



ADAMANT ENTERTAINMENT PRESENTS

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DEFCON I

Cold War Character Pack and Roleplaying Toolkit



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DEFCON 1

COLD WAR CHARACTER PACK AND ROLEPLAYING TOOLKIT

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HAMMER, MOLOTOV, JOHN BULL, ICE-
MARINER AND OLD GLORY - MODERN
ERA)***

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GLORY - GOLDEN AGE, MEMPHIS
BELLE, LONE STAR, OMEGA COSMO-
NAUT, IRON GHOST, RUSSIAN SECU-
RITY ROBOT AND GIANT NAZI RO-
BOT)***

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ICE PALACE ARTIFACT MAP)***

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Lone Star - the cosmic-powered defender of Texas -was flying patrol over Houston.

He fished a pouch of chewing tobacco from his utility belt. It was a mundane patrol. The city was quiet. Lone Star started thinking about heading back to his apartment, grabbing a six pack and tackle box and heading out to the Gulf Coast to fish and flirt with coeds for the rest of the week-end.

The 400 foot tall robot that he spotted rampaging through the Houston financial district yanked his mind back to the present.



“Damn it. Giant robots. Always messing up my vacation plans,” Lone Star mumbled. He slipped a wad of chewing tobacco between his lip and gum and flew in for a closer look.

The metal behemoth had one large red eye that shot crackling, crimson laser beams at skyscrapers and passing news helicopters. A black and red swastika was emblazoned across its iron forehead.

“Nazi mad scientists.” He spat a wad of tobacco juice onto the sidewalk far below. “You’d figure they’d all have had the decency to die by now, wouldn’t ya?”

Lone Star charged up his fists with cosmic energy and plowed headlong towards the battlebot. “This is what happens when you mess with Texas, Dieter!”

If he’d taken a second to reconnoiter, Lone Star would have noticed that the metal monster had a super-charged electrical force field protecting its torso. As he connected with

the robot, 30,000 volts shocked the hero, scorching his costume, and throwing him aside like a rag doll.

Smoking and with the smell of ozone filling his nostrils, the Texan plummeted a hundred yards to the unforgiving concrete, landing with a palpable “thunk”.

“That was....unpleasant,” Lone Star growled as his peeled himself off the street.

“No worries, Yankee! We handle it!” yelled a scarlet blur as it sped by and unleashed a fiery blast

at the robotic giant.

A beefy hand touched him on the shoulder. “Privyet, American -be taking it easy. We are having situation under control,” said a muscular form in a red uniform with a white star emblazoned across his chest. The Soviet hero charged into the leg of the battle-bot, knocking it off balance and sending it crashing to the ground.

With a few blasts from the flame-controller, the robot was out of commission and the mad scientist who’d been piloting it was being led away in cuffs by the Houston Police.

Lone Star had heard that the Russian consulate in Houston was hosting a team of Ruskie heroes this month. This must be them. He flew over to where the two Soviets were chatting with a Houston cop to thank them for their help.

“Appreciate the hand there, folks,” Lone Star said. “That fella put up quite a tussle.”

“Da, is nothing. We Russians accustomed to saving Americans from Nazis,” laughed the Russian flame controller.

The Texan glared. “Sounds like you got your history all wrong there, Mister,” Lone Star deadpanned. “It was Uncle Sam that stopped the Krauts back in the big one.”



“Thinking it is your history that is incorrect, Mudak,” replied the bruiser with the star on his chest. “If not for Red Army, you will be speaking German and drinking warm, bitter beer now.”

“You’d do well to remember you are a guest in this country, Ruskie.” Lone Star felt his temper rising.

“Actually - maybe we should have let them,” the big Russian laughed. His flame-controller buddy smirked and snickered. “At least then you’d be drinking something decent here - rather than disgraceful, water-like substance you now call beer. Children back home would spit out such swill as being too weak. No wonder you can’t win any fights on your own.”

The Texan snapped. “That’s it! “ He let two energy blasts fly at the big Russian. It was time to teach these Commies some manners....

INTRODUCTION

So What's the Big Idea Here?

In a nutshell, this book provides pregenerated characters with common histories and themes and establishes some possible relationships between them.

USEFUL TERMS

Roleplaying Scenario - A predefined framework from impromptu in-character acting. See page 10 for more details.

Complications - an added wrinkle that adds drama to a Roleplaying Scenario. For instance, if your Roleplaying Scenario is that you're romantically interested in another character - finding out that they're married would be a complication.

Slugfest - a fight between superheroes. It's a standard trope of the comic book genre and it's almost always treated as a non-lethal brawl. See page 17 for more details.

Reconciliation Moment - sometimes a slugfest can take on a life of its own and threaten to derail the larger plot of the adventure. This is a *deus ex machina* that the GM uses to end the slugfest and get the party focused back on the main plot. More information and an example is given on page 20.

Resolution - Sometimes players find it helpful to define the end of a Roleplaying Scenario ahead of time. This gives them something to build up to and foreshadow. This is explained in more depth on page 15.

The idea is to provide a quick and easy springboard for roleplaying.

These characters are designed to be easy to drop into most campaigns.

With a little modification, you can use these characters (either as PCs or NPCs) and the roleplaying scenarios that involve them in any adventure.

So Why Use Patriotic Characters (Flag Heroes)?

Two reasons:

Number one, characters associated with a specific nation have built in differences that can lead to conflict - and inter-character conflict makes for interesting role-playing.

The most prominent international conflict in recent memory was the long-running (and possibly resurgent) rivalry between America and Russia.

So we focused on Eastern block and Western bloc characters.

(Even if you're not running a game set in the Cold War - it's easy enough to shoe-horn these characters into a modern setting. We provide some pointers on how to do that.)

Number two, some gamers really enjoy talking in accents. Providing Texan, Russian and British characters gives plenty of opportunities for that.

HOW TO USE THIS BOOK

The characters in this book can be used either as PCs or NPCs. By the same token, the roleplaying scenarios can be used between

PCs or between NPCs and PCs.

- 1) Decide which characters you, as GM, want to use as NPCs
- 2) Have your players decide which characters (if any) they want to use as PCs - or if they want to use other characters besides those in this book.
- 3) Decide which Roleplaying Scenarios (if any) you want to use.
 - a) Decide if you want to have any of the Complications for your Scenarios.
 - b) If you think you'll have a slugfest as part of the Scenario - decide if you want to resolve it with the combat rules or with narrative roleplaying. If you want to use the Mook or Bench-clearer options, figure it out now and make sure everyone agrees who would be included.
- 4) Decide if you want to have a Resolution for your Scenario(s). If so, do you want it to be pre-set or just keep it loose and see where the roleplaying goes?

General Guidelines

Give your players a chance to be creative. Even if an idea seems off the wall - let them run with it to see where it goes. Don't nip it in the bud. You can rein things back in later if needed.

Having said that, don't let the main plot get derailed. Use Reconciliation Moments or GM's Fiat if you need to keep things moving.

Spread the limelight around by providing roleplaying opportunities to everyone who's interested. Don't let one or two players domi-

nate all the action.

If something isn't working, don't sweat it. Drop it and move on to something else - or try a different angle.

As GM, look for roleplaying opportunities throughout your adventure. Players will naturally drift into and out of character - especially in a combat or in a problem solving situation that might call for more detailed or tactical discussion. Look for places you can inject in-character playacting to balance out the out-of-character moments.

One tactic for doing this: Make an appointment for roleplaying. Superhero games tend to have lots of combat. So, after each battle (after everyone's returned from getting a fresh drink or having a smoke) - set aside 5 minutes for advancing the characters' Roleplaying Scenarios.

Rewarding Roleplaying

If desired, the GM can award additional Hero Points to encourage roleplaying. If this seems to be unbalancing the game - you can let your players know that there's a challenging fight at the end of the session that might well require those Hero Points.

Alternately, the GM could award a greater number of Power Points at the end of the session to players as a reward for roleplaying. Again - if you decide to do this - consider it ahead of time and make sure it doesn't unbalance your campaign.

SECTION I - ROLEPLAYING CONCEPTS

So how much roleplaying is there in your roleplaying game?

Far too often roleplaying winds up being the twenty minutes at the start of a gaming session where players make stilted small talk in-character. Then, everyone starts rolling dice and thinking tactically and then all in-character interaction often goes by the wayside.

Even if you've got devoted players who've lovingly crafted three page long character backgrounds - how often does any of the material actually make it into a gaming session or into character interaction?



The answer is probably: "Rarely".

Super-hero genre games can have the problem even worse because character origins are so wide-open, players can wind up making interesting, detailed characters with absolutely no shared history or common ground to roleplay from. The surly street avenger hung up on his childhood tragedy just might not have much to say to the renegade ninja assassin trying to atone for her past or the self-aware robotic hero who's trying to discover what it means to be human.

This book tries to do something about that by providing pre-generated characters (for use as either PCs or NPCs) with a similar theme and inter-related histories.

Additionally, we suggest some role-playing techniques that have been lifted (i.e. stolen) from improvisational comedy and modified (i.e. bastardized) for the table-top gaming setting. The resulting roleplaying shticks and scenarios are designed to foster in-character interaction (and more importantly - fun) throughout a gaming session.

As mentioned above, we choose to use patriotic heroes (aka "flag heroes") as the setting for this - because they provide obvious differences that can easily lead to conflict.

Also - it's a fun, time-worn, comic book trope to play around with.

DEFINITIONS

Roleplaying Shtick - this is the basic personality trait that shapes how a character interacts with others. For example, if your character was a happy-go-lucky teenager who suddenly gained his super-powers when bitten by a radioactive insect, your roleplaying shtick

might be that you try to use jokes and sarcastic wisecracks to help you deal with the overwhelming responsibility of being a super-powered hero. In the case of Iron Ghost, a Soviet battlesuit hero, her shtick is that she's trying to curry favor with her superiors (who are either a Communist faction within the military or the old ruling Communist Party - depending on whether you set your adventure in a modern day setting or during the Cold War.) She stridently toes the party line to earn brownie points with the higher-ups. She often derides capitalism in heated diatribes and quotes Lenin and Stalin at the drop of a pin. If (in a modern day setting) someone points out that Communism has fallen, she vehemently replies that it's never really been tried properly or that the West is to blame for its downfall.



Several Roleplaying Shticks are presented in this book - feel free to come up with your own.

Roleplaying Scenario - similar to but looser than an improv game (like you might see on the TV show *Whose Line is it Anyway*), this is a predefined framework for impromptu interaction.

For example - there's a comedy improv game called *Soap Opera*. Two performers start on opposite ends of the stage looking away from each other. They take turns whipping their heads around to face each other and making exaggerated, clichéd, melodramatic soap-opera type accusations. (Such as: "How could you run away with Reginald to Chile for Columbus Day weekend! You know he's allergic to alpacas! You could have killed him!") The goal is to increase the absurdity of the claims until (after 4 or 5 exchanges one of the performers ends the game with a Big Reveal - which is a comedic exaggeration of the sort of plot twists not uncommon in soap operas. Such as: "You'll regret saying that. Because I'm actually your long lost cross-dressing second cousin Earl and I've returned because I'm going to buy up your town and turn it into an alpaca themed amusement park and wildlife preserve!")

It's unscripted and played completely by the seat-of-the-pants - but the basic premise does provide the framework for interaction.

We're doing something similar here. We provide the characters and some pre-built relationships or frameworks amongst them for you to play with.

Roleplaying scenarios are completely optional, and are not specific to a particular adventure. Because they're generic in nature, they can be used to liven up any adventure where you and your players might want to use them.

**ROLEPLAYING
TECHNIQUES**

Action Shticks - Action Shticks are classic challenges or situations that go with a particular environment or situation. They are dramatic moments or events that work regardless of the specific plot. Another way to look at an Action Shtick is as a mini-encounter within the main encounter, a smaller challenge for the heroes to overcome before they tackle the main challenge.

Action Shticks are interactive situations, not just combat maneuvers, and should give the heroes a chance to make choices. A good Action Shtick reinforces the genre and lets the heroes really act like heroes from a comic book.

All Action Shticks are optional and can be used in particular scenes as you see fit. Because Action Shticks are intentionally generic, you can easily transplant them to other adventures, or use them time and again: even if the heroes don't have to rescue an airplane in distress in one game, you can use that same Action Shtick to spice up some other adventure.

Thought Bubble Moment - Often in comic books, characters will break the fourth wall by expressing something in a thought bubble. Effectively, it's an aside to the audience. These can be used for dramatic or comedic purposes in a role-playing session. Thought Bubble Moments are role-played in the same way - as an aside that the players know about - but that their characters don't. More detail is given about this on pages 15 and 16.

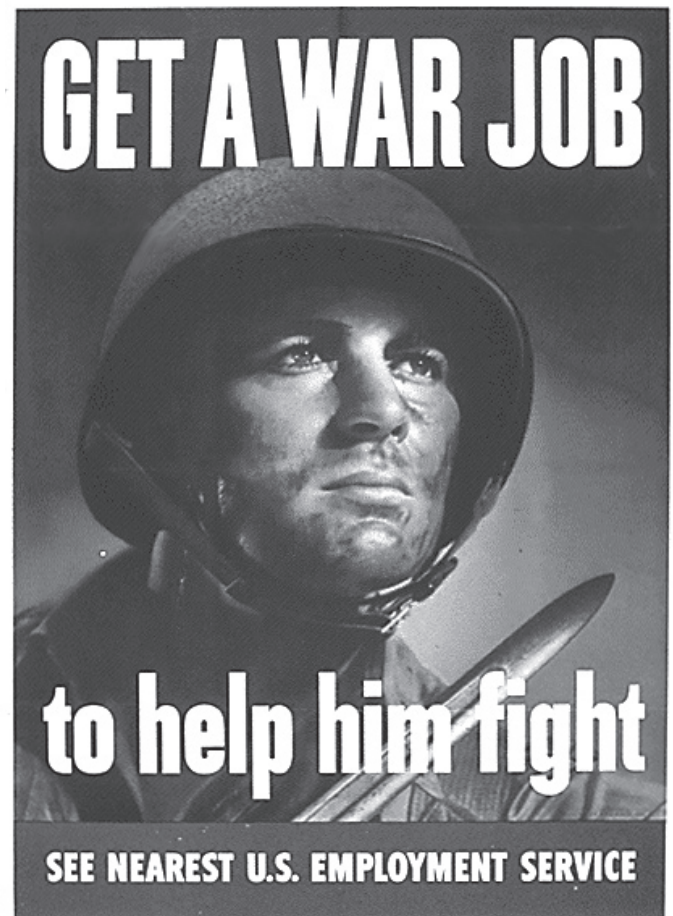
Plot Twist - A Plot Twist is a shared narrative device where the players can throw in a previously unknown story element to enhance a roleplaying scene. It allows the players to have some control of the story in order to enhance roleplaying. More information is given on page 15.

I Roleplaying Scenarios

These are simple, predefined situations that players and the GM agree on beforehand that provide a framework for roleplaying opportunities throughout the gaming session.

Scenario I - Love Interest

Basic Explanation: One character is attracted to another. Since we're emulating 4-color comic books, it's probably in the best taste to keep things PG rated.



Complication 1: Wrong Side of the Tracks.

This scenario can make for more interesting roleplaying if the parties involved are from different sides of an important division -such as if one is a villain and the other a hero. Or if one is a Russian and the other is American. You get the idea. This has been used to great effect in comics with the relationship between Batman and Catwoman (of DC Comics) being the most obvious example.

Complication 2: Love Triangle.

One of the characters involved in the Love Interest scenario is either in a committed relationship or is the object of another character's affection.

Complication 3: Not in a million years!

Despite being strongly attracted, one of the characters is adamantly opposed to the relationship on ethical, moral or legal grounds. For instance, if the affair would involve adultery a character could be strongly opposed to it even if he or she were otherwise attracted to the other character.

Here's an example where both The Wrong Side of the Tracks and Love Triangle complications are used. Before the game session, the PCs playing Red Hammer (a Soviet hero), and Memphis Belle (an American character) decide to roleplay the Love Interest scenario with the Wrong Side of the Tracks complication. The GM decides to raise the stakes and proposes the Love Triangle complication using the brash Texan hero Lone Star. Everyone agrees and the gaming session begins.

Early in the gaming session, Red Hammer displays an obvious attraction to Memphis Belle - even though he tries not to show it. He roleplays this through stammering and hesitating comically around Memphis Belle and might even make use of a Thought Bubble Moment or two (saying something like: "By Lenin's Beard! She is a most sturdy vision of loveliness!") Memphis Belle's character roleplays amused



aloofness and might contribute a Thought Bubble Moment such as: "Oh my...he's blushing! He's almost as red as his uniform!"

After a successful combat - the players might roleplay this Scenario with the following exchange:

Red Hammer: Comrade Belle...you acquitted your self most valiantly in earlier combat. Errm I mean.....you fought very well - for running dog imperialist oppressor of the proletariat that is.

Memphis Belle: Well, I declare, Hammer. That almost sounds like a compliment.

Red Hammer: Err..Uh....

At this point, the GM decides to step in with Lone Star acting out the Love Triangle Complication. Lone Star intercedes between Red Hammer and Memphis Belle, plants his finger in the Soviet hero's chest and says: "Hey - back off, Ruskie! We don't take kindly to godless commies chatting up our womenfolk!"

Scenario II - Buddy Movie

Basic Explanation: Two characters with strongly differing viewpoints are forced - usu-

ally by a common threat - to work together. Over the course of the conflict, a grudging admiration grows. By the end of the conflict, they may or may not be friends - but they've grown to respect each other in their own way. The quintessential example of this relationship is in the movie *48 Hours* where Nick Nolte plays a cop who needs the underworld knowledge of a convict played by Eddie Murphy.

This particular dynamic has been a staple of Hollywood for decades. Other prominent examples of movies that used this trope are: *Shanghai Noon*, *Shanghai Knights*, the *Rush Hour* series (actually - most of Jackie Chan's American releases rely heavily on this trope), the *Lethal Weapon* series, *Red Heat* (with Jim

Belushi as a Chicago cop and Arnold Schwarzenegger as a Russian cop forced to work together) and *Tango and Cash*. Some would argue that the Buddy Movie dynamic has been used to the point of cliché, and this could be true. That also means it's a dynamic that's instantly familiar and easily to emulate (or parody) in a gaming session.

An obvious example in comics is the interplay between Green Arrow and Green Lantern from DC Comics during the Hard Travelin' Heroes story arc in the 1970s. Green Arrow was an idealistic liberal who questioned the status quo and Green Lantern was a rigid space cop with an almost blind devotion to authority.

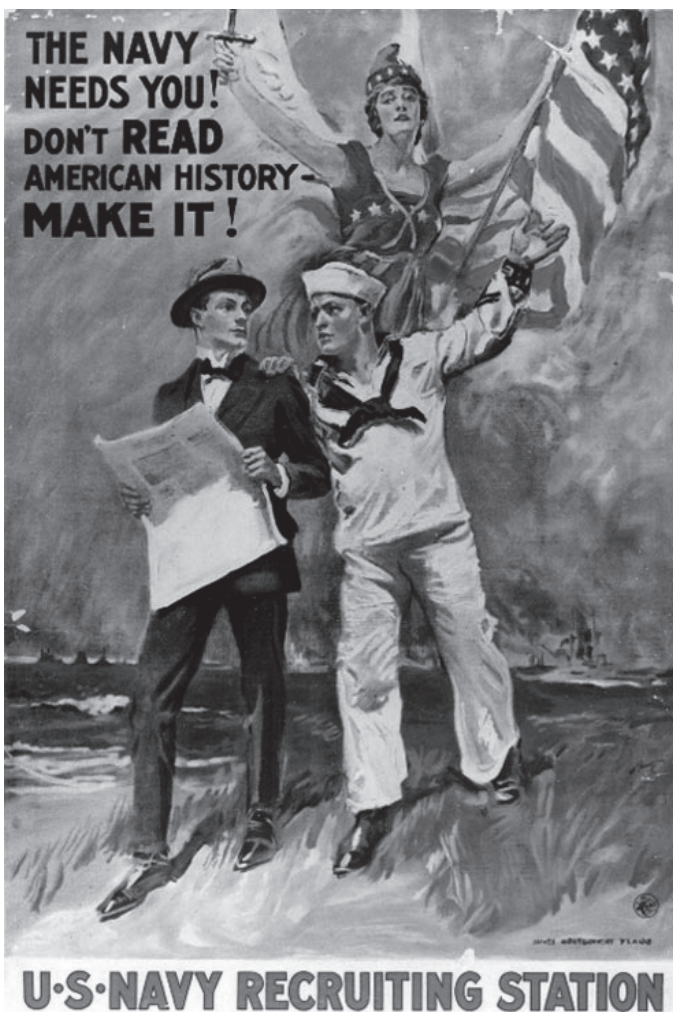
The hallmark of this scenario is a bombastic, sometimes comical animosity that may or may not soften as the characters relationship progresses and a grudging respect develops.

Complication: You Think You Can Do Better? In this complication one character is the team leader and the other objects to how they run things. The interplay between Jayne and Mal in *Firefly* was often a good example of this sort of relationship. In Marvel Comics, Hawkeye and Captain America often acted out this dynamic.

Example:

Old Glory and Molotov have just defeated a massive robot that was rampaging through New York. The two heroes have been roleplaying the Buddy Movie Scenario by sniping at each other regarding their political and national differences. So, Old Glory was surprised when Molotov diverted from attacking the robot to blast a chunk of debris that had been knocked off a skyscraper and was falling towards him.

Old Glory: Thanks for blasting that rock before it made a dimple in my forehead. Maybe I was





wrong about you, Russian.

Molotov: Mudak! I would do the same for any comrade in arms -even a capitalist swine such as you.

A few scenes later, Old Glory repays the favor by interceding between Molotov and a Nazi supersoldier that was barreling towards him. Old Glory was knocked unconscious, but his sacrifice bought Molotov the time to be able to use his fire blasting powers to take the out the Nazi. Concerned, Molotov hurries to the side of Old Glory just as the American hero is recovering.

Molotov: You did not have to risk your life for mine, American. I am soldier and I accept the risks.

Old Glory: You're welcome, Boris. And don't get all misty on me. This doesn't mean we're going steady. After the way you guys stood us up with Lend/Lease, I couldn't stand the thought of being in debt to a Ruskie.

Scenario III - Old and Busted vs. New Hotness

Basic Explanation: this is a variation on the Buddy Movie Scenario in which an older hero encounters a rookie. Their insults and banter tend to be centered on the rookie's inexperience or the older hero's antiquated way of doing this. Good examples from the movies are the relationship between Agents J and K (played by Tommy Lee Jones and Will Smith) in the *Men in Black* series or between the characters played by Tim Robbins and Kevin Costner in *Bull Durham*.

This scenario can play out simply as good natured sniping banter between a hero and his sidekick or it can progress in a similar way to the Buddy Movie Scenario - with animosity giving way to grudging respect or even friendship. Alternately, it can result in a slugfest (or even several slugfests) between the heroes as they try to sort out their differences.

An example in comics would be in the 1990s when Marvel Comics' character Captain America had to contend with a younger, more violent and reactionary hero named USAgent who admired him but regarded his tactics as outdated and ineffective. The heroes had several slugfests when they crossed paths. Their relationship became even more heated when the government agency responsible for the Captain America identity decided to make USAgent the "new" Captain America. Eventually a climatic battle between the two Captain Americas decided who had the right to the name and uniform.

