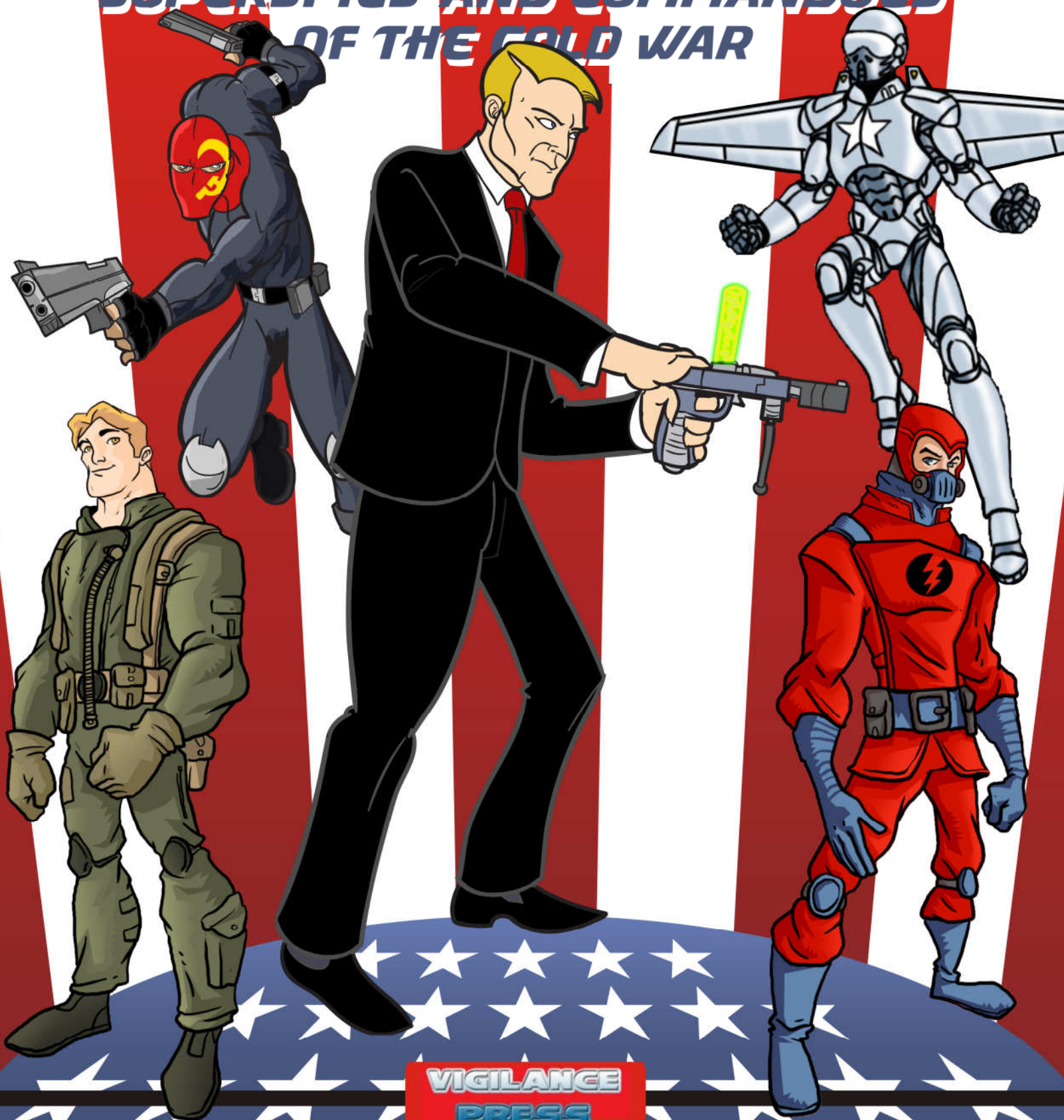




WARGAMES II:-

**SUPERSPIES AND COMMANDOES
OF THE COLD WAR**



**VIGILANCE
PRESS**

WARGAMES: SUPERSPIES AND COMMANDOS OF THE COLD WAR

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INTRODUCTION



During the 80s and 90s, a period when espionage stories were hugely popular in movies, TV, and print, it seems that in superhero comics, spies occupied the role of a “red shirt” from *Star Trek* – at best, they served as set dressing and at worst, they got smacked down to raise the dramatic stakes.

For a couple of decades, it seemed like the SHIELD helicarrier existed solely to crash, to let the reader know that the current threat was “serious”. (Even if that threat was something as pointless as magical cockroaches, as in the *The Sensational She Hulk* graphic novel from the mid-80s by John Byrne.) The most interesting espionage story from superhero comics that I can recall from the Iron Age was when Bruce Wayne was briefly an agent of SHIELD during the Amalgam crossover.

With **Wargames**, we’re imagining an Iron Age the way we would have wanted it. One where the super-spy and commando characters that languished for so long are given interesting plotlines interwoven with Cold War tensions.

So, introductions finished, we give you *Superspies and Commandos of the Cold War*...

WARGAMES: SUPER-SPIES AND COMMANDOS OF THE COLD WAR

U.S.H.E.R. THE UNITED STATES HEADQUARTERS FOR EMERGENCY RESPONSE

U.S.H.E.R. (the United States Headquarters for Emergency Response) was founded during WW2, as a counter to the superhuman troops and super-science weapons that the Nazis brought to the battlefield. With a massive budget and a staff of military scientists, strategists, and super-soldiers, U.S.H.E.R. put together Vigilance Force, one of the major American super-teams during the war, and also developed much new technology that aided the war effort.

After the war, and the emergence of the Iron Curtain, U.S.H.E.R. transitioned into the new mission of monitoring and opposing the Communist threat and established itself as the American security agency that would deal with threats too powerful and strange for conventional forces.

Although many intelligence agencies and service branches maintain some form of super-powered force, U.S.H.E.R. is the primary American agency for superhuman affairs and also boasts a formidable brigade of power armor. In fact,

from the mid-1970s to early 1980s, after the Steel Commando went rogue and destroyed the majority of the US Army’s power armor suits, U.S.H.E.R. was the sole American power armor force until the early 1980s. The agency effectively fills much the same role as both the Red Directorate and the Shturmovik Agency do in the Warsaw Bloc.

U.S.H.E.R. maintains a strict screening and vetting process for operatives. Using advanced biometric lie detectors and psi-analyzers, U.S.H.E.R. carefully screens every potential operative at all levels and regularly re-screens established agents. Thanks to these measures, U.S.H.E.R. manages to be the one American intelligence agency that isn’t substantially compromised by Soviet agents during the Cold War.

Unfortunately, U.S.H.E.R.’s reputation for technical arrogance (mostly earned by its chief engineer, Fred Wilson) has made many enemies in the US military and intelligence community, which has prevented broad adoption of the agency’s technology and processes. Soviet double agents in the FBI, CIA, and NSA have worked to exacerbate the inter-agency rivalries that have too often blunted U.S.H.E.R.’s effectiveness.

U.S.H.E.R. was busy throughout the Cold War: clashing with Soviet (and occasionally Chinese) meta-forces in Europe, Asia, Africa, and outer space, and fighting leftist guerilla forces in South and Central America, as well as being the primary governmental resource for combating superhuman crime in the US.

In one of the agency’s more public victories, while the bulk of American super-soldier forces were dealing with an international crisis in Berlin in 1982, U.S.H.E.R. repulsed an inter-dimensional invasion by the Psion Hordes of Ybir’K near North Platte, Nebraska

In another notable (but less well known) engagement, U.S.H.E.R. and its frequent rival, the Shturmovik agency, used their respective (highly classified) space stations to stage coordinated sabotage missions against the Tsavong fleet that was orbiting Earth during the Tsavong’s invasion attempt in 1985.

Headquarters

U.S.H.E.R. currently maintains two secret installations on American soil: Liberty Station (under the Statue of Liberty) and Rock City (under Alcatraz Prison). U.S.H.E.R. agents work for the Department of the Interior and serve as tour guides at both installations as part of their cover. Classified at the highest levels is the agency’s fortified low-orbit space station, Vigilance Outpost 1. The station was covertly constructed in the mid-1970s to counter a similar station that the Soviet agency Shturmovik had put into orbit.

Leadership

Two members of one of the American WW2 super-teams (Vigilance Force) are still with U.S.H.E.R. in senior leadership positions. General Christian Thomason, once the patriotic fire-controller known as Old Glory (in a notable bureaucratic snafu, Thomason was one of two American

super-soldiers to use that code name during WW2), is the Commandant of the agency.

Thomason's good friend, Fred Wilson (formerly the WW2 gadgeteer hero known as Captain Miracle; although he now prefers the codename Savant) heads up the Research and Development Division of U.S.H.E.R. Wilson is the primary engineer behind U.S.H.E.R's arsenal of advanced weaponry, its power armor squads and the advanced aircraft of the Pegasus Brigade. His pride and joy however, is the main-frame codenamed Medusa – the world's most sophisticated cryptographic computer. Medusa is able to intercept any message and decode any signal. Wilson used experimental positronic technology of his own design when building Medusa, and the computer is capable of not only advanced analysis and number crunching, but also developing its own heuristics and employing intuition to solve problems and crack codes previously deemed uncrackable.

Samantha Mason – the granddaughter of the WW2 speedster the Minuteman – has inherited her grandfather's powers. She is a member of the Nighthawks and is one of the agency's chief field agents in the European theatre.

Operatives

U.S.H.E.R. has four field groups.

Atlas Battalion: The Freedom Alliance super-team and other Allied superhumans cannot be everywhere that the US government or NATO alliance might require a metahuman-level force. In the late 1940s, as a result of the Berlin Blockade, the Pentagon determined that a unit was needed that could fill in when primary Allied super-powered resources were not available. The Atlas Brigade was conceived to fill that niche. With armor designed and built by Fred Wilson (the Savant), this unit was intended to counteract the threat of Soviet superhuman and power-armored forces as well as domestic supervillain threats. The Atlas Battalion is U.S.H.E.R.'s heaviest combat unit, wearing the Atlas MK IV exoskeleton, which enables the wearer to lift up to 3 tons as well as make tremendous leaps. Wearing full body armor, trained in a variety of deadly hand-to-hand disciplines, and carrying lethal weaponry, this unit is called upon to face the worst threats. The MK IV exoskeleton can be retrofitted with modifications that protect the wearer from the dangers of undersea, arctic, or outer space duty.

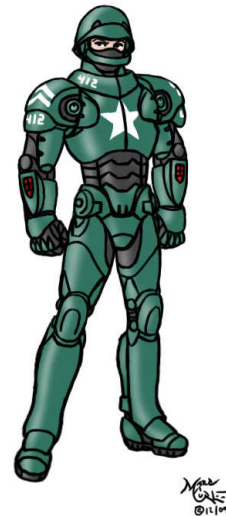
Blue Knights: The newest of U.S.H.E.R.'s field units, the Blue Knights, were formed to combat a rising wave of domestic crime and terrorism committed by superpowered beings and other threats traditional law enforcement could not control. Blue Knights typically operate alone in the field but are supported by more traditional agents, especially agency medics and analysis agents. There have been occasions where teams composed of Blue Knights have been assembled to deal with extremely dangerous situations (such as a major gang war or prison riot). Unlike the Atlas armor, which is made for direct frontal assaults, the armor worn by Blue Knights focuses on stealth, detection, and subduing a target. The Knights themselves receive extensive training in hand to hand martial arts and carry non-lethal weaponry intended to aid in arresting subjects and

bringing them to trial.

Nighthawks: Since WWII, the Nighthawks have been the eyes and ears of U.S.H.E.R., operating in small groups in hostile territory and conducting espionage and counter-intelligence missions. When conditions call for it, Nighthawks are ready and able to take the fight to the enemy, striking where they are least expected. Nighthawk armor is lightweight, equipped with exotic stealth technology and "silent running" glider wings.

Pegasus Brigade: The Pegasus Brigade was developed during WW2 to combat the advanced fighter planes of the Luftwaffe. Today, the Pegasus Brigade still flies the most advanced and exotic aircraft that can be dreamed of by U.S.H.E.R's genius engineers, and they provide transportation and air support for U.S.H.E.R missions around the globe. The Pegasus Brigade also staffs and provides operational support for U.S.H.E.R.'s top secret space station, Vigilance Outpost 1.

