

ALL **LEGACY** Comics



Featuring

WHITE ROSE • GUNNER
THE HUMAN TANK • WHITE THORN
SERGEANT SHRAPNEL • LADY CELTIC
LE ROGUE REYNARD • SPITFIRE JONES

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been operating since late 1940 on their own agendas: Le Guillotine and la Rogue Reynard each led French Resistance cells in central and southern France, Golemeth fought to free his fellow Jews from amidst the Polish ghettos; der Weisser Dorn and die Weisse Rose fought a rebel action against the Hitler Youth and the Nazi propaganda machine within Germany; Spitfire Jones and Lady Celtic battled the Blitz over London; and the Marhime fought against Romany persecution, despite being an outcast from his own gypsy tribe. The Americans would join later, with their country's entry in the fray.

SS-Obersturmbannführer Wilhelm Kantor actually created the team on purpose in December, 1941; his true intent was to pull them together to exterminate all resistance at once. Kantor created and led a special cadre of superpowered Nazis, some of whom became the implacable foes of the team throughout the war and beyond. He leaked intelligence to each of the heroes that spoke of his having a new super-weapon to test on some very high ranking prisoners in the little port town of Utska, Poland. The eight heroes all took the bait and found themselves in battle against the powerful SS-Sturmabführer Barret von Rahnn, die Schwarzpanzer (Black Tank), die Nacht-Krieger (Night Warrior), and a score of crude Nazi cyborgs. Kantor nearly became an early capture for the heroes, but their lack of teamwork allowed the Nazis to nearly defeat the heroes in scant minutes. In as much panic as power, the heroes fought a holding action to allow the prisoners to escape. Golemeth, le Guillotine, and the Marhime died during or shortly after the battle, though their final actions cost the Nazis the lives of von Rahnn and Schwarzpanzer.

The five remaining heroes fled and eventually made it back to London. Once there, they found that America had joined the war effort after the attack on Pearl Harbor. The allied commanders brought in a sixth member for their team—Sarge Shrapnel. The six, while initially wary of each other, grew into a solid unit and were effective at harassing German holdings in France, Belgium, and the Netherlands. When the Human Tank and Gunner joined the team in June, 1942, they had the strength and the unity that allowed them to make strikes deep into Germany and Poland.

Where the Liberty League operated independently throughout the war on Doctor Tomorrow's hidden intelligence sources, the Allies of Freedom worked directly with the European Theater's central command and often supported allied advances. Thus, while the Liberty League grew more famous in America for its newsreel-ready exploits, the AF grew famous mostly in the eyes of the European people (especially the French Resistance) and the soldiers with whom they served. While rumors and footage of their exploits reached American shores, it wasn't until after the war was over that most folks heard of the heroism and missions of the Allies of Freedom.

The AF's darkest days were the end of March, 1945. On direct orders from Heinrich Himmler, Wilhelm Kantor fled to Argentina as the Reich fell around him. He ordered his protégé Nacht-Krieger to slay any Allied superhumans he could and prevent his capture. The Allies discovered this plan and intercepted their nemeses, though they unwisely split up their forces to tackle a number of different ongoing threats.

At an airfield in southern Germany, Obersturmbannführer Kantor made his escape while Nacht-Krieger fought and killed Spitfire Jones, Sgt. Shrapnel, and the Rogue Reynard. Nacht-Krieger defeated White Thorn and White Rose soon after and left them for dead before he headed for London to take out the rest of the Allies. Nacht-Krieger viciously beheaded Lady Celtic and then badly wounded the Human Tank and Gunner. Unfortunately, the boy's boasts about his hometown heroes gave Nacht-Krieger his final target—Freedom City.

He stole a plane and headed west. White Rose and White Thorn finally intercepted the Nacht-Krieger over the waters scant miles east of Freedom City. The heroes engaged him and forced the Nazi underwater,

and that was the last anyone heard of the three Germans for years. With their disappearance, the world marked March 29, 1945 as the last stand of the Allies of Freedom. The Human Tank and Gunner recovered and helped bring down the Nazi regime in Europe, but they met their end in Occupied Japan after the war, when the Crimson Katana slew both heroes as revenge for those slain at Hiroshima and Nagasaki.

To this day, the Allies of Justice are held in high reverence for their wartime heroism in most of the countries of Europe. Statues and memorials stand for them in at least nine countries, the grandest being a park with eleven 12-foot-high statues of the entire team in Lourdes, France, the hometown of Amelie Dutemps (la Rogue Reynard). Amelie herself lies buried in a nearby churchyard in the same town. Allies' Park supposedly became the inspiration for Heroes' Knoll in Freedom City.