Complication: All in the Family.

The competition between generations takes on an additional emotional dimension when the younger hero is the child of the older hero (or adopted child). In DC Comics, Batman currently (as of this writing) has this sort of relationship with the violent anti-hero Red Hood (who is actually a reincarnated Jason Todd - a former sidekick of Batman's).

Complication: The So You Think You Can Do Better? Complication described under the Buddy Movie Scenario will also work nicely for this Scenario.

Example:

Red Hammer is an older Soviet hero. He fought in World War II and he lost a lot of comrades fighting the hard war against the Germans. He then lost more under Stalin's purges. He's still a fervent Russian patriot. While he used to believe strongly in Marx and Lenin-he's no longer sure that the system works well for anyone except those at the top. Although a national symbol, he is not shy about speaking his mind - and that's why he has been targeted for replacement. Iron Ghost is a younger hero who was a political activist in the Communist Party before being selected for the super-soldier program. Iron Ghost tows the party line without fail and is eager to step in the limelight and become an effective propaganda tool for the proper education of the masses.

Example:

After a combat, Red Hammer thanks the American hero Old Glory for lending a hand in a tough encounter with an alien death machine. (Perhaps Old Glory and Red Hammer are roleplaying the Buddy Movie Scenario). Iron Ghost sees this and disapproves.



Iron Ghost: You're being terribly chummy with the Americans, comrade.

Red Hammer: I simply thanked a fellow warrior for assistance in battle.

Iron Ghost: Well, I guess the old and feeble might need assistance when the struggle gets too intense.

Red Hammer: What?! Say that again. I do not think I heard you correctly.

Iron Ghost: Ah - it was nothing. I was just clearing my throat, comrade.

Red Hammer: (Thought Bubble): and I would happily crush that throat.

Iron Ghost: (Thought Bubble): I've already got a nice gulag picked out for you in Siberia, you counter-revolutionary twit.

Roleplaying Scenarios as Story-arcs

Story-arcs are not necessary - but they can provide a structure for roleplaying opportunities that enhances the Roleplaying Scenario.

Keep it simple - stories have beginnings, middles and ends. So - story-arcs follow the same pattern.

Beginning - the Scenario is initiated. For the Buddy Movie Scenario - this might mean the PCs engage in some verbal sparring at the first meeting. For the Love Interest Scenario, this could mean the PCs roleplaying coy flirtation and use a few Thought Bubbles to establish their characters' emotions.

Middle - The Scenario moves along, intensifies or gets complicated. For the Buddy Movie Scenario, this could be where the verbal sparring heats up and leads to a slugfest. For the Love Interest Scenario, this could be where the characters sneak off after a combat and

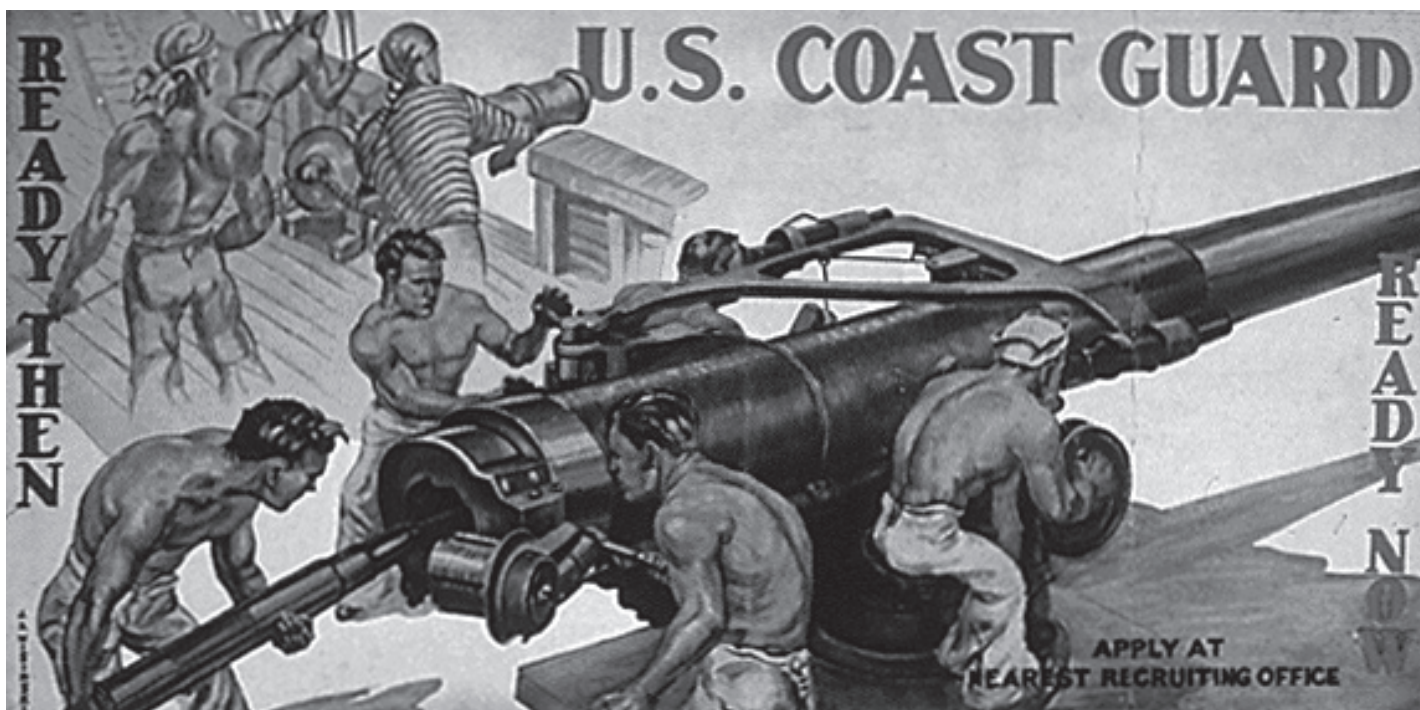
smooch free from prying eyes.

There can be multiple "middle" scenes - with some focused on intensifying the Scenario and others focused on complicating or advancing it. For example - there could be a couple "middle" scenes for the Buddy Movie Scenario, in the first they engage in a slugfest, in the next one the PCs reconcile a little when one of them takes a shot to protect another during a combat.

For a Love Interest Scenario, a covert smooching session could intensify the Scenario - while another middle scene that reveals that one of the PCs is married (perhaps with the use of Plot Twist -explained below) complicates it.

A Word about Endings

It's easy to freeform roleplay the beginning and middle of a story arc. Sometimes, however, it might be helpful to agree on a resolution ahead of time - to give yourself something to foreshadow and build towards throughout the session. Other times you might leave it freeform and just see which direction the roleplaying goes. Here are a few suggested



resolutions to the Scenarios we presented above.

The Love Interest Scenario has a couple of obvious endings

1. **Starcrossed.** The differences between the two characters are too great and one or the other breaks off the



relationship before it can progress any further. This should be played for maximum melodrama.

2. **Nothing's ever easy.** The characters decide to continue their relationship - but to keep it secret for whatever reason (one of this worried what the team might say, one has a committed relationship, etc.).

3. **Happily ever after.** The characters decide to explore having a normal romantic relationship. Whether or not their careers as heroes (not to mention their team-mates) will allow this could be fodder for future gaming sessions.

The Buddy Movie and Old and Busted Scenarios tend to end in one of two ways.

1. **The camaraderie of battle.** Through working together, saving each other from danger etc, the two bond and learn a grudging respect and admiration for each other. They probably continue to verbally spar, albeit in a slightly more friendly fashion. At the end of the adventure, they share a laugh - or a drink. Or several drinks.

2. **This ain't over!** The differences prove insurmountable. One character has had all he can take of another and storms off dramatically. Or perhaps one character tried to "eliminate" the other during a mission (while making sure it looks like an accident, of course.) One of the characters quits the team. This could be a set-up for that character turning villain - thus setting up a recurring opponent for future games. It's probably best to agree on this beforehand if the outcast is played by a PC (to minimize the possibility of a hurt ego) - or to have the outcast character be an NPC.

II - Plot Twists

A Plot Twist is a shared narrative device where the players can throw in a previously unknown story element to enhance a roleplaying scene.

For example, Old Glory wants a chance to act out his Buddy Movie Scenario with Molotov. So after a combat sequence with Nazi super-soldiers was over, he declares that he's using a Plot Twist to have one last (previously unseen) Nazi creep out of the shadows and come charging at Molotov. Old Glory blocks the Nazi's path - getting knocked out - but saving Molotov from in the process. Since this was all a role-playing device- it's all handled through narrative and no dice rolls are required. (Although, you can certainly use them if you want.)

Another example would be if Memphis Belle decided to use a Plot Twist to end the Love Interest Roleplaying Scenario she's been playing with Red Hammer. She uses a Plot Twist to reveal that her character was acting on orders from the CIA to seduce a Soviet hero in order to gain privileged information. She might reveal this in the last scene of the adventure as she is bidding a tearful farewell to Red Hammer. "I'm leaving," she explains, "because I've developed real feelings for you. I can't carry out my mission and betray you. But I can not betray my country - so I must leave and never see you again." And then, she flies off into the night.

A good rule of thumb is to allow each player just one Plot Twist per session. A second Plot Twist could be permitted in extenuating circumstances or if it were a really cool idea (the GM is sole arbiter of what constitutes "a really cool idea").

III -Thought Bubble Moment

This is a role playing technique that helps reinforce the feel of the comic book genre. Comic book characters often "break the fourth wall" with thought bubbles that are visible only to the reader.



Thought Bubble Moments are role-played in the same way - as an aside that the players know about - but that their characters don't. A player should state ahead of time when he (or she) is making a Thought Bubble Moment statement, but this can be done retroactively if it would derail a scene.

Optional: Characters with mind reading powers can be ruled to have in-character knowledge of all Thought Bubble Moment comments.

New Action Shtick - Slugfests

Slugfests are a staple of the comic book supers genre. It often occurs when heroes first meet and "mistake" each other for villains. It also occurs frequently when heroes disagree strongly (as is likely to come up during the Buddy Movie or Old and Busted vs. New Hot-

ness Roleplaying Scenarios, for instance.) If the Batman/Catwoman relationship is anything to judge by, a slugfest can be used to spice up a Love Interest Scenario as well.

You can play a slugfest using the standard combat rules - but stipulating that the characters are pulling their punches so all damage is non-lethal.

The key thing in a slugfest is that dialogue is more important than the physical combat. It's a chance to raise the stakes of dramatic tension between characters.

Given that, you could even just play a slugfest with narrative roleplaying - having each player describe what his character does and says. Using this technique you can focus on character interaction and forego using the combat rules (which can slow down the dramatic action and detract from the roleplaying). After each blow, the PCs are encouraged to roleplay comic book hero type banter.

Example:

Red Hammer and the Iron Ghost (who are playing the Old and Busted vs. New Hotness Scenario) have finally come to blows over their ideological differences. Red Hammer is

played by Mark and Iron Ghost is played by Stan.

Mark (Red Hammer): I say: "Mudak! You have gone too far!" and I rip a light pole out of the ground and swing it at Iron Ghost.

Stan (Iron Ghost): I'm surprised, and the pole knocks me into a nearby building. As I'm peeling myself out of the wall, I snarl at Red Hammer and say: "Your ideological weakness is unforgivable. A true hero of the Proletariat would never say the things you do!" Then I pick a chunk of debris off the ground and hurl it Red Hammer's head."

If you're roleplaying a slugfest rather than using the combat rules, it's important for both players to be on-board with playing it out as a dramatic scene rather than a competition between the characters. Sometimes a situation can arise where one character exploits the narrative roleplaying by claiming that she dodges every shot from her opponent.

A good rule of thumb might be to have every attack hit, but does negligible damage, since the characters are pulling their punches. For example, if the characters are wrestling, a character can be grappled or pinned, but can break free when it's his turn.

Again - with narrative roleplaying - the focus is solely on the verbal sparring and the physical combat is just the backdrop. If you want to engage in an actual fight- simply use the combat rules. If she wants, a GM can encourage in-character interaction during the slugfest by awarding Hero Points to players who roleplay dialogue instead of focusing on the combat.

The Mook Option

After all the posturing and build-up, the heroes square off against each other with their team-mates watching. Tensions are at a boil-



ing point....and the fight ends instantly as one floors the other with a single punch.

It's a funny moment and it can help define the relationship between the two characters going forward, with the loser complaining about how he was "sucker-punched" and the other rolling his eyes.

This is played for laughs for the other members of the party - so it's probably best to keep it under wraps until the moment arrives.

Also - it goes without saying - this is something that needs to have the prior enthusiastic agreement of all parties involved. Given the potential for hurt egos, it could even be better if the role of mook was left up for NPCs only. The GM may award a Hero Point to a player who enthusiastically goes through with playing the Mook option.

The Bench-clearer Option

Another classic comic book slugfest variation. In the Bench-Clearer option the slugfest between two characters expands to involve all the characters in a free-for-all. The JLA/Avengers crossover mini-series published jointly by DC Comics and Marvel Comics contained an epic example of the Bench-clearer option in a slugfest.

This happens so often in comics, there almost seems to be a requirement that whenever you've got two separate teams of heroes working together at some point a huge brawl will break out.

As with the Mook Option - make sure all the PCs who would need to be involved actually want to do this. Always better to err on the side of caution than to sort out bruised egos later.



Resolving the Slugfest

Resolving the slugfest in a case of a mistaken identity fight is relatively easy. One of the heroes will make some remark that will reveal that he isn't a villain. For example, a hero might sigh and look at his opponent with exasperation and say: "Look - I've got to get downtown to stop the Heckler from bombing City Hall. Do you mind if we finish this school yard brawl sometime when civilians aren't about to die?" The other PCs in the slugfest will take the cue to roleplay contrition and the party heads downtown to stop the bombing.

Resolving a slugfest that's an escalation of an argument is a different matter. At some point, one PC might gain the upper hand and defeat the other (especially if you're playing with



ВЕЛИКИЙ СТАЛИН-ЗНАМЯ ДРУЖБЫ НАРОДОВ СССР!

combat rules.) A serious threat might arise that causes the PCs to decide to resolve their differences later or an impartial character could step in and stop the fight (see the Reconciliation Moment section below).

Reconciliation Moment

Sometimes, especially during in-character arguments or slugfests, the heated exchange takes on a life of its own and might derail the game. To get things back on track - the GM can declare a Reconciliation Moment. This is similar to a Plot Twist - but it's played by the GM and it's his (or her) way of saying: "OK - let's not derail the main plot by turning this into one long slugfest."

Reconciliation could take the form of an NPC separating the characters and reminding them that there's a bigger threat to deal with - or the sudden emergence of a danger that requires immediate action.

Example:

The PCs playing Molotov and Old Glory have been having a lot of fun with the slugfest

that rose out of their Buddy Movie Scenario. They've spent several minutes blasting and pummeling each other while exchanging heated banter.

The GM notices that the other players are beginning to lose interest - so she announces that she's declaring a Reconciliation Moment. She does this by having their commlinks buzz - it's a message from their HQ. The scientists back at the base have turned up a clue as to where the alien death machines are coming from. This brings the heroes back to earth and emphasizes the larger threat they face. The PCs roleplay it like this:

Molotov: Well, even though you are neo-imperialist, bourgeois oppressor of the Proletariat - we must work together to defeat this threat against both our peoples. Da vai!

Old Glory: I reckon you're right there, Red. Don't worry - that butt-kicking didn't have an expiration date on it. We can finish this later. For now, let's go see what the egg-heads have discovered.

"We had many contingency plans for responding to a nuclear attack. But everything would happen so fast that I wondered how much planning or reason could be applied in such a crisis... Six minutes to decide how to respond to a blip on a radar scope and decide whether to unleash Armageddon! How could anyone apply reason at a time like that?"

-Ronald Reagan, *An American Life*

The Cold War was period of intense competition and tensions between the US and the Soviet Union. The early 1980s in particular - were a time of extreme paranoia for both sides. There were several "near misses" - false alarms that could have potentially led to a full nuclear exchange.

One of the most famous occurred on September 26, 1983.

Malfunctioning Soviet satellites mistook high altitude clouds for 5 inter-continental ballistic missiles. The Soviet early-warning system reported that there was an inbound American preemptive strike.

1983 was perhaps the height of Soviet paranoia about the West. Earlier that year, General Secretary Leonid Brezhnev declared - (in a closed-door meeting with national leaders) - that America was making plans for a preemptive nuclear strike on the Soviet Union.

Additionally, the Soviet Union was employing the doctrine of Mutually Assured Destruction which mandated an immediate counter-attack upon detection of an American missile launch

Stanislav Petrov was the officer in charge of the Soviet early-warning network on September 26, 1983. When the warning of the American launch came in, he broke with established protocol (a move that would ruin his military career) and declared the warning a false alarm.

STANISLAV PETROV - A COLD WAR HERO



He didn't trust the satellite system and he didn't believe the Americans would launch a first strike with only 5 missiles.

Additionally, Petrov said: "I imagined if I would assume the responsibility for unleashing the third World War - and I said, no, I wouldn't."

His suspicions proved correct. There were no American missiles heading for the Soviet Union.

He was interrogated and then reprimanded for his actions. After suffering a nervous breakdown, he retired from the military a few months later. He's currently living in a small town in Russia on his relatively small military pension.

Although there is some skepticism about whether the Soviet leadership would have ordered an immediate counter-attack, this incident is regarded by some security experts as the closest the world has ever come to accidental nuclear apocalypse.

It was avoided by one man who chose to follow his gut rather than following orders.

SECTION II - THE CHARACTERS

How The Characters Get Together

Given that the characters are from widely different backgrounds - how do you get them together?

One option is that the characters are all members of the United Nations Meta Security Force (UNMSF). The UNMSF reported directly to the Security Council, has a rotating membership of super powered individuals from the various nations with permanent membership on the Security Council. The UNMSF was created to respond to global threats that required a super-powered response and also to foster communication and cooperation amongst the global super-powered community.



This provides a handy and convenient explanation for why the characters are assembled as a team to respond to threats.

During the Cold War era, the UNMSF would be a dysfunctional and quarrelsome group - not unlike the Security Council itself. Often governments would post heroes to the UNMSF for the sole purpose of gaining as much Intel on the super-powered forces of other nations as possible. There were several diplomatic scandals and the team was almost disbanded several times.

Ultimately, the need to have an organized force that could respond to meta-powered threats that were beyond the resources of any one nation (invasions from alien planets or dimensions being the most obvious example) was recognized and the UNMSF weathered the storms that threatened its existence.

Heroes are appointed by their government for 6 month terms on the UNMSF and are rotated out after that. It's easy enough to say that this is the first day of all the PCs terms in the UNMSF if you want to roleplay the initial meeting.

Alternately, you can decide that they've been working together for a few weeks and so some of the Roleplaying Scenarios are already in full swing. (i.e. PCs roleplaying the Love Interest Scenario can be assumed to have been exchanging coy glances across the room at each other, PCs with the Buddy Movie scenario has already been getting on each other's nerves etc.)

The Western heroes all belong to a super-team named Freedom Alliance that has close connections to the US military and Nato Alliance and have been assigned to the UNMSF. The Soviet heroes belong to a team called The People's Revolution - a team that is under the command of the Warsaw Pact (or Russian - de-

pending on the era) military structure.

The UNMSF plot device can be used in either the Cold War or modern era campaigns. It provides a useful way of getting the PCs together under an established situation. Feel free to come up with another way to do this if the UNMSF doesn't work for your game.

Head of the UNMSF

General Delacroix (if you need stats - use the Powerhouse stats from page 21 of M&M) - French super-powered hero and veteran of WW2. General Delacroix is a powerfully built man with salt and pepper hair and an eye patch. He was the driving force behind founding the UNMSF. Delacroix believes that the UNMSF is the key to fostering understanding and communication between the meta-powered forces of different nations to avoid future conflicts.

Delacroix can be useful in a Reconciliation Moment; upbraiding the PCs for fighting in public, reminding them of their greater mission and providing new clues or plot threads for the party to follow.

The UNMSF maintains a lab staffed with intelligence analysts and scientists to help the team interpret evidence and unravel sinister plots. Basically - they can serve as a nice *deus ex machina* - delivering clues when the PCs get off track or need redirection.

Advisors to the UNMSF

Admiral Gordievsky - Gordievsky is the senior military leader who oversees the People's Revolution super-team. (He works for either the Soviet or Russian military depending on the era your game is set in.) The Admiral is a political operative and is most concerned with using the People's Revolution (and it's posting

with the UNMSF) to gather Intel on Western heroes and to generate positive propaganda back home. He is responsible for the move to retire Red Hammer as the older hero hasn't been towing the party line.

General Striker - Striker is the topmost military leader who administers the Freedom Alliance superteam. Striker, like Admiral Gordievsky, is eager to use his team's rotation in the UNMSF to gather as much information as possible about the Eastern heroes. He'd also see this as a PR opportunity and so he encourages his "troops", as he calls them, to "show up the Ruskies" as often as possible. Striker has been pressuring for Old Glory's retirement for some time as he considers the older hero to be too insubordinate and independent.



UNMSF Equipment

The UNMSF maintains a fortified headquarters in a skyscraper in downtown New York, not far from the UN building.

HEADQUARTERS

Size: Large

Toughness: 15

Features: Combat Simulator, Communications, Computer, Concealed, Defense System, Fire Prevention System, Gym, Hangar, Holding Cells, Infirmary, Laboratory, Living Space, Power System, Security System.

Cost: 18 equipment points.

UNMSF Transportation space-plane

Strength 65

Speed 9 (air, 5,000 MPH)

Space Travel 5

Swim 5

Immunity 9 (Life Support)

Defense 6

Toughness 13

Size G

Cost: 45 equipment points

I SOVIET CHARACTERS

Basic Premise

If you're playing a modern day setting: The Soviet characters are government sponsored heroes left over from the Cold War era. The funding for the supers program budget has been tight since the 90s and so the older heroes still have the same costumes and identities they had when they were serving dual roles as heroes and as spokespeople for the Communist Party's propaganda programs.

For some, old habits die hard and they still toe the old party line. Others are more pragmatic but still hold on to the old images as a way to inspire their people in this new era. This anachronism can be mined for comedic value - as the more stalwart ideologues will insist that Communism never failed as it never has truly been tried and capitalist greed derailed their system.



If you set your adventure in the Cold War era, these heroes can come across as perhaps more genuinely threatening and less comedic.

They are all members of the People's Revolution - a superteam associated with the Rus-

sian military or Soviet military - depending on whether you've set your adventure in modern day or the Cold War era. They have been assigned to a six month rotation with the UNMSF.

HANDY RUSSIAN PHRASES

English	Russian
Hello	Privyet
Goodbye	Do Svedanya
Yes	Da
No	Nyet
Thanks	Spasiba
I'm OK	Narmani
I don't know	Niez nayu
I get your point	Panyatna
Why?	Pacheemoo?
Sorry!	Izvinit!
Friend	Drook
Let's do it!	Da vai!
Damn it all!	T'fu, propast!
Idiot	Mudak

MISCELLANEOUS SUGGESTED PHRASES

Exclamation

By Lenin's Beard!

Battle Cry!

For the Motherland!

Poltical Battle Cry

For the Proletariat!