In addition to its power armor troops, U.S.H.E.R. recruits super-humans into its ranks and has over a dozen in its ranks. These super-powered operatives are integrated into the Atlas Battalion, Nighthawks and Blue Knights.



ATLAS BRIGADE OPERATIVE

Power Level: 7; Power Points Spent: 105/105

STR: +0 (10), **DEX: +0** (11), **CON: +0** (10), **INT: +2** (15), **WIS: +1** (12), **CHA: +0** (10)

Tough: +0/+8, Fort: +3, Ref: +3, Will: +4

Skills: Knowledge (tactics) 7 (+9), Notice 2 (+3), Stealth 1 (+1)

Feats: All-Out Attack, Attack Focus (melee) 3, Defensive Attack, Fighting Style: Kung Fu, Improved Block, Improved-Critical (Unarmed Attack), Improved Sunder, Improved Trip, Instant Up, Move-by Action, Power Attack, Startle

Powers:

Atlas Mark IV Exoskeleton (Device 13) (Hard to lose)

Immunity 9 (Life Support)

Leaping 6 (Jumping distance: x100)

Plasma Beam (Blast 8) (DC 23)

Protection 8 (+8 Toughness; Impervious)

Super-Senses 6 (Blindsight: Radio, Extended: Blindsight 1 (x10), Extended: Normal Vision 1 (x10))

Super-Strength 5 (+25 STR carry capacity, heavy load: 3.2k lbs; +5 STR to some checks)

Attack Bonus: +5 (Ranged: +5, Melee: +8, Grapple: +8/+13)

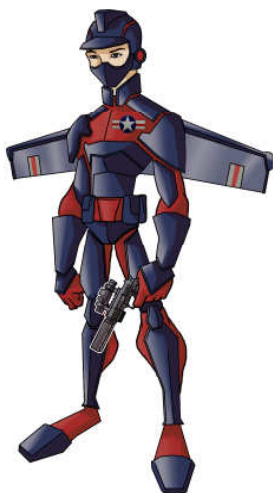
Attacks: Plasma Beam (Blast 8), +5 (DC 23), Unarmed Attack, +8 (DC 15)

Defense: +5 (Flat-footed: +3), Knockback: -8

Initiative: +0

Languages: English

Totals: Abilities 8 + Skills 3 (10 ranks) + Feats 13 + Powers 52 + Combat 20 + Saves 9 + Drawbacks 0 = 105



BLUE KNIGHT

Power Level: 7; Power Points Spent: 105/105

STR: +0 (11), **DEX: +0** (11), **CON: +0** (10), **INT: +1** (13), **WIS: +1** (13), **CHA: +0** (10)

Tough: +0/+6, Fort: +3, Ref: +3, Will: +4

Skills: Knowledge (civics) 4 (+5), Knowledge (tactics) 5 (+6), Notice 2 (+3)

Feats: Accurate Attack, Defensive Attack, Equipment 4, Fighting Style: Judo, Improved Disarm, Improved Grab, Improved Pin, Improved Trip, Move-by Action, Power Attack, Stunning Attack

Powers:

Blue Knight Armor (Device 13) (Hard to lose)

Concealment 2 (Sense - Sight; Blending, Partial)

Disorientation Strokes (Dazzle 7) (Affects: One Sense Type - Visual, DC 17)

Heavy Duty Net Gun (Snare 5) (DC 15)

Leaping 4 (Jumping distance: x25)

Protection 6 (+6 Toughness; Impervious)

Super-Senses 6 (Blindsight: Radio, Extended: Blindsight 1 (x10), Extended: Normal Vision 1 (x10))

Super-Strength 6 (+30 STR carry capacity, heavy load: 3.7 tons; +6 STR to some checks)

Taser Gauntlets (Stun 5) (DC 15)

Equipment: Tear Gas Grenade

Attack Bonus: +5 (Ranged: +5, Melee: +5, Grapple: +5/

+11)

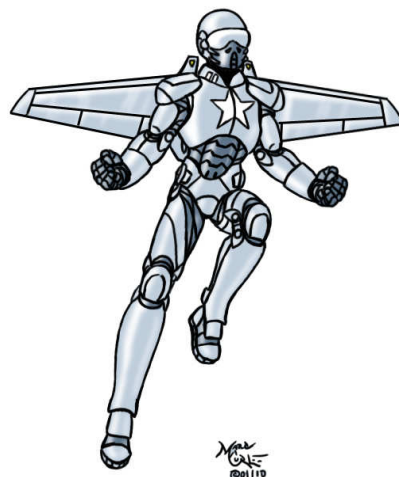
Attacks: Disorientation Strokes (Dazzle 7), +5 (DC Fort/Ref 17), Heavy Duty Net Gun (Snare 5), +5 (DC Ref/Staged 15), Taser Gauntlets (Stun 5), +5 (DC Fort/Staged 15), Tear Gas Grenade, +5 (DC Fort/Ref 14), Unarmed Attack, +5 (DC 15)

Defense: +5 (Flat-footed: +3), Knockback: -6

Initiative: +0

Languages: English

Totals: Abilities 8 + Skills 3 (11 ranks) + Feats 13 + Powers 52 + Combat 20 + Saves 9 + Drawbacks 0 = 105



NIGHTHAWK

Power Level: 7; Power Points Spent: 105/105

STR: +1 (12), **DEX: +2** (14), **CON: +0** (10), **INT: +0** (10), **WIS: +3** (16), **CHA: +1** (12)

Tough: +0/+7, Fort: +4, Ref: +6, Will: +6

Skills: Computers 4 (+4), Disable Device 6 (+6), Knowledge (tactics) 11 (+11)

Feats: Accurate Attack, Assessment, Defensive Attack, Equipment 5, Fighting Style: Judo, Improved Disarm 2, Improved Grab, Improved Pin, Improved Trip, Move-by Action, Seize Initiative, Stunning Attack

Powers:

Nighthawk Armor (Device 10) (Hard to lose)

Concealment 6 (All Aural Senses, All Visual Senses; Blending)

Enhanced Dexterity 6 (+6 DEX)

Enhanced Strength 6 (+6 STR)

Flight 4 (Speed: 100 mph, 880 ft./rnd; Gliding)

Immunity 9 (Life Support)

Protection 7 (+7 Toughness; Impervious)

Speed 3 (Speed: 50 mph, 440 ft./rnd)

Equipment: Assault Rifle, Commlink, Light Pistol

Attack Bonus: +5 (Ranged: +5, Melee: +5, Grapple: +6)

Attacks: Assault Rifle, +5 (DC 20), Light Pistol, +5 (DC 18), Unarmed Attack, +5 (DC 16)

Defense: +4 (Flat-footed: +2), Knockback: -7

Initiative: +2

Languages: English

Totals: Abilities 14 + Skills 6 (21 ranks) + Feats 16 + Powers 40 + Combat 18 + Saves 11 + Drawbacks 0 = 105



SKY SAMURAI-CLASS HELICOPTER

Power Level: 10; Equipment Points Spent: 95

STR: +15 (40)

Toughness: +19

Powers:

Armor (Protection 8) (+8 Toughness; Impervious)

Concealment 4 (All Visual Senses; Passive)

Flight 7 (Speed: 1000 mph, 8800 ft./rnd)

Heavy Blaster (Blast 7) (DC 22; Autofire (interval 2, max +5))

Superheated Plasma Torpedo (Blast 9) (DC 24; Penetrating, Explosion Area (90 ft. explosion); Homing (1 attempt))

Attacks: Heavy Blaster (Blast 7), +0 (DC 22), Superheated Plasma Torpedo (Blast 9), +0 (DC 24)

Defense: -4, Size: Gargantuan

Totals: Abilities 0 + Skills 0 (0 ranks) + Feats 0 + Features 0 + Powers 92 + Combat 3 + Saves 0 + Drawbacks 0 = 95



ORION-CLASS ONE MAN SPACE TRANSPORT

Power Level: 10; Equipment Points Spent: 47

STR: +5 (20)

Toughness: +17

Powers:

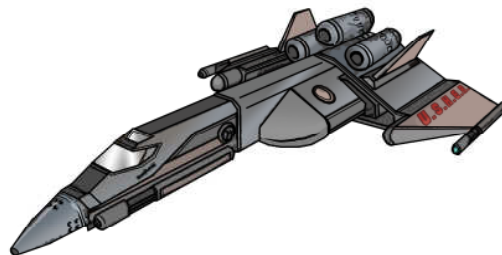
Flight 10 (Speed: 10000 mph, 88000 ft./rnd)

Immunity 9 (Life Support)

Protection 7 (+7 Toughness; Impervious)

Defense: -1, Size: Large

Totals: Abilities 0 + Skills 0 (0 ranks) + Feats 0 + Features 0 + Powers 43 + Combat 1 + Saves 3 + Drawbacks 0 = 47



APOLLO-CLASS MULTI-ENVIRONMENT FIGHTER

Power Level: 10; Equipment Points Spent: 115

STR: +20 (50)

Toughness: +20

Powers:

Aquatic Mode (Swimming 7) (250 mph, 2200 ft./rnd)

Armor (Protection 8) (+8 Toughness; Impervious)

Flight 9 (Speed: 5000 mph, 44000 ft./rnd)

Ion Cannon (Blast 8) (DC 23; Autofire (interval 2, max +5))

Missiles (Blast 10) (DC 25; Penetrating; Homing (1 attempt))

Orbital Duty Package (Immunity 9) (Life Support)

Stealth Technology (Concealment 4) (All Visual Senses; Passive)

Attacks: Ion Cannon (Blast 8), +0 (DC 23), Missiles (Blast 10), +0 (DC 25)

Defense: -4, Size: Gargantuan

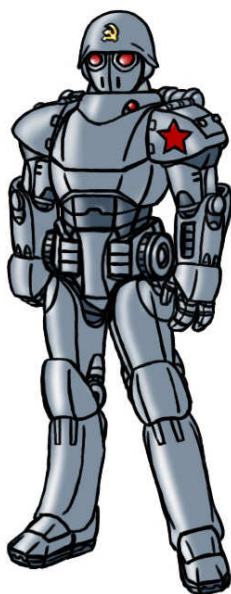
Totals: Abilities 2 + Skills 0 (0 ranks) + Feats 0 + Features 0 + Powers 109 + Combat 3 + Saves 1 + Drawbacks 0 = 115

ADVENTURE HOOKS

- 1) The new Soviet BT-7 battle-mech has changed the balance of power in Europe in favor of the Warsaw Pact. A brigade of these metal monsters is stationed in East Germany, and the US military wants to get a look at one. A squad of Nighthawks has been dispatched to infiltrate the Shturmovik base in East Berlin and steal a BT-7. There is a double agent within Shturmovik who has provided information about security patrols around the base. He can also provide some limited support once the PCs' squad is inside. Be advised that between heavy Shturmovik and Red Army patrols, this is perhaps the Warsaw Pact's most secure facility in Eastern Europe. In addition, we have reason to believe that the East Berlin contingent of the People's Revolution have an occasional presence there. Therefore, stealth and discretion are of the utmost importance.

Your orders are explicitly not to engage metahumans if it can be avoided. The exit strategy is an U.S.H.E.R. Catapult space plane that's on hand in West Berlin to spirit the surviving members of the PCs' squad (and hopefully the BT-7) to Vigilance Outpost One, the agency's classified space station.

- 2) The invasion of Grenada is going smoothly until US forces encounter stiff resistance at the Point Salines International Airport. The airport is staunchly defended by a squad of previously unknown Cuban super-soldiers. The Freedom Alliance super-team is committed to another mission and so a squad of Atlas Brigade armored troopers is dispatched to clear the metahumans out. (Use archetypes from Chapter 2 of M&M for the Cuban super-soldiers. The Powerhouse and Paragon are recommended, but the choice is left up to the GM.)



SHTURMOVIK

The initial dearth of Soviet super-soldiers in WW2 made it necessary for the Soviet Union to find a solution for tactical situations where Red Army troops needed backup when facing Nazi super-humans. Shturmovik provided the answer. Named after a legendary class of armored fighter plane, the agency was staffed with the Soviet Union's best inventors and engineers. Charged with the mission of coming up with a way for the front line soldier to contend with threats far beyond his normal capabilities, they developed powered battlesuits.

