like the stereotypical dumb blond. She is bubbly and cheerful around her GOSH teammates, acts in awe of anyone who shows the slightest intelligence, says blatantly dumb things with a straight face and does her best to act stupid and innocent. However, this is nothing but ruse on her part. She is a certifiable genius after all.

Tactics/Powers: American Beauty likes to live up to her name. However, because she is law abiding, she tries to keep the explosive effects of her powers from causing too much damage to public and private property. In such circumstances she relies most on her concussive blasts to level thugs and Axis soldiers.

Place her in a battlefield and the gloves come off. She will still use her concussion blast against groups of unarmed thugs and normals, but she will also pepper any supervillains with her more effective explosions. She reserves her RKA explosion for vehicles and non human targets.

She is normally pretty good at following directions. This can change if she thinks the group's plan is stupid and she can't subtly convince them to use her idea. Then she will do the dumb blond routine and pretend to not have understood her orders so that she could do what she would rather do anyway.

AMERICAN BEAUTY

Appearance: Tall, blonde, beautiful and buxom, American Beauty wears a domino mask, a form-fitting blue blouse, tights, swashbuckler boots and a pleated red and white striped skirt.



Val	Char	Cost	Combat Stats			
13	STR	3	OCV: 6			
18	DEX	24	DCV: 6			
18	CON	16	ECV: 3			
10	BODY	0	Phases: 3, 5, 8, 10, 12			
23	INT	13				
10	EGO	0	Costs			
15	PRE	5				
30	COM	10	Char:	100	Base:	100
7	PD	4		+		+
7	ED	3	Powers:	190	Disads:	190
5	SPD	22		=		=
7	REC	0	Totals:	300		300
36	END	0				
26	STUN	0				
Cost		Powers	END			
79	Multipower (79 pt pool)					
7u	10d6 EB, Explosion					7
5u	9d6 Explosion, Personal Immunity, No Range					7
9u	3d6 RKA, Explosion, Armor Piercing [Shrapnel]					8
9u	7d6 EB, Explosion, Double Knockback, Stun Only [Concussion]					8
7u	3d6 Flash vs. Normal Sight + 2d6 Flash vs. Hearing Group					7
7	Damage Resistance (7 PD/7 ED)					
10	5" Flight					1/5"
Skills						
10	2d6 Luck					
3	Actress, 12-					
1	Chemistry, 11-					
3	Demolitions, 14-					
1	KS: Science Fiction Pulp Magazines					
18	Languages: German, French, Italian, Japanese, Russian, Algonquin, Yiddish, Arabic and Mandarin Chinese (all Fluent w/ Accent)					
3	Linguist					
1	Mathematics, 11-					
3	Persuasion, 12-					
1	Physics, 11-					
2	PS: Rocket Fuel Scientist, 14-					
2	PS: Superhero, 14-					
1	Rocket Science, 11-					
3	Scientist					
15	3 Level w/ Multipower					
100+ Disadvantages						
20	Psych: Law Abiding & Protects Innocents					
10	Psych: Enjoys challenge of nutty theme villains					
20	Psych: High strung, nervous, trigger-happy; Tends to "go off" when surprised					
5	Monitored: League of Super Hero Decency, 8-					
5	Rivalry w/ Women Heroes who think they are better than she is					
10	Hunted: Her evil twin sister (Boxing Briquette)					
5	Reputation: Hot tempered, explosive personality, 8-					
10	Secret ID: Priscilla Preston, Rocket Scientist					
10	2d6 Unluck					
105	Hero Bonus & Experience					

G.I.A.N.T.

Background: When the U.S. Army wanted to design for a suit of powered armor, who should they turn to but the eccentric inventor, Igor Gronkski. Gronkski, who had escaped from Poland before it fell to the Nazis and Soviets, was the noted designer of the notorious Battlesuit Potempkin (a weapon that the Soviets touted as the cutting edge of Soviet Battlesuit technology). Who better to design the U.S. Army's equivalent?

The prototype was to address all the mistakes of the "Potempkin" series of power suits. Treads were passé with their nasty habit of being thrown — making legs the order of the day. Weaponry built into the suit was difficult to repair without immobilizing the suit; thus no built in weaponry. If people carried guns and grenade, the suit would be given power-assisted arms for carrying recoilless rifles and bombs.

With the suit designed, the Army still needed someone to test drive it. They chose for this task Master Sgt. Mike McCoy, formerly of the all black 761st Tank Battalion. He was chosen not because of pressure of the NAACP on the President to allow blacks to distinguish themselves in combat, nor was the President's pressure on the Army a primary reason for his choice. The reason he was chosen was simply because he was the best man for the job.

Before becoming a soldier, Mike was the best pitman and crew chief on the motor racing circuit. A trained automotive engineer, he found it impossible to get ahead working for the car manufacturers. Still, his experiences on the race ways turned into practical field suggestions which eventually worked there way into many a family sedan.

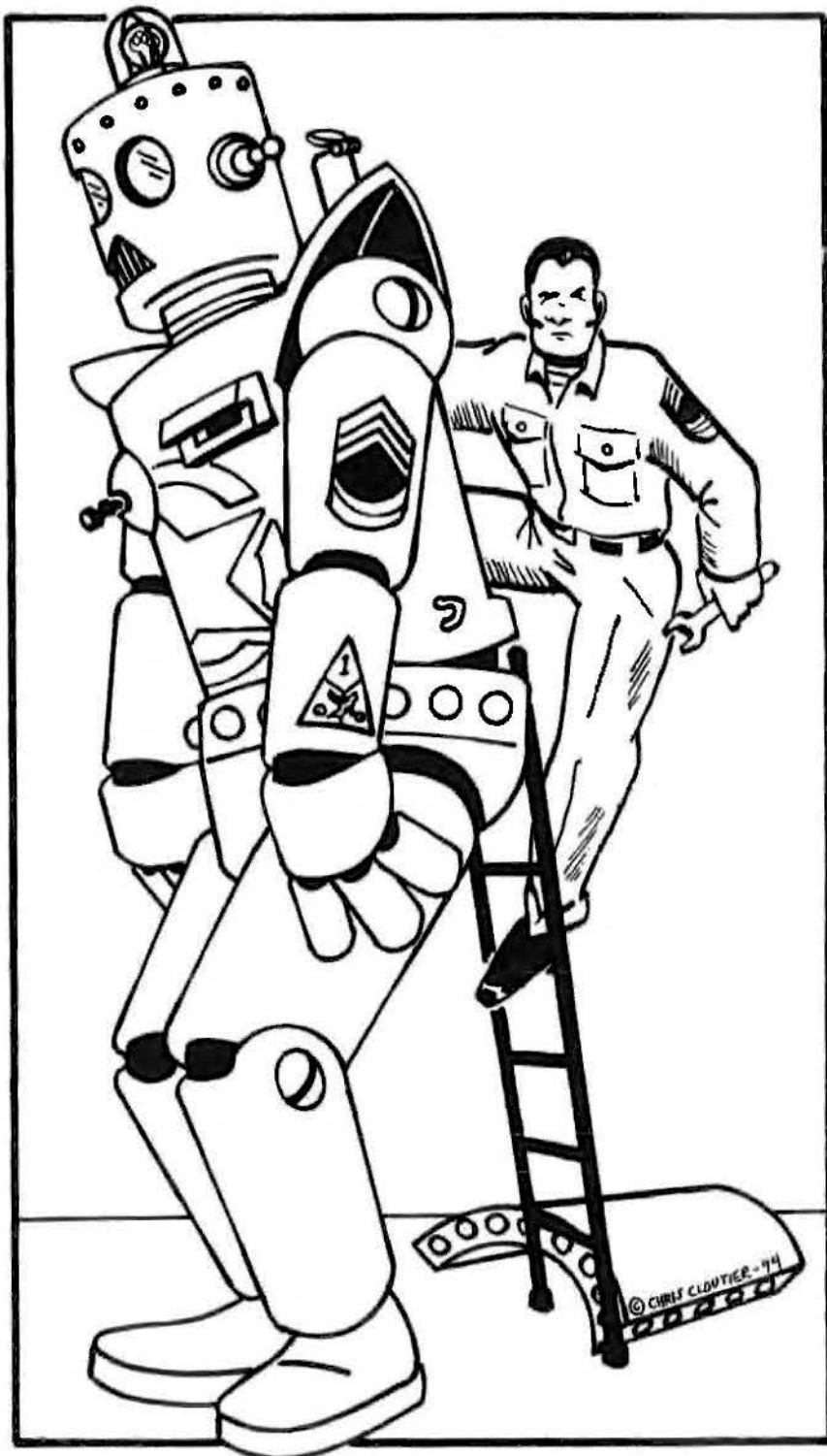
When the war came along, Mike signed up and was soon sent to the motor pool. He briefly served as a general's chauffeur until the general discovered Mike's abilities. Not pleased that the Army was wasting such a talent, the general made some waves, and soon Mike was in command of a tank retrieval unit of the 761st Tank Battalion. When a position opened up for a test driver of newly designed secret weapons, the general made sure only that Mike was allowed to compete. He won easily over all the other candidates.

He has since been assigned the G.I.A.N.T. project as his very own. He has made numerous improvements on the basic design. In field-testing the armored suit among the public, he has agreed to keep his identity a secret, at the Army's request.

Quote: "Can't you press guys get it right? I'm not a robot! Uh, no. No I can't get out of the suit. That's not what I mean. Of course I could get out of the suit if I wanted to. I mean I have a secret identity to protect. Jumping Jimminy Christmas, you guys twist things around!"

Personality: Mike is a generally happy fellow. This happiness is normally only upset when he's forced to deal with racism and prejudice outside of his suit and away from his comrades in arms. He often avoids confrontations with the predominantly racist society — not because he's afraid — but because he sees such situations as a waste of his valuable time. In his spare time he can be found hunkered in a stack of books, working on his doctoral thesis.

Tactics/Powers: In proper military fashion, Mike sees himself as a tank. This means that, although confident of his own



G.I.A.N.T.

Val	Char	Cost	Combat Stats	
20*	STR	5	OCV: 6	
18	DEX	24	DCV: 3	
13	CON	6	ECV: 4	
14*	BODY	6	Phases: 3, 5, 8, 10, 12	
15	INT	5		
13	EGO	6	Costs:	
20	PRE	10		
12	COM	1	Char:	93 Base: 100
7	PD	4		+ +
7	ED	4	Powers:	145 Disads: 141
5	SPD	22		= =
6	REC	0	Totals:	238 241
26	END	0		
29*	STUN	0	*Bonuses from Growth added in	
Cost		Powers	END	
30	Armor (+25 PD/+15 ED), OIF, Bulky (Armor)			
5	Flash Defense (10), OIF, Bulky (Armor)			
5	Power Defense (10), OIF, Bulky (Armor)			
5	Lack of Weakness, (-10), OIF, Bulky (Armor)			
2	Radio Hearing, OIF, Bulky (Armor)			
4	Growth (x2 Mass, -1" Knockback), 0 END, Persistent, OIF, Bulky (Armor)			
5	Life Support: Self-Contained Breathing, OIF, Bulky (Armor)			
2	IR vision, OIF, Bulky (Armor)			
22	Multipower (45 pt pool) — Powered Systems, OIF, Bulky (Armor)			
4	+ 30 STR, 0 END			
4	+15" running (21" Total), 0 END			
Skills				
21	Rank: Master Sergeant			
2	AK: The Front, 11-			
14	Combat Driving (Tanks & Powersuits), 18-			
1	KS: Axis Troops & Tactics, 8-			
2	KS: U.S. Armored Cavalry, 12-			
5	Mechanic, 12-			
2	PS: U.S. Army Tanker NCO			
2	Weapon Fam: Common Small Arms			
8	1 Level w/ Combat			
100+ Disadvantages				
20	Hunted: The Axis Military, 11-			
20	Hunted: Axis Supervillain, 11-			
10	DF: Black American in 1940s			
10	Monitored by U.S. Army & subject to orders, 11-			
6	Package Bonus			
20	Psych: Torn between racial pride and military expediency			
15	Psych: Patriotic (though not blindly so)			
15	Psych: Code of Conduct — Subject to orders, yet responsible for those under his command			
10	Monitored by G.O.S.H. & subject to orders: 11-			
15	Secret ID (Master Sgt. Mike McCoy)			

abilities, he does not go into battle without his "infantry" (i.e. his team mates). He will try to do battle with whichever of the enemy he sees as most endangering to his own guys. If that danger is less powerful than he is, then he will take the offensive (say, blowing out the treads on the Battlesuit Potempkin, for instance). If the threat is more than a match for him (perhaps the Panzer Grenadier) he will use defensive strategies such as smoke screens to try to get around his enemy for a chance at a more vulnerable target.

Appearance: Outside of his G.I.A.N.T. suit, Mike is a bit on the short side (5'4"), the better to fit in the confining G.I.A.N.T. He is well muscled for his size and has a look of suppressed power about him. Mike has piercing brown eyes, tightly curled black hair cut in army fashion and a rich brown complexion the color of mahogany.

G.I.A.N.T. looks like a large robot from a cheesy B-movie. He is about 12' tall and weighs about 6,400 KG. He is painted in olive drab, and has U.S. Army markings and insignia (white stars, U.S. flag, U.S. Army serial number, etc...)

INDEPENDENT HEROES

MADAME MOONLIGHT

Background: Karen Yamashita was a chemistry major at a large west coast university when the U.S. entered WWII. Unfortunately for her, she was also of Japanese descent. Thus, when all those who had at least one Japanese grandparent were placed in internment camps, she had to follow suit.

Life in the camp was fairly uneventful for the most part. She helped her mother care for her semi-invalid father who, as an American veteran of WWI, had developed lung problems brought on as a complication of mustard gas poisoning. Karen also rolled bandages at the camp hospital and helped the old and illiterate write letters to their sons who had joined the U.S. Army. In fact, she would have joined the military herself if she weren't such a dutiful daughter. That changed with the death of her father.

Mr. Yamashita was an honest, hard working, American businessman, and part-owner of a shipping firm when the war came. When he and his family were rounded up for detention as "Japs," he took it in stride. He knew America was fair and just, that his partners were honest like he was, and that the misunderstanding between America and the country of his father would soon clear up. It appeared he was wrong on all counts.

The war went on. He and his family stayed locked up. And — the biggest blow — his non-Japanese partners managed to steal his company out from under him. Feeling betrayed, he withered away and died soon after. The doctors said it was heart failure. His dutiful daughter Karen kept her opinion to herself — that he had died of a broken heart brought on by racism and injustice. She vowed vengeance.

The following morning, in order to legally get out of the camp, Karen applied for a critical civilian job at a munitions plant. She was offered the job which she accepted, and saying good-bye to her mother — she bundled some personal possessions and headed out into the cold, cruel world. She had decided to become a secret avenger of the night. She would become Madame Moonlight.

Quote: "Fools! Why do I always ally myself with fools? Very well, let the police and heroes have you while I disappear into the moon-lit night!"

Personality: As Madame Moonlight, Karen is the perfect dragon lady. She acts proud and contemptuous of the villains she is "working" with and speaks in a staged "oriental" accent. Out of costume she is bright, cheerful, and energetic. Being American born and raised, she speaks without any trace of an accent (other than "Californian").

Tactics/Powers: Madame Moonlight is perceived as a villain by all but one or two close confidants (perhaps one of the player-characters, for instance). Her ultimate goal is to make villains trust her as one of their own so that she can foul up their plans from the inside. Thus, when put in an unexpected combat situation against heroes and given the opportunity to run, she will. However, this means that in order to maintain her "villain" persona she must invariably fight the occasional hero who is out to bring her in. In such a case, she pulls her punches and searches for any possible escape route. Although she has to make other villains think she is on their side, she will never use lethal force against a hero (she



MADAM MOONLIGHT

Val	Char	Cost	Combat Stats
10	STR	0	OCV: 8
28	DEX	54	DCV: 8
18	CON	16	ECV: 4
13	BODY	6	Phases: 3, 5, 8, 10, 12
18	INT	8	
11	EGO	2	Costs:
20	PRE	10	
20	COM	5	
4	PD	2	Char: 120 Base: 100
4	ED	0	+ +
5	SPD	12	Powers: 177 Disad: 197
8	REC	0	= =
36	END	0	Totals: 297 297
32	STUN	5	

Cost	Powers	END
12	Martial Arts	
	Maneuver OCV DCV Damage	
	Off. Strike 7 10 6D6	
	Martial throw 9 10 2D6+v/5	
	Dodge — 14 Dodge, Abort	
15	1D6+1 RKA, +1 STUN, OAF (M1911A1)	[3x7]
24	Armor (+15 PD/+5 ED), IIF (Super Tights)	
18	Darkness in 4" to Sight, 6 charges each last 1 Turn, OIF (Earrings and Tassle Bombs), Darkness will be dispelled by moderate winds	
7	10" Teleport, Requires a Stealth Roll, No if there are any witnesses, No Non-Combat Teleport, Only to "reachable place"	1/5"
5	10" Swinging, OAF (Silk Rope)	
4	+2" Running (8" Total)	1/5"

Skills		
3	Acrobatics, 15-	
3	Acting, 13-	
3	Breakfall, 15-	
3	Bugging, 13-	
3	Climbing, 15-	
3	Combat Driving, 15-	
3	Concealment, 13-	
3	Demolitions, 11-	
3	Disguise, 11-	
3	Electronics, 11-	
3	Interrogation, 13-	
5	Japanese (Fluent, No Accent, Literate)	
2	KS: Chemistry, 13-	
3	Lockpicking, 15-	
3	Mechanics, 11-	
3	Persuasion, 13-	
3	Riding, 15-	
3	Security Systems, 13-	
3	Stealth, 15-	
3	Streetwise, 13-	
3	Systems Operations, 13-	
3	Tracking, 13-	
25	5 Levels w/ Ranged Attacks	

100+ Disadvantages

15	Secret Identities [Karen Yamashita & Madam Moonlight: Supervillainess]
20	Psych: Vigilante Mentality (Justice, Not Law)
15	Psych: Loner
10	Psych: Tries to protect normals
15	Reputation: Villainous Dragon Lady, 14-
10	Hunted: By Vengeful Gangsters, 8-
15	Hunted by the Heroes, 8-
15	Hunted by The Police, 11-
82	Vigilante bonus

has no such qualms against criminals). She will assist other heroes and the police only if she thinks no one will notice or attribute the action to her. She will only confide in a hero as a last resort, fearing that she might risk blowing her perceived villain persona.

Appearance: Karen is 5'3" tall, weighs 97 lbs., has jet-black hair, and is recognizably oriental. In her secret ID she dresses modestly, wears horn-rimmed glasses, uses no make-up, and keeps her hair in a bun. In hero/villain guise she lets her hair down, loses the glasses (only needed for reading after all) and wears eye-shadow and bright red lipstick. Madame Moonlight's costume consists of a red and white body-stocking patterned after Japan's rising sun with black sleeves, leggings, cape and domino mask, and white boots. Her accessories include a white web-belt and holster containing her father's WWI service pistol (a .45 auto) and the red ear-rings and the red tasseled buttons on her gloves and boots are mini-grenades she developed during her studies.

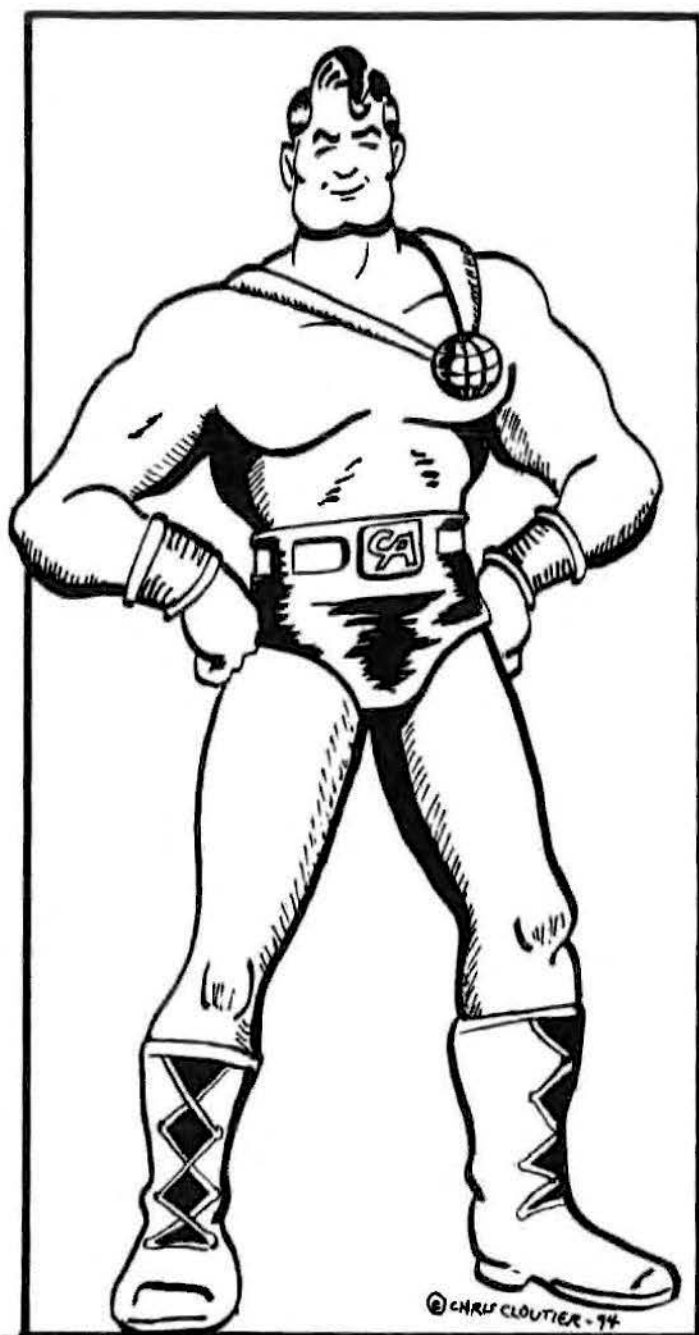
CAPTAIN ATLAS

Background: High up in the mountains, far away from the interfering city lights, astronomer Maximilian Powers studied the heavens from his small private observatory. Then one night, he had noticed considerable unusual activity in the night sky in the form of bright flashes and bursts of light. Puzzled, he continued to watch.

Suddenly, a meteor streaked across his field of vision. Not normally the type to chase a falling star, Max was none-the-less curious as to whether the meteor had anything to do with his unusual sightings. And it looked as if it fell within a mile of his observatory. Impulsively, Max picked up his thermos of coffee and a flashlight and started hiking.

As Max hiked through the woods, he thanked his lucky stars that the thing had crashed so close. Much further and he would never have found the thing. He was just starting to get winded when he found the impact crater. Then he received a big surprise — there was a man lying at the bottom of the crater!

Max, rushing down to help the fallen man, was in for an even bigger surprise. For the creature in the pit was *not of this earth!* More shocking yet was the fact that despite being covered in horrible burns, the alien being seemed to live. Max was just about to leave to find a doctor when the creature mumbled "Blorp gurble plog grapner guk," or something to that effect. Max rushed to its side, lifted its head, and offered it some of the coffee from his thermos. "Here drink this," said Max. "It'll make you feel better."



A smile seemed to spread across the creature's horrid face. Although its lips didn't move, Max thought he heard it say "Thank the Creator of all. You're of a sentient species. Your planet safe for now. I have beaten the Them. I am dying. No time left. You must be this planet's guardian. I transfer Me to You. I die." Where upon the alien died in Max's arms.

Max pondered the meaning of the alien's speech. Apparently the alien thought it had defended Earth from some other alien threat. It died after charging Max with Earth's defense. As Max buried the body of the alien, he felt sorry for the poor delirious creature. The pain of its injuries must have driven it insane.

It only took a few days for Max to realize that he was going through some dramatic physical changes and gaining super powers to boot. Knowing now that the alien had not been delirious after all, Max dedicated himself to following the

CAPTAIN ATLAS

Val	Char	Cost	Combat Stats
10/60	STR	40	OCV: 9
27	DEX	51	DCV: 9
10/28	CON	29	ECV: 6
10/28	BODY	29	Phases: 2, 4, 6, 8, 10, 12
18	INT	8	
18	EGO	16	Costs
10/35	PRE	25	
10/20	COM	4	Char: 278 Base: 150
2/35	PD	19	+ +
2/30	ED	20	Powers: 238 Disads: 416
6	SPD	23	= =
4/18	REC	0	Totals: 516 516
20/56	END	0	
20/92	STUN	16	Stats after slash are only in Hero ID

Cost	Powers	END
4	Instant Change to Captain Atlas, Incantation (Lollapalooza)	
20	0 END Cost on 50 STR, Only in Hero ID	
33	Damage Resistance (36 PD/30 ED), Hardened, Only in Hero ID	
8	Lack of Weakness (-10), Only in Hero ID	
16	Power Defense (20), Only in Hero ID	
16	Ego Defense (24), Only in Hero ID	
24	Full Life Support, Only in Hero ID	
20	+30 INT, Only in Hero ID, Requires a Normal INT Roll to use Super-INT (-1/4)	
48	Multipower (60 pt pool), Only in Hero ID	
6u	+30" Running (36" total)	1/5"
6u	+60" Superleap (72" total)	1/5"
6u	30" Flight	1/5"
6u	+60" Swimming (62" total)	1/5"

Skills	
1	Astronomy, 11-
1	Chemistry, 11-
3	Electronics, 11-
3	Inventor, 13-
1	Mathematics, 11-
3	Mechanics, 11-
1	Metallurgy, 11-
2	PS: Inventor/Rocket Scientist, 13-
1	Rocket Science, 11-
3	Scientist
3	Systems Operations, 13-
3	Weaponsmith (Warheads/Rockets), 11-

150+ Disadvantages	
15	Secret ID: Dr. Max Crabwell, Ph.D., Inventor and Rocket Scientist
10	Psych: Accepts Personal Responsibility for Actions
20	Psych: Code Against Killing
20	Psych: Protects Innocents
10	Reputation: Helpful; a real Boy Scout, 11-
20	Vuln: (Naive) Takes X2 effect from Persuasion rolls (Lies)
5	Distinctive Features: Black/Blue hair
10	Hunted: Polly the Psycho Parrot, less pow., 11-
20	Hunted: The forces of evil, As pow., NCI, 11-
235	Experience

alien's last wish. Like the ancient Greek Titan from whom he takes his name, Captain Atlas carries the weight of the world on his mighty shoulders.

Quote: "Stand aside, fellow heroes! I can handle this!"

Personality: Captain Atlas sees himself as Earth's champion and claims to represent all nations of the Earth even though he clearly sides with the Allied and neutral powers exclusively during the war. Aside from this sense of world wide responsibility, he is your average do-gooding, down to Earth, super hero and all around nice guy.

Tactics/Powers: Capt. Atlas is awesome in power and nigh indestructible. True to his persona as Earth's champion, Capt. Atlas limits most of his missions to Earth for, although he can survive in space, he worries about his charge should he leave it for too long. He has Super Intelligence, which he rarely takes advantage of [in fact it requires an activation role for him to remember to use it,] obviously having gotten too used to solving all problems with brute force.

Appearance: Captain Atlas is a tall and handsome neo-titan with a lantern jaw and steel blue eyes. His black hair has a slightly blue tint to it. He wears light green tights with dark blue trunks and boots. His symbol is a globe of the Earth which he wears over the left breast of his tights.

THE BOOGIEMAN

Background: On the darkest, fog-enshrouded, nights, when there is no moon and the city is silent; there stalks a creature of the night. Parents warn their children who in turn look under their beds. Although they don't know it, they have nothing to fear.

Those who should fear are well into their adulthood. They have had plenty of time to learn their lessons. They too were warned by their parents so very long ago. They were told what happens to you when you are bad. And now the Boogieman has come to claim them.

Quote: "Shame on you Mr. Pastello. You've been a very bad boy. Didn't your mother warn you about the Boogieman?"

Personality: As monsters go, the Boogieman is a pretty cheerful sort. Although he lives in the sewers, subways and basements under the city; he has acquired a classical education and developed cultured manners. Not that many would know it however. He's agoraphobic and avoids most surface dwellers.

Still, over the years he has read so much about the surface world. He knows that physically, he is a monster; but mentally (and probably genetically as well) he is a man. He knows that the surface world could never accept him. Yet despite all the non-monster humans' foibles, he loves them. He is enthralled by their literature and music, their arts and sciences. But mostly he has come to love the concept of justice.

Criminals are another matter. They are selfish and mean. They would destroy for greed. They would kill for power. Left to their own devices, the criminals would ravage the society that the Boogieman so wants to be a part of. They are the real monsters.

And who better to fight a monster than another monster?

Tactics/Powers: The Boogieman has a number of powers appropriate to a monster such as himself. He is strong and preternaturally fast. He can scale sheer surfaces and cling to ceilings. He has supernatural powers to enshroud himself in darkness and can teleport as well.

His preferred tactics involve secretly entering the bedroom of a sleeping criminal boss and scaring the living daylights out of him. At first he merely warns them to change their evil ways or else suffer the dire consequences. After playing the "Ghost of Christmas Past" routine, the villain can go insane or leave town or simply quit being a criminal. If they choose to jump out a window and kill themselves — that's fine too.

If the criminal continues to be bad, the Boogieman will return to haunt him. After the second such visit, the Boogieman will start undermining the criminals operations, i.e. calling in phone tips to the police, stealing back stolen goods, attacking his henchmen and operations one-by-one, and so forth. He keeps applying pressure until something breaks.

A third visit from the Boogieman will likely end in the death or crippling of the villain. This is most often done after first abducting the criminal in his nightclothes. The criminal will be put into some kind of deathtrap and then told something like



BOOGIEMAN

Val	Char	Cost	Combat Stats
15	STR	5	OCV: 5
14	DEX	12	DCV: 5
13	CON	6	ECV: 3
13	BODY	6	Phases: 3, 6, 9, 12
13	INT	3	
10	EGO	0	Costs
20	PRE	10	
2	COM	-4	Char: 61 Base: 75
10	PD	7	+ +
9	ED	6	Powers: 95 Disads: 81
4	SPD	16	= =
6	REC	0	Totals: 156 156
26	END	0	
21	STUN	-6	

Cost	Powers	END
5	Damage Resistance(7 PD/3 ED)	
5	Life Support : Breathe underwater	
5	UV Vision	
15	Multipower (15 pt pool) — Claws	
3m	Clinging (STR 30)	
3m	1d6 HKA (2d6 w/ STR)	1+
20	Multipower 20 pt pool)	
2u	10" Teleport	1/5"
2u	1"r Darkness to Normal Sight & Sound, Personal Immunity	2
1u	4d6 PRE Aid, Limited Power: Aided points only for 1 Phase (-1)	2

Skills	
3	Acrobatics, 12-
3	Breakfall, 12-
3	CK: New York City Sewers, subways, steam-tunnels & basements, 12-
3	Concealment, 12
3	Deduction, 12-
3	Interrogation, 13-
1	KS: Current events/ local news, 8-
3	Oratory, 13-
3	Persuasion, 13-
3	Shadowing, 11-
3	Stealth, 12-
3	Streetwise, 13-

75+ Disadvantages	
15	Psych: Honor bound
10	Psych: Thrill seeker and overly curious
10	Psych: Victorian notions of the noble monster
10	Psych: Hates oppressors and bullies
5	1d6 Unluck
15	Reputation: Supernatural Monster, 14-
10	Distinctive Features: Ghoulish looking monster
6	Experience

"If you're lucky, this is just a bad dream. I don't think you're the lucky type, do you?"

In his short career, the police consider the Boogieman responsible for the death of four criminals, two felons turning themselves in, and one suspected mob boss joining a monastic order.

Appearance: The Boogieman looks like a Ghoul. He has greenish, scaly skin with white tufts of hair sticking out here and there. His finger and toe nails are razor sharp and claw-like. His jagged, unevenly spaced, teeth fill his mouth like those of a Jack O' Lantern. He has yellow eyes with red pupils. He wears grey tattered pants, a grey trench coat, and a grey hat. He smells like a wet basement.



VILLAINS

Deep down, I suspect these guys are the major reason some of you will buy this book. Premade villains can make an instant campaign for the GM pressed for time.

The villains in this book are broken down into several categories. The first, Axis Villains, are government sponsored groups subdivided into German, Japanese, Italian and even Soviet supers. The second category is a closely knit group of super-powered pick-pockets and con men known as the Expatriates. The last category is made up of a collection of independent villains who sometimes come together under the auspices of F.O.E.

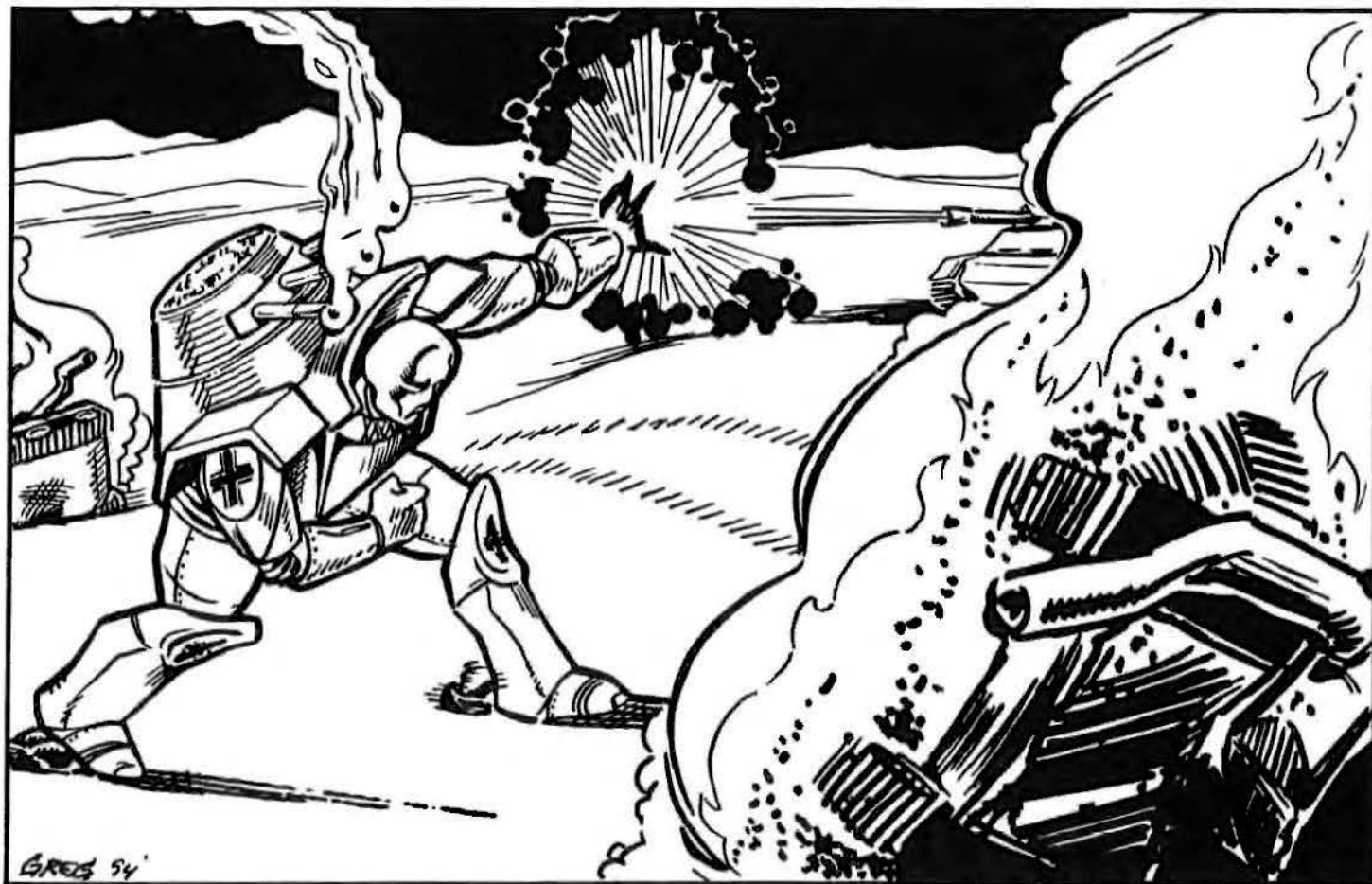
AXIS VILLAINS

In the real world, cooperation between the Axis Powers during World War Two was limited at best. Oh, the Germans tried to bail out the Italians in North Africa, and they tried to

provide technological assistance to the Japanese...but it was all to little avail. A lot of the people at the time didn't know this however.

After the Japanese Naval Air Forces bombed Pearl Harbor, there was a reluctance on the part of many Americans to accept that the Japanese Navy was powerful enough to do it alone. Even the *New York Times* (Monday, December 15, 1941) reported German Stuka dive-bombers machine-gunning the streets of Honolulu, and that planes shot down at Hawaii had both Japanese and German pilots. A later edition of the *Times* trumpeted "Nazi Airplane Carrier Participated in the Pearl Harbor Attack," and this same report mentioned the German battleship *Tirpitz* was possibly lending a hand to the Japanese in the Pacific. Even when the Germans and Japanese did attempt to work together (as their submarines did in the Indian Ocean) their efforts probably ended in failure due to communications problems.

In a superhero universe, it is imperative that this situation change. If there isn't at least some measure of effective



cooperation between the Axis Powers, then the Allied superheroes would overrun the Japanese and German homelands in a week. Perhaps the easiest resolution to this problem is to draw the heroes' attention elsewhere. And what better way to keep Allied Heroes out of Fortress Europe and the Home Islands than for a coordinated attack by Axis supervillains against the Allies' Home Fronts.

THE AXIS LEGION

In the years preceding the war, the need to keep Allied superheroes out of Europe and Asia kept Axis planners working around the clock. Countless man-hours of research into the occult paid off handsome dividends with the discovery of numerous ancient mystic artifacts of great and terrible power. Linked with ancient Atlantean and Thulean machines rediscovered on polar expeditions to the center of the Earth — vast mystic wards were set up around the war zones. These wards effectively drained all magical powers within their range (a side effect being that any Norse gods or ancient Japanese spirits wishing to work for the Axis had to do so outside of these zones). Unfortunately, the preponderance of Allied superbeings and mystery men possessed little or no mystical abilities. To cope with these Allied space-alien, mutations, mechanically augmented humans and overly zealous former Olympic athletes; the Axis Powers formed their own cooperative organization of "Übermenschen." Their designation was Unit 667, but they soon became known by the Allied designation for them... The Axis Legion.

The Axis Legion was formed shortly after the fall of France and is actually made up of several smaller Axis organizations including (but not exclusive to) *The German Supercommando Corps*, *the National Socialist Workers' Party Superwomen Auxiliary*, *the Italian Legion*, and *the Japanese Special Unit*. Unlike Allied hero organizations — who were made up primarily of civilian law enforcement types — the Legion is composed primarily of military affiliated superbeings. Although all Axis nations have at least one representative in the Legion, Germany, Japan and Italy make up the bulk of the membership. Until the German invasion of Russia, the Soviet Union was also a major contributor with the inclusion of *Captain Comintern* and *the Bolshevik Boys*. With few exceptions, Nazis run operations on the Eastern Seaboard and Japanese on the West. The organization's motto is the same as that of the Italian Fascists, "Believe, Obey, Fight."

Since the entrance of the United States into the war, a sizable portion of the Axis Legion (minus the Commies, who are now on the Allies' side) have been secretly smuggled into the U.S., England, and the British Dominion of Canada in hopes of bringing the war to "the decadent capitalist gangsters in Washington and Whitehall."

DEUTSCHE UBERKOMMANDO KORPS

The German Supercommando Corps is officially under the direct command of the German High Command (OKW). However, with all their overseas operations being under the direct command of General Dr. Siegfried Qual, the OKW has little actual control.

The Nazi supers that follow make up the initial group that went to America early in the war. Qual and Von Schreck were both in the U.S. and attached to the Germany Embassy staff as early as 1940. Expelled from the U.S. for suspected espionage activities, Qual and Von Schreck "returned to Europe" late in 1941. Soon after the U.S. officially entered the fray it was learned that they had secretly returned to the U.S. and were additionally joined in hiding by those listed below.

Qual's base from which to launch espionage missions against the U.S. is suspected to be a super-secret submarine pen in the Caribbean or even the Florida Everglades.

DOKTOR QUAL

Background: The files on Siegfried Qual are sketchy at best. By the time he had reached the age to attend Gymnasium (prep school), all the members of his immediate family had died under mysterious circumstances. Thus little is known about his childhood. He attended a number of universities, both in Germany and abroad, before earning doctorates in Psychology, Physiology and Medicine. Qual became an accomplished surgeon and was appointed to the Medical Research Faculty at the University of Heidelberg. Again the records become sketchy, but something resulted in his expulsion from that institution.

It was about this time that he became involved in the Nazi Party as well as several Germanic occult organizations (this period also coincides with the mysterious disappearance of his medical partner, Dr. Übel). His fortunes roughly paralleled those of the Party, and he became one of Hitler's inner circle of mystic advisors. He remained in the Führer's favor until just before the start of the European war when a power struggle between Qual, a young upstart named Zerstroiten (the future Dr. Destroyer), and several of the German High Command resulted in Qual's banishment to foreign duty.

Qual has since been given the rank of Brigadeführer (General) in the SS, and been placed in charge of Nazi operations in the United States. The German High Command hopes that by placing him there, he will keep the American heroes occupied in the United States, while conveniently being out of Germany where he might pose a threat to them.

Quote: "Ve haf vays of making you talk, mein herr."

Personality: Siegfried Qual is not a nice man. In fact, the words "stereotypical Nazi mad scientist" come to mind. He is selfish, ill-mannered, egotistical, and above all, cruel...and these are his *good* points. The motivating forces in Qual's life are a consuming lust for ultimate power and a sadistic need to cause pain in others. Qual is a dedicated Nazi to the extent

that he sees in the Nazi party a tool for turning the world into his own perverse private laboratory. His willingness to experiment on live subjects has extended beyond lab animals towards civilians, POWs, soldiers under his command, and even himself. It is his self-experimentation that led to his supernatural mental powers.

Tactics/Powers: Qual delegates. Like any villain worth his salt, he lets others take the consequences for his actions. Combat is for subordinates. If cornered, he will use his powers to affect an escape. The primary use he makes of his powers is in the mind-control, brain-washing, and torture of his prisoners/experiments.

Appearance: Qual is a blond, white, male, weighing 98 lbs. He suffers from dwarfism, an enlarged cranium, bad eyesight, flat-feet, pattern baldness and ulcers. He is a member of the "Master Race." His dress tends toward bloody operating gowns, Nazi uniforms and black leather raincoats and hats.