Antagonistic

The Glorious Revolution is Inevitable, you running dog capitalist!

Conciliatory

Well, even though you are neo-imperialist, bourgeois oppressor of the Proletariat - we must work together to defeat this threat against both our peoples. Da vai!

HANDY QUOTES TO WORK INTO CONVERSATION

Can a nation be free if it oppresses other nations? It cannot.

Vladimir Lenin

Crime is a product of social excess.

Vladimir Lenin

Freedom in capitalist society always remains about the same as it was in ancient Greek republics: Freedom for slave owners.

Vladimir Lenin

History shows that there are no invincible armies.

Joseph Stalin

When we hang the capitalists they will sell us the rope we use.

Joseph Stalin

SIBERIAN SHADOW PL 10

STR +1 (12) DEX +2 (14) CON +2 (14)
INT +1 (12) WIS +2 (14) CHA +2 (14)

Saves: Toughness +12/+2* (*without force field)
Fortitude +6 Reflex +6 Will +9

Skills: Concentration 8 (+10), Craft (artistic) 6 (+7), Intimidate 6(+8), Knowledge (arcane lore) 4(+5), Knowledge (tactics) 4 (+5), Language (English), Notice 6 (+8), Sense Motive 6 (+8)

Feats: Artificer, Attack Focus (ranged) 2, Fearless, Fearsome Presence 8, Inventor, Power Attack, Precise Shot, Ritualist

Powers: Flight 5 (250 MPH), Force Field 10 (Extras: Impervious), Immunity 1 (own powers), Darkness Control 10 (Power Feats: Alternate Powers - Blast 10, Create Object 10, Dazzle 6 [visual senses; Power Feats: Extended Reach; Extras: Area (burst)], Mental Blast 10 [Extras: Aura; Flaws: Range - personal only], Illusion 10 [Extras: Total; Flaws: Others only])

Combat: Attack +10 (ranged), +8 (unarmed), Grapple +9, Damage +10 (blast), +1 (unarmed), Defense +8, Knockback -11, Initiative +2

Totals: Abilities 20 + Skills 12 + Feats 16 + Powers 56 + Combat 32 + Saves 15 = 151

Note: With the Inventor and Ritualist Feats as well



as the Knowledge (Arcane Lore) and Craft (Artistic) skills, the Siberian Shadow can use magical rituals or invent magical items. By spending a Hero Point, she can jury-rig a ritual or item for those occasions when the ritual or device is needed immediately.

Tatyana Sergeyev grew up in Siberia - her father was a Soviet soldier and her mother was a native Siberian Yipuk. When she was a young girl, Tatyana met a mysterious old woman while walking in the forest near her house. The old woman had dark eyes that seemed to swim with shadows. The old woman explained to Tatyana that she was giving her powers over "the shadow realm" and that she would need to use these powers to avert a serious crisis when she was older. For several weeks, the old woman trained Tatyana how to use her new abilities. On their last meeting, the old woman said to Tatyana: "You homeland will need you, kisa. But they will hate you if they know I gave you your power." Then the crone vanished without a trace.

It was only later that Tatyana realized she had met the Russian witch of legend that her father used to tell her about- Baba Yaga.

She followed the witch's direction and as soon as she turned 18, she joined the Russian military and explained to them about her special abilities. Heeding the witch's advice (and knowing the dim view the powers-that-be take of "old superstitions") she hides the true nature of her powers. She has a cover story about mysterious biological mutation that is the origin of her powers. So far she's been able to make this story

work - through a combination of her forceful personality and the discreet use of illusion magic when her powers were evaluated in a military lab before her admission to the People's Revolution super-team.

To further throw off any suspicion, she affects the persona of a die-hard Communist. She fears that Molotov might suspect her secret - and so she is careful to always be friendly to the fiery mutant.

She enjoys the adventurous life of a hero but it gets tiresome and nerve-wracking guarding her secret and spouting the Communist rhetoric to keep up appearances.

She's always on the look out for the threat the witch warned her of. She's begun to wonder if the old woman was toying with her - or if maybe one of her team-mates or her country's leadership is the danger she has to deal with.

Roleplaying Shtick

The Firebrand - In order to keep her secret, Siberian Shadow acts the part of a hardcore ideologue who never gave up the fight. Still religiously quotes Stalin and Lenin and is convinced that a resurgence of Communism is around the corner. If you're playing in the modern era, you may have to stipulate the Firebrand hero is supported by certain Communist stalwarts within the government who long for a return to the "good old days".

Suggested Roleplaying Scenarios

Buddy Movie Scenario with any of the Western Characters. This might work the best with Carolina Crusader since they're both the youngest members of their respective teams.

Old and Busted vs. New Hotness is possible with Red Hammer

Icemariner and Shadow both are mystical heroes who keep their true nature secret in order to avoid suspicion from their team-mates. They might be able to see through each other's cover stories and this could create a good foundation for either a Buddy Movie or a Love Interest Scenario. The Wrong Side of the Tracks Complication would be appropriate.

Possible Plot Twists

Siberian Shadow is the right age to be the daughter of Red Hammer, Old Glory of John Bull - this could add an interesting dimension to Roleplaying Scenarios with those characters.

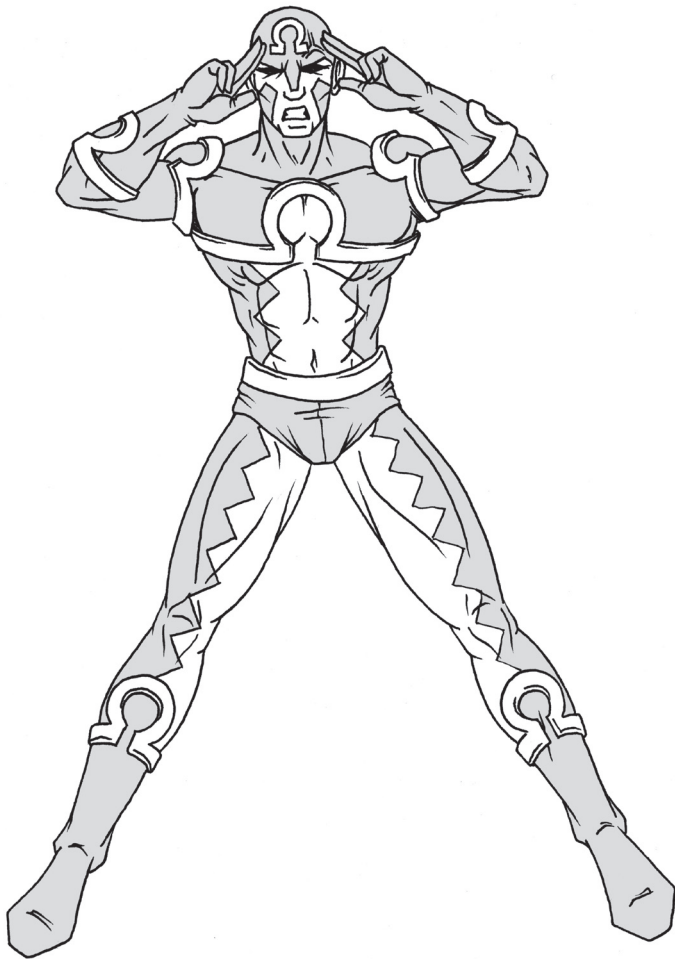
The threat that Baba Yaga warned her of might be the same alien invasion that Omega Cosmonaut has visions of. Sharing the bond of such horrible knowledge might set up a Love Interest Scenario between the two of them.

Possible Plot Hook

If you wanted to flesh out the threat Baba Yaga warned of (as something other than the invasion Omega Cosmonaut is concerned about) - one possible option is that Siberian Shadow receives word from a friendly military contact that the Russian/Soviet government has begun research into some ancient mystical tomes that were captured from a Nazi bunker in Bavaria in 1944. The books were being used by a secret mystical sect in the Nazi party that was trying to summon extra-dimensional entities to assist with their war effort. Shadow's contacts believe their government wants to look into using mystical means to create more super-powered soldiers and they're worried about the possible consequences.

Investigating (and possibly shutting down) this program could be played as cloak and dagger, black-ops sort of adventure. A more action-oriented approach would be to have a botched summoning spell at the research facility housing the tomes rip open a portal to an infernal dimension. A demonic horde would stream out of the portal; wreaking havoc on the surrounding countryside and the UNMSF would be sent to contain the chaos and seal the rupture.

OMEGA COSMONAUT PL 10



STR +0(10) DEX +1 (12) CON +0 (10)
INT +2 (14) WIS +5 (20) CHA +1 (12)

Saves: Toughness +10(8 Impervious)/+0 (without Force Field) Fortitude +4 Reflex +6 Will +10/+15 (Mind Shield)

Skills: Concentration 12 (+17), Notice 4 (+9), Profession (Cosmonaut) 4 (+9), Sense Motive 8 (+13)

Feats: Benefits (Security Clearance), Ultimate Save (Will), Uncanny Dodge (mental)

Powers: Force Field 10 (Extra: Impervious (8), Immunity 9 (Life Support), Mind Reading 2 (Extra: Sensory Link; Flaw: Limited to surface thoughts only), Mind Shield 5, Space Travel 2, Telekinesis 12 (Extra: Damaging; Alternate Powers: Dazzle (Mental) 4, Mental Blast 9)

Combat: Attack +8, Grapple +8 (+20 with telekinesis), Damage +0 (unarmed), +9 (mental blast), +12 (telekinesis), Defense +8, Knockback -6, Initiative +1

Totals: Abilities 18 + Skills 9 + Feats 3 + Powers 74 + Combat 32 + Saves 14 = Total 150

Vladimir Andropov was a rising star in the Russian Space Program.

One day while ferrying supplies to the International Space Station (or a Soviet space station - depending on the era), Vladimir's capsule was enveloped by a mysterious cloud of cosmic energy. His ship was damaged beyond repair and was forced to abort his mission and make an emergency landing.

Scientists are still debating the nature of the cosmic cloud that battered his spacecraft. One side effect has been clear - Vladimir has gained astonishing psionic powers.

He was recruited for the People's Revolution super-team and although he's much more at home in the lab or in space - he does his best to act the part of a hero.

He is haunted by disturbing, apocalyptic dreams in which the Earth lies in ruins - and humanity in conquered and enslaved by alien invaders. He doesn't know if these visions are meant to serve as a warning or are evidence that he's going insane.

Roleplaying Shtick

The Reluctant Hero - This character's powers came at a high price. He carries a burden, such as a monstrous appearance, overwhelming guilt or knowledge that no man should possess. He tries to fight the good fight and do what needs to be done in spite of the adversity that dominates his life. Often a Reluctant hero will adopt a gruff or comical persona as a way of dealing with their troubles or keeping the world at bay.

Suggested Roleplaying Scenarios

Love Interest with Memphis Belle (obviously with the Wrong Side of the Tracks complication). Belle's looking for a man of greater depth - and between being an astronaut (err..cosmonaut) and being all broody - Cosmonaut seems to have "depth" written all over him. Lone Star would be a natural as a Love Triangle Complication - although Siberian Shadow could also be used in that role. Buddy Movie could be played with any of the western characters.

Possible Complication

Lone Star and Omega Cosmonaut were transformed and empowered by the same cloud of cosmic energy. When they're in close proximity (within 50 feet of each other) they have an involuntary and permanent telepathic link. This would add an interesting or comical angle to a Buddy Movie Scenario between these two characters.

This could easily be handled without rules. If you want to define the power with rules, here you go:

Telepathy 3 (50 feet; Extras: Linked Comprehend 1 [no language barrier], Flaw: Permanent, Flaw: Limited - only between Lone Star and Omega Cosmonaut).

Optional Plot Hook

Omega Cosmonaut's apocalyptic visions grow stronger and clearer the more time he spends around Lone Star. This might be because the ambient cosmic energy from the Texan subtly amplifies the Russian's precognition. (Note: The precognition is a Power X power that's used merely as a plot device.)

This could be used to foreshadow the alien invasion if you wanted to work that into your campaign. Cosmonaut's visions will give solid (if fragmented) information about the upcoming invasion, what steps should be taken to prepare for it and possible ways to stop it. Cosmonaut's behavior might become more disturbed and erratic as his visions grow in their intensity - and this might cause his team-mates to doubt his sanity rather than heeding his warning immediately.

RED HAMMER PL 10

STR +10 (30/10) DEX +1 (13) CON +1 (12)
INT +0 (11) WIS +1 (12) CHA +1 (12)

Saves: Toughness +11 (10 Impervious) Fortitude +10 Reflex +6 Will +8

Skills: Bluff 6 (+6), Diplomacy 8 (+8), Intimidate 6 (+6), Language (Chinese, English, French, German, Korean, Polish, Vietnamese), Notice 6 (+6), Sense Motive 4 (+4), Stealth 8 (+8), Survival 8 (+8)

Feats: Attack Focus (Melee) 2, Benefit (Security Clearance), Inspire, Leadership, Master Plan, Move-by Action

Powers: Enhanced Ability (Strength) 20, Flight 6 (500 mph), Immunity 1 (Aging), Protection 10 (Extras: Impervious 9), Super-Strength 6 (heavy load: 200 tons)

Combat: Attack +10, Grapple +26, Damage +10 (unarmed), Defense +9, Knockback -10, Initiative +1

Totals: Abilities 10 + Skills 14 + Feats 7 + Powers 64 + Combat 34 + Saves 21 = Total 150



Red Hammer (Aleksei Tarasov) is an older Soviet hero and leader of the People's Revolution super-team. Like John Bull and Old Glory - his superpowers were the result of Allied scientists trying to recreate the German Übermensch formula that had created dozens of super-soldiers for the Third Reich. The Allies were working from sketchy notes stolen from a Nazi scientist and had great difficulty recreating the formula.

The Soviet super soldier program was given a needed boost when Red Army troops overran a German HQ in Stalingrad. In the basement they captured a solitary Bavarian mystic who was conducting rituals to benefit Nazi troops during the siege.

Under torture, the mystic revealed the secret of the Third Reich's super-soldier program. The process is alchemical -requiring both the chemicals ingested by the subject and a mystical ritual that guides the transformation. Without the ritual directing the chemical formula's process, the transformation will be uncontrolled and will most often result in the death of the test subject.

The Soviets were able to forcibly compel the mystic to perform the ritual to transform test subject Aleksei Tarasov. With the assistance of the mystics, the Übermensch process was a success and Aleksei was transformed into a being as powerful as any of the Nazi super-troops. He had gained super strength, the power of flight, a high degree of invulnerability and immunity to aging.

Unfortunately, the captured mystic committed suicide soon after and Aleksei was the only Allied hero to fully undergo a successful transformation from the Übermensch formula. Even after the fall of the Reich, the secrets of the Übermensch process have never been uncovered.

Russia bore the brunt of the might of the Third Reich's Übermensch corps. Their leadership remembers the high cost they paid in blood to drive the super-powered invaders out of their country and they are paranoid that another nation will one day unravel the secret of the Third Reich's super-soldier process. So, the truth behind Aleksei's transformation is a highly guarded state secret. Additionally, the Russian intelligence services keep a close eye on the super-soldier programs of other nations and will take covert action to derail research that they fear might be getting too close to uncovering the truth behind the Übermensch formula.

Aleksei was assigned the code name Red Hammer and given leadership of the Soviet super-team. He fought throughout WW2 and was the first Allied super into Berlin. He lost a lot of friends driving the Germans from the Motherland. He then lost more under Stalin's purges. He will still pay lip service to Marx and Lenin and is a strong Russian patriot - but he's no longer sure that the current system is working well for anyone except those at the top. Although a national symbol, he is not shy about speaking his mind - and that's this has caused some concern among his superiors.

He's annoyed by Iron Ghost - but he's philosophical about her. He's seen young hotheads come and go and he thinks she will do the same. Eventually she'll overstep her bounds and lose favor with whatever faction is promoting her and then she'll be assigned border patrol or some other trivial assignment.

He is amused by Molotov - who reminds him a bit of himself when he was young. He thinks he may need to give the younger hero a box to the ears one day to set him straight.

Omega Cosmonaut is a worry. He's a solid contributor to the team - but Hammer is unsure about his sanity.

He's deeply skeptical about Siberian Shadow being a mutant. He's seen enough sorcery in his career to sense that there's more to her story than she lets on. He wishes that she would be open with him about the source of her powers - but he senses that she has a good heart and he can understand her reasons for keeping her secret.

Roleplaying Shtick

The Realist - Patriotic but pragmatic. Realizes that the "good old days" were perhaps not all that good. Continues to serve as a hero because it's the right thing to do - but isn't beholden to any political cause other than decency and common sense. Might still quote old Communist leaders out of habit or for black humor or ironic purposes.

Suggested Roleplaying Scenarios

Old and Busted vs. New Hotness with Iron Ghost

Buddy Movie Scenario might work best with Old Glory or John Bull - given their similar backgrounds. (It's assumed that the heroes had no previous contact. That can be thrown out if the players want to roleplay these character as if they had a long prior history.)

Love Interest might be a possibility - probably with Siberian Shadow. Memphis Belle is also an option (obviously - with the Wrong Side of the Tracks Complication.)

Possible Plot Hooks

The mystical ritual that guides the Übermensch ritual trades the soul of whoever undergoes the transformation in exchange for the powers granted. The deal is good for 50 years - and then the demons come to collect.

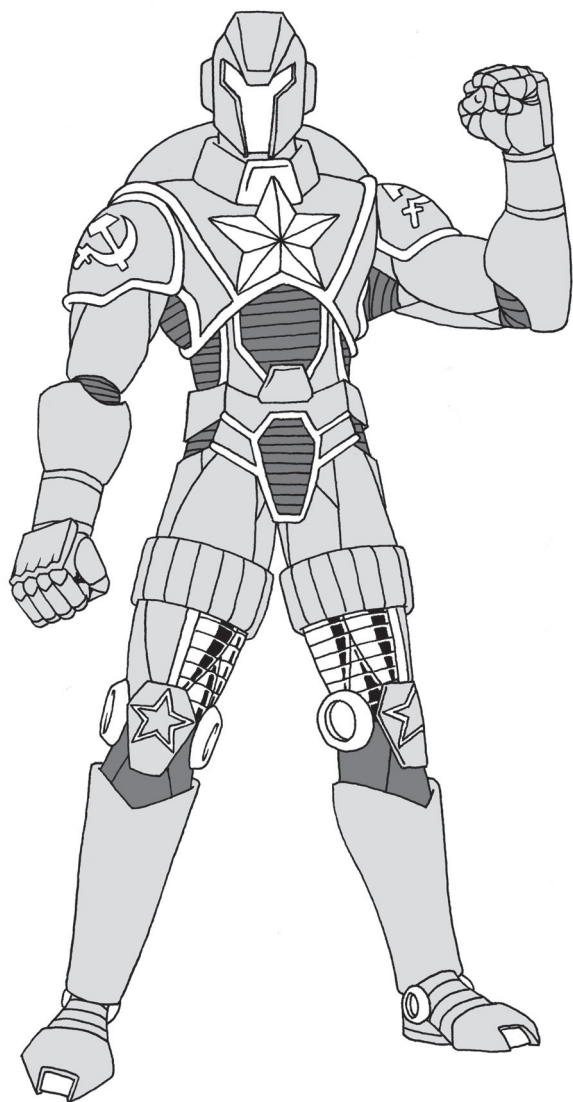
For Red Hammer - the time has run out and Hell is coming calling. A party of imps and demon warriors (page 233 of M&M) show up to claim their prize. They explain the terms of the deal Red Hammer when he underwent the Übermensch process. (This is most likely a surprise to the Russian - as the ritual was conducted in Latin and the German mystic was not inclined to inform his captors about this clause.)

The hero (and possibly his allies) must fight off the repeated attacks of demonic envoys while searching for a way to invalidate Hell's claim on Red Hammer's soul. Dedicated research and detective work may turn up an arduous quest or ritual (with hard to find components - naturally) that if completed successfully would do the job. (The eventual solution may or may not require Red Hammer to relinquish some or all of his powers - at the GM's discretion.)

Siberian Shadow or Icemariner might be especially useful in this quest, given their magical backgrounds - but that would mean revealing their true nature. This might have negative repercussions - especially for Shadow.

Possible Plot Twists

Given Red Hammer's age - it'd be possible for him to be the father of any of the other characters (with the exception of Old Glory and John Bull.) Obviously - this makes the most sense with other Soviet characters. This could be used to set up the All in the Family Complication if the Old and Busted vs. New Hotness Scenario is being played with Iron Ghost.

IRON GHOST *PL 10*

(Note regarding using the Nullify power and fighting robots: The Nullify Field can shut down technological opponents who depend on electronic components- but they can reactivate themselves normally.)

STR 10 (+0) DEX 14 (+2) CON 13 (+1)
INT 20 (+5) WIS 18 (+4) CHA 12 (+1)

Saves: Toughness +9 (+1 without armor) Fortitude +2 Reflex +3 Willpower +7

Skills: Craft (Electronic) 4 (+9), Craft (Mechanical) 4 (+9), Knowledge (Tactics) 8 (+13), Knowledge (Technology) 6 (+11), Language (English), Stealth 9 (+11)

Feats: Benefit (Security Clearance), Contacts, Evasion, Hide in Plain Sight, Inventor, Move-by Action, Power Attack, Precise Shot, Redirect, Sneak Attack 2, Uncanny Dodge

Powers: Iron Ghost Power Armor (hard to lose) 19: Blast 8 (plasma beams) (Extra: Penetrating), Concealment 10 (all senses but tactile) (Flaw: Blending), Flight 4 (100 mph), Protection 8, Nullify 3 (EMP Burst) (All Electronics) (Extra: Nullifying Field (15 feet)), Super-Senses 5 (Communication Link, Infravision, Radio), Immunity 9 (Life Support), Immunity 5 (Battlesuit's electronic components are well shielded to withstand an EMP Burst/Nullify) Speed 9 (500 mph)

Combat: Attack +10 Defense 10 (Flat-footed: 10) Initiative +2, Grapple: +10, Damage +8 (blast), Damage +11 (Sneak Attack) , Knock-back -4

Totals: Abilities 27+ Skills 10 (37 Ranks) + Feats 12 + Powers 76 + Combat 20 + Saves 5 = Total 150

Yelena Petrowsky is a younger hero who has been slated to replace Red Hammer as the leader of the People's Revolution. She has been assigned as Hammer's second in command for the time being so that she may observe and learn from his leadership style.

She resents this assignment. She regards Red Hammer as a traitor and counter-revolutionary and

believes that it's long past time for him to retire.

She was a political activist in the Communist Party (either the ruling Communist Party in a Cold War Era setting or the resurgent but diminished Communist Party in a modern day setting) before being selected for the super-soldier program.

Yelena has received extensive training in the piloting of a top of line battle-suit that's been customized for stealth technology. She has adopted the code name of Iron Ghost.

Yelena toes the Communist Party line without fail and is eager to step in the limelight and become an effective propaganda tool for the proper education of the masses.

Roleplaying Shtick

The Firebrand - A hardcore ideologue who never gave up the fight. Still religiously quotes Stalin and Lenin and is convinced that a resurgence of Communism is around the corner. If you're playing in the modern error, you may have to stipulate the Firebrand hero is supported by certain Communist stalwarts within the government who long for a return to the "good old days".

Suggested Roleplaying Scenarios

Old and Busted vs. New Hotness with Red Hammer.