The early power armor models were crude but effective. Shturmovik agents in the Dobrynya Brigade (named after Dobrynya Nikitich, a legendary Russian dragonslayer) were

deployed for those engagements where direct physical engagement with super-powered enemies was required. This early power armor provided the wearer with super-human strength, allowing the agent to stand toe-to-toe with meta-human enemies. When the power armor was deployed in conjunction with newly emerging power-nullification technology (that could temporarily negate naturally existing super-human mutations) the results were spectacular. Shturmovik had the highest success rate of any Soviet unit (excepting the People's Revolution super-team) against Nazi super-soldier forces.

After the war, in the 1960s, the Red Directorate (under the Supreme Commissar) sought to consolidate control of all super-soldier resources under its own oversight. Several factions in the Soviet military were desperate to have a potential counter against the ever-increasing ambition and power of the Commissar, so they allied and managed to keep Shturmovik a separate agency with a leadership chain that reports directly to the Red Army General Staff.

Effectively, Shturmovik serves as the "power armor" branch of the Soviet military, in addition to functioning as an independent military intelligence agency. Its operatives are deployed to support Soviet military and intelligence operations, to carry out covert information gathering and sabotage missions, to assist with super-crime emergencies in the Eastern Bloc, and occasionally in support of the People's Revolution superteam.

Shturmovik fills a role similar to U.S.H.E.R., and resources from the two agencies were often deployed opposing each other in the same operational theatres. Throughout the Cold War, the two agencies fought repeatedly around the world, in engagements that were generally kept out of the media.

Headquarters

Shturmovik maintains several bases throughout the USSR and satellite nations. The administrative headquarters of the agency is in Leningrad, where General Azal has his main office. The largest Shturmovik base not in the USSR is the massive Dire Wolf Division Base on the outskirts of East Berlin. This facility is under the sole command of Colonel Kazakoff.

Leadership

General Azal is the Supreme Director of the agency. He has been with Shturmovik since its inception in 1940. He started as a Ghost Squad operative battling the Eugenics Brigade and the Bio-Blitz forces and has worked his way up over the years to the head of the Soviet power armor service. Azal has many allies among the oldtimers in the Politburo, and that is the only reason he's been able to maintain Shturmovik as a separate agency, independent from the Red Directorate. It's an open secret that Azal and the Supreme Commissar detest each other and this has fostered an acrimonious inter-agency rivalry that fundamentally hampers any joint operations between the Red Directorate and Shturmovik.

The second in command of Shturmovik is Colonel Kazakoff,

who is in charge of the agency's East German contingent. The colonel is frustrated at his chances for advancement, as Azal seems determined not to retire and the old soldier shows no sign of dying any time soon. Kazakoff does respect the general but increasingly sees him as an obstacle that needs to be circumvented or removed.

His desperation growing, Kazakoff has begun to scheme with opportunistic KGB operatives in Berlin. He has a daring and wild scheme: a lightning fast, unauthorized raid that liberates West Berlin from the Americans, British, and French – accomplishing what the Soviet Union has failed to (or been too timid to attempt directly) for 40 years. Once he is recognized as the hero of Berlin, not even Azal could stand in his way any longer. Kazakoff has been planning his attack for months and believes that the KGB has cultivated some leftist sympathizers in West Berlin who might be the inside help he needs to pull off the operation.

Operatives

Shturmovik has four field groups.

Ilya Muromets Brigade (Илья Муромец бригада): Named after a mythical Russian hero, Shturmovik agents in the Ilya Muromets Brigade are generally equipped with the Shturmovik Mark VIII heavy power armor suit which stands an intimidating 10 feet tall and provides super-strength, flight, and enhanced environmental protection. In addition to their role as super-powered covert operators, they are frequently deployed in a battlefield support role for Red Army infantry. They have clashed with American agents and supers throughout the Cold War, in a variety of theatres. The photographs of Shturmovik units wearing this power armor breaking up a strike at the Gdansk shipyards in Poland in 1981 during a crackdown against the Solidarity labor union became an iconic image of the struggle of the Polish dissident movement.

It should be noted that, much like how the Red Army never ever discards an artillery piece, Shturmovik has never decommissioned an operational suit of battle armor. Even Dobrynya armor suits that saw service against the Nazis are still operational and among the ranks of the Ilya Muromets Brigade.

Shadow Swords (шпаги тени): Using stealth and super-speed technology developed and field tested by the Soviet hero Iron Ghost, the Swords are equipped with power armor with invisibility and super speed capabilities. It is used for information gathering and discreet sabotage, and assassination missions deep in enemy territory

Dire Wolf Division (Суровое разделение волка): With the election of Ronald Reagan, the age of détente was over. NATO beefed up their superhuman presence in Europe considerably, including transferring the powerful metahuman Ymir to their West Berlin Freedom Alliance team. The Soviet Union took this as a provocative move. The creation of the Dire Wolf Division – a unit of massive, heavily armed battle mechs – was intended to tip the scales of the super-

powered arms race in the USSR's favor. Over 18 feet tall and packing as much firepower as 3 Red Army battle tanks, the BT-7s that make up the Dire Wolves are a formidable presence on any battlefield. Colonel Kazakoff oversees this unit personally.

Ghost Squad (отряд привидения): Nicknamed "Stalin's Argument" during WW2, Ghost Squads used teleportation rigs, power-nullifying technology, and expert marksmanship to defeat super-powered Nazi threats. In the 1960s, the Supreme Commissar manipulated Kruschev into ordering Shturmovik to turn over all power nullification technology to him and deactivate their Ghost Squads. However, General Azal secretly defied orders and has kept 3 operational Ghost Squads. Their existence is known to no one outside the highest levels of the agency.



ILYA MUROMETS BRIGADE MEMBER IN SHTURMOVIK MARK VIII BATTLE SUIT

Power Level: 7; Power Points Spent: 105/105

STR: +12 (8/34), **DEX: +0** (10), **CON: +2** (10/15), **INT: +4** (18), **WIS: +1** (12), **CHA: +0** (10)

Tough: +2/+10, Fort: +5, Ref: +3, Will: +4

Skills: Computers 4 (+8), Knowledge (technology) 6 (+10), Language 3 (+3), Notice 2 (+3)

Feats: All-Out Attack, Attack Focus (ranged), Move-by Action, Power Attack

Powers:

Shturmovik Mark VIII Battle Suit (Device 16) (Hard to lose)

Blast 8 (DC 23)

Enhanced Strength 16 (Alternate; +16 STR)

Flight 3 (Speed: 50 mph, 440 ft./rnd)

Growth 5 (+10 STR, +5 CON, +1 size category;

Permanent)

Immunity 9 (Life Support)

Protection 8 (+8 Toughness; Impervious)

Super-Senses 6 (Blindsight: Radio, Extended:

Blindsight 1 (x10), Extended: Normal Vision 1 (x10))

Super-Strength 4 (+20 STR carry capacity, heavy load: 44.8 tons; +4 STR to some checks; Groundstrike (Radius: 120 ft., DC 22), Shockwave (+12, Cone: 120 ft., DC 22))

Attack Bonus: +2 (Ranged: +3, Melee: +2, Grapple: +19)

Attacks: Blast 8, +3 (DC 23), Unarmed Attack, +2 (DC 27)

Defense: +4 (Flat-footed: +2), Size: Medium/Large, Knock-

back: -13

Initiative: +0

Languages: Chinese (Mandarin), English, German, Russian

Totals: Abilities 8 + Skills 4 (15 ranks) + Feats 4 + Powers 64 + Combat 16 + Saves 9 + Drawbacks 0 = 105

SHADOW SWORD OPERATIVE

Power Level: 6; Power Points Spent: 90/90

STR: +2 (10/14), **DEX:** +2 (10/14), **CON:** +0 (10), **INT:** +0 (10), **WIS:** +1 (12), **CHA:** +0 (10) **Tough:** +0/+7, **Fort:** +3, **Ref:** +5, **Will:** +4

Skills: Acrobatics 6 (+8), Computers 1 (+1), Disable Device 4 (+4), Drive 2 (+4), Notice 3 (+4), Search 4 (+4), Stealth 4 (+6), Survival 4 (+5)

Feats: Attack Focus (ranged), Evasion, Fast Overrun, Improved Initiative, Move-by Action, Power Attack

Powers:

Shadow Sword Battlesuit (Device 13) (Hard to lose)

Blast 8 (DC 23)

Concealment 6 (All

Aural Senses, All Visual Senses; Passive)

Enhanced Dexterity 4 (+4 DEX)

Enhanced Strength 4 (+4 STR)

Flight 4 (Speed: 100 mph, 880 ft./rnd)

Protection 7 (+7 Toughness; Impervious)

Speed 5 (Speed: 250 mph, 2200 ft./rnd)

Super-Senses 6 (Blindsight: Radio, Extended: Blindsight 1 (x10), Extended: Normal Vision 1 (x10))

Super-Strength 1 (+5 STR carry capacity, heavy load: 350 lbs; +1 STR to some checks)

Attack Bonus: +3 (Ranged: +4, Melee: +3, Grapple: +5/+6)

Attacks: Blast 8, +4 (DC 23), Unarmed Attack, +3 (DC 17)

Defense: +4 (Flat-footed: +2), Knockback: -7

Initiative: +6

Languages: Russian

Totals: Abilities 2 + Skills 7 (28 ranks) + Feats 6 + Powers 52 + Combat 14 + Saves 9 + Drawbacks 0 = 90

GHOST SQUAD OPERATIVE

Power Level: 6; Power Points Spent: 90/90

STR: +1 (13), **DEX:** +1 (13), **CON:** +0 (10), **INT:** +0 (10), **WIS:** +1 (12), **CHA:** +0 (10) **Tough:** +0/+6, **Fort:** +4, **Ref:** +5, **Will:** +4

Skills: Computers 4 (+4), Disable Device 6 (+6), Escape Artist 1 (+2), Stealth 5 (+6), Survival 5 (+6)

Feats: Attack Specialization (Sniper Rifle), Equipment 5, Improved Initiative 2, Master Plan, Move-by Action, Seize Initiative

Powers:

Force Field Projection Belt (Device 3) (Hard to lose)

Force Field 6 (+6 Toughness; Impervious)

Nullification Ray Projector (Device 4) (Easy to lose)

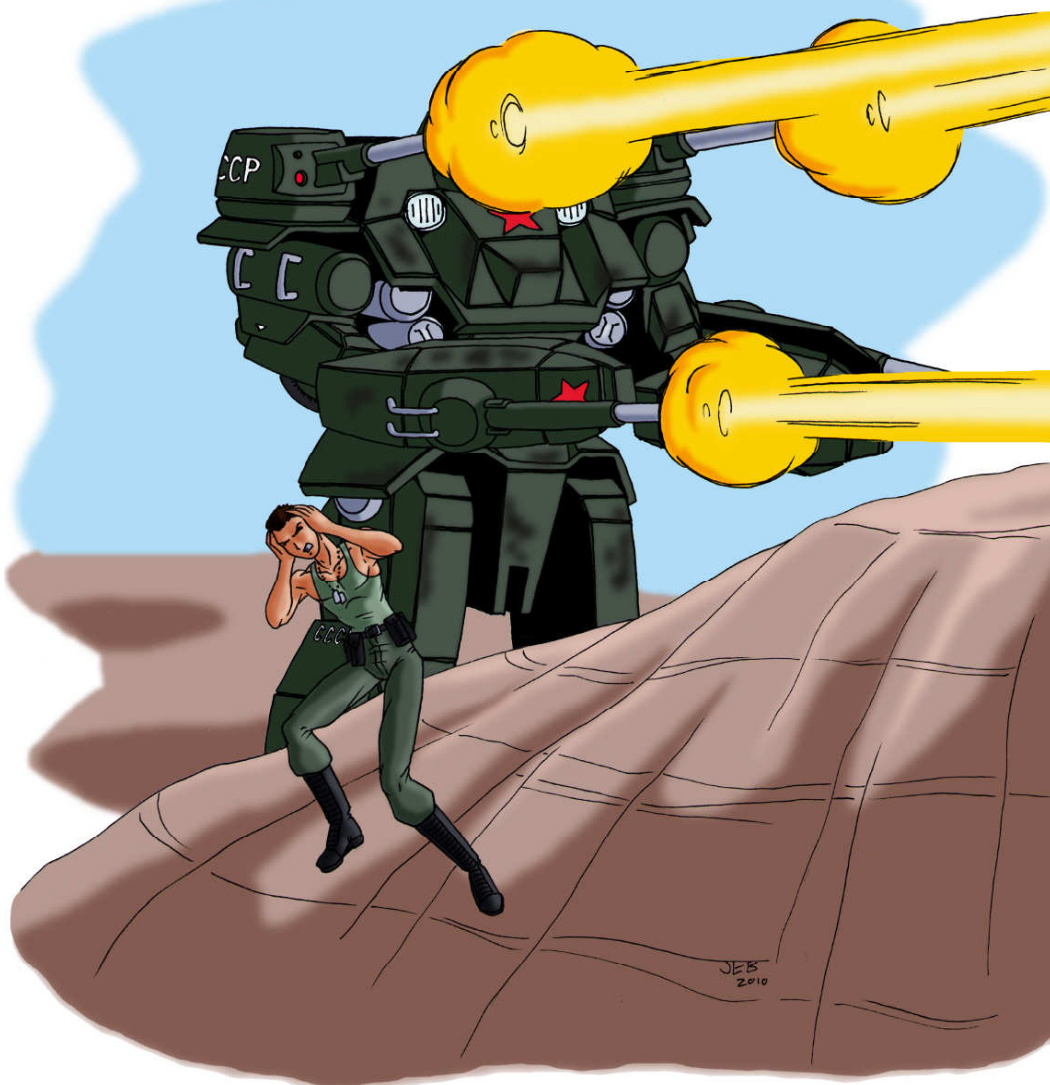
Nullify 7 (Counters: All Powers of (Type) - Mutations, DC 17)

