



For 4 to 7 Characters Generated Using 250 to 500 Hero Points 237

HEROES

ROLE-
PLAYING
MODULE

BLACKHAWK™

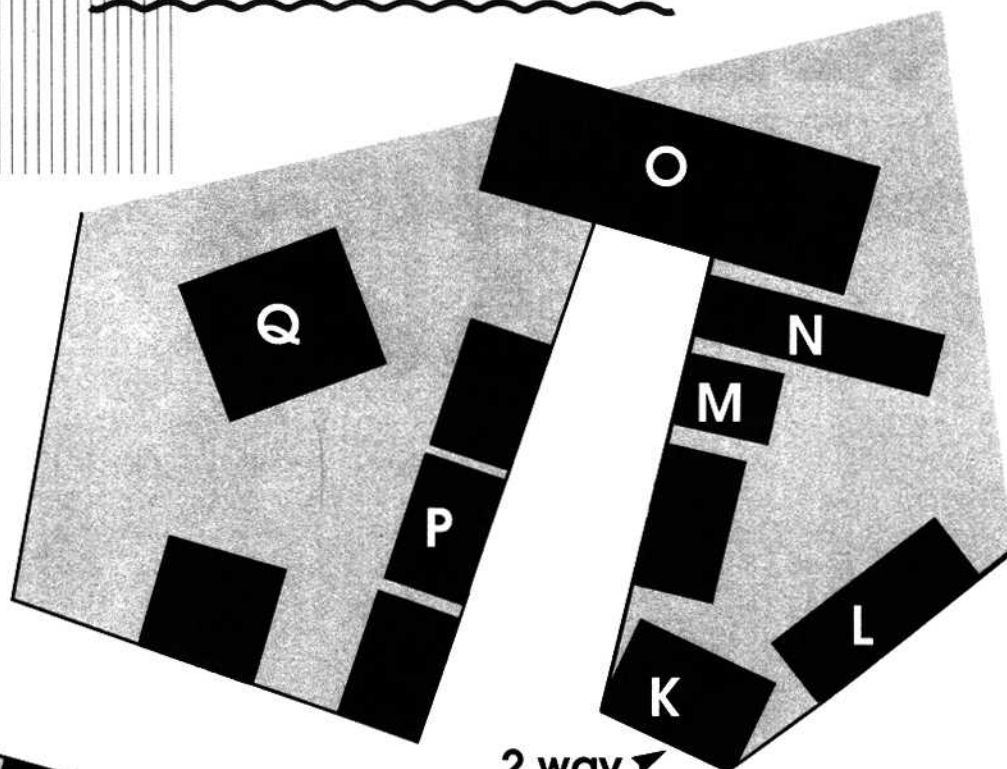
BLITZKRIEG



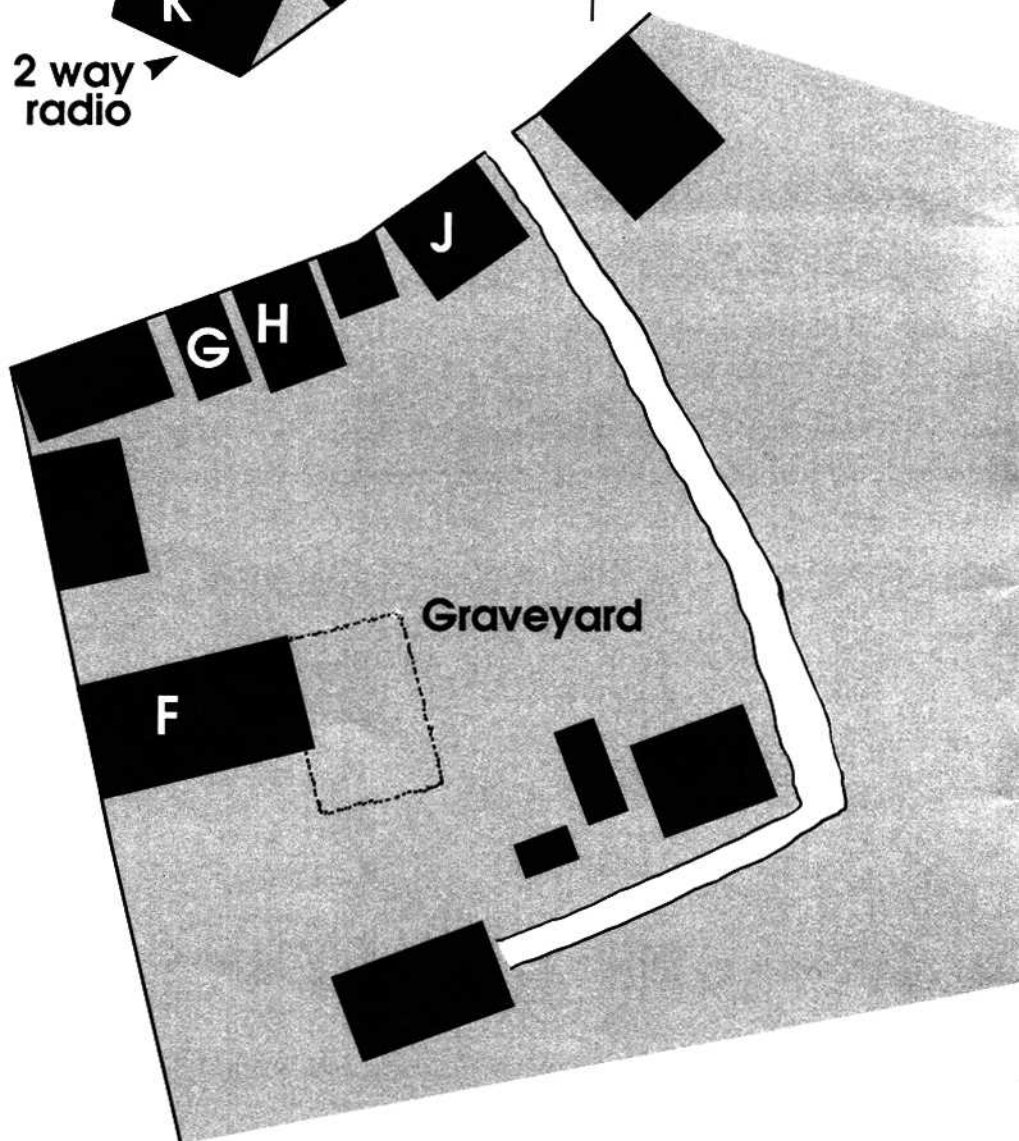
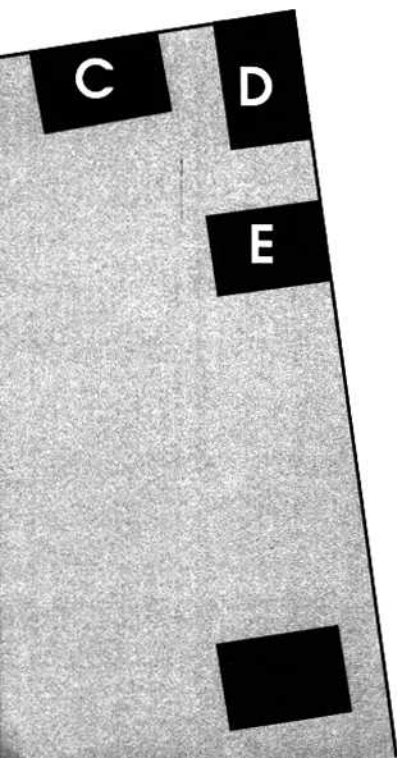
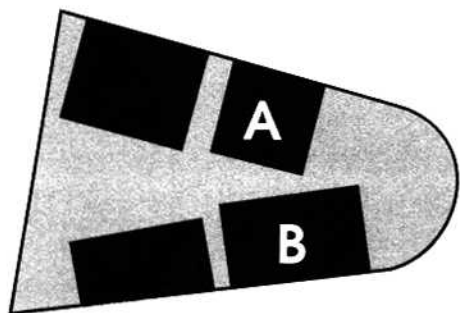
by Jeff O'Hare

LIBERATORE

- A Postal Hall
- B Town Hall
- C Fuel Station
- D Bank
- E Tailor
- F Church
- G Baker
- H Butcher
- J Tinker
- K Bloody Boar
- L Newsstand
- M Blacksmith
- N Livery
- O Rail Station
- P Grocery Store
- Q Hotel



2 way
radio



Blitzkrieg

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BLITZKRIEG

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Background

Blitzkrieg

They are the subject of legend, the Blackhawk Squadron... a heroic group of fighter aces sworn to protect the lands of Allied nations against the insidious forces of the Axis powers, the darkest cloud of villainy to hover over World War II.

Yet the scourge of war creates the bitterest of enemies, and the propaganda which is born therein can shake the most steadfast of faiths. A Nazi plot to demoralize and discredit the Blackhawk Squadron was launched and these men were branded traitors by the very governments they had defended. The group's namesake and leader, Blackhawk was accused of Communist involvement. Heads of state soon gazed upon these heroes with blind eyes and ostracized liberty's champions.

Yet neither Blackhawk himself nor his fliers ever gave up on themselves. Eventually, the Blackhawks uncovered the Axis plot to discredit the group and retaliated; Blackhawk risked his own life to save New York City, in the process destroying one of Hitler's deadliest agents. Following this victory by Blackhawk toward the advancement of the Allied cause and the public revelation of the plot to discredit him, Blackhawk was able to redeem his good name.

Through the magnanimity intrinsic to politics, those governments that had so recently spurned the Blackhawks again hailed them as heroes. Their names cleared, the Blackhawks fled the blinding limelight, turning once again to the defense of the free world from the pounding hordes of the Axis.

In this Blackhawk adventure, *Blitzkrieg*, the Squadron is sent on a crucial Allied reconnaissance mission into Nazi-occupied territory to uncover a secret Axis project for world germ warfare and to rescue a group of imprisoned American soldiers. The outcome of World War II hangs in the balance as the Blackhawks struggle against time to learn the Nazis' plan and save Allied leaders from bacteriological attack during a Swiss Summit meeting.

Getting This Adventure off the Ground

Man has always been fascinated with breaking free of his earthly confines. Flight was the subject of fantasy long before it became the realm of science. From the tales of Icarus to those of Superman, people have enjoyed stories of those who transcend the boundaries of gravity. Yet for most, this ability to fly was an unobtainable goal.

It was the airplane which finally allowed man to throw off his shackles and soar into the sky. Yet even with the contemporary availability of this device and the frequency of its modern use, this marvelous invention still remains a mystery to many today — something at which people wonder: part science and part myth. And it is the world of the Blackhawks which takes this intrinsically-human fascination with flight to its fullest, most exciting extent.

The Blackhawks were an international group of World War II fighter pilots who flew to bring the war back home to the Axis powers. Their planes were always the most technologically advanced wonders, fresh off the assembly line. Through their many incarnations, (war heroes, outcasts, international adventurers, and even super-heroes), the Blackhawks always exercised superior air travel and fire power, from the X-F5F Skyrocket to the later model jets.

Yet these technological marvels were truly mere backdrops for the Blackhawk adventures. Noticeably absent were any drawn-out aerial duels; the planes themselves were omnipresent, but they were simply the medium which set the Blackhawks off from other multi-ethnic military groups.

Obviously, the true flavor and importance in the Blackhawk adventures, the key element which makes the group as exciting and popular today as it was decades ago, is the detailed characterization so intrinsic to the Blackhawk saga. The interplay of the Characters makes any adventure more exciting and enjoyable, and it is all the more crucial in the world of the Blackhawks. From villains like Killer Shark and a host of aliens to the War Wheel, the Blackhawks always had their hands full.



In game terms, this Blackhawk adventure, *Blitzkrieg*, is meant to be a role-playing experience. It is not a military simulation and does not concentrate on real air flight or aerial dog fights (remember the Blackhawk series is a Character-based story with the war serving as the catalyzing environment). In *Blitzkrieg*, airplanes are primarily treated as transportation and not as weapons of war. As a rule, flights should be uneventful.

There is the possibility (in Encounter 16) that the Blackhawks may do aerial battle with a flying fortress of Nazi design. The GM should be aware of this Encounter and go over it in advance to decide how s/he would want to approach it

If a GM truly wishes to incorporate aerial duels and flying techniques into this adventure, it can be done. There are many aerial military simulation games available in hobby stores today. Any one of these could be incorporated to give a workable version of air travel for the purposes of this game (notable for its realism and ease of play is *Ace of Aces* by Nova Games).

This incorporation of flight rules and/or another system should only be attempted if the GM has Players who are interested in both. Many role-players dislike the number crunching and specifics intrinsic to wargaming, while many wargamers dislike the free-wheeling aspects of role-playing.

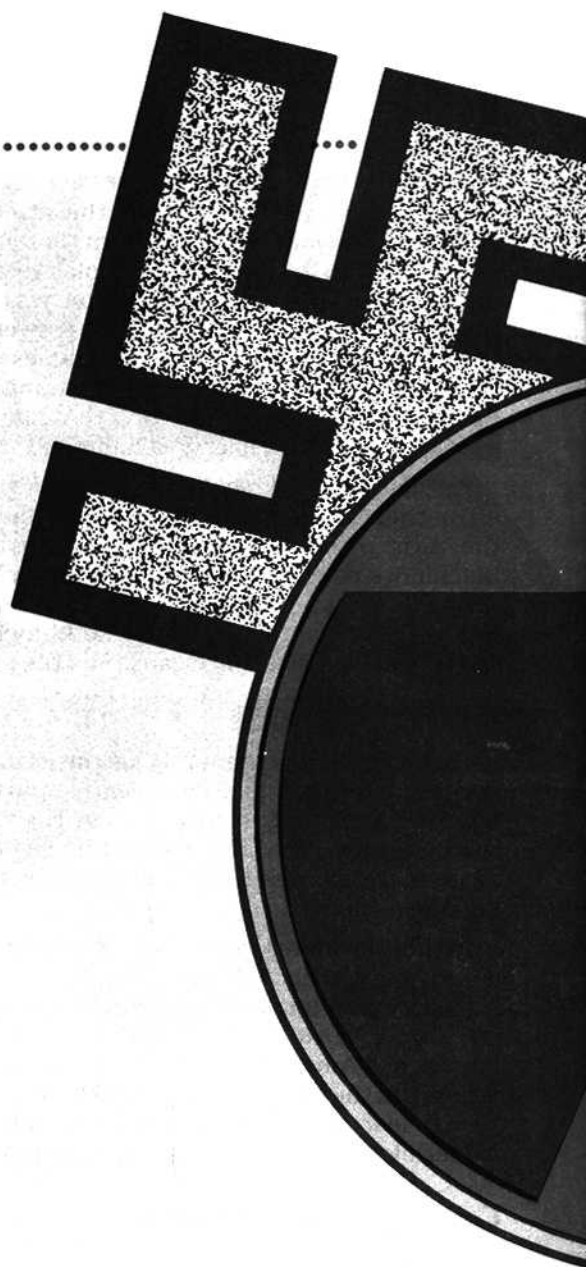
This adventure should be fun and should keep the Players thinking, their Characters moving. The GM is encouraged to consider the game play ramifications before weighing it down with complicated statistics-checking and score-keeping.

Flow Chart

Encounter leads to Encounter(s)

1	2
2	3, E †
3	4, E
4	5, 6
5	6, E
6	7, 17
7	8, 9, 10
8	9, 10, E
9	10, E
10	11, 12
11	12, 13
12	13, 15, 17
13	14, 15, 17, E
14	15, 17, E
15	16
16	17, 18, E
17	7, 13, 15, 18
18	E

† Endgame



Player Characters

Blitzkrieg

While all seven Characters who appear in the Blackhawk series are outlined here, **Blitzkrieg** can be played with four Characters. To maintain Squadron unity and play balance, the GM should adopt those Blackhawk roles which remain once the Players have chosen Characters.



BLACKHAWK *alias Janos Prohaska*

DEX:	7	STR:	5	BODY:	5
INT:	7	WILL:	6	MIND:	5
INFL:	4	AURA:	4	SPIRIT:	3
INITIATIVE: 18 (23) HERO POINTS: 70					

SKILLS:

Acrobatics: 5, Charisma: 5,
Detective: 4, Gadgetry: 8, Martial
Artist: 5, Medicine: 3, Military
Science: 7, Vehicles: 8, Weapon.: 6

EQUIPMENT:

See following

CONNECTIONS:

Allied Forces (High)
British Government (High)
Resistance (High)
U.S. Air Force (High)
U.S. Army (High)
American Government (Low)
Press/Media (Low)

MOTIVATION:

Upholding the Good

WEALTH:

Affluent

JOB:

Pilot/Adventurer

RACE:

Human

When his native land of Poland was overrun, the man who would become known as Blackhawk dedicated himself to eliminating the Nazi scourge. As a teenager, he joined the Polish resistance, flying a plane made of scavenged parts and painted jet-black, and led many successful raids on enemy encampments.

After one such raid, young Janos was unknowingly followed by the Nazi madman, Colonel Von Tepp, who then destroyed the youngster's small farmhouse home, killing most of Janos' family. This served to steel young Blackhawk's resolve, and turned him into one of the bitterest enemies of Nazi oppression.

Blackhawk is now a top level athlete in excellent shape, and is trained in all major forms of combat. His personality and charisma make Blackhawk a natural leader. He is a crack shot, as well as an ace pilot.

EQUIPMENT

The Blackhawks have access to every type of weapon known in 1943. However, they normally prefer to deal in standard weapons and firearms, leaving their more exotic equipment for special occasions. These Standard weapons include:

.45 Automatic

[DEX: 0, STR: 0, BODY: 1]

CHARGES: 6/11

COST: 37 HPs + \$250

POWERS:

Projectile Weapons: 4

The exotic weaponry of the Blackhawk Squadron is quite extensive. Blackhawk and his crew have already dabbled with lasers and stun guns. With a bit of restraint, the GM should be able to outfit the crew in any manner needed. Most of the Blackhawks' weaponry is stored in locked cabinets in the arsenal beneath the mountain on Blackhawk Island.

Within limitations, the GM should allow Blackhawk Player Characters access to any desired, 1940s-existent weapon; more detailed information on the weapons of the Blackhawk world is available in the Vehicles section which follows.