Buddy Movie or Love Interest is possible with other Characters - might be tough - there's not much to like about Iron Ghost as she's written. However, a good roleplayer could flesh her out and make her sympathetic.

Buddy Movie might be most effective with the New American. Since they're both battle-suit heroes - they might be competitive over whose technology is better. This could also provide a opportunity for bonding (or even a Love Interest Scenario). For example, if one battlesuit is damaged in combat and the other character can use their scientific skill to help with repairs.

Possible Complications

Iron Ghost is a good candidate for the This Ain't Over Resolution of the Old and Bust vs. New Hotness Scenario she has with Red Hammer. It's easy to see her storming off in a huff and coming back to try and eliminate her erstwhile mentor and team-mates "for the good for the Revolution".

Possible Plot Hook

The Iron Ghost might have covertly set the explosives that destroyed the lab that Jennifer Kucera was working in - inadvertently setting off her transformation into Memphis Belle. She would have been ordered to destroy the lab because her superiors were worried about the American super-soldier program finally unraveling the secrets behind the Übermensch formula. (During the Cold War - this could be played as a straight forward espionage plot. In the modern era, it could be played in much the same way but with the additional element of an emergence of anti-Western faction within the Russian military.) With the stealth capabilities of her armor - Ghost would have been ideally suited to this mission. She views the survival of Memphis Belle as a failure and may go out of her way to remedy this.

MOLOTOV PL 10

STR +0 (10) DEX +2 (14) CON +2 (14)
INT +0 (10) WIS +2 (14) CHA +3(16)

Saves: Toughness +10 (8 Impervious) (+2 without force field), Fortitude +7, Reflex +7, Will +7

Skills: Bluff 4 (+7), Concentration 4 (+6), Diplomacy 4 (+7), Knowledge (Tactics) 4 (+4), Language (English, German), Notice 4 (+6), Search 4 (+4)

Feats: Accurate Attack, Attractive, Benefit (Security Clearance), Improved Initiative, Power Attack, Precise Shot

Powers: Blast 10, Environmental Control (Extreme Heat) 5 (25 feet), Flight 4 (100 mph), Force Field 8 (Extra: Impervious), Immunity 7 (Cold, Heat, fire or flame effects), Suffocate 6

Combat: Attack +8, Grapple +10, Damage +0 (unarmed), Damage +10 (blast), Defense +8, Knockback -11, Initiative +6

Drawbacks: Power Loss (all powers, submerged in water, uncommon, 1 point)

Totals: Abilities 18 + Skills 7 + Feats 6 + Powers 73 + Combat 32 + Saves 15 - Drawbacks 1 = Total 150



Josef Minsky has the power to generate and control flame. His powers first manifested when he was in basic training for the army and he was quickly recruited for the People's Revolution.

Minsky is not a political man - but he can mouth the right opinions to stay out of trouble. He enjoys the excitement and adventure that comes with being a hero and he especially enjoys how the celebrity makes him popular with the female comrades.

The source of Molotov's power is a genetic mutation. He has been thoroughly examined by the scientists in his country's super-soldier program. He's gotten rather sick of their continued tests. He's annoyed that the other mutant on the team - Siberian Shadow - hasn't received the same treatment. He suspects that she has connections higher than she's used and he resents this.

He doesn't take anything too seriously and Molotov is looking at his assignment to the UNMSF chiefly as a chance to date western girls.

Unfortunately for Molotov, he's not as charming as he thinks he is - and he has a quite a bit of trouble with women who aren't star-struck by him. He's attracted to Memphis Belle - but he's been carrying a torch for Iron Ghost for some time. She won't give him the time of day and that drives him nuts.

Roleplaying Shtick

The Thrill-seeker - This character is in the hero business mainly for the adventure. He can espouse whatever opinions he needs to in order to stay in favor with the powers-that-be, but it's just lip service. What really drives him is the need for action and excitement - whether it's fighting super-villains or chatting up potential dates.

Beneath the flashy self-absorption, there is something more substantive. Deep down, he (or she) does have a moral core -and having that come to the forefront could make for interesting role-playing.

Suggested Roleplaying Scenarios

Old and Busted vs. New Hotness with Red Hammer.

Buddy Movie or Love Interest is possible with most other Characters.

Possible Complications

Molotov is a romantic who doesn't take politics too seriously. If he were involved in a Love Interest Scenario with a Western character - he'd be willing to defect to try and pursue the relationship.

He's the most likely target for Carolina Crusader to flirt with if she wanted to upset her teammates. This could be a Love Interest Scenario with the Not in a Million Years complication. (Given Crusader's age.)

Possible Plot Twist

Minsky is about the right age to be the son of Red Hammer. The genetic changes wrought in his father by the super soldier serum this could be an explanation for his super-powered mutation.

II WESTERN CHARACTERS

Basic Premise

The Western characters presented here are either affiliated with the government or military or they are independent operators who have been recruited by the powers-that-be.

The western heroes all belong to a super-team named Freedom Alliance that has close connections to the US military and have been assigned to do a sixth month rotation with the UNMSF team.

**MISCELLANEOUS SUGGESTED
PHRASES**

Exclamation
Great Liberty!

Battle Cries
For Freedom!
Git-R-Done!

Antagonistic
(Modern era) Didn't you hear that Communism failed? Like - 15 years ago? What are you bringing back next? Parachute pants?
(Cold War era) At least we don't keep our people behind barbed wire with machine guns, Commie!

Conciliatory
Our petty differences can wait. We've got bigger fish to fry.

JOHN BULL PL 10

STR +7 (28/34 raging) DEX +2 (14) CON +6 (22)
INT +0(10) WIS +2(14) CHA +2(14)

Saves: Toughness +12 (6 Impervious), Fortitude +10 (+13 raging), Reflex +6, Will +6 (+9 raging)

Skills: Craft (Artistic) 1 (+1), Intimidate 12 (+12), Knowledge (Tactics) 4 (+4), Language (French, German, Russian), Notice 4 (+4), Pilot 4 (+4), Stealth 0 (-2, includes -4 due to size)

Feats: All-out Attack, Benefit (Security Clearance), Grappling Finesse, Improved Block, Improved Grab, Improved Grapple, Leadership, Master Plan, Rage 3 (+6 STR, +3 Fort/Will, -2 Def, 10 rounds)

Powers: Device 8 (easy to lose) (Electro-Mace): [Strike 10 (Extra: Penetrating), Blast 10 (thrown mace)], Immunity 1 (aging), Growth 6 (provides +12 STR, +6 Con, Large size), Immovable 4, Protection 6 (Extras: Impervious), Speed 1 (10 MPH), Strike 1 (horns; Power Feats: Mighty), Super-Senses 3 (low-light vision, scent, tracking [scent]), Super-Strength 8 (Heavy Load: 320 tons, 720 tons raging, [includes +5 due to size])

Combat: Attack +7 (includes -1 due to size), Grapple +28 (includes +4 due to size, +31 raging), Damage +9 (unarmed), +12 (raging unarmed), +10 (penetrating) Electro-Mace, +10 Electro-Mace thrown (ranged), Defense +7 (includes -1 due to size), (+5 raging), Knockback -17 (includes -4 due to size), Initiative +2

Totals: Abilities 24 + Skills 7 + Feats 11 + Powers 64 + Combat 32 + Saves 12 = Total 150



During the Battle of Britain, Maxwell Hastings was an English pilot who lost 2/3rds of his RAF squadron in one day to an attack from a Nazi super-soldier. When he heard the British government was looking for volunteers for their own super-powers program, he was the first to sign up.

The British scientists running the super-powers program were working from half-legible notes stolen from a Nazi scientist. Their success at duplicating the Third Reich's super-soldier formula (aka the Übermensch formula) was uneven. Several of the volunteers died and the project was abandoned in favor of other research avenues.

Maxwell Hastings, like Old Glory and Red Hammer, was the only test subject in his nation to survive the process.

Unfortunately for Maxwell while the process greatly increased his physical abilities, the transformation also mutated his DNA - radically changing his appearance into the very image of the mythical Minotaur.

The British Government gave him the code-name John Bull and equipped with him a super-weapon they'd captured from a Nazi super-soldiers - an electrically charged battle mace.

He was assigned to the Home Guard - the British military's super-group. Hastings was at the forefront of the war with the Axis super-troops - meting out revenge for all the friends he'd lost during the war.

The day Berlin fell was the best day of his life.

In some ways, he wishes that had been the last day of his life.

Like Old Glory and Red Hammer, Hastings has been gifted with resistance to the affects of aging. Living out the last 60 odd years as a bull-headed monster has been trial that would tax even the patience of a saint.

Hastings focuses on the positive and tries to keep on doing the right thing - fighting the battles that need to be fought and using his abilities for the greater good. The lives he's saved and the difference he's made over the years are what keep him going.

In his down time, he lives a reclusive life to avoid the mocking stares on the street. He has a home in the English countryside and he's a passionate gardener and painter.

Hastings has outlived all of his super-powered comrades from his generation. For the time being, he is an auxiliary member of the Freedom Alliance while the UK debates re-founding its own super-team with younger heroes.

Except for the occasional bit of dry British sarcasm, Hastings doesn't give much of an indication of how hard it's been for him. Still, sometimes (especially after a pint) he looks at Old Glory and Red Hammer and the resentment he feels for those who went through the same experiments as him without being turned into a freak almost overwhelms him.

Lone Star keeps making rodeo and bull riding jokes around John. John bears it well and keeps a stiff upper lip. It's been getting to him though. One day soon, he's liable to fly into a rage and end up knocking out a few of the Texan's front teeth.

He has no doubt that both Icemariner and Siberian Shadow are magically powered. He's seen too much sorcery during his long career to not recognize it. Several of his old team-mates in the Home Guard were sorcerers and he's got no issues with magic. He understands that mainstream American and Russian society probably doesn't feel the same way. He understands why they're keeping their secrets and so he doesn't let on that he knows.

Roleplaying Shtick

The Reluctant Hero - Life has dealt him a bum hand. Along with amazing powers, he (or she) has been cursed with a burden - a monstrous visage, deep-seated guilt or the weight of knowledge that no one should bear. Tempted to give up and cash out the chips, the Reluctant Hero soldiers on - adopting a gruff or comical persona to keep the world at bay or to deal with the stress.

Suggested Roleplaying Scenarios

Buddy Movie with Old Glory - perhaps with the So You Think You Can Do Better complication.

Buddy Movie with any of the Soviet Characters or Lone Star.

Love Interest would be a little complicated with this character - but might be interesting.

OLD GLORY PL 10

STR+5 (20/30 boost) DEX +5 (20/30 boost)
CON+5 (20/30 boost) INT +0 (10) WIS+2 (12)
CHA+0 (10)

Saves: Toughness +5 (+10 with Boost) Fortitude +9 (+14 with boost) Reflex +9 (+14 with boost) Will +7

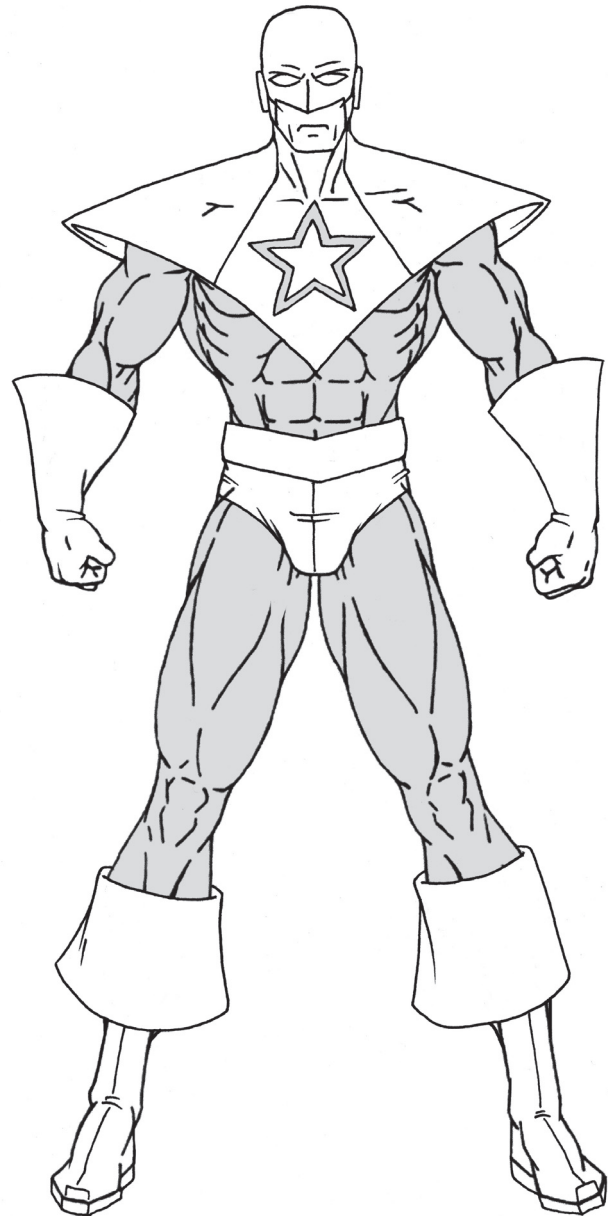
Skills: Acrobatics 8 (+13, +18 with Boost), Diplomacy 6 (+6), Intimidate 7 (+7), Language (French, German, Russian, Spanish), Notice 4 (+5), Sense Motive 4 (+5), Stealth 8 (+13), Survival 4 (+5)

Feats: Accurate Attack, Acrobatic Bluff, All-Out Attack, Benefit (Security Clearance), Defensive Attack, Diehard, Distract (Intimidate), Elusive Target, Evasion 2, Improved Disarm, Improved Grab, Improved Initiative, Improved Pin, Improved Trip, Leadership, Master Plan, Move-By Action, Power Attack, Stunning Attack, Takedown Attack 2

Powers: Boost 10 (all physical ability scores [STR, DEX, CON]; Extras: Total Fade; Flaws: Personal; Alternate Powers: Healing 10 [Extras: Action (Standard), Total; Flaws: Personal]), Immunity 1 (Aging)

Combat: Attack +10, Grapple +15 (+20 with Boost), Damage +5 (unarmed), +10 (Boost unarmed), Defense +10, Knockback -2 (-5 with Boost), Initiative +9 (+14 with Boost)

Totals: Abilities 32 + Skills 11 + Feats 22 + Powers 32 + Combat 40 + Saves 14 = Total 151



GOLDEN AGE COSTUME

John Coleman was a volunteer test subject for the American super-soldier program during WW2. Working from notes stolen from Nazi scientists, the Allies tried frantically to decipher the secret formula behind the German's Übermensch program. Unfortunately, the results of the experiments were unpredictable and Coleman was the only American who ever survived the transformation (up until the very recent transformation of Memphis Belle).

Coleman was the leader of the Freedom Alliance through World War 2 and helped defeat the super-powered Axis forces. The war honed his leadership and tactical knowledge. It also convinced himself that while violence is necessary - it should be the last resort.

The experimental treatments that made him into a hero seem to have left Coleman immune to the effects of aging. Watching his friends get old and die while he remained young has been a maudlin experience for the hero.

He doesn't have much patience for New American's arrogance and has tried to kick him out of the Freedom Alliance twice. Both times he has been blocked by the generals who oversee the super-team.

He's annoyed by Lone Star and has clashed with the Texan on numerous occasions. He wouldn't recommend him for expulsion, but he's thinking he might have to have a serious dust-up with the younger hero at some point.

Old Glory had a chance to assist several Resistance cells in Norway during the war and he likes Icemariner. He suspects the Norwegian might be having some trouble adjusting to American culture. As Old Glory is often mystified by modern American culture himself, he feels a kinship with him. He has had trouble getting to know the Scandinavian and has wondered if maybe a night of drinking might be just the remedy for that.

He's attracted to Memphis Belle. She reminds him of a brassy French waitress he met in Paris in 1943. He has to keep reminding himself that he's the same age as her father (or possibly grandfather).

He's mystified about the assignment of Carolina Crusader to his team. She's a mere child! (If he knew that Pentagon PR flacks had decid-



MODERN ERA COSTUME

ed that she would help the team's approval ratings among the under-25 demographic, he'd probably have a conniption.) He assumes a no-nonsense, drill-sergeant demeanor when dealing with the teen. Sometimes she responds well to this and sometimes it sets her off on a rant about "patronizing old people."

Roleplaying Shtick

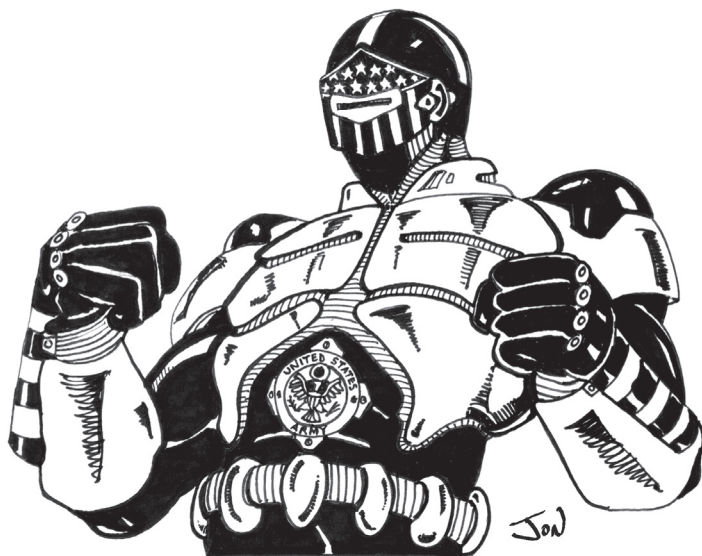
The Realist - Patriotic but pragmatic. The Realist is very conscious of their position as a role-model and tries to live up to an ethical code. Considers tactics and consequences before rushing into battle. He or she has been around enough to realize that people should be judged by the quality of their character and not just the uniform they're wearing. The Realist is slow to anger - but will take offense if insulted directly.

Recommended Roleplaying Scenarios

Old and Busted vs. New Hotness with New American- possibly with the You Think You Can Do Better? Complication. The same Scenarios could easily be played with Lone Star.

Buddy Movie with John Bull or any of the Soviet characters.

Love Interest possible with Memphis Belle or Siberian Shadow - but he's their fathers' age so it's a little creepy.

NEW AMERICAN PL 10

STR +12 (34) DEX +1 (12) CON +1 (12)
 INT +5 (20) WIS +2 (14) CHA +0 (10)
 STR out of armor +0 (10)

Saves: Toughness +10 (9 impervious) / +1
 (without armor) Fortitude +4 Reflex +6 Will +7

Skills: Computers 4 (+9), Craft (electronic) 8
 (+13), Craft (mechanical) 8 (+13), Disable De-
 vice 8 (+13), Knowledge (technology) 7 (+12),
 Language (Russian) Notice 4 (+5)

Feats: Accurate Attack, All-out Attack, Attack
 Focus (ranged), Benefit (Security Clearance),
 Contacts, Eidetic Memory, Inventor, Power At-
 tack, Well-Informed

Powers: Device 19 (Hoplite Battle Armor, hard
 to lose): Blast (photonic beams) 11 (Alternate
 Powers: Enhanced Strength 22), Communica-
 tion 5 (radio, 5 miles), Concealment 5 (visual
 senses and normal hearing; Flaws: Blending),
 Flight 5 (250 MPH), Immunity 9 (life support),
 Protection 9 (Extras: Impervious), Super-
 Senses 11 (Blindsight [radio; Extended], Direc-
 tion Sense, Distance Sense, Infravision, Radio,
 Time Sense, Tracking [Infravision]), Super-
 Strength 5 (Heavy Load: 45 tons)

Combat: Attack +8, +9 (ranged), Grapple +25,
 Damage +12 (unarmed), +11 (blast), Defense
 +8, Knockback -11, Initiative +1
Drawbacks: Normal Identity (full round, 4
 points)

Totals: Abilities 18 + Skills 10 + Feats 5 + Pow-
 ers 76 + Combat 32 + Saves 14 - Drawbacks 4 =
 Total 151

Captain William Mauger is a young, brash military man in the US Army who has been selected by the powers that be to replace Old Glory as the leader of the Freedom Alliance. Mauger has been chosen because he's stridently patriotic and takes orders more readily than the seasoned hero.

His heroic code-name is the New American and he pilots a state-of-the-art prototype suit of Hoplite battle armor that was supplied by the US military. An entire squadron of Hoplites are under construction - but currently Mauger's is the only one that's operational.

He's been assigned to be the second-in-command of Freedom Alliance for the time being so that he can see Old Glory in action and learn the basics of the super-soldier business from the old timer.

Mauger sees this as a mere formality. He feels that Old Glory's leadership style is quaint and out-dated. In his opinion, the older hero should have retired months -maybe years - ago. He resents being in "the old man's shadow" and jumps at every chance to try and show up his mentor.

Roleplaying Shtick

The Firebrand - Has a t-shirt at home that says: “My nation - right or wrong.” Acts on impulse - deliberation and hesitation are signs of weakness. Feels that modern society has gotten weak and is not living up to the ideals that their country was founded upon. If interacting with Europeans - especially French or Russians - makes frequent reference to: “Saving their bacon back in the big one - WW2.”

Recommended Roleplaying Scenarios

Old and Busted vs. New Hotness with Old Glory - possibly with the You Think You Can Do Better? Complication.

Buddy Movie with Iron Ghost. The similar powers and aggressive personalities make them a good fit for a competitive relationship like this.

Possibly the Love Interest Scenario with Iron Ghost - with the Wrong Side of the Tracks Complication. Same rationale as the Buddy Movie Scenario - but in this case their competition has a romantic undertone.

Possible Plot Twists

Mauger has highly placed connections within Military Intelligence. He could use these to try and ferret out information on any of the other characters. He might also be able to patch into secret spy agency satellites to gain additional tactical information during missions.

Possible Plot Hook

New American may have been given instructions from his handlers in the military (likely General Striker) to “make sure” that Old Glory “retires” very soon.

They want to eliminate Old Glory because they see him as a threat to their plan to stage a coup to replace the current President with a ruling military junta. Alternately, this could be a plan by General Striker alone to install himself as a dictator.

If New American and Old Glory wind up overcoming their differences and bonding, New American would warn Old Glory about this conspiracy and help him stop it.

Otherwise, New American could try to eliminate Old Glory. If he doesn’t succeed, he would flee - possibly to return later as the super-powered muscle of the coup. (This option is best if New American is being played as an NPC.)

LONE STAR *PL 10*

STR +1 (12) DEX +4 (18) CON +2 (14)
INT +0 (10) WIS +1 (12) CHA +3 (16)

Saves: Toughness +10 (8 Impervious)/+2 (without Force Field) Fortitude +7 Reflex +8 Will +8

Skills: Acrobatics 8 (+12), Bluff 10 (+13), Concentration 11 (+12), Notice 7 (+8), Profession (Pilot) 4 (+5)

Feats: Accurate Attack, All-Out Attack, Benefit (Security Clearance), Move-by Action, Power Attack, Precise Shot

Powers: Cosmic Energy Control 12 (Alternate Powers: Strike 10 (Extras: Aura, Duration (Concentration)), Flight 4 (100 mph), Force Field 8 (Extras: Impervious), Immunity 14 (Cosmic Energy Damage), Life Support)

Combat: Attack +8, Grapple +9, Damage +12 (energy blast), Defense +8, Knockback -11 Initiative +4

Totals: Abilities 22 + Skills 10 (40 ranks) + Feats 6 + Powers 63 + Combat 32 + Saves 16 = Total 149



Zach Carruthers was mid-level football player at a Texas college who was better at getting into bar fights than he was at getting to practice. After losing his scholarship, Zach had to scramble working odd jobs to make it through school.

Zach was able to stay out of trouble enough to sign up for the service and after college he went on to become a hotshot pilot in the Texas Air National Guard. His brash and cocky personality made him popular with other pilots and a pariah among support personnel and officers. He had as many reprimands for insubordination (including once striking a superior officer) as he had decorations for achievement.

One day while flying a routine exercise, Zach was surprised by a freak atmospheric anomaly. Zach's F16 was buffeted by strange, unearthly forces. It took all of his skill not to lose control and crash into the desert floor. Scientists are still debating what caused the strange gravimetric storm - but the strange result was clear: Zach had been empowered with a mastery of cosmic energy. With his new powers he could fly, channel powerful bolts of energy to strike targets and form a force field.

Zach was quickly recruited for the US military's super-team, Freedom Alliance. After an intensive

orientation and training period he donned the uniform of Lone Star. (Eventually, the Freedom Alliance wants to have a hero associated with all 50 states. The Texan superhero was the first foray into this PR driven initiative. Memphis Belle, as the representative from Tennessee, was second. Carolina Crusader came next. California is rumored to be on the top of the list now.)

It's been a rocky assignment for Lone Star. His abrasive personality has caused several conflicts with team-mates. In particular, he's resentful of Old Glory's leadership style - seeing the older hero as stuck in the past and too slow to act. He's also clashed with New American - and feels that the battle-suit hero is too stiff and "by-the-book".

He had a brief relationship with Memphis Belle that went sour quickly. He tries to act nonchalant, but Zach till carries a torch for her - even though she dumped him by saying she "needed someone less rough around the edges." He keeps making rodeo and bull riding jokes to John Bull. He thinks that he's bonding with the British hero when he does this - and doesn't realize how close he is to getting a face full of Electro-Mace.

He dismisses Carolina Crusader as "just a kid".

He doesn't know what to make of Icemariner. He's not even quite sure where Norway is. They've talked about fishing and drinking a few times. As far as Lone Star can tell, fishing and drinking are the chief forms of recreation in northern Scandinavia - which is pretty similar to what it was like growing up in west Texas. They got along OK - and Icemariner is the closest thing a friend Lone Star has on the team.

The Norwegian seems a bit stand-offish and something might be a little "off" about him. If Lone Star ever found out that Icemariner's powers are magic-based - he'd have second thoughts about teaming with him. In his view, sorcery is something that freaky heavy metal kids get into before they buy a black trench-coat and shoot up their high school.

Recommended Roleplaying Scenarios

Old and Busted vs. New Hotness with Old Glory - possibly with the You Think You Can Do Better? Complication.

Love Interest with Memphis Belle - or the Love Triangle Complication for Memphis Belle and another PC

Given Lone Star's abrasive nature - he's a good fit for the Buddy Movie with any other character.

Roleplaying Shtick

The Firebrand - Has a t-shirt at home that says: "My nation - right or wrong." Acts on impulse - deliberation and hesitation are signs of weakness. Feels that modern society has gotten weak and is not living up to the ideals that their country was founded upon. If interacting with Europeans - especially French or Russians - makes frequent reference to: "Saving their bacon back in the big one - WW2."

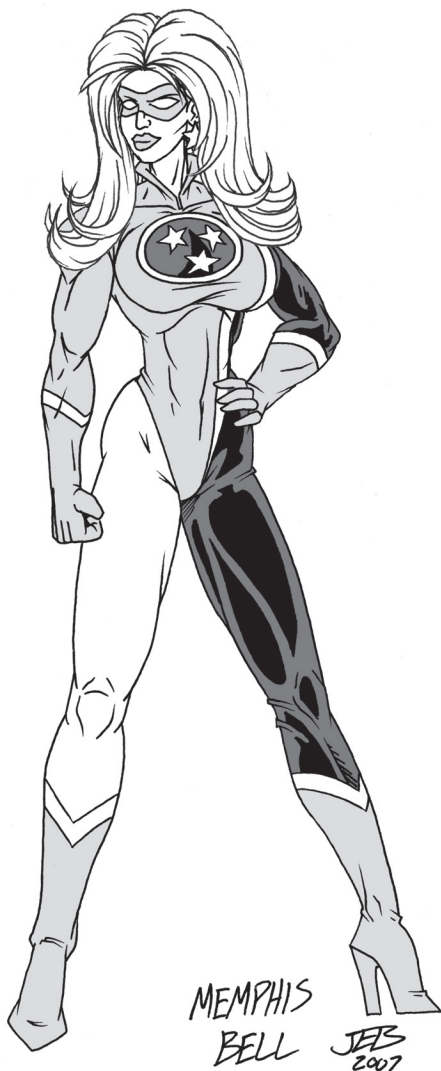
Possible Complication

Lone Star and Omega Cosmonaut were transformed and empowered by the same cloud of cosmic energy. When they're in close proximity (within 50 feet of each other) they have an involuntary and permanent telepathic link. This would add an interesting or comical angle to a Buddy Movie Scenario between these two characters.

This could easily be handled without rules. If you want to define the power with rules, here you go:

Telepathy 3 (50 feet; Extras: Linked Comprehend 1 [no language barrier], Flaw: Permanent, Flaw: Limited - only between Lone Star and Omega Cosmonaut).

MEMPHIS BELLE *PL 10*



STR +10 (30/16) DEX +8 (26/16)
CON +12 (34/16) INT +1 (12) WIS +0 (10)
CHA +0 (10)

Saves: Toughness +12, Fortitude +14, Reflex +10, Will +7

Skills: Acrobatics 8 (+16), Notice 6 (+6), Profession (Scientist) 4 (+5), Sense Motive 4 (+4), Stealth 6 (+14)

Feats: All-Out Attack, Attack Focus (melee) 2, Attractive, Benefit (Security Clearance), Die-hard, Improved Critical (unarmed), Improved Grab, Improved Grapple, Improved Initiative, Improved Pin, Move-by Action, Power Attack, Takedown Attack

Powers: Enhanced Constitution 18, Enhanced Dexterity 10, Enhanced Strength 14, Impervious Toughness 9, Leaping 4 (x25), Speed 3 (50 MPH), Super-Strength 4 (Heavy Load: 24 tons)

Combat: Attack +10 (melee), +8 (ranged), Grapple +24, Damage +10 (unarmed), Defense +8, Knockback -10, Initiative +12

Totals: Abilities 20 + Skills 7 + Feats 14 + Powers 66 + Combat 32 + Saves 11 = 150

Research Scientist Jennifer Kucera was a mild-mannered bio-chemist who was working for a top secret military research facility in Tennessee.

Her agency was trying to unravel the notes of a mad Nazi scientist who had created the Third Reich's Übermensch formula in WW2.

The US had been studying the cryptic notes for decades without much progress. Under Kucera's leadership, the years of deadlock had been broken and they had made several breakthroughs.

Unfortunately Kucera was being held back by the stringent protocols for testing on human subjects. It looked like it would take more years to get the proper approvals to proceed.

In a tragic twist of fate - there was a terrorist bombing attack at the research facility where Kucera worked. The blast destroyed Jennifer's lab and collapsed the building on top of her.

Surprisingly, Jen survived the attack and dug herself out of the wreckage. To her amazement, she found that she'd been transformed into a powerful warrior with an Amazonian physique and strength and toughness far beyond those of normal humans. She had only survived being buried in the wreckage because she'd been infused with the Übermensch formula during the initial blast - unwittingly becoming her own test subject.

Unfortunately all remaining samples of the formula were destroyed in the explosion and Jennifer has had to start from step one with her research.

Jen was quickly recruited by the military's super-team, Freedom Alliance. After a period of combat training, the superheroine Memphis Belle was born.

She's feels honored to serve her country - but she's not sure that the Freedom Alliance is the right place for her. She still thinks of herself as an intellectual, not a warrior and although she respects many of her team-mates (especially Old Glory) she feels out of place as a scientist among soldiers.

Belle had a brief relationship with Lone Star but broke it off when she found his company intellectually lacking.

She tries to act as mentor for Carolina Crusader, but she's distressed by the teenager's apparent lack of decorum or even common sense. She tries to grit her teeth and do her best - but on more than once occasion they've almost come to blows when Crusader disobeyed her on a mission.

She likes Icemariner well enough - but she reminds her too much of Lone Star for her to be completely comfortable with him. She didn't realize that rednecks could come from Europe as easily as from the American South.

Roleplaying Shtick

The Realist - Patriotic but pragmatic. The Realist is very conscious of their position as a role-model and tries to live up to an ethical code. Considers tactics and consequences before rushing into battle. He or she has been around enough to realize that people should be judged by the quality of their character and not just the uniform they're wearing. The Realist is slow to anger - but will take offense if insulted directly.

Recommended Roleplaying Scenarios

Love Interest - possible with several other characters - but another scientist - such as Omega Cosmonaut is probably the best. However - as her previous entanglement with Lone Star shows, Belle isn't always the best judge of character - or maybe she has a thing for jocks or bad boys.

Love Interest is a possibility with Lone Star - but given their prior relationship - he's probably best suited for the Love Triangle Complication to that Scenario

Old and Busted vs. New Hotness with Carolina Crusader

Possible Plot Twists

Jennifer is a romantic girl but she's also a staunch patriot and a bit old-fashioned. If she's involved in a Love Interest Scenario with a Soviet character (the Wrong Side of the Tracks Complication) - she'd do her darndest to persuade them to defect and become an American citizen.

Possible Plot Hook

Jen knows that the explosion at her facility was set by foreign agents who didn't want the US to have the secret of the Übermensch formula. She lost a lot of friends in that attack and wants to exact vengeance on whoever is responsible. The CIA has told her that they suspect that a member of the People's Revolution was to blame (they might have even have named Iron Ghost as the likely perpetrator.) This is a Plot Twist that could be a game-ender (depending on how the other character's react) and so is probably best reserved for a one-shot session or if Iron Ghost is an NPC.

Even if you're not playing with the Iron Ghost character - or if you're playing with her but she wasn't responsible for the bombing - Memphis Belle still wants to find out who was behind the attack. Either on her own or at the direction of the CIA - she might try to use her association with the Soviet/Russian characters to get access to their Intel resources to gather information about the attack. She might be up-front about this - or she might be covert (such as initiating a romantic relationship to gain access to privileged information.)

CAROLINA CRUSADER PL 10

(Carolina Crusader is chiefly intended as a rebellious sidekick/NPC to use the Old and Busted vs. New Hotness Scenario with Memphis Belle. She could, however, be used as a PC if a player took a shine to her.)

STR +12 (34/18) **DEX** +1 (12) **CON** +12 (34/18)
INT +0 (10) **WIS** +1 (12) **CHA** +0 (10)

Saves: Toughness +12(8 Impervious) Fortitude +15 Reflex +6 Will +6

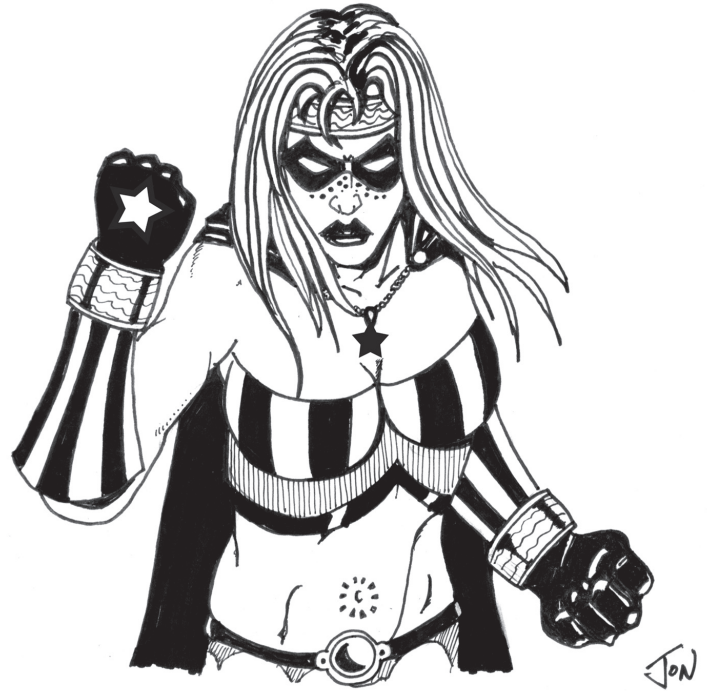
Skills: Bluff 4 (+4), Intimidate 4 (+4), Knowledge (Popular Culture) 6 (+6), Knowledge (Streetwise) 2 (+2), Notice 4 (+5), Sense Motive 4 (+5)

Feats: All-Out Attack, Attractive, Diehard, Power Attack, Takedown Attack

Powers: Enhanced Constitution 16, Enhanced Strength 16, Immunity 5 (cold, critical hits, heat, high pressure), Impervious Toughness 8, Leaping 9 (x1,000), Super-Strength 9 (Heavy Load: 720 tons; Power Feats: Shockwave, Thunderclap)

Combat: Attack +8, Grapple +29, Damage +12 (unarmed), Defense +8, Knockback -10, Initiative +1

Totals: Abilities 20 + Skills 6 + Feats 5 + Powers 74 + Combat 32 + Saves 13 = Total 150



Jeanine Marling was a normal southern teenager who was into rap metal, shoplifting and annoying her parents. One day, soon after her 16th birth day, she was in a fight with another girl at school and was as shocked as anyone when her punch sent the girl flying 40 feet down the hallway. Panicked, Jeanine ran away from home. After a few memorable scrapes with the law (including one fight that resulted in the destruction of an entire strip mall), Jeanine was eventually arrested and redirected from the juvenile justice system into the US government's super soldier program.

As a condition of her sentence, she become a member of Freedom Alliance

She's housed and schooled at a top secret hardened facility and is required to use her powers in the service of her government. In return, her criminal record has been sealed and her family will not be held liable for any of the tens of thousands of dollars of damages she caused during her wild and lawless period. She's allowed to visit her parents once a month.

Jeanine enjoys the excitement of being a hero - but she feels like a prisoner. She is annoyed by the colorful jumpsuit she has to wear when on duty and she resents having Memphis Belle as a mentor.

She feels the older heroine is horribly out of touch with how harsh the world has become and is far too old to relate to her. Belle is always hounding her about acting “more ladylike” and thinking “about the consequences of your actions.” Jeanine would love nothing more than to plant a solid punch into Memphis Belle’s smug, well-made-up face - and she just might do that next time she gets a chance.

Roleplaying Shtick

The Rebel - Has a t-shirt at home that says: “You’re so stupid - it’d kind of cute.” Acts on impulse - deliberation and hesitation are signs of being old and lame. Resents being told what to do. Secretly desires acceptance and validation - but only on their own terms. Delights in doing things for shock value - particularly if it upsets authority figures.

Suggested Roleplaying Shticks

Old and Busted vs. New Hotness probably works best with Memphis Belle. However, it could possibly work with Old Glory or John Bull as well

Buddy Movie might work with any of the Soviet heroes or with Lone Star or the New American. She’s technically underage - but if you kept it PG-rated, she might be a workable character for the Love Interest Scenario with the Not in a Million Years Complication (due to her age). She might initiate a Love Interest Scenario with a Soviet hero simply as another way to irritate Memphis Belle. (Molotov is the best candidate for this.)

Possible Complications

Carolina Crusader is a rebellious teenager who feels trapped and who loves to irritate authority figures. If you’re playing during the Cold War Era - she might try to defect from the Freedom Alliance and join the People’s Revolution. This defection would be in name only while both teams are combined into the UNMSF - but it might make for interesting role-playing. If she goes through with the defection - she’ll require a suitable change in codename and uniform.

Possible Plot Twist

A possible Plot Twist would be if Crusader were to reveal that she’s the daughter (or granddaughter) of one of the older heroes (Red Hammer, Old Glory and John Bull are all old enough to fill this role). This would help explain her natural super-powers (somehow she inherited some of her father’s abilities.) This could set up the All in the Family Complication to the Old and Busted vs. New Hotness Scenario.

Alternately - it’d be a bit of a stretch and wouldn’t explain the origin of her powers at all- but if Crusader revealed that she was the daughter that Memphis Belle gave up for adoption when she in college - it would add an interesting dynamic to their relationship.

THE ICEMARINER PL 10

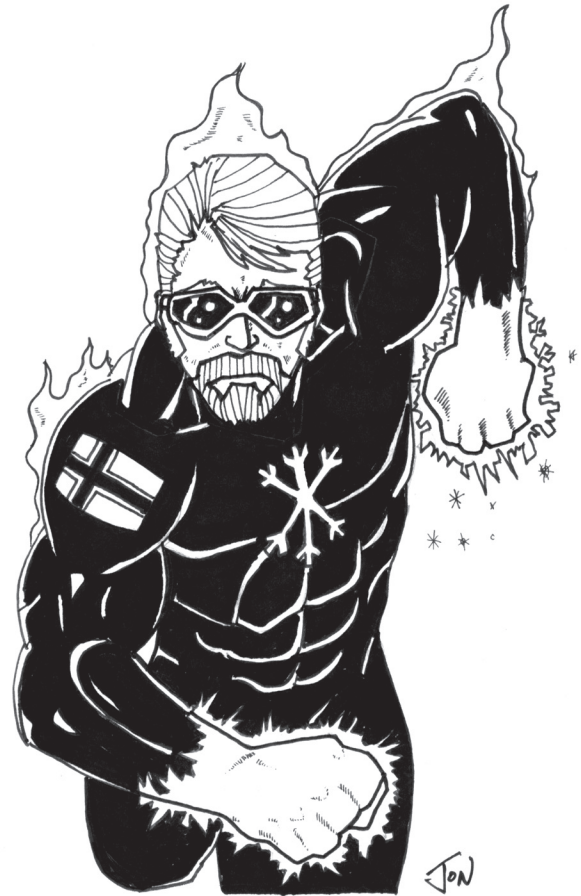
STR +2 (14) DEX +4 (18) CON +0 (10)
INT +0 (10) WIS +1 (12) CHA +1 (12)

Saves: Toughness +12 Fortitude +5, Reflex +14, Will +5

Skills: Acrobatics 4 (+8), Bluff 8 (+9), Disable Device 5 (+5), Knowledge (Arcane Lore) 5 (+5) Notice 7 (+8), Profession 4 (Fisherman/Sailor) (+5), Search 7 (+7)

Feats: Benefit (Security Clearance), Bonus (occasional advice from Odin), Evasion, Fast Overrun, Move-by Action

Powers: Device (Baldurstone pendant, easy to lose) 13: Blast 10 (Extra: Penetrating), Dazzle (Visual) 2, Environmental Control (Cold (Extreme)) 10 (Extra: Area - Cloud (50' Diameter)), Environmental Control (Distraction (DC: 10)) 10 (Extra: Area - Cloud (50' Diameter)), Environmental Control (Hamper Movement (1/4 Movement)) 10 (Extra: Area - Cloud (50' Diameter)), Force Field (ice shield) 10, Immunity 5 (Damage Type (All cold effects)), Snare 10, Speed 10, Super-Movement 1 (Trackless; Flaw: Limited to movement on snow), Super-Movement 2 (Wall-Crawling - ice bonds to hands (Normal Speed)), AP-Super-Senses 2 (Magical Awareness, Infravision), Subtle (Difficult to Notice)



Combat: Attack +8, Damage +2 (unarmed), Damage +10 (ice blast - penetrating) Defense +15, Initiative +44

Totals: Abilities 20 + Skills 11 (44 ranks) + Feats 4 + Powers 52 + Combat 46 + Saves 17 = Total 150

Karl Britson grew up in a fishing family near Bodø in far northern Norway.

One autumn day while backpacking alone through the Norwegian countryside, he was surprised by a sudden early ice storm. He sought shelter in a cave where, much to his surprise, he found an old wooden chest. Inside the chest - there was a single ancient rune carved into a bone pendant and hung around a leather cord.

He felt strangely drawn to the pendant. When he placed it around his neck, the stone shimmered and sent a bolt of crackling blue energy into Karl's forehead - knocking him unconscious.

While he was passed out, Karl had a vision of an old, weather-beaten man with a broad-brimmed hat and eye-patch who he recognized as the Norse god Odin. The ancient god told him he'd been given the pendant -the Baldurstone - so he could serve as protector of his people. Odin taught him the basics of Rune magic and showed him how to use the powers of the Baldurstone..

When he awoke, he discovered that his visions had been true - and he had gained mystical powers of super-speed and ice manipulation.

With these new abilities - he was able to get himself safely home.

The next day, Karl traveled to Oslo and offered his services to the prime minister. He was quickly inducted into the armed forces and given a crash course in military tactics and combat training.

It's been quite an experience for Karl - going from being a fisherman in rural Norway to being a hero. He enjoyed the fame and the adventurous life as Norway's preeminent super-powered defender. He's mainly fought against common street criminals - but on a few occasions he's traded punches with super-powered or super-natural threats.

Things changed when the government decided that they wanted to have Karl do a term of service on the United Nations team to get him acquainted with the world-wide super-powered community. Since Norway is not a permanent member of the UN Security Council, the US military arranged for Karl to be appointed as an auxiliary member of the Freedom Alliance so that he could do his hitch on the UNMSF.

He's been told by the Norwegian government that his American team-mates would: "likely be uncomfortable with the notion of sorcery" and would not be understanding about the origin of his powers. In order to avoid controversy (and also prevent a potential diplomatic incident) Karl's been asked to keep the true nature of his powers secret. So, at the request of his government, he sticks to a cover story about his powers being the result of a genetic mutation that emerged when he hit puberty.

He's a bit in awe of Old Glory and John Bull. He grew up hearing stories about the Allied heroes assisting the Norwegian resistance with commando raids in the cities of Lofoten and Måløy during the Nazi occupation. He's starstruck to meet them and hasn't been able to gather the nerve to have a proper conversation with either one yet.

The closest thing he has to a friend on the team is Lone Star. The two young men have similar rural backgrounds and have much in common. Icemariner and Lone Star enjoy hassling each other and the two could be a natural fit for the Buddy Movie Scenario. Icemariner is a bit put off by the Texan's loud and abrasive personality and thinks he needs to tone it down a bit.

He finds New American aloof and arrogant and he doesn't fully trust the armored hero.

Soviet bombers regularly skirted Norwegian territory during the Cold War. As the only super-powered member of the Norwegian armed forces, Karl has taken part in some of the early morning scrambles to intercept Soviet bombers approaching his nation's air space. These sorties are seen

as routine and mostly harmless assertions of military might by the governments involved. But it's nevertheless rattling to see bombers that could be carrying nuclear weapons flying towards your country. Although he's not a firebrand patriot, Karl is in no hurry to get chummy with Soviet/Russian characters. (If you're playing with these characters in a modern era, as of this writing (November of 2007), the practice has been recently revived. Four times in just the last year, British and Norwegian fighters have intercepted and shadowed Russian bombers skirting Norway's airspace.)

He still receives occasional insights from Odin. The old god will not volunteer information unless he feels that Karl is in mortal danger or if he's asked directly. (This could be a handy way to provide clues or inspiration via Hero Points or GM discretion.)

Roleplaying Shtick

The Realist - Patriotic but pragmatic. The Realist is very conscious of their position as a role-model and tries to live up to an ethical code. Considers tactics and consequences before rushing into battle. He or she has been around enough to realize that people should be judged by the quality of their character and not just the uniform they're wearing. The Realist is slow to anger - but will take offense if insulted directly.

Suggested Roleplaying Scenarios

With his Scandinavian background, he's different enough from other characters to set up a successful Buddy Movie Scenario with most other characters.

Love Interest Scenario is probably the best fit with Siberian Shadow since their similar backgrounds might give them the basis for a relationship.

Possible Complication

Icemariner might be able to sense that the source of Siberian Shadow's powers is magical. How he chooses to confront her about this might set the tone for the rest of their relationship - and determine whether they become enemies or allies.

**SECTION III -
MINI ADVENTURE**

The goal of this adventure is to provide a quick, ready-to-run scenario to provide an opportunity to try out the roleplaying techniques we discussed earlier. It's a straightforward linear scenario, but an enterprising GM shouldn't have any trouble making the plot more open-ended, if desired.

We've tailored situations with the characters in *Defcon 1* in mind - or made suggestions for how you can work in their plot hooks or back-stories. We've tried to strike a balance between customizing it for those characters too much and leaving it open enough so that you can run the adventure with any characters your players want to bring to the table.

**SCENE 1 -
INTRODUCTION****Scene at a Glance****Revelations**

- It's the first time the characters have met
- The characters are called in to assist with evacuation efforts in the wake of a hurricane.

Action Shticks

- Evacuation Montage

Action

- Lunatic in the bell tower

SOME IMPORTANT TERMS

Action Shtick - Classic scenes or tropes that go with a particular genre. They are dramatic moments or scenes that enhance the genre feel of an adventure and that work regardless of the larger plot. Another way to look at them is as a mini encounter within the main encounter; a smaller challenge the heroes must overcome before they tackle the main challenge.

Revelations - Revelations are key moments where information is revealed that changes the PCs' perceptions (and possibly reactions) of a situation. These will be presented together for easy reference so that the GM can focus on them during gameplay.

Roleplaying Moment - These are specific opportunities for players who like to do "in-character" play-acting to really shine. Although role-playing is always encouraged, it's understandably easy (especially in the supers genre) to fall into the habit of using action to resolve every challenge and acting "in-character" can fall by the wayside. So, we highlighted specific situations would lend themselves particularly well to a few moments of role-playing.

Scalability - With super-hero games, the wide variety of character builds and powers make it difficult to evaluate threat levels. What might be challenging to one party might be a cakewalk to another - even if both groups were technically at the same level. Throughout the adventure - we provide ways for the GM to increase the challenge of encounters as needed.

The Scene Opens...

This introduction scenario is intended to set the tone and to provide characters with a chance to act out meeting each other for the first time and use it as a starting point for any Roleplaying Scenarios they've selected.

Before the characters enter the UNMSF HQ, they'll have a meeting with their advisors, General Striker for the Freedom Alliance and Admiral Gordievsky for the People's Revolution. This meeting probably takes place in a secure location, perhaps in a secure US military office for the Freedom Alliance and the Russian Embassy for the People's Revolution

General Striker is eager to use the Freedom Alliance's rotation in the UNMSF to gather as much information as possible about the Eastern heroes. He'd also see this as a PR opportunity and so he encourages his "troops", as he calls them, to "show up the Ruskies" as often as possible. If you're using New American, Striker will take him aside after meeting with the team and assure him that soon he'll be promoted to the team leader slot - as soon as they can get Old Glory to retire. If you're using the military coup plot line for New American, Striker will tell him to be patient and that "things will happen very soon."

Admiral Gordievsky will welcome the People's Revolution to the US and ask how their flight was. He encourages them to feel to call him if they need some help getting their bearings in the coming weeks; he understands it can be a dramatic transition. He encourages his team to gather Intel on Western heroes and to look for any and all opportunities to generate positive propaganda back for the media back home. If Iron Ghost is one of the characters being used, the Admiral will pull her aside after the meeting and tell her that he has garnered some more political support in his effort to retire Red Hammer. He tells her that she'll be able to replace him as team leader within a few months at most.

Both teams of PCs will meet each other and General Delacroix in front of the UNMSF HQ, just a few blocks from the UN itself.

Since it's the first day of the characters 6-month stint in the UNMSF, General Delacroix will give the PCs a tour of the fortified skyscraper HQ where they will be living for the coming months.

General Delacroix, a tall, powerfully muscled Frenchman with salt and pepper hair and an eye patch meets the PCs when they arrive. Delacroix was a veteran of the super-powered battles of WW2 and the driving force behind the founding of the UNMSF. Time - with the help of his super powered metabolism - have been kind and Delacroix looks like a man in his 50s, rather than his actual 85 years. He fervently believes in the missions of the UNMSF. He will try to drive this point home when he meets the PCs.

After giving them the nickel tour of the HQ, Delacroix directs the PCs into a briefing room where he delivers the following lines:

"So, once again - welcome to the United Nations Meta Security Force. Our HQ here is where

you will be spending the next six months. In a moment you'll be shown to the personal quarters.

I'd like you to think about the reasons you're here - about the reasons the UNMSF was founded. We have two reasons: One - - to counter meta-powered threats that no one nation can stand against alone. Two - and perhaps more importantly - promote communication and friendship among the world's super-powered individuals.

During WW2, the world witnessed the horrors that can come from a massive war with both sides using super-powered forces. My own country and yours' paid a heavy price during that war. This team has been founded with the hope that communication and fellowship between the Earth's super-powered individuals can prevent that sort of nightmare again."

Several issues could arise during this scene that will give the characters a chance to act out meeting each other and initiate their Roleplaying Scenarios. A couple of examples are:

- **Who's the Boss?** - General Delacroix sits down with the two teams (the Freedom Alliance and the People's Revolution). He explains that he needs them to choose a battle commander to make tactical decisions in the field. He leaves them alone for a few minutes to sort this out amongst themselves. This could be a starting point for the Buddy Movie or Old and Busted vs New Hotness Scenarios
- **Room Assignments** - the barracks at the HQ are divided up by gender. Each room in the barracks can accommodate 2 people and General Delacroix's preference is to bunk members from different teams in the same room to "foster communication". No one is particularly comfortable with this arrangement and this could be a good kick-off point for the Buddy Movie Scenario.
- **Baggage Confusion** - After rooms are picked, the staffers delivering the PCs' bags get their signals crossed and mix up the PCs luggage. Perhaps two of the characters (preferably two who are playing out a Roleplaying Scenario) have very similar looking suitcases. So, maybe Old Glory opens "his" suitcase and finds a bunch of Carolina Crusader's Hello Kitty t-shirts. Or the strident atheist Iron Ghost opens "her" suitcase and finds several spell books belonging to Siberian Shadow (who has been studiously hiding her mystical nature from her teammates).

Introduction Scenario - Flood Disaster

Note: This prelude is designed to give the characters more opportunities to interact and roleplay before the main plot gets started.

After the characters have settled in, the alarm klaxons sound in the HQ. General Delacroix's voice comes over the PA system - requesting the team report to the briefing room. The UNMSF is called in to help with evacuation efforts in Shipbottom, New Jersey. A Category 5 hurricane is heading for the city. Evacuation efforts have been hastily cobbled together by local authorities - but in the

chaos of the impending storm - there's much left to be done.

The local police and National Guard have requested any meta-human assistance possible to help sweep the area for stragglers and to keep the operation moving smoothly.

The UNMSF's jet is ready to go and the PCs can be there in short order. (If none of the PCs want to pilot the jet - a UN pilot is standing by. (The jet has been modified to be able accommodate passengers and pilots of various sizes. For instance, if John Bull - who is larger than the average human - wanted to pilot, that wouldn't be a problem.)

When the PCs touch down at the Baton Rouge airport, a cold, wet wind is blowing and the skies are black and foreboding. John Stratton, the city official who is coordinating disaster preparedness efforts, meets them. He requests the PCs help with the evacuation efforts. There have been reports of stragglers as well as some looting and violence. With his resources stretched thin, he requests the PCs patrol the area and help out however they can.

Action Shtick - Evacuation Montage - As the heroes are busy helping to evacuate an area, these are some vignettes that flesh out the scene:

- On patrol in an outlying area, the PCs encounter a small family whose car has broken down struggling as best they can down the road. The single mother is pushing one child in a stroller while carrying another on her arm - walking as fast as she can from the disaster zone
- While reconnoitering, the PCs find an abandoned nursing home. The staff has deserted, leaving their elderly charges in the path of the coming disaster. The old folks are mostly resigned to their grim fate - but a few who are still physically capable are packing for the long walk out.
- The PCs notice a ramshackle mini-bus has been pressed into service during the evacuation effort. Unfortunately, the old vehicle's better days are long past and it broke down on a crowded and narrow city street - backing traffic up for miles while the driver stares in disbelief and despair at the smoking engine. Tempers are flaring, as the crowd trapped behind the bus gets more desperate and irate. A mob has already gathered around the bus and is rocking it back and forth - hoping to topple it out of the way so they can pass. The passengers inside are screaming and panicking. A DC 20 Diplomacy or Intimidate Check can quell the riot. (Alternately, a well role-played scene of the PCs calming or intimidating the crowd could do the trick and - at the GMs discretion - negate the need for a roll.) A DC 35 Knowledge (Technology) check can repair the bus. The bus is 50 tons and will be a heavy load for a STR 35. (Bus Stat: Toughness 8, Large, 1.5 tons - it's a heavy load for Str 35))

Action - Lunatic in the Bell Tower

Scene at a Glance

Revelations

- A sniper is attacking a Red Cross outpost
- The local police are stretched too thin to respond - so they call in the PCs
- (Optional complication) The police SWAT team arrives several rounds after the PCs. They haven't been properly briefed and they assume the PCs are a threat as well and attack them along with the sniper.

The Scene Opens...

The Red Cross has established an aid and evacuation station in downtown Baton Rouge. They provide assistance to evacuees. Periodically a National Guard convoy comes by and evacuates the civilians to a shelter at a safe location.

During the evacuation, a madman with a rifle has barricaded himself in a bell tower of a nearby church and has been taking pot shots at the emergency crews and civilians.

The attacker has been keeping a low profile - and the police have been unable to get a clean shot. The local SWAT team is already dealing with a situation on the other side of town. The authorities call in the PCs (via their UNMSF commlinks) for a speedy resolution.

When the PCs arrive, the civilians, emergency workers and cops have taken whatever cover they can find inside nearby buildings and are staying clear of windows. The authorities will describe the tactical situation to the PCs as they are heading for the scene.

The attacker has been waiting patiently in the bell-tower - taking the occasional shot when a target appears. He hasn't tried to communicate and has tried to shoot anyone who has tried to talk to him. So far, no one has been killed - but he did wound a Red Cross worker in the shoulder.

Optional Complication - Mistaken Identity

A couple rounds after the PCs arrive; the Baton Rouge SWAT Unit arrives. There's been a miscommunication and they don't know that the PCs are on "their side" and are there to help. In the chaos, the SWAT Unit assumes the PCs are part of the threat and attack them along with the sniper.

Key NPCs for Lunatic in Bell Tower Action Scene

- **Sniper** - Andrew Loper is a mentally deranged combat vet who is off his meds. He's sure that the hurricane is a sign of the coming apocalypse and he wants to go out in a blaze of glory - killing as many "sinners" as he can. Use stats for soldier from Chapter 11 (pg 229) of M+M. (PL 6)

- **15 Shipbottom SWAT Officers** - Use stats for SWAT Officers from Chapter 11 (pg 229) of M+M. (PL6)
- **Tom Amber - Leader of the Shipbottom SWAT Unit** - Leader of the Shipbottom SWAT Unit. If Dennis Leary (or at least his on-stage persona) were a cop - he'd be this guy. Amber is twitchy, a bit of a glory hound and none too fond of foreigners - especially Russians. He will likely assume the Russian characters are in league with the sniper and attack them. He will be willing to listen to the Western characters but is headstrong and takes offense quickly - especially in a tense situation - like combat. For an Eastern character, a DC 25 Diplomacy or Intimidate check will convince Amber that the PCs are on his side. For Western characters, this roll will be a DC 15. Use stats for SWAT Officer from Chapter 11 (pg 229) of M+M. (PL6)

Scalability - Upping the Challenge

This opening scene is intended to set the stage and let the characters roleplay getting to know each other. However, if you want to make this action scene more challenging, make the sniper, Andrew Loper, a deranged inventor and give him the stats for the Gadgeteer in Chapter 1 of M+M (pg 19) (PL 10). He goes by the codename of Prophet. His motivations are the same: he's unstable and sees the hurricane as a sign of the end times and wants to take out as many "sinners" as he can before the world ends.

Prophet will not barricade himself in a bell-tower. He will use his jetpack to fly from rooftop to rooftop around the Red Cross station, looking for targets and relying on his force field for protection. (If you want to increase the challenge even further, give Prophet a partner in crime with the codename Iconoclast with the same stats.)

(Optional) Roleplaying Opportunity - Dealing with the Mayor -If the players wound up in combat with the Shipbottom SWAT Unit, there will be a tense scene with the mayor of Shipbottom. The mayor will start off furious, demanding to know why the heroes are running roughshod over "his men". He won't have the full story - and if the PCs explain things to him, he'll calm down and thank them for their assistance. (At GM's discretion, a DC 15 Diplomacy Check may be necessary.)

Conclusion - Segue and Roleplaying

If the players were very focused on resolving the crises during the flood scenario and didn't have a chance to kick off their Roleplaying Scenario you can give them an opportunity to do that. Describe a scene where the PCs are helping to pass out food packets at a refugee shelter or riding in their transport jet back to New York and give the players the opportunity to do any roleplaying they might want to before you press on to scene 2.

SCENE 2 - ATTACK FROM ABOVE

Scene at a Glance

Revelations

- A squadron of spacecraft is winging into New York - they are refusing all communication attempts, evading all defenses are heading for the financial district.
- The space-fighters are robotic drones with no human pilots.
- The space-fighters were a distraction. The real threat was a cloaked fighter that crash-landed into the financial district.
- The crashed fighter deploys a device that rips open a dimensional portal - which disgorges an angry horde of extra-dimensional invaders
- Destroying the spacecraft or the portal creation device does not close the portal
- Reversing the energy flow (either by jury-rigging the portal technology on the spacecraft or using a magic ritual or device) will close the portal
- When the portal is deactivated, all the invaders are instantly teleported permanently back to their home dimension.

Action

- Fighting spacecraft
- Combat with demonic invaders

Actions Shticks

- Saving a subway car from burrowing demons
- Rescuing office workers from a burning skyscraper
- Rescuing police who got in over their head.

Roleplaying Opportunities

- Operation Entanglement

Key NPCs

- Space fighters (use stats from pg 144 of M+M)
- Demons (Imps (PL 5), Warriors (PL 7) on page 233 of M+M)
- Gargoyles (pg 233 M+M) (PL 4)
- (Optional) Dragon (pg 244 of M+M) (PL 15)
- (Optional) Giant Ooze (pg 244 of M+M) (PL 10)
- (Optional) Rikus the Demon Lord (use Hulking Brute stats from pg 216 of M+M)(PL 13)

NPC Thought Bubbles

- Demons: “Soon these mortals will serve as our slaves!”
- Panicked tourists fleeing in terror: “Nothing like this happens in Iowa!”

Resolution

- The portal needs to be shut down by reversing its energy flow. The most obvious solution is to rewire and modify the portal generating device or to jury-rig a technological or magical device to do the job. Give the players some leeway with creative solutions.

The Scene Opens...

Klaxons sound in UNSMF HQ - the city is under attack!

Small, fast military style spacecraft - (not bearing the markings of any country) - are suddenly on radar and winging into the city’s airspace.

They don’t respond to any hails and they have been evading all conventional defenses so far.

(For these attacking spacecraft - use the stats for Space Fighters on page 144 of M+M.)

The combat with the space fighters is intended as a mild distraction - not a major challenge. The GM can determine an appropriate number of attackers depending on the size and powers of your party. A default suggestion is 3 space fighters.

Action - Space Fighter Combat

Give the PCs a few rounds to deal with the attacking spacecraft.

Have the Russian/Eastern characters make a DC 20 Knowledge (Technology) check to realize that the space fighters they’re engaging looks like top secret Russian military technology that they’ve been briefed on. For Omega Cosmonaut - given his connections to the space program - this check will be a DC 15.) See the *Operation: Entanglement* sidebar for more information.

The space fighters have no human pilots. They’re robotic drones controlled by an internal artificial intelligence.

The only aircraft carriers within fighter range are American and no Air Force bases have reported any stolen military aircraft. A reasonable inspection of these craft will reveal that they’ve been adapted for space flight. The logical conclusion will be that the attackers didn’t come from a plan-etside location.

If the PCs try to determine where the space fighters came from, their heat trails appear to lead straight up. Following these heat trails (either with super powers, chase planes or satellite obser-

vation) will lead back to a previously unknown space station in high orbit. (See the *Space Station* encounter). This sort of investigation will have to wait until after the attack and the ensuing chaos. (If the PCs are intent on investigating the origin of the spacecraft, emphasize the destruction being wrought by the invaders in the *Out of the Fire* section.)

The PCs can fight and defeat most of the fighters (feel free to treat the space fighters as minions to speed up the fight). After what they think is the last fighter - one last spacecraft de-cloaks as it crash-lands into the heart of the financial district (give out a hero point since this a plot device that the heroes couldn't defeat). Strangely, the ship embeds itself into a busy street - but does not explode.

Action - Out of the Fire...

When the final space fighter crash-lands - it embeds itself deep into a busy city street.

As the ship plunges into the concrete - a device set in the top of the fighter gives off a massive surge of cosmic energy - ripping open a stable dimension portal in the heart of New York's financial district. The portal is a 20-foot wide circle of crackling blue-white energy.

The portal leads to an infernal dimension. Demonic invaders stream charge out of it. Use stats from M+M Chapter 11 (pg 233) for Demon Imps, Demon Warriors and Gargoyles. The number of demons is left up to the GM, depending on the number and powers of the characters in your party. The default suggestion is for 3 demons (a mixture of warriors, imps and gargoyles) per PC to emerge every round or two. Feel free to use minion rules to speed up the fight if desired.

It's a mass invasion. Every round, several more invaders are stepping out of the portal and running into the city to cause mayhem. Trying to track every invader will slow the scene to a crawl and not be much fun. Emphasize the chaos of the scene and get the PCs involved by directing them to the specific hotspots described in the in the action shticks. Although, it's never ideal to spilt up, in this case, a smart team may have some characters dealing with handling the chaos of the invasion - and some other characters trying to figure out how to shut down the portal (while fending off the occasional curious invader).

If your PCs want to stand in front of the portal and hack down invaders as they come through - it's strongly suggested you use minion rules for most (or all) of the opponents to keep them from getting overwhelmed. If this proves too easy, you can scale back use of the minion rules or consult the *Scalability: Upping the Challenge* section.

If you want to use the action shtick scenarios - give the PCs guarding the portal Hero Points for the demons who rush by them to create those situations.

Non-Demonic Variation

If your players are very uncomfortable with demons - simply make them non-demonic dimensional invaders from a particularly hostile plane that has a cosmic or science fiction flavor. For example: The Psi-Monger Legions of the Imperium of Y'brik do not take kindly to a strange plane opening portals into their world. They're a paranoid and warlike society that responds with massive retaliation to any perceived threat.

Use the stats for demons, but describe them as alien extra-dimensional invaders with technological powers instead of demons with magical powers. Give them Blast 5 (ray guns) or Mental Blast 5 (psionic powers) to customize them further.)

RED HAMMER'S BACK-STORY

If Red Hammer is one of the PCs, this could be a good place to use the Plot Hook in his back-story about him inadvertently trading his soul for his super-powers when he underwent the Über-mensch transformation.

Some of the demons streaming out of the portal can serve as the collection agents for an infernal power - telling Red Hammer they've come to collect in accordance with the deal he entered into decades ago. One of the demons will be cordial enough to explain the details clearly to Red Hammer - while trying to drag him back through the portal.

Norse Mythology Variation

If one of your players is playing Icemariner, it might be interesting if the portal opened a gateway into Jutenheim - the home of frost giants, trolls and other monsters from Norse mythology. The trolls and frost giants would sense Icemariner's connection to Baldur (via the Baldurstone) and would single him out for special attention. This might take the form of several enemies attacking Icemariner simultaneously or simply taunting Icemariner by calling him "Baldurspawn" or saying things such as: "That trinket from the old gods will not save you!" This helps incorporate Icemariner's back-story into the action - and will also reveal his magical nature to his teammates.

Icemariner's background won't be a problem for some (Siberian Shadow will likely be relieved that's there is someone who might understand her or at least hopeful that the attention being focused on Icemariner will eliminate any suspicion about her powers) It might be for others: (Lone Star, New American or Memphis Belle might view magic/sorcery as creepy and associated with devil worship). It's a little fast and loose - but the stats for Demon Imps and Demon Warriors could still work - describe them appropriately and designate their attacks as coming from battle-axes and swords rather than claws.

Scalability - Upping the Challenge

If you decide to increase the challenge level, consider using the dragon and/or giant ooze from page 233 of M+M (PL15 and 10, respectively) to make things more interesting for the characters.

Another option for upping the challenge while providing a more distinct opponent is to have the PCs face Rikus - a formidable demon lord who storms out of the portal vowing to crush this miser-

able world under his cloven hoof. Use the stats for The Hulking Brute - found on page 216 of M+M (PL13).

If you're using the Non-Demonic Variation - instead of a demon lord, have Rikus be a Psi-Monger Ultra-Beseker who is turned loose by the Psi-Monger Legions of Y'brik and use the same stats.

If you're using the Norse Mythology variation, describe this character as Mutar - a renowned ice giant of legend who's clad in a giant wolfskin. Mutar has a score to settle with Baldur. The Norse god killed several of his family in a battle many centuries ago- and hence Mutar makes Icemariner his chief target.

Action Shticks

Note: To make the action shticks work, it's necessary for some demons to get past the heroes - perhaps while they're busy fighting. Give the PCs a hero point or two for this.

- **Saving subway car of commuters from demons who've found their way into subway system**

A group of demons have burrowed underground and are terrorizing the subway system. They've stopped a train just short of its station and they're battering and rocking the cars back and forth as they try to get inside. The driver's frantic calls are relayed to the PCs via the police. (The subway car is Gargantuan with a Toughness of 11. It weighs 12 tons and would be a heavy load for Str 50. There are 8 Demon Warriors attacking the cars. There are 20 passengers - including the driver - onboard)

- **Rescuing office workers from a burning skyscraper**

A group of demons has set fire to a nearby office building. The workers on the upper floors are trapped as the flames have taken out the stairs and elevators. A couple dozen office-workers are trying to break through their sealed windows by hurling chairs and furniture at them - to no avail. One of them had the presence of mind to call 911 - and the details of his situation are relayed from the emergency switchboard to the PCs.

- **Rescuing cops who've gotten in over their head.**

An NYPD patrol car was in the area when the portal opened. The two officers (PL 3) (use Police Officer stats from Chapter 11 (pg 228) of M+M) in the car grabbed the shotguns from their trunk (Blast 5) and attacked a group of demons that were threatening a bus full of midwestern tourists. They managed to take out a couple and bought the tourist bus time to escape. Now they are the demons' primary targets. They are pinned down behind their car, fighting off a pack of 6 Demon Imps as their ammo starts to run low.

OPERATION ENTANGLEMENT

At the GM's discretion, the Eastern characters could recognize the attack strategy from top-secret briefings they've had. (If you want to include a roll - make it a DC 15 Intelligence or Knowledge (Technology) or (Current Affairs) check.) The attack looks exactly like the plans for Operation: Entanglement, the Russian military's counter-superpowers contingency plan. At GM's discretion, a Western hero may know the same information. (DC 30 check of Intelligence, Knowledge (Technology) or (Current Affairs). Use of the Feat Benefit (Security Clearance) is applicable here as well.

Operation: Entanglement is designed to neutralize the Nato Alliance's super-forces by keeping them occupied with catastrophes in their home countries. The strategy calls for a massive launch of dozens of robotic drones from a cloaked space station. The drones will embed themselves into population centers and then use classified dimensional portal technology to open gateways to particularly hostile dimensions - exposing those cities to extra-planar invasion.

The plan's intent is that the super-powered heroes of the countries hit with dimensional portal attacks will be too preoccupied to respond to alerts if the Russian military (or Warsaw pact - depending on what era you've set the adventure in) launches a preemptive strike.

While Operation: Entanglement was originally devised as a prelude to a nuclear strike - its scope has expanded and it's now incorporated into the planning stages for any conventional strike as well.

Operation: Entanglement calls for multiple, coordinated attacks that open hostile portals in dozens of Nato country cities at once. The attack the characters have witnessed consisted of only a handful of drones attacking New York. It looks extremely unlikely that this is part of an actual preemptive strike and more probably that this is a mistake or malfunction of some sort.

This could be used as a roleplaying opportunity in a few different ways. The Eastern characters may argue amongst themselves about whether or not to reveal what they know to their Western team-mates. Some characters may insist on feigning ignorance until they receive orders or clarification from their superiors. Others might feel that it's important to communicate openly with the West to avoid misunderstanding and avert potential disaster.

If some Western characters know about Operation: Entanglement, it could result in a confrontation or even possibly a slugfest.

General Delacroix might have to intercede with a Reconciliation Moment to quell an argument or slugfest and focus on the PCs back on the crisis at hand.

Alternately, if the PCs are unaware of Operation: Entanglement, this information could be revealed during the fallout afterwards.

Resolution

The portal can be shut down only by reversing its energy flow. When this happens - all the marauding invaders are teleported back to their home dimension permanently.

Once it's created, the portal is self-sustaining. Destroying the portal creation device or the spacecraft will not close the portal. Doing this will simply remove the possible solution of rewiring the device to reverse the energy flow and close the portal.

(A DC 20 Knowledge (Technology) or Knowledge (Arcane Lore) check will allow the PCs to figure this out. If they take a moment to inspect the portal device, the DC will be 15.)

This can be achieved either technologically by fiddling with the portal device (Disable Device check at DC 25 or Knowledge Technology check at DC 25 to accomplish this). Also, the same result could be obtained by jury-rigging an invention instead of reworking the portal device itself.

A spell or ritual could be also improvised that would reverse the energy flow of the portal - having the same result. The normal invention rules (see page 131 of M+M) apply to jury-rigging the technological invention, ritual or magical device needed.

If the players need some prodding in this direction (or if the scene starts to drag) have General Delacroix from the UNMSF call in with hints. "The boys in the lab have been analyzing the energy signature of the portal. They tell me that if you can find a way to reverse the energy flow - you can shut it down. They recommend you take a look at the portal creation device on the space craft to see if you can figure out how to reverse the flow."

Another option (or a last resort if the PCs are having trouble closing the portal) is for a team of scientists from the UNMSF could be flown by helicopter to the scene. The characters would need to protect them (and try to contain the demons streaming from the portal) while the scientists engineer the solution.

Conclusion

If the PCs don't know about Operation: Entanglement - or haven't shared the knowledge with their teammates, General Delacroix briefs them on it when they return to the HQ. (Give the PCs a chance to roleplay their reactions to this, if desired. You may need to use a Reconciliation Moment with the General to get things back on track.)

The US President has declared Defcon1 - the highest alert level - for all US forces worldwide. Only the strident protests of innocence from the Russian government have prevented a massive retaliation.

The Russian government claims that they lost control of the space station that launched the attack on New York. The station's computer network was hacked and its command functions compromised just before the attack. Ground-based technicians in the Russian space program managed to regain

limited control of the station - enough to prevent the launch of more of the Operation: Entanglement squadrons.

The ground-based technicians are fending off more hacking attacks with every moment. So far they've managed to prevent any additional attacks - but they don't know how much longer than can guarantee that.

They need someone on the station to disable the station's communication uplink to disrupt the hacking attack. They've lost communication with the lone cosmonaut on the station, and the attack has locked them out of the command functions that would disable communications.

It would take at least 2 hours for the US or Russia to get a craft to the space station to shut off the stations communications. The space-plane the UNSMF has is the only ship on earth capable of making the trip any sooner.

SCENE 3 - SPACE STATION ENCOUNTER

Scene at a Glance

Revelations

- The PCs objective is to secure the stations command center and deactivate the communications equipment - thus cutting off the hacker's access.
- The stations systems have been compromised by the hacker
- The stations defenses are hostile
- Once the PCs liberate the station, the hacker's transmissions can be traced back to their origin point - a desolate location in Antarctica

Action

- (Optional) Space Combat
- Fighting Security Robots
- (Optional) Command Center Robot

Roleplaying Opportunities

- Rescuing Nikolai Ghonachev

Key NPCs

- (Optional) Robotic gun turrets on station's hull (use Medium Robot stats from Chapter 11 (pg 235) of M+M - add Blast 5)
- Basic Security Robots (use Medium Robot stats from page 235 of M+M -add Blast 5)
- (Optional) Advanced Security Robot (use stats for the Evil Robot found on page 215 of M+M)
- Nikolai Ghonachev (use Scientist stats from page 229 of M+M)

Resolution

- Once the PCs have secured the control center - they can deactivate the stations communications array - cutting off the hacker's access.

NOTES OF A ZERO-G ENVIRONMENT

It's assumed that the station has artificial gravity. If you'd rather play it as having Zero Gravity - here's some pointers for that. (For complete notes on operating in a Zero-G environment - please see page 169 of M+M.)

Briefly - the main differences are:

- **Speed:** In a zero-g environment, everyone has a flight speed equal to their base land speed. (Alternately - they can retain their usual flying rate - if it's faster). If the character doesn't have a native flight power - it can only change course while "flying" in Zero-G by pushing away from larger objects.
- **Attack Roll Penalty:** There is a -4 penalty on attack rolls and skill checks while operating in a zero-gravity environment unless they have the Environmental Adaptation feat. The enemies encountered on the station will have this feat.

The Scene Opens...

Polyus Station Omnicron is the name of the top secret Russian/Soviet military space station that has been compromised. It's in high orbit and has employed stealth technology to keep its exact location and purpose a secret from the West. The station is massive and ovoid shaped with an outer ring. It's covered with black, stealth technology tiles.

The Russian space program has instructed the PCs that they can gain access through the stations docking bay. From there - they'll have to fight their way through the stations defenses to reach the central command center. There - they can manually deactivate the stations communications array - severing the hacker's connection to the station before he can launch additional attacks.

At the GM's discretion, the station will have external robotic gun emplacements that the PCs will have to contend with. (See *Action - Space Combat* section.)

The Russian space agency has provided the necessary access codes for the PCs to land in the docking bay of the station. Once the PCs are inside, the outer bay door closes and

there's a loud hissing noise as the landing bay pressurizes. Inside the hangar, the PCs see dozens of space-planes identical to those the PCs fought in New York.

There is one access hatch from the bay into the station. The interior of the station is brightly lit and the hallways are white plastic and grey metal. It's a straight shot down one long hallway from the landing bay to the main control center in the hub of the station.

The hacker still has control of the systems internal defenses - and he will deploy them to try and stop the PCs (see the *Action - Fighting Security Robots* section.)

(Optional) Action - Space Combat

In this variation, 4 AI guided gun turrets mounted on its hull defend the station. (Use Medium Robot stats from Chapter 11 (pg 235) of M+M -add Blast 5)

The pilot of the UNMSF Space Plane will have to contend with them - with the possible assistance of Omega Cosmonaut, New American - and any other heroes with the ability to exit the space plane and assist in the combat.

Action - Fighting Security Robots

The Space Station is manned by a skeleton crew of one cosmonaut and a squad of defense robots - to guard against any boarding actions from unfriendly nations. The X-9

Security Drone represents the pinnacle of Russian robotics technology at this time. All X-9 units are equipped with sonic blasters (Blast 5). The drones are networked through the stations system - enabling instantaneous communication and coordination. The X-9 also has an on-board Artificial Intelligence system, enabling it employ logic and reasoning.

The security robots are now under the control of the hacker and will attack the PCs as they make their way to the command center.

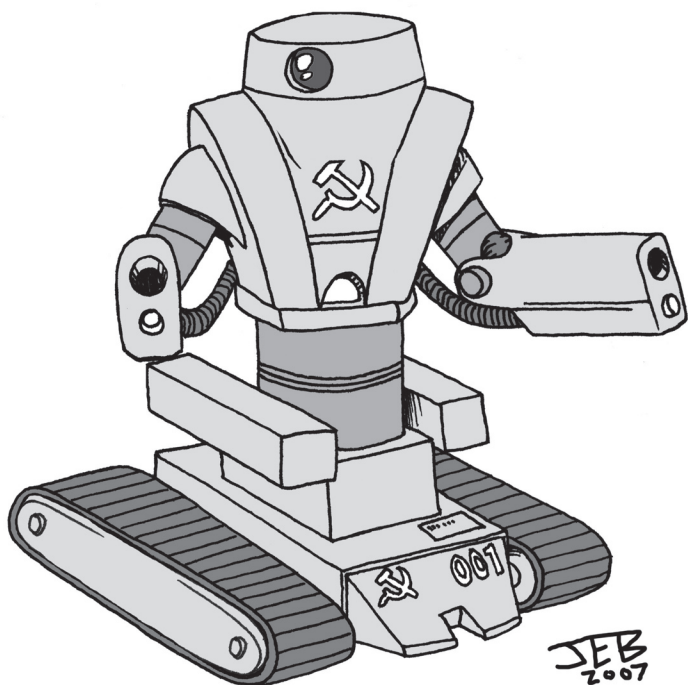
The X-9 Security drones will engage the PCs in the hallway leading to the control center. They will attempt to keep their distance and will focus on one target at a time, using combined attack and aggressive stance. At the GM's discretion, after half of the numbers are defeated, they may fall back to the control center to make a last stand. They will fire through the hatchway at the PCs, using the doorway for cover (+4 Defense bonus and +2 Reflex bonus.) The exact number of drones is left up to the GM. The default suggestion is for one per PC. Feel free to employ minion rules.

For purposes of internal combat, treat the hull of the space station as indestructible. If the players

POLYUS STATION

During the Cold War, both sides designed satellites with military applications. One of these was the Polyus Orbital Weapons platform. Official reports are sketchy - but declassified Western documents suggest that the Polyus was launched in 1987 and was outfitted with stealth technology, sensor blinding lasers and armed with a recoilless cannon for defense. Some reports suggest that the Polyus was designed to be able to deploy nuclear space mines. Reportedly, the Polyus platform failed to reach orbit. However, both sides continued to experiment with military missions in space.

wonder why a missed shot didn't rip open the compartment that they're in and expose them all to hard vacuum, engage in a bit of verbal hand-waving about the secret super-strong materials that the Russians must have used to construct the station.



Upping the Challenge

If the GM wants to increase the difficulty of the challenge, have an advanced Security Robot in the command and control center (use the stats for the Evil Robot found on page 215 of M+M.) This is a pretty formidable opponent, depending on your party makeup. If necessary, give the PCs a “backdoor” for eliminating this threat such as hacking into the station’s computer network and using it to issue a shutdown command to the robot. Alternately - as a last ditch method - the GM could declare that the technicians at UNMSF managed to hack into the station and deactivate the robot.

Roleplaying Opportunity: Nikolai Ghonachev

After the action is over, the lone cosmonaut who was manning Polyus Station Omnicron is discovered locked in a supply room in the command center. (At the GM’s discretion, he and Omega Cosmonaut may know each other from their involvement in the space program.) Nikolai can explain how he detected a rogue signal accessing the station’s command functions right before all the defense robots went rogue. He’s been locked in the supply room for the better part of day and is overjoyed to be rescued. He’s surprised by the presence of the Western characters - since this was a top-secret station. He will politely request that any Western characters be accompanied and supervised at all times by characters from the People’s Revolution.

Resolution

Once the command center is secured, either a PC with technical skills or the cosmonaut Nikolai Ghonachev can disable the station’s communications array. This will end the hacker’s control of the station. Any remaining security robots will now be passive.

This does not cutoff the PCs communication with General Delacroix. Their UNMSF commlinks are powerful enough to work - even in high orbit. Ghonachev may request that the PCs leave him a commlink, so that he can have some kind of link to the surface while a more secure permanent communications option is devised for the station.

After that, it is an easy task to trace the takeover of the station to a signal that came from a satellite uplink at an unknown site in Antarctica. The PCs are able to obtain the exact coordinates that the hacker’s signal came from.

Conclusion - Segue and Roleplaying

General Delacroix contacts the PCs over their commlinks. After hearing what the PCs have discovered, he requests that the PCs proceed to the coordinates in the Antarctic. He will search the UNSMF intelligence archives for any information on what might be located there. He will contact the PCs while they're in-flight to give them anything he uncovers. (He mentions that the UNSMF space-plane has a cache of cold-weather gear stashed in the cargo compartment - and this might come in handy.)

Obviously there's urgency to get to Antarctica, but a few minutes of roleplaying could be shoehorned in, if the players want it. The characters might spend a few minutes before they leave doing a number of mundane tasks that could provide natural background for a moment of in-character interaction. For example, they might have to spend a few minutes cooling their heels in the landing bay while a pre-flight check is run on the UNSMF space plane. Nikolai might ask that the PCs do him favor while they're waiting and cleanup after their combat and deposit the wreckage of the X-9 drones in a supply closet.

In-flight Intel Briefing

While the PCs are on the way to Antarctica, General Delacroix contacts them over the plane's video-phone.

The General looks pale and intense. He transmits the PCs the Project Eis Palast map. (See *Appendix II - Player Handout Ice Palace Map*) The map had been in MI6 intelligence archive for 60 years. It shows rough plans for a "never built" Nazi holdout base - which was proposed for the exact location of the coordinates where the hacking signal originated.

When this map was uncovered in late 1945, it was written off by Allied military intelligence as a fanciful Nazi fever dream and discarded as irrelevant.

It's looking a bit more relevant now.

Someone is trying to precipitate WW3. Who would benefit more from such a catastrophe than a Fourth Reich that wanted to come in and conquer both nations in the aftermath?

The situation has gotten even more serious in the last few minutes. The General informs the party the Russian government has reported that there's been a hacking attack against its military main-frame. The attacker has already partially decrypted the missile launch codes. Once he completely decrypts them - he will be able to launch the Russian missile fleet at will. The hacker has locked the system - preventing the Russians from changing the code. It is up to the PCs to assault the base before the entire launch sequence falls into his hands.

The General is scrambling a UNMSF assault force on standby in case the PCs need backup.

If the PCs try to contact their advisors (General Striker or Admiral Gordievsky) at this time, they are both strangely unavailable.

SCENE 4 - THE ICE PALACE

Scene at a Glance

Revelations

- Someone has been trying to manipulate the superpowers into WW3
- The hacking signal that compromised the Russian space station came from the exact coordinates of where the Nazi's were planning to build an Antarctic base that intelligence agencies claim was never built
- There's a new hacking attack underway that is stealing the launch codes for the Russian missile fleet.
- When the PCs arrive, they detect heat signatures and radio signals from under the ice that reveal the existence of the base.
- A Nazi super-villain from the 1940s, Nachtjäger, has masterminded the entire scheme.

Action

- (Optional) Aerial Combat - fighter planes and Reichbots
- (Optional) Underwater Combat - minefield, submarine and Reichbots
- Inside the Base - encountering soldiers and werewolf troops on patrol in the base
- The Menace is Revealed - encounter with the main villain, Nachtjäger and shutting down the missile launch.

Key NPCs

- Werewolf Shock Troops (PL 10) - use the Savage Man Beast stats from Chapter 11 (pg 22) of M+M. These feral troopers have been biologically engineered by Nachtjäger to better withstand the hardships of the Antarctic environment and for use as frontline cannon fodder. Their transformation process required a combination of mystical and scientific processes. When in human form, these troopers have the same stats as the other Fourth Reich soldiers. The werewolf shock troopers can control their transformation and change back and forth at will.
- Fourth Reich Soldiers (PL 6) - Use Soldier stats from Chapter 11 (pg 229) of M+M. Add Mind Shield 4. These front line troops are the descendants of the Nazis who fled to Antarctica with Nachtjäger as well as some of the clones he has engineered.
- Reichbots (PL 12) - Use Colossal Robot stats from Chapter 11 (pg 235) of M+M. Add Flight 5 (250 mph), Blast 10 (Heavy Machine Guns, extra: penetrating), and Snare 10 (net gun). Nachtjäger has built these colossal combat robots and they will be the workhorses of his invasion force.
- Nachtjäger (PL 15) -Use the Armored Megalomaniac archetype from M+M Chapter 11 (pg 212). Add Flight 5. (See Nachtjäger Background sidebar for more details.)

NPC Thought Bubbles

- Werewolf Shock Troops: “Kill! Kill! Kill!”
- Nachtjäger: “At last my plan has come to fruition. Once I dispose of these ‘heroes’, no one will stand in my way.”

The Scene Opens...

The location where the Nazi base should be is a barren spot of ice near the coastline.

However, radio signals can be detected and scanners or super-senses (x-ray, infravision etc) will show a great deal of heat beneath the surface of the ice. It's clear that the station is under the ice and tundra. Whether the PCs approach by sea or air determine what resistance they will encounter

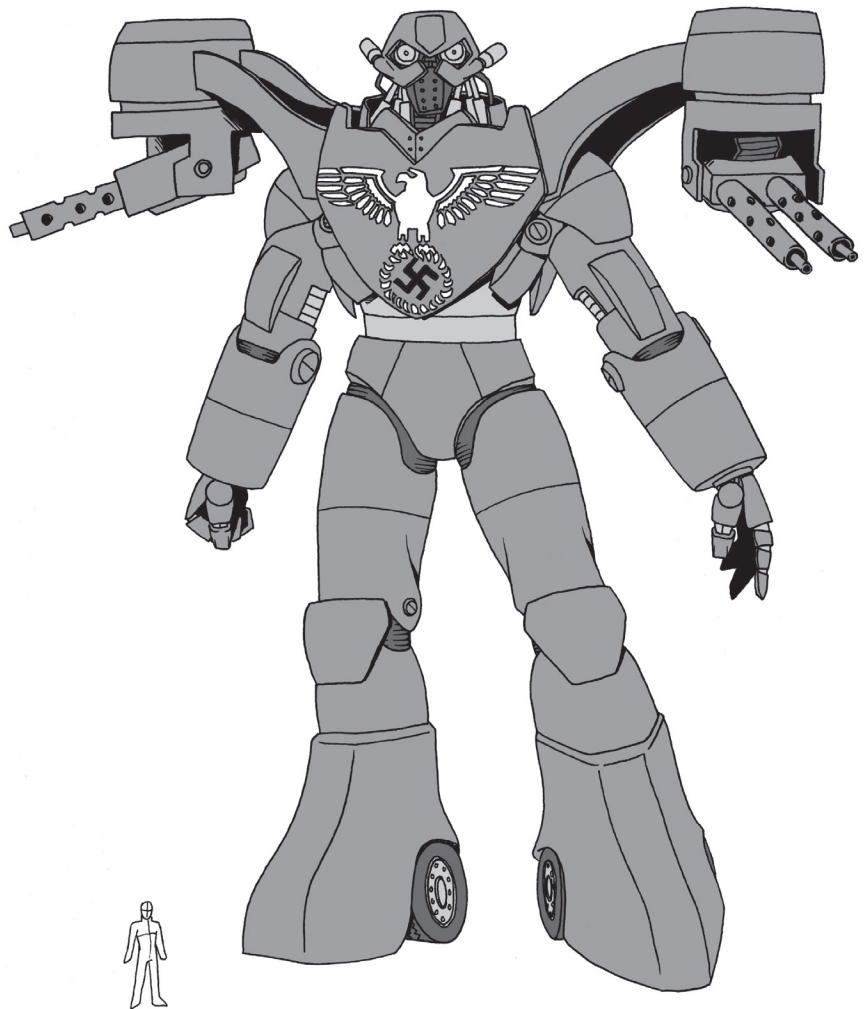
(Optional) Action - Air Combat

A DC 30 Piloting check will be needed to come in close to the ground to avoid being detected by radar. This will work for a little while (two or three rounds), but as the PCs' plane flies closer, detection will become inevitable. Mixed squadrons of fighter planes (use stats from Chapter 7 of M+M (pg 144) and giant robots (Reichbots) are flying patrol routes over the base - and they will notice the PCs when they get within weapons range. The exact numbers are left up to the GM - but the default suggestion is for one fighter plane and one Reichbot.

The Reichbot will initially try to shoot down the PCs plane. When it gets closer, it will attempt to ram the plane with a suicide run. A piloting check (DC 20) will be required to dodge this attack.

If Reichbot's attack is successful, the UNSMF space plane spins out of control and crash lands on the ice shelf. Players will have 3 rounds to try and exit the plane (DC 15 Dex check to exit)

The default damage from being in the plane when it crashes is a DC 25 Toughness save. The pilot



can reduce this by 5 for every round that he makes a successful DC 25 Piloting check to try and land the plane as safely as possible. He has 3 chances to do this, as the plane will take 3 rounds to fall to earth.

(Optional) Action - Undersea Combat

If the PCs try to come in via the submarine dock, they will encounter a minefield. The minefield will require 3 Piloting Checks at DC 15 to negotiate. A failed check means that the PCs vehicle came too close to one of the mines (Blast 5 area explosion).

A submarine is patrolling the waters outside of the dock. For submarine stats see Chapter 7 (pg 144) of M+M. All crewmen will use the stats for Fourth Reich soldiers.

If the GM wants to make this encounter more challenging, a Reichbot that has been modified for underwater duty is also patrolling outside of the submarine dock. Use the Reichbot stats but add Swim 5 and Immunity 2 (Cold, High Pressure). The heavy machineguns will have been replaced by mini-missiles that are functional both above and below water but otherwise have the same stats (Blast 10 (Heavy Machine Guns, extra: penetrating)).

Getting into the Base

Infiltration - The PCs opt to sneak into the base. There are multiple ways to do this - including the classic standby of defeating some minions and disguising yourself in their uniforms.

The submarine dock is one obvious entry point from the artifact map the PCs have. (The UNMSF space-place is engineered for underwater operations - so this is a possibility.) The base's robotics lab and airplane hangar both have retractable ceilings that open to allow the Reichbots and fighters planes access. Iron Ghost, Icemariner and New American are perhaps best suited for infiltration. There are other ways to get in - such as air intake ducts and vehicle gates that aren't on the map. There are several man sized air intake ducts over the submarine dock and there is a ramp used by ground vehicles that leads directly to the airplane hanger.

Frontal Assault - The PCs come in teeth bared and guns blazing. As they fight their way into the base, klaxons sounds and orders are barked in German over the PA system - giving updates on the PCs position to the base's troops. A new patrol will encounter the PCs every 3 to 5 rounds. (Use minion rules if desired.) This might lead to them being defeated and captured - see the *Captured* section.

Once the players are inside the base - refer to *Appendix I - Description of the Ice Palace* for details about what they encounter.

Action - Inside the Base

Inside the base, the PCs will encounter regular patrols of human soldiers and bizarre werewolf troops. (The exact number of enemies in a patrol is left up the GM. The default suggestion is 1

per PC). The werewolf troopers have been created through a synergy of biological scene and dark magic (not unlike the Übermensch process). They are ideally suited for the harsh Antarctic environment. For stats - see the Fourth Reich Soldier and Werewolf Shock Troop stats in the NPC section. For more information about the base - see the *Ice Palace Description* section.

Captured (Optional)

If the PCs are defeated (or if their vessel destroyed), they will awaken bruised, but otherwise OK in the holding cells in the barracks section of the base. Any weapons or technological devices will have been removed and stored in a locker down the hall from their cells.

The cell door requires a DC 20 Disable Device check to pick. The cell door has a Toughness of 8.

The PCs will be housed in cells with a power-nullifying field device embedded in the ceiling (which is 10 feet high). (The nullifying field is a plot device and so isn't statted out.) A DC 15 Disable Device check will be needed to shutoff the device - although getting to the device will be a challenge. Once the PCs shut off the device or break out of their cells, their powers will return.

At the end of the hall in the cellblock - there will be a standard patrol of Fourth Reich soldiers and werewolf shock troops on guard duty. (Default suggestion is 1 enemy per PC, but the exact number is left to the GM's discretion. Feel free to use minion rules.) A storage locker at the end of the hall contains any battlesuits or technological devices removed from the PCs. It's secured with a simple deadbolt. The keys can be found on the guards. The locker door and its lock have the same stats as the cell door.

Action - The Menace Revealed

No matter if the PCs infiltrated the base covertly or stormed into the base, eventually they wind up encountering Nachtjäger, most likely in the robotics lab, where he is busy supervising his soldiers getting the fleet of Reichbots ready for combat. Six Fourth Reich Soldiers will accompany Nachtjäger - two of these will transform into werewolf shock troopers when combat begins. At the GM's discretion, one or more of the Reichbots will be operational.

(Note: Give out a Hero Point to allow Nachtjäger to make a gratuitous super-villain monologue. It helps reinforce the feel of the comic book genre, but it's highly unrealistic) Nachtjäger chuckles evilly and says: *"You poor fools. You fought so hard to get to this point - and you don't realize that you've failed utterly. You're too late. I am in possession of the launch codes. Soon death will rain from the skies and my Fourth Reich will rise and rule the globe! Computer - display program omega."*

At his verbal command, the walls sized monitors in the hangar come to life and show a graphical display of the globe. In the territory of Russia/the Soviet Union, all of the ballistic missile locations are highlighted. There is large digital timer superimposed on the display and it's counting down from 15 minutes. The words "Countdown to Launch" blinks impassively over the timer. Nachtjäger has successfully hacked into the defense network of Russia and has set their missile fleet to launch

in 15 minutes.

After activating the countdown, Nachtjäger and his allies attack. (Even if the PCs defeat him, Nachtjäger will not assist them. He has nothing to lose and would rather die than help the PCs.)

The werewolf troopers will transform and advance to engage in melee with the party. They will use their Rage feat and try to grapple with the PCs who appear to be the best physical combatants. If one of the PCs appears to be an especially tough opponent, both werewolf troopers gang up on him in melee using combined attacks. The Fourth Reich soldiers will keep their distance and snipe at the PCs with their ranged attacks and use aggressive stance and combined attack.

Nachtjäger prefers to keep a distance and blast at the PCs. He will focus his attacks on whichever PC appears to be most injured. He will use his Flight power to stay out of melee as long as he can - perhaps even taking cover behind the powered-down Reichbots (Defense bonus +4, Reflex bonus +2). He will try to use his Master Plan feat to give his allies and himself a bonus.

Nachtjäger is a pilot at heart. He's most comfortable fighting in the sky. He'll stay in the lab as long as he feels secure in victory. If more than half of his allies are defeated - he will use a control device on his battle-suit to open the roof to the robotics lab and take to the sky - which will also make a quick escape easier if he needs to run.

He will try to shut the PCs in the lab after he escapes. The roof will be open for a total of three rounds as it takes one round to open the roof, another round to close it and for one round it is fully open. (At the GM's discretion, a PC can make a DC 15 Dex check to fly out of the roof in the fourth round - after it's 90 percent closed. A failed roll will result in DC 15 Toughness check.) The retractable roof of the lab has a Toughness of 9.

The PCs can shut down the launch by disabling the villains' computer systems - thus aborting the launch sequence. A DC 20 on Disable Device or Knowledge (Technology) check could be used for this. (Assistance from other heroes with appropriate skills is a good idea here. Rules for aiding another character are found on page 10 of M+M.)

Unsuccessful rolls don't mean that the characters have failed. Use them to add drama to the scene. A failed roll might speed up the countdown timer, activate one or more Reichbots that were powered down or set off the intruder alarms in the control center (drawing any remaining soldiers to the PCs location).

(Optional) Roleplaying Opportunity - Join Me and Together We Will Rule...

This is a roleplaying opportunity you can use if you're using New American with the plotline about he and General Striker being involved in a conspiracy to overthrow the American government. (It might also be useable with Iron Ghost and Admiral Gordievsky.)

Striker is at the base with Nachtjäger - who it turns out was behind the mastermind conspiracy all along. He invites New American to join them to create a "better, stronger America." If the GM and

NACHTJÄGER BACKGROUND

Erhard Kammhuber was a technical genius who was in the Nazi air force (Luftwaffe). He designed the Nachtjäger power armor as a secret weapon for the Third Reich and for this success he was awarded with induction into the Übermensch Corps. He was the only super-powered Nazi who had not undergone the Übermensch transformation process. He was active during the Battle of Britain. He specialized in nighttime attacks and single-handedly accounted for the destruction of several RAF squadrons.

By 1941, Nachtjäger could see the war might end badly for Germany and so he secretly diverted resources to the Reich's plans for establishing a last holdout. When the end finally came in 1945, he stole all the notes for the Übermensch process, commandeered a submarine task force and lit out for the Antarctic base.

He's used mystical secrets from the notes of the Nazi sorcerers to prolong his life - but he's not immune to the effects of time - and he suspects he doesn't have much time left. The time to strike is now.

It's taken him years to perfect the cloning process needed to give him the army he needs. But now he has that - and he's ready. He plans to manipulate the victors of WW2 into destroying each other and then his troops will swoop in and easily defeat both sides.

PC had talked earlier and he was planning on turning rogue anyway (perhaps as the Resolution to a Scenario) - this gives him a dramatic way to do that. Otherwise, this is a jarring reality check for New American - his mentor and ally has been a Nazi all along.

If you're using the Iron Ghost character, Admiral Gordievsky will appear alongside Nachtjäger (and possibly Striker.) Gordievsky explains that he has struck an alliance with the supervillain that will ensure a place for Russia in the new world order. He invites Iron Ghost to join him in this bold new future for their people. As with New American, this can provide a dramatic way for Iron Ghost to go rogue or a chance for the character to reassess her priorities.

For either New American or Iron Ghost, this could provide an interesting roleplaying opportunity - give them a few moments to roleplay joining the villains or rejecting the overture and redeeming themselves.

Scalability - Upping the Challenge

The Fourth Reich soldiers, werewolf shock troops a colossal robot and Nachtjäger will present a formidable challenge.

If more is desired -it's easy enough for Nachtjäger to have a few super-powered allies on hand. Feel free to use one or more of the suggestion below, depending on the number of PCs and their powers.

CHARACTER HOOKS

Nachtjäger clashed with or had knowledge of Red Hammer, John Bull and Old Glory during WW2. So - if those characters are there he will acknowledge their prior history.

To Red Hammer: “Ah - the Soviet Übermensch. So nice to see you after all these years. I was truly hoping to finish off your miserable life back on the Eastern Front all those years ago. But enough about the old times, I would guess that you’ve gotten some rather unpleasant visitors lately haven’t you?”

To Old Glory: “Ah - you wanted so badly to be one of the Übermensch. So sad to see how that worked out for you. Not even a pale fraction of their glory.”

Nachtjäger was personally responsible for the death of 2/3rds of John Bull’s RAF friends during a nighttime raid over London. This is what led to Maxwell Hastings (aka John Bull) volunteering for the British super soldier program. Nachtjäger is likely to taunt him with this fact. “It’s a shame about all your friends I had to kill, Hastings. I read that was what caused you to make yourself into---well - into this monstrosity. In a way - I’m directly or indirectly responsible for every bad thing that’s happened in your dreadful life. How amusing.” (If John Bull hasn’t used his Rage feat yet - there will never be a more dramatically appropriate moment.)

Options

1) If General Striker is there physically (see the “Join Me and Together We’ll Rule” section) - he can be outfitted with a set of hoplite battle armor - similar to what New American uses. For combat purposes - he will have the same stats as New American.

2) If Admiral Gordievsky (see the “Join Me and Together We’ll Rule” section) is there, he may be outfitted with another set of Iron Ghost battle armor - and so he will effectively have the same stats as Iron Ghost in combat.

3) By using the Übermensch ritual - Nachtjäger has empowered some of his Fourth Reich soldiers. He calls them his New Blitzkrieg. Use the stats for the Paragon from M+M Chapter 1 (pg 16). How many Blitzkriegers are present is left up to the GM - the default suggestion is 2.

4) With genetic engineering Nachtjäger has imbued some of his soldiers with psionic powers. They are also members of the New Blitzkrieg squad. Use the stats for the Psionist from M+M Chapter 1 (pg 17). Again, the default suggestion would be 2.

5) Have more than one Reichbot operational.

Conclusion

If you want to use Nachtjäger as a recurring villain - have him escape (giving out the appropriate hero point) - or have him revealed to be a robotic double.

A UNSMF security team arrives to secure and investigate the base. A thorough search of the base will turn up the complete notes on the Nazi Übermensch process. This creates an international incident as various members of the UN Security Council demand that the notes be made available to all member nations, while others argue for them to be classified or destroyed.

With the discoveries at the Eis Palast, the US and Russia/CCCP lower their defensive postures and relations begin to return to normal. A UNSMF security team - consisting of several dozen commandoes and technicians - arrives and sweeps the base. They mop up any stragglers and begin the process of unraveling all of Nachtjäger's secrets. If the party has lost their jet, the UNSMF arranges for their transport back to New York in one of the security team's planes. If the PCs didn't shut down the cloning operation, UN technicians do that as well as remotely deactivating any Reichbots still active.

General Delacroix arrives and conveys the thanks of the UN to the PCs. The governments of the US and Russia also send their deepest thanks to the PCs. If General Striker or Admiral Gordievsky were in league with Nachtjäger, investigations are launched into whether they had any partners in their conspiracy. (This may provide a handy explanation for the ease with which Nachtjäger was able to hack into the Russian space station.)

(If Red Hammer is being used a character, the notes on the Übermensch process hold out the hope of a way out of the claim Hell has on his soul. A Knowledge (Arcane Lore) check at DC 10 will be required to research the notes and figure out a loophole. At the GM's discretion this might require some power loss or change of powers. It could be as simple as a quick ritual - or as involved as an arduous quest to get all the components that would be needed.)

If they want, give the players a few minutes if they want to play-out a final scene to give resolution to their Roleplaying Scenario's or just to tie up loose ends in character.

APPENDIX I - DESCRIPTION OF THE ICE PALACE

Klonenlabor - Cloning Laboratory - this is a huge steel vault that descends hundreds of feet. Battalions worth of soldiers are being grown and programmed here. The cloning lab contains rows and rows of 10-foot tall glass tubes filled with murky grey fluid. Inside the tubes are the vague forms of soldiers with Nordic features. A row of equipment on one end of the lab keeps track of the clones' biological functions. Sophisticated machinery is hooked up to every tube, educating and programming the clones to be loyal warriors for the Fourth Reich. With a DC 20 Knowledge (Technology) check or a DC 15 Disable Device check, a PC could figure out enough about the machinery to shut it down - ruining this batch of clones.

Landungsbucht and Unterwasserdock - Submarine Dock. Six WW2 era Nazi diesel-powered submarines have been meticulously maintained and are docked here. A dozen Reichbots are being in the process of being outfitted for undersea duty. One is functional (Use Reichbot stats from the NPC

section. Add Swim 5 and Immunity 2 (Cold, High Pressure). The heavy machineguns will have been replaced by mini-missiles that are functional both above and below water but otherwise have the same stats (Blast 10 (Heavy Machine Guns, extra: penetrating). There are 4 technicians (use stats for Fourth Reich soldiers.)

Kasernen - Barracks. There are separate accommodations for human and werewolf soldiers. At any given time, there will be 10 to 15 troops in here. Werewolf troops will be in human form in the barracks and will change into hybrid wolf form with their first turn. An especially large room is clearly the commanding officer's quarters. It's finely decorated and has a large computer station that connects directly into the base's communications and command centers. A search of the large bookcase will turn up a series of thorough notes on the Nazi's Übermensch transformation process.

Kommunikation - Communication center- This communication post is the nerve center of the base. It also has sonar and radar station consoles. This post is manned by a handful (5 to 8) of Fourth Reich soldiers. At GM's discretion, a DC 15 (Knowledge Technology) or Knowledge Computers check will reveal that one of the consoles is used for remote control of all of the Reichbots. There are two teleportation pads in the communication center. If General Striker or (see the Join Me and Together We Will Rule... section) this was how they got there so quickly.

Befehl -Command Center - contains the logistical center and computer banks. Staffed by 4 soldiers.

Automatismuslabor - Robotics lab. Several dozen colossal Reichbots are being outfitted and readied for battle here by a half dozen Fourth Reich soldiers under the close supervision of Nachtjäger. The roof of the robotics lab opens up - allowing immediate liftoff from within the base itself. Most (perhaps all) of the Reichbots are powered down while being stored in the lab. At the GM's discretion, one Reichbot will be operational when the PCs arrive. The rationale behind most of the Reichbots being powered down is that it takes a lot of manual labor by a flight crew to prepare them for operation (charging batteries, loading ammunition, etc).

Flugzeugaufhänger - aircraft hanger and production facility. Several squadrons of Fourth Reich bombers and fighters are hurriedly being serviced by a harried crew of a dozen soldiers and prepared for action. (Use fighter and bomber stats from Chap 5 of M+M). Like the robotics lab, the aircraft hanger features a retractable roof. Accordingly, the Fourth Reich aircraft have been engineered to allow vertical take off and landing. This is also where the base's small force of APCs are kept and maintained. A tunnel leads from the hangar to the surface.

Zugang zu rundfunk mast - Entrance to broadcast tower. The base is outfitted with a retractable tower for broadcasting purposes. This leads to the service entrance at its base. It's unoccupied when the PCs encounter it.

Eisenbahn - railway - a narrow railway leads away from the submarine dock for the loading and unloading of torpedoes

Küche -kitchen and mess hall. Empty when the PCs encounter them.

Munition Speicher - An ammunition repository where torpedoes, missiles and other weapons and munitions are stored. This also is used for general gear storage. A casual observer will note that there's an awful lot of radiation gear here in here. Sort of like what you might need if you wanted to outfit an army that was going into an area that recently been hit by nuclear weapons. Guarded by a handful (5 to 8) of Fourth Reich soldiers.

Base Patrols

The base is patrolled at regular intervals by Fourth Reich soldiers and werewolf shock troops - use the stats included in the NPC section. Use minion rules if needed to expedite combat. The default suggestion is for 1 soldier or werewolf per PC - but adjust as needed. Use minion rules if desired.

APPENDIX II - PLAYER HANDOUT - THE ICE PALACE MAP ARTIFACT

1) **Description:** The map is a tattered and stained artifact that was clearly never taken too seriously and has been relegated to the archives for the last 60 years - presumed to be nothing more than a fever dream of Nazi dead-enders.

2) Translation

Klonenlabor - Cloning Laboratory

Landungsbucht and Unterwasserdock - Submarine Dock

Kasernen - barracks -

Kommunikation - Communication

Befehl - Command Center - contains the logistical center and computer banks.

Automatismuslabor - robotics lab.

Flugzeugaufhänger - aircraft hanger

Küche - kitchen

Zugang zu rundfunk mast - Entrance to broadcast tower

Eisenbahn - railway - (submarine bases generally have some sort of transportation system for loading and unloading of munitions)

Munition Speicher - Ammunition repository

3) Notations on the Map

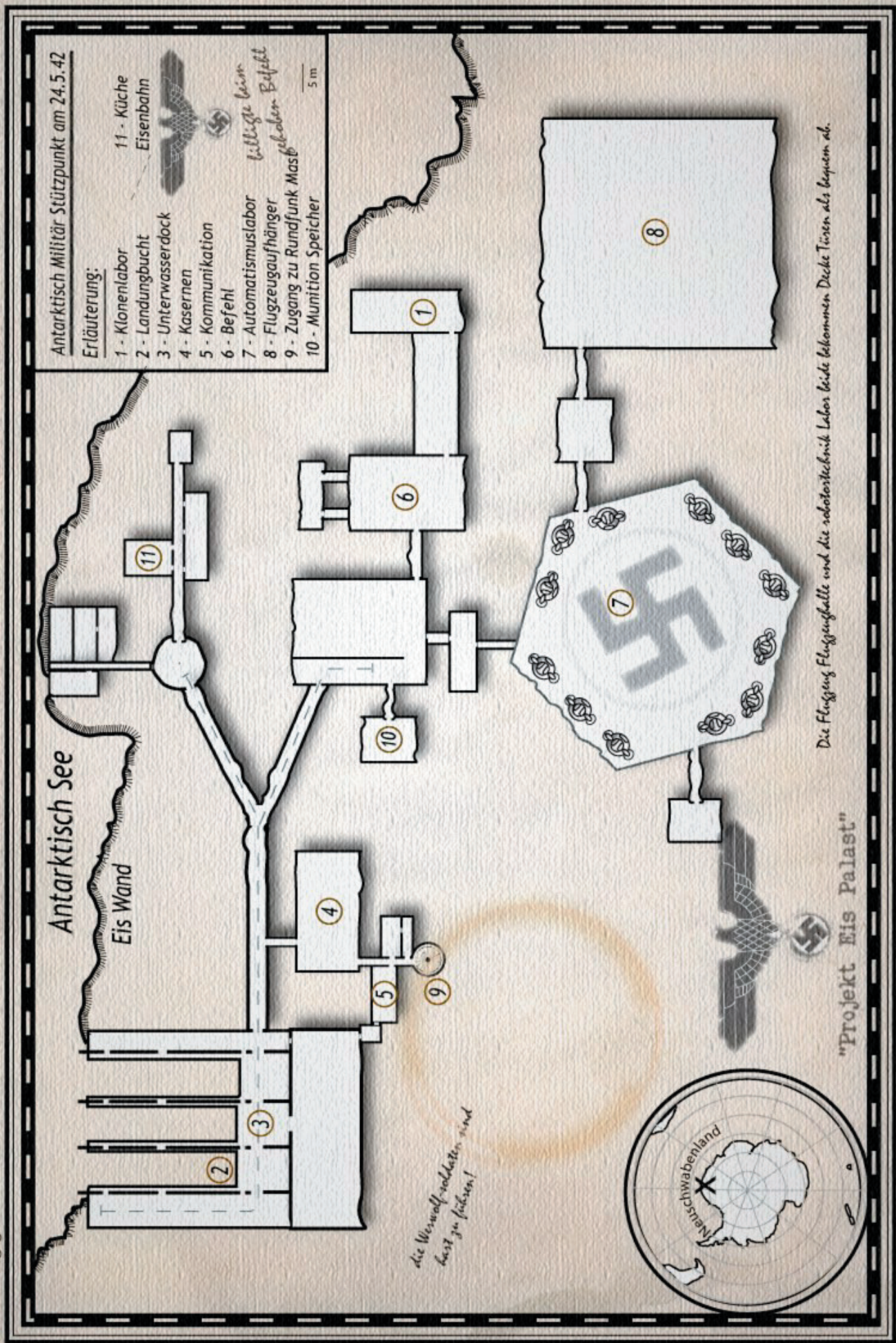
“Militär Bezugsgröße Neuschwabenland - am Antarktischen Kontinent”: “Military base Neuschwabenland on the Antarctic continent”

“die Werwolf-soldaten sind sind hart zu führen!” : “The werewolf soldiers are difficult to lead!”

“Die Flugzeug Flugzeughalle und die robotertechnik Labor beide bekommen Decke Türen als bequem ab. “: “The airplane hangar and the robotics laboratory both have exit doors in the ceiling.”

“billigte beim gehoben Befehl”: “Approved.”

“Antarktisch Militär Stützpunkt am 24.5.42”: “Antarctic military base on May 24, 1942.”



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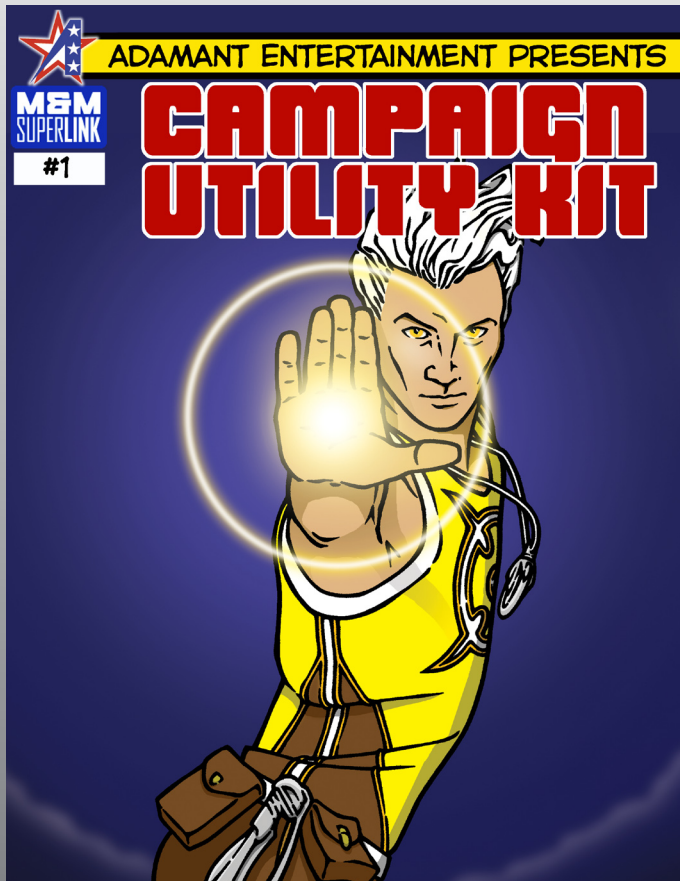
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