Teleportation Harness (Device 4) (Easy to lose)

Teleport 4 (400 ft. as move action, 1 mile as full action; Accurate; Change Direction, Easy, Progression, Mass (carry 250 lbs), Turnabout, Change Velocity)

Equipment: Armored Jumpsuit, Camo Clothing, Commlink, Light Pistol, Sniper Rifle, Suppressor

Attack Bonus: +5 (Ranged: +5, Melee: +5, Grapple: +6)



Attacks: Light Pistol, +5 (DC 18), Nullify 7, +5 (DC Will 17), Sniper Rifle, +7 (DC 20), Unarmed Attack, +5 (DC 16)
Defense: +4 (Flat-footed: +2), Knockback: -6
Initiative: +9
Languages: Russian
Totals: Abilities 8 + Skills 6 (21 ranks) + Feats 11 + Powers 36 + Combat 18 + Saves 11 + Drawbacks 0 = 90

DIRE WOLF OPERATIVE IN BT-V BATTLE MECH

Power Level: 12; Power Points Spent: 180/180

STR: +17 (12/44), **DEX:** +0 (11), **CON:** +9 (12/28), **INT:** +0 (10), **WIS:** +0 (10), **CHA:** +0 (10)
Tough: +9/+21, **Fort:** +13, **Ref:** +4, **Will:** +6
Skills: Computers 4 (+4), Disable Device 8 (+8), Intimidate 4 (+12), Notice 4 (+4)
Feats: Accurate Attack, Attack Focus (ranged), Move-by Action, Power Attack
Powers:

BT-7 Battle Mecha (Dire Wolf) (Device 30) (Hard to lose)
125 mm 2A46-2 smoothbore gun (Blast 12) (DC 27; Explosion Area (120 ft. explosion), Penetrating)
Communication 6 (Sense Type: Radio)
Growth 16 (+32 STR, +16 CON, +4 size categories; Permanent; Innate)
Immunity 9 (Life Support)
Leaping 1 (Jumping distance: x2)
Protection 12 (+12 Toughness; Impervious)
Speed 3 (Speed: 50 mph, 440 ft./rnd)
Super-Senses 9 (Blindsight: Radio, Direction Sense, Distance Sense, Extended: Blindsight 1 (x10), Infravision, Radio)
Attack Bonus: +0 (Ranged: +1, Melee: +0, Grapple: +41)
Attacks: 125 mm 2A46-2 smoothbore gun (Blast 12), +1 (DC 27), Unarmed Attack, +0 (DC 32)
Defense: +0 (Flat-footed: +0), Size: Medium/Colossal, Knockback: -32
Initiative: +0
Languages: Russian
Totals: Abilities 5 + Skills 5 (20 ranks) + Feats 4 + Powers 120 + Combat 32 + Saves 14 + Drawbacks 0 = 180

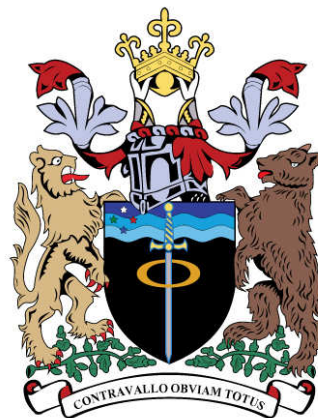
Adventure Hooks

- 1) In 1968, the American super-soldier Old Glory and the Freedom Alliance super team are regularly raiding the Ho Chin Min Trail, intercepting much needed shipments of power armor and advanced weaponry to the Viet Cong and NVA. Although the Kremlin refuses to commit the People's Revolution superteam (out of fear of escalating the conflict) an assassination mission against Old Glory has been approved. Since the Shturmovik Agency already has operatives on the ground in SouthEast Asia, they are given the first shot. Double agents in the South Vietnamese military have provided details about Old Glory's whereabouts for the next 48 hours. He's conducting patrols out of a forward operating base, Landing Zone Xerxes, close to the

Cambodian border. Fortunately, the rest of the Western super team is not with him for the next two days, so this is an ideal opportunity. Since LZ Xerxes itself is a heavily fortified semi-permanent base staffed with an infantry company (100 men), several helicopters, and a battery of three 105mm howitzers, the best tactic may be to wait until Old Glory goes on patrol, draw his squad into an engagement, and then lead them into a ambush. While this is the suggested approach, the PCs are members of the Shturmovik squad that is given the mission of eliminating Old Glory, and they have full rein to formulate their own plan. The local VC commander has offered troops to assist with whatever plan the PCs come up. He is averse to staging a direct assault, but could possibly be persuaded.

- 2) In the mid 1980s, Shturmovik receives intel from a Russian double agent in the Mossad. Israel is attempting to work its way back into the good graces of certain factions in the US government by covertly shipping several suits of IDF battle-armor (stripped of any identifying marks, of course) to the Afghani mujahedeen. The double agent has passed along the transit details for the shipment. The PCs can attempt to intercept the shipment at several different points (on a cargo ship at an Egyptian port, entering Afghanistan via the Khyber Pass, at the delivery point in a rural Pashtun village). Capturing the shipment is preferable (to permit examination of the power armor), but it's destruction is, of course, also an acceptable outcome. Depending on when and where the PCs encounter the shipment, Israeli, American, or Afghani operatives (some possibly with super-powers or power armor) may be defending the shipment.

THE STONEHENGE AGENCY



The Stonehenge Agency is a highly classified division of the Ministry of Defense, which – according to legend – was founded in the time of antiquity by the surviving members of

King Arthur's roundtable (Sir Hector, Sir Bors, Sir Bedivere, and Sir Bertilak), and is dedicated to guarding Excalibur until such time as a new champion worthy of wielding it appears. While the British government officially denies the existence of the Stonehenge Agency (and any government officials who are asked would brusquely sniff that the questioner spent far too much time reading American four-color comics), the rumor is close to the truth.

The charter of the Stonehenge Brotherhood charges the organization with "Defendyng ye sword Excalibur, and all relics of Merlin and Arthur, and with protectyng the realm from all threats natural, supernatural, and infernal." Over the centuries, Stonehenge has built up an impressive collection of magical artifacts and relics, which it keeps under tight guard in its labyrinthine complex lying beneath the streets of the Whitehall district in London. Stonehenge has historically had a domestic mission and has been Great Britain's first line of defense against vampires, werewolves, dragons, fey incursion, and demonic invasions.

History and Organization

In the 1930s, as it became apparent that Hitler's Third Reich had an unhealthy fixation on the occult and on acquiring magical relics for military use, Stonehenge expanded its official scope. They ramped up the Operations Division and sent dozens of field teams around the world on missions to seize artifacts of supernatural import before the teams of Nazi archeologists could snatch them up. Stonehenge agents were also deployed on commando missions into occupied Europe to sabotage Nazi programs set on developing supernatural weapons.

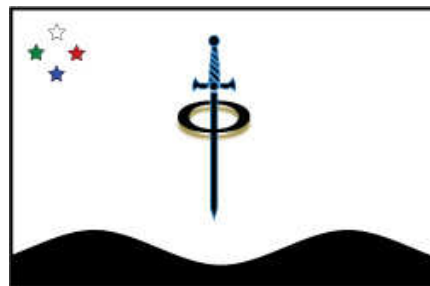
After World War 2, Stonehenge adapted to the challenges of the Cold War. Two Soviet intelligence agencies, the GRU and the Red Directorate, were using captured German mages from the Thule Society to jumpstart their own arcane intelligence programs. With the US politically unable, or simply unwilling, to pursue the military and espionage applications of the Dark Arts, the burden fell to the UK, and specifically to Stonehenge, to monitor the Warsaw Pact's supernatural programs and to develop countermeasures.

Operatives

The agency has an extensive pool of analysts, researchers, artificers, clerics, mages, and field operatives at the London HQ.

The occultists of the Stonehenge agency are recruited from the top ranks of British academia and the most promising minds in the occult subculture in Britain. The sorcerers in Stonehenge are among the best-trained mystics anywhere in the world. The government is aware of the value of this resource and the inherent danger it presents. Magic-using agents are under constant scrutiny (both mundane and supernatural) to guard against corruption by the enemies of the crown, be they Soviet, infernal, or fey.

Stonehenge has seven operational units in the field. These teams have a degree of autonomy but periodically report back in to London for approval and direction.



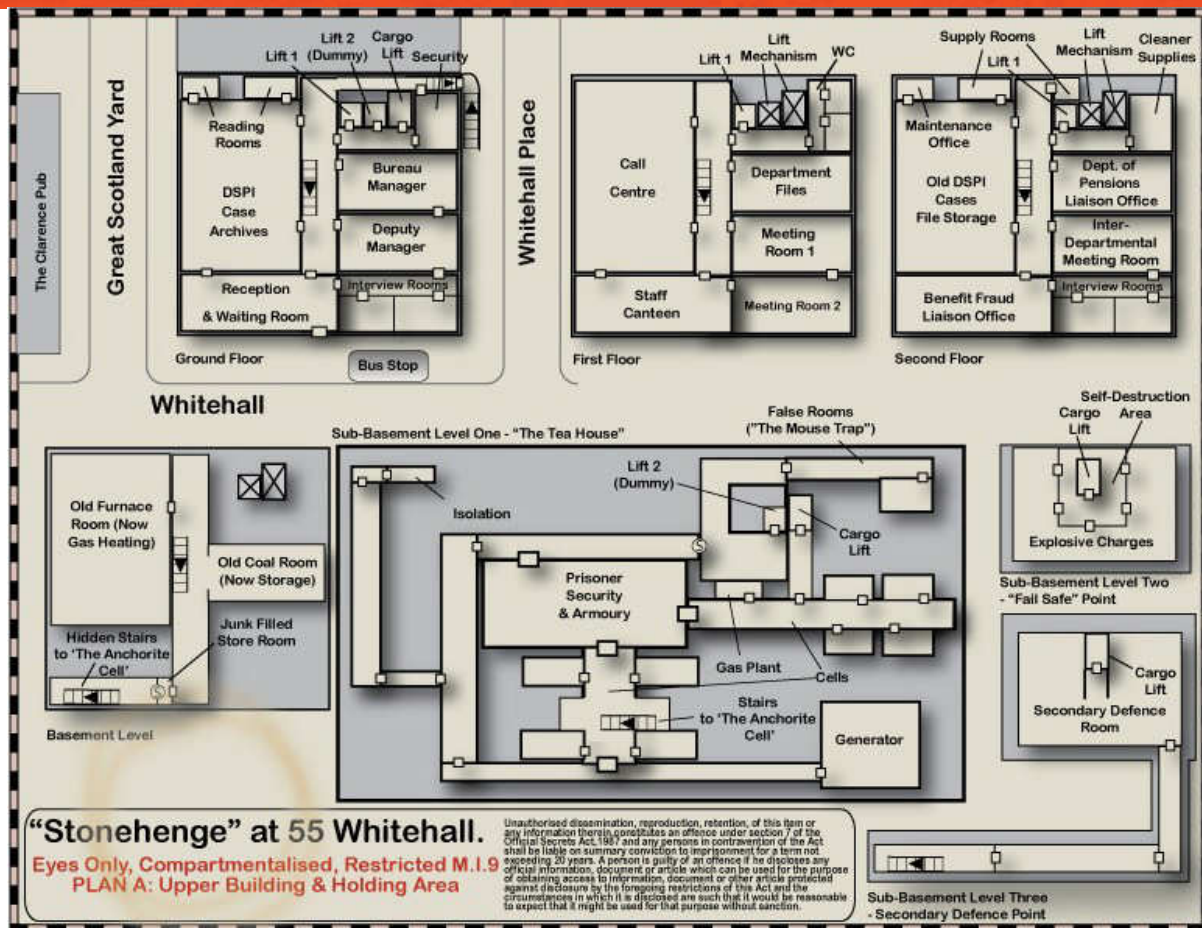
Team White continues the World War II mission of Stonehenge – tracking down and destroying supernatural Nazi hold-outs and magic-using neo-fascists. Even forty years on, horrors birthed by the Third Reich continue to rear their ugly head. White is primarily deployed to Western Europe but their missions often take them far afield. They have been the steadfast enemy of the Fourth Reich since they became aware of the neo-Nazi cabal in the late 1940s.