DR. QUAL

Val	Char	Cost	Combat Stats
8	STR	-2	OCV: 6
18	DEX	24	DCV: 6
8	CON	-4	ECV: 10
8	BODY	-4	Phases: 2, 4, 6, 8, 10, 12
30	INT	20	
30	EGO	40	Costs:
20	PRE	10	
8	COM	-1	Char: 127 Base: 100
2	PD	0	+ +
2	ED	0	Powers: 339 Disads: 366
6	SPD	32	= =
10	REC	12	Totals: 466 466
16	END	0	
16	STUN	0	

Cost	Powers	END
12	Shrinking (+2 DCV, -2 to other's PER Rolls, +3" Knockback, 1m Tall)	0
50	Elemental Control — Qual's Vast Mental Powers	0
a-50	13d6 Mind Control, 0 END	0
b-50	5D6 Ego Drain at Range, 0 END	0
c-50	8d6 Ego Attack, ½ END	4
d-33	12d6 Mind Control, Area Affect, 5" Radius, 0 END, Limited Power (1Command: Be Loyal to Qual, -2)	
30	Force Field (+15 PD/+15 ED), 0 END, Requires an EGO Roll	0

Skills	
30	Rank: SS Oberführer (General)
2	AK: Home Front America, 11-
2	Cybernetics, 14-
4	English (Fluent w/ Nazi Accent)
2	High Energy Physics, 15-
3	Interrogation, 13-
1	KS: Allied Scientists & Projects, 11-
2	KS: Nazi German SS (Schutzstaffel) "Protection Detachment", 11-
3	KS: Pain Centers Of The Human Body, 15-
3	PS: Mad Scientist, 15-
3	PS: Occultist, 15-
3	Scientist
2	SS: Biology, 15-
2	SS: Chemistry, 15-
2	SS: Physiology, 15-

100+ Disadvantages	
10	Monitored By SS, 11-
25	Hunted by Numerous Allied Agencies, 14-
15	Hunted by Allied Superheroes, 14-
5	Reputation: Those Who Know, Know He's Evil, 8-
20	Psych: Meglomanical
15	Psych: Cowardly
15	Psych: Sadistic
15	DF: Nazi Mad Scientist Dwarf
15	Professional Rivalry: Dr. Teer, Prof. Feder & Dr. Zerstroiten
5	1d6 Unluck
246	Villain Bonus

SHOCKTROOPER

Background: Karl Von Schreck had been the ideal German übermensch (superman). Strong, intelligent, handsome and charming, he was an honors graduate from the Von Clauswitz Military Academy, a participant in the 1936 Olympic games in Berlin and heir to an old Junkers barony. Finally, he had a promising career in the German Army.

That career was apparently cut short in 1938 when as a German military advisor to the Fascists in the Spanish civil war, a Loyalist hand grenade nearly took his life. Horribly disfigured and having lost the use of his mangled limbs, Hauptmann (Captain) Von Schreck faced a medical discharge and a slow death in a convalescence home. Rather than face such a fate, Von Schreck sought out the services of the notorious German research scientists, Doctors Übel and Qual. In one of the Nazis' first attempts to create a true superman, they rebuilt Von Schreck...mechanically. Out of a sense of duty to those who saved him, he resigned from the Wehrmacht, and accepted a commission in the SS. Code-named Shocktrooper, Standartenführer (Lt. Col.) Von Schreck has become Qual's second-in-command and oversees most field operations in the U.S.

Quote: "Hmmm. It's a good thing that I planned for this contingency. Kapitanleutnant Krueger, recall your men. The American heroes have won the battlefield today and I want to make sure we have some of your brave crew left to meet them in the future."

Personality: Although his personal code of honor binds him to Qual, he is not blind to Qual's unquenchable thirst for



SHOCKTROOPER

Val	Char	Cost	Combat Stats	
30	STR	20	OCV: 8	
24	DEX	42	DCV: 8	
18	CON	16	ECV: 8	
18	BODY	16	Phases: 2, 4, 8, 10, 12	
18	INT	8		
23	EGO	26	Costs:	
40	PRE	30		
6	COM	-2	Char: 192	Base: 100
10	PD	4	+	+
10	ED	6	Powers: 193	Disads: 285
6	SPD	26	=	=
10	REC	0	Total: 385	385
36	END	0		
42	STUN	0		

Cost	Powers	END
35	Martial Arts — Fencing (Usable with Swords Only)	
	Maneuver OCV DCV Damage	
	Bind 9 8 40 STR Bind	
	Disarm 7 9 40 STR Disarm	
	Fleche 10 6 2 ½d6 RKA, Full Move	
	Lunge 8 10 2 ½d6 RKA	
	Parry 10 10 Block, Abort	
	Slash 6 9 2 ½d6 RKA	
	Takeaway 8 8 STR 40 Grab Weapon	
	Thrust 9 11 2 ½d6 RKA	
4	Martial Arts — Boxing	
	Maneuver OCV DCV Damage	
	Block 10 10 Block, Abort	
	Cinch 7 7 40 STR Grab	
	Cross 8 10 8d6	
	Hook 6 9 10d6	
	Jab 9 11 6d6	
7	Life Support: Self-contained Breathing, OIF (Cyberware)	
30	Armor (+15 PD/+15 ED), OIF (Cyberware)	
2	Telescopic Vision: +2 Levels to Sight PER Rolls Range Mods, OIF (Cyberware)	
2	IR Vision, OIF (Cyberware)	
7	Targeting Sense — Hearing, OIF (Cyberware)	
7	+5" Running (11" Total), OIF (Cyberware)	1/5"
24	8d6 EB, Invisible to Sight, No Range, OIF (Cyberware)	[8c]
15	1D6+1 HKA (2 ½ D6 w/ STR), 0 END, OAF (Cavalry Saber)	
8	1D6+1 RKA, OAF (Luger P-08)	[8c]
Skills		
20	Rank: Obersturmbannführer (Lt. Col.)	
2	AK: The Front, 11-	
3	Bureaucratics, 14-	
3	English (Fluent w/ Accent)	
2	KS: Allied Troops & Tactics, 11-	
2	KS: Nazi German SS (Schutzstaffel) "Protection Detachment", 11-	
6	Pro Skill: Commando, 16-	
3	Tactics, 13-	
3	Weapon Fam: Common Small Arms & Swords	
5	1 Level w/ Ranged Combat	
3	1 Level w/ Pistols	

100+ Disadvantages	
6	SS Enlisted and Officer Package Bonuses
10	Monitored by SS & subject to orders, 11-
15	Code of Conduct: Subject to orders, yet responsible for those under his command
20	Hunted by Numerous allied agencies, 11-
20	Hunted by Allied Superheroes, 11-
5	1d6 Unluck
20	Psych: Honor Bound
15	Psych: Code of Chivalry
15	DF: Cyborg/Man in the Iron Mask
159	Villain Bonus

power. Despite his patriotic zeal towards Germany, Von Schreck has started to openly show his disdain of the Nazi party for what he considers "excesses." This one "flaw" will prevent him from ever attaining a higher rank and might ultimately endanger his future.

Tactics/Powers: Generally, Shocktrooper is a tactical planner who leaves the fighting to those under his command. Too frequently for those who built him, he gets involved in personal combat anyway (believing his men should not have to do anything that he is not willing to do himself). He has an un-Nazi like tendency to be chivalric in battle, i.e., sparing the wounded, treating foes honorably, refusing to indiscriminately kill civilians and saluting beaten heroes as he escapes rather than shooting them. His one concession to the dirty tricks department is to hit a hero with the flat of his blade while simultaneously activating a built in electrical damage field in his exoskeleton. He jokingly refers to this maneuver as the "slap and zap."

Appearance: Von Schreck is 6', 2" tall, blue eyed, has blond-grey hair, and (due to his mechanical enhancements) weighs about 440 lbs. He is impeccably dressed and is never seen out of uniform. He almost always wears gloves and (if not on a combat mission) a leather $\frac{3}{4}$ mask to hide his mechanical deformities. He speaks perfect, accentless English.

DOKTOR TEER UND PROFESSOR FEDER

Background: Originally assistants to Dr. Qual, the accomplished surgeon Doctor Teer and the eminent psychiatrist Professor Feder also experimented in the fields of Biochemistry, Physiology and (of all things) the Occult. Being Nazis, this meant unethical and inhumane experimentation on live human subjects. While delving into knowledge that man was not meant to know, they came upon a peculiar disease in one of their human Guinea-pigs. Symptoms included extreme eye and skin sensitivity to daylight, rapid hair and nail growth, deterioration of the gums (making teeth look larger), allergic reactions to garlic (a natural blood-thinner), a reduction of heme production and iron deficiencies which appeared to result in a craving for blood. Never the types to leave well enough alone, they automatically assumed it to be some form of a rare disease known as "Porphyria" which, if mutated properly, could help create a true race of Aryan supermen. They were wrong. Their intended subject broke free of his restraints and proceeded to show, in the most graphic of ways, that he was indeed a full-fledged, honest-to-god, throat-ripping, neck-biting, blood-sucking vampire. Three nights later they realized their folly upon rising from the crypt.

Now, like Hitler's Night and Fog Decree (Dec. 7, 1941) Doctor Teer and Professor Feder steal into the night to find new victims for both their blood-lust and their experiments.

Quote: "Now, now. Calm down Fraulein. Zis vill not hurt a bit."

Personality: At all times, Dr. Teer and Prof. Feder act as perfect gentlemen. Although both are cold, heartless, uncaring monsters; they maintain an air of civility even toward those that they are torturing and killing. Except for their scientific curiosity, loyalty to Nazidom and sadistic pleasure, they are emotionless beings.

Tactics/Powers: Although creatures of the night, Teer and Feder are still members of the Nazi party in good standing. To that end, they continue their work in devising a Nazi super serum (based on their own "superior" vampiric-tainted blood) in order to make a race of true supermen. Their work requires new subjects (enemies of the Reich) who they acquire through stealth and secret abduction. Fighting is always a last resort as it may damage the subject. If the "patient" should die in the course of the experiments, they routinely drain the blood for later use, stake him or her through the heart, and send the body to a crematorium (if available).

Appearance: Although not identical, it is very difficult to tell them apart. Both Teer and Feder dress in Gestapo style full length black rain-coats, wear black, wide-brimmed, fedora hats, and (except when wearing surgical garb in the operating theater) dress in conservative black double-breasted suits. Both are bald, wear rimless glasses, and have incredibly pale complexions which are only accentuated by the redness of their eyes, lips, and dueling scars.



DOKTOR TEER UND PROFESSOR FEDER

Val	Char	Cost	Combat Stats
30	STR	20	OCV: 8
24	DEX	42	DCV: 8
23	CON	26	ECV: 7
23	BODY	26	Phases: 3, 5, 8, 10, 12
18	INT	8	
20	EGO	20	Costs
20	PRE	10	
10	COM	0	Char: 177 Base: 100
15	PD	9	+ +
5	ED	0	Powers: 309 Disads: 386
5	SPD	16	= =
11	REC	0	Totals: 486 486
46	END	0	
50	STUN	0	

Cost	Powers	END
30	Elemental Control — Vampire Powers	
a-30	2d6 HKA, Armor Piercing (3D6+1 w/ STR), 0 END	0+
b-20	2d6 Transform (Human to Vampire), Cumulative, Limited Power: Must first do BODY with HKA, Extra Time: +1 Phase, 0 END	0;
c-30	Desolidification (Turn to Mist, Still affected by Wind and Magic), 0 END	0
d-20	12d6 Mind control, No Range	6
e-30	8d6 Telepathy, 0 END	0
40	75% Physical Resistant Damage Reduction, not vs Wood or Holy Items (-½)	
60	Multiform: Turn to 200 pt. Wolf or 100 pt. Bat	
13	Regeneration, (2 BODY/Turn), not vs Holy Attacks and Wood Damage	
5	IR vision	
18	Life Support: Self-Contained Breathing, Immune to Aging, Need not Eat or Sleep	

Skills	
3	English (fluent w/ Nazi accent)
2	PS: Mad Scientist, 11-
3	Scientist
1	SS: Biology, 11-
1	SS: Chemistry, 11-
1	SS: Cybernetics, 11-
1	SS: High Energy Physics, 11-
1	SS: Physiology, 11-

100+ Disadvantages	
25	DF: Nazi mad scientist vampires (Causes Extreme Reaction)
25	Psych: Vampire Restrictions (Can't approach the cross or garlic; can't cross running water, crossroads or wild roses; can't enter dwelling unless invited; fears sunlight and fire)
40	x2 STUN and x2 BODY from Fire
20	x2 STUN and x2 BODY from Holy weapons
25	Susceptibility: 1d6 per Phase from Sunlight
15	Susceptibility: 1d6 per Phase from Holy Water
25	Susceptibility: Lose 3d6 STR & 6d6 END each turn on holy ground
20	Hunted by Allied agencies, 8-
20	Hunted by Vampire Hunters, 14-
171	Villain Bonus

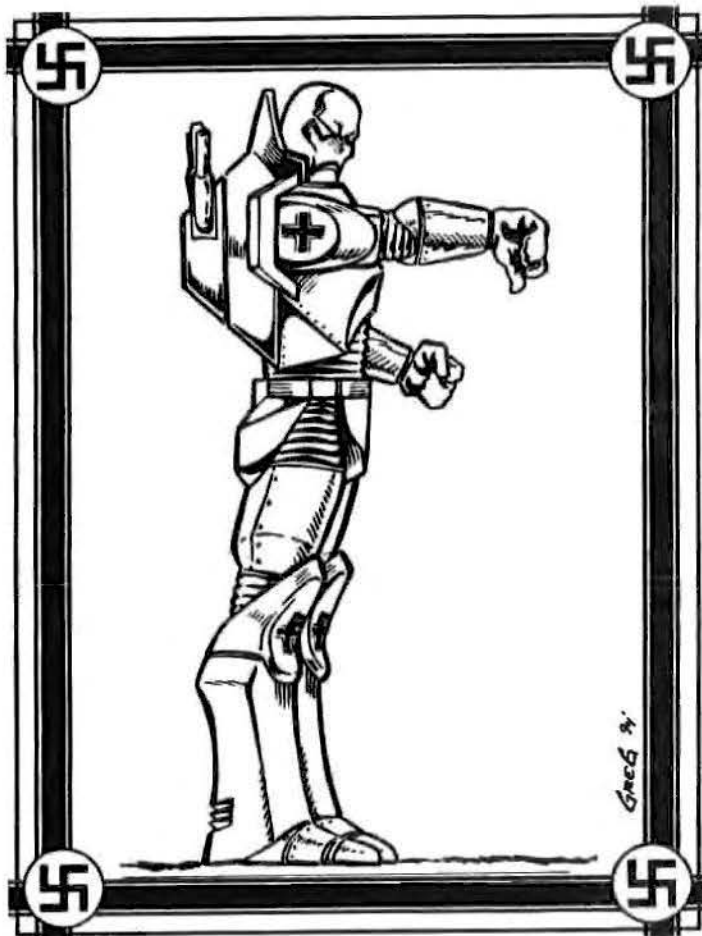
PANZER GRENADIER

Background: When Hans Gustav took part in the race across France, he had no idea what it was leading to. Sure there was the promotion to Feldwebel (Master Sergeant). That he expected. And it came as little surprise to him that he had been awarded the Iron Cross, Second Class, for bravery. But when he was asked to leave his Panzer (Tank) unit and ordered to report in Berlin, he was in for quite a surprise.

In the German capital, Hans was assigned to be a Wehrmacht (Army) test driver for a new type of light tank...a battlesuit. He was sent to the city of Dachau to the Krumpswerke factory just outside of town. His first assignment was to test drive the Panzeranzug KpzM-2X. After running a few trials he made his suggestion. He told his superiors the KpzM-2X would best serve the Reich if given to the navy for use as an auxiliary boat anchor. Despite complete agreement with the assessment, the flippancy of his comment did not please his commanding officer. This same officer suggested that if Hans thought he could do better, then that is what he would be assigned to do. Hans once again proved himself when he designed the PzG-2 Panzer Grenadier.

Because of the uniqueness of the suit's controls, only Hans has mastered its operations. Because of this, his was the only suit built and he and his powersuit have been turned over to the Deutsche Überkommando Korps.

Quote: "PzG-2 to base. Repeat. Pee Zee Gee Two to Base. Objective secured. Awaiting further orders. Out"



PANZER GRENADIER

Val	Char	Cost	Combat Stats
20*	STR	5	OCV: 6
17	DEX	21	DCV: 3
13	CON	6	ECV: 3
12*	BODY	2	Phases: 3, 6, 9, 12
11	INT	1	
10	EGO	0	Costs
15	PRE	5	
10	COM	0	Char: 55 Base: 100
5	PD	2	+ +
3	ED	0	Powers: 205 Disads: 160
4	SPD	13	= =
6	REC	0	Totals: 260 260
26	END	0	
27*	STUN	0	*Bonuses from Growth added in

Cost	Powers	END
22	Multipower (45 pt pool) — Powered Systems, OIF, Bulky	
4m	+30 STR, 0 END	
4m	+15" Running (21" Total), 0 END	0
1m	+15 PRE, for PRE Attacks Only	
44	2d6+1 RKA, +1 STUN, Autofire, OIF (MG34), Bulky	[50c]
35	4d6 RKA OIF (37mm Cannon), Bulky + 7D6 EB, Explosion, Linked to RKA, OIF (37mm Cannon), Bulky	[6c]
37	Armor (+30 PD/+20 ED), OIF, Bulky	
5	Flash Defense vs. Sight (10), OIF, Bulky	
5	Power Defense (10), OIF, Bulky	
5	Lack of Weakness (-10), OIF, Bulky	
2	Radio Hearing, OIF, Bulky	
2	Growth (x2 Mass, -1" Knockback), 0 END, Persistent, Always On	0
5	Life Support: Need Not Breathe, OIF, Bulky, Only enough air for 1 day between recharging.	
2	UV Vision, OIF, Bulky	

Skills	
9	Rank: Unterscharführer (Sergeant)
2	AK: The Front, 11-
6	Combat Driving (Tanks & Powersuits), 14-
1	KS: Allied Troops & Tactics, 8-
2	KS: Nazi German SS (Schutzstaffel) "Protection Detachment", 11-
2	PS: Panzertruppen NCO, 11-
2	Weapon Fam: Common Firearms
6	2 Levels w/ Machineguns
2	+1 OCV w/ MG-34s

100+ Disadvantages	
20	Hunted: Allied Military, 14-
20	Hunted: Allied Superheroes, 11-
20	Hunted: Allied Law Enforcement Agencies, 14-
6	SS Enlisted and Non-Com Package Bonus
5	DF: Nazi Stormtrooper Leader/Tanker
10	Monitored by SS & Subject to orders, 11-
20	Psych: German Patriot (Germany can do no wrong)
20	Unimaginative and Obedient (I was only following orders!)
10	Code of Conduct: Subject to orders, yet responsible for those under his command
29	Villain Bonus

Personality: Hans is a serious young man. He does what he is told and intends to do his best as a German soldier. His only shortcoming is a slight impatience with the more pompous of his superiors. He is a talented engineer and quite capable of handling battlefield repairs on his own. After the war, he hopes to return to Dresden and marry his childhood sweetheart, Gerta.

Tactics/Powers: Hans follows orders. Thus his tactical abilities are those of his commander. He is used in rapid assault roles to break through to an objective and in infantry support roles.

What this translates to in combat is his use of his machine guns to pin down his lesser opponents while he reserves his main gun for harder targets. He never works alone because he is well aware of his suit's weaknesses (such as being knocked over or attacked from the rear). He also understands that his speed and dexterity do not compare favorably with most Allied superbeings; thus he tends toward using explosive rather than armor-piercing rounds in his 88mm cannon.

Appearance: The PzG-2 Panzer Grenadier is a 9 ft. tall suit of powered armor. It has angled armor to better reflect physical attacks, and a covering of a reflective gold-like material for deflecting energy blasts. This is topped by a small remote controlled turret containing 3 MG-34 machine guns. It has an advanced peroxide powered diesel which allows the suit/vehicle to operate under water or even (theoretically) in outer space. An escape hatch is clearly marked on the back. As additional firepower, the suit usually carries an 88mm cannon as a side-arm.

CONDOR LEGIONNAIRE

a.k.a.: The Human V-1, The Human Buzzbomb, The Human Doodlebug

Background: He was once part of the renowned "volunteer" Condor Legion, on loan from the Luftwaffe to fight with the Fascists in the Spanish Civil War. He was a skilled and resourceful pilot fighting bravely to crush the Loyalist forces. A lucky shot put an end to that. Trapped in his burning cockpit, watching as his rudderless plane dove into the mountains, he thought one thought. He would be a hero of the Fatherland.

When he awakened in the military hospital he had no feeling in his legs. This was explained by their absence. Strangely, this bit of information did not seem to bother him in the least. As he looked around the room, he noticed many others in his condition, wrapped in bandages from head to the bottom of their legless torsos...all heroes of the Greater Reich...all apparently oblivious to their locomotive limitations. That was when He walked into the room.

The nice little doctor explained that they all had suffered near death experiences. He explained how He, as one of the Führer's most trusted physicians, had brought them back from the brink of death. They were heroes and they were alive and it was all because of Him. The Führer had entrusted them all with a special mission and the little doctor would tell them everything they needed to know. Officially they were all dead — so read the reports to their commanders and notices to their families. Theirs was to be a special, secret, mission. They were all unquestionably happy that they would die as heroes.

Quote: "Angreife!" (Attack!)

Personality: The Condor Legionnaires have all the charm and charisma normally associated with zombies and automatons. All that really remains of their original personalities is their flying skills.

Tactics/Powers: Dr. Qual has made monsters that are nearly mindless and suicidally loyal to him. Given the orders, the Legionnaires will not only do move-bys and move-throughs against targets — but they will destroy themselves against an objective if ordered. Due to their immobility until launched, the buzzbomb boys are usually only used in an assault role. In the event that they are not used in a suicide role, recovery teams must be activated as each Legionnaire has limited fuel and no method of escape once that fuel is used up.

It will be nearly impossible to divert them from their mission by non-physical means. This is because they are under a deep mind control of Dr. Qual who has had their brains surgically altered to accept him as their master and no other. With rare exceptions their minds and memories are gone, making them nothing more than semi-sentient German guard dogs.

There will never be more than two or three of them used in an action at a time. Usually there is only one. This is because their number is limited by the fact that Dr. Qual has kept most of his little creations secret from the German High Command. According to Qual's records, there is only one Condor Legionnaire — a heroic volunteer completely loyal to the Führer and no one else. Qual's own intent is to eventually (and secretly) build an actual legion of them.

Appearance: A human head and arms project from the front of a miniaturized Fiesler FZG-76/Fi-103 Revenge Weapon One "Buzzbomb." The face is always contorted in a grimace of pain/mad pleasure. A lobotomy scar is clearly visible on the forehead. Fuselage markings may vary.

CONDOR LEGIONNAIRE

Val	Char	Cost	Combat Stats	
10	STR	0	OCV: 8	
24	DEX	42	DCV: 8	
18	CON	16	ECV: 3	
13	BODY	6	Phases: 3, 6, 9, 12	
8	INT	-2		
8	EGO	-4	Costs:	
25	PRE	15		
2	COM	-4	Char: 89	Base: 100
10	PD	8	+	+
10	ED	6	Powers: 135	Disads: 127
4	SPD	6	=	=
6	REC	0	Totals: 227	227
36	END	0		
27	STUN	0		

Cost	Powers	END
57	21" Flight, x16 NCM (436 MPH)	1/5"
16	Force Field (+25 PD/+0 ED), Linked to Flight	3
34	Move-Throughs and Bys do Double Knockback (Cost based on Move-Through Damage)	
-12	-6" Running (0" Total)	

Skills	
5	Rank: Unterleutnant (01)
2	AK: The Front, 11-
3	Bureacraties, 14-
2	English (Fluent Conversation)
3	KS: Allied aircraft recognition, 12-
1	KS: Allied Airmen & Allied Air Tactics, 8
2	KS: German Luftwaffe, 11-
3	PS: Combat Pilot, 12-
2	Trans Farn: Aircraft
9	3 Levels w/ Move-Bys & Move-Throughs
5	1 Level w/ Ranged Attacks
3	1 Level w/ Aircraft-Mounted Weapons

100+	Disadvantages
6	SS Enlisted and Officer Package Bonus
25	Dist. Features: Disfigured Nazi Monster
10	Monitored by SS & Subject to Orders, 11-
20	Phys Lim: No Legs
20	Hunted by the Allies, 11-
25	Psych Limit: Fanatical, Goose-stepping (if he could), Genocidal, Suicidal, Obedient, Nazi Hardcase
21	Villain Bonus



KRIEGSMARINER

Background: Rudi Blomberg was a lowly machinist's mate aboard the pride of Admiral Doenitz's submarine fleet, the U-86. As a vital cog in the human machinery of the U-86, he helped keep the sleek war machine in top running order. In that capacity he bravely fought against the Engländers powerful navy. Surprisingly, it was not the Royal Navy the ended the U-86's murderous career and changed Rudi's life forever.

Late in 1941, the U-86 was stalking an unsuspecting British merchant ship off the coast of Iceland. Suddenly they were under attack by an American destroyer. The crew of the U-86 cursed in unison. "What were the Americans doing? The Americans were supposed to be neutral!"

The submarine dived. Pattern after pattern of depth charges dropped around the sub. The underwater shockwaves battered the U-boat. Water started pouring in from a dozen places. Damage control parties fought to save their lives. As the final explosion ruptured the straining hull — condemned seamen could only wonder at the treachery of the "neutral" Amerikaners (They had no way of knowing that the American destroyer had minutes earlier escaped an attack by another U-boat which had mistaken the destroyer as a British warship. Thus the Americans thought they were only defending themselves as well).

Rudi awoke in a German military hospital. His first impression was the horrified look on most of the doctors and nurses. On closer inspection he realized that he wasn't in a bed but in a giant glass water tank. Immediately panicking he bumbled, "What happened to me? Mine Gott! What am I?"

"Be still!" ordered the short, bald-headed doctor. Rudi was abruptly calm. The doctor continued, "You are a most fortunate man, young Rudi. You have survived the treachery of the Amerikaner schweinhunds und their Jewish master, Roosevelt. You obviously were mystically saved by the outrage of your doomed crewmates. By the grace of Neptune you were brought back to continue to protect the Reich from the Jews und Communists. Are you ready to rejoin the cause of the Master Race?!"

"Jawohl, Herr Doktor!" answered Rudi from the bottom of his water tank.

"Very well, replied Qual, "I will call on you when I need you, Kriegsmariner."

Quote: "Drown you Amerikaner rat! Drown as your countrymen tried to drown me!"

Personality: In non-stress situations, Rudi is quiet and unassuming. He reads romantic adventure stories, avoiding any of those that have anything to do with the sea. He tries to stay out of everyone's way.

In combat he lets loose his hatred and fear of those he thinks tried to kill him (the Americans). Fortunately for Allied heroes this ultimately results in paralyzing flashbacks of his scrape with death which subsequently makes him totally ineffective against them.

Tactics/Powers: At the beginning of a combat action, the Kriegsmariner is vengeance driven and quite vicious. He will first use his area effect wave attack to knock all his opponents off their feet. Then he will proceed to deluge individual

heroes who try to stand up to his attack. Unless stopped by his commanding officer, he would eventually drown the targets of his attack.

As a combat goes on however, he starts losing his effectiveness because he has never had a chance to recover from his near death ordeal (he suffers from "shell shock" or what is now called "post-traumatic stress disorder"). He freezes in the presence of loud explosions and noises which bring up memories. Noisy battles in enclosed spaces also bring out his claustrophobia as he remembers the crushing presence of the sea outside his former submarine.

Because of this limitation, he is used primarily in a strike role and immediately withdrawn from battle.

Appearance: Rudi always wears the uniform of a seaman in the Kriegsmarine (German Navy). Perhaps because of his transformation into a water elemental of sorts, he is always damp and dripping water. When he walks, his shoes make squishing sounds.



KRIEGSMARINER

Val	Char	Cost	Combat Stats
8	STR	-2	OCV: 7
21	DEX	33	DCV: 7
18	CON	16	ECV: 3
8	BODY	-4	Phases: 3, 5, 8, 10, 12
18	INT	8	
8	EGO	-4	Costs
15	PRE	5	
10	COM	0	Char: 85 Base: 100
10	PD	8	+ +
10	ED	6	Powers: 193 Disads: 178
5	SPD	19	= =
6	REC	0	Totals: 278 278
36	END	0	
21	STUN	0	

Cost	Powers	END
50	Multipower (50 pt pool) — Multi-Water Attacks	
5u	5d6 EB, Area Effect, 6" Cone	5
5u	5d6 EB, Area Effect, 10" Line	5
5u	10d6 EB	5
2u	10d6 Suppress vs. EB (Only vs. Fire Special Effects, -1)	5
2u	10d6 Suppress vs. Force Field (Only vs. Fire Special Effects, -1)	5
2u	10d6 Suppress vs. Flight (Only vs. Fire Special Effects, -1)	5
4u	30 STR TK	4
3u	3d6 RKA (Only works vs. Air-Breathing Life & Vehicles Without Life Support: Breath Underwater or Need not Breathe)	
2u	Desolidifications, ½ END, Can't move through solid objects (-1)	2
38	+26" Swimming (27" Total), x4 NCM, ½ END	1/10"
8	Knockback Resistance (-4)	
5	Lack of Weakness (-5)	
5	Power Defense (5)	
7	Life Support: Breathe Underwater, Usable on Self & one Other	
30	50% Resistant Physical Damage Reduction	
10	Damage Resistance (10 PD/10 ED)	
10	2 Levels w/ Water Multipower	

100+	Disadvantages
10	Hunted: GOSH: 11- 20
10	Watched by Deutsche Überkommando Korps, 11-
5	Watched by Kriegsmarine, 8-
20	x2 STUN from Electric Attacks
30	x2 STUN, BODY & Effect from Ice Attacks
20	DF: Water Elemental
20	Psych: Seeks Vengeance Against Americans
63	Villain Bonus

VAMPIR

Background: Projekt Vampir was a creation of Doctor Teer and Professor Feder. The name of the project is intentionally misleading, for although Teer and Feder are actually vampires, the project has nothing to do with that fact. And although the first (and only so far) test subject was an expert marksman, skilled in the use of a secret German Army ultraviolet sniper scope known as the Vampir, it has nothing to do with that as well.

Projekt Vampir is actually an attempt at achieving immortality through a combination of cloning and mind transferal. An electropionic transmitter is placed in the brain of the subject. In the event of cardiac arrest, the transmitter sends an instantaneous data dump of all the subjects memories to a remote repeater station that transmits the information to a secret Nazi laboratory. From there the memories are up-loaded into a cloned duplicate of the original subject (so now you know were Mechanon got the idea from).

The man now known as Vampir is the second clone of the man who originally died for the project, Steffen Lang. He is the ultimate soldier. And as long as the transferal and cloning machines work, he will live forever.

Quote: "Kill me and I will come back stronger than I was before! I will even outlive our thousand year Reich!"

Personality: A side effect of the transference process is that Vampir is slowly going mad. When he started his death/rebirth cycle, he was merely a fanatical Nazi commando. But now he is coming to believe in his own immortality and so is becoming more and more reckless in his actions. With each rebirth he becomes more overconfident and more megalomaniacal. He still works well with his teammates but is starting to get on the nerves of the saner of them.

Tactics/Powers: Vampir is an expert assassin and remote killer. In his role as a sniper he is often saved as a reserve ace in the hole. If his fellow Nazis start having troubles with hero types, he will start picking off normals and agent level heroes until the heroes are forced to deal with mounting casualties instead of fighting.

Vampir's mind transfer trick is just a special effect; no points have been paid for it. It is up to the GM to determine how it works and how to stop it (if possible).

Appearance: Vampir is the perfect blond haired, blue eyed Aryan specimen. He is covered from head to toe in red super tights with black gloves, boots, and shorts. On his chest is a large black swastika on a round white field. He carries a variety of German military issue weapons with his preferred weapon being a specially modified Mauser sniper rifle with nightscope and large back-pack battery case for the UV spotlight and scope.

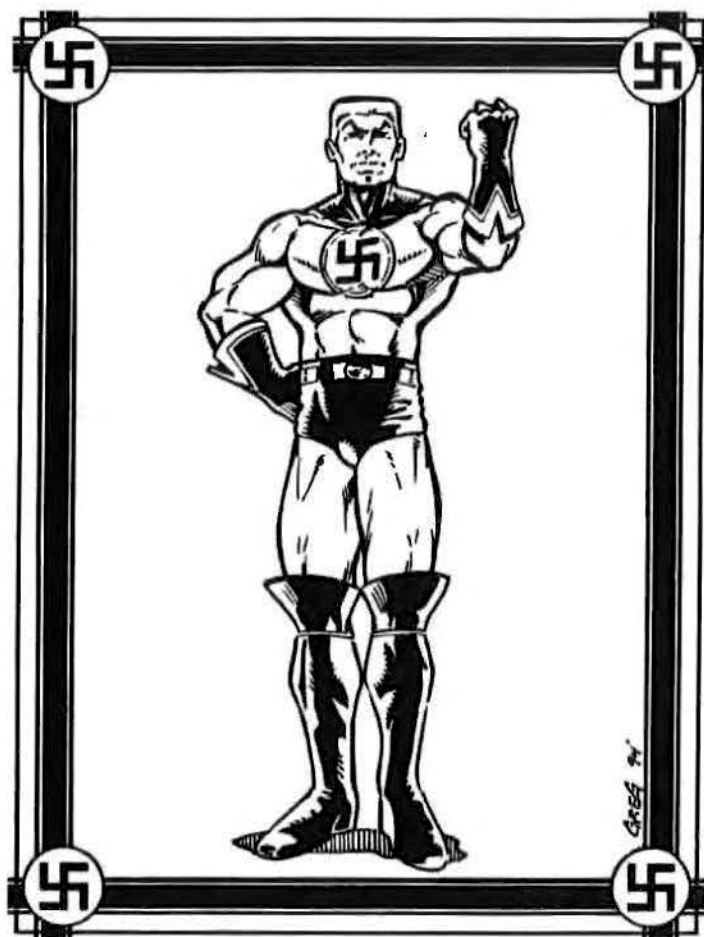
VAMPIR

Val	Char	Cost	Combat Stats
13	STR	3	OCV: 6
18	DEX	24	DCV: 6
13	CON	6	ECV: 3
11	BODY	2	Phases: 3, 6, 9, 12
11	INT	1	
10	EGO	0	Costs:
15	PRE	5	
12	COM	1	Char: 54 Base: 100
3	PD	0	+ +
3	ED	0	Powers: 127 Disads: 81
4	SPD	12	= =
6	REC	0	Totals: 181 181
26	END	0	
25	STUN	0	

Cost	Powers	END
8	Ambush (+5 PD/+3 ED), OIF (Stealth Suit)	
17	Invisibility to IR & UV (but not normal sight), OIF (Stealth Suit)	2
24	2D6+1 RKA, +1 STUN, +1 OCV, OAF (Kar 98k Rifle)	[4x5c]
2	UV Vision, OAF (Ultraviolet Scope)	
9	1d6+1 RKA, OAF (Luger P-08)	[2x8c]

Skills	
3	Rank: Rottenführer (E3)
2	AK: The Front, 11-
11	Climbing, 16-
13	Concealment, 16-
1	KS: Allied Troops & Tactics, 8-
2	KS: Nazi German SS (Schutzstaffel) "Protection Detachment", 11-
3	PS: Infantryman NCO, 12-
9	Stealth, 16-
3	Tactics, 11-
2	Weapon Fam: Common Small Arms
10	2 Levels w/ Ranged Combat
6	2 Levels w/ Rifles
2	+1 OCV w/ Kar 98k Rifle

100+ Disadvantages	
5	DF: Nazi Stormtrooper
5	Monitored by SS & subject to orders, 8-
20	Pysch: Racist Jerk
20	Pysch: Suicidally Overconfident (considers self to be immortal)
10	Psych: Fanatical, Goose-stepping, Genocidal, Suicidal, Obedient, Racist, Nazi Hardcase
10	Special: Each time he "dies" his clone is reborn with an additional (0 pt.) psych limit
6	Enlisted Man & NCO Package Bonuses
5	1d6 Unluck



NSDAP UBERFRAUEN DER HILFSE

The National Socialist Workers' Party Superwomen Auxiliary was formed as a way to use the superior womanhood of Germany that could not otherwise serve in the regular armed services. Although not specifically part of the German military, they work well with most of the saner of their male counterparts. Some of the NSDAPUDH members who have joined their comrades in the U.S. include the following:

GERMANIA

Background: Brunnhilde Bletcher was a woman to be reckoned with. On the one hand, she was a meek, mild mannered hausfrau and mother of eight strapping German lads (for which she had been awarded the Gold "Ehrenzeichen der Deutschen Mutter" or Cross of Honor of the German Mother). On the other hand, and unbeknownst to her closest friends, she was also Germania: The Valkyrie Spirit of German Motherhood!

Quote: "DEUTSCHLAND, DEUTSCHLAND, ÜBER ALLES!"

Personality: Germania is a German super patriot. Everything she does is for the benefit of the Fatherland. She is a German first, a Bavarian second and lastly a Nazi (yet, like many people who joined the party — she really didn't know what it was to be a Nazi until after the war). She is a rough and tumble fighter and is fairly heroic in a nationalist, authoritarian kind of way.



GERMANIA

Val	Char	Cost	Combat Stats
60*	STR	40	OCV: 6
18*	DEX	19	DCV: 6
28*	CON	29	ECV: 4
15*	BODY	8	Phases: 3, 6, 9, 12
13	INT	3	
11	EGO	2	Costs
20*	PRE	8	
10	COM	0	Char: 158 Base: 100
30*	PD	14	+ +
30*	ED	19	Powers: 111 Disads: 169
4	SPD	10	= =
18	REC	0	Totals: 269 269
56	END	0	
79*	STUN	16	*Only in Hero ID

Cost	Powers	END
30	Damage Resistance (30 PD/30 ED), Hardened	
8*	Lack of Weakness (-10)	
8*	Power Defense (10)	
5	Instant Change	
8*	Invisibility to Normal Sight, Only vs. Men (-1), IAF (Magic Helmet)	2
9*	+40 COM, only vs. Men only (-1), IIF (Magic Ring)	
34*	Multipower (60 pt pool), OIF (Magic Hammer)	
3u*	20" Flight, 0 END	0
3u*	12d6 EB [Physical]: Thrown Hammer	6
3	English (Fluent with Accent)	

100+ Disadvantages

15	Secret ID
20	Psych: Loves Combat And Making Whoopie Equally
20	Psych: Loves to Sing Wagnerian Operas
5	Phys Lim: Couldn't carry a tune in a bucket
10	Psych: Gullible
10	2x effect from illusions 10
20	Hunted by Allied Agencies, 8-
20	Hunted by Allied Superheroes, 8-
15	Reputation: Fat Supernatural Amazon Nazi
29	Villains Bonus

Tactics/Powers: Germania's tactics center around her super physique and her four magic artifacts. Her magic helmet and magic ring cloud men's minds (the helmet can make her invisible to men, and the ring increases her comeliness by 40 points only versus men). Her magic war hammer carries her gracefully into the clouds and provides her with a ranged throwing attack. And her mystically enchanted shield wards off almost any attack.

Germania is fairly intelligent, but she is no planner. Given a good plan, she is more than competent. However, if left to her own, she would most likely directly confront any opponent; thus wasting her potential for an invisible sneak attack.

Appearance: Germania is a large woman who looks like the stereotypical overweight opera singer. Her long blonde hair is worn in two braided pigtails down the back of her head. Her costume consists of a white, full-length gown with red and black trim; a chain mail top with a brass brassiere; her winged golden helmet; and a black and red belt. She carries a large warhammer and swastika fronted circular shield. She goes about barefooted in even the coldest of climates.

FRAU FLEDERMAUS

Background: Fleda Frankenthal was a rarity in the Greater Reich of the late 1930s. For not only was she a beautiful and highly educated woman with a career outside of motherhood, but she was also a super scientist as well. Her specialties were biochemistry and eugenics.

One day Doctor Frankenthal received a shard of a glowing green meteor from the Nazis' Super Science and Supernatural Procurement Department. She was not told where it came from, only that it was called "Uranium X," it was highly toxic, and she should test its effects on live subjects. Following orders, she placed several small woodland creature in cages at different distances from the glowing shard and for different durations of time. They all died.

Distractedly thinking about the waste of perfectly good lab animals, Fleda failed to notice that one of her toxic test subjects was still alive. When she reached into the cage to remove its little radioactive body, the dying bat inside bit through her lead-lined glove and into her hand. Now Fleda was never one to panic, but this was different. Being bitten by a radioactive bat (and was probably rabid as well) was not something they taught you how to deal with in mad scientist school. She immediately started herself on a crash diet of antitoxins, vitamins, penicillin, orange juice and anything else that was considered healthy. Within an hour she collapsed and was rushed to a hospital.

The long and short of it is that Doctor Fleda Frankenthal awoke with superpowers. By the power of her will she could shrink down to three inches in height, scream so sharply as to shatter glass, sense things with her sonic whistle and even



FRAU FLEDERMAUS

Val	Char	Cost	Combat Stats
10	STR	0	OCV: 6
19	DEX	27	DCV: 6
23	CON	26	ECV: 3
8	BODY	-4	Phases: 3, 5, 8, 10, 12
23	INT	13	
10	EGO	0	Costs:
13	PRE	3	
16	COM	3	Char: 105 Base: 100
9	PD	7	+ +
8	ED	3	Powers: 189 Disads: 194
5	SPD	21	= =
10	REC	6	Total: 294 294
46	END	0	
25	STUN	0	

Cost	Powers	END
60	4 levels Shrinking (.125m, .025 kg, -8 vs Other People's PER Rolls, +8 DCV, +12" Knockback), 0 END	0
33	Multipower (50 pt pool), Only When Shrunk — Sonic Scream	
3u	5d6 EB [Sonic Blast], Area Effect 6" Cone	5
3u	4d6 EB, AVLD [Hearing Flash Defense]	5
2u	2d6 RKA, AP, Limited Power: vs. Inanimate Objects Only	4
27	20" Flight, Only When Shrunk	1/5"
10	Active Sonar, Only When Shrunk	
3	Damage Resistance (5 PD/5 ED)	
5	Instant Change	

Skills	
3	Bugging, 14-
3	Concealment, 14-
4	English (Fluent, No Accent)
2	Japanese (Basic Conversation)
3	Lockpicking, 13-
5	PS: Superscientist, 14-
3	Scientist
3	Security Systems, 14-
2	SS: Biochemistry, 14-
2	SS: Biology, 14-
2	SS: Chemistry, 14-
2	SS: Zoology, 14-
3	Stealth, 13-
3	Systems Operations, 14-
3	Tracking, 14-

100+ Disadvantages	
5	DF: 3" tall woman with bat wings instead of arms (concealable by turning into secret ID)
20	Phys Lim: No fingers or hands in "bat" form
10	Psych: Turns a blind eye to what the Nazis are really up to
20	Hunted: G.O.S.H., 8-
15	Hunted: British Intelligence (MI-6), 8-
15	Secret ID (Fleda Frankenthal)
109	Villain Bonus

fly. The only slightly negative side effect was the ugly little bat wings her arms would turn into every time she shrank, but even they returned to normal when she willed herself to grow again.

Perhaps it should be pointed out that the Nazis secretly killed a half dozen human test subjects (all political and religious prisoners) before deciding that the accident was irreproducible.

Quote: "Skreeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeee!"

Personality: Fieda divides her time between being a scientist and adventuring as Frau Fledermaus. She enjoys her new abilities and has no intentions of ever trying to find a "cure." She is mentally balanced and quite content to be a good German and not become involved in party politics. She would be horrified if she knew of the Nazi atrocities that went far beyond her own animal experimentation.

Tactics/Powers: In non-combat situations, Frau Fledermaus uses her powers to shrink and fly for covert surveillance and scouting. In a combat situation, she goes after people who don't appear to have ear protection, always attacking from above or behind. She works fairly well as part of a team.

Appearance: At full size she looks like your average handsome, blond haired, blue eyed, woman in grey tights. Shrunk, she looks like a three inch tall version of that same woman in tights who also happens to have bat wings instead of arms and can fly.

GERTRUDE: KÖNIGIN VON DER DSCHUNGEL

(Gertrude: Queen of the Jungle)

Background: Gertrude was orphaned in the deepest, darkest, jungles of Africa when only a little girl of six years. She was the only survivor of a plane crash which killed her German spy/explorer parents, and she would have died if she hadn't been rescued by a well-meaning but confused gorilla, whom she named Helga. Helga taught Gertrude the "Ways of the Jungle" and other such nature-lore as can be taught to a human by a gorilla. Gertrude was a quick study and by the time she blossomed into womanhood she was a complete master (mistress?) of the jungle. Not only could she hunt and kill anything on legs, but she possessed the ability to speak to the animals as well. In fact she realized she had the ability to mesmerize her animal audience into doing her bidding (just as her faintly remembered but beloved Führer could to his people). Thus Gertrude became the self-proclaimed Queen of the Jungle.

Then, just before the war, a party of German explorers who were following rumors and searching for a mythical lost tribe of Aryans in the middle of Africa discovered Gertrude...or, more accurately, were captured by her. After she questioned them, Gertrude realized that these were her people and that the Nazism they spoke of matched her own views of the law of the jungle. After garnering transportation for half of her menagerie, she agreed to go back to Germany with them to serve the Greater Reich.

Quote: "Ach, Trantor. Jawohl, Mengony."

Personality: Gertrude is a proud, savage, jungle beast. She believes in the law of the jungle and (outside of her own little menagerie) has little room for human compassion. This will not prevent her from developing a crush on a PC hero however.

Tactics/Powers: Gertrude is a keen tracker and expert in wrestling wild animals. As a hunter she is unparalleled. She is a good judge of her prey and carefully studies it from afar — looking for any weaknesses.

GERTRUDE: KÖNIGIN VON DER DSCHUNGEL

Val	Char	Cost	Combat Stats	
15	STR	5	OCV: 8	
25	DEX	45	DCV: 8	
13	CON	6	ECV: 4	
13	BODY	6	Phases: 3, 5, 8, 10, 12	
10	INT	0		
13	EGO	6	Costs:	
15	PRE	5		
20	COM	5	Char: 104	Base: 100
10	PD	7	+	+
7	ED	4	Powers: 247	Disads: 251
5	SPD	15	=	=
6	REC	0	Totals: 351	351
26	END	0		
28	STUN	0		

Cost	Powers	END
25	Martial Arts — Jungle Wrestling	
	Maneuver OCV DCV Damage	
	Body Slam 10 9 7d6, Both Fall	
	Crush 8 8 11d6, Must Follow Grab	
	Stomp 6 9 11d6	
	Smash 6 8 9d6	
	Grab 7 9 45 STR Grab	
	Duck — 13 Dodge, Abort	
12	+4 Damage Classes (Already Added In)	
20	20" Swinging	
11	1d6 HKA (2d6 w/ STR), 0 END, OAF (Knife)	0+
30	2d6 HKA (3d6 w/ STR), Usable at Range, 0 END	0+
7	1d6 RKA, OAF (Bow & Arrows)	[16c]
4	+1" Running (7" Total)	1/5"
2	+2" Swimming (3' Total)	1/5"

Skills	
20	Assorted Animal Followers
3	Bump of Direction
9	Combat Sense
30	Danger Sense (Mystical), 16-
10	Find Weakness w/ Knives, 11-
3	Lightsleep
1	Perk: Membership in Empire Club
10	Universal Translator
	(Jungle and Wild Animals Only), 11-
3	Acrobatics, 14-
9	Animal Handler, 14-
3	Breakfall, 14-
3	Climbing, 14-
4	Mimicry (Animal Calls & Sounds Only), 14-
9	Shadowing, 14-
3	Stealth, 14-
9	Survival, 14-
9	Tracking, 14-
12	Various Tribal Dialects
16	2 Levels w/ Combat

100+	Disadvantages
10	DF: Savage Beauty
5	Reputation: Nazi Jungle Princess, 8-
10	Romantic Rivalry/ "soft" female beauty DNPC of a PC hero
15	Hunted: Sir Nigel Caruthers, Great White Hunter, 11-
10	DNPC: Her Menagerie, slightly less powerful, 11-
20	Psych: Believes in Law of the Jungle
20	Psych: White Supremacist
10	Psych: Fanatical Nazi Convert
151	Villain Bonus



In combat situations with humans and supers, she uses these same talents in stalking and scouting out the enemy. In single combat, she will try to find an opponents weakness before attacking with spear or knife. If fighting multiple opponents, she will use her ability to talk to the animals and (by yodeling) will summon the local wildlife to assist her.

Appearance: Gertrude is tall, blonde, blue-eyed and buxom. Although an impeccable dresser when forced, she is not fond of the trappings of civilization and will rid herself of "modern" clothing at any acceptable opportunity. Under such circumstances, she prefers to wear what amounts to a two-piece animal-skinned swimsuit with matching boots made of the same unfortunate animal. This ensemble is complete when accessorized by spear and dagger.

LITTLE ARSON ANNIE

Background: Annie Kruger was raised by her German immigrant parents to believe she should be loyal to Germany as well as America. As an active member of the America First Committee she did her best to keep the United States out of the Second World War. Thus it came as a big disappointment when she saw the U.S. join the Allies and not the Axis in what she considered a war against Bolshevism.

Still, she saw herself as a true patriot. Even if she couldn't get her government to change sides; maybe she could make the war expensive and the U.S. would drop out.

Annie is now the head of a ring of saboteurs out to wreak havoc on America's war industries. She is a fanatic who sees herself as a true patriot and knows that what she is doing is ultimately the best for the United States (and incidentally Germany). She is ready to give her life for her cause if necessary.

Quote: "We have planted several bombs in your munitions plant. You'll never find them all so I suggest you evacuate your workers before the bombs start going off in about five minutes."

Personality: Annie is very serious and motivated. She is intelligent enough and can read people well enough to have surrounded herself with reliable, like-minded, henchmen.

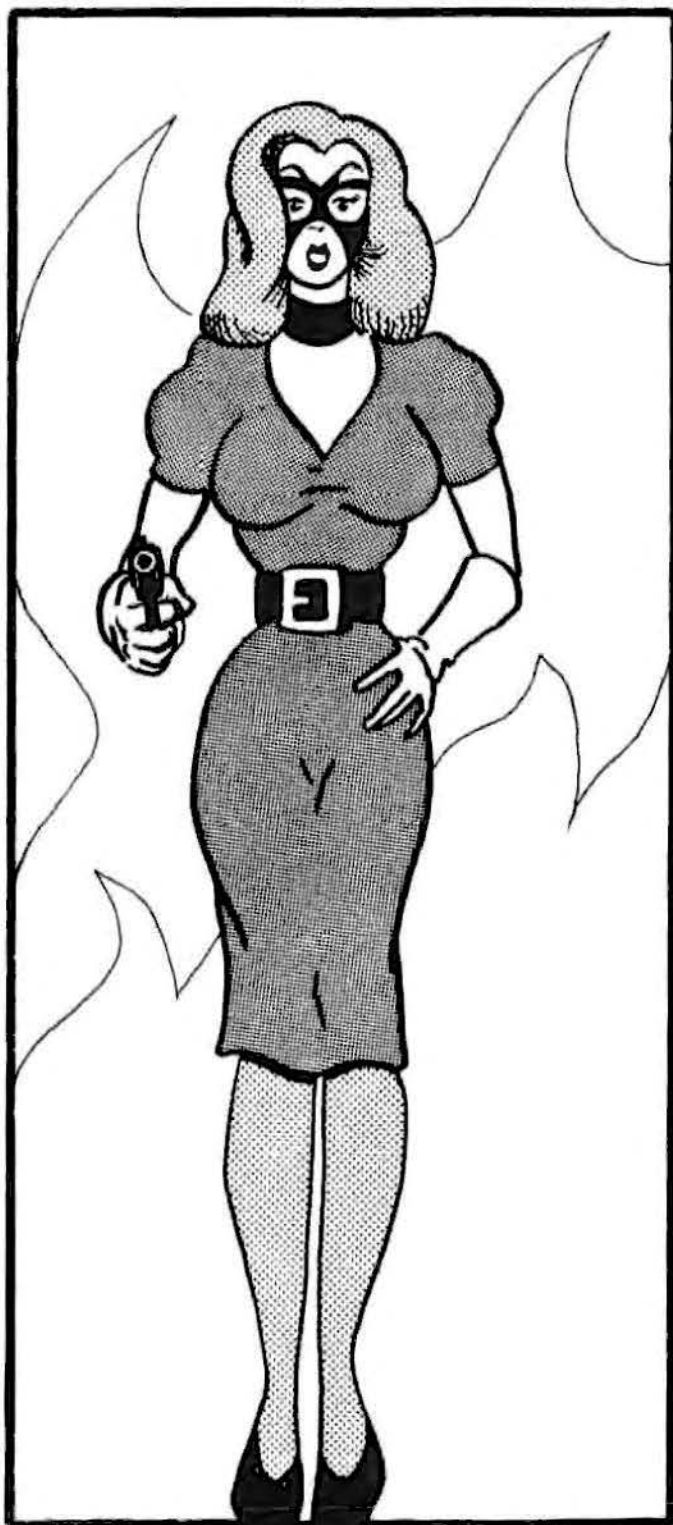
Although not openly a killer, she would do so if she couldn't see any other way out of a situation in which it was the only way for her to "save" America from itself.

Annie is convinced of the rightness of her actions. In her own eyes, she is a patriot who must convince her country of the wrongness of its ways...whatever the cost.

Tactics/Powers: Annie is an arsonist with a propensity towards loud explosions. She tends to use time bombs because once set and after she has warned industrialists and authorities to clear the place out, any deaths or injuries are on their heads. Her warnings are always given by a short, untraceable, phone call; which she makes from as far away from the scene of the crime as she can get. She is not a pyromaniac and has no wish to witness her sabotage.

She also has no interest in confrontations with the forces of law and order — although she does carry a .32 caliber hold out pistol to aid in her escape if somehow the police or heroes get a lead on her.

Appearance: Annie is an attractive red-head. While she does wear a mask to conceal her identity, she has no costume as such. However she does have a fondness for fire-engine red fire-proof dresses.



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LITTLE ARSON ANNIE

Val	Char	Cost	Combat Stats
10	STR	0	OCV: 6
18	DEX	24	DCV: 6
10	CON	0	ECV: 4
10	BODY	0	Phases: 3, 6, 9, 12
23	INT	13	
13	EGO	6	Costs
10	PRE	0	
24	COM	7	Char: 66 Base: 100
4	PD	2	+ +
4	ED	2	Powers: 137 Disads: 103
4	SPD	12	= =
4	REC	0	Totals: 203 203
20	END	0	
20	STUN	0	

Cost	Powers	END
7	1D6 RKA, OAF (.32 cal. automatic pistol)	[2x8]
18	Armor (+6 PD/ +9 ED), IIF (Asbestos Outfit)	
2	+1" Running (7" Total)	1/5"
50	Mastermind	

Skills	
3	Bugging, 14-
3	Combat Driving, 13-
3	Concealment, 14-
7	Demolitions, 13-
3	Disguise, 11-
3	Electronics, 11-
3	Forgery, 11-
4	German (Fluent, No Accent)
2	Japanese (Basic Conversation)
3	KS: Civil Engineering, 14-
3	Lockpicking, 13-
3	Mechanics, 11-
3	Security Systems, 14-
3	Stealth, 13-
3	Systems Operations, 14-
3	Tracking, 14-
2	Weapon Fam: Pistols & Knives
6	2 Levels w/ Pistols

100+ Disadvantages	
15	Secret ID (Annie Kruger)
20	Psych: Fanatic, Self-Sacrificing
20	Psych: Considers self to be a true Patriot
5	Reputation: Arsonist Nazi sympathizer, 8-
20	Hunted by FBI, 11-
20	Hunted by City Arson Squad, 14-
3	Villain Bonus

NIPPON TOKKO KEITSATSU

Despite the successes of the Japanese military, it had relatively few super beings at the start of the war as compared to its allies, Germany and Italy. This is largely due to the Nazis emphasis on the occult and eugenic experimentation as well as Herr Hitler's obsession with super weapons and Mussolini's concerns with international prestige. Although the Japanese did experiment with and use chemical and biological weapons, they were generally more conservative in the development of their super soldier program. Thus it was that they found themselves relying on a bunch of ancient sorcerers, comparatively few super samurai, a handful of masterminds and several hundred not-to-be-trusted ninjas. Aside from secretive civilian super types, those that worked for the Japanese government were divided into two teams called the Imperial Japanese Special Squads 1 and 2 (or Nippon Tokko Keitsatsu 1 and 2) and were controlled by the Japanese Army and Japanese Navy respectively.

In an unprecedented move, The Imperial Japanese Navy asked a civilian (and female!) to head their super team. The sorceress who called herself Magnificent Dragon was well established as a villain in America before the Japanese Navy felt a need for a paranormal presence. She was therefore the ideal person to lead their team as she had shown by operating in a country where being of Japanese blood automatically resulted in detention and imprisonment (to operate in America freely, Japanese super spies had to have Chinese secret identities). Aside from a few superbeings, the Navy also put an I-400 class submarine cruiser and a company of ninja marines at her disposal. The following Japanese paranormals were part of The Imperial Japanese Special Squad Number 2 which fought several skirmishes against American and Canadian heroes from Kiska to California.

MAGNIFICENT DRAGON (SHINYU)

Background: Mori Murasashi was disgusted with the Japanese Circle of Arcane Magics. The war would be won if the ancient sorcerers would follow the example of the military. If they would only be more aggressive the whole matter could be decided in a few months. Instead the foolish sheep expend their energies on a defensive shield to keep the Americans away from Nippon's shore — as if the Americans would dare attack the sacred islands. Did not Prime Minister Tojo of the Emperor's war cabinet repeatedly point out that war could not be won from a defensive stance? Where was their spirit of *seishin*?

Heedless of the traditions of the wise and ancient order, the promising young sorceress armed herself with long forbidden lore and headed for America. She would take the battle to the very heart of the enemy and win honor for her country and herself.

Quote: "Foolish, muscle bound, Oaf. Do you really think your silly powers are a match for the sorcery of The Magnificent Dragon?"

Personality: Early in her career as a weredragon and sorceress, Shinyu tends towards being both overconfi-

dent and megalomaniacal. She is contemptuous of all Allied authorities; military, police, and super heroes. At this stage she is drunk on her own power and looks down on those who oppose her.

As the war seems to continue forever and Japan seems destined to lose, she starts to become aware of her own arrogance and the doomed situation she has placed herself in. She finds herself fighting out of a sense of personal honor that she had talked about in her youth but had — in retrospect — not understood or believed. So many transformations into dragon form have resulted in the spirit of an ancient long dead dragon imbuing her with its wisdom.

If she manages to live through it, hers is a journey from evil to good.

Tactics/Powers: The young dragon lady is harsh and cruel. Her one saving grace (as far as heroes are concerned) is that she likes to toy with her enemies rather than killing them outright. Her penchant for placing beaten foes in deathtraps has saved the bacon of more than one escape artist.

In combat she will almost always transform into her dragon form. As the dragon she use her flame breath before all other attacks. She will use her claws and teeth on anyone foolish enough to get close to her. She is completely casual in her use of killing force and never consciously holds back.

In her four years of war, she will ethically age one hundred years and have more than her share of killings to be repentant about.



SHINYU

Val	Char	Cost	Combat Stats
8/60	STR	20	OCV: 8
24	DEX	42	DCV: 8
18/36	CON	45	ECV: 6
10/33	BODY	16	Phases: 3, 5, 8, 10, 12
13	INT	3	
18	EGO	16	Costs:
15/60	PRE	41	Char: 250 Base: 100
20	COM	5	+ +
2/30	PD	18	Powers: 389 Disads: 539
4/30	ED	18	= =
5	SPD	16	Totals: 639 639
10/19	REC	10	
36/72	END	0	Stats after slashes are only in
23/86	STUN	0	Dragon Form (-1/4)
Cost	Powers	END	
24	0 END on STR 60, Only in Dragon Form	0	
40	4d6 HKA, Reduced Penetration [2x4d6 w/ STR], Only in Dragon Form [Claws and Bite]	6	
40	10d6 EB [Dragon Flame], Only in Dragon Form	5	
50	Variable Power Pool — Magic Spells		
50	Control Cost, May Change Powers as a 0 Phase Action		
4	Instant Change, requires Haku style incantation: "Cowering Monkeys/Magnificent Dragon/See Who Is The Prey"		
33	Growth ([Characteristics already added in], x32 Mass, -5" Knockback, +1" Reach), 0 END, Persistent, Always On, Only in Dragon Form		
30	Damage Resistance (30 PD/30 ED), Hardened		
8	Lack of Weakness (-10), Only in Dragon Form		
16	EGO Defense (24), Only in Dragon Form		
40	Multipower (50 pt pool), Only in Dragon Form		
4u	+25" Running (31" Total)	1/5"	
4u	+50" Superleap (57" Total")	1/5"	
4u	25" Flight	1/5"	
4u	+50" Swimming (52" Total)	1/5"	
Skills			
4	English (Fluent w/ accent)		
3	French (Fluent w/ accent)		
5	KS: Arcane Magics, 14-		
2	KS: Japanese Tea Ceremony, 11-		
13	Magic Skill, 17-		
4	Mandarin Chinese (Fluent w/ accent)		
7	PS: Sorceress, 16-		
100+ Disadvantages			
10	Psych: Contemptuous of Heroes and Authority		
20	Psych: Overconfident		
20	Psych: Meglomaniacal		
10	Reputation: All of the Above, 11-		
20	x2 STUN and BODY from Magic		
20	x2 STUN and BODY from Cold		
5	DF: Oriental Beauty		
10	Hunted: Madam Moonlight, less pow, 11-		
20	Hunted: The Forces of Law and Order, as pow, NCI, 11-		
404	Villain Bonus		

Appearance: Mori Murasashi could be a beauty pageant queen if that were her direction in life. She is tall for both a Japanese or an occidental girl and reaches 5'6". Her long black hair is worn up in a bun. Her favorite costume is reminiscent of the red rays of the rising sun and is loosely based on the Japanese flag (there is no fabric in those places that would be white on the battle ensign).

As Shinyu, she is indeed the Magnificent Dragon. She is, from the tip of her nose to the tip of her tail, over 50 ft. long. Although she can fly, she is an Oriental dragon and has no wings (she disconcertingly seems to run and slither through the air). She is as beautiful as a dragon as she is a woman with her dragon scales shimmering in iridescent green.

DIVINE WIND (KAMIKAZE)

Background: Flight Captain Tomoyuki Okura was part of Japan's secret Black Dragon Society even before receiving his commission in the Japanese Navy. Thus it was no problem for one such as he, who was dedicated to world conquest at any cost, to volunteer himself as a test subject in a Japan's fledgling super soldier project.

Using a combination of ancient sorceries and state of the art Japanese super science, the project hoped to build an army of unstoppable supermen. But from the start, the project was plagued by one disaster after another. By the time the project had ceased at the end of the war, there were several hundred dead or crippled volunteers and only a handful of successes. Flight Captain Okura was one of those successes.

Quote: "Tenno heika banzai!" [Long live the Emperor!]

Personality: Divine Wind has many of the stereotypical traits associated with the Japanese officer class. He is arrogant and cruel. He is especially contemptuous of Americans whom he considers to be soft and decadent and incapable of living without their luxuries. His biggest flaw is that these prejudices make him unjustifiably overconfident.

Tactics/Powers: Unlike the Kamikaze pilots who died in such great numbers later in the war, Divine Wind is relatively indestructible. This is because he is a flying shaped charge explosive, immune to his own explosions and has a force field which gets stronger and stronger as he flies faster and faster. He is in much more danger just sitting around doing nothing so he has taken to the offensive spirit with a vengeance.

Tactics are not Divine Wind's strong point. He follows one of the Japanese military's basic tenants: "Always act aggressively, regardless of the enemy's strength." He keeps it simple. He does the most damage possible in the least amount of time. If this means doing a move-through on a tanker filled with aircraft fuel, he'll do it.

Appearance: Divine Wind wears the leather jacket, flight suit, leather helmet, and goggles of a fighter pilot in the Imperial Japanese Navy.

KAMIKAZE (DIVINE WIND)

Val	Char	Cost	Combat Stats
25	STR	15	OCV: 8
25	DEX	45	DCV: 8
28	CON	36	ECV: 5
13	BODY	6	Phases: 2, 4, 6, 8, 10, 12
13	INT	3	
15	EGO	10	Costs:
20	PRE	10	
14	COM	2	Char: 159 Base: 100
10	PD	5	+ +
10	ED	4	Powers: 200 Disads: 200
6	SPD	25	= =
10	REC	-2	Totals: 359 359
56	END	0	
40	STUN	0	

Cost	Powers	END
20	Martial Arts — Karate	
	Maneuver OCV DCV Damage	
	Kick 6 9 9d6	
	Punch 8 10 7d6	
	Block 10 10 Block, Abort	
	Throw 8 9 5d6+v/5	
	Dodge — 13 Dodge, Abort	
60	30" Flight	1/5"
33	Force Field (+20 PD/+20 ED), ½ END Cost, Linked to Flight	2
33	8d6 EB, Personal Immunity, No Range	5
10	+7d6 EB, Personal Immunity, No Range, x7 END Cost	42

Skills		
15	Rank: Flight Captain (03)	
2	AK: The Front, 8-	
3	Bureacratics, 13-	
3	English (Fluent w/ Accent)	
2	KS: Allied aircraft recognition, 11-	
1	KS: Allied Airmen & Air Tactics, 8-	
2	KS: Japanese Naval Airforce, 11-	
2	PS: Combat Pilot, 11-	
2	Trans Fam: Aircraft	
3	1 Level w/ Aircraft-Mounted Weapons	
9	3 Levels w/ Move-Bys & Move-Throughs	

100+ Disadvantages

- 6 Japanese Enlisted and Officer Package Bonus
- 5 DF: Japanese soldier
- 10 Monitored by Japan's Navy & subject to orders, 11-
- 10 Enraged (Self-sacrificing and Suicidal): When given chance to turn the tide of battle, 8- /8-
- 20 Hunted by Allied Military, 11-
- 20 Hunted by Allied Heroes, 11-
- 20 Psych: Fanatic Japanese Imperialist
- 15 Psych: Overconfident vs Allied Flyers
- 153 Villain Bonus



MR. BONSAI

Background: Katso Kishi always had an affinity for tiny things. As a child he built detailed balsa wood model kits and played with tin soldiers. As he grew older he developed a green thumb and took to growing miniature Bonsai trees. As an adult super scientist and inventor, all he could think of was how perfect it would be if he could make little people to sit under his little trees.

He got his chance when, with the help of his "girl Friday" and lab assistant Tomi Ito, he invented the subnucleonic matter and energy collapser. The machine was the ultimate in high tech wizardry. It reduced the space between atoms seven fold which, in the case of a cast iron stove used in the first test, turned a three foot tall stove into a one and a quarter inch tall toy. Unfortunately the "toy" still weighed about 200 lbs. as there was little discernible change in the test subject's mass.

The problem was solved by introducing a transdimensional, hyperspatial, ratio-equalizer that sent proportional amounts of the matter and energy from the size reduction off into the ether ways to a place known only as the N dimension. Kishi was ready to test his dream of shrinking actual humans. And like any mad scientist, he saw no choice other than to test it on himself.

Standing under the giant raygun-like apparatus, Kishi waited as Ito poised to throw the oversized scissor switch. Then, out of nowhere, bombs started exploding around them as Jimmy Doolittle's raiders caught the Japanese air-defense unawares. Tomi Ito had thrown the switch just as the first of the bombs exploded nearby. Strange energies coursed through the experimental shrinking machine. Another bomb exploded, shattering windows and throwing Tomi Ito away from the control panel and into Katso Kishi. A blue-green light issued forth from the machine. Another bomb exploded and the lab was suddenly engulfed in flickering colored lights and flames.

When Kishi awoke he felt strange. Leaning against one of the few still standing tables, he suddenly fell when it shank down to a few inches. Startled, he got up again and realized that although his machine had been destroyed, he had gained its powers. He had to show Tomi Ito, but wait...where was she? Tomi was missing! Frantically he searched the remains of his lab. Then to his horror, he saw her. She was flat as a pancake — apparently crushed by falling equipment. That's when she too sat up — looking for all the world like a paper cut-out. Kishi realized that she had only shrank in one dimension when *POP* she was suddenly back to normal. They looked at each other and smiles slowly spread across their faces.

From that time on they would be the miniaturizing menace, Mr. Bonsai; and his sidekick the paper doll, Origami Girl!

Quote: "Most honorable foe. It is time to cut you down to size, after which my assistant will gift-wrap you"

Personality: Mr. Bonsai is pleasant and charming.

He can not possibly conceive of why everybody in the world would not want to be miniaturized. Why, if he could just shrink every human in the world by a factor of seven, then it would be the equivalent of increasing the size of the world and the world's food supply by a factor of seven also. He could end hunger and (relativistically) increase the size of the world to the point where all these silly wars over territory would become unnecessary.

Tactics/Powers: Mr. Bonsai only has one power — miniaturization. He will use that power to miniaturize Japanese agents, supers and equipment for smuggling and later enlargement when needed. Of course the technique can also be used on superheroes as a means of containing them (a six foot tall hero who is shrank down to 1.25 inches will watch his energy blast go from ten dice to three dice). Other than that, he has little use for tactics...that's what military planners are for.

Appearance: Mr. Bonsai looks very much like actor Peter Lorre did as the cinema's Japanese detective, Mr. Moto. He is a short man, standing only five feet tall. He wears his hair short and slicked back.

His clothing of choice is white cotton suits made for tropical climates with matching shoes and straw sun hat. Because he is a little nearsighted, he also wears round, thin-framed glasses.



MR. BONSAI

Val	Char	Cost	Combat Stats
10	STR	0	OCV: 6
17	DEX	21	DCV: 6
13	CON	6	ECV: 8
8	BODY	-4	Phases: 3, 5, 8, 10, 12
23	INT	13	
23	EGO	26	Costs
8	PRE	-2	
10	COM	0	Char: 90 Base: 100
5	PD	3	+ +
5	ED	2	Powers: 903 Base: 893
5	SPD	23	= =
5	REC	0	Total: 993 993
26	END	0	
22	STUN	2	

Cost	Powers	END
5	Damage Resistance (5 PD/5 ED)	
90	6 Levels Shrinking (.032m, .0004 kg, -12 vs Others PER Rolls, +12 DCV, +18" Knockback), 0 END	0
675	30d6 Transformation Attack (Equivalent of 7 levels of shrinking which reduce stats and powers proportionately as well...i.e., a shrunken brick's strength will drop from 50 STR to 15 after being reduced to lead figure height while a normal's STR will drop to -25), 0 END, ("Cure" is up to GM)	0

Skills		
16	Contacts: 16 people including The Emperor, The Master, Head of the Kempei Tai (Japanese Secret Service), Dr. Qual, and a half dozen others	
3	Lightning Calculator	
3	Bugging, 14-	
3	Cryptography, 14-	
3	Deduction, 14-	
13	High Society, 16-	
13	Inventor, 19-	
3	Mechanics, 11-	
3, 3	Persuasion, 11-, Well Connected	
7	PS: Superscientist, 17-	
3	Scientist	
3, 3	Security Systems, 14-, Systems Operations, 14-	
2, 2	SS: Biology, 14-, SS: Meta-Biology, 14-	
2, 2	SS: Botany, 14-, SS: Chemistry, 14-	
2, 2	SS: Electronics, 14-, SS: Geology, 14-	
2, 2	SS: Meteorology, 14-, SS: Thinking Machines, 14-	
2, 2	SS: Quantum Physics, 14-, Temporal Physics, 14-	
13	Weaponsmith, 16-	
15	3 Levels w/ Science Skills	
6	2 Levels w/ Transformation Attacks	

100+	Disadvantages
5	Reputation: Mad Scientist, 8-
10	DF: Japanese Mad Scientist
20	Psych: Dedicated to shrinking everyone on Earth to end War and Hunger
15	Psych: Mad as a Hatter
15	Psych: Absent Minded
5	DNPC: Origami Girl, 14- (As powerful as PCs, Way too useful)
15	Hunted: Allied Hero Group, 11-
10	Watched: Kempei Tai, NCI, 14-
5	1d6 Unluck
793	Villain Bonus

ORIGAMI GIRL

Background: Tomi Ito was an exceptionally unexceptional girl. She didn't excel at school, she didn't excel in athletics, and her appearance was completely average. Still, she must have had something because she did get a university degree in electronics and soon after landed a job as lab assistant to the eccentric scientist Katso Kishi. Under Kishi's guidance, she went through some major changes.

Kishi brought out the best in her. With his patience, she became a grade "A" researcher. As she improved in her job skills she also improved in her attitude. As her attitude improved, so did her appearance. That she should gain super powers while working for Mr. Kishi seemed only natural.

Quote: None. In Origami form she can't speak because she is a two-dimensional creature. She does however, make rustling and crinkling noises when she moves. And you can bet she's not giving out heroic speeches in her human normal form.

Personality: She is completely loyal to Mr. Bonsai who she credits for everything from her sharper mind and looks to her new found abilities. Rationally, she knows most of her growth is ultimately her own doing, but emotionally she continues to do her best mostly as a means of impressing Mr. Kishi. Can you say hero worship? Sure you can.

Tactics/Powers: Tomi is very imaginative in the use of her powers. As Origami Girl she can fly by turning into a kite or paper airplane. Because her clothes turn two dimensional when she does, with the right choice of costume and by properly folding herself; she can disguise herself as a painting, a rug, or even a newspaper...making her the perfect spy. Carefully turning herself sideways to an observer makes her virtually invisible and desolid to all but the most accurate of attacks. Getting into locked rooms is no problem either, she just slides under the door. She can even cause nasty little stinging wounds by quickly rubbing against people with her edge and giving them paper cuts.

Obviously she is a much better spy than a fighter. She is well aware that she is, when compared to most superbeings, as tough as a sheet of paper with all its resistant defenses (i.e., none). Because of this, she will only initiate combat if its the only way to save Mr. Bonsai/Kishi.

Appearance: In super form and from straight on, she looks like an ordinary Japanese girl in a skin-tight super suit. If seen from the side she can become virtually invisible as her body is less than one micron thick. The side view is nearly impossible to achieve in the presence of a strong wind however, and under such circumstances she flutters.

In her normal ID she wears casual skirts, blouses, and sweaters — most often wrapped in a lab coat.

ORIGAMI GIRL

Val	Char	Cost	Combat Stats
15	STR	5	OCV: 8
23	DEX	39	DCV: 8
10	CON	0	ECV: 3
10	BODY	0	Phases: 2, 4, 6, 8, 10, 12
13	INT	3	
10	EGO	0	Costs:
10	PRE	0	
14	COM	2	Costs: 72 Base: 100
2	PD	-1	+ +
2	ED	0	Powers: 201 Disads: 173
6	SPD	27	= =
5	REC	0	Totals: 273 273
20	END	0	
20	STUN	-3	

Cost	Powers	END
34	50% Resistant Physical & Energy Damage Reduction, Act 14-, Only in Villain ID	
18	EC - Paper Powers, Only in Villain ID	
a-9	Desolidification, Limited Power:	
	Not through solid objects, Act 14-	4
b-32	4 Levels Shrinking (.125m, .025 kg, -8 to Other's PER Rolls, +8 DCV, +12" Knockback)	4
c-20	Shape Change into Origami Animals and Things, at 0 END (often used w/ shrinking)	0
16	Multipower (20 pt pool), Only in Villain ID	
2u	+10" Running (16" Total) [Origami Gazelle]	1/5"
2u	+20" Superleap (22" Total) [Origami Frog]	1/5"
2u	10" Flight (10" Total) [Origami Stork]	1/5"
12	1d6 HKA (2d6 w/ STR) [Paper Cuts]	1+
20	Martial Arts — Generic Comic Book	
	Maneuver	OCV DCV Damage
	Kick	6 9 7d6
	Punch	8 10 5d6
	Block	10 10 Block, Abort
	Throw	8 9 3d6+v/5
	Dodge	8 13 Dodge, Abort

Skills

3	Bugging, 12-
3	Combat Driving, 14-
3	Cryptography, 12-
3	Deduction, 12-
4	English (Fluent with Accent)
4	German (Fluent with Accent)
0	Japanese (Native)
3	Lockpicking, 14-
2	PS: Lackey to Superscientist, 11-
3	Security Systems, 12-
3	Stealth, 14-
3	Systems Operations, 12-

100+ Disadvantages

15	Reputation: Mr. Bonsai's Sidekick, 14-
10	DF: Japanese Mad scientist
20	Psych: Dedicated to Mr. Bonsai
20	Psych: Japanese Patriot
10	Enraged if Mr. Bonsai hurt, 8-/8-
25	Hunted: Allied Hero Group, 11-
10	Watched: Kempei Tai, NCI, 14-
5	1d6 Unluck
58	Villain Bonus



THE ITALIAN LEGION

The Legione Italiana is the oldest of the Axis government super teams and traces its origins back to the late 1920s. It was originally formed as a super bodyguard corps for the dictator, Benito Mussolini. Il Duce rushed toward anything he perceived as progress, and super heroes fit that bill. Unfortunately for Mussolini, they were much like his military — a bunch of paper tigers.

When Italy invaded France just before France fell to the Nazis in 1940, they had the largest organized group of super beings in the world. However, most of these were little more than insufficiently trained super agents. During the invasion an entire company of the "superpowered" Italian Legion was defeated by a single French super hero. Only the rapid surrender of France to the Nazis saved the Italian super unit from being completely destroyed.

After a serious reorganization, centered on more of the higher powered super beings, the organization gradually recovered and fought bravely. Still they were not at the end of their troubles. By mid 1941 and coinciding with their difficulties in North Africa, the Italian Legion found itself most often under German command beneath the German Super Commando Corps. Finally, the Italian Legion was disbanded on September 8, 1943 when Italy surrendered unconditionally to the Allies. The majority of former members of the Legion then fought for the Allies, with the fascists among them fighting for the Germans and the remainder spending the duration of the war in either Allied or German P.O.W. camps.

The following three (or is it thirteen?) are a representative sampling of the more super powered members of the Italian Legion.

DECURIAN

Background: As a young boy raised in the Italian countryside, Pietro Baroni often played among the ruins of old Roman temples, forums, and forts. When, as an adult, he wanted to get out of work, he went exploring among the ruin. One day, when he was deserting his fellow workers on a road repair crew, he crashed through the floor of an old building into a long forgotten chamber. Looking about, he discovered he was surrounded by the ten mummified corpses chained to the walls. Pietro did the only thing he could think of. He fainted.

While unconscious, he dreamed of the ten Roman soldiers. The ten had deserted their century (the term for a hundred man unit) at a critical point in the battle to prevent the sack and pillaging of Rome. Because they had left, their century fell to the invaders. The loss of the century was just enough to cause the Roman army to falter. The loss of the army was the death of the city and the death of the Empire. When the deserters were found later by the survivors of the sack of Rome, they were bound in chains and sealed into the crypt as their punishment for their cowardice. There they died and were forgotten.

When Pietro woke up, power coursed through his body and he had the ability to become two, three, up to ten Pietros at once! The remorseful spirits of the ten soldiers had graced him with great power even as they had taught him the wrongness of running away from responsibility.

Quote: Ten voices in unison: "Believe, Obey, Fight!"

Personality: Decurian is an Italian patriot. He has a strong sense of honor and has difficulty in retreating or surrendering. As long as Italy is fascist, so is he. The minute Italy switches sides, so will he.

When not fighting for his country, he fights crime and does volunteer work at war orphanages in Italy.

Tactics/Powers: Decurian simply overwhelms his opponents. The ten of him will generally concentrate on one or two opponents at a time. Since they all have levels in combining attacks with each other, they can't lose.

Appearance: Decurian looks like one to ten gladiators in the military garb of ancient Rome. They all wear the same Roman helmets, gauntlets, breast plates, capes, sandals,



DECURIAN

Val	Char	Cost	Combat Stats	
40	STR	30	OCV: 6	
18	DEX	24	DCV: 6	
20	CON	20	ECV: 4	
15	BODY	10	Phases: 3, 5, 8, 10, 12	
13	INT	3		
13	EGO	6	Costs:	
30	PRE	20		
18	COM	4	Char:	157 Base: 100
15	PD	7		+
15	ED	11	Powers:	733 Disads: 790
5	SPD	22		=
12	REC	0	Total:	890 890
40	END	0		
45	STUN	0		

Cost	Powers	END
600	Duplication: 10-300 Point Characters, all identical	0
14	Martial Arts — Fencing (Use Art with Swords Only)	
	Maneuver	OCV DCV Damage
	Thrust	7 9 4d6 KA
	Parry	8 8 Block, Abort
	Slash	4 7 4d6 KA
15	Multipower (30 pt pool), OAF (Shield)	
1u	Armor (+8 PD, +8 ED), Hardened, Act. 14-	
1u	Missile Deflection vs. All Attacks	
1u	+20 STR, 0 END, Limited Power:	
	For Damage (Shield Bash) Only	0
12	Armor (+8 PD/+8 ED), OIF (Armor), Act. 11-	
15	2d6 H (4D6 w/ STR), OAF (Short Sword)	
15	3d6 RKA, OAF [Pillum (Spear)]	[2rc]
6	+3" Running (9" Total)	1/5"
25	Mind Link w/ All Duplicates (although they will still yell out battle cries and banter among themselves)	

Skills	
2	English (Fluent Conversation)
3	German (Fluent w/ Accent)
3	KS: Fencing, 12-
5	Latin (Idiomatic Latin)
2	Weapon Fam: Swords and Spears
3	1 Level w/ Sword
10	2 Levels w/ Hand to Hand Combat

100+ Disadvantages	
20	Psych: Rigidly follows battle plans
20	Psych: Will not surrender
10	Psych: Italian Patriot
15	Hunted: Cosa Nostra, NCI, 8-
20	Hunted: Allies or Axis, depending on timeline, 8-
5	Reputation: Italian Super Patriot, 8-
10	Public ID: Pietro Baroni, a.k.a. The Decurian
690	Villain Bonus

and kilts. At the center of the breast plate is a roundel with the green, white, and red stripe of the Italian flag and the crown and shield of Italy in the center of the white stripe. They additionally carry Roman short swords, pillums (spears) and round shields. One or ten, they are identical.

VELTRO

(GREYHOUND)

Background: Luigi Tambellini was a tall, slim, handsome fighter pilot in Italy's Regia Aeronautica (Royal Airforce). One day while out on a strafing mission during the conquest of Ethiopia, a native spear cut his fuel line. Hot engine oil was everywhere, flames leapt from the tiny craft, and Luigi was blinded. None-the-less, he wrestled the controls of his Fiat C.R.42, and brought the plane to an almost perfect landing. That's when the flames from his burning plane caused the fuel refinery in which he had landed to explode.

Something in the exploding petrochemicals caused a strange series of mutations within Luigi. When he recovered, he found himself imbued with an incredible metabolism. Wounds that should have taken weeks to heal did so within seconds. Suddenly he could do everything at unbelievable speeds. Suddenly he could run at hundreds of kilometers per second. Suddenly he found himself with an insatiable hunger. Now, in the guise of Veltro, he runs and eats for the "Glory of Rome."

Quote: "Mamma mi! You better back off hero-boy unless you wanna me to risk hurting you! I mean it, bambino!"

Personality: Veltro sees himself as a handsome superhero, national treasure and ladies' man. He is well aware of his weight problem but has a good enough self-image not to let it bother him. He is Veltro after all! Despite the obvious comic and hyper-patriotic nature of him and his abilities, Veltro is truly heroic and will rescue innocents first and try to accomplish his mission second.

Tactics/Powers: For the most part, Veltro is just another super-patriotic nationalistic hero. The only difference is that his country can't seem to make up its mind about which side it's on. Because of the ridiculous way he burns endurance, Veltro's combat style can be summed up by the following pattern: run, punch, run, recover, run, punch, run, recover, stop, eat, eat, eat.

Appearance: Early in his career as an Italian super-patriot-hero, Veltro appears as a tall, slim, sort of Errol Flynn kind of guy. By the time Italy changes from an Axis country to an Allied country, he puts on about 600 more kilos (one level of density increase and one level of growth, persistent, always on). Regardless of his weight problems, he wears an Italian flag-suit...red leather flying helmet with goggles, red shorts and boots, white leotards, and green cape and gloves.

VELTRO

Val	Char	Cost	Combat Stats
25*	STR	10	OCV: 10
30	DEX	60	DCV: 10
20	CON	20	ECV: 6
13	BODY	6	Phases: 2,3, 5, 6, 8, 9, 11, 12
10	INT	0	
18	EGO	16	Costs:
15	PRE	5	Char: 157 Base: 100
10	COM	0	+ +
5*	PD	0	Powers: 145 Disads: 202
5*	ED	0	= =
8	SPD	40	Totals: 302 302
8	REC	0	
40	END	0	*Bonus from Density Increase
33	STUN	0	Included

Cost	Powers	END
10	Density Increase (-1 Knockback), 0 END, Persistent, Always On,	0
48	Multipower (48 pt pool)	
5u	+24" Running (30" total)	1/5"
3u	24" Flight (Running on water, etc.), Must contact surface	1/5"
10	360 Degree Vision	
16	Force Field (+12 PD/+12 ED), Linked to Running	4
10	+5 Taste PER Rolls	

Skills

5	Rank: 1st Lieutenant
2	AK: Campaign City, 11-
3	Bureaucratics, 12-
3	Combat Pilot, 15-
4	English (Fluent w/ Accent)
1	KS: Allied Troops & Tactics, 8-
2	KS: Regia Aeronautica (Italian Airforce), 11-
2	PS: Fighter Pilot, 11-
3	Tactics, 11-
2	Trans Fam: Aircraft
2	Weapons Fam: Common Small Arts
5	1 Level w/ Hand to Hand Combat
3	1 Level w/ Punch
6	2 Levels w/ Move-By

100+ Disadvantages

15	Psych: Super Patriot
15	Psych: Honorable
15	Psych: Follows Orders
15	DF: Large... Very Large
10	Rivalry: all Non-Italian flag suited super speedsters
20	Reputation: 14- , Extreme (Re: All of the Above)
5	DF: Military Bearing
10	Monitored: Regia Aeronautica, 11-
10	Monitored: Legione Italiana, 11-
25	Hunted: Allies or Axis, depending 11-
20	Psych: Distracted by Ladies, Good Food & Wine
15	Secret ID (Flight Lt. Luigi Tambellini)
6	Soldier package bonuses
10	2d6 Unluck
11	Hero/Villain Bonus



ZAMBONI IL GRANDE

Background: Guisepe Zamboni was a multifaceted talent. He was an amateur figure skater who could easily have turned pro. He had advanced degrees in chemistry and thermodynamics, and even worked as a chemical engineer for several years before retiring on the royalties of several of his patents. He was a student of the occult and a professional stage magician as well.

Not much of a patriot, he was still intrigued when the call went out for heroes for the Italian Legion. The notion struck a chord with him and soon he was working on a new identity. In his stage persona, he was The Great Zamboni: Master Magician, and as such was known throughout Europe and North Africa. Noticing the number of mystic and sleight of hand magicians running around and adventuring, Guisepe decided to stay the Great Zamboni. Delving deeper into his own history, he decide to take advantage of his other talents as well, namely chemistry and ice skating. His newly invented instant ice formula would give him something no other magician had, and, when combined with his ice skating ability, would allow him to move far faster than any normal man could run. Finally, a costume change from black into white and Voilà! He is The Great Zamboni: Ice Mage Extraordinary.

Quote: In heavily accented English: "And now, ladies and gentlemen, for my next amazing feat of prestidigitation I will, with the help of my lovely assistant, turn the Crimebusters into human snowmen!"



Personality: The Great Zamboni is first and foremost a professional stage magician. While he is a formidable opponent, if things are going too well for him he starts doing what is showy rather than what is practical. He always plays to an audience if one is available (of course if it is a hostile audience, he might be inclined to freeze a heckler or two for good measure).

Because he's in it for the adventure and personal ego boost, Zamboni is not terribly heroic. While he would never try to actually kill someone, he is not too concerned with most of his opponents if they (in his eyes) try to kill themselves. He's just not the rescuing type.

Tactics/Powers: Zamboni leads an attack by throwing out a huge ice flow beneath his opponents feet. While they are slipping and stumbling around, he skates circles around them and peppers them with snowballs, icicles, and his freezing entangles.

Appearance: The Great Zamboni is a tall, lanky, olive skinned gentleman with black hair, mustache, and goatee styled beard. He dresses much as the stereotypical stage magician would. He wears a top hat, waist coat with tails, bow tie, starched shirt, vest, and spats and gloves. The difference is that they are all white. The other difference is that he wears ice skates, a red scarf, and green ear muffs (the colors being his one concession to nationalism).

IL GRANDE ZAMBONI

Val	Char	Cost	Combat Stats
10	STR	0	OCV: 9
27	DEX	51	DCV: 9
13	CON	6	ECV: 4
13	BODY	6	Phases: 3, 5, 8, 10, 12
18	INT	8	
13	EGO	6	Costs:
15	PRE	5	
18	COM	4	Char: 100 Base: 100
3	PD	1	+ +
3	ED	0	Powers: 251 Disads: 251
5	SPD	13	= =
5	REC	0	Totals: 351 351
26	END	0	
25	STUN	0	

Cost	Powers	END
40	20" Flight (Ice Skates & Ice Ramp)	1/5"
60	Multipower (60 pt pool) — Cold & Snow Powers	
12m	+20" Flight (Ice Skates & Ice Ramp), 0 END	0
12m	Force Field (+25 PD/+15 ED), 0 END	0
12m	Force Wall (11 PD/5 ED) over 8 Hexsides, 0 END	0
12m	12d6 EB [Snow Flurry]	6
12m	6d6 EB, Area Effect 7" Cone [Snow Flurry]	5
12m	4d6 RKA [Icicle Blast]	6
6m	2d6 Entangle, Def 2, Sticky, Area Effect any 4 Hexes, Personal Immunity, Only vs. targets running, standing & jumping, won't work vs. targets w/ Ice Skates	5
20	3d6 Entangle, Def 3, Linked to Single Target Snow Flurry	+3
25	Change Environment in 16" r to Snow Weather, 0 END, Persistent	0

Skills	
3	Acting, 12-
4	English (Fluent w/ Accent)
3	Oratory, 12-
3	Pickpocket, 14-
2	PS: Stage Magician, 11-
3	Sleight of Hand, 14-
10	2 Levels w/ Ranged Attacks

100+ Disadvantages	
20	Hunted: Allies or Axis, depending
15	Psych: Thrill and Fame Seeker
15	Psych: Contempt for Nazis
40	x2 STUN & BODY from Fire attacks
10	Public ID (The Great Zamboni)
151	Villain Bonus

CAPTAIN COMINTERN AND THE BOLSHEVIK BOYS

The Soviet super commando unit known as Captain Commie and the Bolshevik Boys is just one of several teams of superbeings assembled in the USSR during WWII. Although nominally independent, the team is actually controlled by the GRU. As such, its range of operations are generally within Europe and the Americas.

The team was formed shortly before the Nazi invasion of the Soviet Union, and initially was comprised of just three members; the Red Hammer, the Red Ice-Sickle, and the Red Streak. The GRU immediately recruited the boys but (much to the GRU's chagrin) discovered that the heroic Cossacks were very poorly indoctrinated into the truths of Soviet collectivism. They assigned as their commander and political commissar a promising SMERSH agent, Natasha Golovanov, redesignated Captain Comintern. Lastly, to add a little firepower to the team, they assigned the Battlesuit Potempkin as a member of the Bolshevik Boys.

Although not a member of the Bolshevik Boys, a sometimes ally is El Diablo Rojo, a masked Mexican wrestler who generally operates only in Mexico and the American south-west.

CAPTAIN COMINTERN

Background: A former SMERSH (NKVD) agent of outstanding reputation, Lt. Natasha Golovanov was recruited by the GRU to run an information gathering operation out of a call girl house in Berlin. That operation was quite successful in gaining important information regarding the invasion of Poland. As a reward, she was placed in charge of a slightly less covert operation. She was made the head of a new Soviet super commando and espionage unit known as Captain Comintern and the Bolshevik Boys — she being the said Captain.

In a short time it became obvious that this wasn't the kind of operations she had been trained for. Where as she had been trained in cloak and dagger operations and was used to playing the femme fatale, she suddenly found herself with comrades whose idea of subtlety was to say "Hey! Your shoelace is untied!" before blind-siding a target with an energy blast. She knew that if she were going to survive her promotion, she would need some practical combat training.

Hardly had she completed her martial arts training when she was placed in an accelerated English course without explanation. Smelling something in the air, she immediately started studying all the material she could lay her hands on concerning the decadent capitalist states of Britain and the U.S. As if this wasn't enough, she also found herself trying to teach the basics of Marxist-Leninist to Bolshevik Boys who were apparently more boys than Bolsheviks.

She was hardly prepared when she was informed that she and her team would provide the "escort" for a representative of Commissar Molotov on a diplomatic

mission to Washington D.C. in the Spring of 1941 (several months before the Nazi invasion of the USSR).

Quote: "Major Victory, darling! Is too bad you are tool of Capitalist oppressors. Maybe you defect to Mother Russia, hokay?" or "Please to not make an issue of my womanhood."

Personality: Captain Commie is coy and seductive with her allies and marginal enemies. Despite being a political commissar, she mouths the Soviet line but doesn't really believe it completely.

Tactics/Powers: In her own mind, Capt. Commie is a lover, not a fighter. She will use her God-given talents to convince and cajole opponents into doing her bidding. Those immune to her charms, she leaves to the delicate sensibilities of the Bolshevik Boys who (for their part) will do their best to beat any opposition senseless.

Appearance: Captain Commie shares an uncanny resemblance to 1930s-1940s American pin-up girl, Betty Page — right down to the healthy figure and jet black hair. She wears a red body-suit with a bright yellow hammer and sickle emblazoned on the front, tan silk stockings, black knee boots, and white cadet gloves.



CAPTAIN COMINTERN

Val	Char	Cost	Combat Stats
10	STR	0	OCV: 6
18	DEX	24	DCV: 6
13	CON	6	ECV: 4
10	BODY	0	Phases: 3, 5, 8, 10, 12
18	INT	8	
13	EGO	6	Costs
15	PRE	5	
20	COM	5	Char: 86 Base: 100
8	PD	6	+ +
7	ED	4	Powers: 116 Disads: 116
5	SPD	22	= =
5	REC	0	Totals: 202 216
26	END	0	
22	STUN	0	

Cost	Powers	END
20	Martial Arts — Generic Martial Arts	
	Maneuver OCV DCV Damage	
	Kick 4 7 8d6	
	Punch 6 8 6d6	
	Block 8 8 Block, Abort	
	Throw 6 7 4d6+v/5	
	Dodge — 11 Dodge, Abort	
8	+2 Damage Classes (Added in)	
2	+1" Running (7" Total)	1/5"
9	1d6+1 RKA, OAF (Tokarev Pistol)	[2x8c]

Skills	
10	Rank: Captain
2	AK: The Front, 11-
3	Bugging, 13-
3	Bureaucratics, 12-
3	Combat Driving, 13-
3	Concealment, 13-
11	Disguise, 15-
3	English (Fluent w/ Accent)
3	German (Fluent w/ Accent)
1	KS: Allied Troops & Tactics, 8-
1	KS: Axis Troops & Tactics, 8-
1	KS: Decadent Capitalist West, 8-
2	KS: Soviet KGB, 11-
3	Lockpicking, 13-
2	PS: Super Spy, 11-
3	Security Systems, 13-
3	Stealth, 13-
3	Systems Operations, 13-
3	Tactics, 13-
3	Tracking, 13-
3	Weapon Fam: Common Small Arms and Knives
5	1 Level w/ Ranged Attacks
3	1 Level w/ Pistols

100+ Disadvantages

10	Public ID
20	Psych: Hates Germans
10	Psych: Infatuated with Major Victory
10	Psych: Soviet Patriot
15	Reputation: Hero of the Soviet Union, 11-
10	Monitored by KGB & subject to orders, 11-
15	Psych: Code of Conduct — Subject to orders, yet responsible for those under her command
6	KGB enlisted and officer Package Bonuses
20	Hunted by Nazis or Allies (depends on timeline), 8-

THE BOLSHEVIK BOYS

Background: Privates Aleksandr Antonov (wagon master), Gregor Govorov (blacksmith) and Ivan Illyushin (stable hand) were part of a Cossack Cavalry Corps based on the Finnish frontier. One night, along with some of their buddies, they were having a little drinking contest behind the horse barn when the most unusual thing happened. A strange glowing object, looking vaguely like a jewel encrusted Fabergé egg, flew out of the sky and hovered above the barn. The flying egg was as big as the barn and it emitted a series of high pitched shrieking sounds. This was enough for most of the revelers who immediately ran screaming into the woods. However, Aleksandr, Gregor and Ivan were too brave (or too drunk) to be scared off by a silly egg. As a show of defiance, the three turned around with military precision, dropped their trousers, bent over, and mooned the party-crashing UFO.

No one knows why the egg or its occupants responded as it did, but what it did next was bathe these three heroes of the Soviet Union with what was later assumed to be a transmuter ray.

Thus completes the origin of the Bolshevik Boys: the Red Hammer, the Red Ice-Sickle and the Red Streak.

Quote: (In Russian) Gregor: "Very well, comrade Panzer. Prepare to feel the bite of the mighty hammer of the proletariat!"

Aleksandr: "But not before I freeze comrade Panzer so that your mighty blow might shatter him."

Ivan: "Hah! It's just like you two to make such a mess that I will need my super speed to clean it up."

Personality: For all intents and purposes, these three are the same guy with different bodies and powers. Since becoming the Bolshevik Boys; Privates Gregor, Aleksandr, and Ivan have shed some of the irresponsibility of their youth. They are still a happy-go-lucky and genial bunch, but if needs be can become quite serious. Although soldiers, they have a decided reluctance to kill (although this reluctance lessens considerably when dealing with members of the German SS). All three are unquestioningly loyal towards Captain Comintern, who they all see as their "little sister." Except for a tendency towards rowdiness, they are all Cossacks with a heart of gold.

Tactics/Powers: The Red Hammer is little more than a brick with a focus. He is an infighter with no ranged attacks unless he throws something. And he is too fond of his hammer to do that except in an emergency. His mechanical aptitude makes



his an excellent judge of the weaknesses of armored vehicles and powered armor suits, for which he'll take advantage of with his mighty hammer.

The Red Ice-Sickle is not so good as an in-fighter, on the other hand. He is well aware of his weaknesses and tries to maintain his distance from his opponents while still providing support to his team mates. His opening attack will almost always be his area effect ice entangle because it make things easier for his team mates and because it immobilizes potential threats to himself.

The Red Streak usually serves as a reserve. He maintains a great distance from the combat (off the edge of the combat map) and upon seeing a great need, makes a sudden surprise appearance. His favorite attacks are multiple move-bys verses human normals and his patented move-by grab verses weapon totting enemies. Either of these maneuvers tend to place him out of harm's way before his opponents can react.

The Bolshevik Boys are all good team players who work well with each other or anyone else they are forced to team up with: i.e. Axis or Allied heroes, depending on which point in the war the Soviets are in.

Appearance: A former blacksmith, the Red Hammer is built like a body builder. He stands 6'5" tall and weighs 280 lbs. He has the dark complexion of a Cossack of the Russian plains and sports a jaunty handle-bar mustache. Were it not for his

RED HAMMER

Val	Char	Cost	Combat Stats
40	STR	30	OCV: 6
17	DEX	21	DCV: 6
18	CON	16	ECV: 3
13	BODY	6	Phases: 3, 6, 9, 12
10	INT	0	
10	EGO	0	Costs:
20	PRE	10	
10	COM	0	Char: 124 Base: 100
20	PD	12	+ +
20	ED	16	Powers: 89 Disads: 113
4	SPD	13	= =
10	REC	0	Totals: 213 213
36	END	0	
42	STUN	0	

Cost	Powers	END
25	Damage Resistance (20 PD/20 ED), (Hardened)	
10	Lack of Weakness (-10)	
10	Power Defense (10)	

100+	Disadvantages
20	Psych: Hates Germans
10	Psych: Contemptible of Space Aliens
10	Psych: Thinks every one else is his comrade
15	Reputation: Hero of the Soviet Union, 11-
10	Professional and Romantic Rivalry:
	Other Bolshevik Boys as regards Captain Commie
5	DF: Blue Skin and Hair
20	Hunted: Nazis, 8-
8	Watched: KGB/GRU, less power, NCI, 11-
10	Public ID
15	Villain Bonus

shaving his scalp, he would have curly black hair. His eyes also appear to be black. The only thing red about the Red Hammer is his sleeveless tunic and the fact that he's a communist. Other than that he wears studded black leather wrist braces, short black boots, a black astrakhan (lambs wool) papacha (Cossack style hat); a black leather belt with a large, brass buckle and blue Cossack cavalry pants with red piping. On the front of his tunic is a yellow hammer emblem representing his code name and the two-handed sledge-hammer he carries.

The Red Ice-Sickle is of average height and weight and has a better than average build. A side-effect of his transmutation is his pale blue complexion and his eyes and all his hair turning a dark blue. As the Red Ice-Sickle he wears a body stocking similar to that of a modern speed skater with a cowl typical of superbeings. His costume is red and white, with all color borders styled to look like icicles. On his left breast is a yellow sickle.

Lastly, the Red Streak is very similar to the Red Ice-Sickle in both looks and build (although he has normal hair color and complexion). He too wears the typical super hero tights, although his are red and yellow. Centered on his chest is a large yellow outline of the Soviet star.

RED STREAK

Val	Char	Cost	Combat Stats
20	STR	10	OCV: 9
28	DEX	54	DCV: 9
18	CON	16	ECV: 3
12	BODY	4	Phases: 2, 4, 6, 7, 9, 11, 12
10	INT	0	
10	EGO	0	Costs:
15	PRE	5	
10	COM	0	Char: 121 Base: 100
4	PD	0	+ +
4	ED	0	Powers: 178 Disads: 199
7	SPD	32	= =
8	REC	0	Totals: 299 299
36	END	0	
31	STUN	0	

Cost	Powers	END
60	Multipower (60 pt pool) — Running	
6u	+20" Running, (26" Total), 0 END	0
6u	20" Flight (Running on water, etc.), 0 END, Must contact surface	0
10	360 Degree Vision (always looking around)	
27	Force Field (+20 PD/+20 ED), Linked to Running	4
60	20 STR TK, Fine Manipulation, Area Effect 12 Hex Line, Selective, for "grab" only, Must remain within a half move of all the target hexes, may only attack those hexes he could have moved through (had he taken a full move instead), Special Effect: Appears to run through area - grabs all weapons - and leaves in same phase (sort of a "grab" move-by)	9

Skills	
3	Animal Handler, 11-
2	KS: Cossack Cavalry, 11-
2	KS: Horses, 11-
2	PS: Stable Hand, 11-

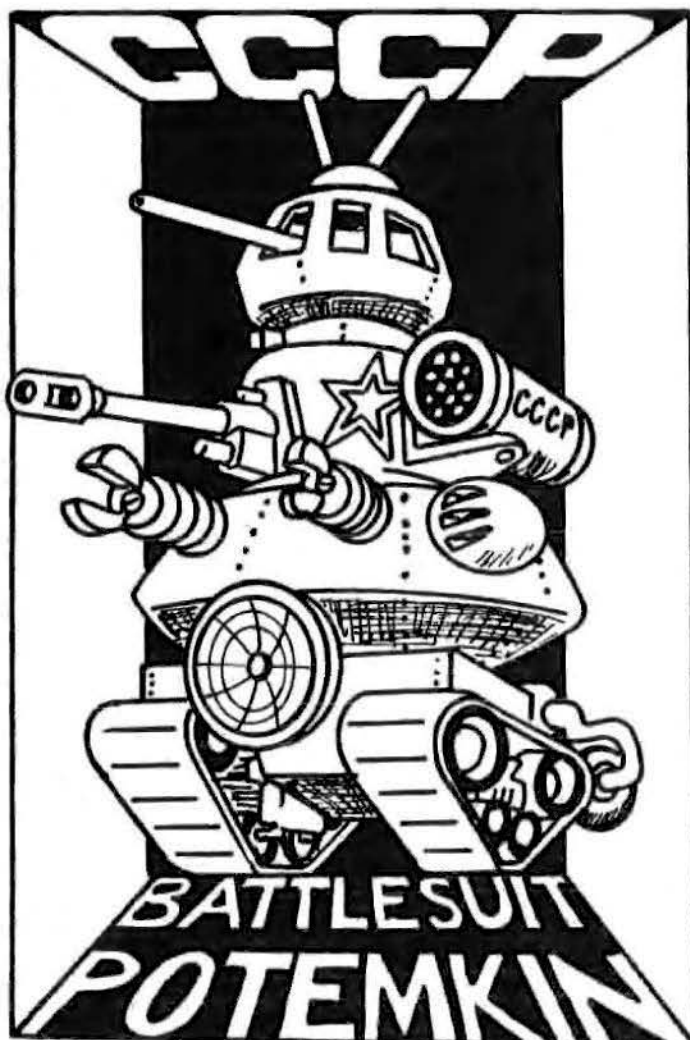
100+ Disadvantages	
10	Public ID
5	1d6 Unluck
20	Psych: Hates Germans
10	Psych: Contemptible of Space Aliens
10	Psych: Thinks every one else is his comrade
15	Reputation: Hero of the Soviet Union, 11-
10	Professional & romantic Rivalry: Other Bolshevik Boys as regards Captain Commie
5	Professional Rivalry: Other Super Speedsters
20	Hunted: Nazis, 8-
8	Watched: KGB/GRU, less power, NCI, 11-
86	Villain Bonus

THE BATTLESUIT POTEMPKIN

Background: The Battlesuit Potempkin is the cutting edge of Soviet battlesuit technology. Designed by the eccentric Polish inventor, Igor Gronkski; the BM-1X (Battlesuit Mark-1, Experimental) exceeded all demands for a squad level tactical weapon to be used in a cavalry support role (circa 1928). That is, it exceeded all demands on paper. After a string of unfortunate failures by the prototype; a top secret Polish Army report termed the BM-1X "a gargantuan waste...a crime perpetrated against the people of Poland." The design was immediately sold to the American army in exchange for an unspecified number of fine cavalry mounts.

The U.S. government soon issued a contract to General Munitions to manufacture the second prototype. Before the 2nd prototype was completed however, the entire set of plans was stolen by a White-Russian fascist-sympathizer working at the plant. The plans were then sold to an Abwehr agent who managed to smuggle them out of the United States. Thus it was the Germans who completed the second prototype.

The Germans actually built three prototypes dubbed the Krumpswerke Panzeranzug KpzM-2X, the Darnier Da86 and the Deutsche Unterseebootanzug DU 101. Both the airforce's and navy's prototypes met with disaster (the Kreigsmarine's Undersea Suit sunk and the Luftwaffe's Flying Suit exploded on take-off). However, the KpzM-2X did



BATTLESUIT POTEPMKIN

Val	Char	Cost	Combat Stats		
15*	STR	0	OCV: 5		
15	DEX	15	DCV: 3		
18	CON	16	ECV: 4		
14*	BODY	6	Phases: 3, 6, 9, 12		
10	INT	0			
13	EGO	6	Costs:		
10	PRE	0			
10	COM	0	Char:	60	Base: 100
5	PD	3		+	+
3	ED	-1	Powers:	225	Disads: 185
4	SPD	15		=	=
6	REC	0	Total:	285	285
36	END	0			
28*	STUN	0	*Bonus from Growth added in		
Cost		Powers	END		
26	Armor (+20 PD/+15 ED), OIF, Bulky (Armor)				
2	Flash Defense vs. Sight (5), OIF, Bulky (Armor), Act. 11-				
2	Radio Hearing, OIF, Bulky (Armor), Act. 11-				
4	Growth (-1" Knockback, x2 Mass), 0 END, Persistent, Always On, OIF, Bulky (Armor)				
3	Life Support: Self-Contained Breathing, OIF, Bulky (Armor), Act. 11-				
6	+8 Sight PER Rolls, OIF, Bulky (Armor Headlights), Limited Power: Only in Darkness (-1)				
15	Multipower (30 pt pool) — Powered Systems, OIF, Bulky (Armor)				
3u	+ 20 STR, 0 END				
3u	+10" Running (10" Total), 0 END				
7	Radar Sense, OIF, Bulky (Armor)				
9	Darkness, 2"r to Normal Sight [Smoke Projectors], 6 Charges each last 1 Turn, OIF, Bulky (Armor)				
37	2d6 RKA, AP, +1 STUN, Explosion ("Stalin's Organ"), OIF, Bulky (Armor)				
43	2d6+1 RKA, +1 STUN, Autofire (Goryunov SG-43), OIF, Bulky (Armor)				
23	5d6 RKA [76.2mm Cannon], OIF, Bulky (Armor), Linked to Explosion (Below)				
30	11d6 EB, Explosion [76.2mm Cannon], OIF, Bulky (Armor)				
-5	-3 PER Rolls, OIF, Bulky (Armor)				
-6	Can't Use Base Running with Armor, OIF, Bulky (Armor)				
Skills					
0	Rank: Private				
2	AK: The Front, 11-				
10	Combat Driving (Tanks & Powersuits), 15-				
1	KS: Enemy Troops & Tactics, 8-				
2	KS: Red Army, 11-				
2	PS: Red Army Soldier, 11-				
2	Weapon Fam: Common Small Arms				
5	1 Level w/ Range Attacks				
2	+1 OCV w/ 76.2 mm Cannon				

100+ Disadvantages

20	Hunted by The Allies or Axis (depending), 11-
5	DF: Crazy Russian Tanker
10	Monitored by KGB/GRU & subject to orders, 11-
3	Enlisted Package Bonus
15	Reputation: Hero of the Soviet Union, 11-
5	DF: Noisy, Smelly, Clumsy Tank
15	3d6 Unluck
10	Public ID
20	Psych: Hates Germans
10	Phys Lim: Sinks Like a Stone in Water; Can't swim or float
72	Villain Bonus

Dr. Qual, who had already received reports of the machine's failures, wanted nothing to do with the KpzM-2X and intentionally allowed Soviet agents to learn about the suit and subsequently steal it in transit to the DUK Weapons Proving Grounds outside of Berlin.

Renamed "The Battlesuit Potempkin," the prototype was only cursorily inspected before being shipped off to the People's Proving Grounds in Gadyach where it soon earned the nickname "The Coffee-Pot of Death" (the name derives from the Potempkin's resemblance to a coffee percolator as well as its unfriendliness to its occupants). Although deemed unworthy of mass reproduction due to the difficulty of constantly training new drivers, several inferior copies were none the less built and after WWII were given to Soviet puppet states (the last to see combat was a redesigned amphibious unit which sunk in attempting to repel the Bay of Pigs invasion in Cuba on April 16, 1961).

Generally, the name "The Battlesuit Potempkin" refers not to the class of vehicle, but to a specific suit issued to a Soviet Super Commando Unit known as Captain Commie and the Bolshevik Boys. Although most would agree that the "Battling Tea-pot" had a reputation far in excess of its actual abilities, it somehow managed to make it through the war with a fair combat record. Of the seventeen men (and one woman) to wear the battlesuit during the course of the war, only one suffered no injuries while wearing the mantle of the Battlesuit Potempkin. This was Private Nikolay Ivanovich Kurochkin who also holds the records for being the most frequent wearer of the suit (over 2,000 hours) and the member of the Bolshevik Boys most often arrested for drunken and disorderly behavior (34 arrests — no convictions).

Quote: "It's on fire! Quick, open the escape hatch! Open the escape hatch!"

Personality: The personality varies dependent on the current wearer/driver of the suit.

Tactics/Powers: Tactics depend largely on who is wearing the battlesuit. In the hands of a highly skilled, dedicated warrior, the battlesuit can be fairly effective despite its built in flaws. Its three machine guns and six smoke dischargers can put down an effective cover fire, while its main gun and missile rack provide formidable firepower for all but the most godlike of superbeings. It has good open field speed and maneuverability (for a tank) and has sufficient armor to handle most attacks against it. Its exterior manipulators allow the wearer to perform operations that would normally require the operator to exit the relatively safe confines of the suit.

at least become operational before being deemed a total loss by the weapon smiths of the Reich. After a series of unremarkable tests (other than their being the likely cause of Professor Klankenhausen's first nervous breakdown), the KpzM-2X was given to the Deutsche Überkommando Korps to see if they could do anything with it.

For the unskilled operator however, the battlesuit is little more than a self-propelled coffin. Its diesel power plant tends to leak toxic fumes and flammable fuel into the suit. The guns are prone to jamming. If improperly aimed, the back-blast from the missile rack rakes across the externally mounted auxiliary fuel tanks. The kick of firing the main gun in any position other than directly forward usually results in knocking the suit over. In combat, the inexperienced operator is most likely to simply drive the suit into the middle of the combat, fire the machine guns to make a show of it, and leave through the escape hatch on the bottom before someone shoots at it with an attack that might set it on fire until its internal munitions magazines explode.

Appearance: The Battlesuit Potempkin is a designers nightmare. It stands 12 ft. tall on insufficient tank treads for a vehicle of its size. Over the treads are the main hull with two manipulator arms extending forward and smoke dischargers to either side. This is topped by the waist turret and the main 75mm cannon and side mounted 12 shot rocket pack. The entire mess is topped by the anti-aircraft turret with three machine guns. The suit is painted red and has yellow stars painted on either side identifying it as a Soviet weapon.

EL DIABLO ROJO

(The Red Devil)

Background: El Diablo Rojo is a Communist, masked Mexican wrestler superhero/villain with his own personal agenda. In the wrestling ring, El Diablo Rojo always plays the part of the bad guy (except, of course when he is the good guy). Outside the ring, he is publicly a Bolshevik Communist and part of the International Communist Conspiracy (although privately he is a Menshevik Trotskyite who in fact despises the Stalinist Communists). What this comes down to is that, at any given time, he will work with Communists, Capitalists or National Socialists in order to foil the insidious plots of the Capitalists, National Socialists and Communists. No one knows for sure what he is up to, other than his obvious loyalty to them and their cause.

El Diablo Rojo has never been seen without his mask on. He eats in it, sleeps in it, socializes in it, and especially — wrestles in it. Short of being unmasked as the result of losing a combat, he will never remove his mask (even though he doesn't actually have a secret ID because he legally changed his name to El Diablo Rojo).

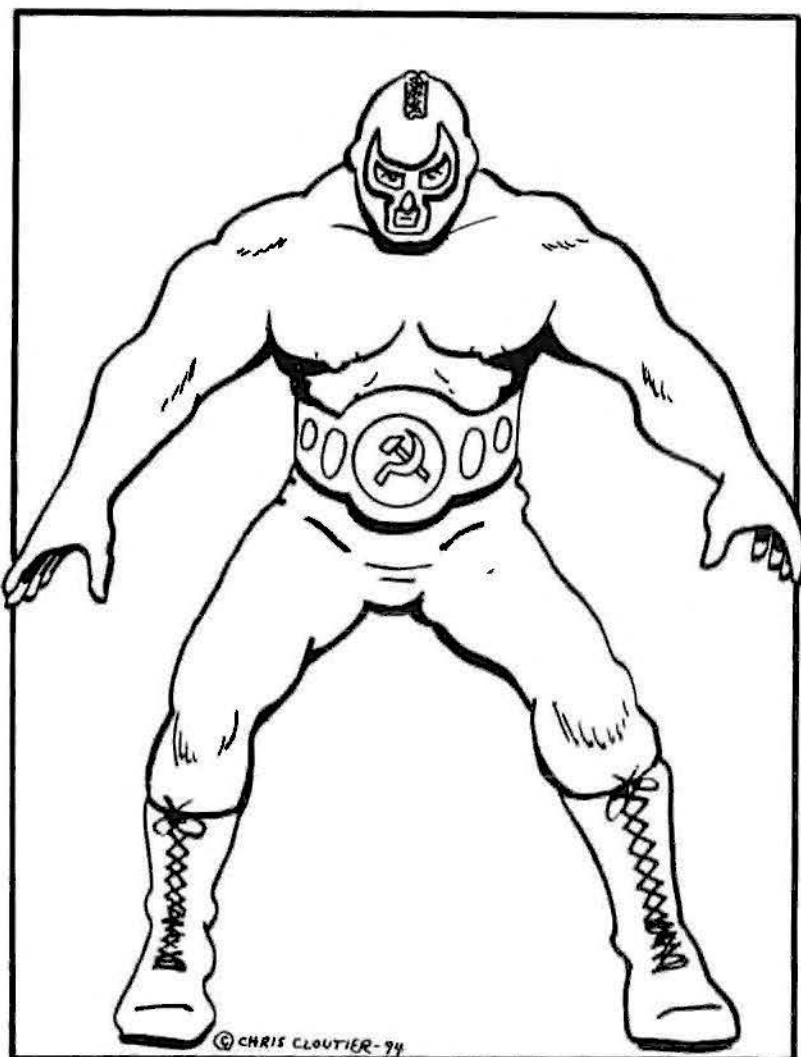
Quote: "But of course, I'm on your side. Why do you ask, comrade?"

Personality: El Diablo Rojo sees himself as a hero of the proletariat. Although a bit paranoid (after all,

his enemies are everywhere) he can be talked into doing almost anything that is good for the hard working masses. He is often forced to work with "tools of the oppressors" and other sometimes enemies, but maintains cordial relations because he's never sure what enemy might be his friend tomorrow. Because he wants to maintain his status as a professional wrestler, he tries to avoid getting in situations where he is clearly in the wrong. He does not see himself as a villain or criminal, and doesn't want the authorities to see him as one either. He will never deliberately kill an opponent (to do so would be dishonorable to his code as a masked Mexican wrestler). All in all, he is a well meaning, slightly heroic, nut case.

Tactics/Powers: First and foremost, El Diablo Rojo is a masked Mexican wrestler. This means that regardless of the crisis at hand, the only real solution is to wrestle with it.

Appearance: El Diablo Rojo is a short, stocky, and muscular man. In wrestling mode, he goes bare-chested and wears white tights with red boots, belt, and mask. When not wrestling or expecting to wrestle, he tends to wear sports shirts and pants or even a white business suit, but always he wears his mask. The full leather mask is laced in the back, and has square openings for mouth and eyes.



EL DIABLO ROJO

Val	Char	Cost	Combat Stats
20	STR	10	OCV: 6
18	DEX	24	DCV: 6
48	CON	76	ECV: 4
15	BODY	10	Phases: 3, 5, 8, 10, 12
10	INT	0	
11	EGO	2	Costs:
15	PRE	5	
10	COM	0	Char: 135 Base: 100
20	PD	16	+ +
10	ED	0	Powers: 75 Disads: 110
5	SPD	22	= =
14	REC	0	Totals: 210 210
36	END	-30	
50	STUN	0	

Cost	Powers	END
23	Martial Arts — Professional Wrestling	
	Maneuver OCV DCV Damage	
	Body Slam 8 7 7d6, Both Fall	
	Crush 0 0 11d6, Must Follow Grab	
	Stomp 4 7 11d6	
	Forearm	
	Smash 4 6 9d6	
	Grab 5 7 45 STR Grab	
	Duck — 11 Dodge, Abort	
12	+3 Damage Classes (Already Added In)	
15	Damage Resistance (20 PD/10 ED)	

Skills	
1	Perk: Passport
3	Acrobatics, 13-
3	Breakfall, 13-
3	Combat Driving, 13-
3	Combat Sense, 11-
3	English (Fluent Conversation)
2	PS: Pro. Wrestling (Mexican), 11-
2	PS: Wrestler and Superhero, 11-
3	Stealth, 13-
2	Weapons Fam: Common Wrestling Weapons (Chairs, Ropes, Referees, etc.)

100+ Disadvantages	
10	Public ID
5	DF: Masked Mexican Wrestler
20	Psych: Savior of the Proletariat
10	Psych: Wrestling solves all problems
10	Psych: Will lose effectiveness if unmasked
10	Reputation: True Vanguard of the Proletariat, 11-
5	Rivalry: Professional, All Masked Wrestlers
5	Watched by Mexican Federales, Less Powerful, NCI, Limited Geography, 11-
10	2d6 Unluck
25	Villain Bonus/Experience

THE EXPATRIATES

The Expatriates is an organization composed primarily of super-powered pick-pockets and confidence men. It is a coin toss whether they are in it more for the money or for the sheer pleasure of outwitting heroes. As their name suggests, they are all refugees who came to America to make money and find the good life. Often times their homelands had suffered under Axis rule resulting in a bad business climate for them to operate.

They are very aware of the disruption the war has caused on American society, and it figures into many of their schemes. They'll attend War Rallies in large numbers to simply pick the pockets of wealthy patriots and then turn around and buy War Bonds themselves (it never hurts to invest in one's own future). They'll steal the tires off of a hero's super car and then sell them to the Black Market. If the hero should be dumb or desperate enough to try to buy them back off the Black Market, Privateer will likely show up to lecture the frustrated hero on the incorrectness of supporting the "war profiteers."

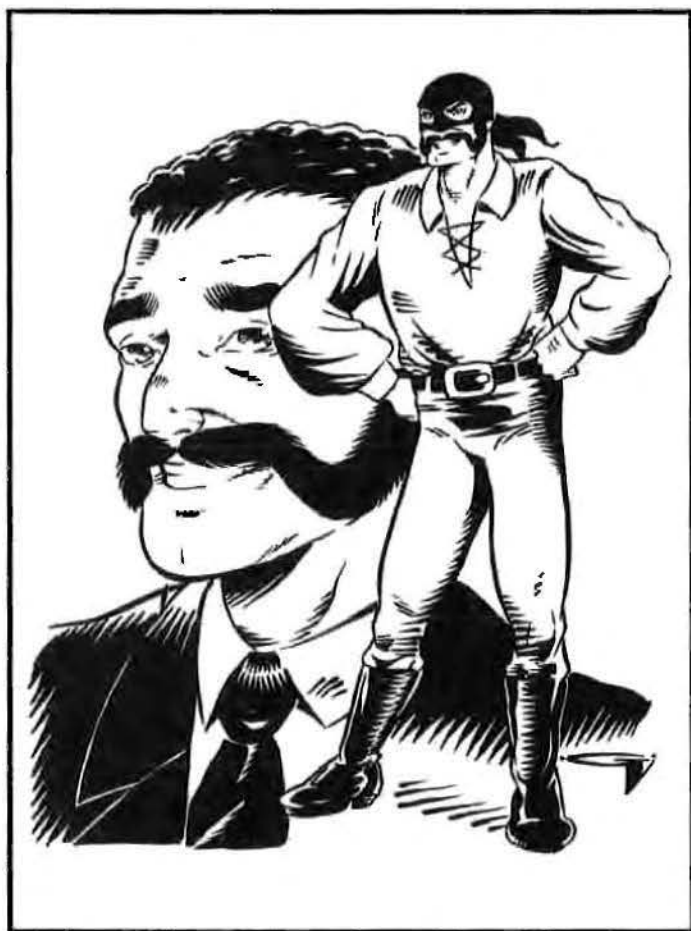
As villains go, these guys are not very villainous. They genuinely like America and see themselves as "good" patriots. They usually steal luxury items and rob the rich (thus stimulating the economy and not draining away precious resources dedicated to the war effort). If they did somehow acquire a Top Secret document, they wouldn't think of selling it anyone but the U.S. government. They see themselves as modern day Robin Hoods, redistributing the wealth from other peoples' pockets into their own...and occasionally into the coffers of a favorite charity or two.

PRIVATEER

Background: Ned Kelly started his criminal career in the "opal procurement business" in the outback of Australia. Although he had occasionally hired out to unscrupulous mining companies as a strike-breaker, or worked free-lance as a hoodlum-for-hire, his real specialty was bullying independent prospectors into selling him their claims at ridiculously low prices. It was at this point in his career that he started to display super-powers (still of unknown origin and ever true to his claim-jumper past, he insists that he "found" them). Unfortunately for him (and fortunately for the law-abiding citizens in Australia) his newly developed powers attracted the eyes of the authorities who then proceeded to shut down every operation he was associated with. This was very bad for business. He thus placed himself in self imposed exile in the United States, took on the mantle of the Privateer, and gathered about him an organization of fellow economic refugees who became known as the Expatriates.

Quote: "Ya bloody drongos! You'll shove off if ya know what's good fer ya, mates!"

Personality: Ned is a confident and natural leader of men. If his heart was only slightly less hardened, he would have made a fine super hero team leader. As it is, he takes great care in his dealings with his fellow Expatriates. They are sort of a family to him, and he tries to do right by them. He would even take a financial loss rather than lose one of his people. He is well aware that this personal loyalty will ultimately be paid back with interest.



As he matures, he more and more appreciates matching brains rather than brawn against the forces of law and order. He finds he is bullying less and enjoying himself more. He once even surrendered to a female hero after she handcuffed them together, rather than go through the indignity of trying to escape from a woman.

Oh, and he's something of a chauvinist too.

Tactics/Powers: Ned enjoys a good fight and will usually seek out some "goody-two-shoes" male brick. However, should it appear that things are going bad for his gang, his business sense will kick in and he will cut his losses and do his best to escape (being imprisoned is bad for business).

Appearance: Ned is 6'5" tall and weighs about 250 lbs. He has shiny white teeth, brown eyes, and brown hair with a handsome set of mutton-chop sideburns and mustache. When not in costume, he dresses in comfortable (if somewhat conservative) business suits. In his Privateer persona he wears blue cavalry pants with red piping, a white front-laced shirt, and black leather boots, belt, and half-mask.

PRIVATEER

Val	Char	Cost	Combat Stats	
60	STR	50	OCV: 7	
21	DEX	33	DCV: 7	
38	CON	56	ECV: 7	
18	BODY	16	Phases: 2, 4, 6, 8, 10, 12	
15	INT	5	Costs:	
20	EGO	20	Char: 284 Base: 100	
30	PRE	20	+ +	
20	COM	5	Powers: 128 Disads: 312	
35	PD	23	= =	
35	ED	27	Totals: 412 412	
6	SPD	29		
20	REC	0		
76	END	0		
67	STUN	0		

Cost	Powers	END
44	Damage Resistance (35 PD/35 ED), Hardened	1/5"
20	+20" Superleap (32" Total)	
7	Life support: Self-Contained Breathing, IAF (Gas Mask)	
10	Lack of Weakness (-10)	
10	Mind Defense (14)	
15	Power Defense (15)	

Skills		
7	Acrobatics, 15-	
2	KS: Opals and Gems, 11-	
3	PS: Trader, 13-	
6	2 Levels w/ Move-Bys, Move-Throughs and Grabs	
4	2 Levels w/ Superleap Range Mod	

100+ Disadvantage		
15	Secret ID (Ned Kelly)	
20	Psych: Won't hit a woman...ever	
20	Psych: Dislikes do-gooding Supers	
10	Psych: Won't harm non-combatants	
25	Enraged when Females take BODY, 14- /11-	
20	Rivalry: All other Superleaping Bricks	
10	Reputation: 14- Extreme (Re: All of the Above)	
10	Hunted by Commonwealth Law Enforcement Agencies, 11-	
20	Hunted by G.O.S.H., 11-	
20	Hunted by Federal Law Enforcement Agencies, 110	
5	1d6 Unluck	
137	Villain Bonus	

SECOND HAND ROSE

Background: Madam Rosa LaRose didn't give a hoot if Mr. Mussolini could make Italy's trains run on time. In fact, she had had it with him, his Fascist government and his health department which had just shut down her "escort" service for the third time in as many months. Rosa made the decision to leave her native Italy to go to America, the land of opportunity.

No sooner had she set foot in the States and she discovered that the streets were not lined with gold after all. She quickly spent the savings her former girls had worked so hard to earn for her. And still she had no idea how she could make her fortune.

Then one day, just as she was down to her last dime, she walked past the doors of the Deadbeat Mortgage Collection Company. Suddenly, a group of men dressed as pirates, ran out of the building and into her, sending her flying. No sooner had she hit the ground then the pirates swarmed about her, tripping over themselves to apologize and pick her up. Next, one of them shoved a hundred dollar bill into her hand to pay for the dry cleaning of her outfit. Dumbfounded, she saw them duck around the corner into what she knew was a dead end alley, only seconds before the police arrived.

Now the police were a different matter. They were just as rude as she remembered them in Italy. As soon as they showed up they asked her where the robbers had gone; no "Hello," no "Excuse us ma'am," just "Which way did they go?" Knowing that the polite robbers were trapped in the alley, she told the police that they had gotten into a big black sedan and driven off in the opposite direction. Out of gratitude, the Privateer asked her if she would join his merry band. After having it explained to her that they were only interested in a little economic reform, she agreed.

Over the course of a year, Rosa proved a natural actor in several con games. She played numerous nice old ladies and motherly types and bilked thousands of dollars out of wealthy fat-cats. But her real talents came as quite a surprise.

These talents first manifested themselves in a get-away against the hero Bombardier Beetle, BB, who had been after the Expatriates for quite awhile, had finally cornered Madam Rosa, The Mole and two of their thugs. Rosa, in a move of utter desperation, picked up one of BB's stray Bugarangs, and threw it back at him. It nailed him right between the goggles, knocking him out cold.

After escaping with the others, it was discovered that Rosa's victory was something more than a fluke. Over a span of a few weeks, her teammates discovered that she had developed quite an ability with other peoples focuses. An ability that they obviously intended to exploit when they renamed her Second Hand Rose.

Quote: "Finders a keepers. Losers a weepers."

Personality: Second Hand Rose is a former Madam turned con artist and thief. She likes the challenge of going against the government and other officious oafs. Aside from this disrespect for authority, she is fairly well meaning and sees herself as a sort of den mother to a bunch of rascally boy scouts. She is mutually liked and respected by all the Expatriates except for Polly the parrot. Beyond this, she is somewhat maternal as regards The Mole who she has accepted as a sidekick of sorts.

Tactics/Powers: Like all the other Expatriates, Second Hand Rose is in crime for the money. To her mind this means acquiring other people's property and making it her own. Combat is to be avoided as you can get hurt, get caught, and be given longer prison sentences if you hurt anyone else.

For the most part she sticks to playing the con. She usually plays the role of sweet old lady or granny in diversionary and lookout capacities. If things go wrong (heroes show up) she goes on the lamb, only assisting her partners if it doesn't seriously endanger her chances of being caught. Like all the rest of the Expatriates, she holds to their motto "He/She who fights and runs away, lives to fight another day."

If forced to fight, Rosa's tactics and powers are totally dependent on whose focuses she has collected. She has a fondness for entangles and stun only attacks, and will only use deadly force if it is first used against herself, one of her cohorts, or against innocent bystanders.

Appearance: Looking at a picture of Rosa in her youth, you would see a sprightly, attractive young girl. She did not age well, however. Rosa is in her middle forties but looks older thanks to her own hard living. Her 5'3" frame supports some 250 ill-fitting lbs. Her face shows the effects of wearing too much make-up for too long. Her once luxurious black hair is thinning and cut short to fit under one of her many wigs. She doesn't go in for the Expatriates pirate motif costumes, but tends to sport cheap, trashy looking outfits with lots of costume jewelry and black jewel-encrusted horned-rim glasses. That is to say, she is definitely in fashion among the trailer-court set. Her outfit is complete with purse, handbag, and shopping bags to hide her focuses.



SECOND HAND ROSE

Val	Char	Cost	Combat Stats		
10	STR	0	OCV: 6		
18	DEX	24	DCV: 6		
13	CON	6	ECV: 3		
13	BODY	6	Phases: 3, 5, 8, 10, 12		
10	INT	0			
10	EGO	0	Costs:		
10	PRE	0			
8	COM	-1	Char:	59	Base: 100
4	PD	2		+	+
3	ED	0	Powers:	233	Disads: 202
5	SPD	22		=	=
5	REC	0	Totals:	302	302
26	END	0			
25	STUN	0			
Cost		Powers	END		
5	Detect Foci at Range, 11-				
10	4d6 Luck (only usable for finding foci or using unfamiliar foci)				
60	Variable Power Pool — Found Gadgets				
20	Control Cost, Only for "Found" Foci (-½)				
Skills					
3	Acting, 11-				
2	AK: The City, 11-				
3	Bugging, 11-				
3	Combat Driving, 13-				
3	Combat Piloting, 13-				
3	Concealment, 11-				
3	Deduction (only concerning how things work), 11-				
3	Electronics, 11-				
3	English (Fluent w/ Accent)				
9	Gadgeteering, 14-				
3	Inventor, 11-				
0	Italian (Native)				
1	KS: Running her own "business", 8-				
2	KS: The seedier side of humanity, 11-				
3	Mechanics, 11-				
3	Persuasion, 14-				
3	Pickpocket, 13-				
3	Security Systems, 11-				
3	Sleight of Hand, 13-				
3	Stealth, 13-				
3	Streetwise, 14-				
3	Systems Operation, 11-				
6	Trans Fam: All Ground, Air & Water Vehicles				
3	Weaponsmith, 11-				
64	8 Levels w/ Foci & Gadgets				
100+ Disadvantages					
20	Hunted: Someone she's taken a focus from, as pow, 11-				
10	Hunted: The Forces of Law and Order, 8-				
10	DNPC: The Mole				
20	Psych: Foci Kleptomaniac				
20	Psych: Mothers Expatriates (especially Mole)				
10	Psych: Easily flustered by flattery				
10	DF: Wears too much Rose Water Perfume				
102	Villain Bonus & Experience				

LONG JOHN SLIVER

Background: Excerpts from the transcripts of the British Admiralty: "...and it is the solemn position of this court, that Lt. Fineous Christian did, with malice aforethought, cover the seat of Lord Admiral Ironbottom's trousers with a glue-like substance which did result in his Lordship's immobility within his motorcoach, after which his Lordship did suffer a grievous assault upon his olfactory nerves from another device of the hooliganistic and embittered lieutenant. Therefore it is the opinion of this court that Lt. Christian be stripped of rank and sentenced to...wait...wait a minute. Do you smell something burning? OH, BLOODY H!"

Fineous escaped to America and quickly ran into Ned Kelly. The two hit it off immediately and Fineous became Privateer's number one lieutenant, calling himself Lt. Fogg (a name derived from his background in chemical weaponry).

When the Expatriates recruited Blond Beard the Pirate into their organization, they also mounted Fogg's newest device, the Plasticizer Ray, as a deck gun on Blond Beard's Land Submersible. The Plasticizer Ray, when fired against inanimate objects, changed their molecular structure into a malleable substance similar to rubber. Unfortunately, in its first use, it was accidentally fired by an interfering hero at Lt. Fogg and one of his henchmen. The thug became the walking mud mound known as Mudpie. Lt. Fogg was suddenly turned into an Indian rubber man.

Upon escaping the heroes, and feeling a sense of guilt over Mudpie's condition, he made it so the Plasticizer Ray would never work against living tissue again. Then taking into account his own newly changeable form, Fineous changed his code name from Fogg to Long John Sliver.

Quote: "Hey Yank, your shoe laces are tied together!" Hero: "That's just what you'd like me to think, villain. And the minute I look down, you'll make a run for it. I'm not falling for that old gag." *TRIP*

Personality: Long John Sliver, a.k.a. Lt. Fogg, a.k.a. Fineous Christian has always been something of a rebel. He doesn't care for authoritarian types, loathes bureaucracy and generally feels that governments are a sham. He moved to America because it had the seeds of something better. The only authority worth listening to is his own conscience and the advice of his fellow Expatriates.

He's not out to hurt anyone (except maybe the Nazis) and his main concern seems to be the redistribution of ill-gotten gains. He is also prone to scheming elaborate practical jokes and seeing them through.

He is usually a charming individual, but can change personality to suit any new persona he has disguised himself as.

Tactics/Powers: Early in his career as Lt. Fogg, Fineous relies on a series of gas grenades disguised as belying pins for his weapons of choice. After the accident that caused him to rename himself Long John Sliver, he occasionally still uses the grenades but relies much more on his new stretching and shape changing abilities. In either case he is a master of disguise, a prankster and an exceptionally gifted con man.

LONG JOHN SLIVER

Val	Char	Cost	Combat Stats
10	STR	0	OCV: 6
18	DEX	24	DCV: 6
18	CON	16	ECV: 3
13	BODY	6	Phases: 3, 5, 8, 10, 12
15	INT	5	
10	EGO	0	Costs:
10	PRE	0	
10	COM	0	Char: 97 Base: 100
15	PD	13	+ +
15	ED	11	Powers: 341 Disads: 338
5	SPD	22	= =
6	REC	0	Totals: 438 438
36	END	0	
27	STUN	0	

Cost	Powers	END
60	50% Resistant Physical & Energy Damage Reduction	
15	Damage Resistance (15 PD/15 ED)	
50	Missile Reflection, any attack to any direction or target (things just bounce off him)	
10	Power Defense (10)	
10	Lack of Weakness (10)	
20	EC - Plastic Powers	
a-20	8" Stretching	4
b-10	Desolidification, Limited Power: Still affected by attacks	4
20	Shape Shift to any humanoid form 4	
20	Multipower (20 pt pool) — Movement (Special Effects: Legs Stretch To Run; Turn Into Springs To Leap)	
2u	+10" Running (16" Total)	1/5"
3u	+20" Superleap (22" Total)	1/5"
41	6d6 Transform Inanimate Objects to Rubber, Area Effect 1 Hex, OAF (Plasticizer Pistol)	[8c]
7	Life Support: Self-Contained Breathing, IAF (Neckerchief)	

Skills

3	Bugging, 12-
12	Combat Driving, 13-
3	Concealment, 12-
15	Disguise, 17-
3	Lockpicking, 13-
5	Mimicry, 12-
3	Pickpocketing, 13-
3	Security Systems, 12-
3	Stealth, 13-
3	Systems Operations, 12-

100+ Disadvantages

15	Secret ID (Former Lt. Fineous Christian, RN)
20	Psych: Practical Joker who hates bureaucrats
20	Psych: Disapproves of violence
10	Psych: Suspicious of Polly Parrot
40	2x STUN and BODY from Fire
10	Rivalry: One of the Player Characters
10	Reputation: 14-, Extreme (Re: All of the Above)
20	Hunted: The Royal Navy, 11-
20	Hunted: G.O.S.H., 11-
5	1d6 Unluck
168	Villain Bonus



His combat abilities are almost always directed toward diversions and distractions, meant to make it easier to get into or out of difficult places and difficult situations. When fighting heroes, he is most fond of knockout gas, entangles, and even the Plasticizer pistol based on the weapon that gave him his powers. The pistol still turns inanimate objects into rubber making it very effective against heroes with guns, armor and other focuses.

When fighting "real" villains such as Nazis and other killers, he will have little hesitancy in using explosive attacks as well.

Appearance: When completely relaxed, Long John Sliver is 5'11" and weighs about 165 lbs. He has taken to wearing his hair in a pony tail, in the fashion of someone out of the late 1700s. His costume is also of revolutionary war vintage and is reminiscent of those worn by British officers of the period.

BLOND BEARD THE PIRATE

Background: Bertram Perch had been a thug working for the local mob for as long as he could remember, going all the way back to his youth in Cornwall England. He was strong, if not particularly bright, and as loyal a wheelman as a crime lord could desire. It was his misfortune that a high speed car chase ended with the loss of his right leg below the knee and his subsequent arrest. His luck turned right around though and he was released on a judicial technicality.

No longer able to pursue his former profession, he worked on the docks and on small steamers for a number of years and in the process fell into the bottle. It was during one of these drunken binges, that he found and adopted a strange, overly talkative, parrot. When the parrot asked for refuge, he thought nothing of it because he knew parrots could talk. Bert became so fond of the bird he even read *Treasure Island* to it.

Suddenly, and for the first time in his life, Bertram started to come up with some pretty clever notions. Taking advantage of his peg-legged condition and his gabby parrot, he decided to become Blond Beard the Pirate. It was only natural that being both blond and a pirate, that he should first steal a German peroxide powered submarine. Once that

was done, it was simplicity itself to attach tank treads and a tunneling auger to the front of the sub, thus making him the scourge of both the high seas and the land. Bert doesn't really remember how he knew how to do all these things, but he does remember that they were his ideas.

Quote: "Arrrrr. Shiver me timbers. Avast ye swabs. Batten down them hatches and prepare for submergence."

Personality: Blond Beard has a reputation for being a little crazy because he talks to his parrot as if it really understood him. He is overly excited and dramatic when on an assignment but quickly calms down afterward. He's really pretty normal for a theme villain.

Tactics/Powers: Bert does not participate in those functions of the Expatriates that require subtlety or acting. He is not a con man. He is a pirate.

Blond Beard uses his land and sea submersible to perform much more blatant criminal acts. Typically these include robbing cargo ships, banks, trains and high tech super secret laboratories. Since joining the Expatriates, all such crimes are performed without the use of deadly force and he and his crew carry belaying pins and cork firing knock-out pistols.

Appearance: Blond Beard wears a piratical red long-coat over a white silk shirt, light blue breeches, and a matching vest. On his noggin he wears a large tri-cornered hat and around his waist is a thick black leather belt. On his left foot he wears a typical swash-bucklers boot and on his right is a hollow wooden peg leg which conceals a small hold-out blade.



POLLY THE PSYCHOPARROT

Background: Just a shift in the realm of possibilities is a dimension inhabited entirely by cartoon animals. In this universe, on a planet called Earth, in a country called the United States of Animals, a group of heroes holds a kangaroo court.

"Dr. Squawk, you and your Ratz horde have endangered the world one too many times," said Shadowcat, her tail twitching. "Fortunately, Leapin' Lizard's tail will grow back, and the doctors think that Knight Owl will recover, but we can't take the chance of turning you over to the authorities again. I, and the rest of Crimebusters concur...you must be banished from this reality so that you may never harm anyone again."

With that, the Great Salamander shifted his turban and spoke an arcane incantation,

"By the inky wells of Diznee,
And the reams of Noozeprin too,
By the Gold Key in my pocket,
I now seek to banish you.
By the pen whose nibs are labeled;
A, B, C, and D,
And the ancient called Roitomas,
I will seek to banish thee.
By the elder god Wall Tkelli,
And the creatures in his swamp,
I shall chant this incantation,
with circumstance and pomp:
Abracadabra, Okeefenokee,
Maneater jumped o'er the moon,
Dr. Squawk, you evil bird,
Begone now, vile toon."

BLOND BEARD THE PIRATE

Val	Char	Cost	Combat Stats		
30	STR	20	OCV: 6		
18	DEX	24	DCV: 6		
20	CON	20	ECV: 1		
13	BODY	6	Phases: 3, 6, 9, 12		
10	INT	0			
3	EGO	-14	Costs		
30	PRE	20			
10	COM	0	Char:	108	Base: 100
15	PD	9		+	+
15	ED	11	Powers:	142	Disads: 150
4	SPD	12		=	=
10	REC	0	Totals:	250	250
40	END	0			
38	STUN	0			

Cost	Powers	END
8	Damage Resistance (8 PD/8 ED)	
6	Damage Resistance [(7 PD/7 ED), IIF (ResistWeave™ Longjohns)]	
7	Multipower (15 pt pool), OAF (Cutlass)	
1 u	1d6 HKA (2d6 w/ STR), OAF (Cutlass)	1+
1 u	5d6 HA (11d6 w/ STR), OAF (Cutlass Guard)	1+
10	8d6 EB, Stun Only, OAF (Flintlock)	[1c]
10	8d6 EB, Stun Only, OAF (Flintlock)	[1c]
20	Marital Arts — Generic (He's a Lousy Fencer)	
	Maneuver	OCV DCV Damage
	Kick	4 7 1d6
	Punch	6 8 8d6
	Block	8 8 Abort
	Throw	6 7 6d6+v/5
	Dodge	6 11 Dodge, Abort
-2	-1" running (pegleg)	
-1	-1" Swimming (pegleg)	
50	Mastermind (250 points worth of Peroxide Land Submersible and Henchmen)	

Skills		
3, 3	Combat Driving, 13-, Concealment, 11-	
2	Contact: Underworld, 11-	
3	Inventor, 11-	
2	KS: Pirate Mythos, 11-	
2	KS: Potential Secret Base locations, 11-	
2	KS: Where to find thugs for hire, 11-	
3, 1	PS: Sailor, 15-, PS: Longshoreman, 8-	
2	Trans Fam: Watercraft	
4	Trans Fam: Airships, Ships, Subs and Subway Trains	
2	+1 OCV w/ Cutlass Guard	
9	Saved Points	

100+ Disadvantages		
15	Phys Lim: Peglegged	
20	2x effect from Telepathy and Mind Control	
10	Doesn't realize he's mind controlled by Polly the Psycho Parrot	
10	Control Freak	
10	Obsessed with Pirate Motif	
10	Enraged: If anyone attacks Polly; (8-/8-)	
10	Hunted: The Forces of Law and Order, 8-	
20	Hunted: The U.S. Navy and Coast Guard, 8-	
20	Hunted: The German Navy (he stole a U-Boat), 8-	
10	2d6 Unluck	
15	Secret ID: Bertram Perch	

POLLY THE PSYCHO PARROT

Val	Char	Cost	Combat Stats		
8	STR	-2	OCV: 6		
18	DEX	24	DCV: 12		
8	CON	-4	ECV: 10		
8	BODY	-4	Phases: 2, 4, 6, 8, 10, 12		
30	INT	20			
30	EGO	40	Costs:		
20	PRE	10			
8	COM	-1	Char:	143	Base: 100
10	PD	8		=	=
10	ED	8	Powers:	246	Disads: 289
6	SPD	32		=	=
10	REC	12	Totals:	389	389
16	END	0			
16	STUN	0			

Cost	Powers	END
36	3 Levels Shrinking (1' tall, +6 DCV, -6 to other's PER Rolls, +9" Knockback), 0 END, Persistent, Always On	0
24*	EC — Polly's Vast Mental Powers	
a-42*	11d6 Mind control, 0 END	0
b-24	3d6 Ego Drain, at Range, 0 END	0
c-24	6d6 Ego Attack	6
d-28	8d6 Mind Control, Area Effect 4"r, Fully Invisible, 0 END, Limited to One Command: Don't Hurt Me! (-2)	0
17	Force Field (+10 PD, +10 ED), 0 END, Requires an EGO Roll	0
	*Powers only work when in physical contact with malleable sentient being (one with EGO of five or less, -¼)	
10	5" flight	1/5"
10	Mind Defense (16)	

Skills		
3	Concealment, 15-	
4	English (Fluent w/ "Parrot" accent [Funny Animal universe Ratzi Native])	
3	Inventor, 15-	
2	KS: Pirate Stuff, 11-	
3	Mechanics, 11-	
3	Scientist	
2	SS: Biology, 15-	
2	SS: Chemistry, 15-	
2	SS: Electronics, 15-	
2	SS: Geology, 15-	
2	SS: Mathematics, 15-	
3	System Operations, 15-	

100+ Disadvantages		
15	Secret ID (Not Just a Dumb Bird)	
5	DNPC: Blond Beard the Pirate, As Pow. as PCs, Useful, 14-	
25	Phys Lim: A Parrot in a Human's World	
15	Reputation: Blond Beard's Cute Little Birdy, 14-	
20	Psych: Meglomania	
15	Psych: Cowardly	
15	Psych: Sadistic	
15	DF: Cartoon Parrot	
20	Rivalry: Anyone with Brains in the Expatriates	
5	1d6 Unluck	
139	Villain Bonus	

Where upon a swirling vortex appeared out of nowhere and carried away the screaming and squawking PsychoParrot.

An eternity thereafter, he awoke. He was obviously in a world of giants for all the doors and windows were huge compared to what he was used to. Walking towards him was a monstrous gorilla...only it wasn't a gorilla. The thing looked vaguely like a gorilla only it was kind of bald. It held out a cracker and said "Hello there Polly Parrot, where'd you come from?" It reeked of cheap whiskey and Dr. Squawk reached out his mind to make contact.

In a short time, Dr. Squawk had learned everything there was to know about this strange world. He adopted the drunken sailor as a pet and focus for his diminished powers. Soon after the two became known as Blond Beard the Pirate and Polly the Parrot, and together they started their climb up the criminal social ladder.

Quote: "Squawk! Polly wants a cracker! Polly wants a cracker! Squawk! Pieces of eight! Pieces of eight!" and in a whisper, "Kill him, you moron! Kill him, you moron. Do I have to think of everything?! Do it now! Do it now!"

Personality: Polly pretends to be an ordinary parrot. He squawks and whistles and says all those clichéd comments that are famous of parrots. Given his druthers, he'd like the dumb humans who rule this dimension to never figure out he is an intelligent being.

Polly will do almost anything short of actually endangering himself to save Blond Beard the Pirate. This is not because Polly is loyal to him, it is because Blond Beard unknowingly acts as a focus for Polly's more powerful Psychotelepathic powers. Polly sees Blond Beard as a valuable possession, not to be given up easily.

Polly sees teaming up with the Expatriates as a temporary arrangement. Once he learns enough about the magics and technologies of this dimension, he will be ready to return to his home dimension as Polly the Conqueror! Polly is something of a megalomaniac after all.

Tactics/Powers: Polly's powers work at two different power levels. Without being in physical contact with a moron (i.e. anyone susceptible to mental attacks), Polly's invisibly effect mind control powers can only influence morons. When in physical contact with a moron, his powers increase to where they will affect even the strongest minds.

Polly is a behind the scenes kind of mastermind. His basic strategy since arriving at Earth has been to give Blond Beard ideas which Blond Beard thinks are his own. This has given Blond Beard the reputation of being something of a mad genius and has in turn resulted in his recruitment into the Expatriates. And — since this is a predominantly upbeat, Golden Age, universe — Polly knows that most superheroes would never hurt a "dumb" animal so he is in little danger from actual attack.

Against anyone but Blond Beard, he always limits his invisible telepathic mind control powers to simple thoughts like "Don't hurt the birdy," or "Let the parrot go. It's just a dumb animal," or even "Now that Blond Beard is headed for prison, why not adopt his parrot. There must be some out of the way place to keep him at the secret hero HQ."

Appearance: Polly looks like an ordinary cartoon parrot. Of course, since this is a comic book universe, nobody notices. He wears a fake eye patch and a little pirate hat with a skull and crossbones (the Jolly Roger) on its front.

THE MOLE

Background: Landau Labonte was a loser from the word go. His father, the lumberjack, laughed at him. When he got sea-sick on a boy scout rafting trip, he became the butt of jokes and was called "Landau 'the Land Lubber' Labonte" or "Landau Lubber" for short. In school, all the girls laughed at him. When he tried to enlist, the sergeant at the Royal Marines recruiting office laughed at him. Everybody laughed at him. The only time people didn't laugh at him was when he joined a traveling circus as a clown. Then, nobody laughed at him — they just jeered and threw things at him instead.

Naturally he turned to a life of crime. But even this didn't work out so well at first. His very first criminal act would have ended in another personal tragedy had it not been for the timely intervention of madam Rosa LaRose. Rosy saved his life, prevented him from going straight, made him her sidekick, and he has been grateful ever since.

Quote: "Beware, do-gooders! Lest you cease your constant hawassment of us, I will be forced to burrow through you!"

Personality: Landau Labonte has long since gotten over his sense of foreboding and doom...he hasn't been depressed in at least a week. His association with the Expatriates has resulted in a growing sense of self esteem which makes itself evident whenever one of his compatriots (particularly Second Hand Rose) is in danger. In fact, he no longer takes his nickname (The Mole) as an insult, but wears it as a badge of honor.

This is not to say he is becoming overconfident. Far from it. But, from observing other members of the Expatriates, he is learning that acting self-confident can often be as effective as actually being self-confident.

Tactics/Powers: Landau is the opposite of a combat monster. His major use is in his ability to make tunnels for his team mates to get to and from the scenes of a crime. He will only fight if he thinks it will somehow save his pals (by giving them extra time to make an escape for instance). Otherwise if confronted by a superior force, say anything more than a single policeman, he will surrender and hope his buddies will brake him out later.

Appearance: Landau is a short, frumpy, little man who bears an uncanny resemblance to a mole. He is 2'11" tall, weighs 98 lbs, has a pale complexion, grey eyes and thinning brown hair. He is incredibly near sighted, requiring that he wear ½ inch thick glasses. His favorite outfit is an ill-fitting two-piece business suit and matching fedora. He has a whining, nasal voice.

His tunneling exoskeleton is a bulky, complicated affair composed of innumerable metal braces, joints, pulleys, and mounting brackets. To these brackets are mounted a highly modified hospital X-Ray machine, adjustable automobile headlights, tunneling claws, the propulsion unit, and several belts and harnesses to hold in the wearer. It is powered by a one cylinder, gasoline powered, lawn-mower engine which has all the stealth abilities of said same device.

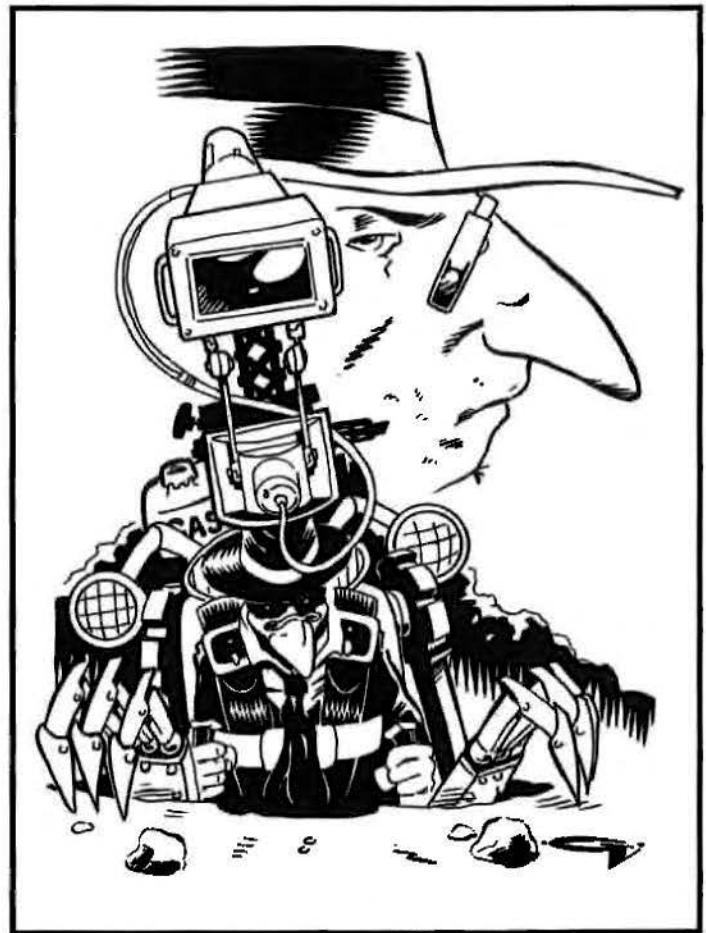
THE MOLE

Val	Char	Cost	Combat Stats
5	STR	-5	OCV: 3
9	DEX	-3	DCV: 3
11	CON	2	ECV: 3
11	BODY	2	Phases: 4, 8, 12
10	INT	0	
8	EGO	-4	Costs:
8	PRE	-2	
6	COM	-2	Char: 0 Base: 50
2	PD	1	+ +
2	ED	0	Powers: 71 Disads: 25
3	SPD	11	= =
3	REC	0	Totals: 71 75
22	END	0	
20	STUN	0	

Cost	Powers	END
10	+20 PRE, Limited Power (For Defense Only)	
12	270 END Reserve, REC 3, OAF, Bulky (Tunneling Machine)	
12	6" Tunneling through Def 6, OAF, Bulky (Tunneling Machine), Draws END from Reserve	3
6	1d6 HKA (Claws), OAF, Bulky (Tunneling Machine), Draws END from Reserve	1
8	X-Ray Vision, OAF, Bulky (Tunneling Machine)	0

Skills	
3	Bump of Direction
5	1d6 Luck
2	AK: Sewers, Subways and Steam Tunnels of the Campaign City underworld, 11-
0	Canadian French (Native)
4	English (Fluent, No Accent)
3	Inventor, 11-
1	Italian (Basic Conversation)
2	KS: Cops, Heroes & Their Reputations, 11-
3	Navigation, 11-

50+ Disadvantages
5 DF: Short, Homely Little Guy
5 Psych: Hero Worships Second Hand Rose
5 Hunted: Law Enforcement Agencies, 8-
5 Phys limit: Nearsighted
5 1d6 Unluck



INDEPENDENT VILLAINS

These are the villains who don't belong to any specific group. Some of these guys are Masterminds and nutty Theme Villains that no other villain in his right mind would work with. Others are villains for hire. They all vary from the dangerous to the inane.

Of the independent villains listed here, all but Blorg and the Doberman are also card carrying members of F.O.E., which is not a villain team so much as a trade association for super villains and criminal henchmen.

THE FIENDISH ORDER OF EVIL

Hey, what about all those poor schmuck villains who don't belong to a group? Who's gonna take care a dem in dare ol' age? Dat's where da Fiendish Order of Evil comes in.

F.O.E. is, among udder things, a fraternal insurance organization; set up fer you — da Super Villain gutsy enough to go it alone, but not so stoopid as ta think nothin' can go wrong wit yer genius plans. Do you know who's gonna take care of yer widow an brats if MegaGoody Man skooshes yer brains out? Dat's what F.O.E. does wit yer yearly dues. Who's gonna support ya when yer hooked up to an iron-lung? Hey, dat's covered too! But it don't stop dere, neither!

Fer youse little ladies, we've formed a sorta auxiliary organization. Dat's right, its called da Sister Hood of Evil. S.H.E. pervides ya wit all da same benefits as F.O.E. at almost half da cost! How can we do dat? Simple. NYC cop-shop statistics prove dat dame villains is half as likely ta get dinged up when fightin' super heroes den dare macho guy counterparts. Hey, F.O.E. even runs a referral service.

**F.O.E.: We wouldn't screw you, cuz we is you.
Contact one a our representatives today!**

KING BEE

Background: Excerpted from the humor pages of *The New York City Gotham Globe and Gazette*, June 9th, 1939:

"A new and inept villain has sullied the skies of the Big Apple, going by the name of 'King Bee.' He made his debut into supervillain society last night when he robbed the White Star Lines payroll office. Fortunately for the company, the payroll was late in arriving at the office and King Bee only got away with the money in the office employees' wallets and purses, totaling just over twenty three dollars.

A scuffle ensued with King Bee eventually overpowering Irwin Goldberg. Goldberg, the 73 year old security guard on duty at the payroll office, had this to say, 'This clown had loser written all over him. He didn't think to call the payroll office first to see if the pay was there yet...and then he calls himself King Bee. Even an idiot knows that ain't no such thing as a King Bee.'

Anonymous sources within the Police Department have said that no superheroes will be called in on this one. Rumor goes on to say that the investigation has been given to a rookie patrolman."

Quote: "Lies! Lies! It didn't happen that way!" or "Prepare to feel the King Bee's sting!" or in Secret ID "Yes Dearest. Of course my love. Whatever you say, Dear. Yes, I'm listening to you, my Sweet. No, I didn't forget our anniversary. It's just that I can't afford an expensive gift on my lowly entomologist's salary, Honey Buns. No, I'm not seeing someone else when I go out every night. You know I can't work at home on that article for *Bugs and Vermin Quarterly*...there are too many distractions at home. Yes Lovey, I'll try to be home by midnight. Good-bye!" *SLAM* "Whew."

Personality: After a bad start, King Bee has become obsessed with changing his image as an ineffectual putz. Although there is not much he can do about his atrocious luck, he tries to leave as little to fate as possible. He has become quite skilled in planning for almost any contingency. To avoid lengthy and embarrassing combats with normals, he has increased the toxicity of his bee derived stun poison. Finally, to compensate for almost being knocked out by a blow from an old woman's purse, he has greatly improved his armored Bee Suit.

Of course his subsequent successes have led to his boastful and overconfident behavior and will ultimately result in his incarceration.

Unbeknownst to anyone but himself, King Bee is really Bartleby "Buzz" Beechum, mild mannered entomologist and devoted husband to Beatrice Beechum. Although she has no powers, she is his queen and completely dominates his life.

Tactics/Powers: King Bee usually tries for a surprise attack against his opponents. Because his backpack makes a constant buzzing sound, surprise can only be achieved if he swoops in at full speed from over 120 feet away. His favorite maneuver is a multiple move-by against unarmored foes, injecting them with his paralyzing poison. Hired henchmen, called "Drones," will attack after this.

On special crimes he will use his empathetic mind control power with bees to torment his adversaries.

Appearance: King Bee wears a padded suit of armor that both provides him with physical protection and makes him look much more well built than he actually is. The suit

KING BEE

Val	Char	Cost	Combat Stats
8	STR	-2	OCV: 9
27	DEX	51	DCV: 9
8	CON	-4	ECV: 4
8	BODY	-4	Phases: 2, 4, 6, 8, 10, 12
13	INT	3	
13	EGO	6	Costs:
15	PRE	5	
10	COM	0	Char: 78 Base: 100
2	PD	0	+ +
2	ED	0	Powers: 172 Disads: 150
6	SPD	23	= =
4	REC	0	Totals: 250 250
16	END	0	
16	STUN	0	

Cost	Powers	END
8	Universal Translator, 12-, OAF (Bee Helmet), Insects only, -½)	
7	Mindlink with any 1 insect, OAF (Bee Helmet)	
5	Clinging, OIF (Bee Suit)	
22	END Reserve: 300 END, REC 3, OIF (Bee Suit)	
23	15" Flight, x4 NCM (80 mph), Draws END from Reserve	1/5"
20	Armor (+10 PD/+10 ED), OIF (Bee Suit)	
2	Flash Defense vs. Sight (5), OAF (Bee Helmet)	
5	360 Degree Sight, OAF (Bee Helmet)	
15	3d6 EB, NND (Force Fields or Armor), No Range, OIF (Poison Glove and Boot Stingers)	[8c]
10	2d6 END Drain, Linked to NND, OIF (Poison Glove and Boot Stingers)	[8c]
5	1d6 REC Drain, Linked to NND, OIF (Poison Glove and Boot Stingers)	[8c]

Skills

1	Perk: Membership: Empire Club
3	Bump of direction
3	Immune to insect venom
6	Acrobatics, Breakfall, 14-
4	Animal Handler (Insects), 14-
1	Bugging, 8-
3	Concealment, 12-
3	Electronics, 11-
5	Entomology, 14-
3	Inventor, 12-
3	Security Systems, 12-
3	Shadowing, 12-
3	Stealth, 14-
9	3 Levels w/ Poison Glove and Boot Stingers

100+ Disadvantages

15	Secret ID (Dr. Bartleby "Buzz" Beecham)
10	DF: Dweeby
15	Megalomaniac and Big Dreamer
10	Little man with a big chip on shoulder
20	Susceptibility: 2D6 per Phase from to insect repellents and bug sprays
20	Hunted by Law Enforcement Agencies, 11-
20	Hunted by Superheroes, 8-
5	DNPC (Wife) 8-
10	2d6 Unluck
25	Villain bonus



consists of a yellow and black striped top with purple trunks, gloves, and boots and green arms and legs. He also wears a purple helmet with multi-faceted bee goggles and two small extendible radio antennas. On his back is a flying-pack of his own design which incorporates modern jet technology with flapping titanium wings and all the aerodynamics of a bumble bee.

MUDPIE

Background: "Life just ain't been the same for Joey 'Leadhead' Lederer since my little accident while working for the Expatriates. Heck, it weren't their fault, an I ain't one ta hold no grudge anyhow. Geeze, just look at what dat Plasticizer Ray did ta Mr. Fogg — turned him into a rubber band an now he's callin' himself Long John Sliver. Anyhow it was some ignant hero geek who spun the Plasticizer Ray away from the bank vault and onto your's truly. An now look at me. I look like a pile a raw sewage. But man oh man, how Privateer thumped dat hero — sent him straight ta the dentist. I gotta admit, them Expatriate guys take care of their own, but I had ta leave. I couldn't stand how they kept givin' me them pity-full looks.

Since then, I been around. Spent some time in the jug, worked for some bigwigs out ta take over the world, even played misunderstood superhero for awhile. But mostly I'm back providin' muscle fer the mob. Like I said, life ain't been the same fer me since becomin' Mudpie. Nope. In fact, I think its gotten more interestin'."



Quote: "Uh, sorry boss. Didn't mean ta git mud on ya. You want I should squish some sooper heroes for ya now?"

Personality: Mudpie is, except for his present appearance, just a thug. He talks like a thug, hangs around with a bad crowd like a thug and pretty much mindlessly follows the orders of whatever baddie he's working for — like a thug. He's not stupid but usually acts that way both because it's expected of him and because it make folks underestimate him. When not involved in a crime, he likes to play poker and read superhero comic books (for which he wears specially made oversized rubber gloves).

Tactics/Powers: Mudpie's tactics consist of doing what he is told to. When told to "Go hurt somebody," he will most likely try to smash them with his horrendous fist. If told to play decoy, he will yell something like "All youse heroes is pansies who couldn't punch or kick yer way out of a paper bag even!" On more than one occasion, heroes were stupid enough to take the challenge and hit Mudpie. This results in their getting stuck to him, thus allowing his compatriots some time to escape. When he is done with the heroes, he will normally just head for street level and ooze into the ground, only leaving a tunnel behind him if he was supposed to be followed by accomplices or soon to be trapped heroes.

MUDPIE

Val	Char	Cost	Combat Stats	
50	STR	40	OCV: 5	
15	DEX	15	DCV: 5	
28	CON	36	ECV: 3	
28	BODY	36	Phases: 3, 6, 9, 12	
10	INT	0	Costs:	
10	EGO	0		
20	PRE	10		
20	COM	5		
20	PD	10	Char:	181 Base: 100
20	ED	14	Powers:	302 Disads: 383
4	SPD	15	Totals:	483 483
16	REC	0		
56	END	0		
67	STUN	0		

Cost	Powers	END
60	50% Resistant Physical & Energy Damage Reduction	
20	Damage Resistance (20 PD/20 ED)	
10	Lack of Weakness (-10)	
15	EGO Defense (17)	
30	Power Defense (30)	
10	Life Support: Self-Contain Breathing	
30	6" Tunneling through Def 6, May Close Tunnel Behind Him	4
20	X-Ray Vision (Seismic Ray vision, Can only see through dirt, mud, and stone)	
100	4d6 Entangle, Def 4, Damage Shield, Entangle Takes No Damage From Attack, 0 END	0

Skills	
1	AK: The Seedy Side of Town, 8-
1	Gambling, 8-
2	KS: Comic Books, 11-
3	PS: Strong Arm (Thug), 11-

100+ Disadvantages	
20	x2 STUN & BODY from Water Attacks
35	Susceptibility: 1d6 each of PD & Body Drain per Phase in Water
0	Psych: None...He's very well balanced for a Supervillain
10	Reputation: Stupid Goon (He isn't. That's just his rep), 11-
10	Hunted: Law Enforcement Agencies, NCI, 11-
25	DF: Mud Monster
5	1d6 Unluck
15	Secret ID: Ned Kelly
263	Villain Bonus

Appearance: Mudpie's name is an accurate description of how he looks. He is about eight feet tall and looks like a vaguely humanoid, walking heap of mud.

THE POSTMASTER

a.k.a.: William Dewey Letterman, Willy D.,
Willy the Weasel, The Courier of Crime

Background: Willy Letterman was an employee of the U.S. Postal Service who just couldn't pass up a golden opportunity. It seems that Willy accidentally opened a letter addressed to a young chorus girl from a certain known-to-be-married Congressman and (equally accidentally) he read it. Well naturally Willy informed the Congressman about his little accident, and just as naturally the Congressman rewarded him. Unfortunately for Willy, the Congressman soon tired of paying Mr. Letterman his reward and voiced his regrets in front of some friends in the law enforcement business. Willy was charged on counts of mail tampering and blackmail but was released after he posted bail. He immediately sent a letter bomb to the Congressman, for which Willy was not only charged with attempted murder, but was convicted of that and the previous charges against him and given an all expense paid "vacation" to the Ossining Correctional Facility (Sing Sing Prison) for a period of not less than ten years. This did not fit in well with Willy's plans however, and while working in the prison mailroom Willy made his escape by hiding in a sack of outgoing letters.



THE POSTMASTER

Val	Char	Cost	Combat Stats
20	STR	10	OCV: 8
23	DEX	39	DCV: 8
20	CON	20	ECV: 4
10	BODY	0	Phases: 3, 5, 8, 10, 12
18	INT	8	
11	EGO	2	Costs:
20	PRE	10	
10	COM	2	Char: 121 Base: 100
8	PD	4	+ +
8	ED	4	Powers: 173 Disads: 194
5	SPD	17	= =
10	REC	0	Totals: 294 294
40	END	0	
35	STUN	5	

Cost	Powers	END
25	Multipower (50 pt pool), OAF (Mail Bag of Tricks)	
2u	5d6 Entangle, Def 5 [Glue Gun]	[16c]
2u	2 1/2d6 RKA, Personal Immunity [Paper Cut Gun]	[16c]
1u	2d6 Flash, Area Effect 16" Cone [Fountain Pen]	[16c]
2u	3d6 NND [Life Support: Need not Breath],	
	Area Effect 2"r [Mace Spray]	[16c]
2u	8d6 EB [Physical] + 1d6 Flash vs. Normal Sight	
	[Letter Bombs]	[16c]
16	Armor (+8 PD/+8 ED), OIF (Chainmail Armor)	
20	Martial Arts	
	Maneuver	OCV DCV Damage
	Kick	6 9 8d6
	Stamp	8 10 6d6
	Block	10 10 Block, Abort
	Deliver	8 9 4d6+v/5
	Dodge	— 13 Dodge, Abort
50	Mastermind	

Skills	
3, 3	Acrobatics, 14-, Breakfall, 14-
3	Combat Driving, 14-
3, 3	Concealment, 13-, Disguise, 13-
3	Demolitions, 11-
5, 5	Electronics, 12-, Mechanics, 12-
3	KS: Postal Systems, 13-
2	KS: Secret Base Locations, 11-
3	KS: Shipping Companies, 13-
2	KS: Where to hire thugs, 11-
3	Lockpicking, 14-
3	Security Systems, 13-
5	Shadowing, 12-
1	Trans Fam: Postal Vans
3	1 Level w/ Martial Arts

100+ Disadvantages	
15	Secret ID (William Dewey Letterman)
15	Reputation: Loony Theme Villain, 14-
5	Professional Rivalry: The Doberman
10	Psych: Fear/Hatred of Dogs
15	Psych: Obsessed with "Postal" Crimes
15	Hunted by Federal Law Enforcement, 11-
20	Hunted by The Hero Group, 11-
10	Hunted by U.S. Postal Inspectors, 8-
15	Psych: Control Freak
5	1d6 Unluck
69	Villain Bonus

His next enterprise was the following chain letter: "Please send \$1000 dollars to the above P.O. box and then send a copy of this letter to ten wealthy friends...or else!" He was nearly caught trying to enforce the "or else" but managed to escape and has since been classified as "address unknown."

Quote: "Neither rain, nor snow, nor sleet, nor hail, shall save you from my appointed rounds..."

Personality: Willy is now an incorrigible theme villain and goes by the name of "The Postmaster." He is completely fixated on crime relating to the mail, letters, deliveries or the post. He does not generally concern himself with the fact that most of his crimes can be solved by any hero with even a modicum of detective ability. It is, after all, just a play-by-mail game to him.

Tactics/Powers: In combat the Postmaster values his own skin above all else. He will usually use combat maneuvers that will allow him to escape from the heroes (smoke grenades followed by a hasty retreat through the mail chute) rather than engage them in one on one battles (that is why one hires henchmen, is it not?). His weapons of choice may change from week to week but would most likely include: letter bombs, poison pen letters, the enveloping gun, mace, rubber-mallet cancellation stamps and (if run in a current day campaign) a ZIP gun.

Appearance: Willy wears a dark blue mailman's peaked cap, a red domino mask and bow tie, a light blue chain-mail shirt, dark blue pants with yellow piping, and black shoes. He carries his equipment in a mail pouch and protects his hands with brass knuckles (mailed fists).

Record: Before his escape, he served 1 year of a 25 year sentence at Sing Sing Prison, Ossining, New York for assault, blackmail, extortion, kidnapping, and numerous other lesser offenses.

RADIOSTAR

Background: Night club crooner Jackie Sincere was obsessed with the idea of becoming a hot shot radio singer. It seemed as though his ship had come in when he was asked to host the National Broadcasting System's Moonlight Melodies program.

Unfortunately, Jackie made the mistake of walking to the studio on his opening night as host and chanced upon a battle between a super-powered martial artist in a flag suit and some tin-plated Nazi supervillain. As luck (and plot devices) would have it, he was accidentally kicked in the throat by the flag-suited hero (forever destroying his singing voice), mistaken for a supervillain and thrown into an electrical substation by the next hero to show up (nicely electrocuting him) and then cured (i.e. mutated) by the misfiring healing spell of yet another well-meaning but inexperienced superhero/magic user.

He has hated all superbeings ever since.

Quote: "Hey all you guys and gals out in radio land! This is everybody's favorite super-baddie, Radiostar, issuing a challenge for those inept costumed buffoons that call themselves heroes! But first, I've selected five names at random from the phone book and will read them over the air...second caller to correctly identify himself will *not* have his home destroyed..."

Personality: Jacky's primary motivation is still to achieve fame and fortune. His second motivation is revenge against all superbeings, but most specifically against all superheroes. To reach these ends, Jackie (now calling himself Radiostar) does not bother with subtlety. His crimes are loud and publicity grabbing. He likes nothing better than to beat and humiliate heroes in front of a large audience. Robbing banks on Main Street at noon, holding the Brooklyn Dodgers hostage in front of a capacity crowd (after forcing the same crowd to listen to him attempt to sing the National Anthem with his damaged vocal cords), or kidnapping New York City's mayor LaGuardia: these are the type of attention grabbing crimes that appeal most to Radiostar.

Tactics/Powers: With the combination of his power to "transmit" targets anywhere he chooses and his ability to



transmit images of himself, Radiostar is a dangerous individual. Fortunately, for the good guys, he suffers from his own ego and can't help becoming overconfident and boastfully revealing his real whereabouts.

Appearance: Radiostar wears silver tights with light blue shorts, boots, gloves, and head-gear. He also wears a protective visor and a power-amplifying headset allegedly stolen from Nikola Tesla's laboratory.

RADIOSTAR

Val	Char	Cost	Combat Stats
13	STR	3	OCV: 7
21	DEX	33	DCV: 7
13	CON	6	ECV: 8
10	BODY	0	Phases: 2, 4, 6, 8, 10, 12
10	INT	0	
23	EGO	26	Costs:
25	PRE	15	
22	COM	6	Char: 128 Base: 100
8	PD	5	+ +
8	ED	5	Powers: 245 Disads: 273
6	SPD	29	= =
6	REC	0	Totals: 373 373
26	END	0	
24	STUN	0	

Cost	Powers	END
90	Images: Multiple images of self only vs Sight and Sound Groups -10 to PER rolls, 64 hex radius, (up to 64 transmitted images!), 0 END	0
100	Multipower (100 pt pool)	
10u	25 STR Telekinesis, Fine Manipulation, Invisible to Sight, 0 END	0
10u	10d6 EB, Invisible to Sight, 0 END	0
18u	18" Teleportation, Usable vs Others at Range [Stopped by Power Defense], Invisible to Sight	11
10u	40" Flight (looks like he's surfing), ½ END Note: Radiostar constantly projects multiple images of himself which take turns taunting his opponents. Although he only gets one attack per turn, he constantly changes the number of images even as he himself occasionally teleports. This illusion is his only real defense.	1/5"

Skills	
2	KS: Show Business, 11-
5	PS: Lounge Singer, 14-

100+ Disadvantages	
15	Secret ID (Jackie Sincere)
20	Psych: Blames heroes for ruining his career
20	Psych: Fame seeking, glory-hound
10	Psych: Sucker for a Photo Opportunity
5	Enraged: vs Critics of His Singing, 8-/11-
20	Rivalry: Any PC or DNPC with show-biz Talent
10	Reputation: 14- Doesn't Take Criticism Well
20	Hunted: U.S. Law Enforcement, 11-
10	Hunted: Canadian Law Enforcement, 8-
20	Hunted: G.O.S.H., 11-
5	Phys Lim: Singing Voice Ruined
10	2d6 Unluck
108	Villain Bonus

DOBERMAN

Background: Harry Schwartzhund was your typical, run-of-the-mill, second-rate thief and part-time tomb robber. A series of unhappy accidents eventually led him to Cairo, Egypt where he fell into the usual bad crowd. After a series of coincidences too unlikely to be repeated on these pages, Harry found himself trapped in a newly re-sealed Egyptian pyramid. As Harry wandered aimlessly through the tomb, searching for an exit, he stumbled across a large statue of the Egyptian god Anubis, Guardian of the Dead. His first thought was "Wow! An eight foot tall, solid gold, statue of Anubis, Guardian of the Dead...I'm rich!" Then his last torch burnt out.

To this point in his life, Harry had not been a particularly religious fellow. But somehow, being buried alive, with no light, no food or water and a dwindling supply of air, he changed. He changed drastically. Harry began praying for all that he was worth. Harry prayed to God. Harry prayed to Krishna. Harry even prayed to the leprous, cut-purse, sooth-sayer who had warned him not to come here. Finally, all else failing and his air supply running out, he even prayed to Anubis.

Now Anubis hadn't had a prayer directed his way in a couple of thousand years, and thus took a little too long in responding and Harry died. Anubis was slightly annoyed by this (as you would be too if you hadn't been worshipped in over two thousand years and your first believer in all that time just up and died on you). Well, being Guardian of the Dead has some small advantages, and Harry's spirit approached him. Anubis immediately recognized him as the common criminal he was. This was bad as Anubis was your basically good god. On the other hand, without worshipers a god fades into nonexistence. A sudden inspiration flooded him.

Harry awoke on the cool stone floor of the pyramid. A slight breeze brushed his cheek and he now knew he would find his way out. He stared up into to dog-headed god that towered over him, knowing it had granted him life. He was also now nuttier than a fruit-cake.

Harry is now the master criminal, The Doberman, and spreads his particular brand of mayhem under the auspices of Anubis. Anubis is quite happy with this arrangement. Anubis gets worshipped by a true believer. Anubis performs good by seeing that new super-heroes foil his inept worshiper's plans and gain experience. Harry get to live forever...not bad for a human normal.

Harry was quite addled from his experience with Anubis. Consequently, he's somewhat confused by the whole Egyptian dog-headed-guardian-of-the-dead thing. He thinks Anubis is the god of dogs. Anubis is not about to straighten him out. As such, Harry is constantly coming up with new and more ridiculous schemes, all having something to do with dogs.

Quote: "Unleash the dogs of war! Fetch, my canine cohorts in crime! I have a bone of contention to pick with these so-called heroes!"

Personality: The Doberman is a few cards short of a full deck. He is loud, pompous and theatrical; his schemes are grandiose to match. He is so self-absorbed that, at times, he is almost completely oblivious to his surroundings. Although homicidal by intent, he has failed to actually kill anyone (possibly due to interference by Anubis). He thinks he can communicate with dogs.



Tactics/Powers: The Doberman uses the same tactics as any other low-powered mastermind...he gets others to fight for him. The Doberman usually employs a combination of common street thugs and trained attack dogs. While everyone is otherwise occupied, he then tries to complete his objective and escape. When all else fails, Harry escapes by getting himself killed (remember, he's immortal).

Example: *Doberman, in an effort to steal the Project Dogface armor from Project Onomatopoeia, gets himself blown up. The explosion disintegrates him and the heroes find nothing but a few tattered pieces of his costume (Harry took over 40 BODY in the blast). Harry's essence then materializes in Anubis's temple in Egypt (teleportation, only usable when dead, one memorized location only; Doberman didn't pay points for it, it is really a power of Anubis. Treat is as a GM fiat to keep bringing Doberman back). He then heals body at his normal recovery rate until completely healed, digs himself out of the temple, finds transportation back to the States, and (about six months to a year later) takes on the heroes again (who can't believe anyone could have survived such a blast).*

Appearance: The Doberman wears bulky Egyptian-inspired leather armor with a fake dog tail sticking out the back. This is topped-off with a papier-mâché, Anubis-like dog head that seemingly serves only to limit his peripheral vision and make it hard for his henchmen to understand what he is saying. He always carries a fake bone which he uses as a scepter but which also conceals a one shot secret weapon.

DOBERMAN

Val	Char	Cost	Combat Stats
10	STR	0	OCV: 6
17	DEX	21	DCV: 6
10	CON	0	ECV: 6
10	BODY	0	Phases: 3, 6, 9, 12
10	INT	0	
18	EGO	16	Costs:
15	PRE	5	
10	COM	2	Char: 57 Base: 100
2	PD	0	+ +
2	ED	0	Powers: 220 Disads: 177
4	SPD	13	= =
10	REC	0	Totals: 277 277
20	END	0	
20	STUN	0	

Cost	Powers	END
90	Power Pool (90 pt. pool)	
22	Control Cost, OAF (Bone Scepter of Contention)	
7	Armor (+5 PD/+5 ED) OIF (Dog Suit), Act 14-	
13	Universal Translator, 11- (Dogs Only)	
50	Mastermind	

Skills	
7	Animal Handler, 15- (Dogs Only)
3	Combat Driving, 12-
3	Concealment, 11-
2	Contact: (Criminal Underworld), 11-
2	Contact: (Criminal Underworld), 11-
3	Contact: Anubis, Egyptian Guardian of the Dead
3	Cryptography, 11-
3	Inventor, 11-
2	KS: Archeology, 11-
3	KS: Dogs, 11-
2	KS: Secret Base Locations, 110
2	KS: Where to Find Thugs for Hire, 11-
1	Trans Fam: Greyhound bus
2	+1 OCV w/ Bone of Contention

100+ Disadvantages	
15	Secret ID (Harry Schwartzhund)
15	Reputation: Loony Theme Villain, 14-
5	Professional Rivalry: The Postmaster
10	Psych: Hatred of Cats and Mailmen
15	Psych: Obsessed with "Dog" Crimes
10	Hunted by Federal Law Enforcement, 8-
5	Hunted by the Humane Society, 8-
30	x2 BODY from Killing Attacks
20	x2 BODY from Explosions
10	Phys Lim: Hearing and sight are impaired due to Paper Mâché mask (-3 PER Rolls, No Peripheral Vision)
15	Psych Limit: Megalomaniac
15	3d6 Unluck
3	Mastermind Package Bonus
9	Villain Bonus

BLOG THE OBNOXIOUS

Background: Blorg was the first-born son of the interstellar tyrant Blorch the Magnificent: Master of What-Is-Worth-Grabbing and, as such, was trained to eventually take over his father's place as Galactic Warlord and Slum-Lord-To-Many-Overpopulated-Rocks. Blorg, on the other hand, had other ideas. He wasn't sure, but he thought he would prefer to be either a galactic adventurer or the owner of a fast food franchise. His father approved of neither of these potential careers however, and tried to have Blorg arrested for being a worthless bum. After hot-wiring a Starwagon Minicruiser, Blorg headed out into the western spiral arm of the galaxy in hopes of getting lost in the boonies. His journey ended with his discovery of the planet, Dirt (or Earth as the natives so quaintly put it).

Quote: "Ha! You Earthlings is so stoopid!"

Personality: Since the crash landing of his ship on Earth, Blorg has discovered many wondrous things. First the food...almost everything is edible, the organic matter being especially tasty if eaten alive. Second the drink...like the food, nearly every liquid is drinkable, although Blorg has taken a particular liking to a mix of American beer and super-premium gasoline. Third the women...they may not be perfect (two eyes, and too tall) but the planet's half covered in 'em (Blorg needs women). And lastly, the semi-intelligent inhabitants may not be able to T-port or any other nifty space alien kinda stuff, but they sure can put on a good slugathon brawl...like that little war in Europe and Asia. Blorg has decided that he'll probably take over the planet if he ever finds the time between parties.

Blorg is an absolute party monster (literally) and an incorrigible practical joker. In fact, playing practical jokes on serious hero and villain types is his most likely reason for his not eventually making something of himself. But, like many a practical joker before him, Blorg suffers from one weakness. If the heroes catch on (and they inevitably will) and somehow manage to pull one over on Blorg, he will run off in a huff and hole up in his starship hide-away for several months to a year to heal his damaged ego.

Tactics/Powers: Blorg has the amazing GM controlled ability to show up in those lulls between "regular" adventures. When Blorg first encounters the heroes he will be polite enough until he thinks he has the heroes sized up. Then, if he sees a hero can fly, he will teleport or telekinetically drop an innocent bystander from a tall building for the hero to catch. If a hero pursues Blorg, he will put up his invisible force wall just to see what happens when the hero hits it. Blorg might use his T.K. to invisibly lift a women bystander's skirt, just to watch her spin around

and mistakenly slap a goody-two-shoes hero who would never do such a thing. Blorg is only interested in having fun and will keep tormenting heroes, villains, DNPCs and others until the tables are turned on him.

Appearance: Blorg looks something like an alien drawn by Chuck Jones. Blorg is 3 ft., 4 in. tall, has a green complexion, pointed ears, one big red bloodshot cyclopean eye and row upon row of sharp nasty teeth. He wears a purple and orange propeller beanie, yellow tights, red shorts, boots and gloves...all trimmed with silver. Over this he usually wears a t-shirt with such non sequitur witticisms as "My father plundered Altair VII and all I got was this lousy spacesuit," or "Make mine a Gweenie Gold™!" This outfit is accessorized by the inclusion of a Transwarp Fusion Powered Pogo Stick™ and an Interstel Belt Buckle Automatic Holographic Disguise and Stealth Kit™. In his belt's disguise mode, his appearance is that of a short, unexceptional, nerd-type, human male.



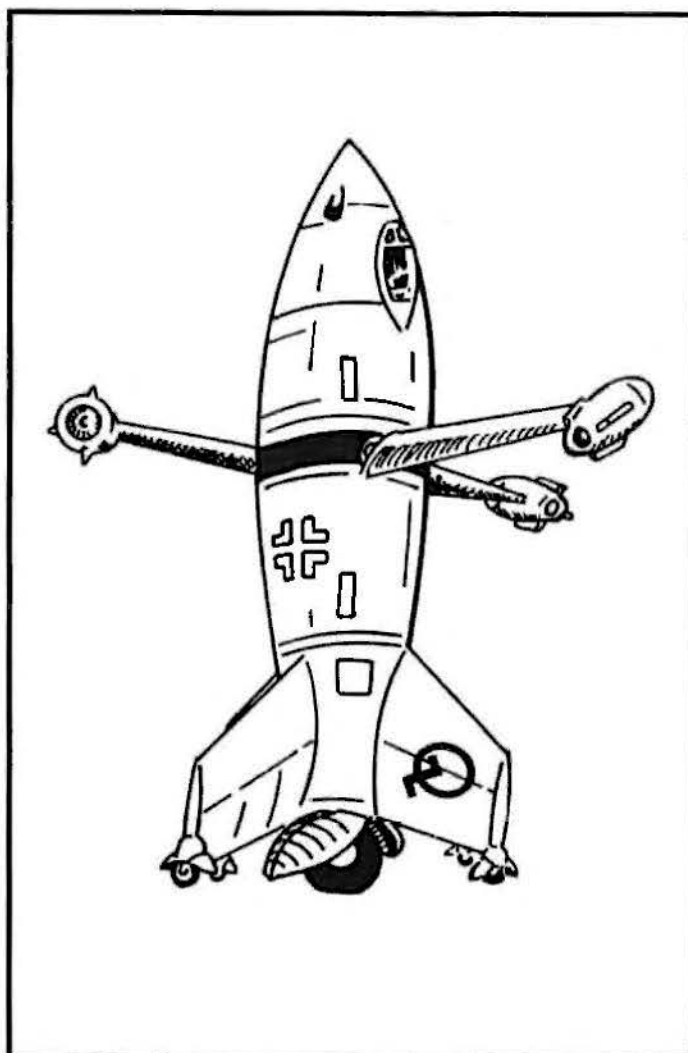
BLOG THE OBNOXIOUS

Val	Char	Cost	Combat Stats
15	STR	5	OCV: 7
21	DEX	33	DCV: 7
18	CON	16	ECV: 8
11	BODY	2	Phases: 2, 4, 6, 8, 10, 12
13	INT	3	
23	EGO	26	Costs
15	PRE	5	
6	COM	-2	Char: 130 Base: 100
10	PD	7	+ +
10	ED	6	Powers: 457 Disads: 487
6	SPD	29	= =
10	REC	0	Totals: 587 587
36	END	0	
28	STUN	0	

Cost	Powers	END
3	Armor (5 PD/5 ED), OIF (Spacesuit)	
3	Damage Resistance (5 PD/5 ED), OIF (Spacesuit)	
7	Life Support: Need not breathe, OIF (Spacesuit)	
13	Universal Translator, OIF (Spacesuit)	
22	30" Superleap, 0 END,	
	OAF (Fusion-Powered Pogo Stick)	0
94	10" Teleport to ship from anywhere on Earth, 1	
	Memorized Location, 20 Non-Combat Multiples	
	(41,943,040") 2x Mass, 0 END,	
	OAF (Fusion-Powered Pogo Stick)	0
8	Instant Change to any clothes,	
	IIF (Belt Buckle Hologram Projector)	
48	Images: -10 to Sight PER Rolls in 1 Hex, 0 END,	
	IIF (Belt Buckle Hologram Projector)	
45	EC — Alien Powers	
a-45	45 STR TK, Invisible Power Effects, 0 END	0
b-22	12d6 Telepathy, 0 END,	
	Limited Power: Send Only (-1)	0
c-45	12d6 Mind Control, 0 END	0
d-45	10" Teleport, 32x Mass, 0 END	0
e-45	18 PD Force Wall over 9 Hexsides,	
	Invisible Power Effects, 0 END	0
15	10" Flight, 0 END, Limited Power: Hover Only (-1)	
-4	-2" Running (short legs)	
-1	-1" Swimming (he can't)	

Skills	
3	PS: Space Alien Invader, 12-
2	KS: Greasy Spoons of the Galaxy, 11-

100+ Disadvantages	
10	Phys Lim: Can't swim, Sinks like a rock.
15	Loves making fools of authority figures
15	Hates having the tables turned on him
15	Practical Joker who enjoys endangering innocents
20	Hunted: Assorted Superheroes, 8-
20	Hunted: His Dad's Star Empire, 8-
15	Distinctive Looks: Space Alien, 14-
10	2d6 Unluck
15	Secret ID: Norb Fleeble
352	Villain Bonus and Experience





SCENARIOS

The following bunch of Golden Age Champions scenarios and scenario ideas are completely episodic in nature. You can run one of them, some of them, all of them or none of them in any order you choose. The only limitation concerning the running of these scenarios is continuity with the timeline. After all, you don't want your genre fiend player pointing out any temporal continuity errors midway through a long play session.

To help avoid such unhappiness, I've included the following scenario timeline chart listing the scenarios in this module and when they should (but don't have to) take place. For convenience, the scenarios are also listed in this order.

Hollywoodland	Anytime at all.
War of the Worlds	Oct. 31, 1938
Murray, The Outlaw of Fala Hill ..	Pre-US in WWII, preferably
Nazi Scavenger Hunts	1932 to the present
Operation Seelöwe	June-Oct., 1940
In the Event of an Air Raid	Soon after Dec. 7, 1941
Project Onomatopoeia	Early WWII
Nationalsozialistische Amerika ..	Early WWII
Rising Sun	Feb. 4, 1943
Heinrich's Heroes	After Mar. 14, 1943
Sink the Habakkuk	Winter 1943-1944
Save the Queen Mary	Prior to D-Day, June 1944
Target: Skull Island	Spring, 1945 or postwar

HOLLYWOODLAND

BACKGROUND

This first scenario isn't really a scenario at all. It is really just a period setting for a combat in another scenario from this book or of your own design. It serves as an example of how historic monuments and buildings, strategically placed in a scenario, can evoke a time or place (this is also the idea behind many of the entries in the GAC Timeline).

Everybody must be familiar with the giant sign above Hollywood which states in fifty foot tall letters HOLLYWOOD (a little over 4 game inches tall). What most contemporary folks don't realize is that from 1923, when it was built to advertise a subdivision, up until 1949 the sign proclaimed HOLLYWOODLAND. In the movie *The Rocketeer*, the LAND part of the sign is destroyed in 1938 when a bad guy crashes into it. In the movie *1941*, the LAND part of the sign bites the bullet when it is shot down by stray antiaircraft fire. In reality, the LAND part of the sign was removed when the falling apart, weather-beaten sign was given over to the Hollywood

Chamber of Commerce. This scenario is an opportunity for your player character heroes to be involved in your own version of its historic destruction.

PLOT DEVICES

There are several plot devices that could lead to the partial destruction of the HOLLYWOODLAND sign. All of them could likewise be plot hooks centered around Mt. Rushmore, the Empire State Building, Hoover Dam, or any other wonder of "modern" architecture.

One reason that heroes and villains might show up at the HOLLYWOODLAND sign or other convenient edifice is that, as a blatantly obvious public landmark, the sign is well known and recognizable by everyone; making it the perfect location to deliver a secret diplomatic pouch, make a hostage exchange or just make a quiet rendezvous. The sign itself, because of its value as a public icon, has a certain hostage value (the destruction of which could not go unnoticed). A publicity seeking villain such as Radiostar couldn't ask for a more publicly recognized target that was so comparatively easy to destroy. Lets pursue this idea further.

Maybe the heroes each took a villain for hunted. Somehow, all the villains got together and decided to get rid of their arch foes once and for all. And what would be more appropriate for swatting a group of heroes than a string of giant 50 ft. tall wooden-framed corrugated-steel letters. To take further advantage of the heroes and the disads on their character sheets, any known DNPCs will be tied to the top of the HOLLYWOODLAND sign's letters.

Each villain involved then sends a picture postcard to the appropriate hero (hand delivered by some innocent street urchin) with a picture of the HOLLYWOODLAND sign and a note saying "Dearest Arch Nemesis, I look forward to meeting you and any of your fellow do-gooders at 12:00 noon, tomorrow. For the sake of those dearest to you, I suggest you show up neither fashionably late nor early. Should you be seen anywhere near this place between now and the appointed time, you will be giving a eulogy at your friend's (or sidekick's, or girl friend's, or boy friend's) funeral. Be punctual and stand on the X. Sincerely, Your Biggest Enemy."

From that point on, the heroes can show up and try to trade themselves for their DNPCs, or try to fool the villains by affecting a clever frontal assault. Whatever the results, the historic sign is damaged, and you get to tell your players, "Hey, you guys just changed history. That sign didn't change from HOLLYWOODLAND to HOLLYWOOD until 1949. Newspapers, Radio and Newsreels will make you famous across the U.S." It may be a comparatively little thing, but it does establish that what the characters do during the Golden Age Campaign can ultimately affect the present.

THE WAR OF THE WORLDS

BACKGROUND

On Halloween night of 1938, Orson Welles and the Mercury Theater presented the radio play of H.G. Wells' book "The War of the Worlds." The play, done in the form of news broadcasts interrupting regularly scheduled programming, detailed an invasion of the Earth from Mars. While the book was set in late 1800s England, the radio play was set in the present (Oct. 31, 1938) with the vanguard of the invasion arriving in Grover's Mill, New Jersey and working its way across the Hudson River to Manhattan. Unfortunately, many Americans — tuning in late and missing the opening credits and disclaimer — were fooled by the realism of the production and panicked. Police switchboards were deluged with calls demanding information regarding the invasion. Some citizens roamed the country-side with rifles and shotguns, plinking at watertowers telephone poles, and anything even vaguely resembling the description of the Martian War Machines. And other folks were determined to commit suicide rather than be captured by the blood-sucking Martian menace.

PLOTS

So much for the real history. In a superhero universe, there is no reason that the events described in the radio play could not take place. After all, how many times in the comic books have the superheroes repelled an alien invasion anyhow? And even if the invasion itself isn't real, that doesn't mean people won't think so. Some villainous mastermind might have heard of the radio play before hand and built his own "Martian" war machines to help spread panic and terror as a method of diverting superheroes from his *real* plan (whatever that is).

If the machines are "fake" (i.e., a supervillain's decoy), then the machines can be radio-controlled or driven by a crew of three henchmen pulling levers to make the giant robots move. Three of the giant machines will march across the city causing lots of random, senseless destruction in hopes of keeping the superheroes and authorities occupied while the evil mastermind is elsewhere pursuing his nefarious plot. If the events foretold in the radio play are real, events will occur as follows:

TIMELINE

Wed., Aug. 31, 1938: Observatory telescopes witness apparent explosions on the surface of Mars every 24 hours over a period of ten days. The explosions are attributed to volcanic or meteorological activity. This is pretty much back page news.

Mon., Oct. 31, 1938: Under cover of darkness, the first "meteor" impacts in a farmers field near Grover's Mill, New Jersey (or Horsell Common in England if you follow Well's original story).

Tues., Nov. 1, 1938: State troopers set up a police cordon around the crater, only allowing a few members of the local scientific community to investigate. What they see is a metal cylinder, 30 yards in diameter (15 game inches in across). From within, a faint scratching noise can be heard and the top of the cylinder appears to be unscrewing. Even as the crowd edges nearer, the scientists will advise the police and gawkers against interference.

Later, as darkness falls again, the top of the cylinder will finish unscrewing and fall off. When the first Martian emerges, treat as a 15d6 PRE attack (these critters are ugly on a stick — imagine a large grey, slimy, beanbag-chair with writhing tentacles, a slobbering beak-shaped mouth and two piercing, black, malevolent orbs for eyes). All but the hardiest of normals will scatter to the four winds.

For, their part, the Martians are 100% xenophobic and completely contemptuous of man. Should anyone approach them they will, without any warning what-so-ever, fry them to a crackly crunch with their heat-ray. After the first welcoming committee from Earth meets such a fate, the remaining humans will fall back to well beyond the crater rim and await higher government authorities. Meanwhile, as hammering and construction noises emanate from the pit, a second cylinder falls to Earth.



Nov. 2, 1938: News of the previous nights incidents reaches the authorities. The army sets up machine-gun and cannon emplacements some distance back from the first pit, and sends troops scouring the countryside in search of the second cylinder. If any superheroes show up, the military will state its official position: "Let the space aliens make the first move. Although they killed some of our people, it could be they took the white truce flag to mean something different than we think. It may be just a misunderstanding. In the mean time, we have them surrounded, they can't get out, and there's nothing to worry about. This is being controlled by top men in Washington...Top men. *everything is under control.*"

For their part, the Martians will keep to themselves and complete the three partially assembled fighting machines they brought with them. If they notice any trespassers or overflights, they will of course use their heat-ray. Even as they finish constructing their machines that night, the third cylinder plummets to Earth.

Nov. 3, 1938: With only the three fighting machines from the first cylinder completed, the Martians begin their attack. The three machines devastate the Army forces, then proceed to march to the location of the second and third cylinders to assist their comrades in being assembled. Left to their own, a total of ten cylinders will form a force of thirty tripodal war machines and ninety Martians. Their goal is to establish a safe beachhead from which to receive the REAL invasion force. Manhattan Island or the British Isles would make a fine staging area for an invasion of the entire planet. The Martians goal is to destroy the military and superhero forces in the area before radioing the "go" signal to the rest of the invasion force.

RUNNING NOTES

If the invasion was real and set in the typical superhero genre, the Martians wouldn't even have a chance. Joe hero group would knock these guys senseless in far less than half a minute, and they certainly wouldn't wait the several days the Martians need to build their gadgets. There are a couple of ways to get around this and still keep the feel of the book or radio play (or movie, or TV series).

One way is if you're running a low powered GAC campaign. While detectives and martial artists might be heck-on-wheels verse hoodlums and gangsters, they probably won't do so well against articulated tanks with death-rays and poison gas dischargers. Low powered heroes *can* save normals, organize resistance, attach limpet mines to the bottom of the war machines à la Luke Skywalker vs the Imperial Walkers, etc...

A second method is to merely place the big, brave, strong superheroes someplace else when the invasion starts. Say, the heroes are in Britain when the invasion starts in New York (or vis-a-versa). Then they can show up after the Martians have built all their toys, and everybody can have a big, good, old-fashioned brawl.

And don't forget, these things could be man-made by Dr. Mastermind for his grand scheme to make it look like an alien invasion as a cover-up of his latest nefarious scheme.

MURRAY, THE OUTLAW OF FALA HILL

Right from the start, this adventure is going to the dogs. First of all, "Murray, the Outlaw of Fala Hill" is none-other than FDR's Scottie Terrier known to most GAC Americans simply as "Fala." Secondly, this is the adventure in which we introduce that Canine King of Crime — The Doberman.

THE PLOT

The Doberman, in his latest lame attempt to take over the world, has somehow managed to kidnap President Franklin Roosevelt's prize pooch (Fala), Chancellor Adolf Hitler's pet German Shepherd (Blondie) and several other Prime Ministers' and Presidents' pups. He has replaced the dogs with duplicate robot assassins (don't ask me how he got something so clearly anomalous to the time period...he just does). Soon, he intends to broadcast a coded radio message to his mechanical mutts ordering them to "sic 'em, boys!" The doppelganger dogs are then supposed to kill their respective masters and then self destruct, leaving the world leaderless and ready to accept the Doberman as undisputed top-dog. At least, those are his plans.

What actually happens is the fake fidos misinterpret the order to kill their masters. Their master is the one who programmed them, is it not? Thus, when the demented devil dogs receive the order to kill, they immediately run off to hunt down the Doberman to liberate his limbs from his body. And this is where our hapless heroes come in.

[Incidentally, this reminds me of the Russian Pavlovian Dog Bomb. I can't remember where I heard about this, but supposedly the Russians, using Pavlov's behavioral training methods, taught some dogs that when they heard tank engines roar, they were to run under the tank to be fed. Anti-tank mines were then placed on the poor mutt's backs and they were taken to battle against Nazi tanks. Unfortunately, since the dogs had always been trained to run under Russian tanks, that is just what they did.]

GETTING THE HEROES INVOLVED

Only the night before, our heroes were having good-citizenship medals pinned to their chests by the President in the White House's Rose Garden. During the ceremony, one of them couldn't help but notice little Fala burying a bone in the garden. How cute. The next morning, that same fortunate hero (while taking a morale building tour of our nation's capitol) notices that the shin bone is missing from the tyrannosaurus at the Smithsonian Institute and that the remaining shin bone bares an uncanny resemblance to the one that was buried by the President's dog! Something is rotten in D.C.

At this point, all heck should break loose. Police and Fire sirens start wailing, bullets fly, random people flee in terror. Stopping a panicked bystander or two, our heroes will discover that a bomb went off at the White House. Further inspection of that edifice will reveal not a bomb blast hole so much as a dog-shaped exit hole through the brick wall

(caused when the fake felonious Fala received its order to kill its master). By this time, our heroes have probably realized just how stupid this adventure has become, and they will reluctantly pursue the dog dreadnought in hopes of ending this thing once and for all.

Since a running gag builds up momentum, this will not be easy. It will be made ever so much more difficult if the dog is made considerably tougher than the heroes (heck, base the bloody beasties on Mechanon if necessary). Other than being programmed to kill their master, the robot dogs don't really act all that different from normal dogs. They'll slow down to play tug of war with a hero's cape, or bury a mail truck, or fetch ignited sticks of dynamite from a construction site to drop at the hero's feet — just like normal nearly invulnerable 60 STR dogs. Just keep the heroes running for a bit.

Meanwhile, all over the world, the rampaging robotic rovers are converging on the Doberman's Kennel of Crime with their respective national heroes in hot pursuit. By GM engineered coincidence, all the dogs and all the heroes will arrive at roughly the same time (this is supposed to be a relatively light-hearted scenario, so perhaps it should take place before the Nazi invasion of Poland (Sept. 1939) so that the Allied and Axis heroes are spared any reason to attempt to kill each other).

CONCLUSIONS

The net result of all this simultaneity? All the real pet pooches should be rescued, all the droid dogs should have been destroyed or self destructed, the Doberman should have fallen prey to his own "Dogs of War," and the heroes might have fortuitously pummeled a foreign rival or two and gained an experience point in the bargain.

NAZI SCAVENGER HUNTS

"We cannot permit any astrologers to follow their calling except those who are working for us. In the National Socialist state astrology must remain a privilegium singulorum. It is not for the broad masses."

quote attributed to SS Chief Heinrich Himmler
by SS astronomer William Wulff

from D. Sklar's book
The Nazis and the Occult

BACKGROUND

This isn't so much a scenario, as a basic blueprint for one type of reoccurring plot...the world-spanning Nazi quest for mystic items to help Germany win the war and the Heroes' race to stop them.

With their backgrounds in the occultish Thule Society and the Germanen Orden (Teutonic Order), many members of the hierarchy of the Nazi party had an insatiable lust for mystic items and Holy relics (Neo-pagans were the 3rd largest religious denomination in the Reich after Evangelicals and Catholics). Whether they saw acquiring these items as mere propaganda victories, or whether they actually hoped to gain mystic powers by their acquisition is irrelevant. The

fact is that the Nazis invested thousands of Deutsch Marks and untold man-hours to gain their illusive treasures. To some degree then, it is the job of those opposed to the Nazis to prevent the Axis from gaining such items.

And what are these mystic items and holy quests, you ask? Following is a short list of some of the treasures (both real and legendary) sought by the Nazis and their stooges.

THE NAZI MYSTIC WISH-LIST OR "ALL VE VANT FOR SOLSTICE"

Ark of the Covenant: The chest, carried by the early Jews wandering through the Middle Eastern desert, that held the original Ten Commandments which were given to Moses from God.

Atlantis and/or Thule: Mythic lands. Plato placed the sunken continent/island/city-state of Atlantis west of Gibraltar in the Atlantic Ocean. Ancient cartographers including the Greek Ptolemy postulated Thule as the northernmost outpost of civilization on an island north of Britain. And many of the Nazis believed that Atlantis was Thule. The Nazis might seek Atlantis in search of forgotten technology and ancient treasures, as the mystical home of the original Aryan race, or merely in hopes of establishing an undetectable underwater U-boat base. National and multinational Arctic expeditions of the 1920s and 1930s were made by airplane and zeppelin...the creative GM could have Nazis not searching for the North Pole — but for Lost Thule. They might even find the entrance to the center of the Earth or a mountainous fog-enshrouded iceberg which hides a volcanic valley filled with dinosaurs.

Bones of the Saints: Scattered around the Old World, in tombs, altars and assorted hidey-holes, are the final remains of hundreds of Christian saints and martyrs. Although not necessarily mystically imbued themselves, they might still be the target of Nazi sticky-fingers. Stealing the bones of the patron saints of soldiers, St. George or St. Martin of Tours, seems like a likely target for Teutonic warriors.

Excalibur: The legendary sword of King Arthur, given to him by the Lady of the Lake. In the *Champions Universe* this is reported as being returned to the sunken city-state of Lyonesse. Arthur's first sword — "Whoso pulleth out this sword of this stone and anvil, is rightwise king born of all England" — would also make a juicy target for the Reich.

The preface of the first book written about King Arthur, *Le Morte d'Arthur* (1485) by Sir Thomas Malory begins with "The noble history of the Sangreal, and of the most renowned Christian king..." The "Sangreal" is another name for the Holy Grail (the next questing beast of the Nazis).

Holy Grail: The cup Christ drank from at the Last Supper and which was used to catch his blood as he died on the cross. Contemptuous of Christian virtues, the Nazis had their own special interest in the Grail as its symbol as the container which held the purest blood. To them it represented the Nazis themselves as the grails of the purest Aryan blood, and of the SS as Knights Templars safeguarding that "holy" blood (legend has it that the Knights Templars really do know where the Grail is and are secretly guarding it).

Necronomicon: Literally, "the Book of the Dead." It is both the name of the Egyptian burial rites and a fictional Cthulhian tome in H.P. Lovecraft's horror stories. Go pick up Lovecraft's books or Chaosium's fine game (*The Call of Cthulhu*) for oodles of ickies that would be sought by Godless self-serving Nazis.

Norse Mythology: Most of them may not have believed in it, but the Nazis were still rather fond of Norse mythology. Unless you want to pull out a copy of *Bullfinches Mythology*, here are some of the more useful items to be found in their mythos. **Thor's three godly artifacts:** Thor, eldest son of Odin and god of thunder, had three powerful gadgets that the Nazis would have done anything to possess. The first, his **magic hammer**, could be thrown at an opponent and return to the owner's hand automatically. The second artifact, his **belt of strength**, doubled his already godlike strength. And his final toy, his **iron gauntlets**, give him greater skill with his hammer. **Freyr's sword:** Freyr, god of good weather and crops, had an even more impressive focus. Freyr's sword was a telepathically controlled, self-animated killing machine. Whoever possessed Freyr's sword could slay whole armies at a thought. Aside from these objects, it is not inconceivable that Nazis in the GAC universe would undertake an ill conceived Antarctic expedition in search of Baldur or some other Norse god and instead finding the evil Ymir—progenitor of the Norse gods (see *Champions Universe* for this 1500+ pt. mega-monster).

Pieces of the True Cross: Slivers of the cross Christ was crucified on. Sardonic wits will be quick to point out that if all the Pieces of the True Cross were brought together, you could build a cathedral. Obviously, counterfeit relics might screw up that demon summoning the Ratzis were attempting to perform.

Spear of Destiny: The spear jabbed into Christ by a Roman soldier to determine if Christ was dead yet. Nazis might seek this weapon as a "god-killer" for potential use against those slightly more than mortal superheroes.

THE PLOT THICKENS

Plot? Oh right, we need a plot don't we. OK, here it goes. First we have these bad guys right. Nazis — we'll make the Nazi the bad guys. And these Nazis, er...um...make them Dr. Qual and enough of his minions to worry your hero group, want to steal something. The Hope Diamond...no, no, no. Let me look at my copy of *Classic Enemies*. I'VE GOT IT!

OPERATION SEELOWE

BACKGROUND

On June 16 of 1940, after the fall of France, Hitler issued Directive No. 16 of the Oberkommando der Wehrmacht. To quote mister Hitler in the preamble of the document:

"As England, in spite of the hopelessness of her military situation, has so far shown herself unwilling to come to any compromise, I have decided to begin to prepare for, and if necessary to carry out, an invasion of England. This operation is dictated by the necessity of eliminating Great Britain as a base from which the war against Germany can be fought, and if necessary the island will be occupied."

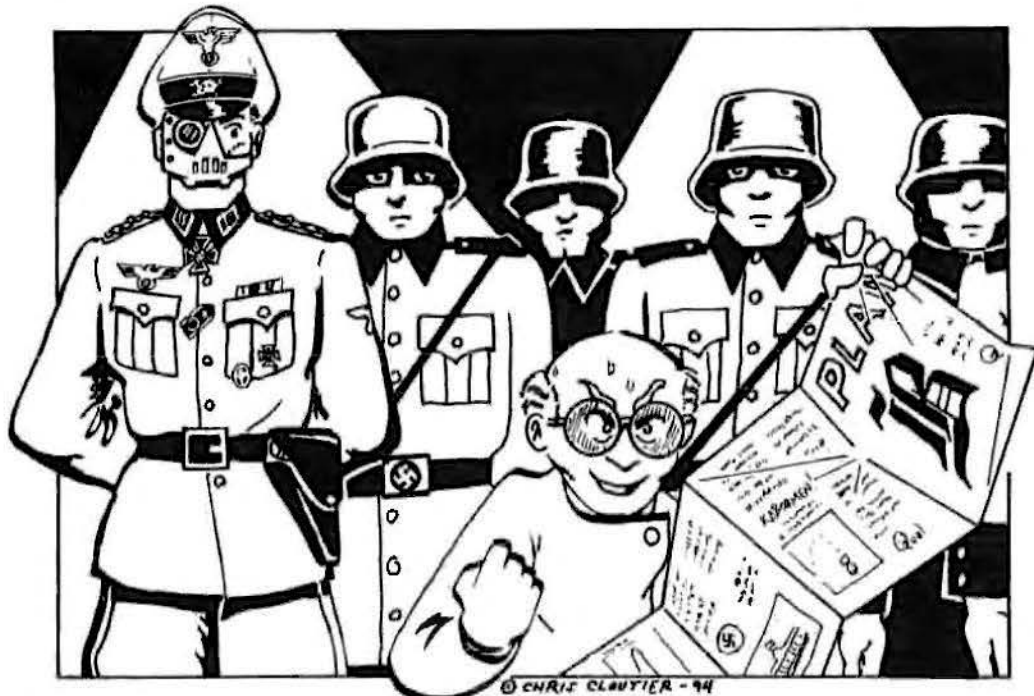
Operation Seelöwe (Sea Lion), the cross-channel invasion of England, goes into full gear.

Several months have gone by. The time is late Fall, 1940. The place is England. As the Battle of Britain is fought in the skies above England, Royal Engineers desperately build more forward airstrips for the R.A.F. At one such sight, near the ruins of a 13th century monastery in Glastonbury, tractors accidentally unearth an ancient tomb. An inscription accompanying the casket reads, *'Hic iacet Arthurus, rex quondam, rexque futurus.'*

Meanwhile, across the Channel in the Vichy French region of Aquitaine, an expedition of Nazi and French Fascist

archaeologists (led by the mercenary American archaeologist and student of the occult, John Black) exhume a more ominous and foreboding casket, the "final" resting place of Sir Giles de Morphant, the Black Paladin. [Quick! Grab a copy of *Classic Enemies*!]

Having previously heard via spies in England about the supposed discovery of Arthur's resting place, being currently short of Übermensch in Europe because most are on a special mission for Qual in the U.S. at the time, and knowing about the discovery of the Black Paladin's tomb in France, Dr. Qual dreams up a plan. From his secret submarine base in the Caribbean, Qual radios a coded order to his contacts in France: "Imperative Arthur's tomb be robbed STOP Returning sword to Führer of



NOTICE

From the Ministry of Home Security
to all English Civilians

1. If the Germans come by parachute, aeroplane or ship, you must remain where you are. The order is "stay put". The Commander-in-Chief will tell you if evacuation is necessary. If you run away you will be exposed to far greater danger, because you will be machine-gunned from the air as were civilians in Holland and Belgium, and you will also block the roads by which our own armies will advance to turn the Germans out.

2. Do not believe rumours, and do not spread them. When you receive an order, make quite sure that it is a true order and not a fake one.

Most of you know your policemen and your A.R.P. wardens by sight. You can trust them. If you keep your heads you can also tell whether a military officer is really British or only pretending to be so. If in doubt, ask the policeman or the A.R.P. warden. Use your common sense.

3. Keep watch. If you see anything suspicious, note it carefully and go at once to the nearest police officer or station, or to the nearest military officer — not your neighbours.

Train yourself to notice the exact time and place where you saw anything suspicious. Be calm, quick and exact.

4. Do not give any German anything. Do not tell him anything. Hide your food and your bicycles. Hide your maps. See that the enemy gets no petrol.

If you have a car or motor-bicycle, put it out of action when not in use. It is not enough to remove the ignition key. You must make the car useless to anyone but yourself.

5. Be ready to help the military in any way. But do not block roads until ordered to do so by the military or Local Defence Volunteers.

6. In factories and shops all managers and workmen should organise some system now by which a sudden attack can be resisted.

Remember always that parachutists and Fifth Column men can succeed only if they can create disorganisation. Make certain that no suspicious strangers enter your premises.

7. Think before you act. But think always of your country first. More detailed instructions may, when the time comes, be given you by the military and police authorities.

GETTING THE HEROES INVOLVED

There are several methods of getting the heroes involved. The most obvious might be the interception of Qual's radio message by U.S. military or superhero cryptographers. Characters whose secret IDs are those of American, British or Canadian archaeologists or museum curators might be requested to go to the scene of the British dig to expedite the transfer of any valuable artifacts out of England to Canada (remember, the British are fearing an invasion). British empire heroes need only find out that fighter command is scrambling fighters to stave off an Axis raid by parachutists (a prelude to invasion?!). Mystic heroes might detect the powers emanating from either King Arthur's tomb or the re-born Black Paladin. Visiting American superheroes might decide to forget their neutrality if they hear Axis supers are involved, and come to the rescue of their English cousins..

A BIG FIGHT

The upshot is, in the middle of this combination air field and archaeological sight; a convergence of heroes, archaeologists, British Royal Air Force Personnel, Nazi paratroopers, random Nazi villains and the Black Paladin will cause all heck to break loose. Each will have different motives and methods. They go something like this:

The archaeologists are concerned with saving the ancient relics for posterity. Some might be willing to risk even death to protect what should be a legacy to all the peoples of Britain. Basically, these guys are here for heroes to rescue ("Back, back I say, you Jerry curl!" said Dr. Findscupper as he brandished his bumbershoot, "You Nazis aren't just dealing with some drunken Frenchmen anymore.").

Of course the soldiers on both sides will be fighting a pitched battle with everything they've got. The members of His Majesty's Royal British Construction Battalion and an assortment of RAF ground crew personnel will be fighting off the invading Hun with all the construction tools at their disposal as well as an assortment of pistols and rifles. The German paratroopers have been told that they are providing a diversion for the Axis supers. The German paratroopers will mainly be firing for effect, lobbing grenades, and making as big a ruckus as possible. When the diversion is no longer needed, they are supposed to be picked up by a Luftwaffe transport plane guarded by a squadron of fighters (which may or may not happen depending on whether Dr. Qual or his Nazi henchmen consider the paratroopers expendable or not).

The Axis supers are concerned with fighting off Allied supers and seeing to it that Arthur's sword gets to the Führer.

Black Paladin is working with the Nazis as allies of convenience. He is somewhat vengeance driven against the court of King Arthur and the countries of England and France. The Nazis are certainly as evil as he and he admires them for it. However, should he actually find the sword of Arthur, he has no intent of allowing the Nazis to have it. It is his. The Black Paladin plans to be the next king of England.

British and Commonwealth heroes are determined to protect the holy remains of Arthur once they find out about them (more likely they think they are fighting off the vanguard of the Nazi invasion). More politically minded American heroes should fight only if attacked (we wouldn't want to have a diplomatic incident...this isn't our war after all). And less politically minded heroes will quickly come to the aid of America's fellow democracy.

great propaganda value prior to invasion STOP Resurrect Knight of the Crow STOP Offer him ANYTHING to gain his cooperation STOP"

Soon, John Black and his Nazi cohorts unearth de Morphant. They place the ancient mummified warrior on an even more ancient pagan altar. Under a full moon, the resurrection/summoning takes place. Black mumbles the ancient Teutonic spell. Suddenly the corpse shudders and turns to dust. An evil spirit rises from the dust and enters the body of the shrieking, terrified, archaeologist — and John Black is no more. Now there is only the Black Paladin.

One of the panic stricken Nazis turns to run. He is instantly shot in the back of the head by the Gestapo Major who then turns to the reborn Sir Giles de Morphant and presents Qual's proposition. Having absorbed the knowledge of John Black, the Black Paladin understands the situation and readily agrees.

Further confusion will be added by British and German fighter planes fighting each other and randomly strafing heroes and villains.

Ultimately, the whole adventure revolves around the Nazi's assumption that King Arthur's sword is even in the unearthed tomb. To Qual, it is immaterial whether or not the sword is there or if it has mystic powers. The very rumor is worth pursuing and all the Axis supers and German paratroopers are, to him, expendable. Another notion, not even considered by the villains is that the sword may indeed exist; but, after the death of Arthur, was placed back into the stone and anvil. If that is the case, then only the true-born King of all England could pull it loose (think of the sword being held by a zero endurance, persistent, 500 strength grab which doesn't work verses the "rightwise king born of all England." So even if they get to the sword, the heroes haven't necessarily been beaten.

"IN THE EVENT OF AN AIR RAID"

In the first few weeks after the attack on Pearl Harbor, America suffered a bad case of the war jitters. However unlikely, Americans on our West Coast prepared for imminent Japanese invasion. On the East Coast, the threats posed by the Nazis were given credence as wreckage and bodies of torpedoed merchantmen were washed up against the shore. Even in the cities of the Midwest, newspapers warned that strategic targets such as factories and the Soo locks would be likely targets from Nazi long range bombers flying over the Arctic from Norway. Nervously, America watched its skys and waited.

"La Guardia Acts to Guard Cities...New York Air Raid Wardens and Fire Departments Auxiliary Forces to Stand by..."

New York Times, Dec. 8, 1941

"Death and destruction are likely to come to this city at any moment."

Lt. General John L. DeWitt
Commanding Officer,
U.S. 4th Army and
Western Defense Command
Dec. 9, 1941

"Unexplained Antiaircraft Fire and Air Raid Alarm Stir Los Angeles."

New York Times, Dec. 15, 1941

BACKGROUND

As darkness falls on this particular night, the city's air raid sirens start to whine. Air raid wardens halt traffic and usher motorists and pedestrians off the streets and into designated bomb shelters (basements). Lights are shut off (including street lights) and black-out curtains are drawn. Soon — except for Civilian Defense, emergency services, and the military — the street are dark and empty.

Our intrepid heroes will probably start this adventure in their secret IDs or while on routine patrol. If our heroes are good, law-abiding types, they will hustle into the emergency shelters with everyone else. Meanwhile, their super-patriotic

flying brethren are probably flying high in the sky to intercept what they think is a flight of enemy bombers. Should any heroes be on the streets during the air raid drill, then they should notice nothing out of the ordinary for a country with war nerves.

The following day, they'll learn something was up when the newspaper headlines read: AIR RAID USED AS COVER IN CITY WIDE BUGLARIES...NO WITNESSES!

THE PLOT

Ever the opportunistic, profit-minded villain group, the Expatriates have decided to take advantage of a city unfamiliar with the ways of war. What with air raids and black-outs being inevitable (if necessary they'd turn in their own false sightings), they readied themselves for darkened streets with few or no witnesses. To further insure their invisibility, they acquired air raid warden arm bands and helmets, police and army uniforms and appropriately marked vehicles. Thus camouflaged, they were prepared to steer away any potential prying eyes.

With the preliminaries completed, they then split up into teams of one member of the Expatriates with two to six henchmen each (GM's choice). Then each will, using his or her own unique abilities, break into the target of his choice without setting off any pesky alarms. After an expected uneventful burglary, they will make their escape and rendezvous at their secret headquarters to divide the spoils.

They only intend to try this scheme two or three times (at most) because even the heroes and police can't be dumb enough not to figure out the plot and set a trap. In the eventuality that said goody-two-shoes do show up, the villains' well-paid henchmen will wrestle with the heroes while the main villains get away.

Since the Expatriates see themselves as "modern" day, international, Robin Hoods (albeit smarter...they keep some of the money they liberate after all) and the heroes as well meaning, mostly-harmless dupes, the Expatriates will do their best not to permanently harm anyone. Pulling punches and using knock-out gas is the rule — not the exception — with these guys. It is far better to surrender and later escape, than to have police and heroes hunting you with "shoot to kill" orders because you injured "one of theirs."

HANDLING THE INDIVIDUAL VILLAINS

Privateer and his henchmen, dressed as auxiliary firemen, arrive at an expensive jewelry store. Privateer will grab a fire ax off of the firetruck they "borrowed" and proceed to kick down the door (he's not overly concerned with another alarm going off during an air raid). One of his henchmen will use sleight of hand (14-) to drop a smoke grenade just inside the door to add authenticity to their role as firemen (in case there are any witnesses). Second Hand Rose will have previously made an inventor skill roll to turn Privateer's stolen firetruck and fire extinguishers into vacuum cleaners so that his ersatz firemen can simply shove the fire-hose or extinguisher nozzles into the individual display cases and suck up the valuables. This should only take a few minutes.

After completing the job, they are relying on the confusion caused by the air raid (alarms, other racing emergency vehicles, confused motorists, etc.), to aid them in escaping before the police or heroes arrive.

If the heroes interfere at any step of the burglary, Ned Kelly will do his best to fast-talk them (for, although it might be fun to pound superheroes, it's even more fun to out-think them). "Good thing you showed up when you did! You can go rescue the deaf-mute, pregnant lady trapped up on the fourth floor of this obviously burning inferno while me and my hench...er...um...firemen do what we do best." If the heroes fall for it, well that's just peachy.

On the other hand, should the heroes see through his ruse, he is also the least likely of all the members of the Expatriates to just surrender. If caught red-handed, he'll smile, remove his disguise, roll-up his sleeves, and say "If you want me, come and get me!" Remember, Privateer loves mixing it up with superheroes, so for the most part he'll fight fair, pulling his punches against any opponent he thinks can't take it. Once the hero is KO'd, he'll run for it, loot in hand. If it looks like the hero is way outclassed, but is somehow still beating Privateer anyway, then Privateer's pride will make him fight on until he's KO'd, himself. Privateer will only surrender if beaten in a fair fight against someone he considers an equal or by any women who can prevent him from escaping (he won't fight the "weaker sex"). Only "heroes" who have no regard for life are really in danger against Privateer.

Blond Beard the Pirate, taking advantage of the harbor-patrol's enforcement of the black-out, will stealthily sail beneath the icy waters in his peroxide powered submarine. Dressed as Navy SPs (Shore Patrol), he and his henchmen will appear to be guarding the dockside offices of a major Oceanic Cruise Line. Of course they are really there to empty out the Chief Purser's office of that same establishment. While Blond Beard tries to fool everyone he encounters with his lame story, Polly the Psycho Parrot secretly uses his mind control powers to make the people actually believe Blond Beard's lies. That accomplished, it should be no problem to just haul away the fortune in the office safe.

At the first sign of superheroes, Blond Beard will beat a hasty retreat while his henchmen fight a delaying action. He will only fight when cornered, and even then only to protect his helpless little parrot. He doesn't overly worry about capture because he always seems to get away in the end.

Long John Sliver a.k.a. Mr. Fogg will use his rubberizer ray-gun to turn a small section of the wall at the Campaign City Art Museum into rubber. After slitting the rubber wall with a sharp knife, Fogg will lead several henchmen into the museum to steal its most valuable works of art. When he exits, he intends to repatch the wall with rubber cement and then, setting his gun on reverse, turn the wall back into stone. Any guards will be silenced with knock-out gas before they can raise an alarm. To further fool any nosy snoopers, Fogg and his men are dressed as National Guardsmen (complete with truck).

Like many of his fellow marginally-powered supervillain compatriots in this adventure, Fogg will first try to bluff his way out of any situation by taking advantage of the uniform he's wearing. "Holy Cow, Vanguard, a bunch of Nazi stormtroopers just robbed the museum. I don't know sir, but they were led by this short, bald guy with glasses. Does that mean anything to... Yes, sir... They went that-a-way, Sir." If lying doesn't work, he and his henchmen will scatter, each dropping smoke and flash bombs to in-

crease their respective chances of escape. If escape becomes impossible, Fogg still won't fight. He's not really that super-powered and he knows it. If he surrenders, it is very likely he can escape from the normal police.

The **Mole** and his henchmen enter the city sewer system and then tunnel up into the payroll office of a large international corporation. Another henchmen, in a police uniform and with a stolen police patrol car (stolen from the police repair depot where its absence won't be noticed for a few days), serves as lookout and redirects traffic from the area, just in case. If the lookout sees heroes headed towards the building, he'll use the modified police radio in the stolen police car to warn the Mole of their approach. And given any sort of warning, the Mole will split.

If the Mole actually has to deal with superheroes, then he's in trouble. As his henchmen have absolutely no faith in his abilities, they will scatter like the wind and leave Mole to his own extremely limited devices. Although completely incapable of doing it, the Mole will threaten the heroes with "Don't come any closer, or I'll be forced to buwough through you!" His only chances for escape then are if he tunnels free while the heroes collapse in uncontrollable paroxysms of laughter, or if rescued by his mentor, Second Hand Rose.

Second Hand Rose, using the Cosmic Cucumber she stole from the Cosmic Vegetarian, will use its extremely convenient power (of making non-vegetable materials desolid) to open a hole in the brick wall and steel vault of the Last National Bank of Campaign City. While most of her henchmen, dressed as air raid wardens, start sandbagging the front door and window of the bank to protect it from both bombs and prying eyes, Rosy intends to clean the place out with the help of just one of her henchmen. While he bags the money and valuables, she starts work on stealing the electric security alarm system.

If forced to cope with the sudden arrival of superheroes, Rosy will use all the bluster she can muster to convince the heroes that she's just a Civilian Defense Block Captain marshaling her forces against the Hun. "Good evening Mr. Superhero-man. No need to gawk, we have-a everything under control. You can just run along home now. And would you please, on your way, tell-a those people over there to Put Out Those-a Lights!" If the heroes see through this, she will make a token show of resistance mainly because she knows the heroes will be likely to "steal" her toys (those focuses she stole from others). She will surrender to the heroes but will, all the while, be studying them for focuses worth swiping and an opportunity to escape. Should she manage to escape, she'll head out to check on the Mole to make sure he's OK, before meeting at the Expatriates HQ.

IN CONCLUSION

After the news gets out, the heroes will probably deduce that some of our civic minded citizens aren't so civic minded after all. If they figure this out, it should be no problem to tackle the Expatriates. Since the burglaries took place simultaneously on the first night that the air raid sounded, it doesn't take a super-brain to figure out that the next time there is an air raid, the villains will try their scheme again. And there are other clues to pursue also. Where did they get their bogus outfits and vehicles? Did they know about the air raid ahead

of time, and if so who sent in the initial spotters report? And how are they disposing of their ill-gotten gains: a fence, investments, charities?

This scenario should be worth 1 or 2 experience points depending on how well the heroes do, and how good they look doing it. As the Expatriates are more clever than most street level villains, it might even be worth an extra experience point or two if the *entire* group is captured, especially as they are not really working together (in this case, increasing the likelihood of some escaping).

PROJECT ONOMATOPOEIA

In a secret government research laboratory located somewhere in the U.S. or Canada, Dr. Gino Sanchietti burns the midnight oil. Sanchietti is a refugee of Mussolini's fascist Italy, and a brother to the notorious human experimenter — Dr. Aldo Sanchietti (who would one day turn his own daughter into the mad killer Pantera). On the table before him lies an ominous looking metal canister labeled "Kr-36ite Antipersonnel Bomb of Outrageous Magnitude." Absorbed in his work, Dr. Sanchietti is unaware of the commotion going on just outside his laboratory door.

BACKGROUND

Having discovered that glowing meteorites had a detrimental effect on certain super beings, the government reasoned that a weapon for fighting Axis supers might be developed from these same meteorites. This in mind, the OSRD established a "secret" research station to design this and similar clever gadgets. Thus was born "PROJECT ONOMATOPOEIA."

At the same time, top men at the Government Office of Super Heroes (GOSH) realized that such a base couldn't possibly remain a secret for long. No matter how "hush, hush" the men were told this was, it would only be a matter of time before word leaked out about what went on at the base. Then would come the seemingly endless attacks by Axis agents and supers. So, why not take advantage of what would undoubtedly become the world's most well known secret? Why not also turn it into a trap? With that, GOSH managed to build a really secret base underneath the more obvious military/scientific compound.

THE PLOT

The plot is of the GM's choosing. The villains could be almost anyone and they could be up to anything. It could be the Expatriates after any one of a number of focuses listed here or in the Golden Age Gadgets section located elsewhere in this book. It could be some villainous members of F.O.E. are after a specific someone at the base (a Hunted perhaps?) or out to steal the Top Secret files kept on all the other heroes in the campaign. As suggested in the introduction of this scenario, the plot might be some would-be world-conquering villain's attempt to steal the Kr36ite Antipersonnel Bomb of Outrageous Magnitude (or KABOOM for short). Maybe the plot is a raid by the Axis supers attempting to

destroy as much of the facility as they can in order to slow down the U.S. war effort. And maybe, heaven forbid, all these plots are going on simultaneously.

If you don't feel up to selecting which plot you're going to use, let your players do it. Have each player roll 3d6 at the start of the play session (but don't tell them why) and compare the numbers rolled to the chart below. Let them think it was an activation or luck roll or something and ask to look at their character sheets. For each die of Unluck a character has, add 1 to the number rolled. For each die of luck a character has, do the opposite. Thus if four PCs rolled 18s, they would be in for the combat of their lives with 16 JapaNazis and dozens of soldiers; while rolls of 3 by the same group of individuals might result in little more than a nuisance.

Roll Result

- | | |
|-------|---|
| 3-4 | A gaggle of mad scientists accost the hero saying that he must come and be "tested" immediately. |
| 5-6 | The PC's DNPC somehow becomes the subject of the mad scientist's latest genetic mutation test. |
| 7-8 | Some "1 Power Wonder" 100 pt. teenager latches onto a hero and wants to be his sidekick for life. |
| 9-10 | 2 members of the Expatriates (in disguise) are on the base to steal something of value. |
| 11-12 | 2 members of F.O.E. or the Expatriates are on the base to steal documentation on supers for their Spring recruitment drive. |
| 13-14 | APC's Hunted shows up. If he has no Hunteds, then one of his buddies' Hunteds instead. |
| 15-16 | Four Axis villains and 2 squads of troops try to Steal the KABOOM. |
| 17-18 | Four Axis villains and 2 squads of troops try to destroy the base. |

The heroes can get involved in several ways as well. If, in their secret IDs, they are not already base personnel of some sort (such as the resident soldiers, sailors, mad scientists and petty bureaucrats) they can be called in as consulting specialists before the adventure really gets under way. Characters who are super scientists could be asked by the military to come look at the new super secret rocket fuel they invented. Super gadgeteers could be called in to analyze captured Axis artifacts. Finally, heroes could always be brought to the base responding to a radio call for help.

However the heroes get to the base, one thing should be stressed: this a Top Secret government facility. Although rumors abound about what goes on there, no one really knows (except for heroes who are members of G.O.S.H.). In fact, those who really run the base are helping spread rumors of their own. Aside from the rumors that are true, false rumors include the base being a secret government superhero training center, a POW camp for super powered prisoners, and even an emergency command post should Washington D.C. be invaded by the Axis. One rumor even has it that the 1938 War of the Worlds really happened and the pickled Martians and their disassembled war machines are being studied at the base (and if the Martian invasion was more than a rumor in your universe, then the government really is studying how the Martian weapon technology works).

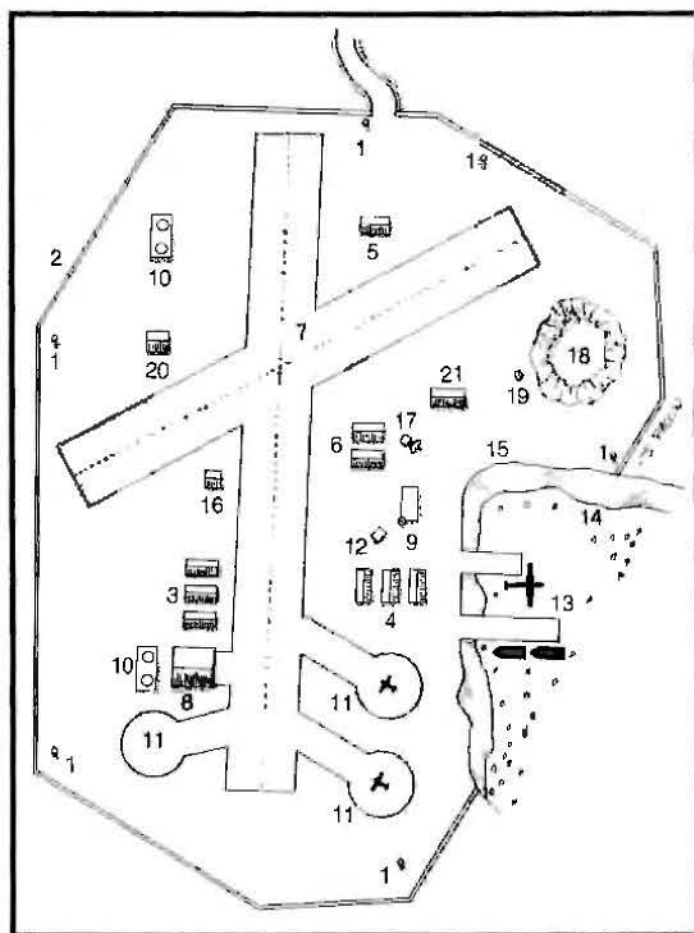
THE SETTING (PROJECT ONOMATOPOEIA)

The base is in a coastal region located near the ocean, on the Great Lakes, or even up the Mississippi; preferably somewhere near the major city of your campaign. It is located on a private estate of a millionaire industrialist and leased to the government for the duration of the war for the price of one dollar. On three sides it is surrounded by cliffs and scrub forest. The fourth side opens on a small cove. Although not too far from the city, it is still somewhat isolated and removed from prying eyes. Access is available via a single lane, steep, winding, hair-pin curved dirt road; by airplane (a single small runway); and by sea.

The base itself is a combined forces operation with an assortment of personnel from all the branches of the military. A number of civilian agencies also have representatives at the base including the Office of Scientific Research and Development, the Office of Strategic Services and even a liaison of the Office of Civil Defense. As if this didn't make for enough confusion, the FBI has infiltrated special agents into the base (they got jobs as janitorial staff) after receiving anonymous tips that all was not as it seemed at the base.

- 1 **Guard Towers:** 18' tall wooden towers (4 DEF, 11 BODY lookout room on top of 4 DEF, 2 BODY stilts and ladders). Each tower has a 0 DEF, 1 BODY Searchlight which gives a +3 to the guards night perception rolls out to a maximum of 36 hexes. There are two guards per tower, experienced Military Policemen (50 pointers), and each is armed with a nightstick (+1d6 HTH), a .45 pistol and M1 carbine. Each tower is further armed with a .30 machine gun. For raising the alarm, each tower is also wired to a phone and has a hand cranked siren.
- 2 **Fences:** Two 9' tall barbed wire (1/3d6 KA, 2d6 entangle, damage field) fences separated by a 12' wide dog run encircle the base up to the high tide line in the cove. Any given area of the dog run may be patrolled by up to 2d6 guard dogs. Barking dogs will likely attract the attention of men in the guard towers.
- 3 **MP's Barracks:** 74 man, two story wooden barracks building. This building houses the enlisted men and non-commissioned officers of the Military Police company which guards the base. If the GM locates this base on the West Coast, the Navy's influence will be greater and the base will be defended by SPs (Shore Patrol) instead.
- 4 **Navy Barracks:** 74 man, two story wooden barracks building. Usually half empty, this building is home to the 26 men who crew the two PT boats, as well as the sailors responsible for the maintenance of the two boats and the occasional PBY flying boat or Navy patrol blimp.
- 5 **Army Barracks:** 74 man, two story wooden barracks building. This is the barracks for the rest of the Army personnel; the technicians, the sysops. people, the KP staff, and other "behind the scenes" personnel.
- 6 **VIP Visitors' Barracks:** 24 man, one story sheet steel Quonset huts. Often empty. Sometimes used by Navy blimp and PBY crews.
- 7 **Airstrips:** Two intersecting airstrips make a cross in the middle of the complex. They are meant for use of the military patrol aircraft and occasional cargo or VIP transports.

- 8 **Hangers:** 2 hangers are available for the repair or storage of small aircraft. A fire truck and ambulance are often parked here as well.
- 9 **Flight Tower:** Radios and Radar systems are monitored from this glass enclosed wooden tower with a surrounding catwalk. Slightly bigger than the guard towers, it has the same DEF and BODY. There are usually three men on duty at the tower.
- 10 **Fuel Bunkers:** 3 large underground storage tanks hold the gasoline, heating fuel, and aviation fuel for the base. A small shed containing the pumping equipment is built directly above the gasoline tank. A padlocked fill pipe extends above each tank, and an Army aviation fuel truck is usually parked here when the planes and PT boats are not being fueled.
- 11 **Aircraft Berms:** 12' tall earthen berms protect parked fighter planes from ground explosions and prying eyes. Tarps can be extended over the berms to provide protection from the elements as well. The earth berms are a temporary measure until additional aircraft hangers can be completed.
- 12 **Ammo Dump:** Wooden sheds protect crate upon crate of small arms ammunition, grenades, and ammo for the tanks, aircraft, and Navy patrol boats. Torpedoes and bombs are stored in separate sheds from their fuses. The ammo dump is surrounded by an earth berm similar to those surrounding the parked aircraft in order to contain any accidents.



- 13 **Docks:** 2 docks extend out into the cove. One, a modern concrete affair, can accommodate a submarine and two torpedo boats. The other, an old wooden fishing pier that came with the estate, is used by visiting seaplanes.
- 14 **Low Tide Mark:** When the water in the cove is down this far, a number of anti-landing craft obstacles topped by contact mines become visible. When the water is at high tide, only those with base provided navigation charts can skirt the dangers lurking beneath the water.
- 15 **High Tide Mark:** At this level, there is effectively no beach.
- 16 **Manor House:** Officer country; Formerly the resort home of a wealthy industrialist, the building (with original furnishings) now houses the base administration, the commanding officer's quarters, and the base infirmary. Despite the high number of life-threatening things that go on at this base, there is only one doctor and two medics on call. There is a secret passage located in the commanding officer's quarters (and known only to him of all the surface base personnel). It leads to a secretly built Government Office of Super Heroes base in a deep sub-basement. Other entrances to this GOSH base are a tunnel leading up to the surface well beyond sight of the base's guard towers, and a secret mini-submarine pen out beyond the cove's defenses. This GOSH facility is the secret HQ of the local GOSH super operations team. GOSH considers the rest of Project Onomatopoeia to be nothing more than a trap for Axis supers.
- 17 **Radar Tower:** Controlled from the flight tower, this experimental radar can detect flying objects at up to 15 miles away. Objects on the surface of the water are detected at 7 miles out.
- 18 **The Pit:** Originally a natural ground depression, numerous explosive tests have turned it into a sizable crater. It is still slightly radioactive from the time technicians stacked all those uranium bricks there (until the physicists found out and blew a figurative gasket). The bottom of the pit is littered with the remains of old vehicles and armor plating used as targets for experimental weapons tests.
- 19 **Test Bunker:** A reinforced concrete pillbox from which to observe experiments in the pit. It has 12 DEF and 12 BODY and the special glass window has 12 flash defense. There is also a phone inside which connects to the laboratory.
- 20 **Motor Pool:** A repair garage and parking lot for the bases ground vehicles. It currently has 8 jeeps, 8 6X6 trucks, two motorcycles with sidecars, a Lee medium tank, and a Stuart light tank.
- 21 **Laboratory Complex:** These one story buildings contain the super-science labs and are the main focus of the base.

THE MAIN LAB

This is the largest of the one story buildings in the laboratory complex. Much of the most dangerous and unhealthy work goes on here. The building also houses the super being testing lab and test data on all paranormals tested at this facility.

For security reasons, the building has thick concrete walls (DEF 7, BODY 12), no windows and only one door (DEF 10, BODY 9, -5 to Lockpicking rolls). Periscope mirrors are built into the wall near the door to allow a guard to see who is on the other side without opening the door. Two MPs always stand guard outside the door, while two others work interior duty. All are armed with Thompson SMGs, .45 Pistols and night sticks.

The following is a detailed breakdown of the rooms within the laboratory.

- 1 **Project K.A.B.O.O.M.** (Kr-36ite Anti-personnel Bomb Of Outrageous Magnitude). Having noticed the effects of glowing meteors on some supers, this project is an attempt at the ultimate paranormal killer. This is a one of a kind device as they only had enough glowing green rocks for one.
The device itself sits on a workbench in the middle of the room. Although it looks like a 1000 lb. Block Buster Bomb, it is surprisingly light (400 kg). The bomb IS armed, but can not be triggered unless the little propeller on its nose makes enough revolutions to convince the device that it has reached a speed of terminal velocity (30" per segment) and then subsequently takes a sharp enough blow to the nose to push the plunger into the explosives. Should someone set it off, its damage is as follows:
50d6 Physical Energy Explosion (KB only), Affects Desolid
30d6 Energy Explosion (Fireball), Affects Desolid
10d6 Flash Explosion VS Sight and Sound
The lab itself contains a normal door and interior walls, 4 stools, and 2 work benches full of tools, beakers, chemicals, etc.
- 2 **The Vault.** Built of 18 inch thick solid steel (DEF 13, BODY 15) and a door of the same strength (-5 to lockpicking roll), this room contains a candy store of glowing meteorite shards, radioactives, rare herbs, power crystals, and other materials that trigger superhuman susceptibilities and the like. Should anyone hide or become trapped in the vault, it is ventilated.
- 3 **The Reptile House.** Glass room (DEF 1, BODY 1) is home to a variety of poisonous snakes. It also contains a landscaped ground, a dead tree and heat lamps in the ceiling.
- 4 **Project H.I.S.S.S.** High Intensity Super Snake Serum. A newly developed and soon to be scrapped project. It was meant to develop a serum which would make a soldier immune to the enemies poison gasses. Instead, the drinking of the serum result in a character permanently receiving the following:
1d6 HKA Fangs
4d6 characteristic drain (END) from poisonous venom
IR Vision
2x STUN and BODY from cold attacks
Distinctive Features: Scaly Complexioned, 14-
Aside from samples in this room, there is also a case of the serum in the vault.
The lab contains the usual benches and stools, as well as 4 small cages containing lab animals.

- 5 **Project S.P.L.A.T.** Super Putty Liquefied Adhesive Torpedo. A Navy project to invent a super submarine catcher. The chemical is placed in a torpedo or depth-charge and fired at an enemy sub. Upon detonation and contact with water — the liquid turns into a very strong and light foam. The 20 hex radius Entangle has a floating STR of 100 and will easily carry a sub to the surface. The Entangle has 20 DEF and 20 BODY and dissolves in one hour.

The lab contains two charges worth of the stuff in to circular tanks. Should it come in contact with water, it will activate. The room also has the usual lab furniture, a large aquarium for tests, and PT boat's torpedo opened up on a work bench.

- 6 **Project D.R.O.P.** Dimensional Research Operations Portal. Predecessor to the Philadelphia Experiment (see Glossary of Trivia). The 45 tons of magnetic field generators will hopefully lead to the exploration of other dimensions. However, if someone currently pushes the big red button which is clearly marked "DO NOT PUSH" in 15 languages, it will result in the entire contents of the lab being teleported about 135 game inches straight up into the air. This would be bad. If the K.A.B.O.O.M. ends up in this room, it would be *real* bad.

The room has the usual assortment of lab furniture and two glass enclosed teleportation booths (3 DEF, 1 BODY).

- 7 **Project D.O.G.F.A.C.E.** Defensive/Offensive Gear, Flying Armored Combat Equipment. This is a rocket powered version of the G.I.A.N.T. armor elsewhere in this book. The armor is additionally armed with an 8d6 EB Flamethrower. The room is filled with tools and furniture, with the armor and its workbenches filling one wall, and for highly explosive fuels tanks against the outside wall (and contact with flame will cause a 15d6 Explosion).

- 8 **Project H.E.R.O.** Hero Evaluation and Research Operation. Ostensibly run by the OSRD, this little operation collects data on superheroes and supervillains. Carbon copies of all information gained is sent to the Government Office of Super Heroes for their dossier files. Data kept on sight includes various test results recording approximate STR and other stats. of heroes and villains. The reports also postulate on characters weaknesses and vulnerabilities. All these potentially valuable documents are locked in ordinary file cabinets (800 kg., 3 DEF, 3 BODY, -2 to Lockpicking).

This room is filled with a variety of items and furniture used in testing. There is a medical table and supply cabinet, and a desk. Among other things for testing, there is weight lifting equipment up to 1000 lbs for STR Testing, a range of firearms from BB gun to .50 cal. MG for Resistant PD Testing, Jumper Cable to test Energy DEF, and a Baby Grand Piano for Lord knows why. The entire room is armored (8 DEF, 8 BODY) as well as there being several movable armor plates and sandbags to protect the testers from ricocheting bullets.

- 9 **Chemical Storage Room.** Metal storage racks hold brown glass bottles full of every chemical imaginable.

- 10 **Water Closet.** 2 seater Bathroom.

- 11 **Blast Doors.** This door drops and alarms shriek if the panic button is pushed at the reception desk. The armor is tough (16 DEF, 9 BODY) but due to a contractor's error, the walls aren't armored on either side of the Blast Doors.

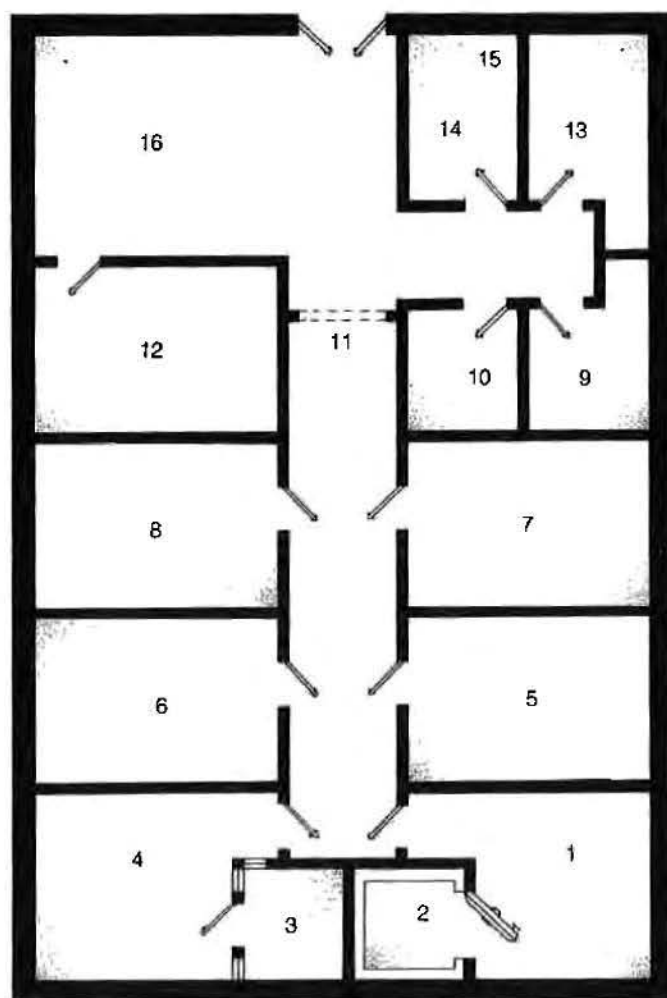
- 12 **Project Director's Office.** Dr. Sanchiotti's spacious office has bookshelves lining one wall, a large desk, two comfy chairs, a file cabinet, and a paper shredder. He keeps a small safe hidden under the file cabinet for his personal papers.

- 13 **Glassware and Materials Storage.** Beakers, test tubes, and lab equipment is shelved here.

- 14 **Janitor's Closet.** Lab coats and cleaning supplies.

- 15 **Furnace Room.** Contains the furnace and the gasoline powered emergency generator for the building.

- 16 **Reception Area.** After being cleared by first the exterior, and then the interior guards; visitors are issued a visitor's permit and told to take a seat. They may not leave the reception area unless escorted.



NATIONAL SOZIALISTISCHE AMERIKA

This parallel Earth adventure takes place in Nationalsozialistische Amerika (Nazi America) in the year 1958. The heroes for the adventure can be from this alternate Earth, from the standard Golden Age universe, or even time and dimension traveling heroes from a modern day campaign.

Official Notice REWARD OF \$100

A reward of \$100 will be given to the person who first gives to the inspector of police information leading to the conviction on anyone (not already discovered) for the offense of marking on any gate, wall or other place whatsoever visible to the public the letter "V" or any other sign or any word or words calculated to offend the German authorities or soldiers.

This 4th Day Of July, 1945

J.M. Jackson,
Police Sergeant

NOTICE:

JOSEPH "BUBBA" KOWALSKI,
a resident of occupied New York, is charged with
having released a pigeon with a message for
Washington, D.C.

He was, therefore, sentenced

TO DEATH

for espionage by the Court Martial and

SHOT

on the 4th of February.

February 5, 1945. Court Martial.

America in this universe is not a happy land. The War of European Unification and Asiatic Unity (or WWII as some scholars referred to it) had finally ended in 1945 with the fall of the last democracy, the United States of America, to the Axis Powers of Nazi Germany and Imperial Japan. As a result of the war crimes trials held in Arlington, Virginia, hundreds of superbeings were executed or sent to re-indoctrination camps, and thousands of civilian and military officials were sent to hastily constructed concentration and re-education centers (death camps). Over the next dozen years, millions more joined them. Meanwhile, backed by the secret industrial cartel, VIPER, a small band of covert freedom fighters had formed from the ashes of numerous former U.S. government agencies including the Government Office of Super Heroes. From their secret headquarters in a cave once used by Confederate blockade runners, and later by Prohibition dodging rum runners, some of America's

surviving superheroes await a chance to send the JapaNazi murderers packing. With luck, that chance may have come.

Three things dominate the national news. President Fritz Kuhn has announced that the National Socialist States of America have just signed the documents which will formally annex the former Eastern United States into the Greater Reich. Tensions continue to mount as another "border incident" between members of the N.S.S.A. Border Patrol and regular troops of the Greater East Asia Co-Prosperity Sphere is reported on the Mississippi River. And the Atomic Rocket Platform, *Thor*, is in the final stages prior to launching from the Von Braun Space Center in Florida. Anyone familiar with this Earth's past will recognized that the Nazis are getting restless again.

PROJEKT THOR UND GÖTTERDÄMMERUNG

Project Thor is the brainchild of Dr. Siegfried Qual. Thor is the name of the Atomic powered, space battle-station designed to give the Reich the ultimate in air superiority. Rising on the successive blasts of several atomic charges (à la the Real World's proposed Project Orion), the station, to be launched in one piece, is armed with 100 atomic missiles and is crewed by 50 SS trained AstroNazis. Once it is launched, Germany will be ready to negotiate with any remaining powers on Earth from a position of strength. Or so thinks the Oberkommando der Wehrmacht.

Dr. Qual has other ideas. He plans to take over the world by launching Operation Götterdämmerung (i.e. the twilight of the gods). He has arranged to have the station manned exclusively by men loyal to him. He has also arranged for a series of simultaneous assassination attempts on the top members of the German Reich. Japanese agents are to be framed for the assassinations which will, by coincidence, make Qual the new Nazi Führer. He will immediately send the signal for Thor to throw its lightning-bolts prior to massive troop movements across the Mississippi and into the former western United States. A rain of atomic death (about 10 bombs) will fall on Japanese occupation forces in America. The remaining 90 bombs will destroy every major military and communication center in the Greater East Asian Co-Prosperity Sphere (the theory of nuclear winter has not been widely accepted yet). Within two years he expects to be ruler of the world.

Through a former FBI agent working undercover in the German Space Program, the underground has discovered Qual's plot. Although horrified by the extent of Qual's planned treachery, they see in his plans the seeds for rebirth of the Free World. Pressed for time, and lacking the proper resources, the underground puts together an equally audacious plan.

GETTING THE HEROES INVOLVED

If you are going to use this scenario with characters from your modern day campaign, almost any plot device will do that causes the heroes to both travel back in time as well as to a parallel Earth. Once there, they will be approached by a member of the American underground who, seeing that they are utter strangers, will beg them to assist the underground in rescuing the people of this Earth from tyranny.

You could run this as the start of a new campaign set on Axis Earth, with the heroes already being members of the

American underground. If that's the case, the characters can simply be sent on this mission by the head of the underground.

If you're running a standard GAC campaign, our heroes will be hurled through time by some villainous mastermind (it doesn't really matter who) as part of a death-trap or ambush. It won't take them long to figure out that they have been zapped into the future. Everywhere they go it will look like modern day East Berlin, with bombed-out and bullet-ridden houses. The drab, frightened looking normals will run indoors upon seeing them. Doors will slam shut. Windows will be shuttered. Posted to the front of an old, abandoned, police station is the following sign:

**Dieses Haus darf nur mit Genehmigung
des Befehlshabers der Sicherheitspolizei
für Amerika betreten werden.**

**No entrance without permission of the
Chief-in Command of the German Secret
Police for America.**

The heroes (because of their strange garb and mannerisms) will fortunately be approached by a member of the American underground before the Gestapo finds out about them. They will be smuggled from place to place until they meet someone who can confirm who they are. "According to these old FBI fingerprint files, you are Capt. Heroic. But that can't be. Capt. Heroic died in the Battle of the New Jersey Meadowlands!" or "Holy Smoke! You could be an exact duplicate of American Eagle! I mean, except for the fact that you still have all your limbs and all." Then, have the characters run into this universe's version of the guy that zapped them here in the first place. "Gadzooks! I thought I destroyed you guys when I shot you with my Temporal Distortion Canon! It must have sent you here instead. Oh well, no hard feelings. That's all water under the bridge. I'm a good guy now. How about helping us kick some JapaNazi heinie?" The former villainous mastermind can then continue his soliloquy by saying that, since they are obviously from earlier in the time stream, he will gladly build a device to get them home...after he finishes saving the world. If he's real nice, he might also point out that this is just one possible future, and that after sending them back, they may be able to keep this entire future from happening. Or they may not...he's not real good with Temporal Physics Theory.

THE UNDERGROUND'S PLOT

Being just a little jaded from watching tens of millions of their fellow citizens being marched off to death camps, the Freedom Fighters WANT Qual to kill off his Nazi rivals. They even want Qual to succeed in starting a war between the Axis powers. They just don't want him to blow up a good portion of America and the rest of the world in the process. They hope to take the opportunity to start a national uprising as well.

Their plan is as follows:

- 1) Infiltrate superheroes and German-speaking agents on board Space Battle Station *Thor* prior to launch. The rocket/space station is big enough to hide about a dozen people if necessary.

- 2) After orbit is established, take control of the station and its missile launching facilities. Do so in such a way as to not alert ground control who may very likely have a remote control self-destruct. If time permits, disable self-destruct charges.
- 3) Allow Qual to initiate his plan. After he has assassinated the hierarchy of the Third Reich and sent the order to initiate atomic bombardment, acknowledge his orders as received. Drop one atomic missile on Qual's command bunker in the Catskill Mountains. Drop one atomic bomb each on the OKW HQ and the Imperial Military HQ in U.S. Drop two more atomic bombs on the amassed Nazi and Japanese troops on the Mississippi river border.
- 4) Simultaneous to destruction of JapaNazi troops, start "spontaneous" uprisings in all major U.S. cities, attack concentration camps and arm prisoners, and destroy railroads, highways, and capture major airports.
- 5) Issue following ultimatum:

To Commanding Officers, German and Japanese Occupation Forces:

Surrender immediately to American Insurgent Forces or face obliteration. Any attempt to continue resistance will be dealt with in the severest of manners. Although we have little in the way of conventional forces to fight you with, we do control Battle Station *Thor* and still have 95 unused missiles. We have shown a willingness to use them, and have yet to target your homelands. Unlike the 20% of our population that you systematically murdered after our government's surrender; you will be given fair treatment as prisoners of war. We have nothing to lose and you have everything to lose. You have one hour in which to choose between honorable surrender or death by incineration.

Of course, the underground doesn't expect the Nazis and Japanese to uniformly follow the ultimatum. But the way that they see it, it's the only chance the world has of freeing itself from the tyrants. And desperate times call for desperate measures.

ASSAULT ON BATTLE STATION THOR

First the underground has to sneak the heroes, NPC heroes, and agents or commandos into the Von Braun Space Center in Florida. Borrow judiciously from (i.e. steal ideas from) the movies *Where Eagles Dare*, *The Guns of Navarone* and *The Dirty Dozen*. Point out to the heroes that the fate of the entire world rests on their shoulders and then have them narrowly avoid capture a half dozen times. Maybe the heroes will have to keep one or two of the fanatical or crazy NPCs from blowing their cover. Be creative.

Once they've gotten past the perimeter defenses, they should not have too much difficulty in sequestering themselves in one of the space station's supply rooms. They should not attack the crew while the rocket is on the ground. The station is worthless to the resistance if it doesn't launch, and only the highly trained crew can get it into orbit. Once everybody's settled, launch the rocket.

With the heroes in space, set out the battle-mat and prepare to roll lots of dice. It might be easier if you have the space station drawn out ahead of time and give the explana-

tion "This is a map of the station a former FBI agent gave his life to obtain. You're here." Remind the heroes that they need to quickly capture the control center, the launch center, the communications center, and deactivate the self-destruct system. Then start thing rolling.

The heroes are going up against 50 AstroNazis. If the heroes are mere mystery-men and masked adventurers, that should be more than enough opposition. If the heroes are somewhat more powerful, use a couple of Axis supervillains to supplement the crew. If it is too much of a cake walk for the heroes, have one of the NPC heroes turn out to be an Axis double-agent who has been trying to sabotage the mission from the very start and reveals himself by surprise attacking one of the heroes from behind.

Oh, and don't forget to use Zero-G combat rules to make things more interesting (only subtract one die from knock back rolled; unless characters have clinging, only allow gliding, flight and superleap for movement; and have characters make DEX rolls to keep from spinning when hit, projecting energy blasts or firing projectile weapons).

CONCLUSION

Whether or not the heroes take part in the assault on Battle Station *Thor*, the assault will take place (short of the heroes actually collaborating with the Nazis, that is). If the heroes participate in the raid, they can return to Earth via one of the emergency escape capsules on board the station. After that, the GM can decide to send them home (with the lesson that only the heroes' vigilance can prevent the world from becoming like this) or the GM can keep them around to fight fanatical SS troops and ninja assassins determined to keep the second American revolution from being successful. If the GM chooses the second option, it need only be for one or two

adventures...until their old arch-nemesis either figures out a way to send them back or discovers that the Nazis were working on a secret Time Teleporter from which to launch further conquests. Maybe they can steal it for the underground.

RISEING SUN

THE BRIEFING

Early in 1943, in an apparently freak accident, a transport plane carrying General Douglas MacArthur goes down in the Pacific. Japanese News Radio reports the capture of the "war criminal MacArthur and his band of assassins." The Japanese also broadcast their intent to give "the notorious butcher of Bataan, MacArthur" a fair trial prior to his beheading. Washington publicly denies any such thing has happened and has secretly contacted the nation's premier superhero group (your roleplayers) in hopes that they may effect a rescue. To make matters worse, it is thought that his entourage may include civilians observers (DNPCs of your role players).

What the public doesn't know — and the player characters as well — is that Japan is guarded by an impregnable mystic force wall which cannot be crossed by Allied superbeings (1D6 Continuous Persistent NND KA, defense being — not being an Allied Superbeing, Area Effect: Japan). The very attempt would either destroy them or (optionally) make them mind-controlled zombies for the Japanese Empire. The U.S. government is well aware of this and (although they will inform the heroes) is keeping a TOP SECRET lid on this knowledge.

At about this point one of the players will say, "Wait a minute...If its impregnable, how are we supposed to get through it?!" The answer (provided by a PC or NPC magician) is that the force wall cannot be maintained during a total eclipse of the sun. As GM engineered coincidence and a peek at the *New York Public Library Desk Reference* would have it, a total eclipse will pass over Japan on February 4th, 1943 — the day of the trial. As a 146 mile swathe of darkness cuts across Nippon, the heroes will have a window of opportunity of exactly 2 minutes and 39 seconds in which to find and rescue the General and his entourage.

To make matters even more difficult, the heroes must first retrieve Fuji Yagamoto, an American deep cover agent of the OSS, from his current base of operations on the main island of Luzon in the Japanese occupied Philippines. Only Yagamoto, of all America's agents, knows the lay-out of the maximum security prison in Japan in which the Japanese are holding the General and his men. Unfortunately, all contact was lost with Yagamoto soon after the Japanese captured the Philippines so when the heroes get there, they will have to do a little detective work.





THE INSERTION

The heroes will be flown to the Philippines via military transport (a B-17 heavy bomber). The bomber will make refueling stops at Hawaii and Darwin, Australia. Although this means flying through a lot of enemy territory, the heroes are warned that if the plane is attacked by Japanese fighters, they are to man the machine-guns and not use their powers. This is a highly secret mission, and we can't risk the Japanese learning that there are super heroes in the area.

At Darwin, the bomber will join a flight of other bombers who will fly a cover mission to bomb a Japanese military target near Manila. The bombing run will take place at night, and the heroes will parachute (or glide, or fly, or superleap) out of the plane during the ensuing attack. Roll Unluck if anyone has it...if they roll a one, they or their plane gets hit by a burst of flak.

Once again, the emphasis is placed on the importance of the heroes existence remaining a secret. The heroes *must* wear army commando gear and *not* super hero tights and costumes (assure your players that the camouflage paint the

wear will protect their secret identities from each other if necessary). Even powered armor will be spray-painted black or camo for the occasion.

Once on the ground, the heroes are to try to locate Yagamoto. His last known cover was known to be a hemp exporter in downtown Manila. For characters with disguise or acting ability, the U.S. Army has kindly provided Japanese uniforms and civilian clothing. If none of the PCs speak Spanish and/or Japanese, the Army will also send along a ranger who does.

Once they locate Yagamoto, they are to approach him and say, "Alright buddy, say 'Lollapalooza'." If it is really Yagamoto, he will respond, "Lollapalooza, your self, buddy" (the theory is that native Japanese have difficulty distinguishing the difference between 'L's and 'R's...supposedly they would say something like 'Rorraparooza').

Thus having established his authenticity, they are to whisk him to the coast, where they are to signal a waiting U.S. submarine with a flashlight. A rubber raft will be sent to shore if needed to transport them to the sub. This same sub will then take them all to the coastal Japanese city Choshi — where the prisoners are being held — just before the 2 minute and 39 second eclipse begins.

Tell the players that they are in phased combat and that they have a little over two and a half minutes by the combat sheet in which to find the POWs, rescue them and return to the sub. Point out that you'd really hate to see them have to design new characters if they fail. Face it, allowing for a minute of travel time each way, over half a minute is more than enough time for a "lengthy" Champion's combat.

THE RESCUE

When the heroes arrive at the prison, they will be confronted by a massive stone building with anti-aircraft batteries on the roof, armed guards and vicious dogs.

Yagamoto will suggest that an old forgotten entrance under the prison leads to the neighboring hospital's basement (if the heroes forgot to make a plan, don't worry, tell them that whatever that decide to do they had already decided during the sub ride). The tunnel leads into the prison's dungeon, past some guard quarters and to the cells where the important people are kept. Refer to the map.

By the purest of coincidences, the heroes *will* be discovered just after they have released the prisoners, but before they have started their escape (maybe it was even a trap set up by one of the heroes arch-nemesis). For each hero there should be either four well trained Japanese secret policemen (100 point generic ninjas will do quite nicely) or a super villain of roughly the same power level. Shinyu (the Magnificent Dragon) alone would be a match for three 250 point heroes.

Presuming that it all works out, a security lid will be placed on the whole incident. Aside from any experience awarded, the players will receive a medal, a handshake from the FDR, and a two point contact with "Top Men."

HEINRICH'S HEROES

As I hope is obvious from the title, this is a word play on the title of the TV show, *Hogan's Heroes*. The TV show was a comedy and had Allied POWs running a secret underground espionage organization from within a German POW camp. It was loosely based on a far more serious dark comedy movie called *Stalag 17*. Like the television series that this parodies, in this scenario a group of undercover commandos is operating out of a local POW camp and attacking installations and stealing information detrimental to the enemy's war effort. Only in this case, the commandos are German and Italian, the camp is located near Campaign City and the enemy is America. The player-characters get to be the American equivalents of Col. Klink and Sgt. Schultz. It takes place after the fall of the Afrika Korps (Mar. 14, 1943) and prior to the Allied invasion of Europe, when America held over 370,000 German and over 50,000 Italian POWs in camps all over the U.S.

THE PLOT

For the past few days or weeks numerous factories, warehouses and railroad yards have been the scenes of massive cases of sabotage. The police are baffled and have no leads. Realizing the need to resolve the situation (or place the blame for the unsolved cases on someone else) they turn to the local superheroes for help.

If the GM wants this to be a light hearted scenario, then the protagonists will be a wacky bunch of Axis military non-conformists lead by Colonel Heinrich formerly of the Afrika Korps (the only German unit of its size that had no charges of war atrocities leveled at it). Up until now, Heinrich and his "heroes" operating out of Camp Greer have only succeeded in blowing up munitions plants and transportation systems with miraculously no loss of life.

If the GM wants this to be a something closer approaching a serious scenario, then Col. Heinrich and his men will be dedicated, hard-case Nazis whose ruthless tactics have resulted in the deaths of dozens of innocent war workers and bystanders.

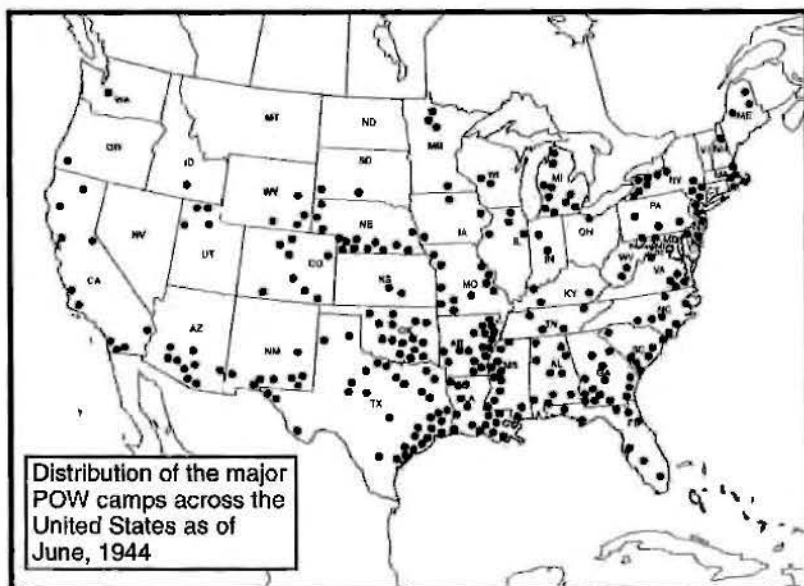
In either case, through his connections with German funded subversive organizations such as the German-American Bund, Heinrich has learned that the next POW camp in line from his out of Campaign City is currently holding about 200 experienced German submariners. Knowing that the Reich is in danger of losing the War in the Atlantic, he signals Berlin with his secret radio. He suggests that if they can get three U-boat off the American coast with skeleton crews, he can arrange for the Kriegsmariners to escape and man those U-boats. Berlin will readily agree to bring the U-boats as well as superpowered support.

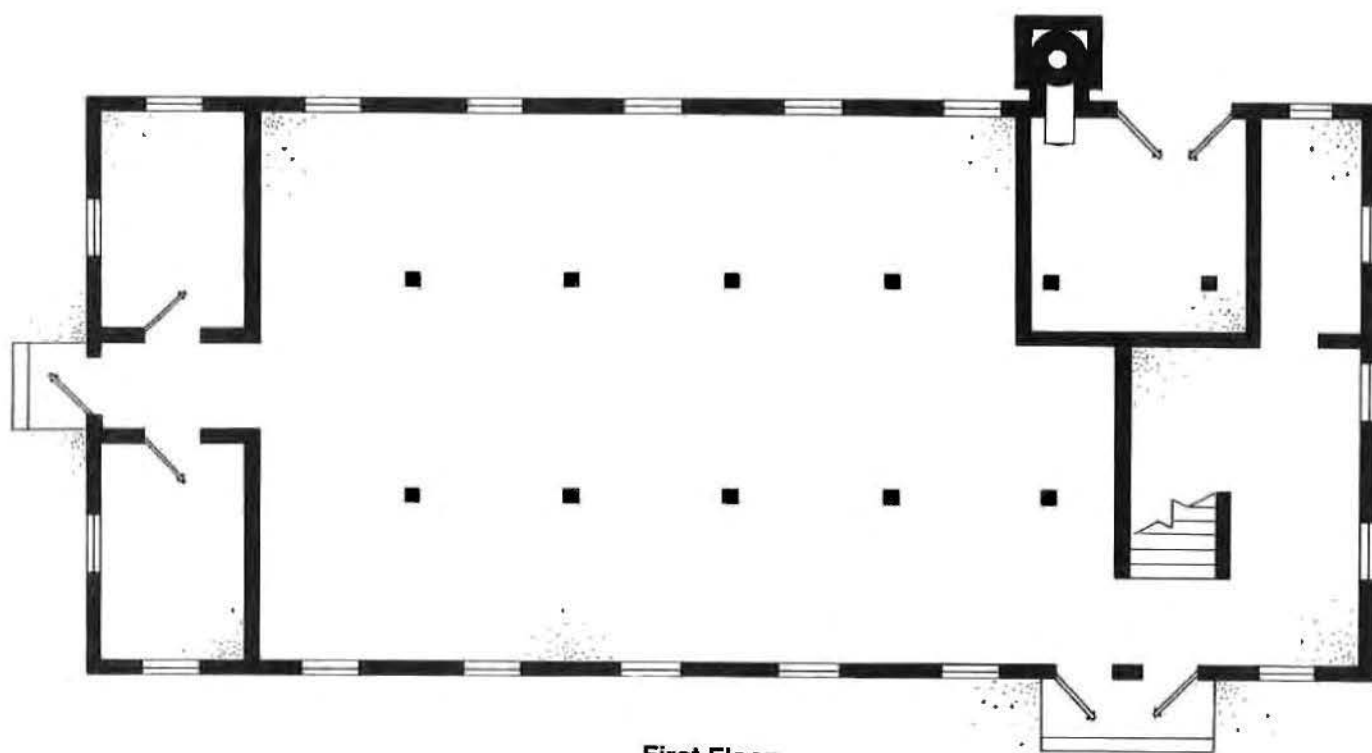
If, by this time, our brave superheroes don't have a clue as to the source of the espionage, then they are about to get one in a big way. Blaring newspaper headlines will announce the escape of 400 Nazi POWs from Camp Peterson in the next county and that a massive manhunt is under way.

Should the heroes go to Camp Peterson to investigate, they will find the place in utter chaos as major portions of the Camp's guards and command staff are out hunting the missing prisoners. The remaining guards and the Lieutenant left in charge have no idea how so many POWs escaped. Heroes will need to make successful bureaucraties or persuasion rolls (-3) to get the Lieutenant to cooperate to the extent of allowing them to see the morning's roll-call sheet to determine who's missing. Cleverness and/or successful concealment rolls (-5) will reveal the escape route used...a tunnel out from the prisoner's latrine to just beyond the tree line. Then the heroes might consider tracking down some of the missing prisoners who, as it turns out, are not that difficult to find. By evening, almost half of the prisoners are recaptured.

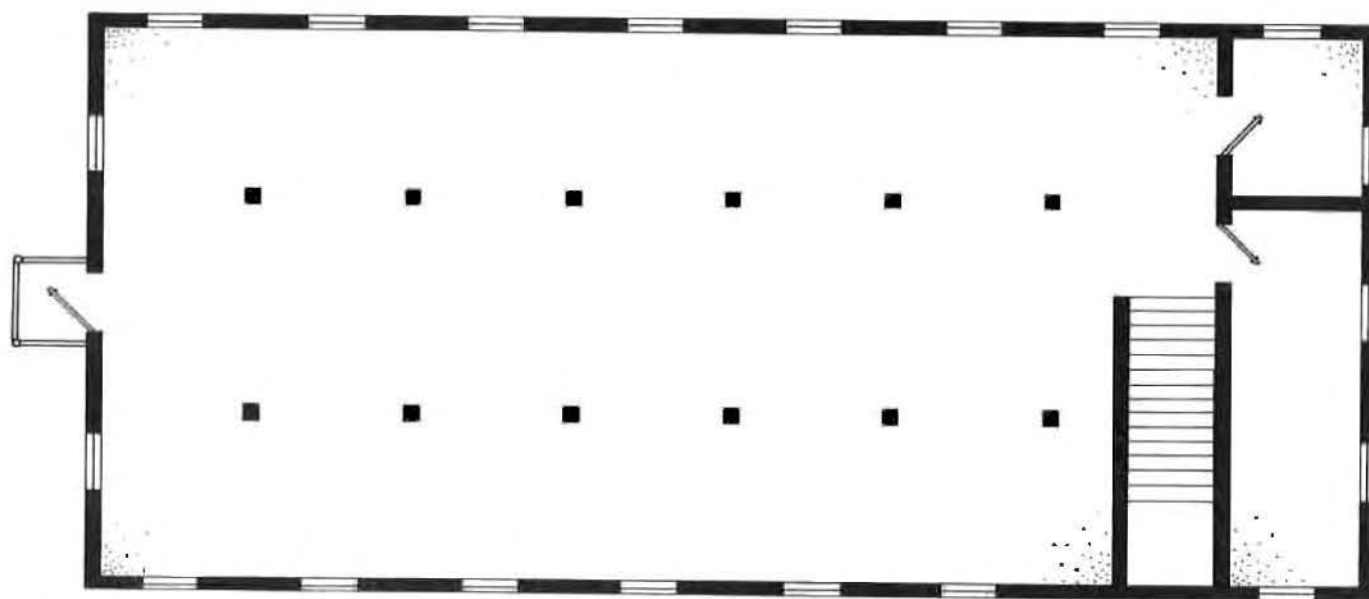
What becomes obvious to any hero (or convenient NPC guard if the heroes are failing their rolls) is that all the prisoners who were recaptured were ill prepared for an escape in the first place. None of them had disguises (all being in uniform). None of them had maps and escape routes planned beyond the confines of the camp. And none of them had currency or supplies for laying low. A quick head count and comparison to the morning roll-call sheet will indicate that the majority of men still missing are German sailors and officers. They must be headed towards the sea!

The manhunt becomes more intensive as the remaining prisoners are still on the loose. Army sources will point out to the heroes that there is no way the POWs can get out of the country. Every truck and train between Camp Peterson and the Coast is being checked, and if the Germans somehow walked the distance, it would take two days and they would have to lay over somewhere. Of course, that is exactly what they did. Even as the Army tries to tighten its cordon, the escaped German Navy men are resting in Camp Greer; the POW camp nearest to Campaign City and the one place the U.S. Army would never think to look.



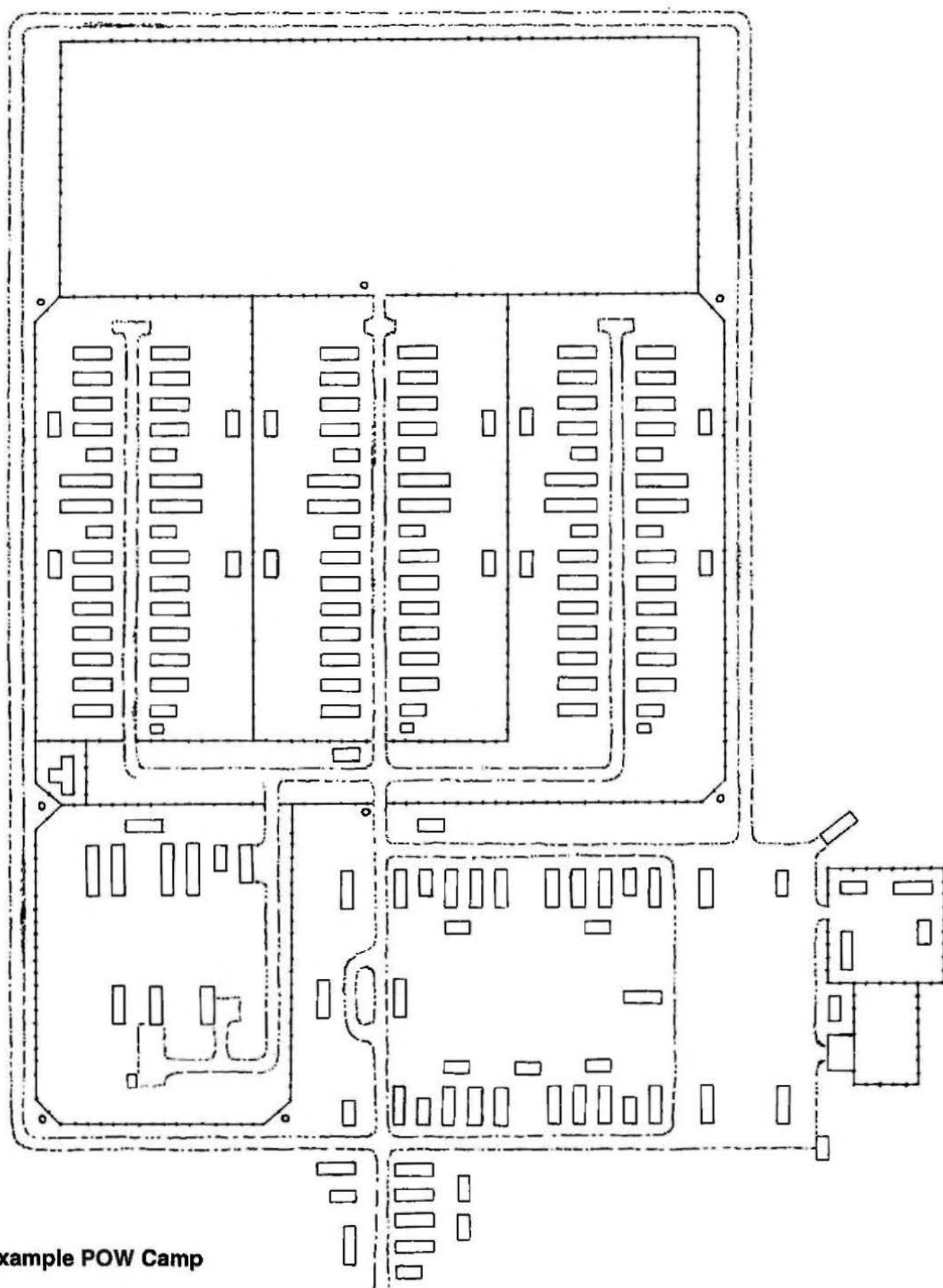


First Floor



Second Floor

Barracks



Example POW Camp

CONCLUSION

If the heroes figure out the Nazi plot immediately, they can charge into Camp Greer, and by making appropriate skill and observation rolls, recapture all the missing POWs from camp Peterson as well as shutting down Col. Heinrich's little operation at Camp Greer. Then all the POWs in question can be sent off to some lumber camps in Oregon or somewhere so they don't try to pull the same stunt again.

If the heroes are still stumped and searching for the POWs 24 hours after their initial escape, then they will receive news that ten 6x6 Army trucks were stolen from the Camp Greer motor pool and last seen headed down the coastal highway. A quick response will result in arriving just as the crews are boarding their new subs. The sailors will have no personal weapons, but several will be manning the deck guns and anti-aircraft machine guns on each of the subs. In addition, Dr. Qual and at least one of his Super Commandos per hero will be on hand to provide cover for the escape. The heroes will only win in this situation if they can actually sink the subs (see the vehicle section for stats) or prevent the crews from boarding before their compatriots leave without them. Unless stopped, the last of the crewmen will board the subs within three turns of the heroes arrival. If the heroes are defeated by the retreating Nazis, there is no need for alarm — the heroes can always track the subs to Dr. Qual's secret submarine pens on Skull Island (you know, the one with all the natives, and dinosaurs, that King Kong came from) in the South Atlantic and try again.

SINK THE HABAKKUK

BACKGROUND

This is another case of reality being stranger than fiction.

One of the more unusual ideas to come out of WWII was the giant ice-ship *Habakkuk*. Project Habakkuk was a predominantly British idea for providing air support for the invasions of Europe and Japan. With U.S. and Canadian support, they hoped to build a massive, unsinkable, aircraft carrier made mostly of ice.

The ship was to be basically a refrigerator with the cooling elements on the outside of the box. These cooling elements would keep the hull material (ice with wood-pulp mixed in) from thawing out as well as making torpedo and gun blast damage self-sealing. In fact, the ice and wood-pulp material was incredibly blast and bullet resistant. Such a ship would be virtually unsinkable. The stats for the projected Habakkuk are as follows:

Specifications:

Length: 2,000 ft. (333.3 hexes or mile long)
 Width: 300 ft. (50 hexes)
 Height: 200 ft. (33.3 hexes)
 Weight: 2,200,000 tons
 Material: 10x20 ft sq. blocks (Ice and Wood Chips)
 Width of
 hull walls: 40 ft. (6.6 hexes)
 Propulsion: 26 external, electrically driven propellers
 Aircraft: 200 Spitfires
 Crew: 1,500 officers and men
 Cost: \$80 million
 Estimated date of construction: Winter 1944

Hey, I'm not making this up! Disbelievers can find this same background information in the Feb./Mar. 1989 issue of *Air & Space* magazine in an article by Noel Vietmeyer entitled *Air Power on Ice*.

PLOTS

Plot 1) Axis agents steal the plans to the *Habakkuk* and the heroes have to get them back. Better yet, the axis agents or supervillains could have kidnapped the British inventor credited with developing the *Habakkuk* (and its hull material known as "Pykerete") Geoffrey N. Pyke, 1894-1948.

Plot 2) This can be run something along the lines of the movie *Under Siege* with JapaNazi Commandos assaulting the giant iceberg/aircraft carrier on its maiden cruise (and horribly outnumbering the heroes who happened to be on board for an inspection tour or even in their secret IDs). The Japanese, Nazis or Italians (or a combination thereof) have taken the ship in order to provide air support for an invasion of America/England/Australia.

OK, first the Nazis or whoever have to take the ship over. That's easy enough. Dr. Qual or some other evil genius invents a one time only, Area Effect, Ego Blast, Time Bomb. Hidden on board the ship during construction, the bomb (make that a NND knockout gas in the ventilation system) goes off as the ship is in mid ocean. All the crew are unconscious as a sub or several transport planes drop off a couple hundred baddies with super villain support to take over the ship. They quickly gather up the allied crew and deposit them in the brig for later questioning.

The heroes then: a) somehow manage to remain free; b) manage to escape from their captors; or c) were never on board in the first place and have to sneak aboard in typically heroic fashion. There are all sorts of ways to arrange this. Maybe the heroes were testing out some Navy diving suits just when the knockout gas device went off. Or maybe they didn't collapse as fast as the human normal crew and had time enough to hide before passing out. Or having been captured in secret ID, they were placed in the brig with some crew members who said something like "Hey, you're the skinniest guy here. How 'bout we give you a boost up to the air vent and you crawl outta here to get some help."

Being horribly outnumbered (as stated above) the heroes should have no chance of regaining control of the ship. Rather than let the Axis use the ship and its planes against the U.S. or U.K. they are forced to sink it.

Ah, but I said it was virtually unsinkable didn't I. Not quite. Superheroes could do it. A successful intelligence roll would tell them that they'd have to do four things.

- 1) Set fire to the aviation fuel storage tanks for the 200 planes.
- 2) Set fire to the ammunition storage for the planes' guns and bombs.
- 3) Shut down the ships main diesel generator (preferable by setting its diesel fuel storage tanks on fire) and take out the battery back-ups.
- 4) Keep the bad guys occupied so they can't put out the fires.

Of course, to do these things, you have to know where everything is. It might behoove the heroes to first rescue one of the ship's officers, maybe the chief engineer. Then while they are at it, they might as well release the rest of the prisoners (Point out that while escape might still be possible, recapturing the ship is suicidal. Everyone's best chance is to destroy the ship before it reaches an Axis port.)

Then it's a case of the heroes running down corridors to perform their missions before they are overwhelmed. Just keep throwing things at the heroes until they are on the verge of collapsing. Then they will spot the door to the vital area they must sabotage. If you only have a couple heroes, have the allied navy men agree to attack two of the objectives while the heroes take the other two (of course your heroes will only find out about the sailor's success after the fact). As soon as all the heroic arson is completed, then it's a race to escape before the ship destructs. Require DEX rolls as the ship shudders under massive explosions. Have characters dodge falling machinery. Maybe an Axis sailor or commando will assist the heroes in escaping once it is clear that the end is near.

Once the fires are sufficiently out of control, the metal interior hull will start melting the Pykerete exterior hull. With the diesel generator out of commission, the refrigerator coils will no longer repair the melting. Without the generator and batteries, the fire-fighting pumps will probably not function either (neither will the electric drive engines and the electric lights for that matter). Eventually the shock waves of exploding ammunition combined with the heat of the fire, and the weight of the steel interior hull, will crack the exterior sufficiently for it to start falling apart to let the sea water come rushing in. The steel interior hull and superstructure will sink to the bottom of the ocean while most of the Pykerete shell floats on the surface, slowly melting in the sun.

About then is when the U.S. Navy or British destroyers show up to pick up survivors while the heroes wonder if the surviving supervillains escaped by speed boat or submarine or went down with their ship.

SAVE THE QUEEN MARY

BACKGROUND

The Queen Mary was a 80,000 ton British luxury liner turned into a troop ship for the duration of the war. Her sister ship, the Queen Elizabeth, weighing in at 83,000 tons and being the biggest liner afloat, was likewise converted into a troopship. Carrying 15,000 men at a shot, the two ships carried a quarter of the American troops that served in Europe. Obviously, either would make a prime target for sabotage or torpedoing.

The Queen Mary was also the name of President Roosevelt's limousine used for official functions (but this knowledge was far more obscure and unknown to the general public).

Suppose the heroes got word that the Queen Mary was about to be attacked by some Axis supers. It might go something like this.

GETTING THE HEROES INVOLVED

Lulu Smudgepot is the player character hero team's secretary, superhero dispatcher and base DNPC. As she steps out of her cab on her way into the public HQ for the morning shift, she is grabbed from behind. She lets out a scream even as she spins around to confront her assailant.

The man stumbles back, clutching his chest and gasping for air. Staggering forward, he says "No, you misunderstand. Must speak with heroes."

Lulu notices the spreading red stain under the man's hand and yells for help. It is too late.

The man, who Lulu now recognizes as a U.S. government agent who has worked with the heroes before, crumples to the ground. His last words are "Nazis...Queen Mary...must save...today."

Lulu screams again and charges into the office building which houses the heroes' HQ.

By pure GM engineered coincidence, the heroes are in their base this fine morning. They have, only moments before, returned to the base after a particularly grueling night-time adventure. As they bandage their wounds and prepare to call it a day, Lulu (having run up the 20 or so flights of stairs to the heroes' HQ because the elevator was acting up) bursts into the room saying, "Man...Blood...Nazis!" before fainting in front of the suddenly wide-awake heroes. Further contrivance will allow a quick acting hero to get down to street level *mere seconds too late* as a big black sedan disappears around a street corner and the hero discovers *the body is missing!*

THE PLOT

As usual, Dr. Qual won't let Shocktrooper pull a simple military operation. Qual has egotistically decided to give heroes some clue to what he is up to. In this case the clue is the "dying" man encountered by Lulu.

The man was actually a Nazi agent with incredible disguise and acting abilities. The blood was real enough, having been taken from Qual's medical lab and placed in a rubber balloon.

Qual hopes the heroes will believe Lulu's story. His man made sure to drip plenty of blood on the sidewalk, and even left a wallet filled with fake identification in the gutter next to the sidewalk. That, and the mention of the Queen Mary should be enough to convince the gullible heroes to go guard the big ship out in the harbor. Then while the Amerikaner fools waste their time at the harbor, the Nazis will spring their real trap and capture the President of the United States!

SOLVING THE CASE

There are plenty of clues, and all of them are misleading. A forensics roll will tell the heroes that the blood is real, but that doesn't really tell anything. A forgery roll will reveal the IDs in the wallet as clever fakes. But who was the man? Why the impersonation (if it was an impersonation). Lulu might choose this time to suddenly remember the man spoke with a slight but discernible European accent. The Nazis? But why the clue. A diversion? But a diversion from what?

The easiest solution to the puzzle is a good relationship or an inside connection with the police. "Hey Commissioner, do you know of anything unusual going on today? Something hush-hush." When the heroes learn that FDR is "secretly" coming to town to visit his political ally the mayor, a few alarms ought to go off. When they further learn of that the

President's car is named the Queen Mary, also, there will be little time to spare as they race to the Presidential procession already under way.

THE END GAME

The GM can get creative with this. Pull out a city street map if you have one and indicate the route FDR is taking. Let the players figure out the most likely ambush spot even. If the route goes anywhere near the waterfront, maybe it will pass within sight of the ship, the Queen Mary — leading to the possibility that the Nazis were attacking both targets, forcing the heroes to divide into two groups if they want to defend both.

Whatever the GM chooses, he shouldn't make it a cake walk for the heroes. There should be one Axis super and several German Commandos per hero. Qual will not be among them, of course, but that's the breaks. Aside from any experience awarded, the GM might consider giving the characters a 2 pt. contact with OR 1 pt. favor from the President of the United States.

TARGET: SKULL ISLAND

This scenario takes place near the end of the war, early in 1945. Since Dr. Qual and many of his cronies don't turn themselves in after Germany surrenders, it can even take place well after the war. This scenario is sort of the opposite of the earlier PROJECT ONOMATOPOEIA scenario, with the heroes making an assault on a German secret base in the South Atlantic. If you don't use the base in the PROJECT ONOMATOPOEIA scenario, consider using it for this one. The only changes are in making it a Nazi base and placing an A-10 rocket and gantry were the weapons testing pit is.

BACKGROUND

Standartenführer Karl Von Schreck looked about his surroundings with a combination of fascination and disgust. Everywhere he looked men were frantically scrambling. Some were scientists, some were Qual's "specialists," but most were young men in uniform. A battalion of ill-trained but battle-weary veterans, too young to be soldiers, but soldiers none the less. Old men and brain-washed Hitler Youth — that was what had become of Hitler's Thousand Year Reich.

Von Schreck shifted his attention to the man standing next to him. "I do not like what the dwarf is planning, Kapitanleutnant Kruger. I do not like it at all. It's all...such a waste." Von Schreck's gaze wandered past the electric fence, past the jungle, to the smoking volcano in the distance. "The war is all but over. The Fatherland is all but dead."

Kruger, fiddling with the knight's cross he wore about his neck, looked in the same direction. "In front of the wrong person, those treasonous statements would get you strung up by piano wire...fortunately for you, I share those sentiments, Baron." Kruger briefly turned to look up at Shocktrooper's metal covered face.

Von Schreck returned the eye contact, "I've always been careful about who I talk to Kapitanleutnant. There are so few

of us who can keep the dwarf out of our brains." Quickly, as if sensing something, he snapped his head back toward the command bunker. "I had better return — before he notices I'm gone. We must talk again. Soon."

With that, the two officers saluted each other and Kruger went down to the submarine pens and his U-boat. Shocktrooper watched for a moment before turning and purposefully marching back to the command bunker. As he passed the giant A-10 rocket with its deadly atomic payload, he wondered if he could contact the American heroes before it was too late.

THE SETTING

Dr. Qual's secret base in the South Atlantic is located on none other than Skull Island (OK, I know the island sunk a year after King Kong's capture, but I decided to change some public domain history. So there. Also, the location of Skull Island is given as being in both the Indian Ocean and the Atlantic. For the sake of this scenario, I chose the Atlantic.). Despite its value as an anthropologist's, sociologist's, botanist's and paleontologist's treasure trove, the island has seen few outside visitors since the mighty King Kong was captured there back in 1933. Few visitors that was — until the Nazis secretly built the base early in 1941.

Originally built as a U-boat base from which to attack any south bound allied shipping trying to avoid the Panama and Suez canals, the base had two concealed submarine pens for the maintenance of the six U-boats that operated out of the base (at any time two subs would be outbound, two subs inbound, and two subs refitting). In the unlikely chance that it should be rediscovered and invaded by Allied forces, the base also had several hidden eight inch and three inch gun emplacements. The compound included several shops, storehouses, barracks for up to a full regiment (200 or more men), an aircraft hanger and a small landing field. Except for the gun emplacements and sub pens, the compound is concealed in a natural inlet and covered from one end to the other with camouflage netting. Finally, the shoreward side of the base is surrounded with barbed and electrical wire to keep the native tribesmen and dinosaurs out.

Little has changed externally since Qual took over. Some of the barracks have been turned into laboratories and exotic vehicle hangers. One of the converted barrack/labs is little more than a holding pen for a tyrannosaurus, left over from Qual's failed attempts to mind control a herd of the giant monsters as a new terror weapon. Another barracks is now his surgery and biomechs shop. And next to that is the barracks/hanger for eight of his "more successful" cybernetic Condor Legionnaires.

When this scenario takes place, Qual has just finished installing a sophisticated radar system capable of detecting flying superheroes. Between Qual and the fortunes of war, the base personnel has been reduced to less than 100 SS-men, some scientists, and a few Kriegsmariners to keep the sub pens functioning. In addition, he has a good portion of the Deutsche Überkommando Korps serving as his personal bodyguards. Only one sub is in the pens and it is under repairs, although it is seaworthy if push comes to shove. The one thing that is most different is the huge rocket perched at the end of the landing strip.

THE PLOT

From the beginning of the campaign to this point, Qual and his evil minions have been thwarted again and again by your local hero group. The mad doctor is quite fed up and, upon figuring out how to assemble an atomic bomb, has decided to get revenge against all those pesky heroes by destroying Campaign City (and hopefully the heroes with it). He doesn't care that the war is over. He doesn't care that the U.S. may also have atomic bombs already. He doesn't care that soon all Nazi war criminals will be hunted down for the vermin they are. He just wants revenge against the heroes.

GETTING THE HEROES INVOLVED

Shocktrooper and some of his confidants want to see Qual stopped. Outnumbered as they are by Qual's mind-controlled fanatics, they have radioed off a coded message for help. If Qual finds out they contacted the heroes, he will have them all shot immediately; so they kept the message as brief as possible. Decoded, it reads:

<Group Name>. Lat 37° 0' Long 16° 0'. Qual. Prevent Armageddon before 7:00 AM EST 7-5-45 or all is lost. Von Schreck.

Replace <Group Name> with the name of your hero group. Then hand a copy of this note to the heroes if they received and decoded the message or if the military does it for them. The only real catch might be that the PCs will ask what's today? You'll answer 10:00 AM, May 6, 1945 which might lead the heroes to believe they have until July 5 to get to Skull Island. An intelligence roll will tell them that Europeans write dates DAY, MONTH, YEAR; and not MONTH, DAY, YEAR like Americans. Thus they must get to Skull Island (about 6,500 miles from New York) before tomorrow morning! The Army will lend a stripped bare B-29 with extra fuel tanks to the heroes for such an important mission which, flying at 350 mph will reach Rio de Janeiro before refueling. It will then do a fly-by of Skull Island from which the heroes can parachute out as the plane turns to head back to Rio. The heroes will reach the island roughly 19 hours after leaving New York. With the prep time to get the plane, this means that the heroes will arrive mere minutes to an hour before Qual launches his atomic missile.

Once they have reached the island, they have to find Dr. Qual's secret base. This will be obvious and instantaneous

to any character or gadgeteer with radar detection abilities (simply follow the Nazis' radar transmissions). If not, there are a number of ways the heroes can reach their objective. If they land, they can (after rescuing a native from a random dinoraptor) learn the location of "The Evil Place of the Big Headed Midget." They might spot a Nazi Fa-223 helicopter searching for them and follow it back to camp. If the heroes are flying, they might be attacked by a flight of Me-262 jets which have just returned from shooting down the heroes' B-29. They could allow themselves to be "captured" by a Nazi search party — knowing that they will be taken to Qual post haste.

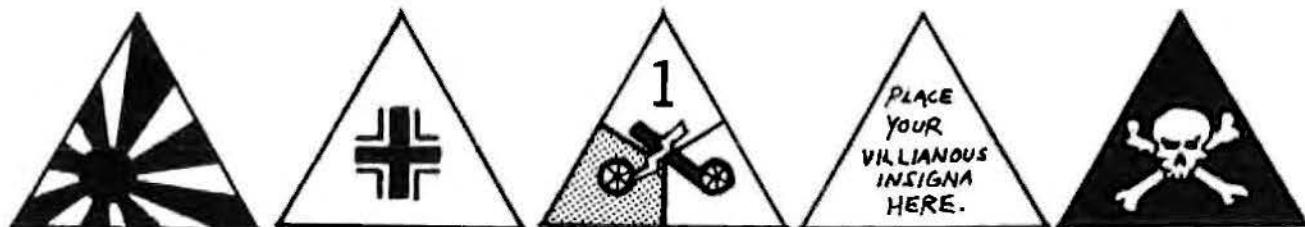
Whether the heroes find the base on their own, or by being taken prisoner by the Nazis, they must come to the realization that time is short. "That message from Von Schreck said 7:00 AM EST, we have less than a minute to disarm that thing!" or "OK guys, you know that I'm a rocket scientist in my secret ID, and believe me, if I'm right that rocket out there is armed with an Atomic Bomb! We don't know exactly what one of those can do, but at the very least it'll kill thousands and at the very worst it could set off a chain reaction that will destroy the world! It's getting ready to take off and we have to destroy it even if it means our lives!" It's a race to knock out the missile on the ground or as it launches.

But first the heroes will have to go through at least twice their number in Axis supers (including Qual), as well as 100 SS fanatics armed with every weapon in the book. This is Dr. Qual's last hoorah, so he can be expected to do anything to get his missile launched. He might even release his pet T-Rex (or it could be let loose as some hero's idea of a diversionary tactic).

And don't forget Shocktrooper. He could assist the heroes at any time in the proceedings. He has finally decided that Qual has gone too far. If he owes any debt of honor to any of the heroes, they could trigger his more active involvement.

If the heroes actually do get beaten by the Nazis, then Qual will probably strap them to the warhead of the rocket so that they can witness the destruction of their home city with their last dying breaths. Of course, the heroes might free themselves soon after the launch and wrestle with the rocket's control surfaces; forcing the rocket to turn around and impact on Qual's base or the volcano near by. And such an explosion would undoubtedly sink the island, and no one would really know if Qual got away by U-boat first ("Golly! No one could have survived that!")

But hey, that's the breaks when you're fighting a villain "of epic proportions."



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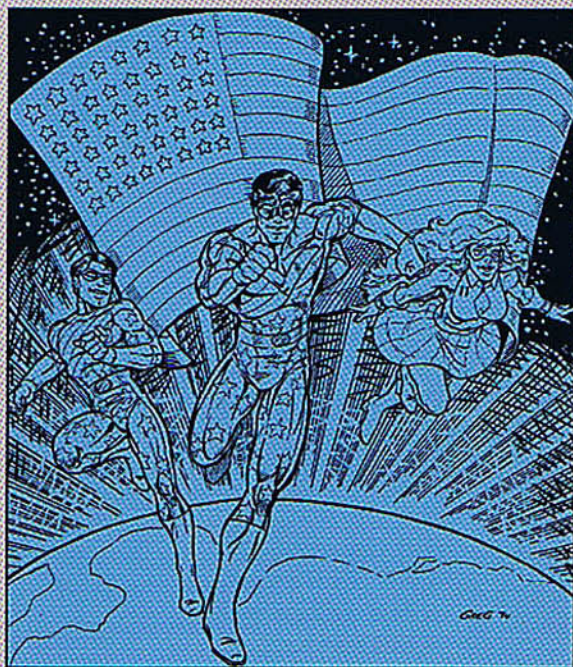
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Produced and Distributed by ICE, Inc.
P.O. Box 1605 Charlottesville, VA 22902 USA