No less than seventeen books were published in England and France by 1951 on encounters with or histories of the AF and its members. Carol Gorman, the widow of Sarge Shrapnel, wrote the definitive and most personal biography of the team, which was published in America in 1955; she took its title from her husband's reason for signing up: *"We Gotta Watch Out for the Little Guys": The True Story of the Allies of Freedom*. In total, there are more than 200 books in seven languages about the team, its members, its foes, or its legacies.

Author's Note: In the entries below, none of the Allies have equipment listed or accounted for among their points. Assume they have access to whatever 1940's era military hardware would be needed as per each mission. Even though unnoted, the following members always carried at least one handgun, if not radios, rifles, or grenades: Rogue Fox, Sarge Shrapnel, and Spitfire Jones.

GUNNER

"Prepare to see stars and stripes, Ratzis!"

Power Level: 10

Concept: Explosively enthusiastic kid sidekick

Name: Thomas "Tommy" Griffin

Other Aliases: The Firepower Kid

Base of Operations: Mobile among the European Theater of Operations (with Allies of Freedom); Occupied Japan (post-war 1945–1946)

Affiliation: Partner (and younger brother) of the Human Tank; member of the Allies of Freedom

Nationality: American (Freedom City)

Age: 19 (at his death in 1946)

Height: 5'3"

Weight: 105 pounds

Eyes: Green

Hair: Blond

BACKGROUND

Tommy Griffin and his brother Hank lived in one of two apartments above Doctor Michael MacLean's laboratory in Port Regal, their sister living in the other apartment as Mrs. Shelly MacLean. Tommy swept the floors in the laboratory where Doc worked on forging an experimental super-metal for lighter and stronger ships and planes.

On May 20 of 1942, some fifth columnists sabotaged the Freedom City building in which they all lived. Tommy, Hank, and Doc were in the lab when the explosions happened. Doc died instantly, while Hank tried to shield Tommy from the explosion and the spray of liquid super-metal. The secondary explosions around the building's support columns brought it all down on them, and Shelly died when the upper floors crashed to the



ground. Hank shrugged the rubble off of them and he and Tommy crawled from the wreckage, vowing revenge for their family's death. The liquid super-metal changed both of them. Hank's skin and muscles permanently became metal due to more direct exposure to the blast, while Tommy breathed in fumes permeated with the metal while Hank protected him from the explosions. .

Within three days, Hank and Tommy stalked the streets of Freedom City as the Human Tank and Gunner. They captured the bundists who'd killed Doc and Shelly and turned them over to the military authorities at Lonely Point. Both of them volunteered to use their powers for the war effort and were almost immediately sent to Europe. Once there, Major Richard Monroe assigned them to work with other allied superhumans in the Allies of Freedom, a team under the command of the Allied military commanders.

Tommy became the youngest member of the Allies and remained a part of the team until its dissolution in 1945. He and Hank both were seriously wounded in the final battle against die Nacht-Krieger. Gunner lost his left arm, severed by the Nazi's shadow claws, and as he passed out in shock, he boasted, "You wouldn't last a

minute against the guys in Freedom City..."

When he regained consciousness, he learned of Lady Celtic's death. He and Hank left England soon after her funeral, leaving Hank's two children with Amanda's family for the duration.

Human Tank and Gunner helped end the war with Japan and stayed to help the allies restore the country. Both of them fell in love with Japan and its culture, and Gunner actually started focusing his powers to project metallic stars instead of just bullets. Unfortunately, he died in his sleep on October 17, 1946, his throat slashed open by the Crimson Katana.

USING GUNNER

Because he lost his parents at the age of four, Tommy always saw Hank more as a father figure than a big brother, and it's a toss-up who worried more about the other's safety in battle. Once Hank married Lady Celtic, he accepted Amanda immediately as his sister and part of his small family. Tommy became a celebrity and reveled in the attention, though he never lost sight of what he was doing or for whom he did it. To the end of his life, he carried a wedding photo of Doc and Shelly with him at all times.

In battle, Gunner was over-enthusiastic and angry, often rushing head-long into situations that hadn't been fully assessed. As a result, the unofficial battle cry of the Allies seemed to be "Gunner—Stop!" His biggest weakness was a tendency to show off at inappropriate times, trying to focus his powers as a sharpshooter to impress his comrades, and failing to keep an eye on the battle around him. He managed to get captured a number of times, as he often forgot that his immunity to bullets didn't extend to non-metal attacks. Despite his impatience in battle, Gunner had a knack for spotting previously unknown or unseen snipers or enemy hiding places.

TACTICS

Gunner's powers allow him to pull trace metals, carbon, and dirt out of the air and solidify it into projectiles and bullets. He also absorbs the metals of any bullets or metals hitting or piercing his skin to create more of the same.

Gunner's standard tactics, while working solely with the Human Tank, involved absorbing bullets and protecting folks on the sidelines, though

he often leapt into battle as well. As an Ally, Gunner often flew with Spitfire Jones, providing covering fire from above, protecting Jones from enemy fire, and clearing paths through German positions for the rest of the team. In ground battles, Gunner often kept

Powers: Absorption +10 [Physical attacks only; *Extra:* Triggered (when attacked); *Flaw:* One Energy Type (metal attacks only); *Source:* Mutation; *Cost:* 3 pp; *Total:* 30 pp], Create Object +10 [*Extras:* Continuous, Energy Blast (kinetic) (*Extra:* Explosive Blast); *Flaw:* Limited (metal slugs up to 5 pounds only); *Source:* Mutation; *Cost:* 4 pp; *Total:* 40 pp].

LEGACY

Despite the kid sidekick's prominence in the comic books, Gunner was among the few underage superheroes ever active during the war. His inspiration as a relatively responsible young boy still inspires some European youths to take up the mantle of heroes earlier than most elsewhere in the world. Thus, Gunner's legacy may be almost more inspirational and social than anything else.

There is a slight possibility of another legacy for Gunner, though it remains hidden from common knowledge at present. If some of the boasts of Spitfire Jones were to be believed, Gunner had sex on a few occasions with young women in Holland and England (and later in Japan), leading to the potential of blood legacies. Also, on two occasions during the war, Wilhelm Kantor captured Gunner and took blood and tissue samples from him, leading to the

possibility of a similarly powered creature grown by Kantor with SHADOW resources.

THE HUMAN TANK

"You'll soon be wishing these were only brass knuckles, pal!"

Power Level: 11

Concept: American fighting man of metal

Name: Henry "Hank" Griffin

Other Aliases: None

Base of Operations: Mobile among the European Theater of Operations (with Allies of Freedom); Occupied Japan (post-war 1945–1946)

Affiliation: Partner (and elder brother) of Gunner; member of the Allies of Freedom

Nationality: American (Freedom City)

Age: 34 (at time of death in 1946)

Height: 6'3"

Weight: 350 pounds

Eyes: White (no pupils); formerly gray

Hair: Dark silver; formerly brown

BACKGROUND

Hank was the second child of Margaret and Henry Griffin, and when they died in a car accident, the eleven-year-old Hank and his six-year-old brother Tommy went to live with their older sister Shelly and her husband, Doctor Michael Maclain. Hank soon

close to Sarge Shrapnel so he'd be safe from gunfire while they moved in to dismantle enemy machinery.

GAME STATISTICS

Gunner: PL 10; Init +3 (Dex); Defense 21 (18 flat-footed); Spd 30 ft.; Atk +7 melee (+1S, punch), +7 ranged (+10L, energy blast); SV Dmg +7, Fort +7, Ref +5, Will +2; Str 12, Dex 16, Con 20, Int 11, Wis 14, Cha 12.

Skills: Bluff +6, Sense Motive +7, Spot +3.

Feats: Ambidexterity, Attack Finesse, Great Fortitude, Lightning Reflexes, Point Blank Shot, Precise Shot, Rapid Shot, Toughness.



became obsessed with cars and he became a skilled mechanic and driver, skills which made him useful in Michael's lab since the doc had little depth perception and didn't drive.

On May 20 of 1942, fifth columnists sabotaged the Freedom City lab, and Hank, Tommy, and Doc were caught in the initial explosions. Doc died instantly, but Hank tackled Tommy and used his body to shield him from the explosion and the spray of liquid super-metal. Hank heard his sister's scream as the building collapsed around them. Strangely, after the pain of the explosion and the heat from the molten super-metal, Hank didn't feel any pain and felt stronger than ever. He threw off the rubble and found his skin, organs, and muscles had transformed into metal. Tommy, who'd been trapped under him, could pull the metal out of the air, just as he breathed in the super-metal in the air from the lab.

Now each other's only family, Hank and Tommy decided to use these new abilities to find the guys who did this and stop them. The Human Tank and Gunner captured the saboteurs and turned them over to the military at Lonely Point. Despite his little brother's age, Hank accepted a request to volunteer their powers for the war effort. The brothers immediately went to Europe to join other allied superhumans in the Allies of Freedom, a team under the command of Allied military commanders. Their main liaison was Major Richard Monroe of the O.S.S.

Hank, as the Human Tank, was the powerhouse of the team, yet his humility and quiet humor belied his metallic power. Still, shortly after arriving in Europe, he fell in love with the British heroine Lady Celtic. Hank Griffin married Amanda Phipps-Gordon on New Year's Day, 1943, and they had twins by mid-1944.

March 28, 1945 was the worst day of the Human Tank's life. The Nazi Nacht-Krieger—one of very few foes who ever managed to pierce his metallic skin—had apparently slain nearly the entire team by that morning. Due to a faulty radio, he couldn't contact his wife or brother, who were helping morale by visiting with troops on their way home. He sped to the airfield too late, and he could only watch as the shadowy Nazi lopped off Gunner's arm and beheaded his wife. Despite exploding his jeep around himself and Nacht-Krieger, Hank couldn't harm his foe at all. The Nazi's two-dimensional claws slashed Hank's metal skin, and he soon passed out from blood loss and shock.

When he came to, the Human Tank found he had failed to stop Nacht-Krieger, though it appeared someone had, since he'd disappeared. Hank had been in a coma for four days, and he nearly missed his wife's funeral at Westminster Abbey. After some weeks of grieving for Lady Celtic and his other lost comrades, Hank gave his children into the safekeeping of Amanda's younger sister and he and Tommy returned to duty. By then, Hitler was dead and V-E Day had passed, so the Human Tank and Gunner headed for Japan.

Human Tank and Gunner helped end the war with Japan and stayed to help the allies restore the country. Both of them fell in love with Japan and its culture, and the Human Tank began making plans to have his children brought to Osaka to live. For the first night in many months, Hank slept peacefully, not dreaming of his wife's murder (partially due to drugged tea). On October 17, 1946, the Human Tank died in his sleep, as the Crimson Katana beheaded Hank with his mystical blade.

The most macabre detail of the Human Tank's death is this: Hank's head has never yet been found in all the years since then. Rumors of a metallic skull surface from time to time, as do stories of a rune-covered metallic facemask made from the peeled flesh of the Human Tank. A third grisly rumor suggests that the Crimson Katana forged a new blade out of his foe's metal head. All that is known for sure, among heroes and mystics, is that the Human Tank does not rest easy. Of all the heroes' graves worldwide, few have more ghostly phenomena happening around

them than that of Henry Griffin, who lies buried alongside his wife in a cemetery in Oxford, England.

USING THE HUMAN TANK

While only related to Tommy (and later Amanda), the Human Tank played big brother to every Ally of Freedom and everyone they ever rescued or battled alongside. Conscious that he was almost impossible to hurt, Hank made sure everyone else felt just as safe around him. He was never one for attention and simply backed up his teammates however he could and gave them his share of the spotlight. When fighting Nazi troops, he preferred to disable their weapons and subdue them for capture, killing only when it was unavoidable. The only foes against which he never held back were Kantor and his SS-sponsored super-Nazis.

TACTICS

Like his codename, Human Tank was simply a human juggernaut—solid metal and relatively unstoppable. His entire body became harder than titanium steel, although everything still worked as if he were normal.

Due to the rarity of his being injured, the Human Tank always took point in most encounters, at least when the team wasn't chasing down Gunner for running into the middle of a battle. Hank most often provided cover for the Fox and others, and he was their standard interference against heavy weapons until Sarge Shrapnel could disable them. By the war's end, Hank became quite proficient at throwing rocks and other objects into tank turrets.

GAME STATISTICS

Human Tank: PL 11; Init +3 (Dex); Defense 18 (15 flat-footed); Spd 30 ft.; Atk +10 melee (+14S, punch), +8 ranged (+14S, thrown object); SV Dmg +6 (+10 Protection), Fort +4, Ref +3, Will +2; Str 18, Dex 16, Con 18, Int 12, Wis 14, Cha 13.

Skills: Drive +8, Intimidate +14, Knowledge (automobiles) +10, Profession (mechanic) +11, Repair +11.

Feats: Assessment, Attack Focus (unarmed), Durability, Power Attack, Radio Hearing, Rapid Strike, Takedown Attack, Toughness.

Powers: Alternate Form +10 [Solid form (Organic titanium/"epidermetal"); *Extras:* Duration (permanent), Protection +10, Super-Strength +10; *Source:* Mutation; *Cost:* 7 pp; *Total:* 70 pp].

LEGACY

The Human Tank's marriage to Lady Celtic led to the birth of twin children on May 17, 1944. A blood legacy immediately became apparent as the infant Troy had solid silver eyes and fingernails, while his sister Avril had long silver hair and silver tracery tattoos across her newborn body.

Troy grew up and became an agent and eventual head of a secret British Intelligence superhuman division, his invulnerable skeleton and eyes making him a useful powered operative. He never married nor did he have children, as his powers apparently rendered him sterile while slowing his aging (appearing in his late 30s at age 59). However, he continues to this day as a highly placed government official and he has geneticists working on his genetic code in hopes of artificially unlocking his powers for a new generation. Another lifelong goal is to track down the current bearer of his mother's Celtic tattoos and try to transfer those powers to him, in hopes that he can return such powers toward defending Britain and perhaps heal him fully and allow him to have children of his own. Troy is a good man and a kind uncle, but he can be single-minded and ruthless in his work and in his views on the use of superpowers in national defense.

Avril exhibited an odd mix of both her parent's powers, as she could generate energized metallic tangles of Celtic knot work around her foes