Team Blue is charged with monitoring and controlling the lycanthrope population of the United Kingdom. Blue has several squads in the field at any given time – usually in rural Scotland, the English Midlands, and Wales. With a core cadre recruited from the SAS, Blue has the closest and most open relationship with the British military of any Stonehenge field team. The team has historically operated in a "seek and destroy" mode. However, members of Team Blue have recently suggested trying to open negotiations with known werewolf tribes. As of the mid-1980s, this diplomatic initiative is still being debated at the highest levels of Stonehenge.

Team Red is deployed on the continent and keeps tabs on the European contingent of the Vampire Nation. Red seeks to sabotage VN goals and promote chaos and disunity within the undead community as much as possible. It also occasionally assists Team White on an as-needed basis.

Team Black recruits the majority of its agents from MI6 and the SAS. Onyx has several operatives active in the Warsaw Bloc and is charged with monitoring and infiltrating the supernatural programs of the GRU and the Red Directorate. They have been unusually successful in this endeavor, and thus Stonehenge has extensive knowledge of the Soviet Union's spell-casters and magic forces (including the potentially damning blackmail that the Supreme Commissar of the Red Directorate is himself a sorcerer.) Black is the



Stonehenge team most likely to carry out offensive missions behind enemy lines. There are urban legends within Stonehenge of Team Black squads liquidating Eastern Bloc sorcerers or even wiping out entire arcane research facilities behind the Iron Curtain. A dedicated Team Black squad is rumored to be deployed to the British Brigade Berlin, with the mission to ferret out and kidnap Stasi and KGB double agents within the West Germany government and military.

Team Purple is based in Canada, with teams throughout North America. Its mission is to monitor magic-users in North America, and take action if their activities are considered a risk to British interests. Stonehenge has been concerned since the 1940s about the lack of official US interest in magic, and the potential for the American government to be compromised by sorcery.

Team Jade is charged with countering inter-dimensional threats, be they from the fey, the infernal realms, or even more frightening places. Recruiting heavily from British clergy, academia, and arcanists, Jade Team squads operate on a world-wide basis. In 1982, they exposed an extra-dimensional scouting force that had co-opted the leadership of Haiti and was preparing a beachhead for a global invasion (using an experimental power-plant as a portal).

Team Amber is the emergency backup force for Stonehenge operatives in the field. A 'trouble squad' from Team Amber is kept on ready alert around the clock for deployment anywhere in the world to support agency operations. Team Amber squads consist of battle-seasoned veteran operatives and are made up of a mix of veteran Stone-

henge commandos armed with magic artifacts and conventional weaponry, and the agency's best spellcasters. In 1983, Amber was instrumental in defeating Oilliphéist, an ancient dragon of Irish antiquity, which Provisional Irish Republican Army spellcasters had summoned to attack Belfast. Team Amber also has the nickname "the Last Legion".

Leadership

Since its' founding, the core leadership of Stonehenge has been the surviving Knights of the Round Table and their male descendents. In the modern era, this group comprises the upper ranks of Stonehenge, while the bureaucracy of mages, spies, and field operatives who make up the rank and file of the organization are recruited from throughout British occult circles, intelligence service, and the military.

The agency is still in possession of Arthur's sword. Throughout the history of the Stonehenge Brotherhood, new wielders of the blade have emerged periodically. This happened most recently in WW2 when a super-soldier wielding the ancient blade joined the British superteam the Crown Guard during WW2. Per the Stonehenge charter, when such a new wielder of Excalibur emerges, he (or she) is considered the de facto leader of the group. The most recent wielder of Excalibur treated this as a purely ceremonial consideration and faithfully took his orders from the leader of Stonehenge (and often directly from Churchill as well.)

Outside of the ruling council, the highest-ranking officer in Stonehenge is Director Jared Burgess. A mystic



specializing in druidic magic, Burgess was recruited into the agency as a field operative in the early 1940s and has worked his way up the ranks. Around the HQ, Burgess prefers the title Archmage, although this honorific is strictly a concession to the Director's ego and is completely unofficial. Burgess is one of the most powerful mortal sorcerers on Earth (second only, possibly, to Supreme Commissar of the Red Directorate.) Burgess has fought and defeated powerful enemies from Scottish werewolves to the Thule Society to fey to gibbering otherworldly menaces that would drive lesser men stark raving insane, and he never lets anyone forget it. Despite his ego, Burgess is highly, almost obsessively, conscientious and takes his responsibilities to Queen and Country incredibly seriously.

Burgess is a study in eccentricity. Although he will wear a fine tailored suit when interacting with other government officials or for formal occasions, he habitually wears full robes around the HQ, uses quills while filling out official forms and archaic terms while reprimanding his secretary over the intercom. He will sternly upbraid his agents for breaking from agency protocol while calmly ignoring Downing Street when he think he's right and they're wrong.

Headquarters

The massive subterranean headquarters of Stonehenge is located beneath the Department of Security and Pensions Indexing at 55 Whitehall St (which is merely a cover for the supernatural agency). Stonehenge moved into a secret Masonic lodge built in the Roman sewers under London in the mid 1800s and since abandoned. As the agency's needs have grown, the HQ has expanded, sometimes co-opting the labyrinthine networks of ancient tunnels underneath

London and other times building their own structures as their needs required. The Stonehenge complex contains the agency's command and control center, magic research and development facilities, its arsenal of magic artifacts and devices, barracks, holding cells configured for a variety of unusual occupants, and specially constructed diplomatic facilities for dealing with the Fey Courts (or other extra dimensional beings). See the Stonehenge HQ map for additional detail.

STONEHENGE HQ MAP NOTATIONS

Map 1: Ground Floor, First Floor, Second Floor, Basement Level and Sub-Basement Levels One, Two and Three

Ground Floor

To all appearances, the ground floor is the central office for the DPSI, a functional, if largely unnecessary government bureaucracy which is the "front" agency for Stonehenge.

First and Second Floors

The first floor contains more operational space for DPSI.

Basement Level

Contains storage area and hidden stairs that lead into the Tea House and onto the Anchorite Cell

Sub-Basement Level 1 – The Tea House

The nickname "tea house" was coined because that's the place in Japanese folklore where assassins are at their most vulnerable.

The Tea House is intended as a trap for intruders. Its hallways are designed to funnel interlopers into one of three



confinement rooms (the Isolation Room, the dummy lift or "the Mousetrap".) The ventilation ducts on this level are also rigged to emit a colorless odorless sleeping gas when an unauthorized individual is detected.

When an intruder reaches one of the confinement rooms, they are usually sleepy and out of strength. (It's worth noting that the Tea House is designed as a defense against human intruders, such as nosy reporters or the agents of an unfriendly foreign government, and not against preternatural agents.) When the intruder wakes up, he or she is in a cell where they are thoroughly debriefed by a MI5 agent before served an official notice that threatens them with a long prison sentence if they attempt to trespass on government property again or disclose any details of their visit.

Sub-Basement Level 2

Stonehenge has built in defenses in case of ground assault. One of these is the self-destruct charges in the freight elevator shaft – intended to disable or kill any invaders using this method to access Stonehenge HQ.

Sub-Basement Level 3

This is the antechamber before the Stonehenge HQ. This level is intended as another defensive/delaying measure. The three doors between the lift and the stairs to the HQ are remote controlled from the Ops Center further down below.

MAP 2: SUB-BASEMENT LEVELS 4 AND 5

Level 4

Anchorite Cell – This is Stonehenge's research and development lab. This is where the agency's head arcanists and artificers test artifacts that have been discovered and develop new magical items for use by field teams. It's named after the Anchorite sect of monks – who were famous for

seeking seclusion. This rough hewn stone chamber has been outfitted with the latest technology and arcane equipment to facilitate testing and development.

The Anchorite Cell is directly next to the Proofing Room – where artifacts and items are tested.

Communication Center – This is the eyes and ears of Stonehenge. Banks of analysts are in contact with information sources around the globe via mystic and technological means. This is also where the Scrying Office operatives are based. The bulk of Stonehenge's information gathering is conducted in this room.

Last Legion Barracks and Commando HQ – These are the onsite barracks and command center for Team Amber. Team Amber is the most senior group within Stonehenge. They are the backup to reinforce field teams in trouble. A squad from Team Amber is always kept scrambled and on-site, ready to deploy. They are nicknamed "Last Legion" as a reference to the last unit of Romano-Britons who left to fight England at the behest of Emperor Constantine to fight in Europe. After they died in Belgium and never returned, the tyrant Vortigern took over. Being called 'Last Legion' is a somber, gallows humor reference to them being the first line (and possibly only) line of defense against extra-dimensional threats.

WHO IS AGENT EXCALIBUR?

Throughout history, augers at the Stonehenge Agency have been able to prophesy the identity of an individual who would be considered worthy enough to wield the sword of kings and recruit them into the organization.

In the 20th Century, agents of Stonehenge used the codename Agent Excalibur or simply Excalibur defended England in both WW1 and WW2.

The question of who is the modern day wielder of Excalibur has been deliberately left open. The GM could choose to insert their own NPC into this role or to allow one of their players to take up the honor.

The Lodge – This is Stonehenge's Operations Center – where threats are monitored and responses plotted. It is housed in a secret underground Masonic Temple that was built by Sir Christopher Wren in 1690. Stonehenge

co-opted the lodge when it was abandoned in the 1800s. At the same time, they took over the building at 55 Whitehall as a cover and they sealed off the Lodge's spiral staircase to the street and started using the '55 White Hall' entrance.

This is the nerve center of Stonehenge with banks of analysts surveying computer screens and casting scrying spells to keep the agency apprised of the latest arcane and supernatural situations around the globe that may be of interest.

The Parker Telecom Surveillance Centre – Its name comes from the idiom "Nosy Parker". Here is where high tech (and arcane) surveillance of domestic and international communications takes place -- with special attention paid to calls where certain key terms and phrases are mentioned (Necronomicon, nuclear device, blood sacrifice etc).

Safe Room - Combination panic room and temporal anchor. It provides a last defense hold-out and also tethers

Stonehenge HQ to the "default" time-line, enabling it to have advance warning against disaster or mount defense against malevolent time-travellers.

It contains the only working 'Novikov Siren' in existence (named after the Russian physicist Igor Dmitriyevich Novikov 1935). A 'Novikov Siren' anchors a temporal flux to a place in space/time with the purpose of forewarning a catastrophic event. In the Stonehenge's case the Novikov Siren is anchored 3 days into the past. No matter the actual date the anchor keeps the space/time in the Safe Room exactly 72 hours previous to the 'now'. It allows for specific uni-directional time travel to a specific place and time (ie the Safe Room) in order to provide warning of catastrophe.

Level 5

Ambassadorial Suites – These guest rooms are designed to accommodate the needs of "unusual" dignitaries with whom the British Isles have treaties or Alliances – most notably the various Fae Courts or the Atlantean nations.

The Board Room is where the descendants of the knights and other agency leadership hold their meetings.

Deadbolt – Deadbolt is a 5kt device located immediately off the teleportation room. Its purpose is to completely destroy the base, in case of invasion by an extradimensional threat of overwhelming force. The numerous blast doors located throughout the sub-basement are intended to mitigate the damage to surrounding areas somewhat.

The UK Gateway Diplomatic HQ – This is where the British government interfaces with the fae - or with other inter-dimensional beings who might require a more delicate touch than Stonehenge usually provides.

Allies and diplomatic missions are handled by Jade team here. An inner representative of Her Majesty's Government would also be in attendance to negotiate treaties. As Team Jade is the group of Stonehenge operatives who have the most contact with extra-dimensional beings – they have a

ready room directly off this area.

Exotic Restraints – Containment cells where hostile non-human life forms are held. Cells are uniquely designed to hold aliens, werewolves, fae etc.

R Catalogue (aka Restricted Catalogue) – This of the base that houses the original Round Table, the Stonehenge Charter, and various other mystical relics from Arthurian times and other periods. It also houses magical devices created in the Anchorite Cell that are ready for field use

The R Catalogue also houses a Roman temple to Minvera that was originally built in the ancient swampy area that is now modern day London by the Roman Legion garrisoned there. The surviving Knights of the Round Table took Excalibur there after Arthur's death. They consecrated the abandoned temple as a Christian shrine and made it the headquarters of their order. Over the centuries, the temple has sunk into the marshy ground until it came to its current resting place beneath London but it remains the spiritual heart of the agency.

Inside the Temple is a room called "Avalon" by the leadership of Stonehenge. There, in a stone plinth, surrounded by a pool of miraculously fresh water, is where Excalibur is kept.

Spell and Gate Room – This area contains a large mystic protection circle and a permanent teleportation charm. It's used for summoning spells and for teleporting squads into the field. The mystic teleporter has an extreme range which has certain unexpected benefits. For example, a rich vein of silver in a cavern on the Martian moon of Deimos has been supplementing Stonehenge's budget for over a decade. Each field team has a ready room adjacent to this area. A supply room that is well stocked with various spell components is also close at hand.

Summoning and Gate Room – This mystical protection circle, adjacent to the Diplomatic HQ, is used primarily for diplomatic visits.

Whispering Gallery – This area of the base is the purview of Team Amber. They capture spirits of the recent (and sometimes not so recent) dead in order to interrogate them for intelligence. 80% of them are too shattered mentally to answer coherently but sometimes they can reveal vital information. The information provided by the spirits in the Whispering Gallery is always double checked in case of demonic influence. Once 'retrieved' the team have to put them somewhere so they bring them to the gallery and charge them with positive ions over the space of decades which causes the spirits to fade away naturally.

The gallery is a curved tunnel where electrically charged lattices hold spirits and phantoms. Visitors will hear whispering while walking... sometimes, the ghosts that are vengeful revenants or sorrowful lost souls will whisperingly say such things as: "What year is it?", "Can you tell my son I miss him?", "The Prussians ambushed us you know!" and "When I get out of here I'm going to eat your soul."



STONEHENGE COMMANDO

Power Level: 7; Power Points Spent: 105/105
STR: +2 (14), **DEX: +1** (12), **CON: +2** (14), **INT: +1** (12),
WIS: +0 (11), **CHA: +1** (12)
Tough: +2/+7, Fort: +4, Ref: +4, Will: +3
Skills: Concentration 5 (+5), Disable Device 2 (+3), Drive 4 (+5), Gather Information 5 (+6), Intimidate 5 (+6), Knowledge (arcane Lore) 6 (+7), Knowledge (tactics) 6 (+7), Language 2 (+2), Medicine 4 (+4), Notice 5 (+5), Pilot 4 (+5), Ride 4 (+5), Search 5 (+6), Sense Motive 1 (+1), Stealth 5 (+6), Survival 1 (+1), Swim 4 (+6)
Feats: Artificer, Equipment 7, Ritualist
Powers:
DragonScale Armbands (Device 2) (Easy to lose)
Protection 5 (+5 Toughness; Impervious)
Royal Army Issue Rowan Rod of Arcane Might Model 615 (Device 10) (Easy to lose)
Hellfire Control 7 (DC 22)
Illusion 6 (Affects: Two Sense Types - Visual and Auditory, DC 16)
Mental Blast 5 (DC 20)
Super-Senses 4 (Detect: Evil [Visual] 2 (ranged), Detect: Magic [Visual] 2 (ranged))
Equipment: Assault Rifle, Camo Clothing, Commlink, Heavy Pistol, Knife, Suppressor
Attack Bonus: +6 (Ranged: +6, Melee: +6, Grapple: +8)
Attacks: Assault Rifle, +6 (DC 20), Heavy Pistol, +6 (DC 19), Hellfire Control 7, +6 (DC 22), Knife, +6 (DC 18), Mental Blast 5, +6 (DC Will 20), Unarmed Attack, +6 (DC 17)
Defense: +4 (Flat-footed: +2), Knockback: -6
Initiative: +1
Languages: English, Latin, Russian
Totals: Abilities 15 + Skills 17 (68 ranks) + Feats 9 + Powers 36 + Combat 20 + Saves 8 + Drawbacks 0 = 105

STONEHENGE MYSTIC

Power Level: 7; Power Points Spent: 105/105
STR: +0 (10), **DEX: +1** (12), **CON: +0** (10), **INT: +2** (15),
WIS: +2 (14), **CHA: +1** (13)
Tough: +0, Fort: +5, Ref: +6, Will: +7
Skills: Computers 1 (+3), Concentration 5 (+7), Craft (chemical) 4 (+6), Drive 4 (+5), Intimidate 3 (+4), Investigate 3 (+5), Knowledge (arcane Lore) 5 (+7), Language 4 (+4), Notice 4 (+6), Search 4 (+6), Sleight of Hand 3 (+4)
Feats: Artificer, Equipment 3, Fearless, Ritualist
Powers:
Magic 12 (Blast) Power Loss (If unable to speak and gesture)
Astral Form 4
Blast 6 (Default; DC 21; Penetrating)
Corrosion 7 (Alternate; DC 22)
Healing 7
Illusion 6 (Alternate; Affects: All Sense Types, DC 16)
Snare 7 (Alternate; DC 17)

Telekinesis 12 (Alternate; Strength: 60, Carry: 17 tons / 34 tons / 51.2 tons / 102.4 tons)
Teleport 4 (Alternate; 400 ft. as move action, 1 mile as full action; Change Velocity, Easy, Turnabout, Progression 3 (Mass))
Super-Senses 3 (Acute: Magical Awareness, Awareness: Magical, Extended: Magical Awareness 1 (x10))
Equipment: Camo Clothing, Commlink, Knife, Light Pistol, Suppressor
Attack Bonus: +7 (Ranged: +7, Melee: +7, Grapple: +7)
Attacks: Blast 6, +7 (DC 21), Corrosion 7, +7 (DC Fort/Tou 22), Knife, +7 (DC 16), Light Pistol, +7 (DC 18), Snare 7, +7 (DC Ref/Staged 17), Unarmed Attack, +7 (DC 15)
Defense: +6 (Flat-footed: +3), Knockback: +0
Initiative: +1
Languages: Arabic, Chinese (Mandarin), English, Latin, Russian
Totals: Abilities 14 + Skills 10 (40 ranks) + Feats 6 + Powers 34 + Combat 26 + Saves 15 + Drawbacks 0 = 105

DIRECTOR OF STONEHENGE: JARED BURGESS

Power Level: 13; Power Points Spent: 195/195
STR: +1 (12), **DEX: +0** (11), **CON: +1** (12), **INT: +9** (19/28), **WIS: +9** (18/28), **CHA: +6** (16/22)
Tough: +1/+10, Fort: +4, Ref: +5, Will: +15
Skills: Bluff 8 (+14), Climb 2 (+3), Computers 6 (+15), Concentration 6 (+15), Diplomacy 8 (+14), Disable Device 2 (+11), Disguise 2 (+8), Drive 2 (+2), Escape Artist 2 (+2), Gather Information 8 (+14), Intimidate 8 (+14), Investigate 4 (+13), Knowledge (arcane Lore) 6 (+15), Knowledge (behavioral science) 6 (+15), Knowledge (current events) 2 (+11), Knowledge (tactics) 6 (+15), Language 8 (+8), Notice 6 (+15), Pilot 2 (+2), Ride 2 (+2), Search 6 (+15), Sense Motive 8 (+17), Sleight of Hand 2 (+2), Stealth 2 (+2), Survival 2 (+11), Swim 2 (+3)
Feats: Artificer, Assessment, Benefit (Director of Stonehenge) 3, Contacts, Equipment 5, Leadership, Luck, Master Plan, Move-by Action, Power Attack, Ritualist, Well-Informed
Powers:
Amulet of Hermes (Device 5) (Easy to lose)
Enhanced Charisma 6 (+6 CHA)
Enhanced Intelligence 9 (+9 INT)
Enhanced Wisdom 10 (+10 WIS)
Magic 15 [Dyn: 2/r, +26max 30PP]
Dazzle 9 [Dyn: 2/r, max 30PP] (Alternate; Affects: Two Sense Types - Visual and Auditory, DC 19)
Dispell (Nullify 11) (Alternate; Counters: Any Magic-based Power, DC 21)
Dominion (Animal Control 9) [Dyn: 2/r, max 30PP] (Alternate; DC 19)
Farsight (ESP 5) [Dyn: 2/r, max 30PP] (Alternate; Affects: Visual Senses)
Force Field 9 [Dyn: 2/r, max 30PP] (Alternate; +9 Toughness; Impervious)
Healing 8 [Dyn: 2/r, max 30PP]
Hellfire Control 10 [Dyn: 3/r, max 30PP] (Alternate; DC 25; Penetrating)
Illusion 6 [Dyn: 4/r, max 30PP] (Alternate; Affects: All Sense Types, DC 16)
Mental Blast 8 [Dyn: 2/r, max 30PP] (Alternate; DC 23; Mental Weapon)
Mind Control 7 [Dyn: 2/r, max 30PP] (Alternate; DC 17)

Mind Shield 9 [Dyn: 1/r, max 30PP] (Alternate; Impervious +9 to Will saves vs. Mental effects)

Morph 8 [Dyn: 3/r, max 30PP] (Alternate; Morph: Any form, +40 Disguise)

Teleport 5 [Dyn: 2/r, +5max 30PP] (Alternate; 500 ft. as move action, 5 miles as full action; Change Direction, Change Velocity, Easy, Progression, Mass (carry 250 lbs), Turnabout)

Equipment: Stonehenge HQ

Attack Bonus: +10 (Ranged: +10, Melee: +10, Grapple: +11)

Attacks: Dazzle 9 [Dyn: 2/r, max 30PP], +10 (DC Fort/Ref 19), Dispell (Nullify 11), +10 (DC Will 21), Dominion (Animal Control 9) [Dyn: 2/r, max 30PP], +10 (DC Will 19), Hellfire Control 10 [Dyn: 3/r, max 30PP], +10 (DC 25), Mental Blast 8 [Dyn: 2/r, max 30PP], +10 (DC Will 23), Mind Control 7 [Dyn: 2/r, max 30PP], +10 (DC Will 17), Unarmed Attack, +10 (DC 16)

Defense: +7 (Flat-footed: +4), Knockback: -9

Initiative: +0

Languages: Arabic, Chinese (Mandarin), English, English, French, German, Latin, Russian, Sumerian

STONEHENGE HQ

Power Level: 13; Equipment Points Spent: 25

Toughness: +20

Features: Communications, Computer, Defense System, Fire Prevention System, Gym, Hangar, Holding Cells, Infirmary, Isolated, Laboratory, Living Space, Pool, Power System, Security System 2

Powers:

Mystical Summoning and Teleportation Circle (Teleport 13)

(1300 ft. as move action, 200 million miles as full action; Affects Others (Only))

Size: Awesome

Totals: Abilities 0 + Skills 0 (0 ranks) + Feats 0 + Features 16 + Powers 1 + Combat 5 + Saves 3 + Drawbacks 0 = 25

ADVENTURE HOOKS

1) All of MI6's informants in East and West Berlin have disappeared. An unusually powerful GRU or KGB psychic has apparently been able to overcome the mystical shields that keep the identity of those resources secure. A Stonehenge team is sent to Berlin to find and liquidate or kidnap the psychic.

2) A coven of teenage magic users in Budapest has had some dramatic and public clashes with the Hungarian Communist authorities and now they're on the run. GRU and possibly Red Directorate operatives will be in the field to forcibly recruit or eliminate them. Stonehenge has inserted a field team via teleportation portal. Their mission is to contact the coven and offer them amnesty in Britain and jobs with Stonehenge. The Soviet field squads have orders to liquidate the civilians rather than see them defect.

3) The US President has been compromised via magical means. According to the Stonehenge Scrying Office, he's been possessed by a malevolent spirit that is manipulating him into engaging in increasingly strident saber rattling and ordering a massive military build-up in Western Europe. His actions have brought the world to the verge of a shooting war with the Soviets. Stonehenge suspects that the Thule Society is responsible. It's likely that their endgame is an attempt to kick off WW3 for revenge on both Russia and America. With the US aversion to developing magical re-

sources, and the general tone of the times, it's unlikely that anyone in the US thinks that there's anything out of line with the President's bellicose behavior.

A Stonehenge team has been deployed to Washington DC. They need to get within 300 yards of the President and perform the ritual that will expel the controlling presence and shield the President from future mystical interference of this sort. To complicate matters, the Thule Society has anticipated Stonehenge involvement and so they've controlled the President tell his security team that he suspects the British are in league with the Soviets and pose an immediate threat to his person. The British Embassy is on lockdown, and the Freedom Alliance main team has been redeployed to the capital to provide addition security for the Commander-in-Chief.

P.H.A.N.T.O.M.



"Power knows no borders."

The Philanthropic Harmony Association for National Treaties, Order, and Militarism is rarely referred to by its benevolent-sounding (if long-winded) name. Instead, it is better known by the acronym P.H.A.N.T.O.M.

P.H.A.N.T.O.M.'s founding ideal is avoiding the horrors of global war by instituting a world government with themselves in control.

In addition to ruling the small European nation of Ruritania, P.H.A.N.T.O.M. is a puppetmaster that controls more than a dozen countries from the shadows, with influence over several dozen more. The organization recruits from intelligence agencies, militaries, governments, and criminal organizations.

History and Organization: P.H.A.N.T.O.M. has its roots in the Second World War. It began as a united American, English, and Soviet think-tank designed to hamper the Third Reich. After the fall of Hitler, the organization found itself

possessed of an extremely powerful network of spies and operatives across both sides of the Iron Curtain. Rather than continue their service to their home nations, the members decided to take control of the small Eastern European nation of Ruritania and set themselves up as a 'third side' in the Cold War, one that would seek to subvert both the Eastern and Western blocs to the ultimate cause of world peace.

Throughout the 50s, 60s and 70s, P.H.A.N.T.O.M. engaged in a campaign of terror designed to bring about their goal of a one world government under its control. Their greatest success during the Cold War was when a sleeper agent was elected to the US Presidency. Richard Nixon's mission to demoralize and destabilize the United States was the greatest victory that P.H.A.N.T.O.M. had experienced since the end of World War 2.

However, P.H.A.N.T.O.M.'s failures far outweighed its victories and the organization ended the 1970s just barely holding its own against the international alliance, led by the Foundation for World Harmony, arrayed against it. A drastic change was needed and it came in the late 1970s, when P.H.A.N.T.O.M. underwent a coup. Its new leadership renounced terrorism and expressed a desire to coexist peacefully with the rest of the world. This apology and new direction were actually a well orchestrated ruse, but it placated world leaders and bought P.H.A.N.T.O.M. the time to begin its new strategy: world domination through subterfuge, and financial and political manipulation

The new P.H.A.N.T.O.M. of the 1980s is a meticulous organization with a long term plan. P.H.A.N.T.O.M. teams still conduct covert terrorist missions across the world. But instead of the elaborate gambits to blackmail world governments into surrender that characterized P.H.A.N.T.O.M. in the past, these are calculated missions that bring more industries and nations under their sway. Like a chessmaster arranging the board carefully, P.H.A.N.T.O.M. is building towards the eventual day when the organization can leverage its massive power base to achieve its elusive ultimate goal of world domination. In the meantime, P.H.A.N.T.O.M. uses its influence to attempt to keep its true motives secret and to maintain its newly rehabilitated public image.

Operatives: The elite operatives of P.H.A.N.T.O.M. are the Agents. They are often recruited from the top levels of criminal operations and intelligence agencies, and are surgically enhanced with bionics or gifted with superhuman abilities through cutting edge bioengineering. Agents provide field leadership for P.H.A.N.T.O.M. operations and also function as deep cover operatives. (Any of the Archetypes from Chapter 1 of M&M could conceivably serve for a P.H.A.N.T.O.M. Agent. It would be much less likely to find the Costumed Adventurer or Mystic among P.H.A.N.T.O.M. ranks, however.)

The rank and file of P.H.A.N.T.O.M. is the Red Guard. The Red Guard is a fiercely loyal army that dresses in red uniforms emblazoned with the P.H.A.N.T.O.M. insignia. The Red Guard's members are usually drawn from existing militaries before they are put through a punishing training regime that includes full-scale brainwashing. The best of the

army's troopers are selected for transformation into Agents. Red Guardsman is also the rank given to civilian operatives in the employ of P.H.A.N.T.O.M. The Red Guard also serves as the national defense of Ruritania.

Headquarters: There are dozens of secret P.H.A.N.T.O.M. bases scattered across the world. More than a half dozen countries in the Third World are covertly under their control and they continue to expand their influence daily.

P.H.A.N.T.O.M.'s operations are largely decentralized with the Inner Council usually only meeting in person on a quarterly basis.

Leadership: James Moriarty V, (aka Archduke James Moriarty III of Ruritania) is the third man to wear the steel faceplate of Death Mask, P.H.A.N.T.O.M.'s founder. Raised in Ruritania and educated by a selection of private tutors, Moriarty displayed a genius-level IQ early on, and developed an interest in business, politics, and economics. He set his mind and skills to forge a new path for Ruritania and P.H.A.N.T.O.M.. Where his father and grandfather, the previous Death Masks, floundered with plot after foiled plot to conquer the globe through strong arm tactics, James made plans to reshape Ruritania and P.H.A.N.T.O.M. into a political and economic power rather than simply being an idealistic, brutal (and frequently frustrated) terrorist organization.

In the late 1970s, his father attempted another bizarre plot where he used the threat of nuclear Armageddon to demand that the governments of the world cede complete authority to him. The young Moriarty, tired of the old man's embarrassments and failed schemes, publicly assassinated his father and assumed control of Ruritania and P.H.A.N.T.O.M. He immediately held a press conference where he apologized for the actions of his father and grandfather and announced that Ruritania and P.H.A.N.T.O.M. would no longer seek world domination, but instead would endeavor to live peacefully amidst the community of nations.

The current Death Mask is arguably the most brilliant of his lineage. With the economic and political power that Moriarty wields from the shadows, P.H.A.N.T.O.M. and Ruritania are more powerful than they have ever been, even while projecting the public image of a reformed nation and organization. Moriarty has never given up P.H.A.N.T.O.M.'s founding goal, he is simply much more subtle and Machiavellian than his predecessors. Moriarty (who only occasionally uses the code name Death Mask, and very seldom dons the actual headpiece except for official ceremonies and the rare field mission) had seen the errors of his father at an early age and has made it a policy to corrupt and corrode rather than overtly utilize brute force. Thanks to his subtle tactics, dozens of politicians, corporate executives, and military officials all over the globe have been secretly swung to the service of P.H.A.N.T.O.M.

Death Mask III is a charming and erudite leader and holds himself to a higher standard of behavior than one might expect from a terrorist. Unfortunately, this code of behavior does not prevent him from inflicting massive collateral damage in the pursuit of his goal. James believes that conquer-

ors out of necessity forge their empires on the backs of others. He does not believe in concepts like 'good' and 'evil', but only 'order' and 'stability.' (Depending on the GM's needs, either the Armored Megalomaniac or the Mad Scientist Archetypes from Chapter 11 of M&M could be more than adequate for Death Mask.)



PH.A.N.T.O.M. RED GUARD

Power Level: 5; Power Points Spent: 75/75

STR: +1 (12), **DEX: +1** (12), **CON: +1** (13), **INT: +1** (12), **WIS: +0** (10), **CHA: +1** (12)

Tough: +1/+4, Fort: +4, Ref: +4, Will: +4

Skills: Bluff 4 (+5), Computers 4 (+5), Craft (electronic) 6 (+7), Craft (mechanical) 4 (+5), Disable Device 4 (+5), Disguise 2 (+3), Drive 4 (+5), Gather Information 1 (+2), Intimidate 2 (+3), Language 2 (+2), Medicine 4 (+4), Pilot 4 (+5), Search 4 (+5), Stealth 8 (+9), Survival 8 (+8), Swim 4 (+5)

Feats: Accurate Attack, All-Out Attack, Attack Focus (ranged), Defensive Attack, Equipment 6, Fighting Style: Judo, Improved Aim, Improved Disarm, Improved Grab, Improved Pin, Improved Trip, Move-by Action, Stunning Attack, Teamwork 2

Equipment: Armored Jumpsuit, Assault Rifle, Heavy Pistol

Attack Bonus: +4 (Ranged: +5, Melee: +4, Grapple: +5)

Attacks: Assault Rifle, +5 (DC 20), Heavy Pistol, +5 (DC 19), Unarmed Attack, +4 (DC 16)

Defense: +5 (Flat-footed: +3), Knockback: -2

Initiative: +1

Languages: English, German, Russian

Totals: Abilities 11 + Skills 17 (65 ranks) + Feats 19 + Powers 0 + Combat 18 + Saves 10 + Drawbacks 0 = 75

THE FOUNDATION FOR WORLD HARMONY



The Foundation for World Harmony is an independent global security organization established and financed by the UN, with the mission of securing global political order in general, and specifically to oppose P.H.A.N.T.O.M. in its goal of world domination. It is international in both scope and make-up. The nations of the world, Eastern Bloc and Western Bloc, First World, Second, and Third World all provide resources

History and Organization: The Foundation for World Harmony was founded by the United Nations in 1962 as an Anti-P.H.A.N.T.O.M. organization.

Throughout the 60s and 70s, the Foundation waged an intense war against P.H.A.N.T.O.M., thwarting the terrorist agency's plots again and again. Some of the most memorable episodes from these decades were:

- In 1964, the Foundation located and destroyed a P.H.A.N.T.O.M. base on the floor of the Atlantic Ocean that was preparing to use seismic trigger technology to set off a series of earthquakes that would have devastated much of the Atlantic coastlines of North American and Western European.
- In 1968, Foundation operatives foiled a P.H.A.N.T.O.M. plot that hinged on staging simultaneous coups in Washington and Moscow by replacing key generals in NATO and Warsaw Pact command structure with robotic doubles.
- Current Director Nelson Hastings (while a field agent) personally led a field mission in 1970 that eliminated a P.H.A.N.T.O.M. base which was launching crop-dusters that would spread a deadly fungus over American grain fields. Equipped with cutting edge stealth technology, the cropdusting was part of an attempt to starve the world into submission.

In the late 1960s, the second Steel Commando (Jack Washington Jr.) was recruited into the Foundation. Washington quickly became an important leader in the organization and gained the loyalty of many of the field agents. With the revelation of President Nixon's P.H.A.N.T.O.M. ties, Washington quit the Foundation and took up a crusade to overthrow the current US government and install a new ruling order that was more in line with the Founder's original vision. Washington renounced the Steel Commando name and now goes by General Venom. More than a third of the Foundations field agents chose to join his cause by defecting and forming his terrorist organization, the House of Serpents.

The Foundation is in a substantially weakened position since the Steel Commando went turncoat. Between the negative PR fallout from its head agent turning rogue and vowing to overthrow the US government, and P.H.A.N.T.O.M.'s public renouncement of terrorism, the agency faces a stiff political battle to garner sufficient funding and resources from the United Nations. Fortunately, enough world leaders (largely from Eastern Europe and South America) are still convinced of the threat P.H.A.N.T.O.M. represents to support the agency financially.

Operatives: The Foundation has a global force of field agents outfitted with an arsenal of exotic weaponry. Foundation agents are recruited from the best among the ranks of military and intelligence agencies around the world and undergo a thorough training regimen, under the watchful eye of the Director, before being approved for field duty. When it needs superhuman muscle, the Foundation will recruit superheroes into temporary service for ad hoc missions and even has been known to resort to commuting the sentences of supervillains in order to get metahuman agents for dangerous missions.

Leadership: The Foundation for World Harmony uses a British Naval ranking system, and its Director is considered a Fleet Admiral when coordinating military operations.

The current Director, Nelson Hastings, was a British naval intelligence officer in WW2 and through the 50s. (If rumors are to be believed, he was also the occasional partner of the WW2 Canadian battlesuit hero Supermarine Spitfire.) He was recruited into the Foundation in the mid 1960s and was one of the agency's most reliable field agents until his promotion to Director in the 1970s.

Hastings was close friends with Jack Washington Jr (aka the Steel Commando), and recruited him into the Foundation. When Washington went rogue in the late 1970s (taking a full third of Foundation personnel with him), Hastings took it as a very personal betrayal. He postponed his retirement in order to repair the damage done to the agency.

Although he rarely mentions it, Hastings is obsessed with settling the score with his old friend. Capturing or killing Washington has become Priority One for the Foundation's North American operations

Headquarters: The Foundation for World Harmony employs

nearly 10,000 full time personnel worldwide. All United Nations Security Council nations have large complexes devoted to Foundation business. Like embassies, all Foundation for World Harmony buildings are considered sovereign territory.

The Foundation maintains a large public HQ in New York, just a few blocks from the UN. However, since Steel Commando's betrayal, the Foundation has constructed new, highly classified operational bases throughout the US.

- In Bayonne, New Jersey, the East Coast Foundation headquarters is a massive subterranean complex with its entrance disguised as a nondescript family-run business, Girado's Dry Cleaners.
- The agency's mid-American operational base is hidden beneath the streets of downtown Chicago, with a secret entrance in the VIP room of the Chat-terbox Club, an upscale nightclub.
- The agency's West Coast base is in a reinforced aquatic habitat dome on the floor of San Francisco Bay, with covert entrance via secret access tunnels hidden in the manager's office of the Golden Oni Chinese restaurant on Pier 39. There is a hidden vehicle access tunnel hidden in the parking garage of the Golden Gate University Law School.

Arsenal: The Foundation maintains an R&D department that develops weapons and devices for use by its field operatives. Some of these items that might be found in a typical agent's kit include:

MODIFIED SPORTS CAR



Equipment Points Spent: 47

STR: +12 (35)

Toughness: +9

Powers:

Armor Plating (Impervious Toughness 7)

Flight 4 (Speed: 100 mph, 880 ft./rnd)

Hidden Plasma Cannon (Blast 8) (DC 23; Penetrating)

Speed 5 (Speed: 250 mph, 2200 ft./rnd)

Attacks: Hidden Plasma Cannon (Blast 8), +0 (DC 23)

Defense: -2, Size: Huge

Totals: Abilities 1 + Skills 0 (0 ranks) + Feats 0 + Features

0 + Powers 44 + Combat 2 + Saves 0 + Drawbacks 0 = 47

Belt Mounted Stealth Field Projector (Device 1) (Easy to lose) (Cost=3PP)

Concealment 6 (All Aural Senses, All Visual Senses; Blending, Passive; Close Range)

Gamma Gun (Device 6) (Easy to lose) (Cost=18PP)

Gamma Slug (Linked)

Blast 6 (Linked; DC 21; Penetrating)

Nauseate 6 (Linked; DC 16)

Wrist Watch Dart Launcher (Device 5) (Easy to lose) (Cost=15PP)

Anti-Personnel Dart (Blast 3) (DC 18; Autofire (interval 2, max +5), Penetrating)

Taser Dart (Paralyze 6) (DC 16)

Operation: Backstab

During the late 1970s and early 1980s, after the betrayal of the Steel Commando, the Foundation was regarded with skepticism, distrust, and even open animosity in the US. To complicate matters, the Steel Commando (now known as the supervillain General Venom) was intimately aware of the Foundation's US operations, thus seriously compromising its effectiveness. The agency cast about for a new strategy to get on a offensive footing against General Venom and his covert terrorist army.

The answer was Operation: Backstab.

The Foundation recruited unconventional agents from outside usual channels. These teams of covert operatives were outfitted with advanced weaponry and customized vehicles but otherwise received only occasional direction and communication. Structured like resistance cells, Operation Backstab units received orders and intel periodically via dead drops. Only Director Hastings knew the details about all the Backstab teams. Their contact with the Foundation was minimal and this gave their operations an increased level of secrecy and unpredictability.

1) Skyshark – Dominic Branson was a retired Air Force pilot who was decorated for service in Vietnam. Branson was recruited into Operation Backstab as a one man airborne assault force. Armed with a highly advanced helicopter outfitted with stealth technology, plasma torpedoes, and ramjet engines, Branson (codename: Skyshark) harried House of Serpents operations from his hidden base in the Colorado Rockies, often providing air support for Alpha Squad and Shadow Knight.

2) Alpha Squad – A group of US Special Forces commandos who were assigned by the DOD to work as field agents for the Foundation via Operation Backstab, the Alpha Squad was the House of Serpents' most persistent domestic enemy, destroying several bases throughout the 80s and even twice taking out General Venom himself (in both cases, their targets were later revealed to have been imposter androids.) They were outfitted with advanced weaponry, body armor, and a heavily armored APC disguised as a

nondescript civilian passenger van.

3) Shadow Knight – James Cavalier was a New York cop placed in the FBI's witness protection program after testifying against the Sicilian mafia. He was recruited into Backstab when he repeatedly complained about being bored in his new civilian identity as a carpet salesman. Cavalier was issued a customized bullet-proof automobile equipped with cutting edge stealth technology, cleverly concealed heavy weaponry, and an onboard computer that housed a sophisticated artificial intelligence. Cavalier's primary mission was ambushing House of Serpents convoys, but he also successfully sabotaged the operations of several HOS front companies in the Western US.

Discontinued in the early 1990s, Operation Backstab was considered an unqualified success. Their nearly decade-long guerrilla war against the House of Serpents kept the terrorist organization in check and off balance for most the 1980s and had thwarted at least three of General Venom's coup plans. In the early 1990s, the fallout from Washington's betrayal had faded and the Foundation again could operate more freely in the central US.

(Editor's note: Did we just mash up an U.N.C.L.E. reference with Airwolf, A-Team, and Knight Rider homages? Yes. Yes, we certainly just did.)

FOUNDATION AGENT



Power Level: 6; Power Points Spent: 120/120

STR: +1 (12), **DEX: +2** (15), **CON: +1** (12), **INT: +2** (15), **WIS: +1** (13), **CHA: +3** (16)

Tough: +1/+7, Fort: +5, Ref: +6, Will: +6

Skills: Acrobatics 3 (+5), Bluff 4 (+7), Climb 3 (+4), Computers 3 (+5), Concentration 4 (+5), Craft (electronic) 1 (+3), Craft (mechanical) 1 (+3), Diplomacy 2 (+5), Disable Device

6 (+8), Disguise 1 (+4), Drive 4 (+6), Escape Artist 3 (+5), Gather Information 3 (+6), Intimidate 3 (+6), Investigate 5 (+7), Knowledge (tactics) 5 (+7), Language 2 (+2), Notice 4 (+5), Pilot 2 (+4), Ride 2 (+4), Search 6 (+8), Sense Motive 5 (+6), Stealth 2 (+4), Survival 5 (+6), Swim 2 (+3)

Feats: All-Out Attack, Attack Focus (ranged), Defensive Attack, Defensive Roll 3, Elusive Target, Equipment 6, Evasion, Fighting Style: Boxing, Improved Block 2, Improved Disarm, Improved Initiative, Move-by Action, Power Attack, Quick Draw, Takedown Attack 2, Well-Informed

Powers:

Grappling Hook Gun (Device 3) (Easy to lose)

Blast 3 (DC 18; Penetrating)

Super-Movement 3 (Slow Fall, Swinging, Wall-Crawling 1 (half speed))

Multi-Sensory Scope (Device 2) (Hard to lose)

Super-Senses 9 (Direction Sense, Distance Sense, Extended: Choose Sense 1 (x10), Infravision, Microscopic Vision 1 (dust-size), X-Ray Vision)

Equipment: Armored Jumpsuit, Caltrops, Camo Clothing, GPS Receiver, Hold-out Pistol, Knife, Laser Sight, Machine Pistol, Night Vision Goggles, Parabolic Microphone, Re-breather, Suppressor

Attack Bonus: +6 (Ranged: +7, Melee: +6, Grapple: +7)

Attacks: Blast 3, +7 (DC 18), Hold-out Pistol, +7 (DC 17), Knife, +6 (DC 17), Machine Pistol, +7 (DC 18), Unarmed Attack, +6 (DC 16)

Defense: +5 (Flat-footed: +3), Knockback: -3

Initiative: +6

Languages: English, German, Russian

Totals: Abilities 23 + Skills 21 (81 ranks) + Feats 24 + Powers 17 + Combat 22 + Saves 13 + Drawbacks 0 = 120

ADVENTURE HOOKS

1) A covert PHANTOM team has been deployed to erect a seismic trigger device in the mountains of Northern California that will activate the San Andreas fault line. The resulting earthquakes would destroy the chip manufacturers in Silicon Valley, allowing Ruritania to corner this market. The Foundation learns of this plot from a double agent and dispatches the PCs' team to stop it.

2) Ruritanian scientists at a secret research facility in the Swiss Alps have reverse engineered the Nazi Übermensch process. At this facility, the scientists are growing a brigade of superpowered PHANTOM operatives. With an army of these supermen, PHANTOM could take over several of its Central European neighbors overnight. Foundation agents are given the mission of infiltrating and destroying the base.

3) Undercover Foundation agents report that Ruritania has developed a broadcast device that generates overwhelming feelings of docility and terror within every human in a 100 mile radius. They are planning on secretly deploying a network of these devices across the whole of Europe (placed at businesses owned by Ruritania's many shell corporations) and use them to conquer the continent. The PC's must find and destroy the central controller device and, if possible, the research documentation. This mission could be complicated if the GM decides that the device might

work on other creatures, such as dogs or horses (and it might not have the same effect on them!).

4) Colorado and New Mexico have seceded from the US and formed a New Union of America under the leadership of General Venom. The National Guards of both states have joined with the House of Serpents forces and have formed a Grand Army of Liberation that is poised to invade Utah and Arizona. Foundation scientists believe that General Venom has infected the citizens of these states with microscopic mind control devices – most likely by polluting a few key western reservoirs and rivers with the devices. Venom is controlling the infected citizens of these western states via radio waves from a powerful broadcast tower near Denver, Colorado. The heavily fortified broadcast facility is disguised as a power transfer station and is heavily defended by House of Serpents operatives disguised as utility workers. A crack team of Foundation operatives might be able to storm the base and shut down the broadcast signal before a Second Civil War breaks out in the US. The swiftly changing weather in the area could make for difficulties (both blizzards and lightning storms, depending on the season, can come up in under an hour).

FOURTH REICH



The Fourth Reich was founded during the last days of the Second World War by a group of Nazi super-soldiers and cultists. Its goal is revenge against the Allies and the restoration of their empire across Europe and eventually its expansion across the world.

The Fourth Reich is patient and meticulous. From their secret base in Antarctica (der Eis Palast) they have spent decades preparing. Their goal is to goad the NATO Alliance and Warsaw Pact into a conflict that will leave both weakened, if not destroyed, allowing them to sweep in and conquer their erstwhile enemies. Through a combination of

mind-control sorcery and double agents embedded in both sides, the Fourth Reich has almost achieved their aim several times in the 1950s and 1960s. They were dealt a major setback when the efforts of the British Stonehenge Agency severely crippled their operational capacity in the field in the mid 1960s. This, combined with some skillful diplomacy, ushered in the age of detente – which seemed as though it would put the Fourth Reich's goals on indefinite hold.

But, in 1980, the new American president took a much more belligerent tone with the Eastern Bloc, ending the age of detente and giving the Fourth Reich the opening they needed.

The organization once more seeded deep-cover operatives into the highest ranks of the power structure of both sides. Their army of Übermensch clones in Antarctica has been swelling. