

The Fiendish Agents Of Falkenberg

WITH 9 NEW
CHARACTER CARDS
& COLOR MAP!



R. Talsorian Games Presents:
The Fiendish Agents of Falkenberg

STARRING:

The Player Characters

The Game Master,

and Baron Wilhelm von Falkenberg

ALSO STARRING:

Nazi Supervillains To Thug On!!!

A
**DREAM
PAK**
ADVENTURE

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Cinematography: David Ackerman

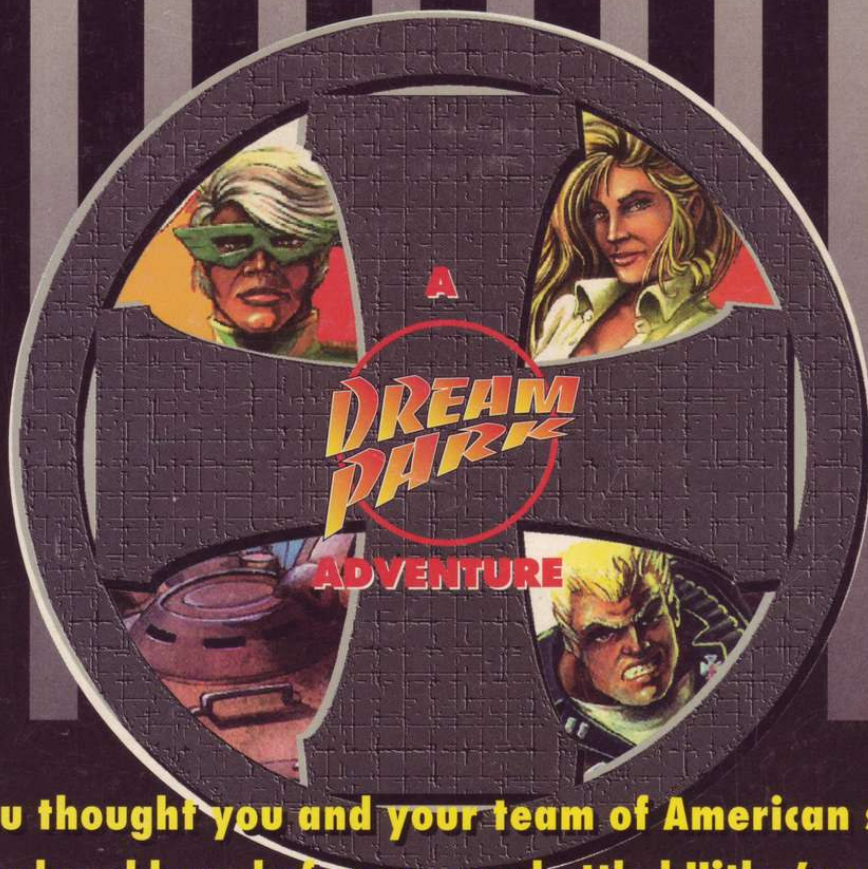
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R. TALSORIAN
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NOV 1991

THOUSAND YEAR SUPER-REICH?



You thought you and your team of American superheroes had problems before as you battled Hitler's superpowered legions in their quest for world domination! But now the wizards of Dream Park have pitted you against your worst foes yet—the Baron von Falkenberg and his Übersoldaten! Can you stop the Führer's greatest supervillains before they complete their evil mission to establish a thousand-year-tyranny? Or are the forces of Freedom doomed to fall to...

THE FIENDISH AGENTS OF

Falkenberg



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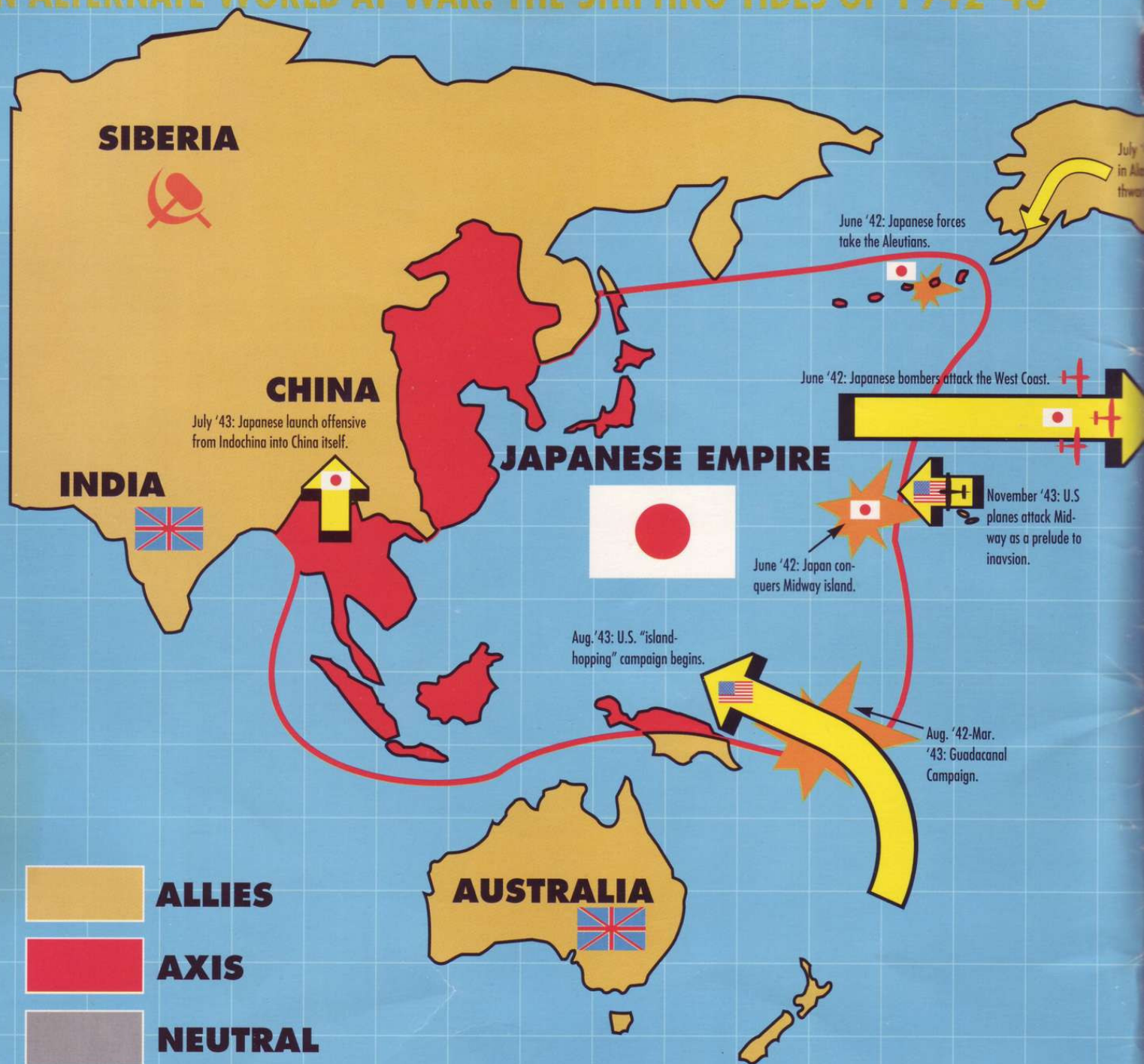
**A DREAM PARK
ADVENTURE**

**R. TALSORIAN
GAMES, INC.**

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AN ALTERNATE WORLD AT WAR: THE SHIFTING TIDES OF 1942-43



TIMELINE OF AN ALTERNATE WORLD WAR II

- 1939:**
Sept 1st: Germany invades Poland, WW II begins.
Sept 6th: The Prussian Eagle leads first air attack on Britain.
Sept 11th: Great Britain sends expeditionary force to France (the superheroes are held back for home defense).
1940:
April 9th: Denmark and Norway fall to Nazi forces under Teuton, the Übermensch, and Atlan, a

- May 5th:** Danish hero, is killed.
May 5th: German mecha walk through "impassable" Ardennes forest. Invasion of France begins.
June 4th: The British Silver Sword falls at the evacuation of Dunkirk while covering withdrawal of the forces. A monument to his honor is constructed in London.
June 10th: German mecha overwhelm what's left of French forces. France falls.
Sept 7th: Britain withers under the Blitz, Government moved from London to Aberdeen, Scotland.
Sept 20th: Tide turns in the Battle of Britain, as the Black

Dec 12th:

Fox, a British superagent, goes on a suicide run against French-based bomber bases; destroying several before he is killed. U-boat blockade of England is strengthened.

1941:

Mar. 30th:

Rommel, with his Afrika Mecha Corps, decimate allied resistance in North Africa.

May 24th:

The HMS Hood is destroyed by the Inner Cadre while pursuing the Bismarck.

June 22nd:

After his success in Africa, Rommel and his mecha are sent to lead the invasion of the USSR.

Dec 7th:

Pearl Harbor and Hawaii attacked by Japanese mecha. Only the presence of Captain Freedom prevents the invasion from succeeding. America enters the war.

Dec 10th:

Japan takes Hong Kong and the Philippines, lead by the Golden Samurai.

Dec 15th:

Argentina joins the Axis.

Dec 25th:

With Rommel gone, the Allies counter-attack in North Africa. They begin the long drive

U.S. Army units
reinforced to
any invasion.

**CANADA
AND
U.S.A.**



Alleged location of
Freedom Fortress.

U-Boat block-
ade of England.

**GREAT
BRITAIN**

Jan. '43: Allied
Bombers start to
attack Germany.

Aug. '43: Russian
Offensive begins.

U.S.S.R.

**THE
THIRD
REICH**

July '43: Allied
invasion of Sicily.

May. '43: Germany
driven back in Afrika.

AFRICA

BRAZIL



ARGENTINA

HQ of the Gray Ghost and the
Nazi Espionage Network.

Oct '43: The "Spy War" begins.

toward Tripoli. First use of lend-lease mecha.

1942:
May 8th: Battle of the Coral Sea. The United States' Fleet suffers heavy losses, but is victorious.

3-6th: After a fierce battle, Midway island lost to the Japanese. Elements of the Japanese army attack and occupy the Aleutian Islands. Approximately one half of the American fleet is out of action by this point.

25th: Japanese bombing raids on the West Coast of the US start.

26th: Germany, launching modified JU 88's from a

Aug. 20th: US invasion fleet lands on Guadalcanal, the first real American offensive begins.

Sept 10th: After a fierce battle, the drive towards Stalingrad ends in a costly German defeat.

Nov 4: Rommel recalled to Africa too late, El Alamein falls. American and British forces take the rest of North Africa by May '43.

1943:
Jan 24th: Attempt by the Inner Cadre to destroy the

Zeppelin, bomb Baltimore. The "High War" over the Atlantic begins between carrier fighters and the elusive Zeppelins.

Feb 15th:

Casablanca Conference thwarted by elements of the Warden Project. Americans start bombing Germany from bases in England. The first rocket fighters of the Luftwaffe take to the skies to defend the Reich.

Mar. 30th:

Winter totally stalls the German advance into Russia. Guadalcanal finally taken with heavy Japanese casualties including three of the Golden Samurai who had been sent to defend the island.

July 10th:

Allied invasion of Sicily begins, but the Italian paranormal, Centurion, stalls the advance of Patton's forces and prevents the offensive

from continuing to the mainland.

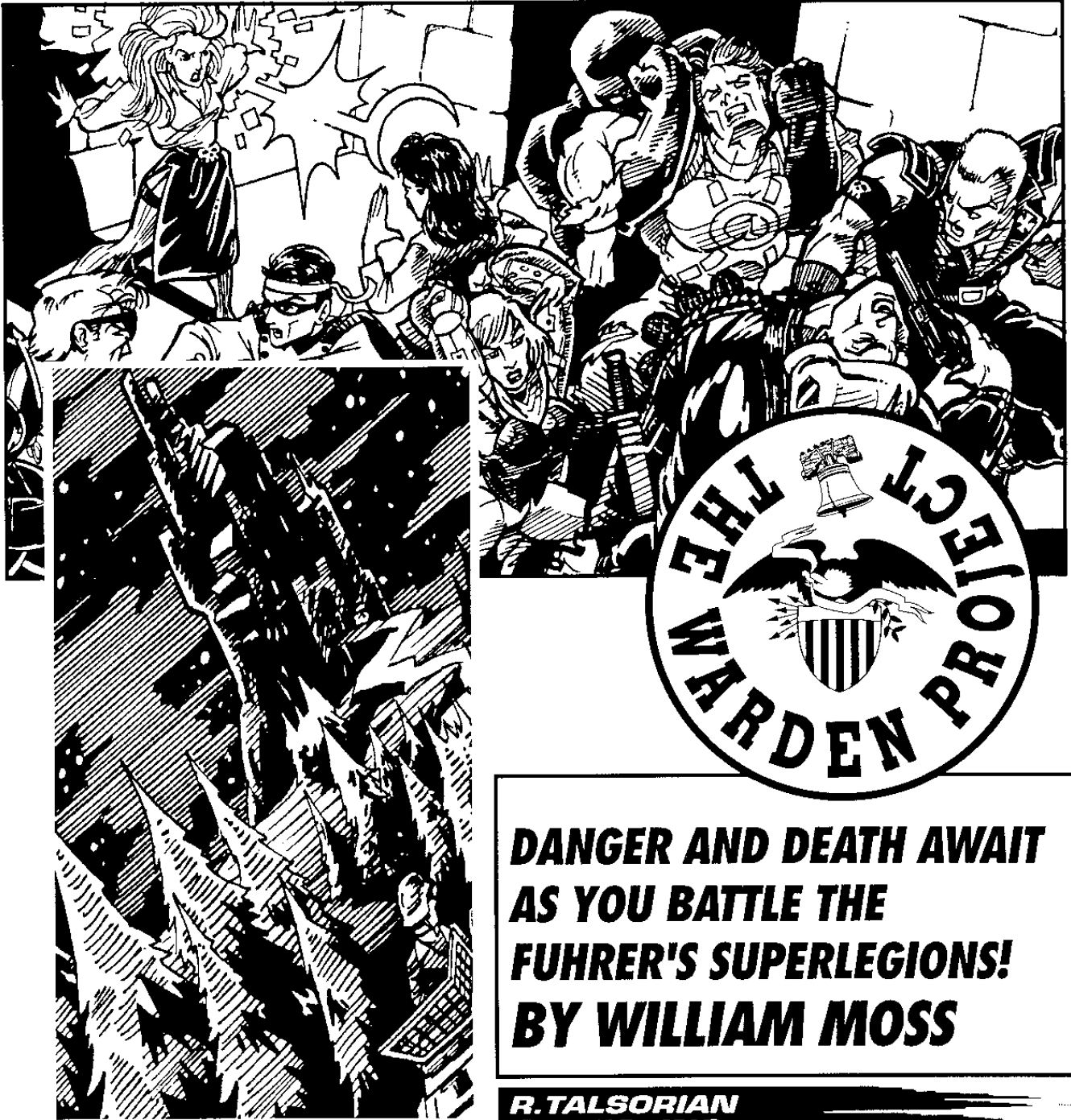
Aug. 12th: Russian counter-offensive begins to drive the German forces back.

Aug.-Sept: American forces begin the "island-hopping" campaign. Midway Island attacked by US carrier forces as a prelude for invasion to occur in December.

Oct. 12th: Brazil joins the Allies and the "Spy War" in South America is born. It consists largely of espionage tactics between Axis and Allied agents and no actual combat occurs.

November: The Present

The Fiendish Agents Of Zalkenberg



**DANGER AND DEATH AWAIT
AS YOU BATTLE THE
FUHRER'S SUPERLEGIONS!
BY WILLIAM MOSS**

**R. TALSORIAN
GAMES, INC.**

The Fiends of Falkenberg

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Those Who Were Only Following Orders!

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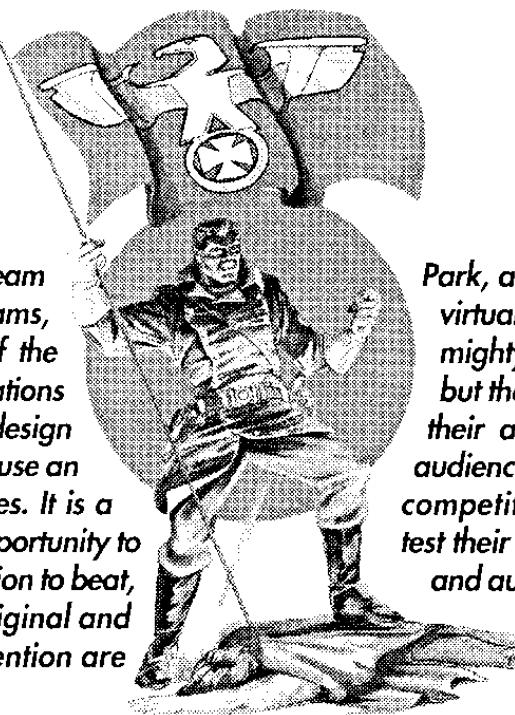
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THE FIENDISH AGENTS OF FALKENBERG GAME

INTRODUCTION

In the two gigantic gaming areas of Dream and any story can be told. With holograms, tors, intricate sets, and the wealth of the fingertips, Gamemasters have no limitations nations. Professional Gamemasters design physical and mental mettle, and to amuse an international broadcasts of major games. It is a Gamemasters vying for top ranking and an opportunity to of elite teams of adventurers. With the competition to beat, isfy, there is relentless pressure to produce original and narios. In this environment, genre and convention are gifted few with a special vision can thrive...



Park, any fantasy can be created, virtual realities, robots, live ac-mighty Cowles Industries at their but the scope of their own imagi-their adventures to test players' audience that eagerly watches in-competitive world, with expert test their scenarios against the skills and audiences and players to sat-unprecedented sce-obsolete, and only those

DREAM PARK MODULES

Modules for the *Dream Park* roll-playing game are designed to reflect the fantastic range of possibilities that Gamemasters have to work with in the world of Niven and Barnes' novels. The game can vary wildly from scenario to scenario as genres are freely mixed and conventional thinking is cast aside in favor of exotic flair, adventure and romance. Despite its flexibility, the game is simple and fast moving, and players and referees will be able to leap from scenario to scenario without having to learn intricate, new sets of rules. Referees can run new modules with only a few minutes of preparation.

The modules also reflect the limitations of a live *Dream Park* game. They are generally centered around three or four areas, or "worlds," each representing a seg-

ment of the adventure located in one of Dream Park's enormous domes. They are cinematically plotted, revolving around a few key events. (This does not mean that they are completely scripted, just that the adventurers will have a definite agenda.) Finally, each is an entire story unto itself, and not designed to function as a long running campaign. Unlike a live game, however, the modules are flexible, and you can tailor them to suit your personal style.

WHAT YOU GET

Each module includes all of the source material and plot elements that you need to run a single installment *Dream Park* adventure for any number of players. The modules are divided into two main sections: "The Game," and "Source Material."

1 THE GAME

"The Game" is the actual blueprint for the adventure as it might be run in Niven and Barnes' *Dream Park*, and as you will run it as a roll-playing game. It includes all of the basic module information such as the plot and sequence of events, non-player character information, maps, and essential source and background material. It is the only section absolutely necessary for running the adventure, and it should be read only by referees.

For easy reference, "The Game" is broken down into sections: the teaser, the 'worlds,' and the conclusion. The teaser is the hook that starts the adventure off and draws the characters in. Each "world" represents a major section of the adventure, and encompasses at least one combat and one development (see the *Dream Park* game). Text in the "worlds" is organized so that you easily access the information that you will need to run each segment of the adventure. Finally, the conclusion ties everything together and deals with the final outcome of the adventure.

2 SOURCE MATERIAL

The "Source Material" section is additional background information that you can use to flesh out the adventure and create sequels. It includes a more detailed description of the universe for that game and the "worlds" that can be found within it, a selection of new non-player characters, historical, political and sociological information, and encounter tables for various areas. All information essential to the scenario is in "The Game," but the source material helps to make each adventure more complete and colorful. It can generally be read by anyone, although referees may want to be selective about what information they reveal to players.

One of the major uses of the source material is as seeds for further adventures. Although *Dream Park* is not designed for long-running campaigns, there is no reason why referees can't run multiple games in the same universe. They may, however, want to use a 'Saturday Serial' format, where each gaming session is an entire plot unto itself. There is nothing more classic than the villain who doggedly resists the characters' efforts to do away with him for good, and always appears with a new scheme twice as heinous as the last. The serial format will allow players to customize their characters from adventure to adventure, and, in turn, allow the referee to run dramatically different kinds of adventures; two of the major advantages of the *Dream Park* game.

The extra source material in your *Dream Park* modules eliminates one of the major problems of many other RPG modules: what to do with them once you've run them. With

most systems, a used module is a waste of space; the source material is limited, you can't run it again, and you probably can't pass it on to anyone who wasn't in your game in the first place. The source information in *Dream Park* modules is, however, deep enough to be genuinely useful for crafting further adventures. Once you've collected a library of *Dream Park* modules, you'll have a collection of ready-to-go fantasy universes that you can mix and match as you please.

SIMULATING A SIMULATION—NPCS AND CPS

In the *Dream Park* roll playing game simulates adventures that might be run in a real *Dream Park*. Because there is no accounting in advance for the size and strength of player character parties participating in the adventure, especially as attrition takes its toll over the course of the game, professional Gamemasters must be able to adapt their scenarios as they progress. Similarly, *Dream Park* RPG referees must be able to adapt their runs. Fortunately, *Dream Park* modules are written with this eventuality in mind, and the Sliding Scale (see *Dream Park* rulebook p. 14) is used throughout.

Here's how this system works in the module. Skills rolls are done exactly as explained in the original rules; the sliding scale number is added to the highest value of that skill in the player-character party. The sum is the number which must be beaten. When the characters face a group of enemies, the strength of the enemy party will be scaled to the size of the player character party. Depending on how tough the combat is supposed to be, enemy team strength will be listed as Player Character Party Size (CPS) plus, minus, or divided by a certain number (see example 1). CPS means the number of characters at the scene, since parties may be divided or characters may have been killed out. NPC basic skills are also listed on a sliding scale added to or subtracted from the average (not highest) abilities of the player characters of the same character class (see example 2). The scale is from -1 to +4. Throughout the adventure, all CPS and NPC numbers are listed in boldface type to make them easy to find. NPC advanced skills are individually listed when necessary. Only major NPCs are treated in detail.

If there is no player character in the same class as the prospective NPC(s), use the basic skill package for the NPC's class (in the *Dream Park* rulebook). Then spend the standard six points on boosting the NPC's basic skill's and, finally, add the applicable sliding-scale bonus to all skills (see example 3). Advanced and optional skills will be specified in the text when necessary. Wounds are also listed

EXAMPLES

- 1) Supposing the module says that the characters are going to encounter a **CPS+3** group of **+2** Fighter-henchmen. If there are five player characters, then CPS is 5, and there are 8 (5+3) total henchmen.
 - 2) The henchmen are specified as Fighters. Average the basic skills of all of the Fighters in the player character party and add +2 across the board. (Round averages up.) Suppose there are two player-character fighters, with the following basic skills:
 - **Fighter One:** MW 5, RW 4, HTH 4, KN 3, TI 2, DO 4, ATH 3, ST 1, AWA 2, WIL 3.
 - **Fighter Two:** MW 4, RW 4, HTH 6, KN 1, TI 1, DO 5, ATH 4, ST 4, AWA 3, WIL 3.
 - Then the average is: MW 5, RW 4, HTH 5, KN 2, TI 2, DO 5, ATH 4, ST 3, AWA 3, WIL 3.
 - The henchmen add +2: MW 7, RW 6, HTH 7, KN 4, TI 4, DO 7, ATH 6, ST 5, AWA 5, WIL 5. Now add any optional skills. Its going to be a tough fight.
 - 3) If the NPC was a friendly +2 sorcerer, and there were no magic users in the party to use as a basis, then the referee would take:
 - Basic magic user skills: MW 1, RW 1, HTH 1, KN 3, TI 3, DO 3, ATH 3, ST 2, AWA 4, WIL 2.
 - Then add six points randomly: MW 2, RW 2, HTH 1, KN 5, TI 4, DO 3, ATH 3, ST 2, AWA 4, WIL 3.
 - And then add the +2 sliding bonus: MW 4, RW 4, HTH 3, KN 7, TI 6, DO 5, ATH 5, ST 4, AWA 6, WIL 5. Now add any specified optional skills.
- Note:** The stats on the Character Cards included were calculated using the last example listed since specific party stats were unknown.

in the text. **These systems are used for adversaries and friendly or indifferent NPCs.**

As always, these rules serve as guidelines. We have designed them for simplicity and flexibility. If referees want to be more detailed, they can go through the module and spend more time customizing the NPCs. With this system and a few minutes of advance preparation, the referee should find it easy to customize the module to his players throughout the adventure.

If characters are killed in the course of the adventure, you can elect to brief them on the plot and dialogue and have them play NPCs. Villains and allies especially well suited for this will be marked in the text with a chevron (»). Also, as a rule, *Dream Park* adventures are constructed in a fairly linear fashion. A bump (development) always follows a combat, and vice versa. In the module, listed combats are major combats that the characters must face to advance the plot. There are unlisted combats that occur out of order. In general, these are optional fights that might not occur depending on how the adventure runs.

In many RPGs, the referee will give characters a briefing before the game begins, telling them who they are, what they have been doing to lead up to adventure, and, perhaps, what the general theme or plot of the adventure will be. Not so in *Dream Park*. Give your players only the vaguest idea of the setting; enough to customize their characters appropriately, but not enough so that they can see how the adventure will run, or even exactly what their characters will be doing at the outset. They'll figure it out soon enough once their characters enter the dome. This is how it happens to the players in Niven and Barnes' novels; before starting play, no one knows what they will be doing, or how they will be entering the story. Keep your players jumping and guessing, so that each time they think they've figured out where the adventure is going, you hit 'em with another curve ball.

THREE QUESTIONS

Make one concession to your players' curiosity. before starting the adventure, allow them to ask you any three questions that they wish, as long as the questions can be answered with a "yes" or a "no." No explanations; yes/no questions only. Do this after you've told them the setting and universe rules. more often than not, the players will only make themselves more curious.

HOW DO THE CHARACTERS KNOW WHAT'S GOING ON?

While playing in *Dream Park*, all characters wear earphones and virtual reality glasses that can blend what they are really seeing with computer-generated images. Using the goggles and earphones, gamemasters are able to communicate important information and background to players on the field. Two examples: 1) If a character makes a spell roll to reveal magic objects, the gamemaster—or game computer—can use the V.R. goggles to make magic objects appear to glow to the character. The goggles also supplement holograms, robots and actors in making sets, landscapes and creatures appear. 2) If a character needs coaching, such as when they need to recall a piece of information after making a Knowledge roll, the gamemaster or assistants can use the earphones to tell the player exactly what he or she needs to know. When running the *Dream Park* RPG, you must decide whether you merely have the characters see and know what's going on, or whether you role-play communication through the goggles and earpieces. Remember, the gamemasters see everything that happens through on-field cameras and microphones and computer displays. Now, get set to read on and discover a new world of fantasy and adventure that will have you and your unsuspecting adventurers thinking about role-playing games in a whole new way...

GAMEMASTER'S OVERVIEW

The Fiendish Agents of Falkenberg Game is international intrigue and high adventure set in the World War II of an Earth similar, but not identical, to our own. The players are a team of superpowered heroes and agents ordered by a secretive government service to penetrate deep into the heart of Germany and learn the secret of the Third Reich's newest weapon. The characters will first have to overcome supervillains at home. Then they will face a gruelling trek deep into the heart of the Reich, as they search for a lofty castle that houses secret and sinister Nazi experiments. The characters will have to elude resourceful German soldiers and shady Gestapo agents. Once at their target, they will face their greatest challenge as they pursue arch-German superagent Baron Wilhelm von Falkenberg (a.k.a., the Red Falcon) into the future to stop him and his agents before they can return to the past with the weapon that will enable Hitler to conquer America and the world.

I SETTING (GENRES)

The Earth of this adventure is something out of pulp superhero and science-fiction stories and comics from the nineteen-thirties and forties. In this Earth, history has followed a path similar to our own in most ways. The forces that lead to World War Two have all come to a head, and the great conflict has been raging across Europe and Asia for four years. There are some differences, however. Superheroes and super agents are real, in the style of wartime and pre-war characters such as Captain America™, Batman™,

and the Green Hornet™. These heroes battle German and Japanese agents of equal ability, along with sinister Fifth-Column organizations that threaten America from within.

The super heroes and agents are not the only things unusual about this alternate Earth. Technology has evolved slightly differently than in our own world. Elite commandoes with jet-packs fight urban warfare amid the cities of Europe. Ambulatory tanks—gigantic armored robots—stride through the war torn streets. Huge aircraft ply the skies—airplanes and Zeppelins larger than any that ever flew in



our own world. Daring pilots in rocket-assisted fighters (more advanced than the Komets fielded by the Germans late in the war in our own reality) streak through the skies to intercept the behemoths. The advances in aircraft have allowed the Germans and the Japanese to launch air strikes against American coastlines, although no invasions have been attempted. In castles and lab complexes deep within the warring countries, brilliant scientists labor over astounding experiments, each trying to find the key to victory. One such team labors over the atomic bomb at a complex deep in the heart of New Mexico, but they are months, possibly years, away from success. In the Bavarian Alps, however, a German man is much closer to succeeding with a technology beyond the understanding of any American scientist. The success of the project has not escaped the notice of American agents.

The adventure will take the characters a hundred years into the future, as they pursue the Red Falcon. There they will find a world straight out of pulp science fiction. Buildings are harsh megaliths of breathtaking height, with ribbons of unsuspended roadway winding through the air between them. Personal air cars skim through the cities, and obedient citizens ride sliding walkways through the streets, dressed in color-coded, visored jumpsuits. Gigantic air-machines glide majestically through the skies, dwarfing anything the characters have ever seen. The setting appears technologically utopian, but there are sinister overtones of social regimentation.

2 SYNOPSIS

These are the basic story elements for The Fiendish Agents of Falkenberg Game, in their proper sequence.

Teaser: The characters are U.S. Army superheroes and agents. They face criminals in what turns out to be a clever simulation. Whether they win or lose, they are dispatched on a secret mission by their commanding officer.

World One: The characters are transported across the Atlantic by aircraft. On board they learn the true nature of their mission. They face Fifth Column agents and enemy fighters, and eventually parachute behind enemy lines. They must ride by train to Bavaria, pursued all the while by Gestapo agents. At the end, the characters find Falkenberg's castle: the Falkenschloss.

World Two: The characters penetrate the Falkenschloss and face the Red Falcon's agents. They find the captive Doctor Hans Weitzer, and learn the true nature of the Führer's secret weapon.

World Three: The characters pursue the Red Falcon into the future, where they discover a world beyond imagination. Against this backdrop they must find and fight the Falcon before he can return to the past with his super weapon.

Conclusion: If the characters succeed, the United States goes on to win the war. If not, the characters may be stuck in the future or killed, as the Falcon returns to 1940s Germany with the Führer's trump card.

3 UNIVERSE SPECIFICS

The Fiendish Agents of Falkenberg Game starts in a **Modern** (World War II) setting, with some modification, and proceeds into a **Future** setting. Players should design their characters to conform with the Modern setting. Characters can not start the game with Future skills except for Mecha Piloting and those skills applicable to special items the character may wield (jet packs, rayguns, etc.).

All of the characters should be designed as superheroes, supersoldiers, or as super agents (in the style of the Green Hornet™ and the Shadow™). All superpowers and psionic powers are permitted. Magic powers are also permitted, but magic using characters should reflect superhero archetypes, such as Marvel Comics' Dr. Strange™. No clerical spells are permitted.

4 CHARACTER SPECIFICS

This adventure can be run with as few as two players, although four to six is optimum. The characters start as pulp-style crimefighting superheroes and agents, and their skills and powers should reflect that. For superheroes, stock abilities such as Flight, Offensive Blasts, Super Strength, and Invulnerability/Resistance will all be useful. For agents, good Martial Arts and Stealth, Lock-Picking, and weapons and disguise skills will all be useful. At least one character should speak German passably. Characters must be strong enough to battle supervillains, and smart enough to sneak into enemy territory, and then locate their quarry in the future. Characters who want to define super abilities through Future objects, (flight with a jet pack, attacks with an energy sword), magic objects (spells with a magic staff) or objects not listed in the rules should be allowed to do so, provided they can justify the item(s) and pay for them in character points. Characters who define powers and abilities with items or equipment get them at **2/3** of the regular point cost (round up), but run the risk of losing the objects, or having them damaged or destroyed. As referee, you must decide how tough an item is and under what circumstances it is damaged or lost.

5 HINTS ON RUNNING THE ADVENTURE

The Fiendish Agents of Falkenberg is high powered pulp wartime adventure. Rollicking action and daring intrigue are the name of the game. Spare no effort at making the heroes and American NPCs flag-waving patriots, and the Gestapo agents and Nazi supervillains nefarious, cruel, traitorous and backstabbing. Meanwhile, the men in the trenches on both sides are just farmboys caught in a conflict they never made. Comic books are the ultimate inspiration for this adventure, particularly wartime action and superhero books. As influences, draw from such things as early Captain America™, Superman™ and Batman™, along with soldiering adventures such as Sergeant Rock of Easy Co.™, or Sgt. Fury and His Howling Commandos™. More

modern sources such as the movies *Kelly's Heroes*, *The Guns of Navarone*, and *The Rocketeer* are good for getting the cinematic feel of skulking deep behind enemy lines and of battling enemy agents or spies.

Everything changes when the characters reach the future. The future in this adventure is definitely a retro-vision: something out of the comics and stories of the war and pre-war years. Mile-high buildings, hats with antennae on top, food in pills, and so on. Most technological devices are sleek, finned, pointed, and have projecting radial discs. Think of the pulp magazines *Astounding Science Fiction* and *Analog*, the old EC science fiction comics, the classic movies *Metropolis* and *Things to Come*, and William Gibson's story, *The Gernsback Continuum*, from the collections *Burning Chrome* and *Mirrorshades*.

THE TEASER:

GAZE OF THE SERPENT

GAMEMASTER'S OVERVIEW

- **Setting:** The simulated gritty streets of downtown Any City USA, during the height of World War II. Actually a secret army base.
- **Non Player Characters:** The crooks, »General Heywood Sawyer, »the Serpent, soldiers.
- **What the Characters Know:** They are crimefighters

sworn to protect the streets of America from those nefarious criminals who exploit wartime hardships for their own advantage.

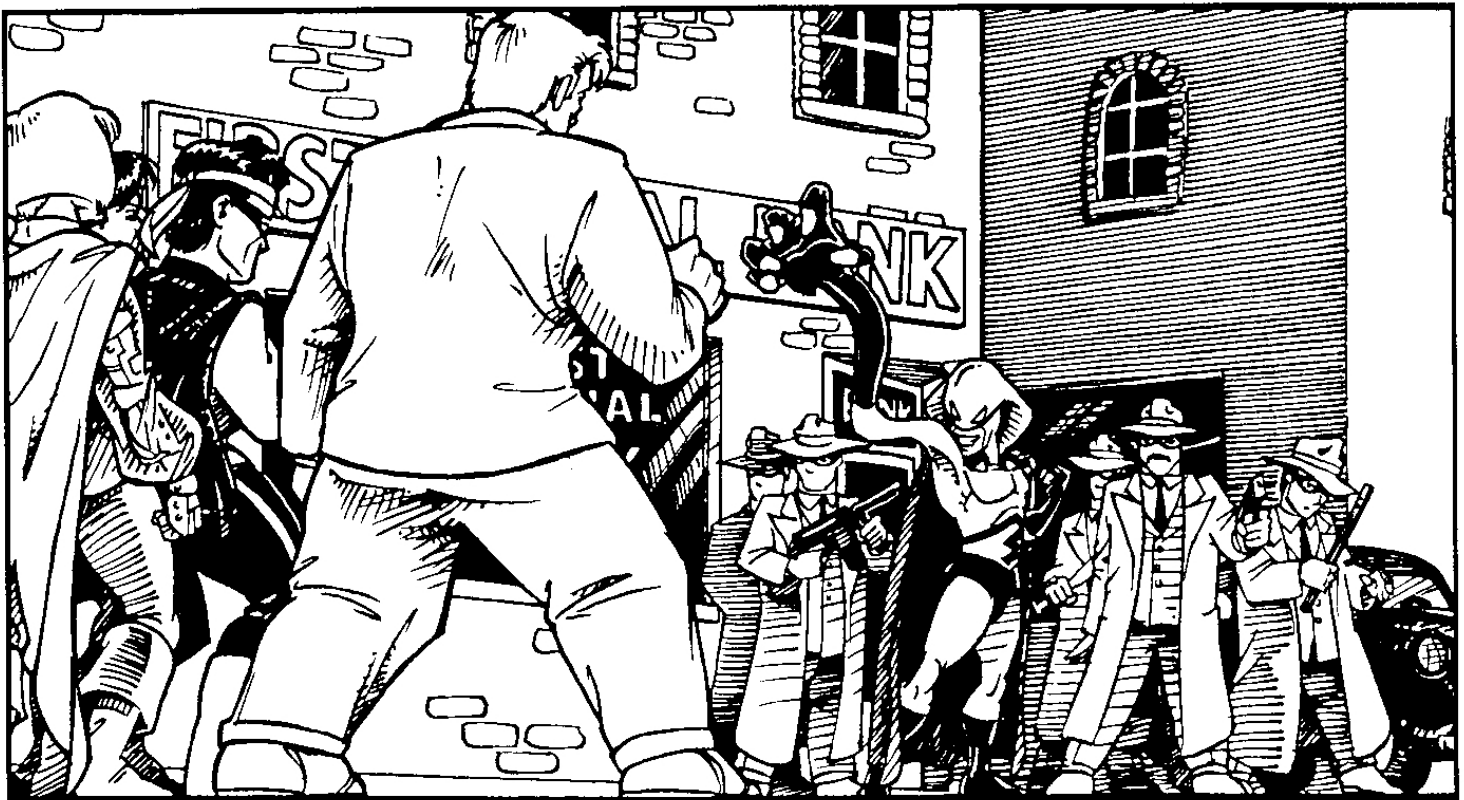
- **What the Characters Don't Know:** That they work for the U.S. Army, and the whole thing is just a drill. They will discover this at the end of the teaser.

SCENE ONE:

ENTERING THE GAME

As game time approaches, the characters will be assembled outside the main entrance to Gaming Area A. When everyone has been assembled, and the clock has rolled over to time 00:00:00.0, the door will be rolled back, and the characters ushered inside. They will find themselves in what appears to be an office building. The door has slid shut behind them to become nothing more than a white-painted wall. With an **Awareness roll of +1**, or if they ask, the characters might notice a few things. A calendar

hanging on the wall is open to November 1943. This should be the characters' first clue as to the date. They might have suspected a current (1990s) adventure up until this point. Also hanging on the wall, in case they missed the point, is a World War II propaganda poster showing a sailor floundering in rough water as his ship sinks in the background. The caption reads "LOOSE LIPS SINK SHIPS," and below that, "The Enemy is Listening!" There can be no doubt about it: it's wartime in America. Various other clues might also reveal the era, from the furniture styles to the letterhead on the stationary lying on the desks.



The characters won't have much time to examine their surroundings, however, as, within moments of entering the dome, they will hear the sounds of machinery and voices coming from down the hallway. If they want to see what the source of the noise is without giving themselves away, whoever looks will have to make a **Stealth roll vs. the Crooks' Awareness Roll**. If the scout is successful, he or she can sneak down the hallway, and check the source of the noise without being discovered. The first thing that the scout(s) will notice is that the building is a bank. The front area is a large room bisected by a high counter with unmistakable teller drawers and windows. Painted on the window looking out over the street is: FIRST NATIONAL BANK. If these clues weren't enough, a large safe dominates the back of the room (see map). The noise is coming from the **CPS+0** group of men who are trying to drill through the lock and open the safe. The criminal intent of the men is apparent for a number of reasons: 1) They are carrying guns (see sidebar). 2) They are wearing trenchcoats, fedoras and black masks. 3) The night watchman has been tied and gagged and dumped against a wall. Most of the men are gathered around the safe. One is standing guard at the door, scanning the street, and one is waiting outside in the getaway car.

If the scout(s) make their Stealth roll: They will be able to observe this without being seen.

If the scout(s) fail their Stealth roll: If they make noise,

two crooks with tommy guns will investigate. As soon as they see the characters, they will open fire. If the characters reveal themselves to the group, the criminals will all open fire, except for the one working on the safe.

Once the crooks realize that they have been rumbled, they will open fire on the characters and try to hold them off long enough to finish opening the safe. They will successfully open the safe **2D6** turns after making contact with the characters. Once the safe has been opened, they will try to escape in their getaway car with several sacks of money. They will only get a few yards before the overanxious driver crashes the getaway car. The crooks will scatter on foot. If the getaway car has been disabled by the characters, the crooks will try to escape the bank on foot.

THE GANGSTERS

(Actors)

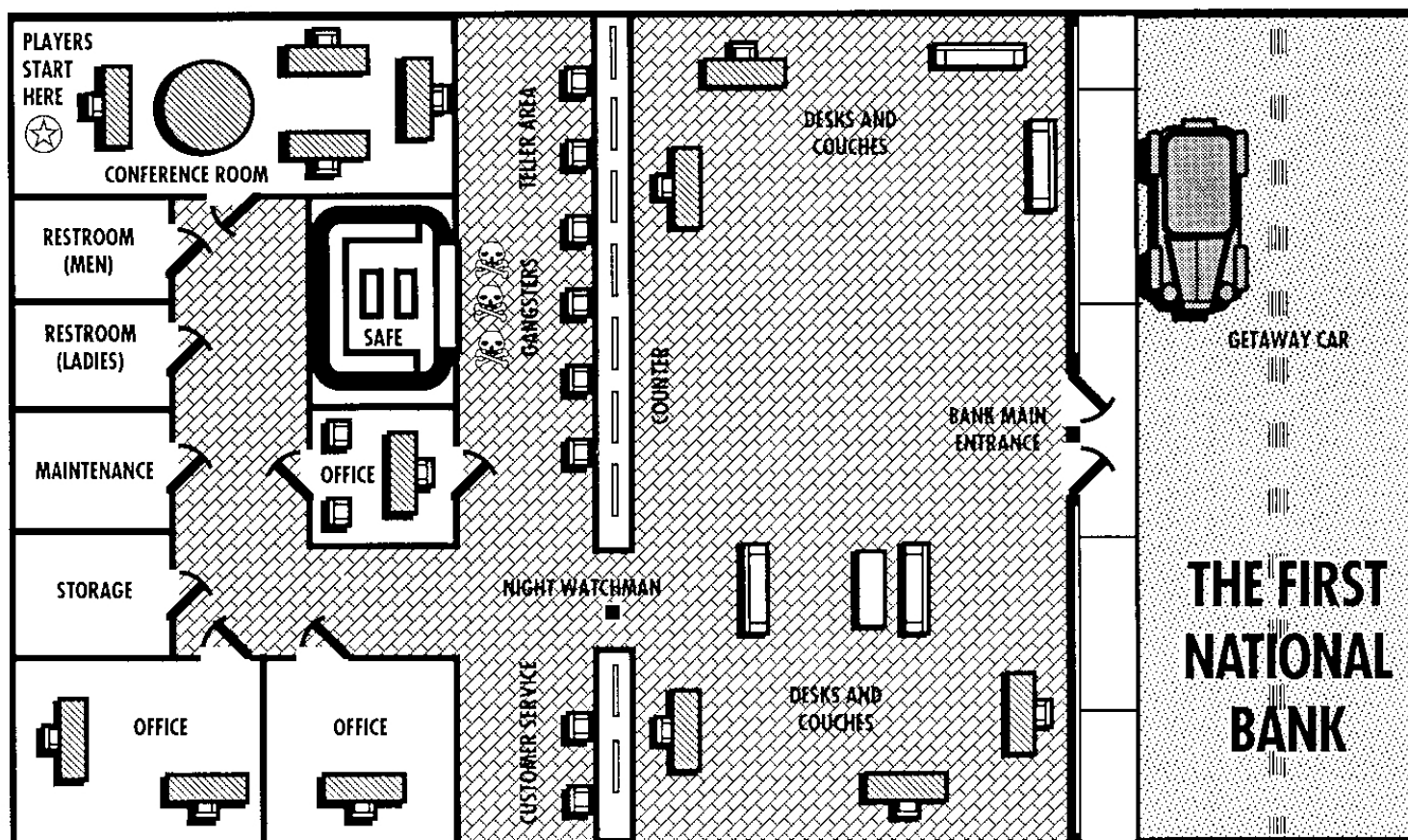
These are **CPS+0** shady individuals busy cracking the safe at the First National Bank.

Class: Most are **+0** Fighters. Two are **+0** Thieves.

Advanced Skills: Fighters: Martial Arts +3, Driving +4, Streetwise +3
Thieves: Pick Lock +4, Escape Artist +2, Streetwise +3, Driving +3

Weapons: The Fighters have Tommy Guns (Heavy Submachine-guns) with 50 round drums. The thieves have Medium Auto-pistols with two magazines apiece.

Wounds: 10



SCENE TWO:

ENCOUNTER WITH A SUPERVILLAIN

If the characters are beaten by the crooks, that's their tough luck...temporarily (see below). Otherwise, once the characters have started winning, or the battle has become a stalemate, the

leader of the criminals will appear and try to tip the scales back in favor of his men. The leader is a supervillain called the Serpent. He has the power to stretch and bend his body into any number of shapes. He is also tremendously strong, and gifted with hypnotic abilities. As referee, you should use your judge-

ment to decide when to introduce the Serpent. Ideally, he should appear just when the characters are gaining confidence in their ability to defeat the criminals. Feel free to use any good opportunity, however.

When the Serpent enters the fray, he will ooze up through a heating vent in the floor (or a sewer grate if the fight is outside). He will use his Stealth skill to try to approach one of the player characters without being noticed. When he is close enough, he will strike. Have any player characters who are in a position to see the Serpent make **Awareness rolls vs. his Stealth**.

If the character(s) succeed: They will see the Serpent coming. This will be only a partial advantage, however, as he will use his hypnotic power to try to freeze the character. Have the character make a **Willpower roll vs. the Serpent's Hypnotism roll**. If the character loses by 5 or more points, he or she is frozen until the Serpent is distracted. If the character loses by 3-4 points, he or she will hesitate, and lose initiative to the Serpent.

(Computer/virtual image slaved to an actor in Gaming Central)

The Serpent is a nefarious, slimy, cruel, evil, crooked, traitorous, vile, rude, despicable character of the type that have frustrated heroes in comic books since the dawn of time. His Entangle power works only in hand-to-hand combat. If he successfully entangles someone with his body, he can cause Critical damage by squeezing. He must successfully hold the character to squeeze. A character who breaks out before the Serpent can squeeze will take no damage.

Class: Supervillain

Advanced: Hypnotism +7, Stealth +3,

Skills: Streetwise +4

Super: Elasticity, Entangling Attack,

Powers: Amazing Strength

Wounds: 12

If the character(s) fail: They will not see the Serpent coming, and he will attack as if he were successfully ambushing. He will try to crush the luckless character to death (see sidebar).

The Serpent will continue to attack until his men have escaped or all been killed or captured, or until he has taken six wounds. He will then try to escape by vanishing through a heating vent in the floor or ceiling, or through a sewer grate if the fight has moved out into the street. If the battle has progressed for more than a couple of minutes, have the characters make **Knowledge rolls at +1**. Any character who succeeds may wonder where the police are. The tommy guns make a lot of noise, and should surely have alerted someone, even if the bank's alarms have been disabled. The downtown police precinct can't be far away. The characters will find out why the police haven't intervened in a moment.

Also, no matter what happens, the battle will not move more than a hundred yards away from the bank. If the crooks escape on foot, they will hide nearby. Even if they make it to their getaway car, they will crash it almost immediately. Any character who does happen to stray more than a couple of blocks from the bank will find that the whole section of the city appears to be walled in. A backlit cyclorama (hanging painted curtain) gives the appearance that the city continues. Any character who flies more than 100 yards up will find that the city is also roofed, and the moon and stars are no more than a model and bright pinhole lights. The whole thing is expertly constructed to give the illusion of reality, but it's definitely a set. As far as the players know, all of this is part of the normal park mechanics. They may find themselves wondering how Dream Park could allow such easy detection of their illusion. It seems like shoddy work for them... This should not stop characters from continuing the fight, however.

SCENE THREE:

A GAME WITHIN A GAME

As soon as the battle has finalized one way or another, the characters will get a surprise. Even if they have discovered that the cityscape is a set, they may not expect this. The entire conflict has been a simulation that is part of the adventure storyline. If the characters are inside, all of the lights will turn on, and they'll see the night outside the bank windows suddenly turn into day. If they are outside, floodlights will suddenly snap on overhead, revealing that what appeared to be a night sky was really a network of beams. The cityscape in the distance is nothing more than a good cyclorama and diorama. Killed or disabled criminals will begin to get up. (Since this is a Dream Park game, no one has really been injured or killed, no matter what the characters appeared to do.) If the characters won, the thugs will pat them on the back and congratulate them. If the characters lost, they might offer consolation. Characters who have been killed or injured in the fight will hear a voice from Gaming Central telling them over their headsets, "Your character is at full strength. This has been a simulation, you are still in the adventure."

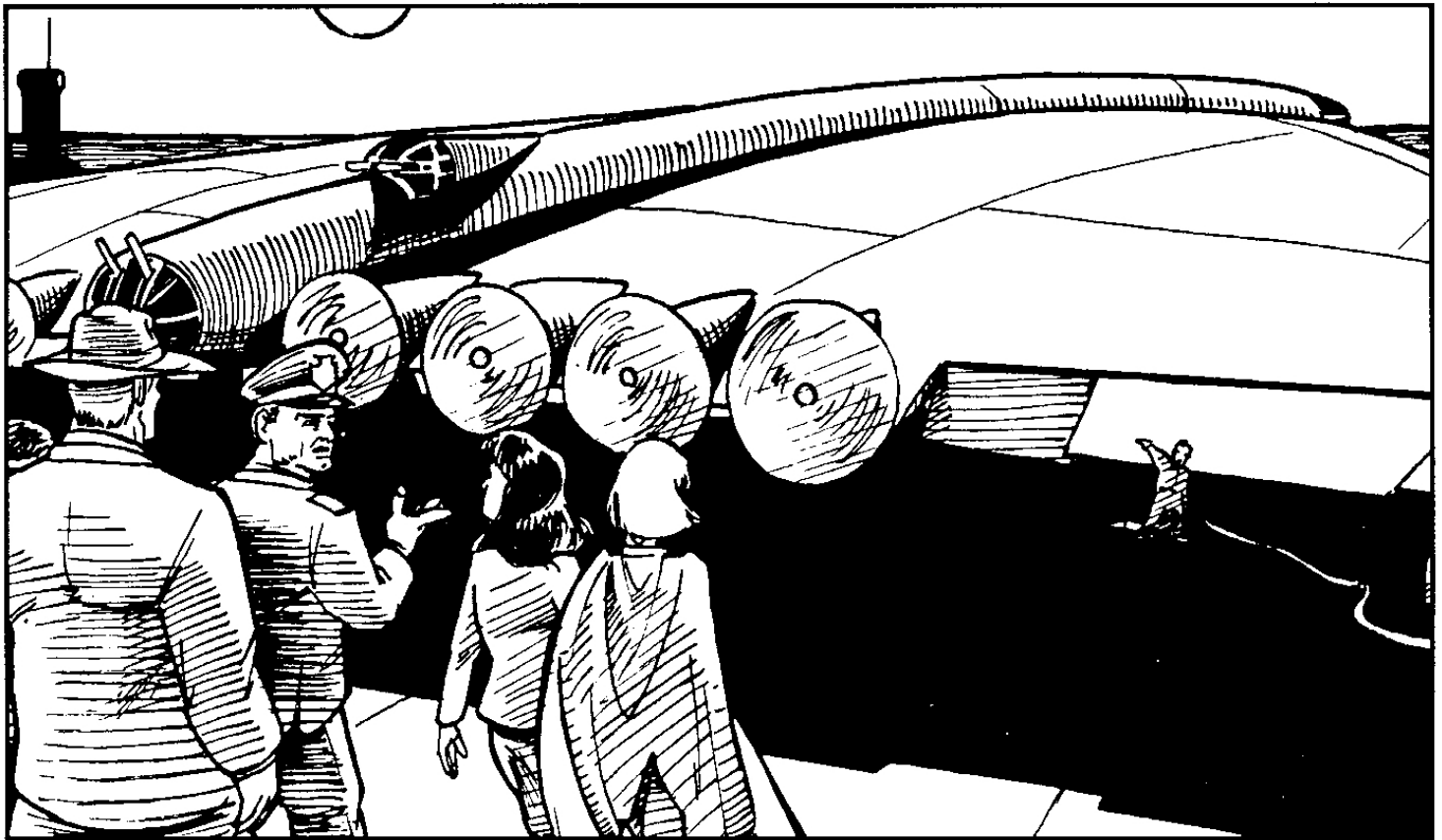
Moments later, a section of the cyclorama at the end of the "street" will roll up, exposing a huge, roll-up door. The door will open, and in will walk several soldiers in

1940's Army uniforms. At the head of the group is a tall, grey haired man with round glasses and a cane. He is wearing the uniform of a General. He and the group will approach the characters and the actors who were playing thugs. His nametag says Sawyer. The characters will get coached by a voice over their headsets. "This is General Heywood Sawyer, your commanding officer."

If the characters won: He will say, "Congratulations men. All the time and training has paid off. You're ready for your real mission. Unfortunately, you'll have to rest up in transit. The timetable has moved up. Our sources in Germany say that that we have to move now, or we may be too late. A plane is standing by on the airfield, along with everything you'll need. Let's move out."

If the characters lost or stalemated: He will say, "Obviously we need more training time. Unfortunately, we don't have it. We have to move out this morning, the mission timetable has been moved up. Our sources in Germany say that we have to move now, or we may be too late. A plane is standing by on the airfield with everything you'll need."

Once the explanation has been given, an adjutant will



come forward with sealed envelopes. He will give one to each character. The General will say, "These are your sealed orders with all mission details. For security reasons, do not open them until you are on the aircraft." He will walk the characters out of the huge building in which the simulation took place. As the characters emerge, they will see that it looks like several large aircraft hangars joined together. From the air, or to a spy at a distance, it would appear to be aircraft hangars.

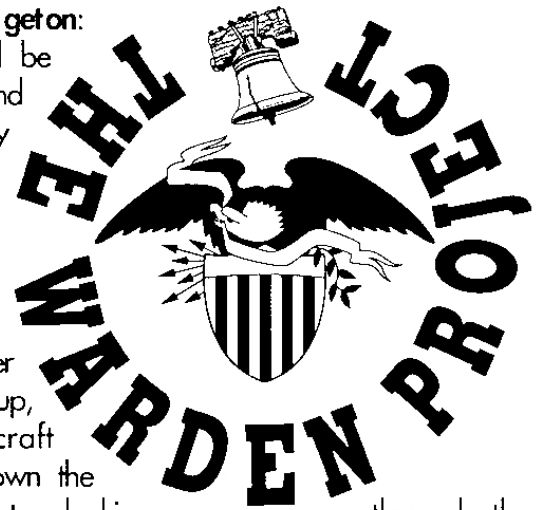
The whole installation sits on what is obviously a military reservation of some kind. There are barracks, multipurpose buildings, Quonset huts, an airfield, jeeps, combat robots, and armored vehicles. The surrounding country appears to be deciduous woods. It is impossible to say where in the world they may be, but it could be somewhere on the East Coast. Perhaps Virginia.

The General and his squad will walk the characters to the airfield where an enormous, flying wing-style aircraft is waiting with engines running. It is no aircraft that ever actually existed during World War II, but is peculiar to the universe and timeline in which the adventure takes place. At the ladder leading to the door of the aircraft, the General will shake the hand of each team member and say, "(Ladies and) Gentlemen, the prayers of America and the President go with you. Good

luck. I hope to see you again." He will gesture to the aircraft.

If the characters get on:

The hatch will be slammed behind them, and they will be buckled into seats. The airplane will taxi into position for takeoff. As the eight huge pusher propellers wind up, and the aircraft accelerates down the runway, characters looking through the starboard windows may see the General standing by the runway, saluting. The ground falls away, and the airplane continues eastward over green hills, and soon, the Atlantic Ocean.



If the characters don't get on: They will be coached over their headsets that they are, indeed, military personnel under orders. They can refuse if they want, but they will be out of character. If they refuse orders, General Sawyer will consider them traitors, and he will have the U.S. Army hunt the characters down.

WORLD ONE:

INTO THE HEART OF THE REICH

GAMEMASTER'S OVERVIEW

- **Setting:** The huge U.S. Army Air Corps flying wing, the German towns and countryside, the train or road to Falkenberg.
- **Non Player Characters:** The U.S. airmen, the Fifth Column super-agents, German soldiers, Gestapomen, German citizens.
- **What the Characters Know:** They have been sent to find the nature of, and possibly sabotage, a reported German secret weapon being constructed at the Falkenschloss in the Bavarian Alps. They will have to parachute behind enemy lines, deep in the heart of the Axis.
- **What the Characters Don't Know:** There is a Fifth Column agent on their airplane. He is bent on finding the nature of the characters' mission. Also, the aircraft will be attacked by German fighters, and crippled or shot down short of its objective. The characters will have to travel much further than planned, through the German countryside

SCENE ONE:

SECRET ORDERS

Once the characters are airborne they may open their orders. Each set is individually addressed. If one of the characters is clearly team leader, then that person is addressed as a Captain. If anyone is second in command, that person is addressed as a Lieutenant. Have the other characters roll randomly for their ranks on 1D6. 1-3: Private. 4: Corporal. 5: Sergeant. 6: Lieutenant. Each character is addressed by their secret identity name and superhero/superagent name, if any. This is the first time that the characters will be told the nature of their mission. The orders contain the following information:

The U.S. Government has learned that German scientists have been working on a secret weapon in Falkenberg's remote castle, near the town of Falkenberg in the Bavarian forests of southern Germany. The nature of the weapon is unknown, but it is reported to be capable of deciding the war in Germany's favor. Bombing the castle has been difficult due to an extremely effective air defense network and a crack interceptor squadron based out of nearby Teublitz. Also, the castle is protected by the Red Falcon, Hitler's most powerful superhero and chief of Hitler's supersoldier corps. Furthermore, it is suspected that actual

contruction on the weapon is being done underground, where bombs would have little or no effect.

The President and the commanders of the Warden Project have decided to send in a team of American military superheroes and agents to infiltrate the castle, find out the nature of the weapon, and sabotage it. The infiltrators are also to terminate with extreme prejudice any scientists

THE WARDEN PROJECT

The Warden Project was established by the United States at the outset of World War II. It requires all men and women possessing special powers or abilities outside of the realm of normal human beings to enlist in the armed services for use in special military projects. In effect, it co-opts all freelance crimefighting superheroes and superagents, and places them under military command. Some continue domestic crimefighting activity, some (such as our characters) are used for covert military operations, and others to boost morale of regular fighting units. The project is commanded by General T.F. Warden, who reports directly to the President. Hitler has a similar corps, the *Waffen Übersoldaten*, under the command of Baron von Falkenberg, the Red Falcon.

possessing knowledge or skills essential to the completion of the project.

The characters will be inserted into Germany on board one of the two prototype Nightwing aircraft. If the pilots can escape detection, the characters will make a nighttime parachute jump out over the forest that surrounds Falkenberg. They will approach the castle on foot, and proceed with their mission as they best see fit. They will extract from Germany by stealing or hijacking a German rocket aircraft from Teublitz field and flying into Leichtenstein, 200 miles away. From there, they can make their way into Switzerland.

There is an addendum to the orders. The Nightwing bomber is one of two experimental prototypes. It can not be allowed to fall into Axis hands under any circumstances, even if it is reduced to wreckage. The plane carries a destruct mechanism which can be armed from the cockpit; a high explosive charge powerful enough to reduce the entire plane to splinters. The orders include the protocol for arming the destruct mechanism. For security reasons, the airplane crew is unaware of the mission. They know only the drop-zone coordinates and general target area.

All pages with mission information are on red bordered flash paper, and must be burned after reading. Each packet also contains maps and profiles on the forces and agents around Falkenberg and Teublitz. Also, each character who doesn't have appropriate powers or equipment is issued unmarked German fatigues, sup-

plies, a parachute, a dagger, a Luger (Medium Autopistol), a Schmeisser (Medium Submachinegun), and four magazines for each weapon. All characters who can't fly are issued parachutes. Agents with demolitions skills can request specific explosives, or buy them with character points.

YB-48 NIGHTWING

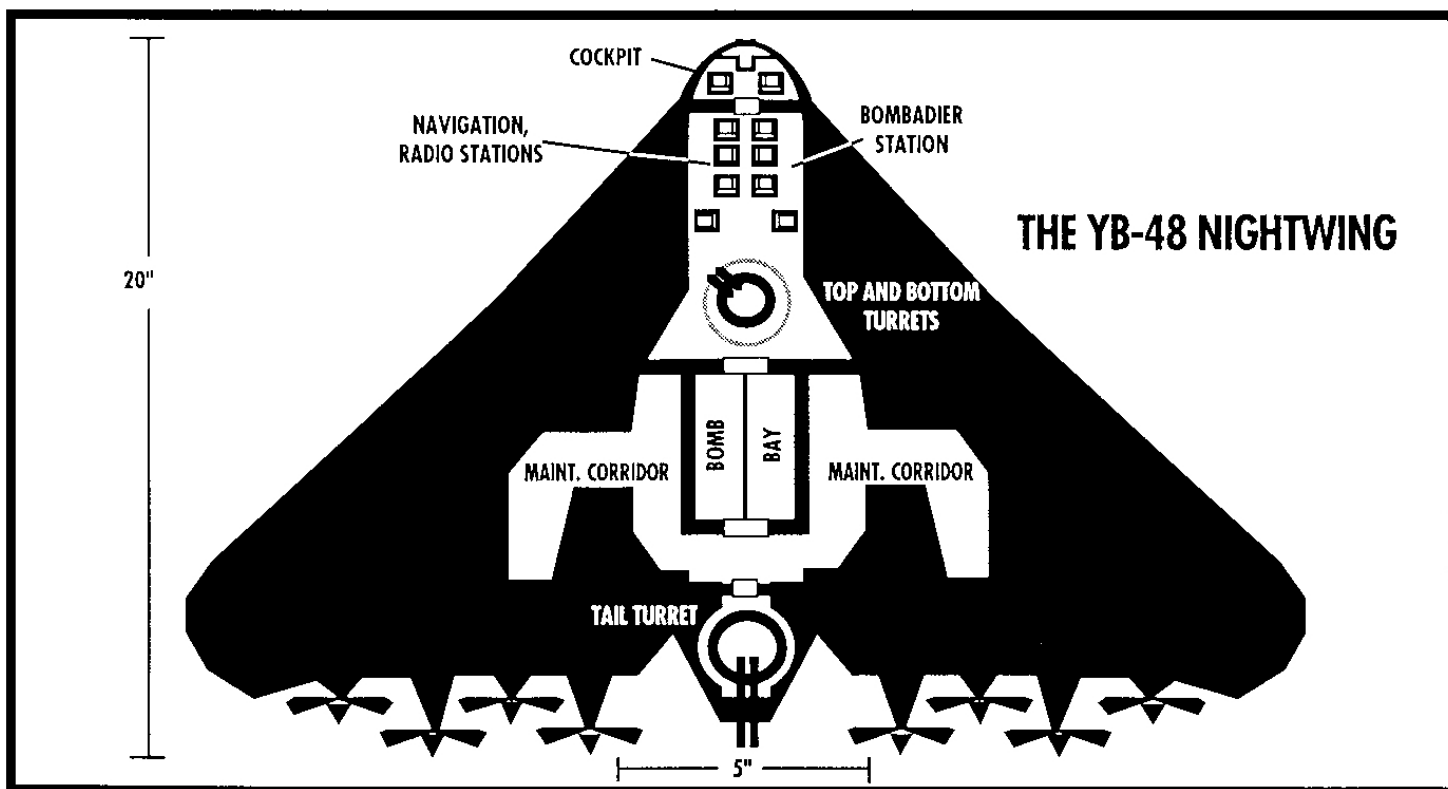
The Nightwing is a prototype long-range bomber and cargo aircraft. It is a huge flying wing with a span of 200 feet, powered by eight pusher propellers. Only two have been built, and they are used only for the most sensitive missions. The giant airplanes have cryptic paint jobs, extremely quiet engines, and a high cruising altitude that makes them hard to detect, especially at night (the Axis doesn't have effective radar). The plane can carry up to 15,000 pounds of bombs or cargo. It has three machine guns; a tailgun, a belly turret, and a back turret. The Nightwing can fly at 350 knots for ten hours, or up to fifteen if only lightly loaded. It carries a crew of seven: the pilot, copilot, navigator/radio operator, crew chief/tail gunner, bombardier, and the two turret gunners. The destruct unit is activated by a failsafe switch between the copilot and pilot seats. It has a thirty second timer. When it goes off, the plane, and everything around it for 50 game scale inches (100 yards) will be destroyed. Characters and aircraft less than 200 yards away will take **2D6** wounds from blast and flying debris.

Class: Fast Flyer

Speed/Maneuverability Bonus: +0/+0

Armor: Heavy

Wounds: 30





SCENE TWO: TREACHERY AT 20,000 FEET

Because of the delicate nature of the mission, there will be no fuel stops on the way in, although the plane is scheduled to put down in Malta on the way back. Most of the flight will be uneventful, giving the characters time to relax and plan their mission. The pilot will inform the characters when they go "feet dry" over Belgium. The flight plan takes the aircraft over Belgium and Luxembourg, and then across southern Germany to Bavaria. After inserting the characters, the aircraft will continue south across Austria and Italy before landing fifteen hours after takeoff for refuelling at a secret Allied base in Malta. Ideally, the prototype aircraft's altitude and superquiet engines, along with the cover of darkness, will help it escape detection. The German's have only rudimentary radar, incapable of picking up the aircraft. The need for secrecy and the probability of detection mean no escort. If the plane is discovered, it will have to fight its own way out. There is no fuel for course deviations.

Trouble will begin soon after aircraft crosses over from Belgium into Germany, at about 8:00 PM German time. Characters should make **Awareness rolls at +3**. Anyone who succeeds will hear some thumping and banging coming from the cockpit. The sounds might not be audible at all, were the plane not so quiet. Within a few seconds after the thumping subsides,

the plane will begin a gradual turn eastward, and a shallow dive. Any of the characters making a **Knowledge roll at +4** will realize that the course change and altitude reduction are not part of the mission profile or flight plan. If asked, the crew chief and gunner will suggest that the pilot is probably avoiding weather, or reports of interceptor activity.

If anyone knocks on the flight deck door, there will be no response. It has been locked from the inside, and there is no other entrance. The characters can try to break open the door. It is solid, riveted metal, and has **Medium Armor** and **15 Wounds** (it's designed to stop fragments and bullets). If the characters break the door open, or come in through the windshield or skin (remember, they're superheroes), they will immediately see that the pilot, copilot, and bombardier have been killed, and the navigator is flying the airplane.

FIFTH COLUMN SUPERSPIES

Of course, getting into the cockpit might be problematic. The crew chief and both gunners are actually Fifth Column spies: American supervillains in the pay of the Germans. The four spies are all shape-shifters. They killed the actual crew members and took their places before the flight. Their objective is to seize the Nightwing aircraft, or, if that is not possible, to force it down with a minimum amount of damage so that Nazi scientists can examine the wreckage. Killing the characters will merely be a matter of course.

If the characters try to break into the cockpit: The crew chief and gunners will emerge from their turrets, and shift into their true shapes (see Page 16). They will try to kill or

(Actors enhanced with virtual graphics and props)

These are the four shapeshifting superspies that have infiltrated the aircrew. They are American traitors in the service of the Führer. When they first attack the characters make sure the characters see them shift from their fake airman forms into their true forms. Their names are Morpho (crew chief), The Double (pilot), and Castor and Pollux (gunners). The latter two are brothers. For ease of bookkeeping, they all have roughly comparable powers and skills. If there are four or fewer player characters, the villains are +0 Fighters. If there are 5-6 player characters, the villains are +1. If there are 7 or more player characters, they are +2.

Class: +0, 1, or 2 Fighter/Supervillains

Advanced: Martial Arts (all) +5, Vehicle Weapons +3 (all), German Skills: +5 (all). Pilot Plane +4 (The Double)

Super- Shapechange (all), Powerful Ray (Castor and Pollux),
powers: Resistant (Morpho), Machine Control (The Double)

Wounds: 7 (Morpho and The Double), 9 (Castor/Pollux)

Weapons and Equipment: All but Morpho have **Very Light** Armor costumes. Morpho and the Double have the original crewmen's Heavy Autopistols with two magazines each. All have parachutes.

incapacitate the characters without damaging the airplane. If the fight gets particularly hairy, the villain piloting the aircraft may turn on the autopilot and come back to join in the battle. Within moments after the fight begins, a flight of four German fighter planes will form an escort around the bomber. They are not attacking.

If the characters don't get suspicious: They will when the plane starts leveling off at just 5000 feet, and a squad of four German interceptors start flying in formation with the Nightwing, but not attacking it! After killing the rest of the cockpit crew, the bogus navigator alerted the German fighter net, and they have sent up a team to escort the American plane down. Anticipating trouble from the Ameri-

can heroes, the impostor airmen will climb out of their turrets and attempt to attack the characters by surprise.

It might occur to the characters to bail out, and leave the airplane to the Nazis. If so, remind them that they are under standing orders to make sure the plane doesn't fall into enemy hands. If they decide to bail out, they must either arm the destruct device in the cockpit, or take some other measure to make sure the aircraft is *totally* destroyed. Watch how much damage the airplane takes during the fight. If it takes more than 16 wounds it is crippled. If it takes more than 30, it is destroyed.

SCENE THREE:**DOGFIGHT!**

Even if the characters defeat the impostor crewmen they will have to contend with the four Luftwaffe rocket fighters that are escorting the ponderous American aircraft. If any of the characters can fly the airplane, or if they can coerce The Double, then they will likely return the airplane to its original course. If they do this, the German pilots will realize that the plan has gone astray, and they will try to shoot the Nightwing down.

If the characters defeat the Nazi fighters: If any of them can navigate and pilot, they can fly the airplane onto its final destination. Remember, they must destroy the airplane if they all abandon it. If they trigger the huge self-destruct explosion in the neighborhood of Falkenberg, the local soldiers and Gestapo will become very suspicious. They will have to bail out further away from their target than initially intended. The explosion will be visible for at least thirty miles, so that should be the minimum distance from Falkenberg when the bail out. Go to Scene Four.

(Computer controlled holograms)

Messerschmitt Me-288 rocket fighters. The Pilots are +1 Fighters, with the skills Pilot Plane +6 and Vehicle Weapons +6.

Class: Fast Flyers

Speed/Maneuverability Bonus: +2/+2

Armor: Medium on body, Light on Cockpit.

Wounds: 15

Weapons: They can fire their nose autocannons once per turn, for Very Deadly Damage.

Me-288 Hit Locations (Roll 1D6)

These are for special effect purposes except in the case of the pilot. If the Pilot/Cockpit takes 11 wounds or more, the pilot is killed, and the plane will crash.

1-2: Engine.

3-4: Body.

5: Fuel, very volatile. 1 or 2 on a D6 causes a spectacular explosion.

6: Pilot/Cockpit.

NIGHTWING WEAPONS

The Nightwing has three guns. The top and bottom turrets respectively can only hit targets above and below the aircraft. The tailgun can hit targets in a 90° cone from the rear of the plane. Each turret fires once per turn for Very Deadly Damage. The guns are fired with Vehicle Weapon skills. Characters with offensive powers such as beams and blasts can use them to attack the fighters.

Nightwing Hit Locations (Roll 1D6)

For special effects unless a character is hit. Then roll randomly again to see which character is hit.

1-2: Body

3: Engines

4: Cockpit (not pilot)

5: Fuel

6: Passenger

If the Nightwing is crippled or destroyed: The characters will have to bail out. They must remember to trigger the destruct mechanism first. Even if they have survived, they now have to travel $2D6+1 \times 10$ (30-130) miles on the ground to get to their objective. Go to Scene Four.

SCENE FOUR:

UNDER COVER OF THE NIGHT

One way or another, the characters will eventually have to bail out. The only question is how far away they are from their target when they do. They can be anywhere from 30 to 130 miles away from Falkenberg. (Theoretically, they could have bailed out right over Falkenschloss or Falkenberg town, but that would mean that the local troops and the Red Falcon are expecting them. Double all patrols and add +2 to all enemy team strengths.)

Now that the characters are on the ground prematurely, their mission has been disrupted, and they will have to improvise. Fortunately, they have good maps, and they should be able to get a fix on their position relative to Falkenberg with accuracy. A **Navigation roll at +1** or a **Knowledge roll at +3** is needed. If these both fail, the characters will just have to find someone and interrogate them (this would be a **Knowledge vs. Willpower** attempt). No matter how far the characters are from Falkenberg, the mechanics of covering the distance will work out roughly the same. The only thing that will change is the number of times the characters have to roll on the Enemy Tables. If they can't all fly on their own, the characters will have to find some kind of transportation to Falkenberg. They'll have two choices: railway or motor vehicle.

THE FABULOUS FLOATING TOWN OF FREISING

No matter where the characters have landed, they will find themselves near the town of Freising, a small Bavarian village that, as luck would have it, is on both a highway and a major rail line that lead from Baden-Wurtemberg in the West to the Bayerischerwald, and Falkenberg in the East. Freising will be the characters' starting point because it simplifies running the adventure, and because there is only room for one town set in Gaming Area A. The only question is how far it is from Freising to Falkenberg, and that has already been figured out. It will be night when the characters land, **1D6** miles away from the town. The lights of the town will be clear in the distance as they are descending. The characters should be sure to get away from the wreckage of the Nightwing, as a squad of **CPSx2**

German soldiers will show up to investigate it within **5D6** minutes, followed shortly thereafter by two Gestapo men.

SCENE FIVE:

ON THE ROAD



The characters have a number of transportation choices:

Hijack a car outside of town: The highway that leads from Freising to Falkenberg is actually a narrow, two lane road flanked by trees. Although it is night, there is some traffic. Unfortunately, most of it is military. The kind of car or truck passing at any given time can be determined with the following encounter table. This will also work for general highway encounters. Roll **1D6** or pick one.

1:	1/2D6 civilians in a motor car.
2:	An Wehrmacht officer and his armed driver (+3 Fighter) in a military car.
3:	CPS+0 armed Gestapo men in black Mercedes.
4:	A military car with CPS+0 armed soldiers in it.
5:	A military truck with CPSx2 armed soldiers in it.
6:	One or more German PzKM-31 Flammhund (see Source Material).

Steal a car in town: Finding a suitable vehicle will be no problem, although it will help if one of the characters knows how to hotwire it. The characters will, however, have to deal with patrols and police. See the town encounter table.

HIGHWAY ENCOUNTER TABLE

Once the characters are moving, they will pass through a town for every thirty miles they cover. They must also roll once on the following encounter table for every thirty miles covered. Roll 1D6 or pick one. No option can be repeated.

1:	A roadblock manned by CPSx2 armed soldiers and one mecha. They will ask for the character's papers, and pursue them in jeeps and on motorcycles if the characters flee.
2:	CPS+0 Gestapo agents flag the car down. They want to ask the characters if they saw anything strange near Freising. They will ask for papers.
3:	The characters pull up behind a military convoy of 4D6 vehicles, including trucks and halftracks, some hauling mecha. If the characters blow their cover, they will be chased by CPSx2 Soldiers and possibly the mecha.
4:	Characters are discovered by one or more German Übersoldaten. Pick from Source Material or Outer Cadre in World Two.
5:	Accident on the road; 1D6 civilians trapped in vehicle wreck. Heroes have the choice to drive on, or to help. They must be discreet or risk discovery, 1-2 on D6. If revealed, on 1-2, grateful victims say nothing to authorities; on 3-6 will report them, but with 1D6 hours delay.
6:	Unhindered.

Note: See Source Material for military and civilian vehicle stats.

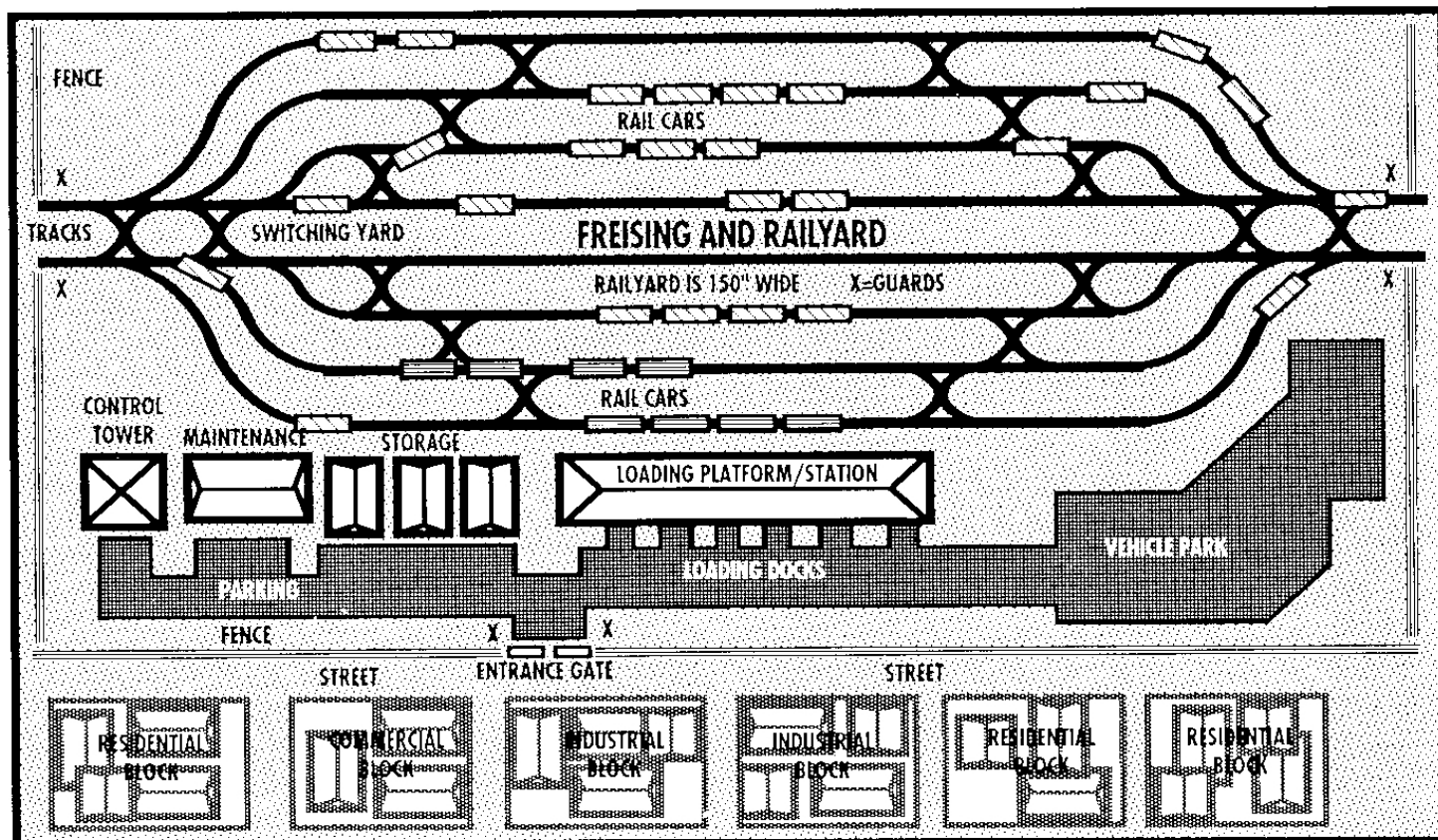
GENERAL TOWN ENCOUNTER TABLE

This can be used for all of the towns the characters pass through in World One, including Freising and Falkenberg. Roll 1D6 or pick one.

1:	No one.
2:	Civilians. (An even chance of them being helpful or obstructive.)
3:	CPS+0 SS soldiers.
4:	CPS+0 Gestapo agents.
5:	CPSx2 Wehrmacht soldiers, possibly in armored vehicles or mecha.
6:	German Übersoldat (see Source Material)

Hop on a train outside of town: The tracks outside of town are not guarded, but the train will be moving at $1/2D6 \times 10$ miles per hour when it passes the characters. A train comes through about once an hour. Roll 1D6 to see what the train's cargo is, or pick one type. Characters will be able to tell passenger trains from a distance. Characters may have to break into box cars.

1:	Food.
2:	Heavy industrial equipment.
3:	Livestock.



GESTAPO AGENTS

(Actors)

Hitler's secret police; ruthless and clever. They have a preference for glossy leather trenchcoats and speaking in cold, clipped phrases.

Class: +2 Loremasters

Advanced Driving +5, Tracking +6,

Skills: Streetwise +5, Deduction +4, Persuasion and Fast Talk +6

Wounds: 9

Weapons and Equipment: Medium Autopistols (Lugers or Walther P-38s) with four magazines each, **Very Light** armor (leather).

SS SOLDIERS

(Actors)

Deadly, well trained soldiers.

Class: +2 Fighters

Advanced Driving +4, Motorcycle +5,

Skills: Tracking +5, Heavy Weapons +6, Martial Arts +5, Vehicle Weapons +6

Wounds: 10

Weapons and Equipment: Same as regular soldiers, except all also have Medium Autopistols (Lugers) with three magazines apiece. Officers have sidearms and daggers only.

Note: One out of every five soldiers and SS men is an officer.

GERMAN WEHRMACHT SOLDIERS

(Actors)

Class: +1 Fighters

Advanced Driving +3, Heavy Weap-

Skills: ons +5, Motorcycle +4, Vehicle Weapons +5

Wounds: 11

Weapons and Equipment: Half have heavy rifles with ten five-round magazines each, half have medium submachineguns (Schmeissers) with five magazines each. All have three grenades (**Very Deadly** damage in a Small Area), and a dagger or bayonet. Large squads may have a belt fed machine gun that can fire ten long bursts or thirty short bursts without reloading, and does **Very Deadly** damage. Officers have sidearms and daggers only.

Train's Cargo Table cont.

4:	Weapons and war materiel, including mecha and armored vehicles.
5:	Passengers.
6:	Soldiers.

Get on a train in town: The characters will have to negotiate the town (see town encounter table, Page 18), and find the rail yard and station. Once there, they will have to elude the **CPS+2** soldiers who are positioned around the yard, guarding the trains and checking papers. At this hour there are not many civilians around, so the characters will have to be extra careful. Roll **1D6** to see how many trains are at the station, and another on the table above to see what kind of cargo they have. About one train will leave or pass through every hour.

TRAIN TRAVEL TABLE

Travelling as stowaways on a train, the characters will not be subject to checkpoints like they would if they were using a car. They might, however, be on a train that is unloaded, searched, or diverted to another rail line. For every town the train passes through (one every thirty miles), roll **1D6** on the following table, or pick one. No option may be repeated except Searched.

1:	No stop.
2-4:	Stopped. Go to Search Table.
5:	Unloaded. Characters must escape and change trains.
6:	Diverted to another line. Characters must change trains.

TRAIN SEARCH/STOP TABLE

Roll **1D6** or pick one.

1:	Train stopped for 5D6 minutes, but not searched.
2:	Train stopped for 2D6 hours, but not searched.
3:	Train inspected by civilian rail workers. They may alert soldiers.
4:	Train searched by CPSx2 Wehrmacht soldiers.
5:	Train searched by CPS+2 Gestapo agents.
6:	Characters are discovered by one or more German Übersoldaten. Pick from Source Material.

TRAVELLING TIME

The characters will have had to abandon the aircraft between about 8:15 and 9:30 PM German time. That gives them a minimum of seven hours of darkness, and darkness is their best friend. If they move around during daylight, they must be extremely cautious. The characters had to cover between 30 and 130 miles, or from 3 to 13 ten-scale inches. Automobiles are Fast Ground vehicles, and capable of 100 mph, but the characters will not have been able to go much over 40 in order to stay safe and inconspicuous. Trains are also Fast Ground, but are limited to about 50 miles per hour on the tracks being used. That means that the trip will take from about 1 to 4 hours in a car, and 1-3 hours on a train, not including time spent stopped. With luck, it will still be dark when the characters reach Falkenberg town.



WORLD TWO:

FALKENBERG'S DOMAIN

GAMEMASTER'S OVERVIEW

- **Setting:** Von Falkenberg's dark castle and the surrounding woods.
- **Non Player Characters:** »Dr. Hans Weitzer, the agents of Baron von Falkenberg, »the Outer Cadre villains.
- **What the Characters Know:** They have reached Falkenstein's castle, home of the famous Nazi superhero, and apparent site of research into a Nazi secret weapon. Now they must break in, elude the security systems and guards, discover the nature of the weapon, sabotage it, and kill anyone they can find whose knowledge is essential to the completion of the project.
- **What the Characters Don't Know:** That the secret weapon is not a weapon at all, it's a time machine. The time machine is already complete, and Dr. Weitzer has just used it to send the Red Falcon and his Inner Cadre into the future in search of a weapon that the Führer can use to win the war against the Allies.

SCENE ONE:

INTO FALKENBERG

If the characters manage to survive the perilous trip to the Bayerischerwald, they will have no trouble finding the castle. It sits on a rocky precipice that rises out of the forested hills that surround Falkenberg, and is clearly visible from anywhere near the town. From the lofty stone perch the Red Falcon has a commanding view over the entire town and much of the dense forest. It is a dark and forbidding edifice, a remnant of the days when Germany was a collection of feudal principalities duelling for supremacy. From this castle, Baron von Falkenberg's ancestors surveyed their realm.

Germany is the Führer's country, but Falkenberg is obviously the Baron's town. Flying alongside, and in some cases above, the familiar swastika and Reich eagle is the black-on-red falcon heraldry of Baron von Falkenberg. The characters are in his domain now, and it's a sure bet who the local police, soldiers, and Gestapo report to. The characters are in dangerous country. The steep road running through the forest from the town to the castle is the Falkenstrasse. It is clearly marked on the characters' maps. Reaching the castle should be no problem as long as they keep clear of the patrols (use the encounter tables from World Two if the characters are in the town or on the Falkenstrasse). Getting into the castle will be another proposition altogether.

If the characters interrogate any soldiers or citizens, they will learn that the Baron rules this area with a merciless, iron hand. His influence is felt everywhere, and his judgment and punishment of those who betray loyalty to him or the Führer is swift and terrible.

SCENE TWO:

THE CASTLE AWAITS

The Falkenstrasse is not heavily travelled, either during the day or at night. There are no houses or farms along it, it serves only as a conduit from the town to the castle. Occasionally a car full of Falkenberg's men or a supply truck will travel by in one direction or the other (see the encounter table).

If the characters check out the castle and the surrounding area, here is what they will see. The castle is a huge, 14th century keep; part medieval stone edifice, part regal Germanic palace. The castle appears to grow out of the sheer, 500 foot, grey cliff from which its base was hewn. From the main body, which looks to be several stories tall, rise five tall towers topped by spires from which fly

FALKENSTRASSE TRAFFIC ENCOUNTER TABLE:

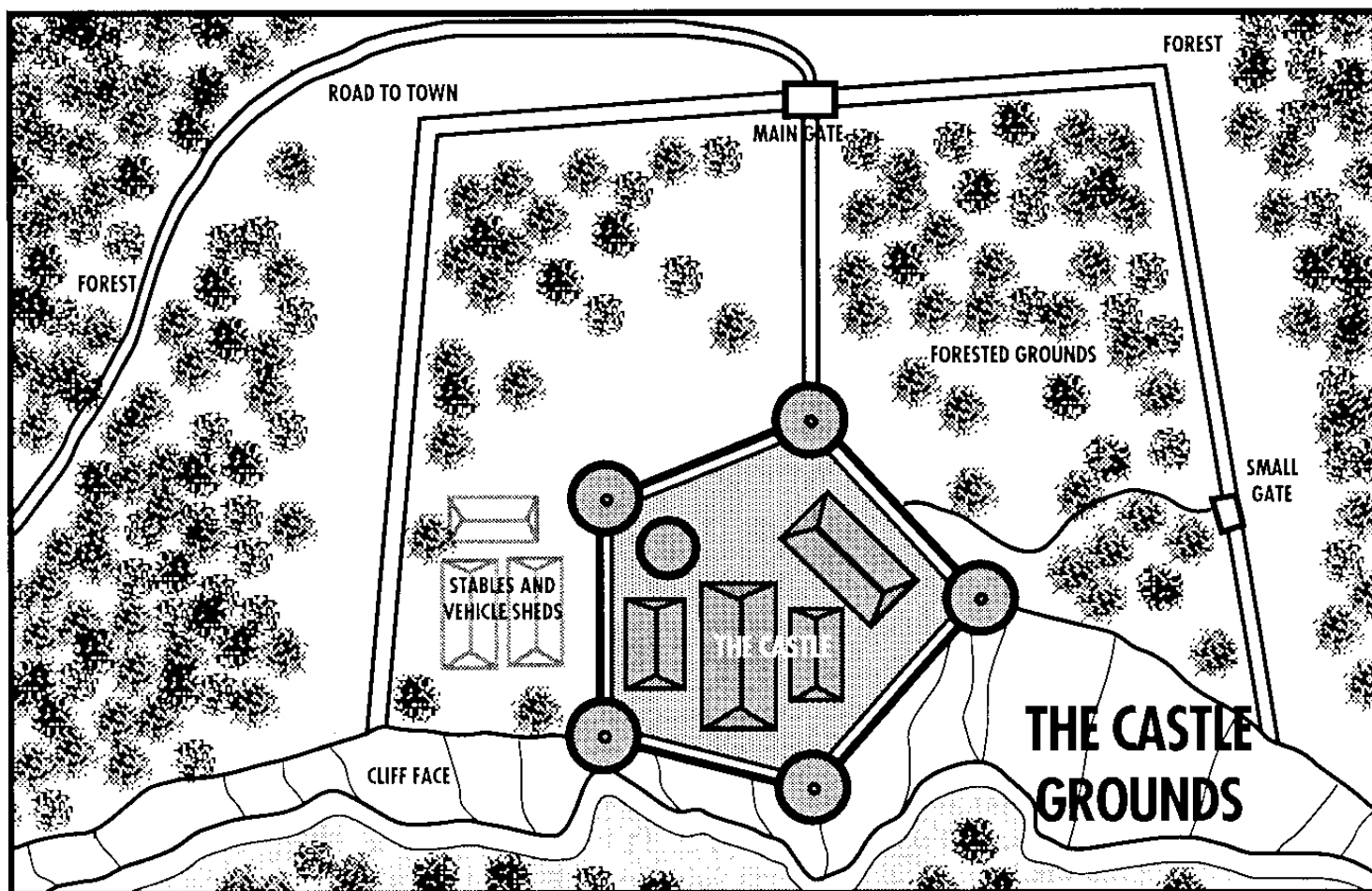
Roll 1D6 or pick one.

1:	Nothing.
2:	Peasants or townspeople.
3:	A car bearing one or more high ranking Nazi officers or officials.
4:	A supply truck with food and equipment for the castle.
5:	CPS+2 of Wehrmacht soldiers in a jeep or on motorcycles.
6:	CPS+0 of Falkenberg's special agents (see below) in a car or with a mecha.

flags bearing the swastika, Reich eagle, and personal crest of the Baron. Dark forest surrounds the castle on the three sides away from the cliff, broken only by the narrow, unlit road that leads to the town.

As the characters get closer to the castle they will find that it is quite secure. The entire area on which it stands is surrounded by a 15 foot stone wall, except for the edge which is contiguous with the cliff. There are two gates, a small one at the eastern edge of the grounds, and a huge one at the north where the Falkenstrasse passes through the wall. Both gates are closed and guarded by CPS-2 (minimum of two) agents. There is a mecha stationed at the front gate. The gates have security alarms that will go off if they are forced. They also have telltale lights that tell the guards when they are open. Disarming the alarms requires an **Electronics roll at +3**. Picking the lock on the small rear gate requires a **Pick Lock roll at +2**. If the characters can get a look through the wall, they will see two squads of CPS+0 agents patrolling the grounds, each with two Rottweiler dogs (see Page 22).

If the characters watch the front gate for a while, they may see some vehicles come and go. All entering vehicles are thoroughly searched, and everyone who enters has their papers checked. If the characters decide they want to hijack or hide in a vehicle, use the Falkenstrasse encounter table above to see what kind of traffic comes by. There are 1D6 hours between each vehicle. If the characters are clever, they may be able to hide themselves in a supply truck and get all the way inside the castle without having to face any guards. If they're caught, however, they will be in trouble. Climbing the cliff during the day, without superpowers, will require an **Athletics roll at +3**, but the characters will be



visible. Climbing at night will require a +4. If the characters can fly or teleport they may bypass the guards and move directly to the castle itself. However they choose to reach the castle, they must remember that stealth is paramount. If the alarm is raised, their job will become much harder.

SCENE THREE:

THE FALCON'S LAIR

Once the characters make it to the castle itself, they must get inside. There are teams of two guards stationed at the huge

main entrance and each of the three lesser entrances. The guards have keys to the doors they are guarding. There are alarms on all of the windows, and it will take an **Electronics roll at +3** and a **Pick Lock roll at +3** to open them without activating the alarm. If the characters search around, they may be able to find an open window or balcony door. The higher up they go the easier it will be. Roll **1D6**. On the ground floor there is a 1/6 chance of an open window. On the 2nd floor, a 2/6 chance, on the third floor, a 3/6 chance. From the fourth floor up to the balconies at the tops of the spires there is a 4/6 chance. Roll **1D6** on the following table to see what kind of room an open window or door leads to:

ROTTWEILERS

(Robots)

Trained attack dogs. There are four patrolling the castle grounds with Falkenberg's agents. As animals, the dogs add their NPC bonus to only the skills listed, using the averages of the skill levels of all player characters present as a basis. Animal attacks are biting and claws.

Class: +1 Animals

Skills: Hand-to-Hand (animal attacks), Stealth, Dodge, Awareness, and Willpower

Weapons: Bite (Serious damage), Claw (Very Light damage).

Wounds: 7

AGENTS OF FALKENBERG

(Actors)

These are the Red Falcon's personal agents. They are the best soldiers culled from crack *Waffen SS* and *Wehrmacht* units. They are completely loyal to the Falcon and his Inner and Outer Cadres. They wear black and red armor and carry special weapons and equipment.

Class: +2 Fighters

Advanced Acrobatics +4, Driving +4,

Skills: Martial Arts +6, Tracking +5, Survival +4, Vehicle Weapons +5, Pilot Mecha +6

Wounds: 12

Armor: Heavy armor on torso and head, Light armor on limbs.

Weapons and Equipment: Heavy Autopistols with four magazines each, Stürmmachinengewehrs (Heavy SMGs) with four magazines each, radios, daggers.

CASTLE ROOMS:

1:	Hallway
2:	Storage room
3:	Empty bedroom
4:	Occupied bedroom
5:	Guardroom with 1D6 agents inside
6:	Dining, ball or drawing room

If the alarm is raised at any time, the agents will begin a room-to-room search of the castle and a complete search of the grounds. If they see anything suspicious, they will shoot first and ask questions later. The size of all security teams will immediately double. Members of the Outer Cadre (see Page 28) will lead many of the teams personally.

Once the characters are inside the castle, their puzzle has only just begun. They still must find where the Falcon is constructing his doomsday weapon. The only hint they have is the vague advice from Army Intelligence that the work "may be going on underground." If they have no special abilities that will allow them to locate their target, the characters will have to either search until they find it (a risky proposition at best), or they will have to capture someone and have a little question and answer session. Fortunately, there is no shortage of likely targets. Although it is night in the castle there are guards stationed at several locations and patrolling the tapestry lined hallways. There are also people asleep in various rooms, and servants and attendants whose duties keep them up at all hours (of course, it may be day when the characters reach the castle). See the Castle Encounter table for people the characters are likely to encounter. The Game Master is final arbiter on the frequency of encounters.

If the characters do interrogate someone, they will learn that no one in the upper levels of the castle knows anything about the nature of the project, or the people working on it. Everything is being carried out in the utmost secrecy. Secret cargoes have been shipped into the castle regularly. They are carried down into the basement by members of the Outer Cadre, part of the Baron's team of elite German superagents. None of the regular castle personnel are allowed in the basement while the unloading is in progress, but when they go into the basement later there is no trace of any of the equipment. With the help of a properly convinced captive, or with a **Knowledge roll at +5**, the characters will have no trouble finding the basement. The entrance is off of a hallway near the kitchen, at the rear of the ground floor.



THE FALKENSCHLOSS

Castle Falkenberg is a remnant from Germany's feudal days. Constructed from stone and oak by serfs and slaves, it has been in the Falkenberg family since the 1400s. Various sections of the castle have been added as recently as the 19th century, and it has been updated with modern plumbing and wiring. The castle is the sole property of Baron von Falkenberg, whose family has held title to the land since medieval days. Under an agreement with Hitler, he is allowed to retain the land and his title in return for leading the Inner and Outer Cadres of the *Waffen Übersoldaten*. Because the Baron has no family, and because of the sensitive nature of the work in progress there, the castle is inhabited only by the Baron, his servants, his agents, and *Waffen Übersoldaten* members. Occasionally a high-ranking Nazi delegation will stay in the castle for a few days. Hitler himself has stayed there twice. The castle is packed with historical relics including tapestries, artworks, armor, and weapons. Its contents would be worth millions to the museums and medieval scholars of the world.

CASTLE ENCOUNTERS

These are people who may be found in the castle of von Falkenberg. Roll 1D6 or choose one.

1:	Party of upper-rank Nazi officials. (1-2 with 1-2 regular soldiers as bodyguards.)
2:	Servants.
3:	Wehrmacht soldiers, possibly with dogs.
4:	Falkenberg's personal agents.
5:	Scientists/technicians.
6:	<i>Waffen Übersoldaten</i> Cadre members (see Page 28), but only if the alarm has been raised.

THE BASEMENT

The basement of the castle looks innocent enough at first glance. It is actually four large rooms, used for storing food, mechanical supplies, weapons, and wine. There is nothing that looks like a research laboratory. Of course there is a secret entrance somewhere in the basement. The characters will have to find it. The only people who know the location of the entrance are the Baron and the members of the *Waffen Übersoldaten*. Chances are that the characters' captive will not know the location of the entrance. If the characters have captured a member of the Outer Cadre (which will have happened only if the alarm has been raised), it will take some kind of mental power or hypnotism to pry the information out of them. The Cadre members have sworn to die rather than surrender information.

The entrance to the sub-level is hidden behind one of the huge racks in the wine cellar. A **Hunch roll at +2** will allow a Loremaster to guess the general location, but not the specifics. If a Loremaster makes the hunch roll, an **Awareness roll at +2** will allow the characters to find the entrance. Otherwise it will take an **Awareness roll at +4**. Remember: the opening had to be large enough to allow large crates of equipment to be carried through. Once the entrance has been located, the characters will have to figure out how to open it. A **Mechanics roll at +3** or **Awareness roll at +5** will reveal that the secret lies in the unused torch-rack mounted to the wall to the left of the doorway into the wine cellar. If the fixture is pulled, a huge rack of wine, 10 feet by 8, will open outward revealing a wide shallow staircase intermittently lit by dim lightbulbs in wire cages.

At some point while the characters are searching, the electric lights in the basement will suddenly go dim for about twenty seconds, and there will be the sound of many busbars discharging a huge amount of power. That will be followed by a strange, high-pitched humming. As that fades, the lights come back to full power. If the characters don't need any help finding the secret entrance, the sound seems to come from all around. Otherwise it will give a clue as to the location of the hidden doorway. The characters will discover soon that the power fade and strange sound were caused by Dr. Weitzer sending the Red Falcon and several members of his Inner Cadre into the future.

THE GIANT HERO ZAPPER

The characters aren't in the clear yet, however. The Baron anticipated unwanted guests disturbing his sanctum at some point, and he installed a trap to trip up unwary intruders. About 20 feet down the hallway is a wire grid covering the stairs and ceiling for three scale inches (9 feet). The characters must make an **Awareness roll at +2** to notice it, as it is imbedded in the stone. If any character walks on the grid, 20,000 volts will arc across the corridor, causing **Extremely Deadly** damage. Armor is no defense unless specifically designed to insulate against electricity. There is no visible switch (the grid is remote controlled), and unless one of the characters can make a **Disarm Trap roll at +3**, everyone will have to fly, leap, or teleport across. Characters who try to fly through must make **Athletics rolls at +0** to keep from brushing the walls. Characters who leap must make **Athletics rolls at +2** to cover the distance and stay on their feet. A failed roll means the character has a 50/50 chance of landing on the grid and taking the electrical damage, or slipping at the far end and taking **Light Damage**. Roll 1D6 randomly.

SCENE FOUR:

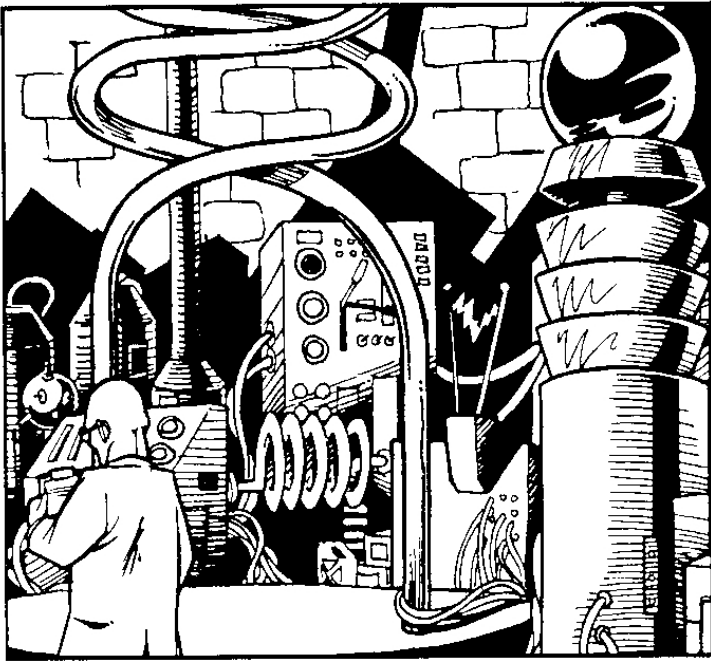
THE INCREDIBLE CREATION OF DR. WEITZER

Once the characters have made it past the electrical trap they will have reached their goal. As they follow the wide staircase around a curve, they will emerge in a huge, underground keep lined with stone. The chamber, about 70 feet by 50 feet (12 scale inches by 8), was obviously built at the same time as the rest of the castle, and lichens cover its damp, stone walls. It has also been modified since then. Occupying most of the room are banks of electronic equipment; huge racks covered with tubes and wiring, strange antennae, and odd, humming equipment. At the center of the room is a raised, round dais 12 feet (two game inches) across. Rising around the dais, broken only by a man-sized entrance, is a tall helix of golden tubing. The

golden coil rises to the ceiling 30 feet above, where it branches into several antennae. The entire room is like some huge, deranged Frankenstein movie set. This must be the Führer's secret weapon. Puttering over the equipment, engrossed in his work and oblivious to the characters, is a small, grey haired man in a white coat. He is the only person visible.

If the characters kill the old man and destroy the device:

It just goes to show what happens when you follow orders without thinking. A few hours later, the Red Falcon and his men will re-appear with their new weapon, and go on to win the war.



If the characters approach the old man: He will finally notice the characters, with a bit of a start. If the characters are obviously American (with stars and stripes on their costumes and so on), he will gape and amazement and say in English, "Can it be true? Are you Americans? Is the War over? Are we liberated?" Otherwise, he will say in German, "You are too late. The Baron has left with the others already, a few minutes ago. If there is something you want, make it known. Otherwise, leave me to my work."

DR. WEITZER'S STORY

If the characters identify themselves as Americans, Dr. Weitzer will introduce himself, and tell the characters his story. He was a prominent scientist before the war, working on a number of delicate experiments involving high energy physics and the nature of time itself. A man of peace, Dr. Weitzer denounced Hitler when he came to power and began persecuting people and preparing for war. In early 1939, just before the outbreak of war, he tried to flee the country with his daughter, Ingrid. The Gestapo intercepted him at the Belgian border and he was returned to the castle of von Falkenberg and ordered to work on secret experiments involving the manipulation of time. Naturally, he refused, so the Baron had his daughter imprisoned. If Weitzer didn't cooperate, the Baron said, his daughter would be tortured. Not killed mind you, just tortured and disfigured, and then, for good measure, tortured some more. What could Weitzer do? He agreed to work on his experiments for the Nazis.

Now he has succeeded in his greatest triumph, a machine to send men into the future, and then bring them back. That

A FEW COMMONLY ASKED QUESTIONS ABOUT TIME TRAVEL

1) How come the Baron didn't go into the past and do something to prevent the U.S. entering the war?

"Too many variables. An experimental mathematical science called chaos theory suggests that, over any significant length of time, the future repercussions of even a small change in the past may be vast. If the Baron went just five years in the past and killed one person or destroyed one project, even in the United States, he might return to his own time and find no Reich, or no Hitler. The ramifications are far too complex and dangerous to predict accurately."

2) So, can our future be changed?

"Yes. Whether the Baron successfully completes his mission or fails will decide which of many possible futures is the true one, and which will be eradicated. As his success or failure is decided in the future, the world will change around him to conform to whichever paradigm is correct."

3) How does the Baron get back?

"The Baron and his team carry with them a remote actuating device that can reach across time and activate the machine here. The machine will home in on the signal, and retrieve him and his team. The small transmitter and the machine here must be synchronised, so the limitation is that as much time as he spends there passes here. If he spends a week in the future, a week will pass here before he returns. No one knows how long he will be in the future. Hours? Days? Months?"

4) Can the player characters arrive in the future before the Baron, so they can ambush him?

"No. The time machine and the receiver are synchronized and locked in. They cannot be changed until the small transmitter returns or is destroyed. If the characters leave the present one hour after the Baron, they will arrive in the future one hour after the Baron."

5) Why not just smash the time machine and strand the Baron in the future?

"Because the Baron has taken two things with him into the future: schematics of the time machine, and my daughter, Ingrid. The Baron is a brilliant man, and he has studied my work. Also, Ingrid has always assisted me, and she knows much of my work. The Baron could build a new time machine with her help, and then kill my daughter as punishment. Smashing the machine here would do no more than inconvenience him."

6) Will we appear in something solid?

"Not according to my tests."

is the true nature of the Führer's secret weapon. It's not a weapon unto itself, it's a means of acquiring one. "You see," Weitzer will explain, "I've sent the Baron and several of his men 100 years into the future so that they can find a super weapon and bring it back here to use against the Allies. They left not ten minutes ago, with my daughter as hostage to prevent me from tampering with the machinery.

Dr. Weitzer wants the Baron stopped, and so do the characters. Their only hope is to try and go into the future and intercept the Baron. If they wait until he returns, he may

have found the weapon that will make him invincible. If the characters have any questions about the whys and wherefores of time travel, see the sidebar. Dr. Weitzer has a backup retrieval unit that the characters can use to return home. The doc isn't exactly sure where the Falcon ended up; according to his computations somewhere in New York, in North America. The characters should appear in the same place, but they will be on their own as far as tracking and finding the Baron. A hint: whatever he brings back must be more or less man-portable. It has to be able to be materialized on the time machine dais, along with him and his men.



A NASTY SURPRISE

At this point, if the characters have left anyone on watch at the top of the stairs, that person should make an **Awareness roll vs. the Outer Cadre's Stealth** (see Page 28). Success means that the sentry hears several people approaching stealthily. Failure means that the sentry is ambushed. The Cadre will try to dispatch the sentry silently. If there is no sentry, then have the characters as a group make the roll to see if they hear someone coming down the stairs. Characters in the lab are at a -1 disadvantage because of the noise of the machinery.

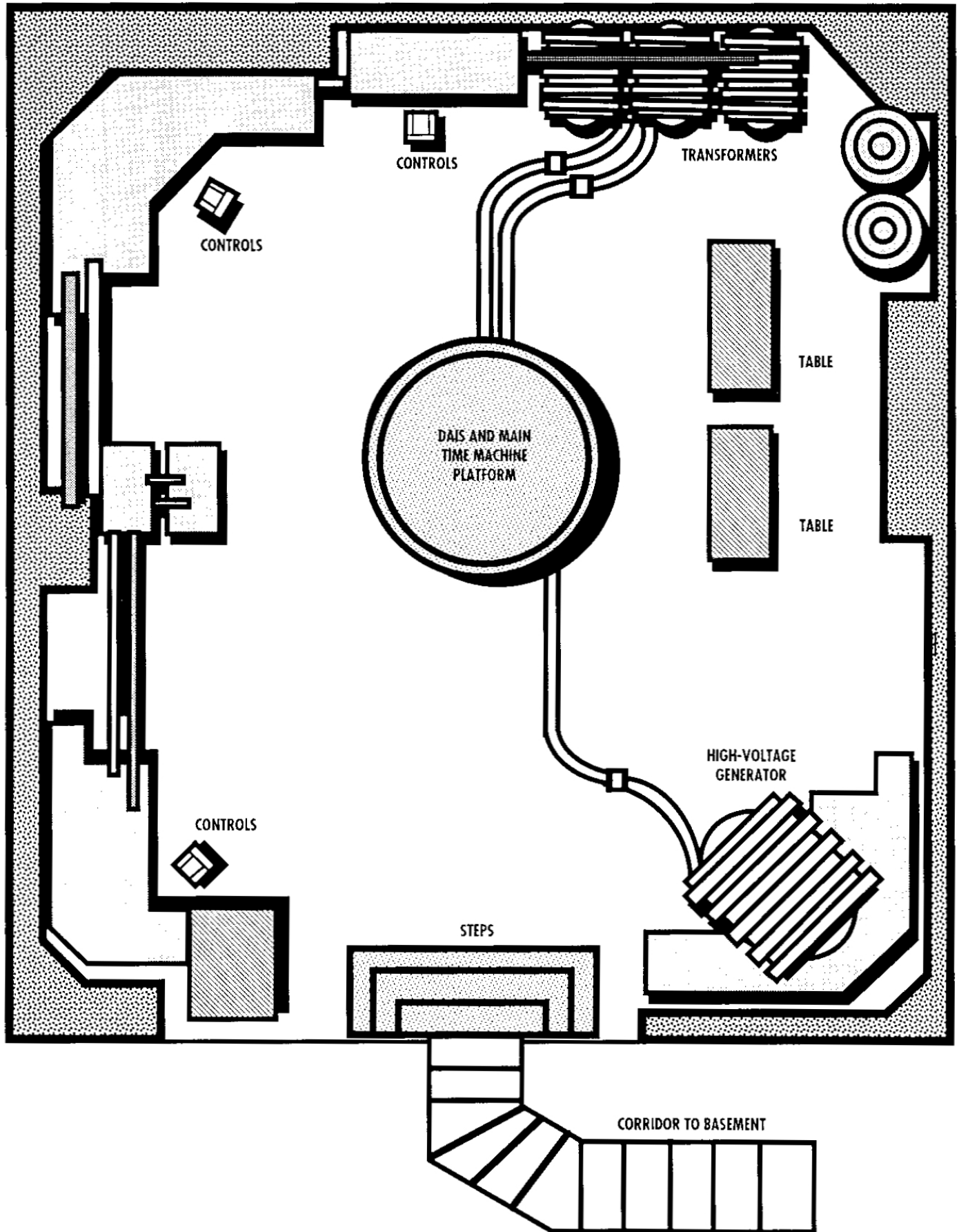
If the character(s) make their roll or hear the sentry fighting: A group of people is approaching, and chances are that they aren't friendly. Get ready to rock and roll, but remember not to damage the time machine!

If the characters are oblivious: They will be taken by surprise when they hear from the stairs, in accented English, "So, here are the meddlers who think they can interfere with the grandest plans of the Third Reich! Well, we'll see how you enjoy spending the rest of the war in a dungeon...or a grave!" They will turn to see several costumed figures: German superheroes and superagents. The Red Falcon's Outer Cadre! The villains will attack, being careful not to damage the equipment or hurt the Doctor.

If the characters defeat the cadre: They can ride into the future to intercept the Red Falcon. Go to World Three.

If the characters are defeated by the cadre: Uh oh. The Allies are in trouble...

THE HIDDEN LABORATORY



THE OUTER CADRE

The *Waffen Übersoldaten* has hundreds of members, including all of the Baron's armored guards. At the center of the organization, however, are two groups of men and women, the Outer Cadre and the Inner Cadre. These are Germany's most powerful superheroes (or villains, if you're an Allied soldier). The Outer Cadre are slightly less powerful or have less seniority than the Inner Cadre. The Inner Cadre are the Baron's closest allies, and they have travelled to the future with him. There are five people in the Outer Cadre. If there are more than five player characters, use all of the villains. If there are fewer than five player characters, pick CSP+0 villains from the list.

THE COMMANDER

(Actor with holographic enhancement)

Known only by that name, he is the leader of the Outer Cadre. He wears an S.S. Officer's uniform, but he is a huge man possessed of prodigious strength and toughness.

Class: +2 Supervillain
Advanced: English +6,
Skills: Tracking +5,
 Streetwise +3
Super-powers: Extraordinary
 Strength, Highly
 Resistant, Super Leap
Wounds: 12
Weapons and Equipment:
 Medium SMG w/200rnd belt.



THE PRUSSIAN EAGLE

(Hologram slaved to actor in gaming central)

He was a German crimefighter before he was drafted into the service of the Führer.

Class: +1 Supervillain
Advanced: Martial Arts +5,
Skills: Fencing +7,
 Acrobatics +8,
 Streetwise +6
Super- Fast Flight,
 Deadly
powers: Ray, Missile
 Deflection
Wounds: 11
Weapons and Equipment: Saber,
 Light armor



SIREN



(Actress)

A German superagent possessed of mysterious mental powers, this woman has an international reputation as a cruel seductress.

Class: +1 Supervillain
Advanced: Martial Arts +7, Hypnotism +8,
Skills: Seduction +7, Acrobatics +5
Superpowers: Telekinesis, Illusion
Wounds: 8
Weapons and Equipment: no armor,
 Dagger, Light Autopistol(3
 magazines)

THE LIVING STONE



(Actor enhanced with virtual graphics)

An earth elemental who has buried many an Allied spy.

Class: +1 Fighter/Supervillain
Advanced:
Skills: Martial Arts +6, Survival +4
Super- Elemental Earth Control, En-
powers: tangling Attack
Wounds: 10
Weapons and Equipment: Medium armor

TECHNOSOLDIER

(Hologram slaved to actor in gaming central)

Another agent, this one a man with a staggering array of devices and weaponry.

Class: +1 Fighter
Advanced: Martial Arts +8, Martial Arts Weap-
Skills: ons +7, Driving +5, Machine In-
 terface +4, Acrobatics +6
Wounds: 12
Weapons and Equipment: Medium
 Autopistol with three magazines, Dagger,
 Nunchaku, three grenades (see sidebar on
 German soldiers), Light Submachinegun
 with four magazines, full life support
 system, jet pack (slow flight, uses Athletics
 skill, has light armor and six wounds),
 Heavy armor.



WORLD THREE:

THE THOUSAND YEAR REICH

GAMEMASTER'S OVERVIEW

- **Setting:** New York in the year 2043, after it has been conquered and incorporated into the 1000 Year Reich.
- **Non Player Characters:** »Baron von Falkenberg, a.k.a. the Red Falcon, the Inner Cadre, »Sandy 581, »Ingrid Weitzer, the police.
- **What the Characters Know:** They have journeyed into the future to find and stop Baron von Falkenberg before he can return to the present with a weapon from the future.
- **What the Characters Don't Know:** That America in the future has been a conquered part of the Third Reich since the end of the war. Fortunately, the characters will encounter an American resistance fighter working to throw off the tyrannical yoke of Nazism. He will help the characters, even if it means the extinction of the present as he knows it.

SCENE ONE:

AMERIKA

If the characters defeat the villains of the Outer Cadre, the professor will give them his extra retrieval unit, and tell them to gather on the dais in the middle of the golden helix. He will scurry around various equipment, checking meters and preparing systems. Then he will wish the characters luck, and throw a large switch.

As the professor throws the switch, the golden coil surrounding the dais will begin to shimmer. The characters will feel slightly disoriented as the world around them fades to a formless black. The only things visible are each other, and a glowing coil of energy in the shape of the golden helix. Moments later, forms will begin to congeal out of the darkness. Suddenly, everything will snap into place, and the world will wink back into existence. Unfortunately for the characters, they snap into existence 10 feet above the ground. An **Athletics roll at +1** will prevent the **Very Light** damage from hitting the ground.

The characters will notice a couple of things right away. The first is that they have appeared in a park in a large city, at night (it's about 4:00 AM local time). The second is that they are in the future. The buildings are huge, and strangely constructed, with dark, looming Techno-Gothic facades; their tops disappearing into threatening cloudbanks above. A huge Zeppelin—larger than any ever constructed by

Hitler—is passing by overhead, while small aircars flit silently around it. The third thing is that huge flags emblazoned with the swastika hang from the surrounding buildings, and a giant swastika and Reich eagle is emblazoned on the Zeppelin. The fourth and final thing is a man standing in front of the characters. He is wearing a grey, unmarked jumpsuit, goggles, and a head covering with an antenna. As the characters recover their bearing he will step forward. "I am Sandy 581. Welcome to the Führer's America. You are our saviours; I did not believe you would truly arrive!"

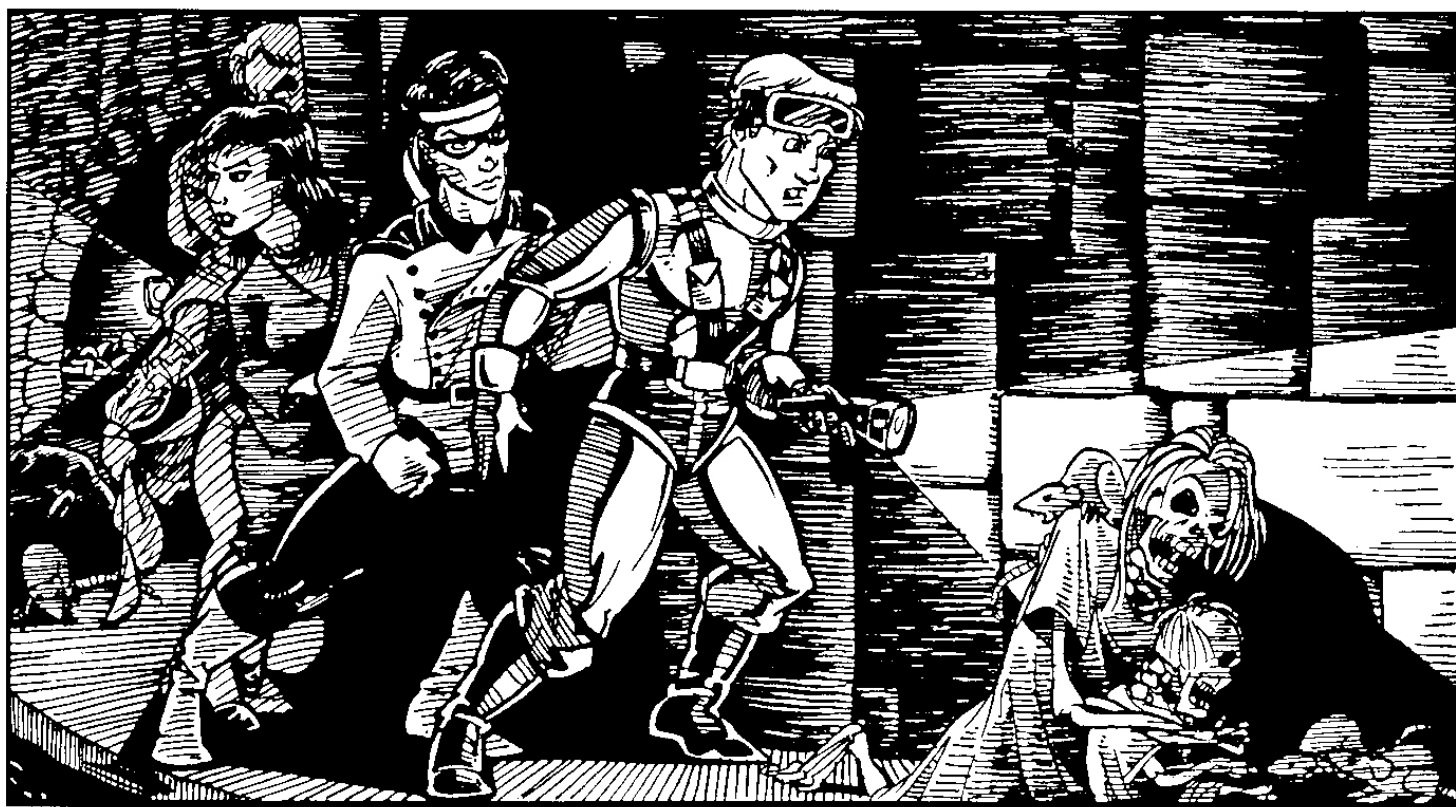
If the characters attack: He is unarmed, and incapable of fighting the characters. They'll be sorry if they kill him, however. By way of proving his friendship with the characters he will produce the letter from Dr. Weitzer (see Page 32).

If the characters are skeptical: Sandy will produce the letter from Dr. Weitzer (see Page 32)

If the characters listen: Sandy 581 will offer the characters an explanation as soon as they are safe and under cover.

THE AMERICAN RESISTANCE

Sandy 581 will say, "Come, we must get under cover, before the drones arrive. I can help you find the Baron, but we must get out of here first." The future man will lead the characters through the wooded park to concrete path with a manhole. He will use a special tool to lift the manhole cover, and tell the characters to climb down. The team will navigate through the tunnels for about five minutes, going



**(Actor)**

Our heroes' ally, Sandy is citizen of the future. Normally, he works as a computer programmer at the offices of the *New York National Socialist Times*, the city newspaper. His ID tattoo marks him as the "Professional" caste and allows him access to his workplace and all public areas.

Class: +0 Engineer

Advanced: Pilot Aircraft +4, Programming +8,

Skills: Electronics +5, Streetwise +3,
Persuasion and Fast Talk +2

Wounds: 9

Weapons and Equipment: Headset radio/
information transceiver, projection
goggles.



deeper and deeper; along the way, they see several small mounds of debris among the broken tiles. If they examine one, they will find several clustered skeletons, picked clean by vermin. "Undesirables caught down here by poison gas during the Purge," Sandy will solemnly note. Finally, they come to a small chamber. A hole has been broken in the tunnel's concrete floor, and a ladder leads down. Light is visible below.

As the characters descend the ladder they will find themselves in what appears to be the remains of a surface building. A solitary electric lamp glows on an old table in the well preserved room. Sandy will explain, "After the Germans bombed New York flat, much of the city lay in ruins for nearly twenty years. Reich engineers finally rebuilt over the remains of the old city. Once, during the Purge, before the resistance was crushed, this room was used as a refuge." He will pause momentarily, "But you must be curious about how I knew you were coming. Quite simply, Dr. Hans Weitzer told me."

THE STORY OF HITLER'S AMERICA

"You see, in 1944 Hitler conquered America with the help of a new weapon, a device that could neutralize gravity. With this he put together a force of airplanes, soldiers, armored vehicles, and robots that could move about at will, without needing to be airlifted. On a day in November, men

and terrible robots of war rained out of the skies over America with no warning. These units destroyed key installations, making it possible for the Reich to use conventional aircraft to drop huge numbers of troops. In one week, the East Coast was under his control. From there, he started a relentless march westward. The United States was under his complete control one month later. Now the world is divided into two camps, the Third Reich of Europe, North Africa, North America, and Western Russia; and the Japanese Empire across the Pacific Rim, China, Indochina, Indonesia, and the South Pacific.

"America is now a willing part of the Reich. After the war, Hitler spent billions rebuilding the country and psychologically re-conditioning the people. They forgot the war and the suffering which followed. But not all of us have been blinded. My great grandparents were resistance fighters. Before they were wiped out, they got a letter smuggled out from Germany. That letter has been kept by my family for a hundred years, passed from parent to child along with the knowledge of this secret refuge. Most Americans are loyal members of the *Reichsvolk* now, but a few have never forgotten America's freedom." He will produce a piece of yellowed paper and show it to the characters. Doctor Weitzer has written this letter in an attempt to change history, and, fortunately for the characters, he has succeeded. Now they and their allies must formulate a plan.

THE LETTER

My dear friends,

There are many timelines, and many possible futures for us, but all share some things in common. This letter exists, in some form, in many of them, but it will only reach you in a few. If things go as I foresee, you will emerge in an inhospitable Nazi America. You see, I wrote this letter after you failed to stop the Baron, and he returned with an anti-gravity device that enabled Hitler to invade America and win the war. Before I destroy the time machine, I will have the letter smuggled out of Germany, and into the hands of the American Resistance, those brave souls who refuse to capitulate to foreign occupation. My instructions are that it be preserved until the year you are to arrive, and then opened by the current resistance leader, if such there be. The letter includes a note to the resistance detailing the arrival of the Baron, and your subsequent arrival. I give to you, also, this clue: the Baron claims that he took the anti-gravity unit from a museum, because it was built with technology we could duplicate in 1943. Perhaps that will help you locate him. I do not know if this letter will reach its intended target, or survive a hundred years, but if it does, I hope that the resistance greets you, and their help tips the balance in your favor. My actions may rewrite the future, and my own past, but it can only bring about a better universe.

Your friend, Hans Weitzer.

THE FALCON'S PRIZE

So the Red Falcon will steal an anti-gravity device! Sandy 581 will explain, "Anti-gravity devices are now the foundation of much of our technology. They are why those air cars and that huge zeppelin can fly, and why long roadways can be suspended between very tall buildings. They can also be used to make reliable mass-produced personal flight packs, and so on. There is a museum here in the city that is currently having an exhibit on the War of Unification, including old personal anti-gravity units. That must be the museum in the letter."

The characters have a few advantages over the Baron in this case. Although they know that he will go to the museum, the Baron himself will have to do some research to discover his target. That means the characters probably have an extra margin of time in which to get to the museum, and, perhaps, set up an ambush. Also, the characters have a willing ally. The Baron will probably have to coerce someone into helping him, since few people will believe that he is a Nazi hero from the past come to guarantee the future. Unlike Weitzer, the Baron seems to have left no letter for the future. Nor does it appear that any record of the time machine has survived.

While he is speaking, Sandy will lead injured characters into a small side room which contains a tubular device poised above a table. He will explain that this is a **heilenschimmer projektor** which will accelerate their healing. If the character reclines on the table, light will strobe from the tube, they will feel a tingling and arise with all Wounds restored. Sandy will caution that there's only enough power for one use per injured hero. At the same time, Sandy will suggest that he place an ID tattoo on the back of each heroes' hand. This tattoo will allow the characters to travel anywhere with general public access. The tattoos are emplaced by a small pen-like device and are permanent.

WHAT IF THE CHARACTERS RETURN TO THE PRESENT NOW?

The characters might decide that they can face the Baron at home if all he's coming home with is a flying pack. If they do return prematurely, have the Baron and his men return wearing the packs and armed with police stunners (see below). If the characters can still win, good for them.

SCENE TWO:

CROSSTOWN TRIP

The museum where the exhibit is being held is the Erwin Rommel Memorial Museum, at City Center. (Rommel lead the invasion of the United States, and is generally regarded as a hero for having accomplished it with a "minimum" of bloodshed.) The museum is 2 miles (1/5 a ten-scale inch) away. If they can't all fly or teleport, the characters must find a way to get there without being apprehended. Unfortunately, Sandy 581 doesn't know the sewer system well enough for them to stay underground. Unless one of the characters has an ability that will enable the party to divine an underground route and navigate it, they will have to travel above ground.

There are a couple of possibilities for navigating the distance. The characters could walk and take the slidewalks or tube-trains, which would get them to their destination in about half an hour. Unfortunately, they look a little out of place, and they may have to explain themselves to the ever-present police, or even suspicious citizens: there are laws about reporting all strangers to the authorities. The characters should realize that this New York is now enemy territory. Perhaps they can acquire some appropriate clothes somewhere (color-coded jumpsuits, head coverings, goggles, and antennae appear to be the order of the day). Otherwise, they'll have to come up with some creative explanations—that's what Persuasion and Fast Talk are for. The characters might also try to steal an air-car, as there are several parked in the area. Sandy 581 can fly one, but he doesn't own one. This would get them to the museum more quickly, but, of course, they might be caught.

CITY STREETS ENCOUNTER TABLE

Day and night. Roll 1D6 or pick one or more.

1:	No one
2:	Friendly/curious citizens
3:	Hostile citizens who alert the police
4:	Cops (see Page 34)
5:	Drones (see Page 34)
6:	Curious American Nazi Officers (use cop stats with energy sidearms).

TRANSPORTATION IN DIE NEUES GROSSE APPLE

AIRCARS (SIMULATORS WITH HOLGRAPHIC/VIRTUAL SURROUNDINGS OR HOLOGRAMS)

Common vehicles of the future, they use antigravity to fly, and jets to maneuver. They are sleek, streamlined, quiet vehicles. They vary in size, but most can comfortably hold from 4 to 6 passengers. Larger ones can hold up to 8, but are less maneuverable. Some are very large, and are used for hauling. They are the slowest and least maneuverable. Computer controls settle the cars to the ground if the driver is incapacitated. Although the characters will not have ever seen the aircars, a Loremaster can pilot one at +2 by making an Understand Tech roll at +5.

Class: Medium Flyer

Speed/Maneuver Bonus: Police Vehicle, +4/+3; Two seat Sporster, +3/+4; 4-6 Seater, +3/+3; 7-8 Seater, +2/+1; Hauling vehicle, +0/+0

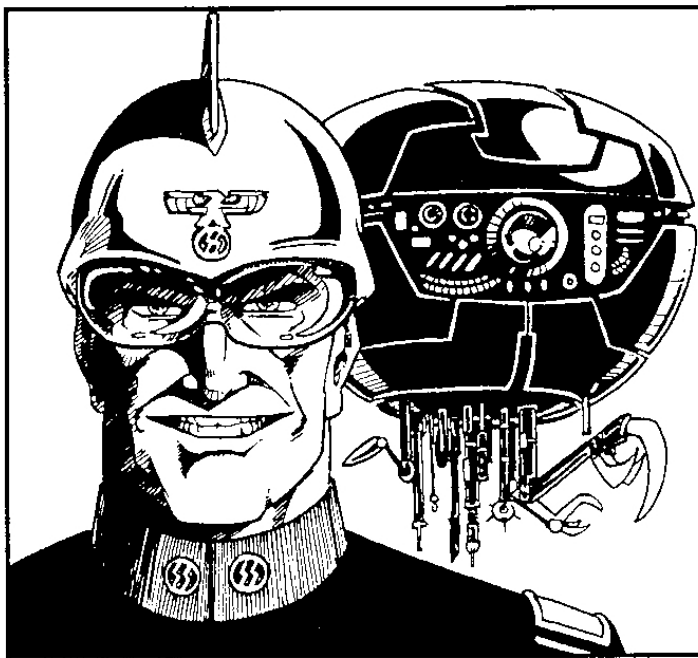
Wounds: 14

Armor: Light. Works on stunners; if hit, characters inside are stunned only on a 5-6.

Weapons: None on civilian ones. Stun cannons on police versions can be fired once per turn in *Beam*, *Ray* or *Blast*.

SLIDEWALKS AND TUBETRAINS (WORKING SYSTEMS)

Slidewalks are moving sidewalks 4 game inches wide that travel from 1/2 to 8 scale inches per turn in staggered strips, with slower belts on the outside and faster ones on the inside. Opposite directions are separated by a clear wall. There are emergency stop switches at periodic intervals. Tubetrains are small trains made of varying chains of 4-passenger cars. Each car is enclosed by a clear canopy that can be opened only when the train is stopped, or by hitting an emergency release button. The tube trains run underground, on the surface, and between buildings in clear, suspended tubes 4 game inches wide. Both these types of transportation are free, and both are Slow Ground class.



FUTURE COPS

(Actors)

They wear black jumpsuits, utility belts, and black-visored helmets with antennae and radios. On the chest of the uniform is an American eagle clutching arrows and olive branches, but with a swastika on the shield instead of stars and stripes. They monitor the populace, maintain order, and can respond to disturbances within 1/2D6 minutes. If they stop or speak to characters on the public transit or on the street, they will ask to check tattoos on a roll of 1-3.

Class: +2 Fighters

Advanced Skills: Pilot Aircar +6, Martial Arts +7, Vehicle Weapons +5

Wounds: 10

Weapons and Equipment: The cops carry stun pistols that have the same effect as the drones' stun guns, but can be set to fire in Ray form as well (78" range, single target). Also radios and wrist binders.

Armor: Light on their bodies, Heavy on their heads.

SECURITY DRONES

(Holograms)

These are small floating robots that sense disturbances in the street, and use stun-guns to subdue rowdy or subversive citizens. They are about three feet tall, and fly about twelve feet off the ground. CPS/2 will appear at the site of a disturbance in 1/2D6 minutes. They move at 2 scale inches (12 feet) per second. Drones are also programmed to recognise suspicious activity and check the ID tattoos of suspicious people. As robots, the drones add their bonus to only the skills listed, using the average of all player characters as a basis.

Class: +1 Robot

Skills: Ranged weapons, awareness, dodge

Wounds: 8

Weapons and Equipment: Stun gun. Fires in Blast pattern (12" range, 1" wide for every 1" of range). If the character is hit, roll 1D6. On a 3-6, he or she is stunned for 10 turns.

Armor: Medium

If the characters try to walk or public transit: The route takes them a few blocks on foot and then on to an elevated slidewalk to a tube train that goes to City Center, with four stops in between. The characters will encounter other people, and if they are not in future clothes, they will have to deal with some suspicion. Getting on to the train may require that character show their ID tattoo. Players without the tattoo will have to make a +2 **Fast Talk/Persuade** roll. See the City Encounter table.

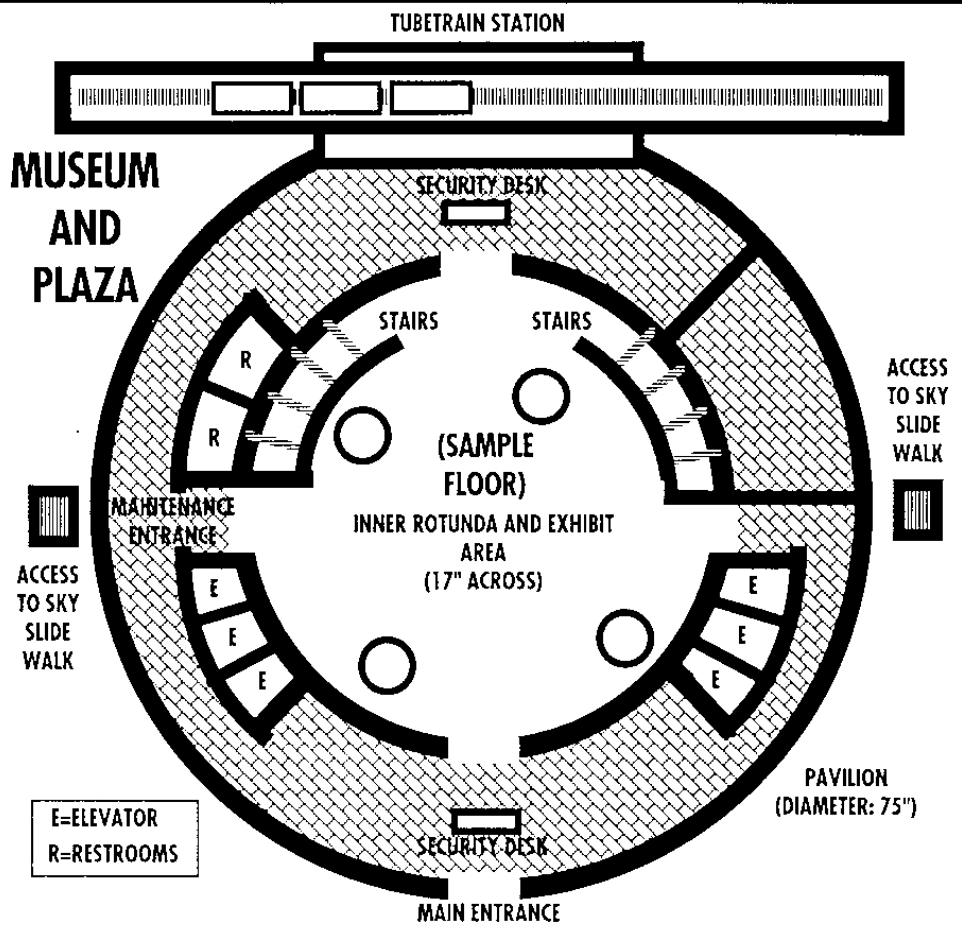
If the characters try to steal clothes: There is a closed clothing shop a few blocks away. Breaking in requires **Pick Lock** at +2 to open the door and **Electronics** at +3 to defuse the alarm. If the alarm is triggered, or the characters are seen, the police and drones will arrive in 1/2D6 minutes (see sidebar). If any of the characters are unusual sizes or shapes, they will be tough to disguise. The clothes inside are generally variations on jumpsuits, streamlined head coverings and helmets, antennae, and utility belts. Radial disks are in fashion, too. Sandy cautions that any jumpsuits stolen must have grey markings so as not to conflict with the ID tattoo. If they steal a pair of goggles and an antenna head covering along with any other clothes they may have taken, information may be called up from the public data banks and projected onto the inside of the goggles with an **Understand Tech** roll at +1. Plus, the antenna will bring in the latest propaganda broadcast from Der Fatherland...

If the characters try to steal an aircar: Finding one will be easy. The characters must make **Pick Lock** rolls at +2 to open the door and start the motor. They must also make an **Awareness** roll at +2 to see that there is an alarm, and an **Electronics** roll at +3 to defuse it. If they don't, the car will send out a silent alarm, and two police air cars, each with two cops on board, will start pursuing the characters within 1/2D6 minutes. Unfortunately, Sandy 581 is a mediocre pilot at best.

During these scenes, the GM should play up the subtle signs of repression which permeate this America: The sense of rigid order, with everyone moving on their allotted walkways, dressed in their prescribed clothing, and dutifully presenting their ID tattoos to be scanned by the all-too-visible police. Most of the populace seem focused and purposeful, but carry a curious sense of paranoia. The suspicious glares of passengers and passersby should clue the characters that any untoward actions will be noted and reported to the authorities, posthaste.

THE MUSEUM

The museum occupies the top twenty floors of the Erwin Rommel building, including the 80th floor pavilion. Huge flags bearing the swastika, portraits of Rommel and Hitler, and an American flag with a swastika in place of the star field hang over the entrance. There are CPSx2 guards stationed in the museum day and night, as well as security drones. The guards have the same stats as city police. There are two guards at the main entrance, one at the tubetrain station, one at the slidewalk station, two walking the pavilion, and one inside at the pavilion. The rest patrol the museum at random. Inside the museum there are silent alarms at various locations. If they break in, have the characters make periodic Awareness rolls at +2. If the entire team fails, someone trips the alarm, summoning guards and/or drones. Disarming the alarms requires an Understand Tech roll at +3.



SCENE THREE:

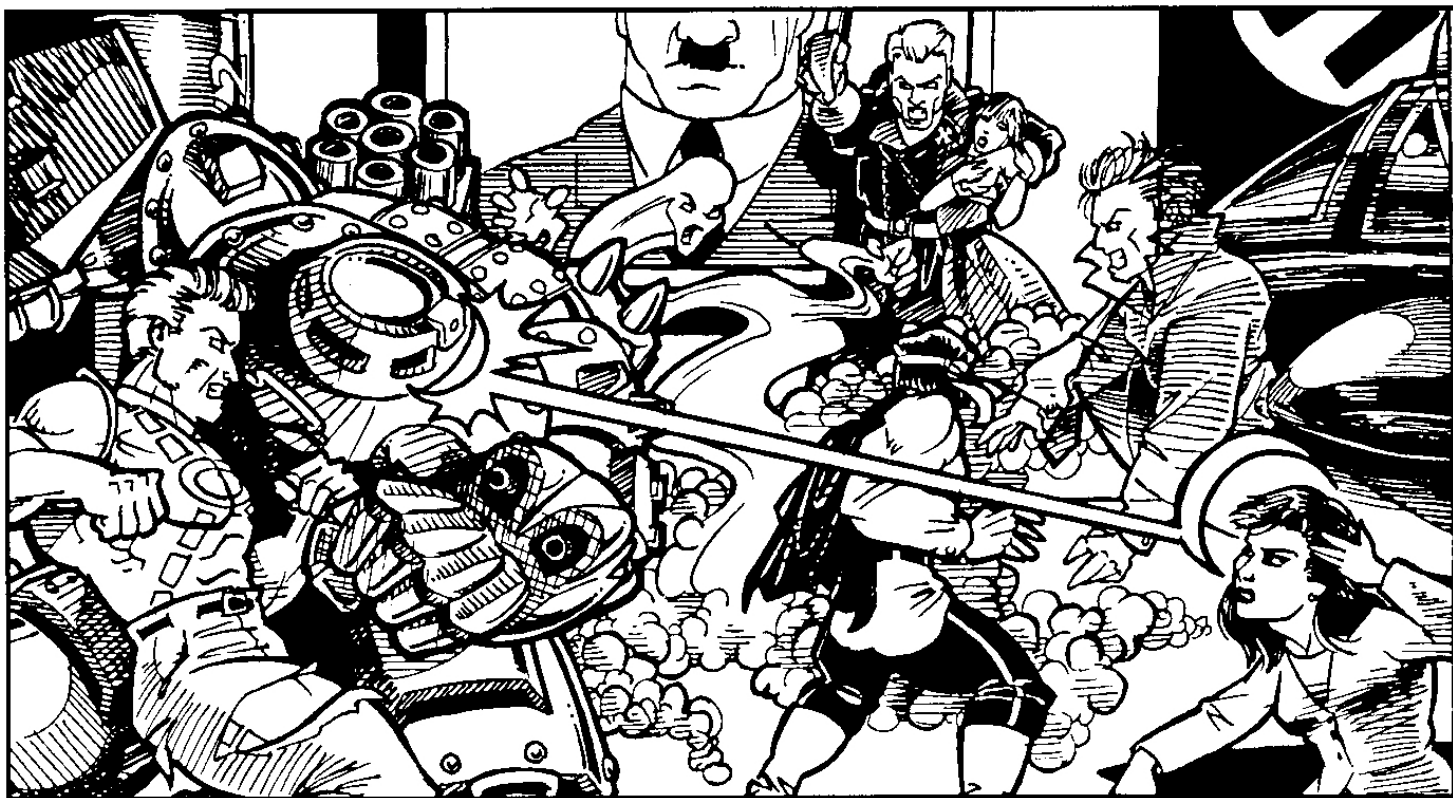
AT THE ROMMEL MUSEUM

As long as Sandy 581 is alive he will be able to show the characters where the museum is. If the characters lose him somehow, they will have to find the museum on their own. They can either ask someone, or they can call the information up on the headwear goggles.

The Erwin Rommel building is a huge 100-story, tapered circular tower, one of several ringing the swastika-shaped grass and concrete plaza called City Center. Huge pavilion-platforms radiate out from the building every twenty stories. Near the center, where each pavilion meets the building, rest mighty statues to the martial and industrial virtues, set in vaguely oppressive poses. Tubetrain lines and aerial slidewalks join the pavilions to surrounding buildings and to the City Center Plaza. The museum itself occupies the top 20 stories. The rest of the building is shops, apartments, and office spaces. The museum is open from 9:00 AM to 6:00 PM. Business is brisk from about noon to closing; character's ID tatoos will only be specifically checked on a roll of 1. If the characters arrive during business hours, they will be able to take a tubetrain or slidewalk directly into the museum at the 80th floor, or use the main entrance that opens on to

the pavilion on that floor. They can also use the elevators to enter the museum from the lower floors. Aircars can load and unload people at the pavilion, but they can't park on it. Most of the lower floors, and all of the pavilions, are open 24 hours a day, but all connections between them and the top 20 floors are locked while the museum is closed.

If the characters arrive while the museum is closed they can elect to wait outside and see if the Baron and his team show up, or they can try to break in. The museum doors, windows, and elevators are all electronic. Using any of them to get into the museum while it is closed will require an **Electronics roll at +4**. Missing the roll by 1 allows the characters to enter, but triggers an alarm. Missing by 2 accomplishes nothing. Missing by 3 or more merely triggers the alarm. If the museum is open, the characters can go in and station themselves around the exhibit of anti-gravity packs. Admission is free but requires an ID scan on a 1-2. Whether the museum is open or shut, the characters will be questioned by security if they loiter for too long in any one location, or make themselves obvious.



SCENE FOUR:

CITY CENTER SHOWDOWN

The exhibit including the gravity packs is on the 95th floor, in a round room above the main entrance lobby. The packs are being worn by mannequins in a number of displays depicting battles from the Unification War, including a large display that occupies the center of the rotunda. There a couple of different models, but they are all similar. The rotunda is 100 feet (about 16 game inches) across and has several entrances. The ceiling is five stories (75 feet/13 game inches) up. Each of the five floors has a round balcony overlooking the rotunda. See the map on Page 38 for more detail.

A NOTE TO THE REFEREE

The stats for the Baron and the Inner Cadre are on Page 39-40. There are many ways you can stage the confrontation with the Baron, and you should pick the option that you believe your players will enjoy the most. Options include:

1) Having the characters discover that the museum has been broken into, and venturing inside to discover the Baron and his people either in the rotunda or battling security.

2) Having the characters arrive before the Baron, while the museum is open or closed, and setting up an ambush in the rotunda.

3) Having the characters miss the Baron (this *only* if they screw around or get caught in too many battles on the way to the museum), and returning to the present to fight him (where they may find an ambush waiting).

4) Having the characters and the Baron trying to break in at almost the same time, but perhaps by different routes. They should stumble across each other.

5) Default scenario: the Baron and his team arrive at 8:00 AM, about four and a half hours after arriving in the future. They break in through the front door, slaughtering guards with abandon. They are going for speed, not stealth, since they are much more powerful than the guards. If the characters are there, a fight will ensue.

No matter which option you pick, the Baron will be astounded to discover that the Allies have dogged him

even into the future. He will tell them that he is as happy to destroy Amerikaners in the future as anywhere (anywhen?) else, however, and the characters should get ready to petition god for mercy on their souls. Remember, this is the climactic battle of the adventure. Spread it out. Take it out onto the pavilion, and over the Plaza, if any of the characters can fly.

Even the antigravity packs can be used, as they are all still in working order. It takes an **Understand tech roll at +3** to figure out how to operate one, and Athletics skill to fly them. They are **Slow Flyers** with a speed/maneuverability bonus of **+1/+2**. They have **Light Armor** and **six Wounds**.

Play Falkenberg (see Page 39) for dramatics. He has a tremendous ego and will talk throughout the combat, pointing out that he has already won, as the future around them proves. He may accept a challenge to duel with one of the characters, but he will merely use this to draw one of the characters close where he can more effectively fight with the vibro-saber. If he starts losing, however, he will break off and try to escape with an antigravity pack. Feel free to enliven the other members of the Inner Cadre in the same way. They believe they are the best of the best, and will act accordingly.

The local police will most likely stay out of the battle, recognizing when they are outclassed. Drones will interfere, however, and the characters and the villains should keep their eyes open. Keep in mind that there may be superheroes that are native to in this future. If the GM feels that the fight is going too far one way or the other, he may consider throwing in a Nazi superhero from 2043. The

FUTURE SUPERHERO (OR VILLIAN)

THE GUARDIAN

(Hologram slaved to an actor in Gaming Central)

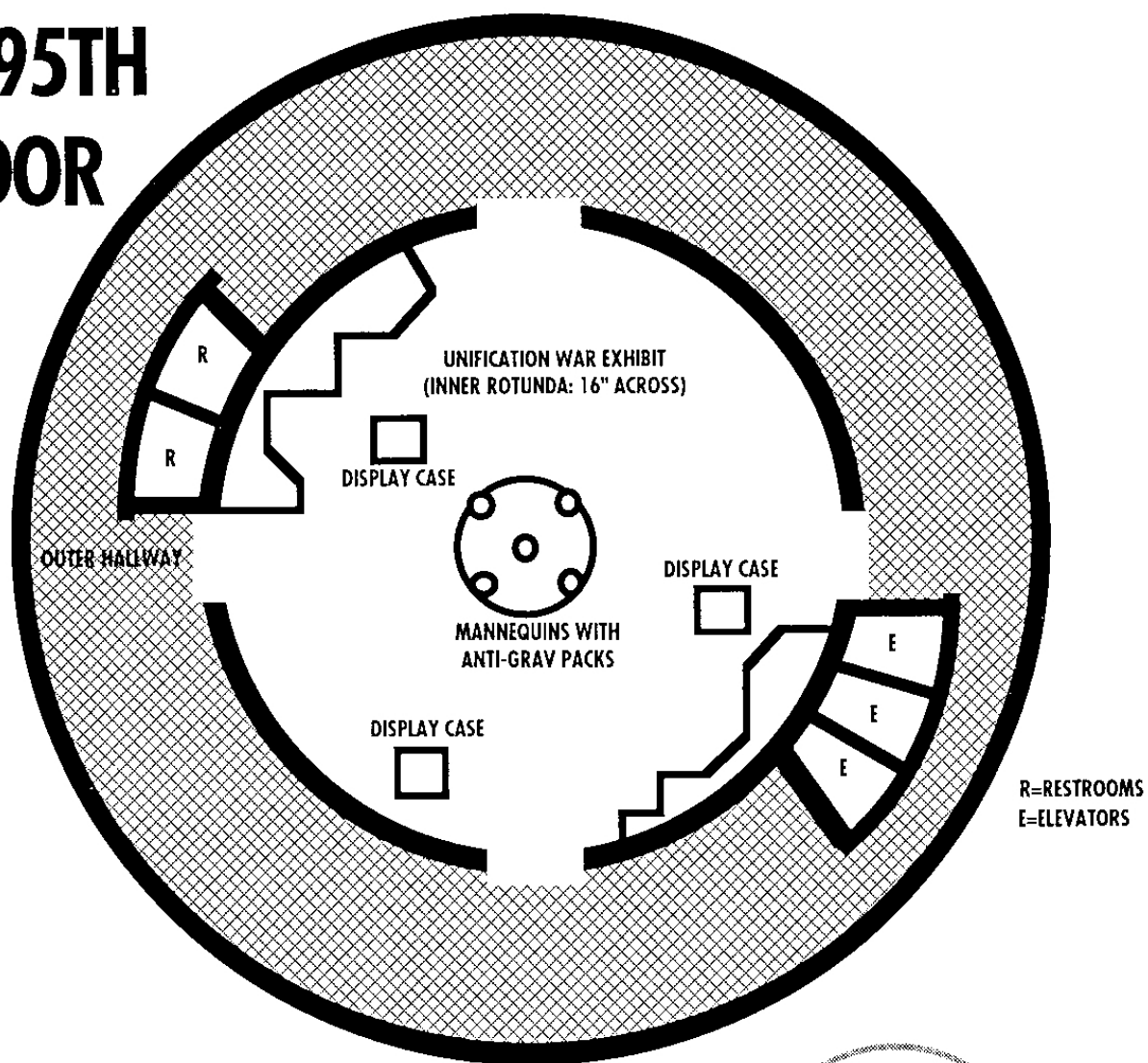
Created by the State as a law-enforcement being, the Guardian is called in by the local authorities anytime that they have something that they can't handle. She is dedicated to her duty and will obey orders to the letter. Still, she has a sense of justice that is often ill-served during her indenture to the State. She may listen to reason if subdued.

Class: +2 Superhero
Advanced Martial Arts +5,
Skills: Acrobatics +7
Super- Forcefield, V. Deadly Ray,
powers: Med. Flying Speed
Wounds: 10

THINGS TO REMEMBER

- **The Baron has Ingrid Weitzer, the Doctor's daughter, with him as hostage.** She is valuable because she knows much about the time machine, so the Baron doesn't actually want her hurt, especially if there is a chance something happened to the doctor. To this end, he has had the Siren (the psionic villain from the Outer Cadre) hypnotize Ingrid so that she is loyal to him. Ingrid may look innocent to the characters at first, but they'll be real surprised when she whips out her pistol and starts plugging away at them. She'll even let one of the characters get close to her first, acting timid and confused. She can be returned to normal with a **Hypnotism roll at +2**, or with **Mental Command, Transfer, or Link**. The effects will wear off on their own after 24 hours.
- **There are two retrieval units.** The characters have one and the Baron has the other. Either one can be used by either party, but only people in a six-foot radius around the unit will be returned. If both units are destroyed, everyone is stuck in the future, and the fight becomes a grudge match. If one is destroyed, the other will become as valuable a prize as the antigravity packs. If just the characters' unit is destroyed, the Baron will try to grab an anti-gravity pack and return to the present on his own, since he knows that the characters won't be able to follow him. If he can take some of his team back with him, great. If not, too bad for them. The retrieval units are six inches by two by four, and weigh about two pounds. They are sturdy; each has **Light Armor** and **four Wounds**.
- **As long as both retrieval units are operable, the Baron will try to either destroy the character's unit, or kill the characters so he can return to the present with his prize without having to worry about being followed again.** The characters *must* be protective of their unit.
- **If the Baron gets cocky:** He may try to kill all of the characters, even if they have lost their unit and he has his anti-gravity pack. The characters may be able to play this to their advantage.
- **If there are more than six characters:** Use all of the villains. If there are less than six, pick the ones you like the most until you have **CPS+0**. You must use the Baron. Depending on how tough your team is, you may want to start out light, and add another villain if the characters are cleaning up.

THE 95TH FLOOR



(Actor)

Dr. Wietzers daughter and assistant, a beautiful and intelligent woman, but under a mental thrall that makes her the Baron's servant.

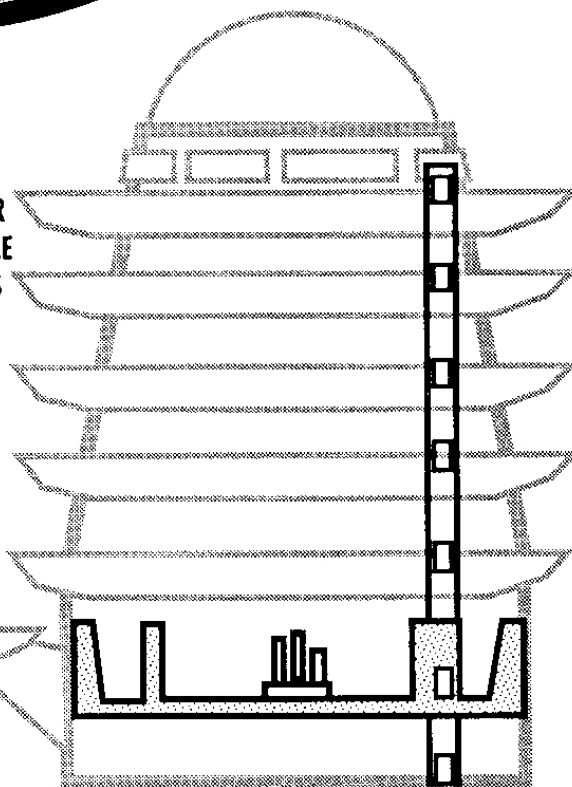
Class: +2 Engineer
Advanced: Electronics +9
Skills: Mechanics +6,
 Physics +10,
 Seduction +7

Wounds: 7

Weapons and Equipment:
 Medium Autopistol (Luger) with three magazines.



**SIDE VIEW
 SHOWING INNER
 BALCONIES, DOME
 AND ELEVATORS**



INGRID WEITZER

THE INNER CADRE

The Baron's most loyal and trusted agents and heroes. Each is ready to lay down his or her life for the Reich. These people are the very core of the *Waffen Übersoldaten*. Their stats continue on page 40.

THE RED FALCON

Baron Wilhelm von Falkenberg, a.k.a the Red Falcon
(Hologram slaved to an actor in Gaming Central)

Germany's greatest superhero, and leader of the *Waffen Übersoldaten*, the elite German corps of superheroes and agents. A cruel and vindictive man, but smart and powerful. He wears a red and black costume that bears the Falcon crest, and he has Heidelberg duelling scars on both cheeks.

Class: +3 Supervillain

Super- Fast Flight, Highly Resistant, Extraordinary

powers: Strength, Super Intelligence

Advanced Martial Arts +9, Pilot Plane +6,

Skills: Fencing +10, English +8

Wounds: 12

Weapons and Equipment: Retrieval Unit, VibroSaber
(Very Deadly damage)



PANZER

(Hologram slaved to an actor in Gaming Central)

An agent who wears a tough, steel armor suit with several powers. When any damage goes through the armor, it has an even chance of injuring him or damaging his systems. Roll randomly each time. His armor has 12 Wounds. For every three it takes, it loses one power (roll randomly). When it has lost all powers, the armor is destroyed.

Class: +2 Engineer

Super (All from his armor)

powers: Medium Flight, Amazing Strength, Deadly Blast, Life Support

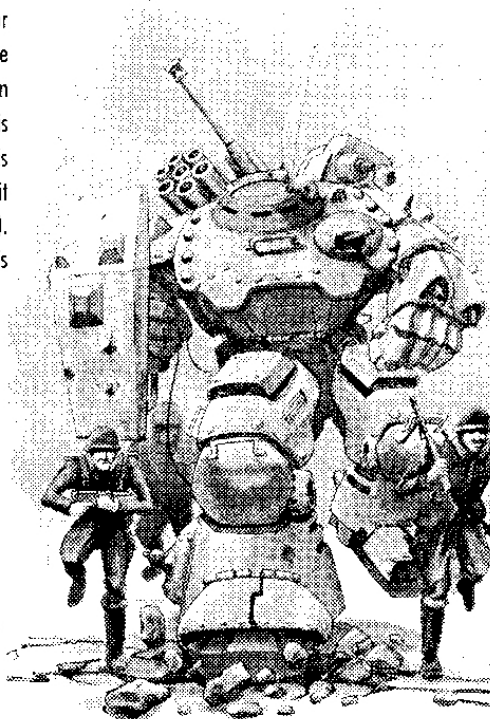
Advanced Electronics +7,

Skills: Mechanics +8, Set/Disarm Trap +9, Persuasion and Fast Talk +5, Machine Interface +7

Wounds: 9

Weapons and Equipment:

Deadly Blast, Heavy Armor (see above)



WRAITH



(Hologram slaved to an actor in Gaming Central)

A cunning man who can render himself invisible and pass through walls.

Class: +2 Supervillain

Super- Invisible, Pass Through

powers: Walls, Absorption

Advanced Tracking +8, First

Skills: Aid +7, Sleight of Hand +6, Martial Arts +5

Wounds: 10

Weapons and Equipment: Deadly Poison Daggers

HELLFIRE

(Hologram slaved to actor in Gaming Central)

A woman who can transform her body into a nebulous mass of flame. Caught in an explosion in a munitions factory, Hellfire miraculously survived and discovered her powers shortly thereafter. She will hover over the characters and attack from there.

Class: +2 Supervillain

Super- Fire Elemental, Gaseous

powers: Form, Slow Flight

Advanced Demolitions +6,

Skills: Streetwise +8, Survival +7

Wounds: 8

Weapons and Equipment: Very Light Armor

CYCLONE

(Hologram slaved to actor in Gaming Central)

A weather elemental, Cyclone was conjured by Nazi alchemists studying ancient texts recovered from Tunis. It now serves the Reich and takes great pleasure in inflicting destruction upon mortals.

Class: +2 Fighter/Supervillain

Super- Weather Control, Slow

powers: Flight, Missile Deflection

Advanced Martial Arts +6,

Skills: Navigation +8

Wounds: 10

Weapons and Equipment: None

BLACK HEART

(Hologram slaved to actor in Gaming Central)

A wiry woman with the uncanny ability to weaken other heroes' powers.

Class: +2 Fighter/Supervillain.

Superpowers: Drain Power

Advanced Martial Arts +10

Skills: Martial Arts Weapons

+7, Seduction +7,

Persuasion and Fast Talk

+9, Driving +5

Wounds: 7

Weapons and Equipment: Light

Armor, Medium Autopistol

with four magazines,

Tonfa, Nunchaku



CONCLUSION

The Characters Stop the Falcon and Return to the Present: If the characters defeat the Falcon, either in the future or the present, and stop him from giving the anti-gravity unit to the Führer, then they have accomplished their mission.

If the characters are actually in the future when they defeat the Falcon, then they will see the effects of their actions as the timeline is rewritten. All around them, the world will shift and change. It will look more open, less oppressive; all the swastikas and German emblems will be gone, replaced by American emblems. The ID tattoos will fade as well. All signs of anti-gravity technology will also disappear, replaced by jets and propellers that appear descended from the past as the characters know it. Sandy 581 will fade away, replaced somewhere else by an incarnation that never had to live in a fascist America, and never had to meet the heroes. The war exhibit in the rotunda will suddenly shift into an exhibit on 20th century America. It is the future of an unconquered America. The characters can return to the past knowing that the future of their country is a bright one.

Upon returning, Doctor Weitzer will offer to use the time machine to return the heroes to America, one hour in the future, or to their underground contacts in Switzerland.

They must decide quickly, however, because he has already set the time machine to self destruct in a few minutes, now that the Falcon is dealt with and his daughter is known to be lost or saved. If the characters returned with anything from the future, the professor will exhort them to destroy it so that the timelines can resume their natural courses. He also says that he must perish with his machine so that he can never again create such a device. If the characters accept his transportation offer, they will receive a heroic welcome from their commanders, although, of course, the mission must stay secret. One thing they will tell the characters: Castle Falkenberg has been destroyed in a cataclysmic explosion. The core of the *Waffen Übersoldaten* has been destroyed, dealing a crushing blow to the morale of the Reich. The tide of the war has turned, and the end is in sight.

The Characters Strand The Falcon in the Future: It's up to the referee as to whether the Falcon can return to plague the characters again. If not, then the characters have succeeded. If so, then the timelines may still be in jeopardy...

The Characters Are Stranded in the Future: If they didn't stop the Falcon, then they are stranded in a cruel world with every man's hand turned against them. If Ingrid is still alive, perhaps she can think of a way to return the characters. If not, get used to Amerika. If the characters stopped the Falcon, then they will see the results of their success. Although they are stranded in the future, it's not such a bad future after all.

SOURCE MATERIAL

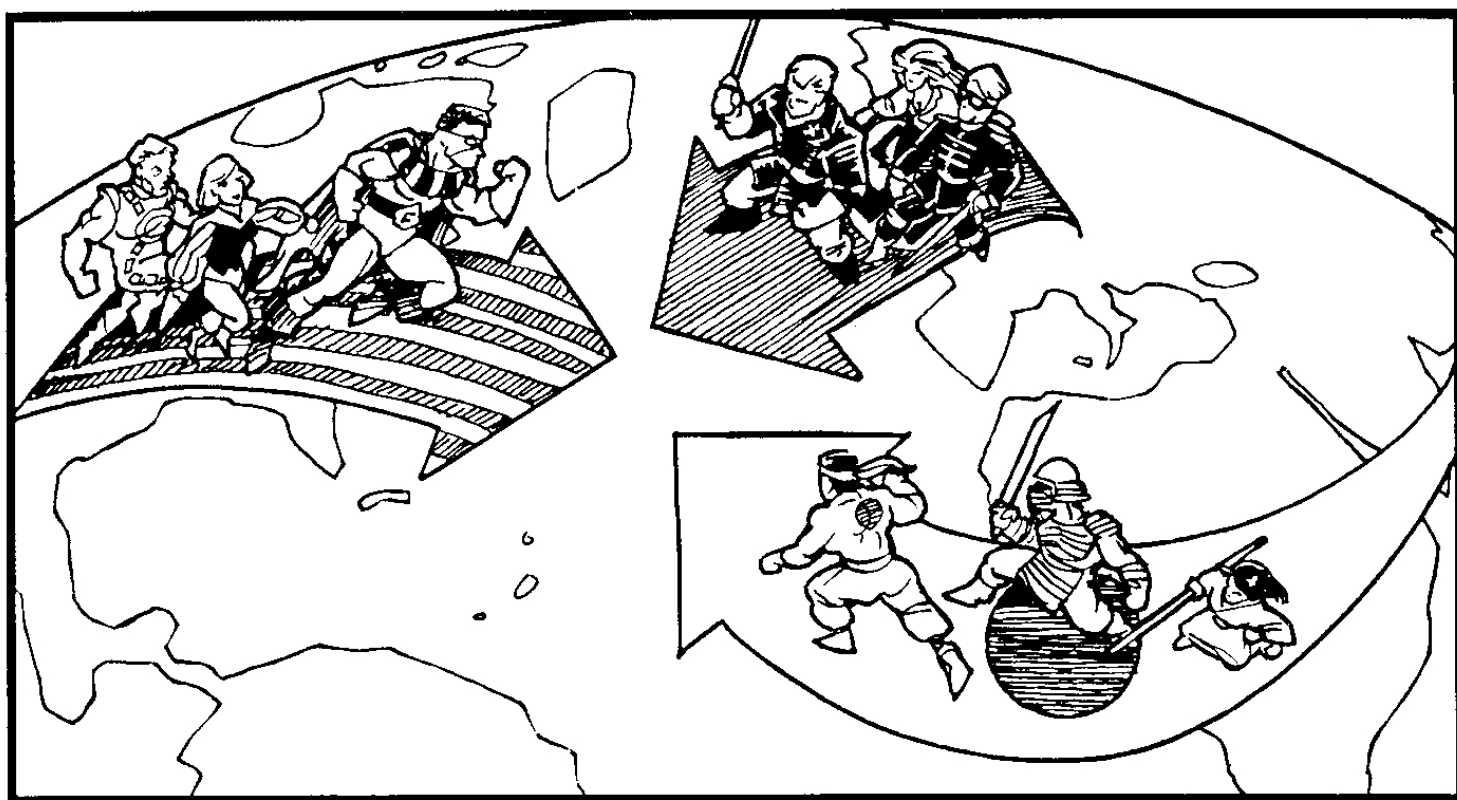
A WORLD NOT QUITE OUR OWN...

The world of The Fiendish Agents of Falkenberg is designed to allow superhero role-playing in a history that doesn't quite coincide with our own. Aside from the existence of superheroes at all, most of the differences are subtle. Changes in the timeline, the contribution made by superheroes and other paranormals to history, and slight differences in technology are the major deviations. As the past progresses into the near future, the differences skew further away from reality until we get to a pulp-fiction world that has its roots in a 1940's vision of what our world might be like in the 21st century. That fantasy future comes about due to changes in history and technology that can be traced to paranormal intervention. No regular human mind could invent an antigravity device any time soon, or a walking combat robot or silent flying wing in the 1940's. Some of the unusual historical and technical aspects of the world of Baron von Falkenberg are presented in this section for use in this and other adventures.

THE WARDEN PROJECT

When World War Two began, many natural resources were co-opted by the government and a draft was instituted. US political and military leadership decided that a special program was needed to study the issue of America's super-powered individuals and super agents. Up until America's entry in the war most had been freelance crimefighters and investigators, some allied with local and federal police departments, some antagonistic, but still essentially a force for good. When America did enter the war in 1941, with the Japanese marine mecha assault on Pearl Harbor, it was a superhero who received much of the credit for keeping the island in US hands. Had Captain Freedom not been in Hawaii on an Army morale-building tour, the surprise attack might very well have overrun the unprepared defense troops, and the strategically critical naval base might have been forfeit to Japanese occupation. As it was, several key battleships were sunk, although due to a lucky coincidence most of the carrier fleet was safely at sea.

After Captain Freedom demonstrated the wartime value of American superheroes and agents, a debate began in



Washington over how best to implement them in an organized fashion. There were two camps: one believed that the heroes were best kept on American soil, and only loosely supervised. Then they could concentrate on countering insurrection, espionage, and sabotage. These three problems were becoming more and more common, especially with the penetration of the US by several key Axis superagents. The other camp argued that regular police forces could easily absorb counter-espionage and insurrection duties, especially if they were trained and equipped to deal with enemy super-agents.

After several weeks of fruitless debate, the president commissioned a blue-ribbon, bipartisan congressional committee under the chairmanship of Senator Oscar Newton (D., California). The committee deliberated full-time in closed hearings for six weeks before making a public recommendation that American superheroes and agents were best left to operate freelance, as they had before the war. This would allow each individual to decide how to best apply his or her abilities, and it would stymie any interference from Axis spies or the Fifth-Column. That same day, however, the Newton Commission met with the President and the Chiefs of Staff in an ultra-secret closed session. There, they privately recommended the secret recruitment and training of selected superheroes and agents for specific on-shore and offshore operations, many of which would be of a covert nature. The President gave the green light, and the Department of Paranormal Utilization was formed. The task of forming and implementing the project was assigned to the Army Assistant Chief of Staff, General Tyrone Foster Warden.

T.F. Warden was a man with an impeccable military history; known for his intelligence, no-nonsense attitude, and organizational skill. But, despite his resume, Warden knew he'd need capable deputies. He named three men as his seconds-in-command: FBI counter-espionage specialist Raymond Hewett took charge of in-country counter-espionage and counter-insurrection activities, and Deputy Secretary of War General Heywood Sawyer assumed control of training and implementation of overseas operations, covert and overt. In the most secretive side of the operation, Dr. Albert Einstein of Princeton oversaw the administration of the Trust, the division of the Warden Project that used hyper-intelligent paranormals to design such things as mecha and the Nightwing aircraft. (To this day, the level of paranormal participation in the Manhattan Project is a closely guarded secret.) Soon the ultra-secret Warden Project was running successful operations at home, at the front, and deep in Axis territory, using the

unique skills of America's paranormals, and those of the other allied countries.

THE WAFFEN ÜBERSOLDATEN

Neither Hitler nor Hirohito was blind to the value of a dedicated force of paranormals, however, and it wasn't long before each of them was using super-agents and superheroes in organized programs. In Japan, each military branch had its own group, the most renowned of which was the Imperial Navy's Golden Samurai unit. Germany decided to form a united paranormal command, however, much like the Warden Project in the United States. The task of assembling Germany's paranormal command was given to S.S. Oberst (Colonel) Wilhelm von Falkenberg, scion of the Barony of Falkenberg and Falkenberg, and Germany's greatest pre-war superhero. Falkenberg was given complete control over the program, and discretion to use the unit as he saw fit, subject to Hitler's occasional intervention.

Falkenberg based the unit out of his family castle in Bavaria. He created three bodies: a general force of elite agents and two circles of actual super-powered individuals. The two circles were called Cadres. The Outer Cadre was recent recruits and less experienced paranormals. The Inner Cadre was the Baron's personal friends and allies; people he'd worked with before the war. The three bodies were collectively called the Waffen Übersoldaten (combat supersoldiers), since they incorporated general combat elements and elements of Hitler's Übermensch concept.

HEAD TO HEAD

It wasn't long before the Axis and Allied paranormal organizations were running full-time operations. They did not remain secret to each other for long, although each group did its best to conceal from its enemies the nature of its operations and the identities of personnel involved. All of the Paranormal organizations recorded successes and failures. In the Pacific, Amaterasu, of the Golden Samurai, was at the head of the Japanese invasion of the Philippines, and was widely credited with spurring on the assault troops and driving the rout of MacArthur. In Vichy France, the Ghost and the Siren of the Waffen Übersoldaten broke up a critical resistance organization, disrupting Allied insurrection operations for over six months. The Red Bear's victory over Teuton outside of Leningrad is believed to be the incident that gave the citizens of that city the courage and morale to withstand the bitter winter siege. Meanwhile, Captain Freedom, working under the auspices of the Warden Project, singlehandedly crept into the submarine pens at

Wilhelmshaven and sank three U-boats. Operations such as these continued as a matter of course throughout the war, although they were punctuated at points by more ambitious schemes. Casualties in all three units were very high. The Overseas division of the Warden Project suffered almost 50% casualties over the course of the war. The Inner and Outer Cadres of Falkenberg were almost completely wiped out by the conflict's end.

After the war, the survivors of most paranormal programs were released from government service. In Germany there were few survivors, although those who did make it convened every year to remember their fallen brethren. Most of the Japanese paranormals worked at rebuilding their country after the war was over. In the U.S., most members of the Warden Project were sworn to secrecy about certain operations, and then given carte blanche to resume their civilian crimefighting activities. It wasn't long before many of them were fighting the Cold War, duelling against the Soviet agents with whom they had been allies a few years before. These days, the government will not officially recognize the continuing existence of any federally-organized force of paranormals, although it admits to licensing freelance groups such as Freedom Force and Westguard. Many suspect, however, that there is a contingency to re-activate the Warden Project, should national security ever require it.

In an interesting sidenote, aging members of many of the wartime paranormal organizations have come together several times over the years. They have renounced their once bitter enmity, and openly discussed many of their shared experiences. Many former adversaries became friends at these meetings. Their lobbying was considered a major force in the drive for unity and peace that swept the world in the aftermath of the Cold War.

NEW PEOPLE

These are some of the people who were instrumental in determining the course of history in the world of Falkenberg.

GENERAL HEYWOOD SAWYER

Leader of the Offshore Operations division of the Warden Project, our heroes' direct superior.

Class: +2 Fighter

Advanced Skills: Pilot Plane +6, Navigation +7, Psychology +8, Persuasion and Fast Talk +6, Administration +8, Military Tactics +8

Wounds: 11

GENERAL T.F. WARDEN

Commander-in-Chief of the Warden Project, America's wartime paranormal organization.

Class: +1 Fighter

Advanced Skills: Heavy Weapons +7, Vehicle Weapons +4, Gamble +9, Survival +5, Streetwise +2, Military Tactics +9, Bureaucracy +8

Wounds: 8

RAYMOND HEWETT

Formerly FBI, more recently director of the Warden Project's Onshore Operations division.

Class: +3 Loremaster

Advanced Skills: Driving +6, Bureaucracy +10, Counter-intelligence and Espionage Operations +10, Hunch +8, Cryptography +6, Deduction +7, Streetwise +6

Wounds: 9

TEUTON

One of Germany's great prewar superheroes, defeated at Leningrad by Red Bear.

Secret Identity: None

Class: +3 Fighter/Superhero

Superpowers: Super Agility, Super Leap, Resistant

Advanced Skills: Martial Arts +10, Fencing +8, Survival +7, First Aid +4, Tracking +8, Animal Handling +6, Acrobatics +7

Weapons and Equipment: Two Handed Sword

Wounds: 12

RED BEAR

One of the few Soviet Paranormals. The man credited with saving Leningrad.

Secret Identity: None

Class: +2 Fighter/Superhero

Superpowers: Super Strength, Near Invulnerable

Advanced Skills: Survival +10, Martial Arts +8, Tracking +10, Streetwise +5

Weapons and Equipment: None

Wounds: 15.

THE BLUE ANGEL

One of America's most renowned super-agents, who, along with his sidekick Wang, was a key factor in the Warden Projects' success against spies and the Fifth Column at home.

Secret Identity: Ned Goldstein, New York public defender.

Class: +3 Thief

Advanced Skills: Pick Lock +10, Escape Artist +9, Sleight of Hand +7, Streetwise +10, First Aid +6, Driving +8, Acrobatics +8

Weapons and Equipment: You name it. Weapons, survival equipment, armor, vehicles, electronic gadgets. Use your imagination.

Wounds: 10

CAPTAIN FREEDOM

America's all-time greatest superhero. From mysterious origins to national symbol beloved throughout the country. Secret Identity: Paul Pearson, Chicago playboy.

Class: +3 Superhero

Superpowers: Faster Than Light Flight, Near Invulnerable, Unbelievable Strength, Advanced X-Ray Vision

Advanced Skills: First Aid +7, Physics +6, Acting +8, Seduction +7, Zero G Movement +9, Acrobatics +10

Weapons and Equipment: Freedom Fortress, on a remote island in the North Atlantic.

Wounds: 12

AMATERASU

Personification of the Japanese Shinto goddess, and the leader of the Golden Samurai.

Secret Identity: Yukiko Nijima, Japanese Navy nurse.

Class: +3 Fighter/Medic (multiclass).

Superpowers: Super Charisma, Grow, Blind Teleport, Forcefield

Advanced Skills: Acrobatics +8, Pole Arms +10, Martial Arts +6, Physician +8

Weapons and Equipment: Magic Spear; does Deadly damage, fires a Super Deadly Beam, Magic Golden Armor with Super Heavy Resistance.

Wounds: 7

DR. MERCURY

One of America's most secretive and enigmatic super agents, he is the brains behind many of the wartime advances made by the Warden Project's supersecret Trust.

Secret Identity: Cleon Hayes, Alabama university professor.

Class: +3 Engineer/Superagent (multiclass)

Superpowers: Super Intelligence, Machine Affinity, Machine Control

Advanced Skills: Electronics +10, Mechanics +10, Physics +10, Chemistry +10, Writer +8

Weapons and Equipment: Secret Lab in Alabama's Cumberland Plateau.

Wounds: 6

VEHICLES

These are some of the general civilian and military vehicles that the characters may encounter and/or use in the course of their adventure. Vehicle hit locations can generally be broken down into passengers, engine/drive-train, body, cargo, tires/treads. All vehicle and mecha heavy weapon ranges should be assumed to be Extreme (72 scale inches) for In Park Games.

GERMAN MILITARY 3 TON TRUCK

General purpose military hauling vehicle, similar to the US deuce-and-a-half. Carries three up front and 12 people/3 tons in back.

Class: Fast Ground

Speed/Maneuver Bonus: +0/+0

Wounds: 18

Armor: Cab, engine, and chassis: Medium. Cargo: None (canvas).

Weapons: None. Can be fitted with machine-gun on tailgate.

JEEP

All purpose military vehicle good for rough terrain. Carries five and a little cargo.

Class: Fast Ground

Speed/Maneuver Bonus: +1/+2

Wounds: 12

Armor: Engine and chassis: Medium. Passengers: None.

Weapons: None. Can be fitted with machine gun on roll-bar.

GOVERNMENT/GESTAPO LIMOUSINE

Large sedans, often black, frequently carrying up to six shady individuals and their luggage in the trunk. Sometimes airtight.

Class: Fast Ground

Speed/Maneuver Bonus: +3/+1

Wounds: 16

Armor: Heavy all around.

Weapons: Can be fitted with dandy spy devices, such as headlight machine guns, oil slicks, etc.

REGULAR CAR

Typical family automobile with room for five and the dog.

Class: Fast Ground

Speed/Maneuver Bonus: +2/+2

Wounds: 14

Armor: Medium on the body and engine, Light on the passengers.

Weapons: None

ZEPPELIN

This is the regular 1940s variety, not the monster from the future (although still larger than real ones). Can carry up to 300 passengers on international journeys in stately comfort. Disturbing propensity to burst into flame. Up to 600 feet long.

Class: Slow Flyer

Speed/Maneuver Bonus: +0/+0 Loses by default in all pursuits/maneuvering conflicts, except vs. other Zeppelins.

Wounds: 40

Aarmor: Medium on the passenger compartment. None on the body. On a body hit, roll 2D6. On a 2, the Zeppelin explodes.

Weapons: Can drop bombs and launch prop-driven spotter planes.

TANK

World War Two-era armored vehicles.

Class: Slow Ground

Speed/Maneuver Bonus: +4/+0

Wounds: 19

Aarmor: Mega Heavy

Weapons: Two machine guns, one forward facing, and one in the commander's cupola, and a cannon that can fire a shell up to 500 game inches. The shells explode for Extremely Deadly Damage in a 4 scale inch radius.

MECHA

One innovation in the world of Falkenberg (in addition to rocket fighters and gigantic aircraft) are mecha. These are not to be confused with the towering robots of Japanese fame; rather, these are rather ungainly contraptions powered by diesel/electric motors and hydraulics. Mecha are about 20 feet tall. Originally developed for construction work, they have been refined by both the Axis and Allies for wartime purposes. They serve in situations where terrain, obstacles, or cramped conditions make regular tanks impractical. They can serve as artillery or missile platforms, or armored wrecking machines. The Japanese used mecha extensively in the jungle battles of the Pacific, where flame-thrower duels with American machines and troops were common. In the infamous attack on Pearl Harbor, over 150 specially-designed mecha sortied from submarines, propelled themselves 10 miles underwater, and then walked up the beaches near the naval base, taking American troops completely by surprise. If not for the fortuitous presence of Captain Freedom they might have captured the island. The

Germans used mecha more often in the urban battles of Southern Europe and the Mediterranean. American Mecha are credited with having helped the English re-take El Alamién under Montgomery. All mecha have a crew of 1. Using the hands to manipulate objects or attack is Pilot Mecha skill.

THE M-6 SGT. YORK

American all-purpose mecha. This type of unit saw a great deal of use in the urban battles of Europe, especially the invasion of Germany. Known for good crew protection

Class: Slow Ground

Speed/Maneuver Bonus: +1/+2

Wounds: 16

Aarmor: Super Heavy all around.

Weapons: Two Heavy Machine Guns in torso, re-useable multiple rocket launcher on shoulder. Carries forty rockets, and can fire in salvos of 1, 10, or 40 per turn. Rockets have a range of 1 mile and do Extremely Deadly Damage in a 4 scale inch radius. Punches for Deadly Damage, crushes for Critical Damage.

TYPE-99M JUNGLE DRAGON

Japanese jungle model common in the Pacific. Quick and maneuverable, but excoriated for poor crew protection. Crew often wore personal armor for protection. Flamethrower fuel supply tended to explode when hit.

Class: Slow Ground.

Speed/Maneuver Bonus: +2/+3

Wounds: 15

Aarmor: Very Heavy on body, Medium on operator.

Weapons: One Heavy Machine Gun on left arm, Flame Thrower on right Arm (fires once per turn as Extremely Deadly Blast, 100 shots total). Punches and Crushes for Critical Damage.

PZKM-31 FLAMMHUND

German desert model widely used by the Africa Korps in Tunisia. Also saw action in southern Europe. Tough, but slow.

Class: Slow Ground

Speed/Maneuver Bonus: +0/+1

Wounds: 18

Aarmor: Super Heavy on body, Heavy on crew.

Weapons: One Heavy Machine Gun in torso. Two repeating cannon on shoulders. Each can fire one shell per turn, and each has fifty rounds. Rounds have a range of 500 scale inches, and explode for Very deadly damage over a radius of 3 scale inches. Punches and crushes for Extremely Deadly Damage.

TIME TRAVEL

Although time travel plays a major part in this adventure, the source material is not really set up for repeated time-travel adventures. The World War Two of Baron von Falkenberg is really the main backdrop for the adventure, and it is the source material from that era that we have provided for more extensive use and development. The two possible futures that arise out of that alternate-universe war are worthy of a little more discussion, however, and we encourage you to refine them and build on them for your future adventures. Look for more extensive future universes in other Dream Park adventures.

One may note that the anti-gravity device exists in a closed time loop; it was only available because the Red Falcon could go into the future and bring it back; thereby creating the future where it existed. If that is prevented by the heroes, the anti-gravity device ceases to be. Poof.

HITLER'S AMERIKA

The first future that the characters experience, and the one that takes up most of World Three, is America in 2043, a century after it was conquered by an invading Nazi army. After a bitter, year-long invasion made possible only by Hitler's "discovery" of the anti-gravity unit, and lead by Field Marshal Erwin Rommel, the entire United States was occupied by Nazi troops. (In this universe, Rommel isn't part of the anti-Hitler conspiracy.) The invasion started with a massive airborne attack of men and mecha on the major urban and military centers of the East Coast. After a beachhead was established, and America's eastern defenses were gutted, a more conventional air and sealift began, and a massive invasion force was assembled. The westward push began. With Japanese forces harrying the West Coast of the United States, the defending armies were caught in a continent-sized pincers. The invasion culminated in the battle of Colorado, when the last coherent American units fought to the end, trapped between the army of the Third Reich, and the Rocky Mountains. A few tens of thousands of American soldiers fled into the mountains, but almost all died that winter. A few brave survivors carried on a guerilla campaign for about two years before succumbing.

With America effectively conquered, Baron von Falkenberg was installed as governor. Over the next decade he launched a two-pronged process of introducing America to fascism, and rebuilding the continent's shattered urban centers. Falkenberg recognized the vast industrial and natural wealth of the United States, and he knew that with America a member, the Third Reich truly would be the

Thousand Year Reich. He hid the more radical aspects of the Nazi's racial and eugenics programs behind a calculated screen of propaganda and revisionist politics. Most people weren't even aware of the Purge, as it was called by the resistance. Slowly, the country was molded towards Falkenberg's and the Führer's vision. Americans grew used to the rigid, caste-oriented police state; many even embracing it. By the time Falkenberg died in 1988, the nation was on its way to forgetting that it was ever free.

There were a few who didn't forget, however. These souls became the American resistance: brave men and women who toiled innocently by day, and then launched secret, disruptive raids at night, hiding Purge refugees when the opportunity presented itself. The tradition of resistance was passed on from parent to child so that there were always a few who remembered what America had once stood for. Even the resistance couldn't last forever, however. As American Nazi agents became more and more adept at isolating and crushing resistance cells, the number of survivors who could pass on the tradition dwindled. Fortunately for our heroes, one resistance family had a weapon that could erase Fascist America once and for all: a letter out of the past, smuggled from Germany during the War. Over the course of a century, that one family guarded its resistance tradition closely, never participating in any overt activity. After it lay fallow for a hundred years, the time came for the letter to be wielded. The current custodian, an unassuming man named Sandy 581, followed the instructions on the brittle, yellowed paper. The rest is, of course, the unmaking of history.

A BENIGN FUTURE

If the characters succeed in their mission to stop Baron von Falkenberg then the future of Hitler's Amerika never comes to pass. The Allies go on to win the wars in Europe and Asia. Unless it is brought back by the characters, anti-gravity technology won't be invented for another two hundred years; one hundred years after the characters intervene in the future.

Many things in the peaceful future are similar to our own timeline. Japan and Germany are crushed, but rebuild, and go on to become economic superpowers a few decades later. The United States and the Soviet Union have a cold war that lasts until the early 1990s. But at the end of the century, there is a divergence. Men and women of paranormal intelligence and ability—veterans, and children of veterans of their nations' wartime projects—see a world teetering towards balkanization and global brushfire warfare. They unite again, this time to end war, not to

participate in it. Two decades of intense behind-the-scenes work result in the dawning of a new age of peace and progress that sweeps the world in the first decade of the twenty-first century. Those are the roots of the utopia that the characters give life to when they stop the plan of Baron von Falkenberg. One group of people out of time, with one action, change the future of Earth from one born of war, to one born of peace. There is some sacrifice of technology, as the anti-gravity pack resumes its rightful place in the twenty-second century, but there is an unquestionable gain in humanity.

FURTHER ADVENTURES IN SUPERHEROIC WWII

If the characters have been successful, the Übersoldaten have been devastated, and a major weapon denied to the Axis. There is still a war to win, however, and the Axis will not simply surrender because of the characters' victory. Indeed, many more missions lay ahead for the Warden Project and its members. Here are a few ideas to get you started:

THE MANHATTAN MYSTERY

The A-bomb tests are malfunctioning and two guards have turned up very dead. The U.S. A-Bomb project may be in jeopardy! Fifth Column superagents under the Gray Ghost have infiltrated into the Manhattan Project facility. They have kidnapped Dr. Oppenheimer, the head of the A-Bomb team, and one of them is using Shapechange to impersonate Oppenheimer and Machine Control to make sure that the prototype fission bombs are inoperable. A Warden Project team is sent in to investigate, but will they be in time?

The team will have to start at the Manhattan Project Base and ferret out the Axis agents left behind to ensure the continued failure of the tests. From them, the characters can discover that the real Dr. Oppenheimer is being held in Argentina, awaiting a U-boat to take him to Germany within 24 hrs. Can the characters slip into Buenos Aires, overpower the Gray Ghost and his agents and get the good doctor back?

Preparation: Stats for Fifth Column agents can be modified from the team given in this adventure. Remember, at least one should have Machine Control and Shapechange. The Gray Ghost should be a +3 Supervillain with Advanced Shapechange and any two other powers that the GM deems appropriate. The GM will need to create plans for the Manhattan Project facility, the Buenos Aires hide-out, and if necessary, the interior of the U-Boat.

LEND-LEASE HEROES

The Soviet Union is short of Paranormals, and the U.S. agrees to send a Warden Project team to aid the Russian Army. Unfortunately, the first attack that the characters lead is met by a monstrous beast which devastates their ranks. It seems immune to most of the Russian's weapons, and can disappear and reappear at will. The beast is Khirajo, an alien being who crashed into the Baltic Sea over two million years ago. Shelling released him from his suspended animation and he was discovered by Mesmer, a German superagent. Mesmer has convinced the alien that the Allies are war-like enemies and Khirajo has agreed to aid him. He plans to destroy the Northern Soviet Armies before moving south. Can the heroes stop him?

Preparation: Khirajo is the single most important element in this scenario. Use the Terror (*Dream Park Gamebook*) as a basis, and give him the Limited Teleport, Super Deadly Beam and Super Resistant Superpowers, and 35 Wounds. Note that he is intelligent and not necessarily evil. If the characters try communicating with him (either with simple sign language or via telepathy) they may be able to convince him that they are the good guys. In addition, the GM will need to build the frozen battlefields of Latvia, Mesmer (+2 Supervillain with Super Charisma and Intelligence), as well as German and Russian soldiers (Thugs from *DPRPG*).

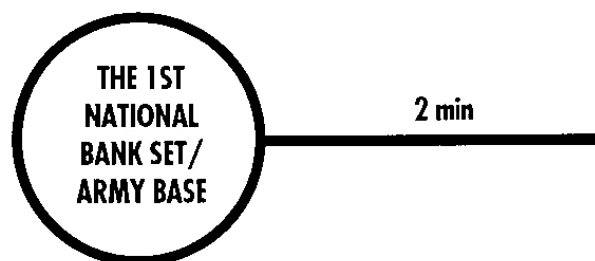
FREEDOM IN CHAINS

July, 1944: While aiding the Marine forces on Saipan, Captain Freedom disappeared. Now his voice has been heard on the radio from Japan, encouraging U.S. soldiers to surrender! Photos of him having sake with the Emperor are being spread throughout the Pacific! Has Freedom turned traitor? The team needs to find out.

In fact, Captain Freedom chanced upon some of the radioactive isotopes to which he is vulnerable. Immobilised, he was captured by a Japanese patrol and removed to Okinawa, where he is under the care of Raiden, a Samurai Superagent. Raiden is using Mental Domination to force Freedom into these acts of treason. Soon, Raiden hopes to be able to dominate him from a distance, allowing the Japanese to employ him in combat (something they have not yet dared). The heroes must penetrate the base and free Capt. Freedom from Raiden's thrall. But beware—they may find themselves facing the dominated Superhuman himself in mortal combat!

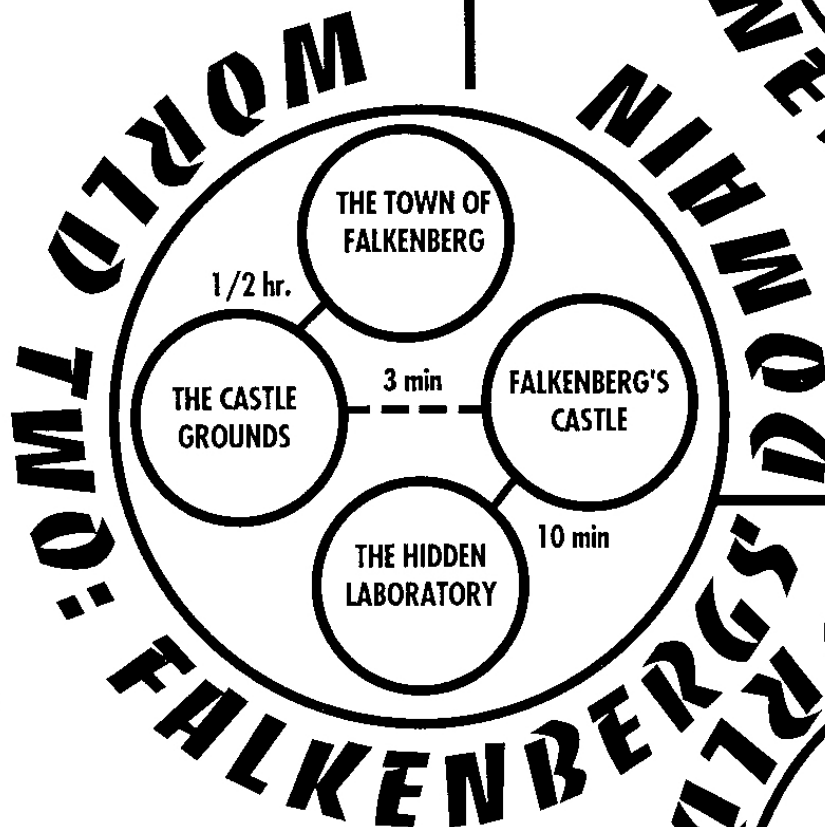
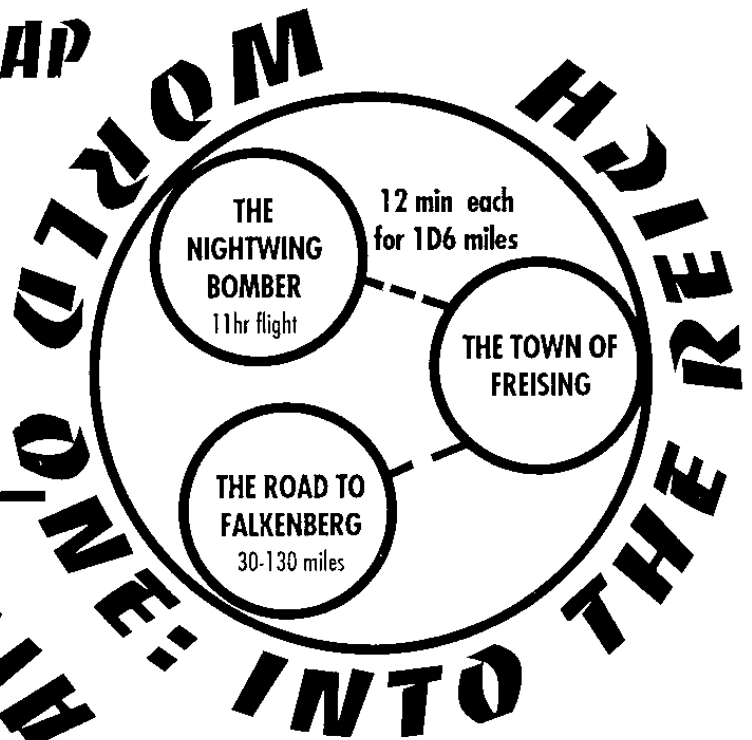
Preparation: Freedom is being held in the Golden Samurai compound on Okinawa, guarded by six of the Supervillains. The GM will need the Capt. Freedom card from this adventure, Raiden, Amateratsu, several guards, and four Golden Samurai.

THE GAME WORLD MAP

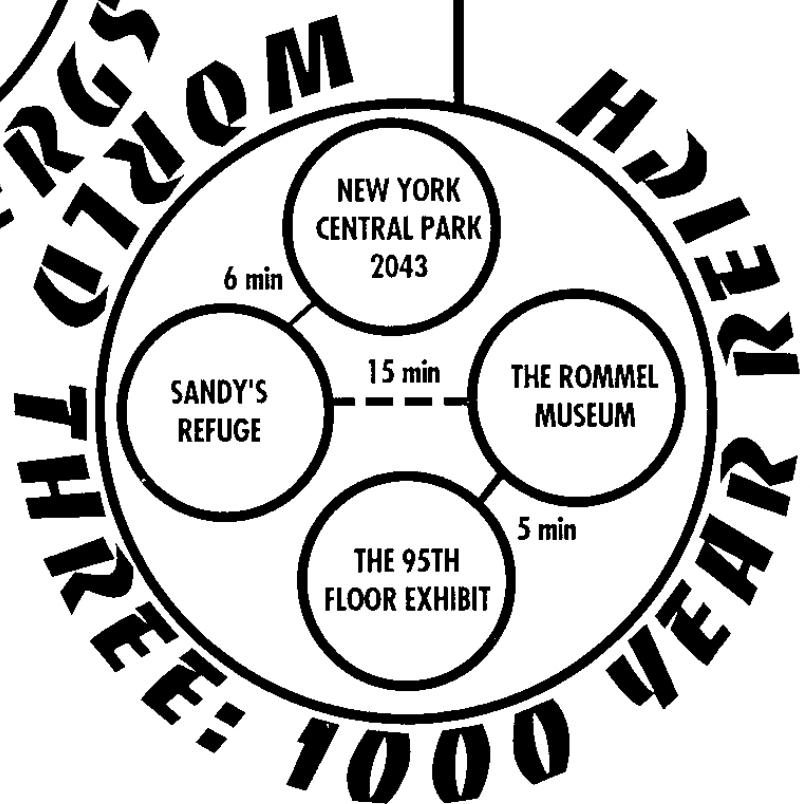


TEASER

1-4 hours



15 min



SAMPLE GAME POINT AWARDS

For defeating the Gangsters	+4 points divided between the players (round down)
For defeating the Serpent	+4 points divided between players
For defeating Fifth Column Spies	+9 points divided between players
For each German Fighter destroyed	+3 points divided between players
For preventing the capture of the Nightwing	+6 points divided between players
For each defeat of Gestapo Agents	+4 points divided between players
For each defeat of SS Soldiers	+6 points divided between players
For each defeat of Wehrmacht Soldiers	+4 points divided between players
For avoiding ANY detection on the way to Falkenberg	+8 points divided between players
For each defeat of Falkenberg's Agents	+8 points divided between players
For finding the hidden laboratory	+6 points divided between players
For asking the Prof about Time Travel	+1 point to each inquiring player
For defeating the Outer Cadre	+12 points divided between players
For making the Time Jump	+3 points to each player
For each defeat of Future Cops or Drones	+6 points divided between players
For arriving at the museum w/o fighting	+6 points divided between players
For infiltrating the museum before the Baron arrives	+6 points divided between players
For defeating the Inner Cadre	+12 points divided between players
For preventing the capture of the anti-gravity device	+12 points divided between players
For defeating Baron Von Falkenberg	+6 points to the player who makes the killing blow

SUPERHERO

MOVE: 244 (SFF in Atmosphere, FTL in space)
ARMOR: Near Invulnerable (Cosmic)

BACKGROUND: Changed as an unborn child by a radium accident, Paul Pearson (his secret identity) has become the symbol of the American ideal: Captain Freedom. While powerful, his vulnerability to certain radioactive isotopes (automatic Serious Damage/rnd of exposure) has kept him from operating with impunity. He keeps this a tightly-held secret, but will sacrifice all to keep America free.

WEAPONS: Fists/Kick=Super Deadly Damage

SUPERPOWERS/ADVANCED SKILLS: Faster Than Light Flight, Near Invulnerable, Unbelievable Strength, Advanced X-Ray Vision, First Aid +7, Physics +6, Acting +8, Seduction +5, Zero G Movement +9, Acrobatics +10

MELEE WEAPON	5	RANGED WEAPON	5
HAND TO HAND	8	KNOWLEDGE	7
TINKERING	5	DODGE	6
ATHLETICS	6	STEALTH	4
AWARENESS	5	WILLPOWER	5

1 2 3 4 5 6 7 8 9 10 11 12

ENGINEER

MOVE: 12 (Run)
ARMOR: None

BACKGROUND: Ingrid was her father's assistant on the time machine project. Intelligent and attractive, she has unfortunately fallen into the worst role for a heroine: brainwashed prisoner of the archvillain. While under his sway, she will try to lure the heroes in with a "helpless damsel" act and then attack. If freed from Falkenberg's thrall, she will help the heroes and attempt to rescue her father.

WEAPONS: Medium Autopistol (Luger) (three magazines).

ADVANCED SKILLS: Electronics +9, Mechanics +6, Physics +10, Seduction +7

MELEE WEAPON	3	RANGED WEAPON	2
HAND TO HAND	3	KNOWLEDGE	5
TINKERING	7	DODGE	4
ATHLETICS	3	STEALTH	3
AWARENESS	4	WILLPOWER	3

1 2 3 4 5 6 7 8 9 10 11 12

SUPERVILLIAN

MOVE: 12 (Run)
ARMOR: None

BACKGROUND: Siren has left a trail of bodies from Paris to Casablanca, and her ability to infiltrate and disrupt resistance groups has become notorious. Indeed, she does not consider guarding Falkenberg's pet project as a proper use of her talents. Since she has been trained to use her Hypnotism in combat at +6, she will try manipulating the heroes first, before plugging them.

WEAPONS: Dagger, Lt. Auto Pistol

SUPERPOWERS/ADVANCED SKILLS: Telekinesis, Illusion, Martial Arts +7, Hypnotism +8, Seduction +7, Acrobatics +5

MELEE WEAPON	4	RANGED WEAPON	6
HAND TO HAND	5	KNOWLEDGE	2
TINKERING	3	DODGE	4
ATHLETICS	4	STEALTH	2
AWARENESS	3	WILLPOWER	3

1 2 3 4 5 6 7 8 9 10 11 12

LOREMASTER

MOVE: 12 (Run)
ARMOR: None

BACKGROUND: A brilliant physicist, Weitzer was at the forefront of the new theories on the relative nature of time being postulated by the likes of Einstein and Dr. Mercury. Caught while trying to escape Nazi Germany, he has been forced to use his extraordinary mind to construct Falkenberg's time machine. He is determined to fight back if it can be done without endangering his daughter.

ADVANCED SKILLS: Electronics +10, Mechanics +8, Physics +10, Chemistry +8, Research +9, Deduction +6, Understand Tech +7

MELEE WEAPON	2	RANGED WEAPON	3
HAND TO HAND	2	KNOWLEDGE	8
TINKERING	7	DODGE	3
ATHLETICS	2	STEALTH	2
AWARENESS	8	WILLPOWER	4

1 2 3 4 5 6 7 8 9 10 11 12

ENGINEER

MOVE: 6 (Walk) 48 (Med. Flight)

ARMOR: Heavy. When any damage goes through the armor, it has an even chance of injuring him or damaging its systems. (roll randomly). His armor has 12 Wounds. For every three it takes, it loses one power randomly. When it has lost all powers, the armor is destroyed.

BACKGROUND: Ernst "Panzer" Müller has invented many machines of conquest for the Reich. His powered armor, however, is his greatest creation.

WEAPONS: Deadly Blast from armor suit.

SUPERPOWERS/ADVANCED SKILLS: (All powers are from his armor) Medium Flight, Amazing Strength, Deadly Blast, Life Support, Electronics +7, Mechanics +8, Set/Disarm Trap +9, Persuasion and Fast Talk +5, Machine Interface +7

MELEE WEAPON	5	RANGED WEAPON	4
HAND TO HAND	4	KNOWLEDGE	5
TINKERING	6	DODGE	4
ATHLETICS	4	STEALTH	3
AWARENESS	4	WILLPOWER	3

1 2 3 4 5 6 7 8 9 10 11 12

SUPERVILLIAN

MOVE: 12 (run), 20 (Super Leap).
ARMOR: Highly Resistant (V. Heavy Armor)

BACKGROUND: The Commander rose from the ranks of the Waffen SS, but his original identity is a state secret. As part of the Outer Cadre, he uses his powers to spearhead the assault whenever battle calls. He can be quite charismatic in a brutal sort of way, and his leadership remains unchallenged... for now.

WEAPONS: Medium SMG (200 rnd belt).

SUPERPOWERS/ADVANCED SKILLS: Extraordinary Strength, Highly Resistant, Super Leap, English +6, Tracking +5, Streetwise +3

MELEE WEAPON	4	RANGED WEAPON	7
HAND TO HAND	6	KNOWLEDGE	3
TINKERING	4	DODGE	5
ATHLETICS	5	STEALTH	3
AWARENESS	4	WILLPOWER	4

1 2 3 4 5 6 7 8 9 10 11 12

SUPERVILLIAN

MOVE: 122 (Fast Flyer)
ARMOR: Highly Resistant (V. Heavy Armor)

BACKGROUND: Born of a proud but eccentric Austrian family, Wilhelm is the product of his father's experiments to create an Übermensch. He embraces the philosophy of the Nazi party and gladly contributes to its conquest of the globe. He often duels one-on-one with his opponents, but, if losing, will do whatever is necessary to win.

WEAPONS AND EQUIPMENT: Retrieval Unit, Vibro Saber (Very Deadly Damage)

SUPERPOWERS/ADVANCED SKILLS: Fast Flight, Highly Resistant, Extraordinary Strength, Super Intelligence, Martial Arts +9, Pilot Plane +6, Fencing +10, English +8

MELEE WEAPON	5	RANGED WEAPON	7
HAND TO HAND	8	KNOWLEDGE	5
TINKERING	5	DODGE	6
ATHLETICS	6	STEALTH	4
AWARENESS	5	WILLPOWER	5

1 2 3 4 5 6 7 8 9 10 11 12

ENGINEER

MOVE: 12 (Run)
ARMOR: None

BACKGROUND: A reluctant citizen of Hitler's Amerika, Sandy is also a resistance fighter. While not much of a warrior per se, he holds fast to dreams of freedom, and his spirit burns true. In addition, he is the custodian of a letter which may well lead to the total erosion of the current regime, and he knows that now is the time to use it.

WEAPONS AND EQUIPMENT: Headset radio/information transceiver, projection goggles.

ADVANCED SKILLS: Pilot Aircar +4, Programming +8, Electronics +5, Streetwise +3, Persuasion and Fast Talk +2

MELEE WEAPON	3	RANGED WEAPON	2
HAND TO HAND	1	KNOWLEDGE	3
TINKERING	4	DODGE	2
ATHLETICS	3	STEALTH	1
AWARENESS	2	WILLPOWER	2

1 2 3 4 5 6 7 8 9 10 11 12

SUPERVILLIAN

MOVE: 122 (Fast Flyer)
ARMOR: Light Armor

BACKGROUND: The Eagle was a German crime-fighter before he was drafted into the service of the Führer. Now he applies his abilities to help the Reich. An honorable man, he has not always been pleased with what he has had to do in the Führer's name, and if convinced of the atrocities of the Nazis, he may consider a change of sides.

WEAPONS: Saber, Deadly Ray

SUPERPOWERS/ADVANCED SKILLS: Fast Flight, Deadly Ray, Missile Deflection, Martial Arts +5, Fencing +7, Acrobatics +8, Streetwise +6

MELEE WEAPON	3	RANGED WEAPON	7
HAND TO HAND	5	KNOWLEDGE	2
TINKERING	3	DODGE	4
ATHLETICS	4	STEALTH	3
AWARENESS	3	WILLPOWER	3

1 2 3 4 5 6 7 8 9 10 11 12

FALKENBERG, THE RED FALCON



DR. HANS WEITZER



CAPTAIN FREEDOM



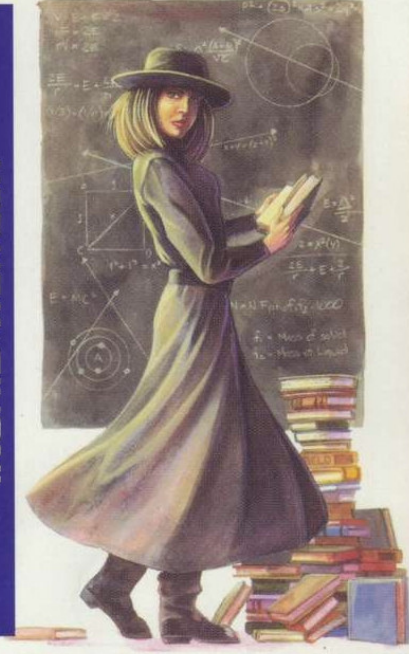
SANDY 581



PANZER



INGRID WEITZER



THE PRUSSIAN EAGLE



THE COMMANDER



SIREN