CAPTAIN
OLAF
FRIEDRIKSEN--
DENMARK--

OLAF FRIEDRIKSEN

DEX: 7	STR: 5	BODY: 4
INT: 3	WILL: 3	MIND: 2
INFL: 3	AURA: 2	SPIRIT: 3
INITIATIVE: 13		HERO POINTS: 45

SKILLS:

Acrobatics: 7, Military Science: 2,
Vehicles: 5, Weaponry: 4

EQUIPMENT:

Standard

CONNECTIONS:

Allied Forces (High)
Press/Media (High)
U.S. Air Force (High)
British Government (Low)
Circus (Low)
Swedish Government (Low)

MOTIVATION:

Upholding the Good

WEALTH:

Affluent

JOB:

Pilot/Adventurer

RACE:

Human

Before joining the war effort, Olaf was a star attraction as a circus acrobat in his native Sweden. Although Sweden itself never became involved in the war, Olaf felt it was his responsibility to help fight the Nazis. The new Blackhawk quickly mastered operation of the highly-sophisticated X-F5F Skyrockets and became a valuable addition to the Squadron in its battle against the Axis.

Olaf is the tallest member of the Blackhawk Squadron, standing a towering 6'6". Although he no longer performs professionally, Olaf still trains regularly and is in excellent athletic condition. Olaf's demeanor is usually quite reserved, his thoughts and emotions, esoteric. He has blonde hair and a long, square face. His favorite exclamation is, "Py Yiminy!"



-- CAPTAIN
STANISLAUS
DROZDOWSKI--
POLAND--

STANISLAUS DROZDOWSKI

DEX: 5	STR: 8	BODY: 7
INT: 2	WILL: 3	MIND: 2
INFL: 3	AURA: 3	SPIRIT: 3
INITIATIVE: 10		HERO POINTS: 47

SKILLS:

Vehicles: 5, Weaponry: 6

EQUIPMENT:

Standard

LIMITATIONS:

Serious Fear of Being Least
Intelligent Blackhawk

CONNECTIONS:

Allied Forces (Low)
Circus (Low)

MOTIVATION:

Upholding the Good

WEALTH:

Comfortable

JOB:

Pilot/Adventurer

RACE:

Human

The very first man to join with Blackhawk was this fellow Pole. Stanislaus dropped out from honor classes at the University of Warsaw when his family was killed by Nazis. By far the physically strongest and arguably the most gregarious of the group, Stan is totally loyal to Blackhawk and his cause.

Stanislaus, an extremely robust and jovial man, truly enjoys the excitement of being a Blackhawk. He stands 6'3", has blonde hair, and can often be overheard exclaiming, "By Gar!"

NOTE: Although Stanislaus was killed in a plane accident during a Blackhawk mission in the Soviet Union, his statistics are provided should the GM wish to include this Blackhawk in *Blitzkrieg* or any subsequent campaign adventures.



-CAPTAIN
RITTER
HENDRICKSEN--
HOLLAND--

RITTER HENDRICKSEN

DEX: 3	STR: 4	BODY: 5
INT: 5	WILL: 3	MIND: 3
INFL: 3	AURA: 3	SPIRIT: 2
INITIATIVE: 11		HERO POINTS: 58

SKILLS:

Medicine: 2, Military Science: 6,
Vehicles: 6, Weaponry: 10

EQUIPMENT:

Standard

Rifle

[DEX: 0, STR: 0, BODY: 1]

CHARGES: 8

COST: 55 HPs + \$700

POWERS:

Projectile Weapons: 6

LIMITATIONS:

Serious Fear of Being the Weakest
Blackhawk

CONNECTIONS:

Allied Forces (High)
Duth Government (Low)
U.S. Air Force (Low)

MOTIVATION:

Responsibility of Power

WEALTH:

Affluent

JOB:

Pilot/Adventurer

RACE:

Human

The oldest member of the Blackhawks, Hendricksen hails from Holland. He is a combat veteran, having seen action in both World Wars. His time in combat has made Hendricksen an expert marksman and his knowledge in the field and familiarity with all forms of weaponry make him a truly valuable asset to the Squadron.

A widower, Hendricksen is in his fifties and a bit on the heavy side; he has a big white mustache and white hair. His favorite expression of disbelief is, "Dunder and Blitzen!"



--CAPTAIN CARLO
"CHUCK" SIRIANNI--
UNITED STATES,
OUT OF
CALABRIA--

CARLO SIRIANNI *alias "Chuck"*

DEX: 5 STR: 4 BODY: 3
INT: 6 WILL: 4 MIND: 3
INFL: 2 AURA: 2 SPIRIT: 2
INITIATIVE: 13 (18) HERO POINTS: 50

SKILLS:

Acrobatics: 4, Charisma
(Persuasion): 3, Gadgetry: 6,
Martial Artist: 5, Military Science:
2, Vehicles: 5, Weaponry: 3

EQUIPMENT:

Standard

CONNECTIONS:

American Government (High)
British Government (High)
Royal Air Corp (High)
Press/Media (Low)
U.S. Air Force (Low)

MOTIVATION:

Thrill of Adventure

WEALTH:

Comfortable

JOB:

Pilot/Adventurer

RACE:

Human

Chuck is the only American in the international group of Blackhawks. Born and raised in the great state of Texas, Chuck went to England and joined the Royal Air Force long before America became involved in the war. He is an expert pilot as well as a master at hand-to-hand fighting. He is the resident electronics and radio wizard of the Blackhawks, having invented many of their advanced communications devices and having helped Blackhawk with various television experiments.

Chuck is of average height and build. He possesses a slight drawl, which becomes more pronounced in times of action. He is normally good natured, but his temper can be as fiery as his brilliant red hair.



--CAPTAIN
ANDRE
BLANC-DUMONT--
FRANCE--

ANDRE BLANC-DUMONT

DEX: 6 STR: 4 BODY: 5
INT: 5 WILL: 3 MIND: 4
INFL: 4 AURA: 3 SPIRIT: 4
INITIATIVE: 15 HERO POINTS: 63

SKILLS:

Acrobatics: 3, Charisma: 9,
Detective: 3, Military Science: 5,
Scholar (Linguistics): 7, Thief: 5,
Vehicles: 5, Weaponry: 5

EQUIPMENT:

Standard

LIMITATIONS:

Minor Irrational Attraction to
Beautiful Women

CONNECTIONS:

Allied Forces (High)
Free French Government (High)
French Underground (High)
Press/Media (High)
U.S. Air Force (Low)
Vichy Government (Low)

MOTIVATION:

Thrill of Adventure

WEALTH:

Affluent

JOB:

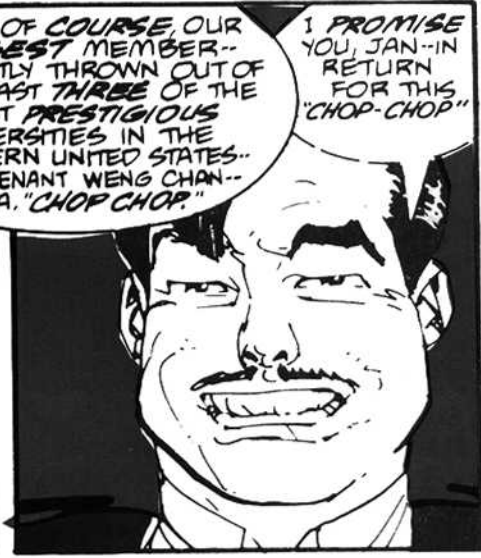
Pilot/Adventurer

RACE:

Human

This suave and debonair Frenchman was a mercenary soldier of fortune before the advent of WWII. He became a leader in the French Underground before joining the Blackhawks. Andre is an expert in sabotage and military planning and is the Squadron's linguistics expert. Andre's primary weakness is that he is a true ladies man, one who can't keep his eyes off a pretty face or a shapely ankle.

Andre has a pencil thin mustache which, like his neatly-kept hair, is as black as coal. His favorite war-time expression is, "*Ma Foi!*"



--AND, OF COURSE, OUR
YOUNGEST MEMBER--
RECENTLY THROWN OUT OF
AT LEAST THREE OF THE
MOST PRESTIGIOUS
UNIVERSITIES IN THE
EASTERN UNITED STATES--
LIEUTENANT WENG CHAN--
A.K.A. "CHOP CHOP"

I PROMISE
YOU, JAN--IN
RETURN
FOR THIS
"CHOP-CHOP"

WENG CHAN *alias Chop Chop*

DEX: 6 STR: 3 BODY: 5
INT: 5 WILL: 5 MIND: 4
INFL: 3 AURA: 4 SPIRIT: 4
INITIATIVE: 14 (25) HERO POINTS: 48

SKILLS:

Acrobatics: 6, Animal Handling: 3,
Martial Artist: 11, Vehicles: 4

EQUIPMENT:

Standard

CONNECTIONS:

Chinese Government (High)
Allied Forces (Low)

MOTIVATION:

Seeking Justice

WEALTH:

Comfortable

JOB:

Pilot/Adventurer

RACE:

Human

Born in Manchuria, China, Liu Huang was disgraced and forced to leave the royal court. Through a complex series of events, he found his life indebted to the Blackhawks and so became part of their valiant fighting entourage. When he joined the Allied War Effort, Liu changed his name to Weng Chan. In an effort to forget about his problems in China, Weng completely engaged himself into the war effort, dedicating himself to the downfall of the Axis.

A master of karate and hand-to-hand combat, Weng is the shortest member of the Squadron. He is often very brusk and abrasive in demeanor, even when dealing with his fellow Blackhawks (or perhaps more appropriately, *especially* when dealing with his fellow Blackhawks). He has dark hair and a thin, black mustache. He is fond of neither his nickname nor those who use it.

Villains

Blitzkrieg

COLONEL VON TEPP

DEX: 4	STR: 5	BODY: 4
INT: 6	WILL: 5	MIND: 4
INFL: 4	AURA: 3	SPIRIT: 3
INITIATIVE: 14 HERO POINTS: 60		

SKILLS:

Military Science: 7, Vehicles (Air): 3, Vehicles (Land): 5, Weaponry (Firearms): 4, Weaponry (Heavy Weapons): 4, Weaponry (Melee Weapons): 2

EQUIPMENT:

Luger

[DEX: 0, STR: 0, BODY: 1]

CHARGES: 9

COST: 37 HPs + \$250

POWERS:

Projectile Weapons: 4

CONNECTIONS:

Nazi Government (High)

MOTIVATION:

Power Lust

WEALTH:

Affluent

JOB:

Soldier

RACE:

Human

Although he doesn't know it, Von Tepp is the man responsible for the legend of Blackhawk, having once bombed a farmhouse and killed most of young Blackhawk's family. Von Tepp is now in charge of the factory in Cologne which produces the special cannisters to house the Nazis' new Destructus Bacillus.

COLONEL GROSS

DEX: 3	STR: 6	BODY: 4
INT: 6	WILL: 4	MIND: 4
INFL: 3	AURA: 2	SPIRIT: 3
INITIATIVE: 12 HERO POINTS: 55		

SKILLS:

Military Science: 4, Vehicles (Air): 4, Vehicles (Land): 2, Weaponry (Firearms): 3, Weaponry (Heavy Weapons): 3, Weaponry (Melee Weapons): 2

EQUIPMENT:

Luger

[DEX: 0, STR: 0, BODY: 1]

CHARGES: 9

COST: 37 HPs + \$250

POWERS:

Projectile Weapons: 4

CONNECTIONS:

Nazi Government (High)

MOTIVATION:

Power Lust

WEALTH:

Affluent

JOB:

Soldier

RACE:

Human

Gross is the maniacal military leader who put the Nazis' mad plans for worldwide germ warfare into operation. Gross will always man the Sky Skull (see the Vehicles section which follows) and is sufficiently devoted to der Furher's cause to go down with the ship, should events take a turn for the worse.

DOCTOR MEERZAUM

DEX: 4	STR: 4	BODY: 3
INT: 8	WILL: 5	MIND: 4
INFL: 5	AURA: 4	SPIRIT: 3
INITIATIVE: 17 HERO POINTS: 35		

SKILLS:

Gadgetry: 4, Scientist: 22, Vehicles (Land): 2

LIMITATIONS:

Serious Fear of Being Killed by His Own Experiments

CONNECTIONS:

Nazi Government (High)

Scientific Community (Low)

MOTIVATION:

Mercenary

WEALTH:

Affluent

JOB:

Scientist

RACE:

Human

Meerzaum is the diabolical genius responsible for most of the Nazi advances in science and technology. He designed the Sky Skull and is currently working on the Destructus Bacillus.

NAZI SOLDIER

DEX: 3	STR: 3	BODY: 3
INT: 2	WILL: 3	MIND: 2
INFL: 2	AURA: 2	SPIRIT: 2
INITIATIVE: 7 HERO POINTS: 0		

SKILLS:

Military Science: 2, Weaponry (Firearms): 3, Weaponry (Heavy Weapons): 3, Weaponry (Melee Weapons): 2, Vehicles (Land): 2

EQUIPMENT:

Rifle

[DEX: 0, STR: 0, BODY: 1]

CHARGES: 8

COST: 55 HPs + \$700

POWERS:

Projectile Weapons: 6

Knife

[DEX: 0, STR: 0, BODY: 1]

CHARGES: N/A

COST: 31 HPs + \$80

POWERS:

Claws: 3

CONNECTIONS:

Nazi Government (Low)

MOTIVATION:

Underling

WEALTH:

Comfortable

JOB:

Soldier

RACE:

Human

MERCENARY THUG

DEX: 2	STR: 3	BODY: 3
INT: 2	WILL: 2	MIND: 2
INFL: 2	AURA: 2	SPIRIT: 2
INITIATIVE: 6 HERO POINTS: 5		

SKILLS:

Thief: 2, Vehicles (Land): 2, Weaponry (Firearms): 2

EQUIPMENT:

Machine Gun

[DEX: 0, STR: 0, BODY: 1]

CHARGES: 50

COST: 79 HPs + \$1800

POWERS:

Projectile Weapons: 8

MOTIVATION:

Mercenary

WEALTH:

Struggling

JOB:

Mercenary

RACE:

Human

NOTE: Statistics for Nazi Soldiers and Mercenary Thugs are applicable to any such Characters who might be encountered by the Blackhawks.

Blitzkrieg Non-Player Characters

SGT. ROCK *alias Frank Rock*

DEX: 8	STR: 5	BODY: 6
INT: 7	WILL: 4	MIND: 3
INFL: 2	AURA: 2	SPIRIT: 2
INITIATIVE: 17 (25) HERO POINTS: 85		

SKILLS:

Charisma: 8, Martial Artist: 8*,
Military Science: 6, Thief (Stealth):
8*, Vehicles: 5, Weaponry: 12
*(Linked Skill)

EQUIPMENT:

Machine Gun

[DEX: 0, STR: 0, BODY: 1]

CHARGES: 50

COST: 79 HPs + \$1800

POWERS:

Projectile Weapons: 8

(6) Grenades

[DEX: 0, STR: 0, BODY: 1]

CHARGES: 1

COST: 59 HPs + \$400

POWERS:

Bomb: 3, Claws: 4

CONNECTIONS:

Professional Boxing (High)

U. S. Army (High)

MOTIVATION:

Upholding the Good

WEALTH:

Comfortable

JOB:

Soldier

RACE:

Human

Sgt. Rock truly personified the American fighting spirit during the wartime conflicts against Axis oppression. A professional boxer in civilian life, Rock enlisted in World War II following the Japanese attack on Pearl Harbor. His bravery and natural leadership in battle have led the American Military to offer him numerous promotions, but Rock has refused these, preferring to remain in the heat of action with "The Combat Happy Joes" of Easy Company.

(7) EASY COMPANY SOLDIERS

DEX: 3	STR: 3	BODY: 4
INT: 2	WILL: 3	MIND: 3
INFL: 2	AURA: 2	SPIRIT: 2
INITIATIVE: 7 (10) HERO POINTS: 25		



SKILLS:

Martial Artist: 3, Military Science:
3, Thief (Stealth): 2, Vehicles
(Land): 2, Weaponry: 3

EQUIPMENT:

Machine Gun

[DEX: 0, STR: 0, BODY: 1]

CHARGES: 50

COST: 79 HPs + \$1800

POWERS:

Projectile Weapons: 8

(6) Grenades

[DEX: 0, STR: 0, BODY: 1]

CHARGES: 1

COST: 59 HPs + \$400

POWERS:

Bomb: 3, Claws: 4

CONNECTIONS:

U. S. Army (Low)

MOTIVATION:

Upholding the Good

On the field of battle, there can be found no more brave or dedicated soldiers than the men who comprise the "Combat Happy Joes of Easy." Each member of the combat unit is completely devoted to the company's war-torn leader, Sgt. Rock.

VILLAGERS

DEX: 2	STR: 2	BODY: 2
INT: 2	WILL: 2	MIND: 2
INFL: 2	AURA: 2	SPIRIT: 2
INITIATIVE: 6 HERO POINTS: 0		

All villagers encountered by the Blackhawks during this adventure will be of a similar mold, having lived and grown up in the same area, be it Liberatore, Cologne, or Chamonix. There may be a few (at GM discretion) who have outstanding stats in certain areas, such as INT or STR.

Vehicles

Blitzkrieg

X-F5F Skyrocket

DEX: 0 STR: 5 BODY: 6
INT: 0 WILL: 0 MIND: 0
INITIATIVE: 0 HERO POINTS: 0
CHARGES: 52
COST: 836 HPs+\$15M

POWERS:

Flight: 9, Projectile Weapons: 5,
Radar Sense: 17, Telepathy: 18

The Skyrocket is an experimental plane developed by the Grumman Corporation for the U.S. Navy as a high performance carrier during World War II. While the government did not give final approval to these designs, a small number of these planes was built and developed. When the contract fell through, the completed models, along with all spare parts and replacements, were delivered to the Air Force, who, in turn, gave them to the Blackhawks.

The Skyrocket has a top speed of 400 m.p.h., a climbing rate of 10,000 feet in four minutes, and a ceiling level of 34,500 feet. The plane measures an overall length of nearly 29 feet and has a wingspan of 42 feet. Its fixed weaponry consists of four, front-mounted .50 calibre machine guns. These planes also carry two 165 lb. bombs (Bomb: 25) under the wings and have ten small bays under the wings which can store a total of forty anti-aircraft bombs (Bomb: 20).

Sky Skull

DEX: 4 STR: 6 BODY: 14
INT: 0 WILL: 0 MIND: 0
INITIATIVE: 4 HERO POINTS: 0
CHARGES: 24
COST: 1381 HPs+\$21.5M

POWERS:

Flight: 9, Magnetic Control: 18,
Radar Sense: 17, Telepathy: 18

Laser Cannons

DEX: 4 STR: 0 BODY: 8
INT: 0 WILL: 0 MIND: 0
INITIATIVE: 4 HERO POINTS: 0
CHARGES: 24
COST: 355 HPs+\$270K

POWERS:

Heat Vision: 15

Grapple Beam

DEX: 0 STR: 0 BODY: 10
INITIATIVE: 0 HERO POINTS: 0
CHARGES: 10
COST: 473 HPs+\$7M

POWERS:

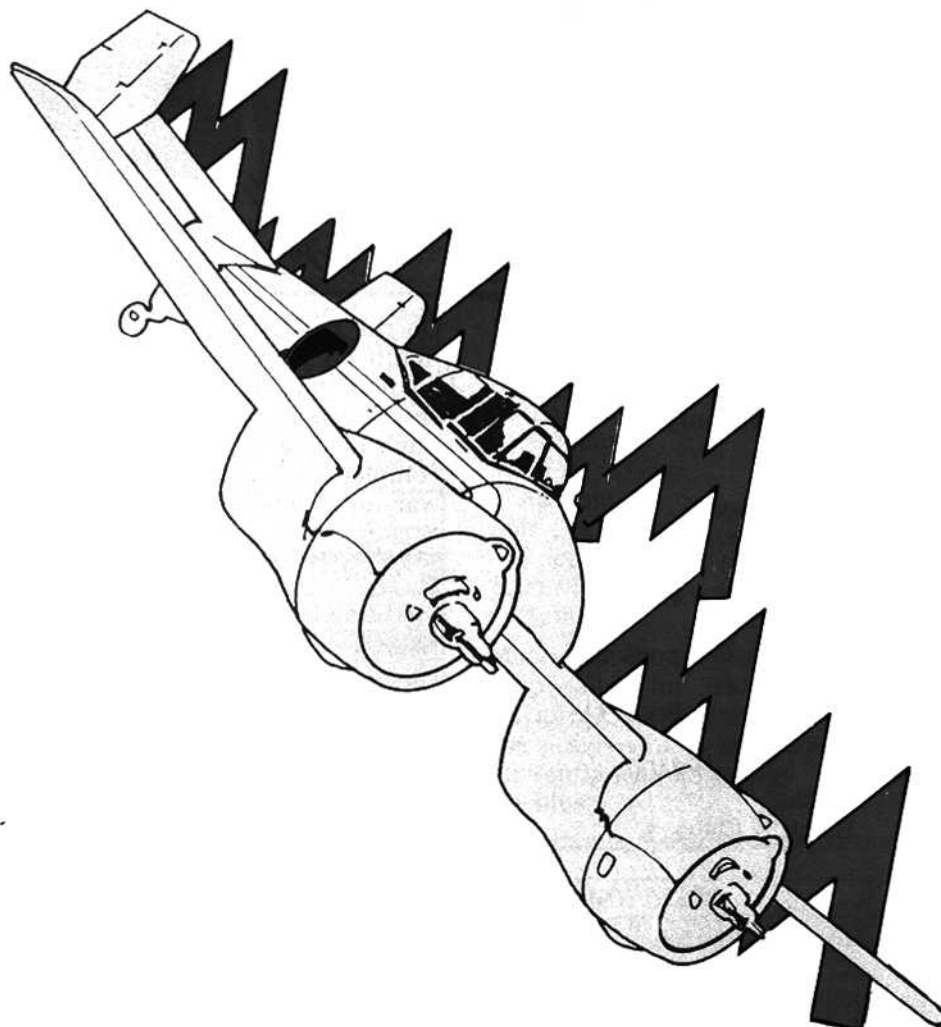
Force Field (Variant): 18

Developed as an intimidating aerial weapon, the Sky Skull was Nazi Germany's first experiment at converting solar energy into electromagnetic waves. The Skull is held aloft by magnetic waves. By changing the polarity of the metal which comprises the shell of the Skull itself, the Skull can be raised, lowered, or moved in any direction.

The Skull is an aerial fortress with massive firepower. It looks exactly like a giant white skull, floating through the air. Located atop either side of the skull above the eyes are rows of three laser cannons. A grapple beam for holding, towing, and moving parcels can be emitted from the mouth of the Skull.

Although it is well armed and has a thick shell, the Sky Skull is not very well designed. Large and bulky, it is not easily maneuvered. Therefore, it can be defeated by the more maneuverable airplanes. The Skull's main weaknesses are its eye openings and the dome at the top of the head, where the Skull's solar battery power system is stored.

The dome appears to be comprised of the same material as the rest of the Skull (BODY: 14) but is actually significantly less formidable (BODY: 6). If the dome's solar batteries are destroyed or sabotaged, the Skull will lose its flight ability and plummet from the sky, should it be airborne.



Adventure

Encounter 1: A Rude Welcoming

Setup

As guests of the British government, the Blackhawks have each been outfitted with a deluxe suite of rooms. Yet perhaps more attractive to them might be the hotel's bar where they may drink to one another and salute themselves over recent victories.

Like much of the city, the once palatial Mayfair Hotel, near Hyde Park in London, is feeling the pinch of wartime. Heavy, dark curtains are placed around the windows at night to keep within blackout requirements. Around the hotel's exterior, sandbags have been placed to help secure the foundation and doorways. Inside however, the management maintains an air of quiet dignity.

Player Information

The war front in England continues apace and surely the presence of the famed Blackhawk Squadron can only serve to strengthen it. As night begins to fall, the gem of mother England, London, grows dark, as the slightest glow of light from an open window could serve as a beacon to encroaching enemy bombers. The government escort plane which carries the Blackhawk Squadron lands outside of London in a place called Hawser Field. A taxi waits to drive the group directly to the Mayfair Hotel, where the Blackhawks reside in the lap of luxury, complements of Her Majesty's government.

While the plush environment of the Mayfair suite which this Squadron now calls home are a welcome repose, even more welcome, certainly, are the dim and pleasantly smokey surroundings of the hotel's lobby bar. As the evening progresses, the bar seems to grow a bit fuzzier and a bit louder. But not so loud as to swallow the sound of a hateful insult.

"Blackhawk... Hah! Redrat is more like it!" someone yells, as a beer stein sails through the air and crashes onto a nearby table.

From a dark corner emerges a group of a dozen men, young and old alike, their eyes glazed and their cheeks flushed with drink. The men are holding bottles and a few chairs. One of them smashes a bottle and, as the glistening whiskey pours onto the floor, moves forward.

GM Information

The man approaching the Blackhawks is the men's leader, Jocko Cockburn; he is angry and will try to goad the Blackhawks into a fight, recounting the nastiest of stories about Blackhawks and Communism that appeared in the British papers. He will call the Blackhawks "Communists" and "Nazis" and will incite the other

locals to a fever pitch. He will also make snide comments about each of the Blackhawks' ancestry.

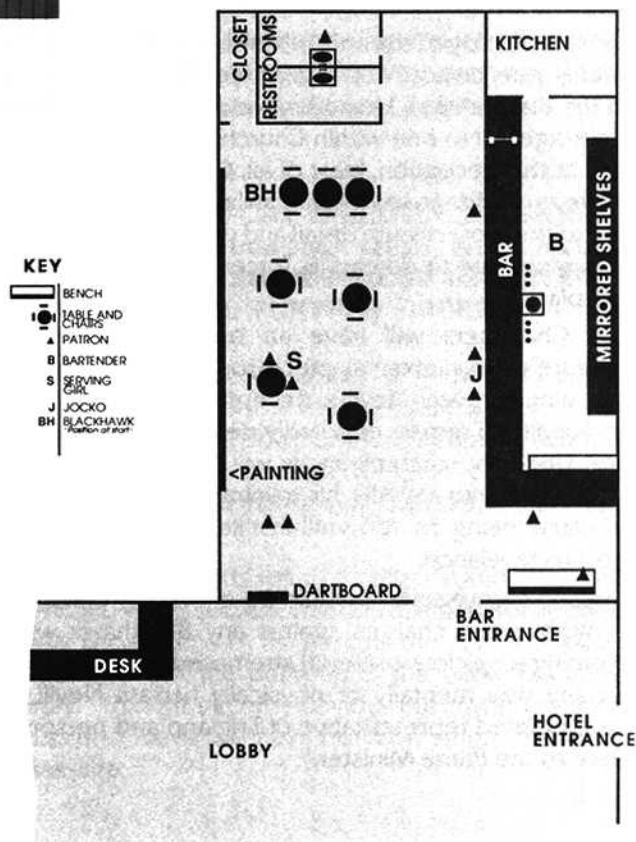
Jocko is middle-aged, crotchety, and a loudmouth. His son recently died fighting in the effort and Jocko is angry that "good boys give their lives while Communists are running around free."

The local group consists of Jocko, Bert the bartender, and twelve local lads. Although some may excel in different areas, they are all relatively normal males with no outstanding stats. Due to the locals' inebriated states, Physical attacks will be made at a -1 Column Shift to the AV but at a +1 Column Shift to the EV. Jocko and the other locals will gather at the south end of the bar, effectively blocking the door so that the Blackhawks cannot pass them.

The Blackhawks can either fight these drunkards or they can try and talk their way out of this. As this group would prefer to fight it out, talking sense to them will not be easy and should be dealt with as a Charisma attack against Characters of Hostile Persuasion.

Following this encounter, play proceeds with Encounter 2: After the Battle of Britain.

HOTEL BAR



Encounter 2: After the Battle of Britain

Setup

The Blackhawks, having quelled a dispute in the Mayfair Hotel bar, are faced with a new offer.

Player Information

The action calms down somewhat as two English soldiers enter the bar. Each carries a rifle and stands at the ready. Eventually, a small, mousy man in a plain brown suit enters the bar and, standing between the soldiers, addresses Blackhawk.

"Mr. Blackhawk," the man says, "my name is Nevill. My superiors have requested that you accompany me to a meeting. I'm sorry if this is inconvenient, but I can say no more except that the issue concerns a matter of great importance to the entire war effort."

GM Information

Other than appropriate comments (GM discretion) regarding the way the Blackhawks may have handled the locals, Nevill will be unable to give any further information. Should the Blackhawks be hesitant in accompanying Nevill, the two guards will draw their weapons and attempt to force the Blackhawks outside at gunpoint.

An Ally of the Axis

Nevill is employed as confidant and advisor to Winston Churchill (the person who has requested the meeting with the Blackhawks). However, Nevill is actually a Nazi double-agent. No one within Churchill's organization is aware of this deception, least of all, Churchill himself. In this role as confidant-spy, Nevill can learn the Allies' plans down to the most minute detail and then inform the Axis so it can prepare to defend its forces or undermine the Allies' plans.

The Characters will have an opportunity at the adventure's conclusion to piece together information which would reveal Nevill's deception, but until such time, Nevill will remain outwardly devoted to the Allied cause. Under no circumstances will Nevill confess this double-agency to any Ally, his training and loyalty to the Nazi cause being far too well-instilled to allow such a traitorous revelation.

England's government would be extremely unhappy and might press charges against any Blackhawk who (becoming suspicious of Nevill) attempted to interrogate or in any way mentally or physically harass Nevill, a duly-appointed representative of England and personal advisor to the Prime Minister.

If this is successful, the Squadron will be led to where a large, fortified truck is waiting. The Blackhawks will be herded into the rear of the truck and be driven off into the night. Play should then proceed with Encounter 3: A Late Night Meeting.

If the Blackhawks attack and defeat Nevill and his soldiers, Nevill will plead with Blackhawk that England's very safety is in peril. If the Blackhawks still refuse to accompany Nevill, play concludes with Endgame.

Encounter 3: A Late Night Meeting

Setup

The Blackhawks, having agreed to accompany Nevill to the meeting, are being transported by truck to their destination.

NOTE: The GM should familiarize him- or herself with The Envelope, Please sidebar at the end of this encounter prior to beginning play.

Player Information

The truck which now houses the famous Blackhawk Squadron is completely sealed and quite dark. The ride takes over an hour, the last twenty minutes of which are quite rough, over rather bumpy terrain.

Finally, the truck stops. The back doors swing open and two blinding flashlights scan the truck's interior.

Slowly, curious Blackhawk eyes can adjust to reveal the inside of a bunker type building, comprised of thick cement walls, floors, and ceilings. Every booted Blackhawk footstep has a slight echo to it. British soldiers stand at the ready, keeping a watchful guard on these new visitors.

Exiting the truck's cab, Nevill steps up again and, bowing courteously, says, "This way, gentlemen, if you please."

Nevill leads the way through a series of short corridors. At the end of the third hall is a thick double door with two new guards stationed out front.

"We give our all," one guard says, as both snap to attention.

"So none shall fall," answers Nevill.

The soldiers relax, allowing Nevill to pass. He pulls out a ring of keys, fitting a large iron key into the doors. They open with a click.

The room beyond these doors is an impressive sanctum, vastly different from the austere military surroundings outside. It is warm and well appointed. A roaring fire blazes in the fireplace set into one wall. The other walls are papered and hold various paintings and tapestries, between which are massive shelves, lined with precious books by a variety of authors.

"And now, gentlemen," Nevill says, "what may I serve you for dinner?"

GM Information

If questioned, Nevill will maintain that all the Blackhawks' queries will be answered by their host momentarily. Nevill will courteously wait for each Blackhawk to order and then will strategically retreat, locking the heavy doors behind him. The Blackhawks will be free to roam about the room as they wish. The doors (BODY: 40) will not budge, no matter how much pressure is applied.

After a few minutes, the gaslights which line the room will flare a bit brighter, giving the room a cheerier tone. One of the bookcases will then slide back from the wall as a portly figure, dressed in the manner befitting a gentleman, steps out.

"Good evening, gentlemen," the portly man will say, with a distinct British accent. Any Blackhawk can instantly recognize the man as Prime Minister of England, Winston Churchill.

"Please, my good friends, please... sit down, no need for all this regal fuss. I do so apologize for all the cloak and dagger business, but these are trying times. Now then, gentlemen, the reason I've asked you here is simple: Lady England needs your help.

"There is an event approaching which may very well alter the remainder of the war effort (GM NOTE: the summit meeting). Intelligence suggests the Nazis are taking steps to stop this event. How, we do not know...

"However, a crack unit of America's finest fighting men has been taken prisoner in Germany. They have been transported to a small town near the Swiss-Austrian border. There, these men have been put into captive labor at a local factory.

"What is being produced in this factory is unknown. Two of our underground operatives have attempted to uncover the secret but each has been killed. Our efforts have failed. We now need the help of an expert fighting team... we need the help of the Blackhawks."

Churchill will step back and flip over a Goya painting which hangs on the wall behind his desk. On the reverse side will be a map of the European Theatre of Operations. A number of colorful pins will dot the landscape.

On the map, Churchill will show the Blackhawks the town of Liberatore, where the factory in question is located. Once the Blackhawks know the coordinates, Churchill will turn the map so that the painting shows again.

"The plan we have," Churchill continues, "is that you Blackhawks must get to Liberatore and contact the Underground. Then you must find out what is being built in the factory and to what purpose. The Allies need this information; we fear the Germans are up to something big. Of course, if you can rescue the Americans, all the better."

Churchill then hands a sealed envelope to Blackhawk. "Give this to the captive Americans' leader if you are successful in freeing them. Your contact in the Underground will expect the passwords, 'When four become one.' The contact should answer with, 'The war shall be done.'" (For further information on the envelope's contents, see The Envelope, Please sidebar.)

From behind the group, huge doors swing open as Nevill returns, pushing two carts laden with dinners. "This fine man is ever at my call," Churchill says of Nevill, who responds, "It is merely my wish to serve, sir."

"If you will now excuse me, gentlemen," Churchill says, "I must look after further state affairs. Enjoy your meals and my best wishes on your valiant mission."

After the Blackhawks have eaten, Nevill will drive them back to town in the same truck in which they arrived. ("Need for secrecy and all that," he will explain). Nevill will offer to either take the Squadron back to the Mayfair Hotel or to the airstrip where their planes are sheltered.

If the Characters opt for the hotel, the night will pass uneventfully and in the morning they will awaken well rested. In the morning, the same truck driven by one of Nevill's assistants will return to "escort" the Blackhawks to Hawser Field and Encounter 4: By the Roadside.

If the Characters choose to head straight for the airfield, Nevill will stop outside the Mayfair Hotel where another driver will then escort the Squadron to the airfield. If questioned, Nevill will explain that he has continuing business to discuss with Churchill and regrets that he cannot personally see the Blackhawks to Hawser. Play should then proceed with Encounter 4: By the Roadside.

The Envelope, Please

The GM should have a sealed envelope prepared to hand the Blackhawk Player to simulate the message from Prime Minister Churchill. A large "-1" should appear on the envelope. The encoded message within should read as follows:

FBTZ VP SFQPSU EJSFDUMZ VP TXJTT
UPXO PG DIBNPOJY NFFU XJUI QPMJDF
BU DIBMFU. TVNNJU NPTU JNQPSUBOU.
TUBOE VOUJM GVSUIFS PSEFSFE.

GM Translation:

EASY TO REPORT DIRECTLY TO SWISS
TOWN OF CHAMONIX MEET WITH POLICE
AT CHALET. SUMMIT MOST IMPORTANT.
STAND UNTIL FURTHER ORDERED.

The key to the code is the "-1" ("minus one") which appears on the front of the envelope. Each letter in the code is transposed down one letter from the actual letter of the alphabet. For example: B=A, Z=Y, etc. Although "Z" does not appear in this message, if it did, it would appear as "A."

This information is strictly for the GM and should not be revealed in this section. This code should not be revealed until Encounter 12: To Rescue the Rock. Should any Blackhawk ask the purpose of the code, Churchill will reply, "That will become obvious at a crucial point in your mission." Nevill will have no information regarding the message.

Troubleshooting

If the Blackhawks offer any resistance to Churchill's request or seem like they don't want to undertake this mission, Churchill will press an intercom button on his desk. The bookcase will once again slide back. As a man of distinct military bearing, dressed in a U.S. Army uniform, steps out, the Blackhawks can easily identify the man as General Dwight D. Eisenhower, the man who originally called for the formation of the Blackhawk unit.

Eisenhower will repeat Churchill's request for the Blackhawk Squadron's help. Churchill will say he was asked to convey this message himself, in the fear that Blackhawk would harbor some resentment against the U.S. government due to his treatment during recent investigations into charges of Communist sympathizing.

Once the Blackhawks agree to the request, Eisenhower will take his leave, saluting them and wishing the Blackhawks good luck. As Eisenhower leaves, via the bookcase, Churchill will call after him, "Please tell Mr. R. I shall have his brandy waiting for him."

Play should then proceed with the truck ride and Encounter 4: By the Roadside.

If the Blackhawks persistently refuse, they will be free to go. Nevill will reappear at the doors to return the Blackhawks to their hotel. In this case, play concludes with Endgame.

Encounter 4: By the Roadside

Setup

The Blackhawks, en route to Hawser Field, are attacked, their transport truck driven off the road.

Player Information

The drive to Hawser Field seems long, tedious, and uncomfortable, encased in darkness as the rear of the truck now is. Suddenly, the truck swerves as each Blackhawk is thrown hard throughout the truck's interior. The truck tries to right itself, throwing the team forcefully against the truck's right wall. Finally the truck comes to a violent halt, sending each Blackhawk sliding toward the front.

From outside the truck, a voice, thickly-accented in German, calls out, "Blackhawks... step out of de truck wif your hands in de air! Schnell!"

The truck ride is no less uncomfortable than before. The truck once again comes to a halt as each Blackhawk is none too gently forced out of the car and into a wooden shed strewn with farming equipment. The door is slammed and the recognizable "chunk" of a lock being closed echoes interminably.

GM Information

One of the hooded men will frisk the Blackhawks and remove all obvious weapons and gear (the presence of

hidden weaponry on any Blackhawk is at GM discretion. It is suggested that only weapons which Players have specifically and previously stated their Characters have hidden be overlooked by the searching gunman).

The men will then force the Blackhawks back into the truck in which two of the hooded men will ride. The original truck driver will be shot down in plain sight of the Blackhawks.

If the Blackhawks combat these men and emerge victorious, each of the attackers will bite down upon a cyanide capsule hidden in one tooth. These men will not allow their own capture by the Blackhawks under any circumstances.

Any Blackhawk examining one of the men will find a note which reads:

Watch road to Hawser Field. Stop Blackhawks at all cost. They have met Churchill — involvement must be avoided.

No other pertinent information could be gained here. If the Blackhawks have been captured, play proceeds with Encounter 5: The Black Hole. Otherwise, as the Blackhawks are free, play should proceed with Encounter 6: Up, Up, and Away.

HOODED THUG

DEX:	2	STR:	3	BODY:	3
INT:	2	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	6	HERO POINTS:	5		

SKILLS:

Thief: 2, Vehicles (Land): 2,
Weaponry (Firearms): 2

EQUIPMENT:

Machine Gun

[DEX: 0, STR: 0, BODY: 1]

CHARGES: 50

COST: 79 HPs + \$1800

POWERS:

Projectile Weapons: 8

Encounter 5: The Black Hole

Setup

A defenseless Blackhawk Squadron is transported to an area deep in the countryside.

Player Information

The truck ride is no less comfortable than before. The truck once again comes to a halt as each Blackhawk is none too gently forced out of the truck and into a wooden shed strewn with farming equipment. The door is slammed shut and the recognizable "chunk" of a lock being closed echoes interminably.

From beyond the door a gravelly-voice snarls, "None can forestall the glorious plans of the Third Reich. And so, Blackhawks, you go to see your precious Prime Minister once again... in Hell!"

Maniacal Nazi laughter fades amid the drone of receding engines. The only sounds which remain are a distant crackling noise from beyond the door and the "woosh" of air as thick, black smoke pours into the shed from all corners.

GM Information

This is a simple storage shed, measuring 12 feet by 10 feet. It has a dirt floor and a wood ceiling 8 feet above it. Present are sacks of grain, three rakes, and other assorted farming equipment. There are no windows in the shed and the only door is the one through which the Blackhawks entered, which is now securely locked.

While the shed is fairly sturdy, a combined effort may succeed in toppling it. The walls have a structural strength (BODY) of 7. Any Character trying to escape who uses one of the tools in the shed will receive a +1 Column Shift to his EV. The shack will burn to the ground in 6 APs (4 minutes). Any Character still inside the shack at this time will suffer an attack equal to Flame Project of 5 APs.

Spreading layers of grain from the sacks along the floor against the walls will retard the destruction of the shack by 1 AP of time. The shack would then be consumed in 7 APs (8 minutes).

However, it should also give the Blackhawks some important information. They should now know that someone is trying to stop them, obviously someone who knew the Blackhawks had been enlisted to aid Churchill and the Allies.

When and if the Blackhawks escape, they will find that they have been stranded with no one present and both the Nazis' cars and the truck will be gone. The Blackhawks must hike two miles back to the highway to reach transportation (GM discretion).

The Blackhawk Squadron should continue apace with its mission for Churchill and proceed to Hawser Field to board the airplanes, as play proceeds with Encounter 6: Up, Up and Away. If the Blackhawks perished in the fire, play concludes with Endgame.

Encounter 6: Up, Up, and Away

Setup

The Blackhawks, prepared to begin their mission for Prime Minister Churchill, arrive at Hawser Field to board their fabled aircraft.

Player Information

Hawser Field is a small, seemingly rundown and unused airport approximately twenty-two miles southwest of London. It is comprised of one airstrip, one hangar, and a tiny, two-story control tower. The hangar is in obvious need of several coats of paint; grass has overgrown the runway and the windsock, holier than St. Peter's stockings, looks as if it couldn't fly in a hurricane.

GM Information

An argumentative curmudgeon who dresses in World War I flying gear and doesn't take kindly to visitors is the hermit-caretaker of the place. If the Characters enter the hangar area, he will greet them with little more than grunts, and eventually reveal himself as "old Trevor." He will have no recollection of the Blackhawks and will repeatedly state that he doesn't want "any high-falutin' flyboy troublemakers" bothering him.

The hangar will be completely empty with no signs of any X-F5F Skyrockets, the Blackhawk planes.

The entire time, Trevor will do nothing more than vex the Blackhawks. If any of the Blackhawks should say "When four become one" or "The war shall be done," (the password to the Blackhawk's Underground contact) Trevor will brighten immediately. If the Blackhawks do not initiate contact in this manner, Trevor will surreptitiously include one of the phrases in his own conversation with the Squadron.

Once the Blackhawks have established relations with Trevor, he will say, "Ah, been to see the big man, have you? Then I guess you've had it out and all systems are go."

The old man's attitude seems to change immediately, as does his attire. He removes a false wig from his head and several layers of aged skin from his face while introducing himself.

"Sorry about all this, Blackhawks, but you know how war goes... and MI5, our British Secret Service Organization, always demands the utmost secrecy; apparently we may have a "mole" somewhere in the operation. By the way, my name's Trevor - English by nationality."

Trevor then turns toward Hawser Field's control tower. Once in its lower quarters, he pulls down a light fixture from the wall, much as if it were a lever. The fixture then snaps back into place and the entire room begins sinking into the earth. After a few moments, huge doors open to reveal a vast underground complex.

Gleaming magnificently, standing wingtip to wingtip, seven X-F5F Skyrockets span the vast open space of this massive underground complex. "All gassed and ready to go," Trevor says, beaming with pride. "They're in top-flight shape. My men have been working long hours for this one. Let us know if you need anything else, Blackhawks."

At the far end of this complex looms a long underground runway. At Trevor's gesture, a section of the ceiling drops down, revealing open air beyond it, the drop having formed a reinforced ramp, obviously an excellent launching platform. "You're all clear for take-off, Blackhawks. Have a day of it!"

From the communications console comes Trevor's young but steadfast voice. "Good luck, Blackhawks. You have your assignment and coordinates. The Prime Minister has requested you proceed directly to your objective, but should you wish to recon briefly at Blackhawk Island, Mr. Churchill has arranged for the facilities to be made available to you during this assignment."



"The Allies ride with you Blackhawks! Good luck." Trevor's voice cuts off with a brief burst of static. All that remains is the wide, open sky, the drone of powerful engines, and the promise of a truly grand mission.

If the Characters immediately undertake their mission, play proceeds with Encounter 7: Liberatore. Otherwise, the Blackhawks may travel first to Blackhawk Island, as play proceeds with Encounter 17: Blackhawk Island.

Encounter 7: Liberatore

Setup

The action which takes place in freeing the American hostages and discovering the secret operation at Liberatore are presented in Encounters 7-12, each of which reveals different information about the area. The GM should photocopy the aerial photo/map provided on the Inside Front Cover of this module, then give it to the Players and refer to this encounter's Troubleshooting section prior to beginning these encounters.

The Blackhawks have a number of objectives to perform in order to emerge victorious in these encounters:

- Examine Local Farm Areas (Enc. 8)
- Reach the Town of Liberatore (Enc. 9)
- Make Local Underground Contacts (Encs. 8/9)
- Reconnoiter the Casings Factory (Enc. 10)
 - Free Prisoners
 - Destroy Factory
 - Discover Cologne/Chamonix Clues

At no matter what time of day the Characters land, the field and barn will be empty. The Blackhawks should be familiar with their mission and they should accomplish it as expediently as possible.

Player Information

The flight toward Liberatore is uneventful, ending in a field to the north of the town. The field appears to have

once harvested barley, although it's now well cut down. The field is dotted with four large bales of recently-gathered hay.

At the northern end of the field is a large barn which houses a rusty tractor, a few unused farming tools, and some undernourished poultry. There are three additional large bales of hay piled outside the barn.

GM Information

If the Characters choose to examine the farm area surrounding their landing site, play proceeds with Encounter 8: The Farms. Otherwise, they could enter the town of Liberatore, as play proceeds with Encounter 9: The Town or the Blackhawks could approach the factory directly, in which case play proceeds with Encounter 10: The Factory.

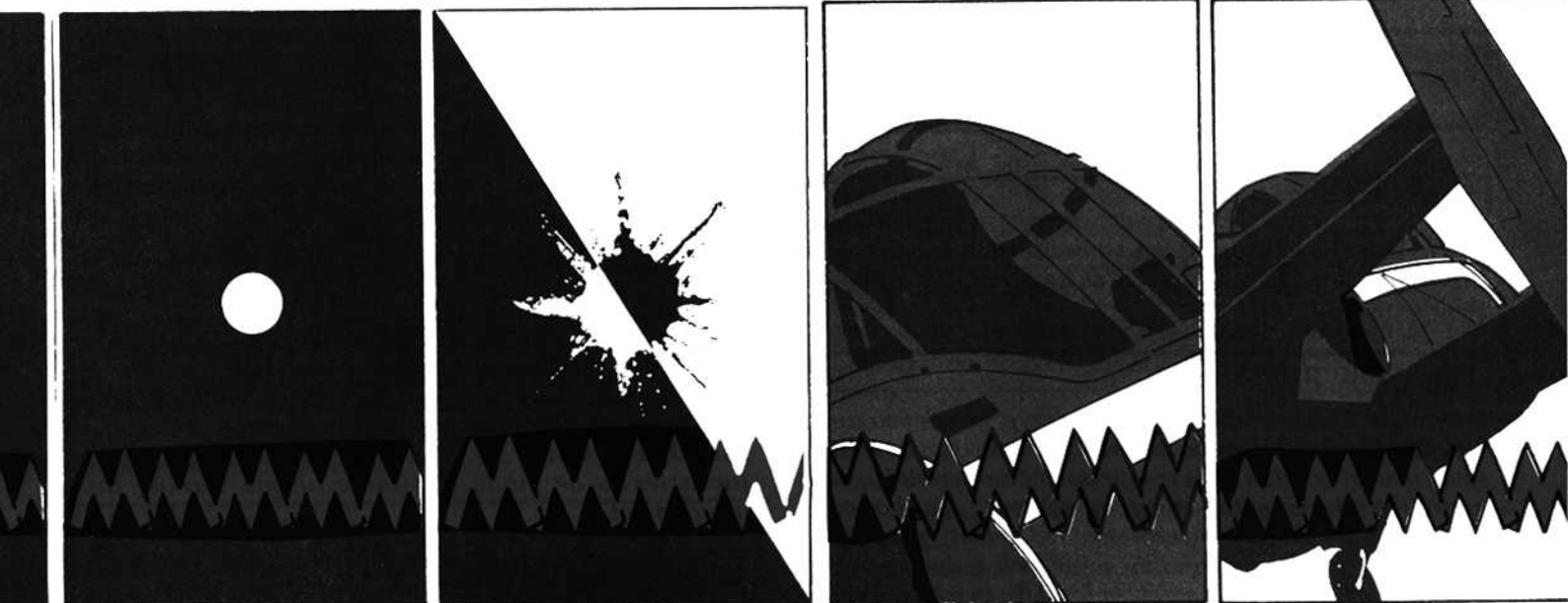
Troubleshooting

It is totally up to the Characters when they wish to approach the village. If the Blackhawks arrived in Liberatore in broad daylight, the Germans will have been alerted to the Blackhawks' presence and, within fifteen minutes of their landing, a truckload of enemy soldiers will begin converging on the field.

Planes flying over this village are not unusual. But the distinctive design of the Blackhawk planes will certainly be eye catching. If the Blackhawks choose to arrive by night, they will stand a better chance of arriving undiscovered.

After landing, the Characters may attempt to hide their planes or they may walk away leaving them exposed. If they hide the planes, the best place is in the barn or under the hay. If they walk away from the planes, this may come back to haunt them if someone should see the planes in the field and report it to the Nazis (GM discretion).

If the Nazis do locate the Blackhawks, they will be quick to act, attacking ruthlessly wherever they find the Allied agents. The Nazis have no compunction about killing the Blackhawks or any innocent bystanders, but they will attempt to take as many prisoners as possible.



Encounter 8: The Farms

Setup

The Blackhawks, having landed outside of the town of Liberatore, have decided to examine the surrounding farm areas.

Player Information

This encounter is divided into four different sections covering Farm A, Farm B, Farm C, and Farm D, as indicated on the aerial photo/map. As such, there is no specific Player Information or GM Information section for each farm area.

Pertinent material for each farm area is listed in the following GM Information section. Information to be read aloud to the Players remains in *italic* type and information specific to the GM remains in roman type.

GM Information

Farm A

This area is populated with an abundance of chickens and hens. A thin plume of smoke rises from a nearby chimney, as a solitary cow moans a low greeting from the barn. Inside the barn is a man who seems to be cleaning the blade of his hoe. He is dressed in a heavy woolen jacket, simple work pants, and cracked, aged boots and looks to be perhaps in his late fifties.

A stocky, fiftyish woman can be seen in the house, working over the stove. She wears a heavy woolen dress and a scarf around her head. A young girl of about four plays with her dolls near the front steps of the small cottage.

The Mendenheims, Karl and Helga, are simple people. They may at first be frightened of the Blackhawks. Once assured the Blackhawks are not Nazis and mean them no harm, the Mendenheims will offer the Blackhawks dinner

and will assist them in any way. The fliers will be quickly ushered into the house, out of sight of anyone who may be watching. Only if the Blackhawks mention they came by plane will Mr. Mendenheim ask if the Characters have hidden them, suggesting this would be advisable.

Mrs. Mendenheim will offer the Squadron a simple stew. The young girl, Katya, is the Mendenheims' granddaughter. Their daughter-in-law died a few months ago due to a flu and their son, who joined the German army, is stationed somewhere in the north. The Mendenheims are pro-Germany but anti-Nazi in sentiment. They will assist the Blackhawks as best they can.

While not active in the Underground, Mr. Mendenheim does know where the Blackhawks may be able to make Underground contact. He will take the Characters into town later that evening for a drink at the Bloody Boar, if they wish. (In this case, play should proceed with **Encounter 9: The Town**. Otherwise, the Characters should continue investigating the other farm areas.)

Farm B

This area looks as if it has been deserted for some time. There are no signs of livestock, although the place is overrun with mice and wild birds. The main building is a simple, one-story, four-room cottage. There is a small root cellar in the rear. While most of the house furniture has been removed, a few splintered chairs are still left in the disarray. A darkened hearth sits recessed into a far wall in the building's living room.

This house was abandoned by its owner when his farm proved unprofitable years ago. It has not been inhabited since; it can offer the Squadron no pertinent information but could provide shelter from spying eyes.

Farm C

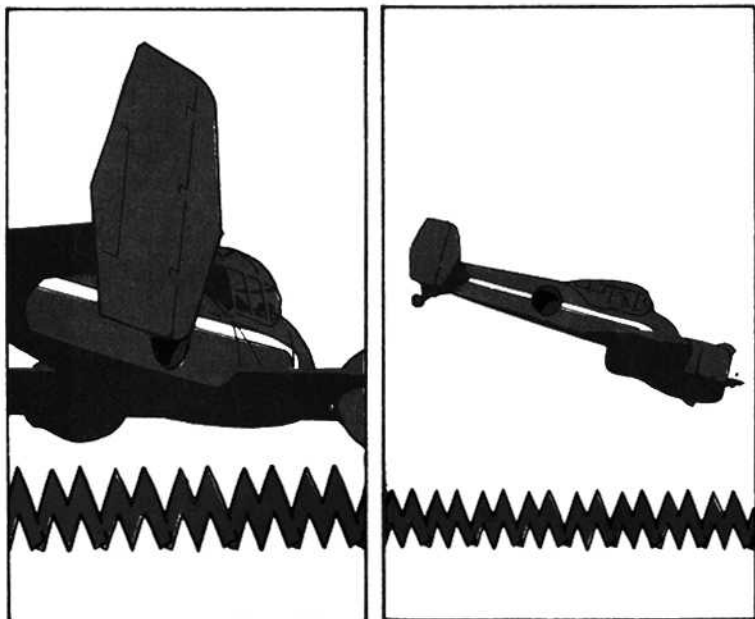
A man of perhaps thirty years of age appears to run this farm; nearby, a young woman and two small boys tend to various chores as an older woman sits quietly on a small porch. The family livestock is apparently comprised of two cows and one haggard-looking horse.

Gregor Bortz and his wife, Elena, live here with their two sons, Rudolph and Hans, and Elena's mother, Sofia. Gregor is in the Underground, although he will not announce himself unless the Blackhawks give the password. If Gregor is not given the password, he will offer to put the Blackhawks up in his barn before leaving for town to contact his superiors in the Movement.

If this occurs, the GM may wish to extemporize a brief encounter where Gregor returns with Underground forces as the Blackhawks attempt to explain their situation. Following this event, of course, the Underground would offer its full cooperation to the Blackhawk Squadron, specifically in relating the location of the Nazi casings factory. Play should then proceed with **Encounter 10: The Factory**.

Farm D

This appears to be the richest farm in the area, run by a man and woman who are obviously in their forties and quite well to do. The farm is a modest dairy producing affair which houses a plentiful, robust vineyard next to it.



Max and Mina Ernsthauss, the owners of this farm, are in league with the Nazis. Max has agreed to pass on to the Nazis information and news from the town in exchange for the Nazis buying his goods. Max and Mina have never before enjoyed the level of prosperity they do now.

If the Blackhawks come here, Max will pretend to be an ally to their cause. Max will offer to hide the Squadron in his root cellar (walls are of concrete (BODY: 10) and the cellar is six feet below ground. The door to the cellar has a BODY: 8). Max will then lock the Squadron in the cellar and head to town to report the fliers to the commandant at the factory.

If the Blackhawks escape, they should either examine other farm areas (as play continues with this encounter) or enter town to establish an Underground contact (as play proceeds with Encounter 9: The Town). Otherwise, if the Characters do not escape, in thirty minutes Max will return with eight armed Nazi guards to capture the heroes.

It will take twenty minutes for Max to reach the factory and return with six armed Nazi guards who will attempt to capture the Blackhawks without engaging them in combat. The guards will, however, resort to Killing Combat should the Blackhawks refuse to surrender.

If the Characters are captured by Nazis, the GM is encouraged to improvise an encounter (perhaps as the "prisoners" are transported to camp) allowing the Blackhawks to escape in the town or outside the factory (Encounters 9 and 10, respectively). If the Blackhawks are killed by the Nazi soldiers, play concludes with Endgame.

If the Characters are free to proceed of their own will, they may enter town (play proceeds with Encounter 9: The Town) or go directly to the factory (play proceeds with Encounter 10: The Factory).

Encounter 9: The Town

Setup

The Blackhawks, either of their own doing or aided by a local sympathizer, enter the town of Liberatore.

Player Information

Liberatore is a fair-sized German village near the Swiss-Austrian border. It is a farming community, with most of the crops going to support the families that grow them. There are a few vineyards, each of which has its own press.

The town itself is comprised of a few shops, a church, an inn, and a central square. There is a seldom-used railroad that runs through the nearby countryside. Toward the end of town, several locals enter a rather subdued-looking tavern, the Bloody Boar.

GM Information

Liberatore locals regularly come in from their work and gather in the town to speak with one another, listen to the town radio, and get news of the war. The women normally attend the church, while most of the men frequent the Bloody Boar tavern.

Whenever Nazis enter the Bloody Boar, conversation stops and the barkeep tunes the radio to a music station.



Locals will attempt to drift away from the Nazis and head out the door. Once the Nazis have left for the evening (often hours later), the locals will flood back into the Bloody Boar.

The success of the Blackhawks locating any members of the Underground here depends entirely on their use of the password. If the Blackhawks give the password or reveal themselves as Allied pilots to the wrong person, the entire mission might be jeopardized. Those who are loyal to or fearful of the Nazis will quickly report the strangers.

Characters entering town should in some manner disguise their appearances, to avoid discovery of their identities. If accompanied by an ally (such as Karl Mendenheim or Gregor Bortz), the Characters will be able to locate an Underground contact who can inform the Squadron that the factory east of town is the center of the Nazis' interests in Liberatore.

If the Blackhawks enter town unaccompanied, they will need to speak to various townspeople to gain the necessary information about the outside Nazi factory. GM discretion should be exercised regarding the Nazi/Anti-Nazi sentiment of local Non-Player Characters and regarding the information gained by Blackhawks who question these persons.

The GM is encouraged to fully role-play conversations between locals and the Blackhawks, even to the extent of hostile NPCs notifying Nazi guards of the Squadron's presence, if appropriate. Guards will normally arrive in groups of four when responding to any report. Stats for Nazi guards follow. Liberatorian locals all have normal human statistics.

All Liberatorian stores are simple and the families that own them usually live in the back or above the business.

Once the Blackhawks locate an Underground contact who can provide information sufficient to lead the Blackhawks to the Liberatorian factory, play proceeds with Encounter 10: The Factory. Otherwise, if the Blackhawks are captured by Nazi guards, the GM may either create an extemporaneous encounter allowing the Characters to escape from the Nazis or play should conclude with Endgame.

Encounter 10: The Factory

Setup

The Blackhawks, learning of a Nazi factory outside of Liberatore, have decided to investigate the area.

Player Information

To the far east of Liberatore stands an impressive compound which is completely surrounded by a seven-foot-tall chainlink fence; barbed wire runs menacingly along its top. Nazi guards stand, impassive, at strategic points along the perimeter; some march with dogs. While the absence of any local tower or searchlights is noticable, the factory compound nevertheless appears extremely well-protected.

GM Information

This factory, bordered by two other similar compounds, was originally an ore-mining operation which shut down when the surrounding land became unprosperous. The coming of war brought a new use for these facilities, most of which have now been refitted slightly to accommodate the forging of weapons such as tanks and cannons.

Observant Characters (2 RAPs on Perception Check; OV/RVs: 3/3) can notice that carts being transported between buildings contain what appear to be cannon shell casings (actually housing canisters for the Nazis' new Destructus Bacillus). These casings are spherical and metal, weighing approximately seven pounds each, judging by their handling, although they appear much heavier.

There are two storage buildings present along with the main manufacturing area, a simple two-story structure which once housed an automobile assembly line. A nearby mine shaft opening has a direct cart run, allowing mined materials to be brought directly into the factory. The cart run appears to be fairly new, free of rust and tarnish.

The Nazis live in the compound, in a storage area which has been converted to a simple bunk house. Work prisoners are kept locked in a smaller building nearby. Two soldiers are kept on guard in each of the Nazis' bunk house, the prisoners' quarters, and the back room of the plant's offices.

The plant officers, led by Colonel Von Tepp, have their headquarters at the nerve center of this compound, in what was once the mining overseer's office, a set of rooms with glass windows which allowed the supervisor to look out, keeping a constant eye on his workers.

Some of the Underground members have been inside the factory, making deliveries to the Nazis. As such, the Underground has been able to develop a rough map of the interior of the factory and discovered the factory is run by Colonel Von Tepp. Locals have seen the casings produced here, but have no idea what they may contain.

The mine near the factory contains a rich vein of Giniludium — a silver-like substance which is both durable and pliable. Dr. Meerzaum, the Nazi scientist in

NAZI GUARD

DEX:	3	STR:	3	BODY:	3
INT:	2	WILL:	3	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	7	HERO POINTS:	0		

SKILLS:

Military Science: 2, Weaponry (Firearms): 3, Weaponry (Heavy Weapons): 3, Weaponry (Melee Weapons): 2, Vehicles (Land): 2

EQUIPMENT:

Rifle

[DEX: 0, STR: 0, BODY: 1]

CHARGES: 8

COST: 55 HPs + \$700

POWERS:

Projectile Weapons: 6

Knife

[DEX: 0, STR: 0, BODY: 1]

CHARGES: N/A

COST: 31 HPs + \$80

POWERS:

Claws: 3

charge at this location, has determined this to be the best metal for use in the manufacture of these casings.

The captive Americans of whom Churchill referred work the Giniludium from this mine (these soldiers are, of course, Sgt. Rock and the rest of Easy Company, although the Blackhawks will not discover this information until Encounter 12: To Rescue the Rock). The Germans, who did not wish to subvert the populace, preferred to bring in outside workers to further demoralize the Allied war effort once the Destructus Bacillus is unleashed. To this end, the American soldiers were ambushed during a raid, overpowered, and pressed into service here at the Liberatore factory

Further information uncovered by the Underground relative to the Nazi factory includes:

- The metal casings are shipped out once a week to Cologne in the north.
- A shipment of military supplies goes into the camp every other day. Fresh foods, vegetables, and breads are brought in from the village every morning at eight. All the village merchants pile their goods in one cart, which is then driven by a Nazi guard into the camp. Empty sacks, barrels, bottles, and other containers are regularly returned to the merchants for reuse.
- The Nazis regularly come and go. Many of the soldiers come into town for evening meals, often getting drunk,

taking advantage of women, and embarrassing the men. The Bloody Boar tavern is the Nazis' most frequent haunt.

- Two other agents have tried to infiltrate the factory. Both were discovered within days and were shot in the town square, as an example to the townspeople.
- The Nazis are holding two of the Americans in a separate room near the factory offices.

Depending on the time of day the Characters attack, the Americans will be in one of two places. During the day, the soldiers work in the mine. At night, they are locked into their confinement hut.

A full complement of forty-five Nazi soldiers mans the factory, thirty during the day and half that number at night. A patrol of six German shepherds constantly roams the grounds.

If the Characters have spoken of their plans in the presence of someone who is a spy, the Nazis may very well know about the coming attack and could better defend against it (GM discretion). Whatever the Blackhawks' modus operandi, the GM should be completely conversant with the operations and defenses of the Nazi factory and should utilize these to their fullest logical extent.

The Blackhawks have a number of potential attack choices available. They might try subterfuge, sneaking into the camp to overpower the guards and officers, or they might arrange a direct assault, using the Underground for support, possibly along with a strafing run from one of their planes.

Two examples of possible attack plans are listed following:

Subterfuge: At night, the Characters cut through the factory's outer fence and make their way into the compound. On the other side of the fence, Underground assistants spread out freshly slaughtered meat to draw the attention of the dogs. After subduing the guards, the Characters seal the remaining Nazis in their quarters by running a chain through the door handles and locking them inside the bunk house. The Blackhawks can then break into the smaller confinement room and free the American soldiers.

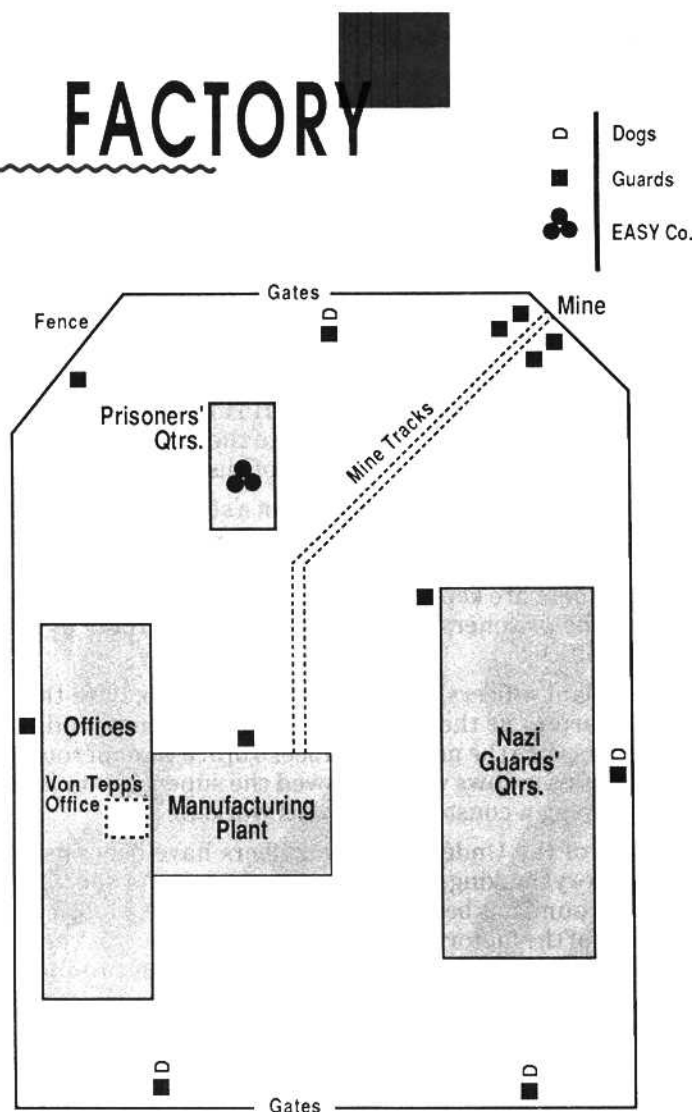
Direct Assault: Using a series of buried explosives, the Underground sets up a diversion that allows the Blackhawks to infiltrate the compound. Andre and Chop Chop provide fire support from the air. Once freed, the American soldiers assist the Blackhawks in defeating the Nazis.

Upon the Blackhawks' arrival in the area where the Americans are being held, one of the captive soldiers will say, *"Thank god... the Blackhawks! You've got to get our buddies! They're being held in Von Tepp's office. We've got to help them!"*

If the Blackhawks refuse to save the Americans' friends, several soldiers will head toward the offices, one of them saying, *"C'mon, Bear It... we'll do this ourselves. I knew we couldn't count on these Commies!"*

If the Characters decide to assist the remaining American soldiers, play proceeds with Encounter 11: The Office. Otherwise, the Blackhawks and the rest of the soldiers should exit the complex, as play proceeds to Encounter 12: To Rescue the Rock.

FACTORY



NAZI GUARDS

DEX:	3	STR:	3	BODY:	3
INT:	2	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	7	HERO POINTS:	0		

SKILLS:

Military Science: 2, Weaponry (Firearms): 3, Weaponry (Heavy Weapons): 3, Weaponry (Melee Weapons): 2, Vehicles (Land): 2

EQUIPMENT:

Rifle

[DEX: 0, STR: 0, BODY: 1]

CHARGES: 8

COST: 55 HPs + \$700

POWERS:

Projectile Weapons: 6

Knife

[DEX: 0, STR: 0, BODY: 1]

CHARGES: N/A

COST: 31 HPs + \$80

POWERS:

Claws: 3

NOTE: The GM should remember that Von Tepp is the man responsible for the death of Blackhawk's parents. Blackhawk may seek vengeance in dealing with this man.

The wooden door through which Von Tepp ran will close and lock behind him. When the Blackhawks enter, Von Tepp will begin firing at the Characters (this should be considered Killing Combat, something of which the Players should be informed). Von Tepp will fight to the death. If captured and Interrogated, Von Tepp can reveal the destination of the factory's casings (Cologne, 4 RAPs) and that the casings are designed to house some sort of germ (8 RAPs).

Von Tepp can reveal no other pertinent information. Once the Characters have finished with Von Tepp, the American soldiers' leader (Sgt. Rock, although his identity as such is not yet known to the Blackhawks) will suggest they turn Von Tepp over to the Underground, who will see that he is transported to Allied Forces for trial of crimes against humanity.

On the floor behind Von Tepp's desk will be four small, open packing crates. Each will contain a single factory casing but these will be made of gold instead of the usual silver casings which the Blackhawks might have seen.

These special casings scheduled to leave for Cologne will be filled with Destructus Bacillus and placed aboard the Sky Skull (see Encounter 13: The Germ of an Idea) for deployment at the world leaders' summit in Chamonix (Encounter 16: Comes the Dawn).

SHEPHERD GUARD DOGS

DEX:	3	STR:	3	BODY:	2
INT:	1	WILL:	1	MIND:	2
INFL:	0	AURA:	0	SPIRIT:	1
INITIATIVE:	4	HERO POINTS:	0		

POWERS:

Analytical Smell/Tracking

Scent: 7, Extended Hearing: 3

Encounter 11: The Office

Setup

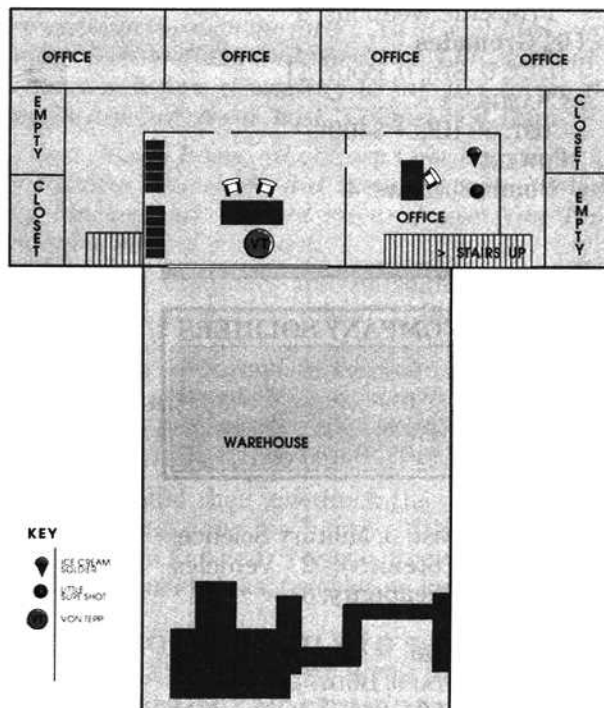
The Blackhawks, having freed several American captives, move toward Von Tepp's office to release two remaining soldiers.

Player Information

Enthusiastic American cheers lead the way toward the factory office of Colonel Von Tepp. As the soldiers reach the door, they turn and shout, "C'mon, Blackhawks... let's kick some Nazi butt!"

GM Information

Colonel Von Tepp and three Nazi guards will be in the office interrogating the two American soldiers. When the Blackhawks enter, Von Tepp will draw his firearm and run for the back room. The guards will immediately open fire on the first Characters through the door. The two American soldiers will be unconscious and badly beaten but will be alive when the Blackhawks enter.



OFFICES

If a Blackhawk examines Von Tepp's desk, he can notice several items of particular interest. If no Character does this, one of the American soldiers will grab several pages and say, "Will you look at this! What are those Nazi bastards up to now?"

The GM should photocopy the items to the right of this column and present them to the Players. Once the Players have assimilated the information, the Characters may choose to go to Cologne and investigate the area of the casings' destination, as play proceeds with Encounter 13: The Germ of an Idea. Otherwise, play proceeds with Encounter 12: To Rescue the Rock.

SGT. ROCK *alias Frank Rock*

DEX: 8	STR: 5	BODY: 6
INT: 7	WILL: 4	MIND: 3
INFL: 2	AURA: 2	SPIRIT: 2
INITIATIVE: 17 (25) HERO POINTS: 85		

SKILLS:

Charisma: 8, Martial Artist: 8*,
Military Science: 6, Thief (Stealth):
8*, Vehicles: 5, Weaponry: 12
*(Linked Skill)

EQUIPMENT:

Machine Gun

[DEX: 0, STR: 0, BODY: 1]

CHARGES: 50

COST: 79 HPs + \$1800

POWERS:

Projectile Weapons: 8

(6) Grenades

[DEX: 0, STR: 0, BODY: 1]

CHARGES: 1

COST: 59 HPs + \$400

POWERS:

Bomb: 3, Claws: 4

(7) EASY COMPANY SOLDIERS

DEX: 3	STR: 3	BODY: 4
INT: 2	WILL: 3	MIND: 3
INFL: 2	AURA: 2	SPIRIT: 2
INITIATIVE: 7 (10) HERO POINTS: 25		

SKILLS:

Martial Artist: 3, Military Science:
3, Thief (Stealth): 2, Vehicles
(Land): 2, Weaponry: 3

EQUIPMENT:

Machine Gun

[DEX: 0, STR: 0, BODY: 1]

CHARGES: 50

COST: 79 HPs + \$1800

POWERS:

Projectile Weapons: 8

(6) Grenades

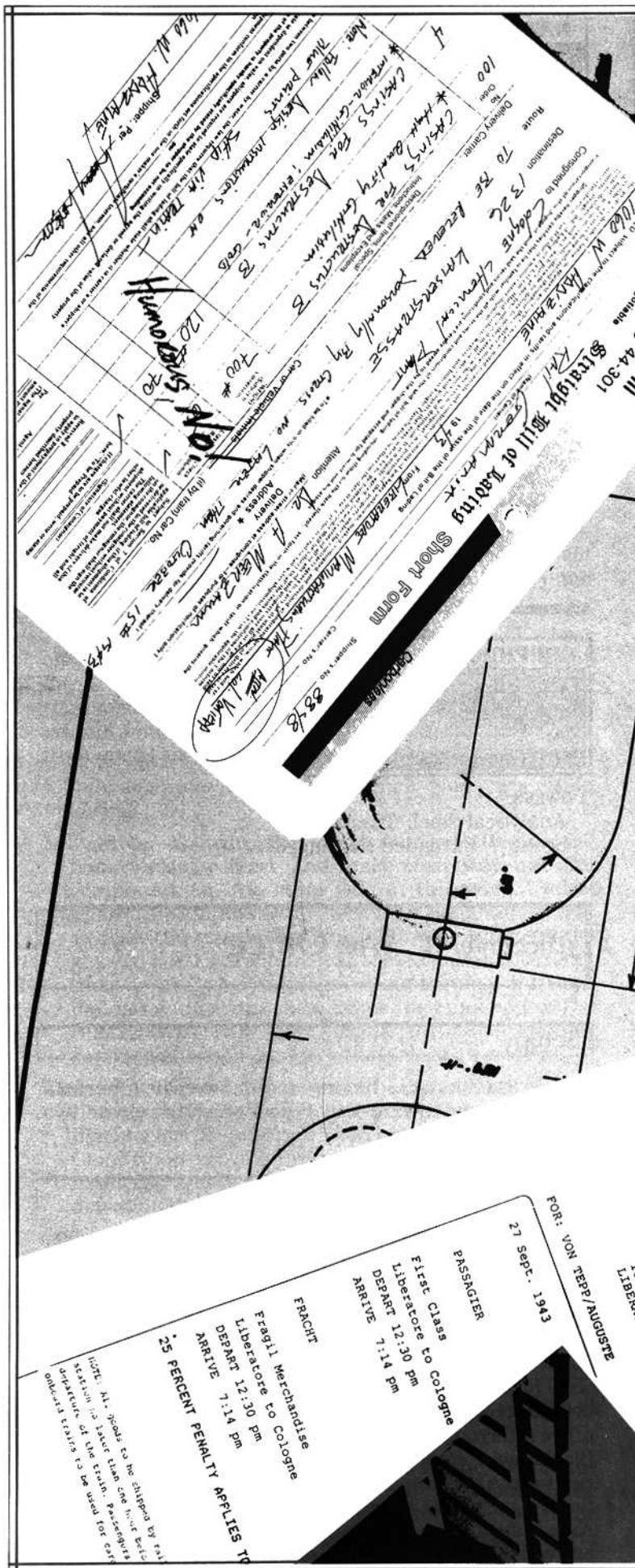
[DEX: 0, STR: 0, BODY: 1]

CHARGES: 1

COST: 59 HPs + \$400

POWERS:

Bomb: 3, Claws: 4



Encounter 12: To Rescue the Rock

Setup

The Blackhawk Squadron, having rescued the American soldiers, are greeted by their new-found Allies.

Player Information

As the recent flurry of activity dissipates, one of the Americans, the rough-and-ready leader by his appearance, approaches the Blackhawks and briskly salutes.

"My name is Sgt. Frank Rock, gentlemen, and these are the men of Easy Company. We were on a mission near Liberatore when these Nazis ambushed us. We often thought of escape but the Nazis said they'd kill Little Sure Shot and Ice Cream Soldier if we made any trouble; it looks like they nearly did, the gold-bricking bastards.

"We'd been biding our time, hoping to find some way out and some way to save Shot and Soldier. Your intervention couldn't have come at a better time!"

GM Information

If Rock is further questioned about the ambush, he will be a bit fuzzy about what happened, saying, "I remember we were walking through the forest. All of a sudden, each of us began feeling dizzy and vomiting. I blacked out, I guess, but not before struggling to my feet to see the sneering face of our recent 'host,' Colonel Von Tepp.

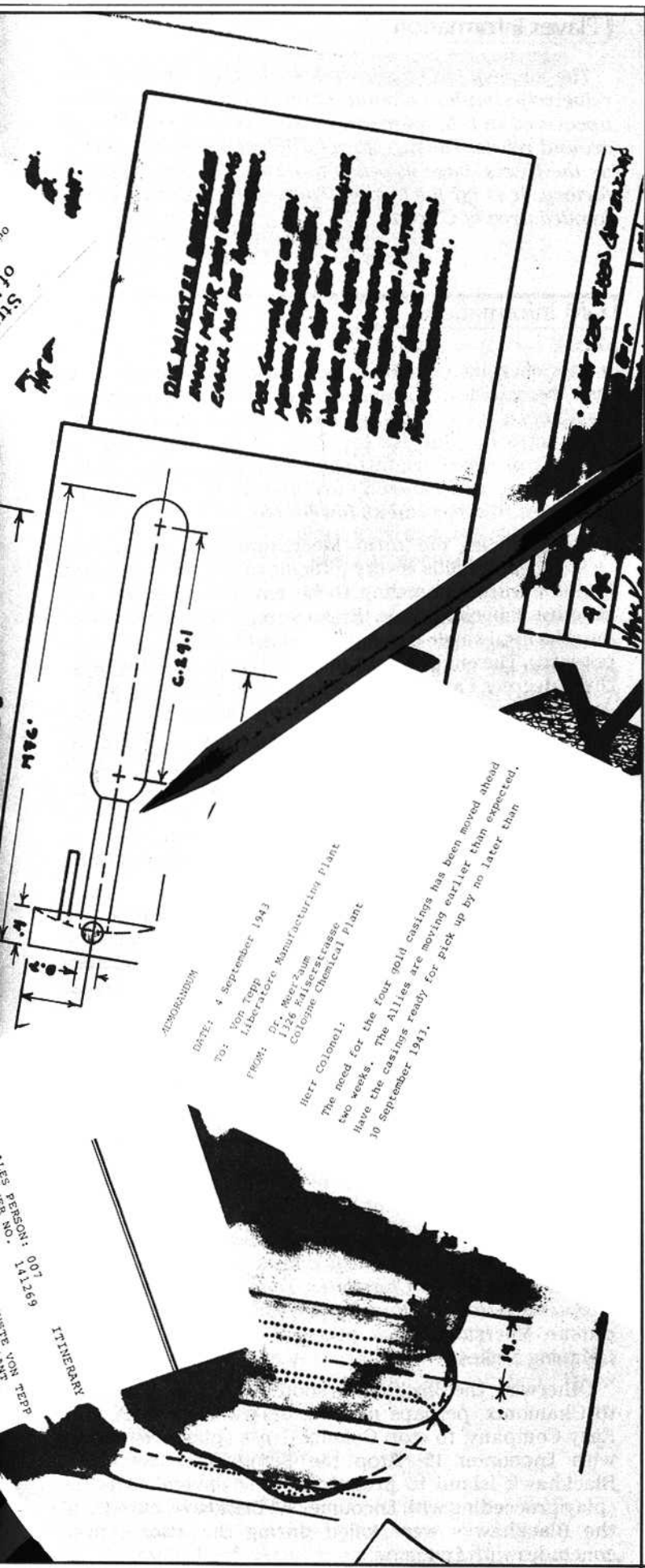
"The next thing I knew, all of Easy Company woke up in this factory. One thing did seem strange, though. Before I blacked out, I could swear I saw Von Tepp wearing some kind of gas mask."

Rock and Easy Company are the soldiers for whom Churchill's coded message is meant. If Blackhawk does not offer the letter to Rock, the American sergeant will say, "Now that we're finally out, we've got to continue the mission. But so much has changed... now the Allies' plans may have altered. I'd been waiting for some message from Eisenhower or Churchill, but so far... nothing."

Blackhawk should then give Rock the message; Rock will read it, looking none too happy. "It's never Easy," Rock will say once finished. If asked, Rock will show the message to the Blackhawks, translating its true content:

**EASY TO REPORT DIRECTLY TO SWISS
TOWN OF CHAMONIX MEET WITH POLICE
AT CHALET. SUMMIT MOST IMPORTANT.
STAND UNTIL FURTHER ORDERED.**

Rock and Easy Company must now make their way to Chamonix, a village in Switzerland below the peak of Mont Blanc. The Blackhawks may offer to transport Easy Company to the Americans' facilities outside Liberatore or the Americans could elicit the aid of the local Underground. As Sgt. Rock will prefer to keep Easy together, he will graciously refuse the Blackhawks' offer, if presented.



Although the Blackhawks have freed the American soldiers, they still have not determined the secret behind the Nazis' factory production of the casings. If the Characters choose to go to Cologne in search of the casings' purposes, play proceeds with Encounter 13: The Germ of an Idea.

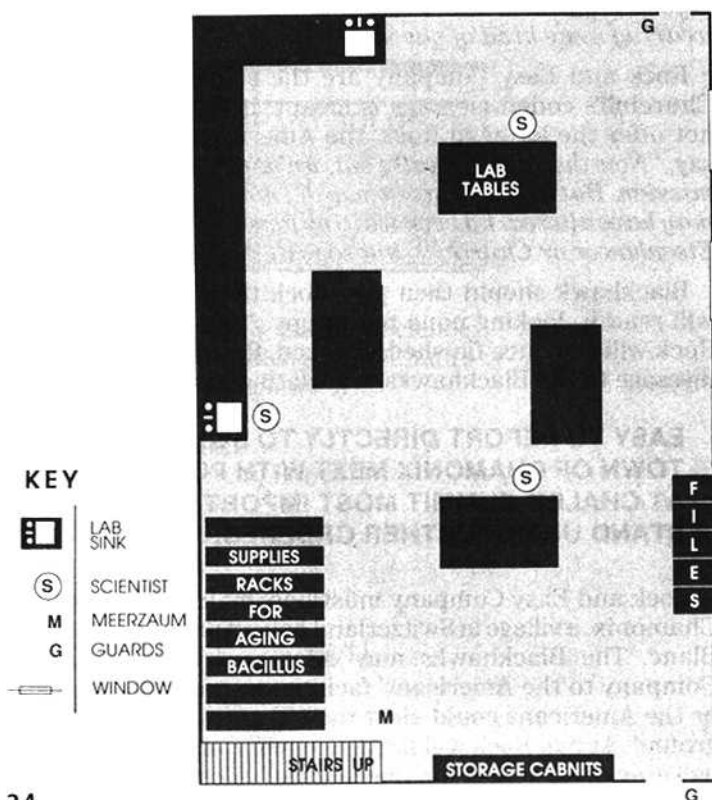
The Blackhawks may elect to accompany Easy Company in its mission to Chamonix, in which case play proceeds with Encounter 15: Atop the Summit. Finally, the Squadron may elect to travel to Blackhawk Island for supplies or to evaluate their situation, in which case play proceeds with Encounter 17: Blackhawk Island.

Encounter 13: The Germ of An Idea

Setup

The Blackhawks, following up on clues discovered in the town of Liberatore, have travelled to Cologne to discover the true purpose behind the Nazis' mysterious casings.

LABORATORY



Player Information

The journey to Cologne and the secret Nazi base is a relatively simple one, made all the easier by information uncovered in Liberatore and assistance from the Underground rebels. The two-story building which now serves as the Nazis' base appears to have once been a paint factory. It is off the beaten track, nestled in a heavily-wooded area of Cologne.

GM Information

In a scientific laboratory deep inside this factory base, Dr. Meerzaum is experimenting with the Destructus Bacillus, a new Nazi-variant of germ warfare. The Destructus Bacillus destroys living tissue in a matter of minutes, proving harmful to human, animal, and plant life alike. There is no known cure and no way to stop the growth until it has run its full course.

An artificial life form Meerzaum discovered, the Destructus Bacillus is very difficult to control and is not found naturally, needing to be engineered under the strictest lab conditions. Engineering takes up to four months for a single batch of Bacillus to mature to its full potency. The environment must be kept at exactly forty-three degrees Fahrenheit in order for the germ to gestate. Any temperature variant will destroy the Bacillus.

Meerzaum's immediate plans call for placing the germs in metal canisters, which will be used as bombs to deliver the Bacillus against specific strategic targets. The Giniludium discovered near Liberatore has proved to be the most effective material in containing the Bacillus in its temperature-contingent environment, while also allowing it to continue to grow.

Along one wall of Meerzaum's laboratory there are Bacilli in various forms of development. Wooden racks are labeled with different dates, each a week apart. Those dated in June are the most recent and, as such, the most potent since time has allowed Meerzaum to refine the germ's structure.

The lab itself has six armed guards on duty at any time. The remaining personnel are all scientists who will not offer any resistance for fear of activity which might damage the seals of the Bacillus samples present in the lab. When the Blackhawks enter the lab, Meerzaum will immediately grab a canister of Bacillus and run for the stairs leading to the complex's roof.

Tauntingly, he will turn to the Blackhawks and shout, "Colonel Gross has already picked up a shipment of Bacillus and left for Chamonix. You foolish Blackhawks will never be able to stop him in time!" If the Blackhawks pursue Meerzaum, play proceeds with Encounter 14: Lightning Strikes.

Otherwise, the Blackhawks should either head directly to Chamonix, perhaps meeting up with Sgt. Rock and Easy Company, to stop Colonel Gross (play proceeding with Encounter 15: Atop the Summit) or travel to Blackhawk Island to prepare for the oncoming battle (play proceeding with Encounter 17: Blackhawk Island). If the Blackhawks were killed during the attack, play concludes with Endgame.

The Destructus Bacillus

Bacillus Canister

DEX: 0 STR: 2 BODY: 8
INITIATIVE: 0 HERO POINTS: 0
CHARGES: 1
COST: 180 HPs + \$4.4K

POWERS:

Bomb: 6, Cell Rot (Variant): 6

A single bacillus canister contains Destructus Bacillus sufficient to infect an area of approximately 600 yards in radius. This means there is sufficient Bacillus to infect 100 yards initially, then, as the Bacillus expands on contact with the air, it sextuples in size, after which time the germ dissipates harmlessly in the air.

The Bacillus travels at a rate of 4 inches per phase (five feet per minute). Therefore, it will take 360 minutes, or six hours, for the germ to infect an entire 600 yard area.

Bacillus infection begins immediately upon skin contact. Any organic material contacting the Bacillus will experience a tingling sensation on the epidermis. The affected area will then develop into a splotchy grey effect, which will expand until the entire organism is covered.

The entire affected body, including all human or animal internal organs, will deteriorate and fall apart. When the Destructus Bacillus canisters explode (usually set on timer, not to explode on contact), they do so with an effect equal to Bomb of 6 APs.

(6) NAZI GUARDS

DEX: 3 STR: 3 BODY: 3
INT: 2 WILL: 3 MIND: 2
INFL: 2 AURA: 2 SPIRIT: 2
INITIATIVE: 7 HERO POINTS: 0

SKILLS:

Military Science: 2, Weaponry (Firearms): 3, Weaponry (Heavy Weapons): 3, Weaponry (Melee Weapons): 2, Vehicles (Land): 2

EQUIPMENT:

Rifle

[DEX: 0, STR: 0, BODY: 1]

CHARGES: 8

COST: 55 HPs + \$700

POWERS:

Projectile Weapons: 6

Knife

[DEX: 0, STR: 0, BODY: 1]

CHARGES: N/A

COST: 31 HPs + \$80

POWERS:

Claws: 3

DR. MEERZAUM

DEX: 4 STR: 4 BODY: 3
INT: 8 WILL: 5 MIND: 4
INFL: 5 AURA: 4 SPIRIT: 3
INITIATIVE: 17 HERO POINTS: 35

SKILLS:

Gadgetry: 4, Scientist: 22, Vehicles (Land): 2

LIMITATIONS:

Serious Fear of Being Killed by His Own Experiments

Encounter 14: Lightning Strikes

Setup

Having successfully invaded the Nazis' headquarters factory in Cologne and invaded its scientific laboratory, the Blackhawks now pursue the Nazi scientist, Dr. Meerzaum, toward the complex's roof.

Player Information

With surprising agility, Meerzaum heads up toward the factory's roof. Turning, he takes the canister he has been holding and raises it above his head, yelling, "Stay where you are or I'll drop this bottle! There are enough germs in here to kill us all, as well as the entire city of Cologne. I was saving this as a gift, a special present for a certain Russian, but you'll do just as nicely."

Meerzaum's grin widens, as desperation swims the pools of his eyes.

GM Information

If the Blackhawks point out Meerzaum will be infected by the germs as well, the doctor will laugh, claiming to be immunized against the germs (a lie, since there no known cure for Destructus Bacillus exposure). Under no circumstances will Meerzaum drop the Bacillus because he believes his genius is too valuable to waste in such a twisted, heroic gesture.

After a few moments of either battle or standoff, read the following aloud to the Players:

Suddenly the tenseness of the situation is shattered by a deep, incredibly-loud humming which resonates throughout the entire complex. From off in the distance approaches an awesome, gleaming metallic vehicle which floats in mid-air, rapidly nearing the laboratory rooftop where now stand Meerzaum and the Blackhawks.

As the vehicle closes, it becomes obvious that it is a gigantic airborne warship designed in the shape of a huge, grotesque skull.

Dr. Meerzaum laughs victoriously as the Sky Skull slowly comes down, closer to the top of the building. A door hidden in the teeth of the Skull slides open and a blue beam stabs out, bathing Meerzaum in its rays. For a



moment, Meerzaum seems to hover in the air, until he is then drawn upwards, disappearing into the Skull.

The door remains open as a voice echoes out over a loudspeaker, a voice any Blackhawk can easily recognize. It is the simpering Nazi whine of Colonel Gross.

"Greetings, Schwarzfalken. I have seen your handiwork in that town with the idiot name of Liberatore. You did quite a job there. And now you've managed to interfere with my plans yet again. I knew you were going to be trouble the minute you met with that idiot, Churchill.

"Well, you may have made quick work of these lackeys, but now you face the finest fighting weapon in the glorious Nazi army. Prepare to face the wrath of the Sky Skull!"

Without warning, bright red beams of pure energy shoot from the Skull's eyes, gouging huge furrows into the laboratory's concrete roof.

In three phases, the beams will completely destroy the roof of the laboratory, leaving the laboratory itself and the remaining Bacillus canisters exposed.

If the Blackhawks head into the laboratory and the Skull directly attacks the lab, the Bacillus may be activated (GM discretion). Should this occur, the Bacillus would be released, immediately making contact with everyone within one hundred yards of the complex. If the Blackhawks are still within that area, they will most likely be contaminated and quickly killed.

Should it appear the Blackhawks are winning their battle on the ground or should the Blackhawks reach their own planes, the Sky Skull will turn and flee the scene, as Gross cackles over the loudspeaker: "An amusing game, Blackhawks... but the grand Nazi cause lies elsewhere than with the pilot pawns of the Allies. We'll give our regards to your president and the others." Gross will laugh maniacally as the Skull disappears into a cloudbank.

Should the Blackhawks attempt to intercept the Sky Skull when they race into the air, the Skull will have completely disappeared. The Squadron will be unable to

make visual contact and the Skull will not show up on radar.

If the Blackhawks decide to head to the Summit meeting in Chamonix, play proceeds with Encounter 15: Atop the Summit. Should the Blackhawks first wish to locate protective gear or try to discover a cure for the disease, play should proceed with Encounter 17: Blackhawk Island. If the Blackhawks died as a result of exposure to the Bacillus or combat with the Sky Skull, play concludes with Endgame.

Sky Skull

DEX:	4	STR:	6	BODY:	14
INT:	0	WILL:	0	MIND:	0
INITIATIVE:	4	HERO POINTS:	0		
CHARGES:	24				
COST:	1381 HPs + \$21.5M				

POWERS:

Flight: 9, Magnetic Control: 18,
Radar Sense: 17, Telepathy: 18

EQUIPMENT:

Laser Cannons

POWERS:

Heat Vision: 15

Grapple Beam

POWERS:

Force Field (Variant): 15

(See Vehicles section for complete statistics.)

Troubleshooting

If the Blackhawks become exposed to the Destructus Bacillus and the GM wishes to avoid contamination to the Blackhawks and continue play, the GM could have the heat generated by the Sky Skull's lasers be so hot that when they directly hit the canisters, the extreme temperatures created would destroy the germ and its ability to spread.

The Skull is able to disappear in this encounter as it has descended into the surrounding forest into a secret, underground complex. It is important that the Blackhawks not be able to follow the Sky Skull, as it must reappear at Chamonix in Encounter 16: Comes the Dawn.

Encounter 15: Atop the Summit

Setup

Following up on information gained in either *Liberatore* or *Cologne*, the Blackhawks have travelled to Chamonix in an effort to thwart the Nazis' plans for worldwide chemical warfare.

Player Information

Approximately thirty-seven miles southeast of Geneva, at the base of Mont Blanc in Switzerland, lies the village of Chamonix. It is rustically quaint, direct from an Alpine post card. While many people travel here to pursue skiing and other winter sports, Chamonix has yet to become a major tourism center.

*Most of the town's populace is engaged in raising sheep or running the few small shops in town. The locals dress in *liederhosen* and other traditional costumes. The town is so tranquil, it appears virtually untouched by the war which ravages its neighboring lands.*

The center of activity in Chamonix seems to be the Crystal Chalet, a hotel near the rail station in the heart of the village. Several Swiss police are present, guarding the hotel and the train station. Two dark stretch limousines sit quietly in front of the hotel.

GM Information

Booked into the hotel this weekend are some of the leading figures of the entire war. Winston Churchill has already arrived, as has France's Charles DeGaulle. President Roosevelt of the United States and Joseph Stalin of Russia are expected to arrive soon.

A summit meeting of the Allied leaders is taking place in hopes of reaching an agreement which would end the war within the next two years. Russia's acceptance of this agreement has recently become instrumental to its success. If even one of the four major powers balks, the entire plan will fail.

There is much suspicion between these world leaders, especially between Stalin and DeGaulle. Any disruption of the summit by anyone, including the Blackhawks, will result in great concern among the leaders and a potential dissolution of the summit.

The Nazis, having learned of the summit, now seek to put an end to it. If the leaders of these Allied nations could be eliminated, the Nazis reason, the entire Allied war effort would be thrown into chaos. The powers will be divided, leaving weaker countries ripe for Axis occupation.

The Nazis' plan is to hover the Sky Skull over the summit and release the *Destructus Bacillus*, thus revealing to the entire world the true superior power of the Nazi regime. The world will have no choice but to bow before the Axis.

NOTE: Depending on how rapidly the Blackhawks arrive at this encounter, the Squadron may or may not encounter Sgt. Rock and Easy Company. The speed with

which the Americans arrive and the possibility of the Blackhawks meeting them are at GM discretion.

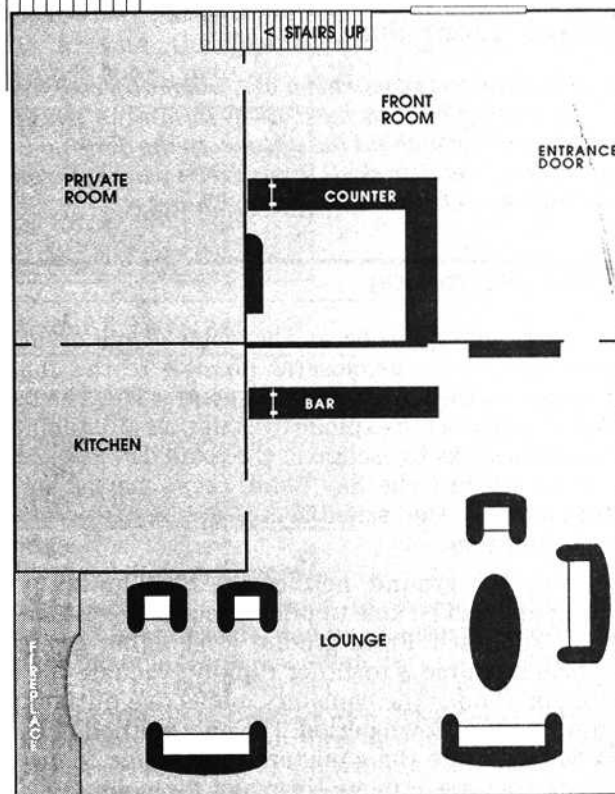
The remainder of this encounter should be spent by the Blackhawks gathering information regarding the layout and defenses of the Chamonix area. If the Blackhawks encounter Sgt. Rock and join forces with Easy Company, the Americans can provide the Blackhawks with a detailed schematic of the hotel's interior. Otherwise, the Blackhawks will probably only be familiar with the hotel's exterior, as the Swiss police would most likely not allow the Blackhawks' admittance.

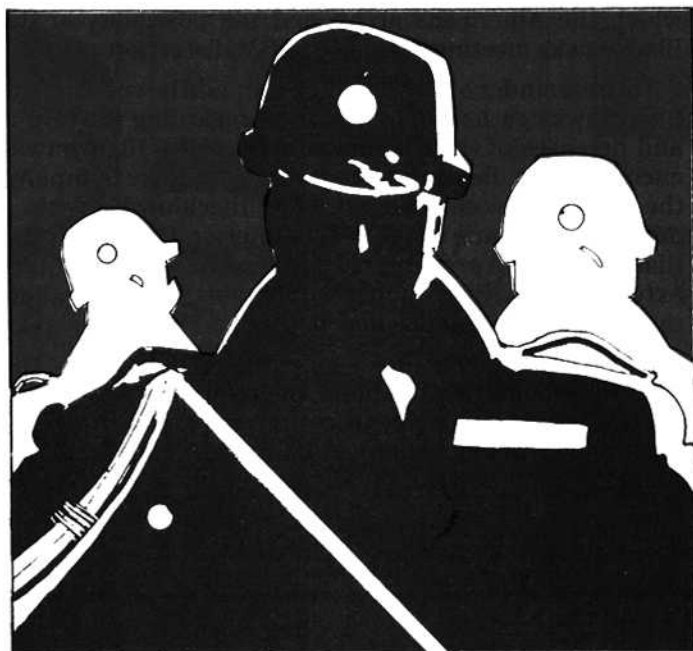
Should the Players devise an ingenious method of the Characters' entering the hotel, the information gained is at GM discretion. No world leader to whom the Blackhawks could speak will be found in the hotel, as security will restrict such conferences. Once the Characters have surveyed the location, play should proceed with Encounter 16: Comes the Dawn.

Troubleshooting

If the Characters left for Chamonix without playing Encounter 14: *Lightning Strikes* and facing the Sky Skull, there would be ample time for the Allied leaders to be moved to a secure location. If this is the case, the Blackhawks will have a clear field in dealing with Gross and the Sky Skull. The Blackhawks would be placing world leaders, as well as themselves, in jeopardy should they choose not to do this; the GM should consider this possibility when distributing Standard Awards at the adventure's conclusion.

CRYSTAL CHALET





Encounter 16: Comes the Dawn

Setup

The Blackhawks, arrived in Chamonix and prepared for confrontation, are now faced with the awesome power of the Nazi War Machine's Sky Skull and the deadly Destructus Bacillus.

NOTE: By this time, the GM should assume the arrival and preparedness of Sgt. Rock and the American Easy Company to defend the summit leaders.

Player Information

The Chamonix morning air, normally cool and clear, is suddenly broken by a deep humming sound which resounds throughout the village. In the distance, a great, gleaming metallic skull floats down from the mountains, headed directly for the Crystal Chalet.

GM Information

Gross will again be at the helm of his creation, his objective: to get as close as possible to the chalet and release his Destructus Bacillus explosives. The canisters will be timer-set to explode five minutes after deployment, as Gross seeks to escape in the Skull. Dr. Meerzaum will not be aboard the Sky Skull, Gross having previously transported the scientist to the security of a Nazi headquarters.

From the ground, neither the Blackhawks nor Easy Company will be able to offer adequate resistance to the Sky Skull itself. From ground level, either group's most logical recourse is to either rapidly evacuate the summit area or render the canisters ineffective during the five-minute countdown period. The only method of doing this is to introduce the canisters to extreme temperatures (deep-freezing or flame-throwing, for example); once the

timer has been set on a Bacillus canister, the explosive cannot be defused or the timer stopped.

The Squadron could conceivably transport the canisters to an uninhabited area nearby via their planes, if accessible. This would present an extremely increased risk to the Blackhawks and should be reflected in Standard Award distribution to surviving Characters.

If the Blackhawks reach their planes and attempt aerial combat against the Sky Skull, Gross will bring the Skull's full armory to bear against the Squadron.

If the Blackhawks are unable to stop the Sky Skull, Gross will be free to contaminate the entire town of Chamonix, including the Blackhawks unless they devise some means to avoid contamination. The plan for murdering the opposition leaders and the test of the new Destructus Bacillus successful, the Nazis will have a powerful new weapon for their War Machine to bring full-force against the Allies.

If the Blackhawks are able to save the Allied world leaders and stop Gross and the Sky Skull, their mission will have concluded successfully. If the Characters then wish to venture to Blackhawk Island, play proceeds with Encounter 17: Blackhawk Island, and then continues with Encounter 18: Final Ceremonies. If successful Blackhawks do not wish to travel to Blackhawk Island, play continues with Encounter 18: Final Ceremonies.

If the Blackhawks were unable to save the world leaders in the Crystal Chalet or did not survive this encounter, play concludes with **Endgame**.

Encounter 17: Blackhawk Island

Setup

The Blackhawks have decided to return to their own home base: the famous Blackhawk Island.

Player Information

Blackhawk Island looks unchanged from the time since its namesake Squadron last graced its lands. A scientific marvel set away from the masses, Blackhawk Island now rests serenely in the midst of the crystalline waters of the great Atlantic.

GM Information

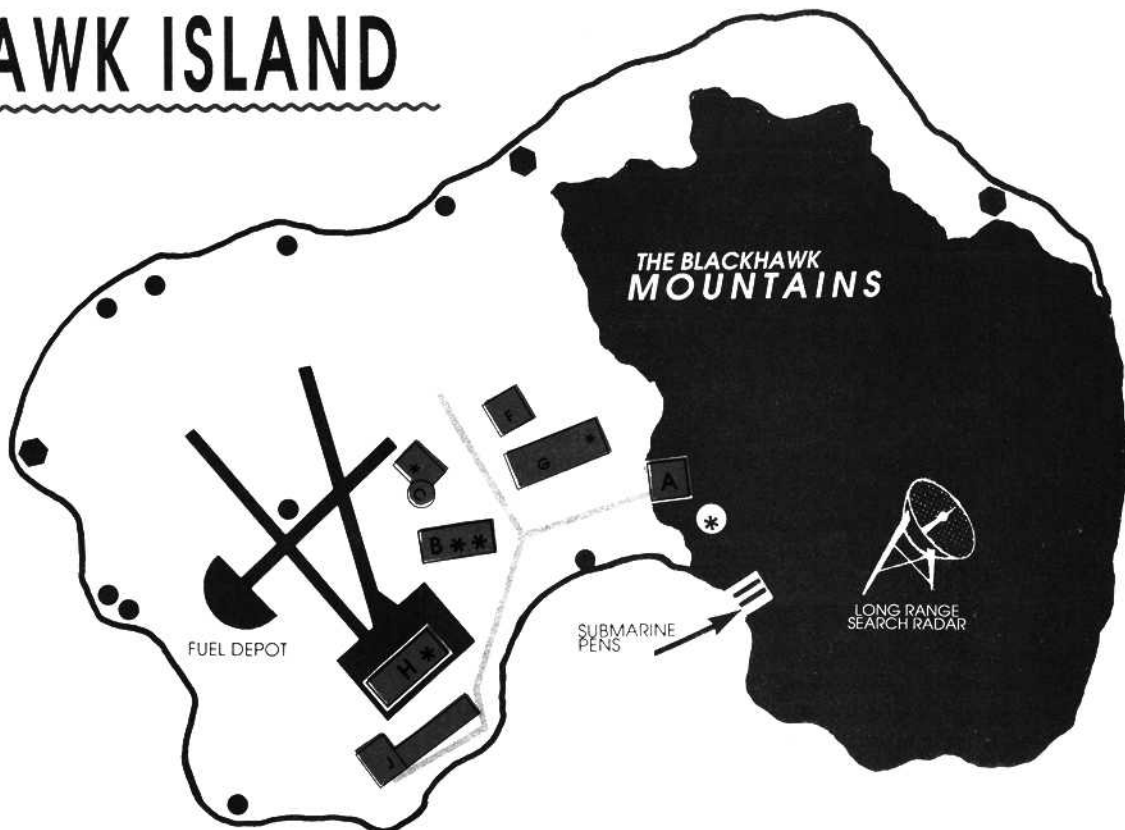
Once the joint property of the United States and Great Britain, Blackhawk Island was apportioned to the Blackhawks as duly recognized emissaries of the U.S. military. The Island was designed to be a base from which the Blackhawks could operate, allowing them to mobilize more easily in times of action.

When Blackhawk was branded a traitor, the Squadron's right to the Island was revoked. In order to protect the Island against intruders, the U.S. Army installed a number of security devices securing the perimeters. These devices include:

BLACKHAWK ISLAND

KEY

- MINES
- ⬢ COASTAL DEFENSE BATTERY
- A HAZARDOUS MATERIALS STORAGE FACILITY
- B ADMINISTRATION AND BARRACKS
- C CONTROL TOWER
- F MUSEUM
- G TRAINING FACILITY
- H HANGAR AND MAINTENANCE
- J HEAVY CRANE AND DOCKING FACILITY
- * ROBOTS



Cannons

DEX: 1 STR: 0 BODY: 4
 INT: 0 WILL: 0 MIND: 0
 INITIATIVE: 1 HERO POINTS: 0
 CHARGES: 20
 COST: 181 HPs + \$21K

POWERS:

Life Sense: 6
 Projectile Weapons: 10

- **Cannons.** Movement-sensitive cannons are positioned strategically around the entire island. These cannons, part of the normal defense battery of Blackhawk Island, track and react to movement on the sea or in the air. However, being a reactive measure, these weapons are slow and can easily be outmaneuvered by experienced pilots. The cannons can be manually overridden and operated, allowing for quicker attack time.

Robotic Guards

DEX: 4 STR: 6 BODY: 8
 INT: 0 WILL: 0 MIND: 0
 INITIATIVE: 4 HERO POINTS: 0
 CHARGES: 24
 COST: 254 HPs + \$6.4K

POWERS:

Active Sonar: 6, Ultra Vision: 8

- **Robotic Guards.** Blackhawk himself designed and built these six metal servants to assist the Blackhawks in daily routines of maintenance and construction. They are of simple design, built more for strength than sophisticated combat.

Mines

DEX: 0 STR: 0 BODY: 2
 INITIATIVE: 0 HERO POINTS: 0
 CHARGES: 1
 COST: 78 HPs + \$2K

POWERS:

Bomb: 8

- **Mines.** These explosives have been buried at strategic points around the Island, as indicated on the Blackhawk Island map with a "●."

Electric Eyes

DEX: 0 STR: 2 BODY: 2
 INITIATIVE: 0 HERO POINTS: 0
 CHARGES: 20
 COST: 88 HPs + \$1.6

POWERS:

Full Vision: 6, Ultra Vision: 6

Darts

DEX: 2 STR: 0 BODY: 1
 INITIATIVE: 2 HERO POINTS: 0
 CHARGES: 1
 COST: 69 HPs + \$500

POWERS:

Gliding: 2, Poison Touch: 5

- **Electric Eyes/Darts.** The door to every building on Blackhawk Island is guarded by an electric eye. When the light beam is tripped, a small dart cuts across the doorway at a height of five feet. The dart is filled with a knockout formula of Blackhawk's design and renders its victims unconscious for forty-five minutes. The eye can be deactivated by pressing a hidden button located near the upper panelling of each doorway.

Other Facilities on Blackhawk Island

Blackhawk Tower

DEX: 0 STR: 16 BODY: 14
INT: 0 WILL: 0 MIND: 0
INFL: 0 AURA: 0 SPIRIT: 0
INITIATIVE: 0 HERO POINTS: 0
CHARGES: EPS
COST: 2356 HPs + \$570M

POWERS:

- Full Vision: 20, Radar Sense: 20,
Super Hearing: 22, Super Ventrilo-
quism: 22
- **Control Tower.** This is a state-of-the-art tracking and monitoring radar systems. The system here is connected to a Radar Receiver/Antenna which constantly monitors land and sea surrounding Blackhawk Island. This antenna can also receive radio waves and other advanced forms of communications.
 - **Blackhawk Museum.** This building houses the mementoes of the many Blackhawk Squadron adventures. While in the years to come, the museum will undoubtedly be filled by a large collection, it now holds only about a half dozen items.

Blackhawk Helicopter

DEX: 0 STR: 10 BODY: 8
INT: 0 WILL: 0 MIND: 0
INITIATIVE: 0 HERO POINTS: 0
CHARGES: 25
COST: 593 HPs + \$11.25M

POWERS:

- Flight: 8, Super Ventriloquism: 19
- **Hangar.** This is a sophisticated hangar and maintenance area where the Blackhawks can house and work on their planes. Also housed in this hangar is the Blackhawk Helicopter.
 - **Fuel Storage.** A fuel supply is kept on the Island to insure the Blackhawks' energy independence during times of conflict. Most of this supply is buried below ground in the Island's bedrock, as protection in the event of enemy air strike.

Blackhawk Speedboat

DEX: 0 STR: 8 BODY: 6
INITIATIVE: 0 HERO POINTS: 0
CHARGES: 20
COST: 193 HPs + \$4.4K

POWERS:

- Swimming: 8
- **Docks.** A docking facility on the south side of the Island houses the Blackhawk Speedboat. There is a heavy crane beside the dock which allows for the loading or unloading of heavy objects, including weaponry and other military supplies.

Blackhawk Submarine

DEX: 0 STR: 8 BODY: 8
INT: 12 WILL: 0 MIND: 0
INITIATIVE: 12 HERO POINTS: 0
CHARGES: 50
COST: 1722 HPs + \$31.75M

POWERS:

Active Sonar: 12, Passive Sonar:
12, Radar Sense: 12, Sealed
Systems: 18, Super Ventriloquism:
19, Swimming: 8

SKILLS:

Military Science (Cartography,
ECM, and Tracking): 12, Thief
(Stealth): 6

- **Blackhawk Bay.** This area contains the Blackhawk Squadron Submarine, located under the mountain which comprises the majority of the Island's topography.
- **Administrative Office.** This area acts as the main focus of all Blackhawk activity. The office contains radio sets and computers which are hooked directly into the equipment in Blackhawk Tower. A grand hall serves the Blackhawks' purposes as a meeting and strategies area. Also present here are barracks where the Blackhawks each have rooms.
- **Laboratory.** The basement of the administrative facility houses a huge laboratory where the Blackhawks have developed many of their finest weapons. This lab includes a full selection of chemicals and equipment.
- **Storage Vault.** The most hazardous of Blackhawk's experiments are stored in a steel lined vault beneath Blackhawk mountain. Another nearby vault acts as a storage facility for all Blackhawk equipment, including a full arsenal of the most advanced weaponry presently available. This area also contains a vast array of uniforms, from fire fighting equipment to lead lined radiation overalls.

Nearly any equipment or device the Blackhawks might require will be available to them here on Blackhawk Island. Once the Characters have had the opportunity to properly equip themselves and re-familiarize themselves with the Island, play should return to either **Encounter 7: Liberators**, **Encounter 13: The Germ of an Idea**, **Encounter 15: Atop the Summit**, or **Encounter 18: Final Ceremonies**.

Encounter 18: Final Ceremonies

Setup

The Blackhawks' mission in the name of the Allied Powers against the Nazi War Machine now complete, the Squadron returns to a secure area outside Chamonix to consult with Churchill and the other world leaders.

Player Information

Outside the town of Chamonix sits a small but formidable-looking building. On any side walk several armed guards, German shepherds attending their heels. Entering the building, a guard leads the valiant Blackhawk Squadron down a short hallway to a large, well-adorned meeting room.



Inside, Franklin Roosevelt, Winston Churchill, Joseph Stalin, and Charles DeGaulle hold what appears to be a rather arduous meeting. Sgt. Rock and the rest of Easy Company stand nearby, uneasily eying the entire situation.

The entire time, Stalin storms about, saying, "Before I leave this room, comrades, I will know who it was gave word of this supposedly secret meeting to our enemies!"

"I am certain I speak for our entire group, Joseph," Churchill intones, "when I assure you no such information came from this camp. Neither we nor our aides would even consider jeopardizing so important a summit as this."

"Perhaps, Monsieur Prime Minister," DeGaulle says, "yet I cannot help but notice the absence of your own personal aide."

"This is true, Winston," Roosevelt adds. "I must admit I, myself, am curious as to Nevill's absence."

"Gentlemen," Churchill says, "I have told you. Nevill was with me as we boarded the plane to Chamonix. However, he sustained an accident while boarding, injuring his leg, and was unable to accompany me here. You have my solemn word on this matter."

"But, gentlemen," Churchill continues, "let us not talk affairs of state until we properly thank and congratulate the valiant heroes we have before us, the Blackhawks!"

Churchill turns solemnly to the Squadron and says, "Gentlemen, how can we thank you? The Allies owe you a great debt, one which we can never fully repay. By your acts, you have made possible the continued negotiations between our countries as we struggle against the Axis."

"You have been greatly wronged of late, yet still you find the courage and perseverance to defend those who once branded you outcasts. As our attempt to reward your noble efforts, we return to you full and unconditional ownership of your fabled Blackhawk Island and ask your understanding during these trying times."

At once, these world leaders, perhaps the four greatest men alive today, raise their glasses in their direction of the Squadron. "To the Blackhawks, my friends," President Roosevelt says, "and to all for which they stand. May the wings of liberty never lose a feather."

GM Information

For all intents and purposes, the adventure may now be considered complete and the GM may proceed with Endgame and distribution of the Standard Awards, if the Players are so inclined. The Players may, however, have certain questions remaining regarding the adventure which could be answered at this time. As the leaders will recommence negotiations momentarily, if the Blackhawks wish to inquire about anything, they had best do so now, for they will not have another chance in the near future.

Primary among these questions should be ones regarding the loyalty of Nevill, considering the facts that Nevill did not attend the meeting at Chamonix (where danger lurked) and that the note in the hood's pocket (Encounter 4: By the Roadside) suggested an insider was leaking information to Axis powers.

Churchill truly believes that Nevill is his confidant and an assistant to the Allied cause. He knows nothing about Nevill's duplicitous nature nor does he know that Nevill escaped from the hospital where he was sent following his "accident." (Nevill will have returned to the Axis powers; for campaign purposes, the GM might wish to create further adventures where the Blackhawks attempt to capture Nevill and return him to face prosecution.)

Although Churchill realizes the great extent to which the Blackhawks have gone in fulfilling their mission, he will insist the Blackhawks remain silent regarding the adventure, stating that the public is not yet prepared for the news that Germ Warfare has become such a deadly reality. All information regarding the Blackhawks' mission and the summit meeting at Chamonix must remain Top Secret until the war's conclusion for security reasons. This will, unfortunately, include any public recognition of the Blackhawks' actions during the affair.

Once the Characters have had an opportunity to have their questions answered, Churchill will politely state that the summit must continue apace. The Blackhawks and Easy Company will be invited to stay for a meal before being asked to return to their respective headquarters or additional assignments.

Play should now conclude with Endgame and the distribution of Standard Awards.

Endgame

Blitzkrieg

NOTE: If the Blackhawks did not survive the adventure, no Standard Awards should be distributed. If the Blackhawks were unable to save the world leaders from Destructus Bacillus contamination in the Crystal Chalet at Chamonix, recalculate the Standard Awards to include only those Hero Points for events/actions which the Blackhawks successfully completed.

The GM should also consider distributing additional Standard Awards to any Player who role-played exceptionally well or whose Character did not enter Killing Combat at a point when his/her opponent did (perhaps against Col. Von Tepp or Nazi guards).

The Standard Award for this Blackhawk adventure, *Blitzkrieg*, is calculated as follows:

Standard Award

Level of Opposition:

Equal 20

Critical Points:

Accompany Nevill to Meeting (Seldom Fails) 2

Accept Churchill's Offer (Seldom Fails) 2

Escape Burning Shed (Seldom Fails) 2

Learn Location of Liberatore

Casings Factory (Seldom Fails) 2

Free American Soldiers (Even Odds) 3

Save World Leaders (Even Odds) 3

Area of Consequence:

International 7

Severity:

Fatal 15

TOTAL STANDARD AWARD 56

HOW TO USE THIS BOOK

This book is divided into four sections: GM's Introduction, Characters, Encounters, and Game Results. In any of these sections, *italicized text* is read to the Players.

GM's Introduction

The GM's (Gamemaster's) Introduction provides the Gamemaster with the background needed to run the adventure.

Characters

This section contains information concerning both Player and Non-Player Characters involved in the adventure. Occasionally, only modifications to previously published Character information and Hero Points may be listed; see the full description in the Gamemaster's Manual for the rest of that Character's statistics.

Encounters

The DC Heroes Role-Playing system is based on encounters. That is, Player Characters go from situation to situation instead of location to location. Each encounter is broken up into at least three sections: Setup, Player Information, and GM Information. When necessary, there are also Troubleshooting sections, Rules sections, and/or Sidebars to help the GM run the adventure.

Encounters indicate which descriptions and maps are pertinent to each situation. Brief descriptions, including game statistics and incidental character locations, are often included with maps.

Game Results

Usually called Endgame or Aftermath, this section explains the outcome of the adventure and the awards given to Player Characters. Consequences of incomplete or failed adventures are also mentioned so that the GM can design further scenarios, if desired.

A Note on the Module Difficulty Rating System

Each module published by Mayfair includes an estimate of the Hero Points required to create Characters powerful enough to complete the adventure. This estimate is given on the front cover in the form: **For 5-7 Characters Generated Using 1000-2000 Hero Points.**

To decide whether Characters are powerful enough to complete an adventure, add up the Hero Points needed to generate the Attributes, Powers, and Skills of each Character. Also include Hero Points expended in the creation of special gadgets and equipment the Character possesses. Heroes using the Batman Option or with Linked

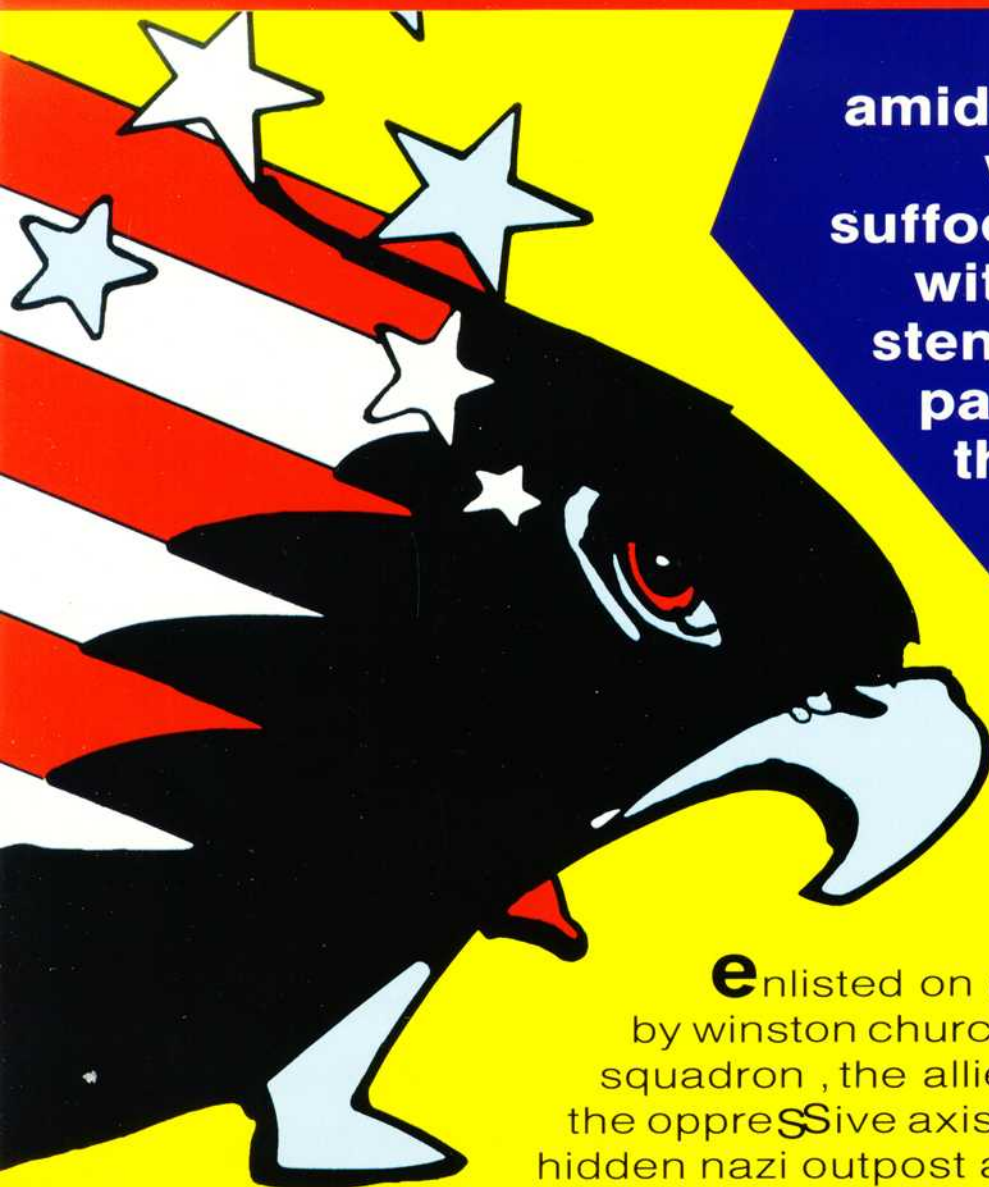
Powers or Skills are tallied according to a lower Hero Point cost as detailed in the Player's Manual. Linked Powers and Skills are figured collectively for such Characters, not as if the Powers and Skills were generated separately. Finally, saved or unspent Hero Points are added to determine the total Hero Point rating of each Character.

If the group's average Character rating falls within the suggested bracket, the module is likely to be sufficiently challenging.

Brackets	Typical Groups or Characters
250-500	Beginning Level Characters
501-1000	The New Teen Titans without Raven and Kid Flash
1001-2000	The New Teen Titans with Raven and Kid Flash
2001-4000	Justice League without Superman
4001-8000	Justice League with Superman
8001-16000	Wonder Woman
16001+	Superman

ABBREVIATIONS

AP(s)	Attribute Point(s)
AURA	Aura (Attribute)
AV	Acting Value
BODY	Body (Attribute)
CS	Column Shift(s)
DEX	Dexterity (Attribute)
EV	Effect Value
GM	Gamemaster
HP(s)	Hero Point(s)
INFL	Influence (Attribute)
INT	Intelligence (Attribute)
MIND	Mind (Attribute)
NA	Not Applicable
NPC(s)	Non-Player Character(s)
OV	Opposing Value
PC(s)	Player Character(s)
RAP(s)	Result Attribute Point(s)
RV	Resistance Value
SPIRIT	Spirit (Attribute)
STR	Strength (Attribute)
WILL	Willpower (Attribute)



amidst a vile axis cloud
which threatens to
suffocate the free world
with its contemptible
stench flies a group of
patriots dedicated to
the perseverance of
democracy.

enlisted on a top-secret assignment
by winston churchill, the valiant blackhawk
squadron, the allies' greatest force against
the oppressive axis scourge, must infiltrate a
hidden nazi outpost and defend allied leaders
from a deadly military assault.

against a darkening wll backdrop, the fates of roosevelt,
churchill, stalin, degaulle, and the security of all allied nations
rest in the hands of these seven courageous men. deep behind
enemy lines, the blackhawk squadron faces its most
challenging mission as the nazi war machine struggles to
achieve world conquest.

Includes Statistics for each Blackhawk, X-F5F Skyrockets™, Sgt. Rock™, the Nazi
Sky Skull™, and a map of Blackhawk Island™.

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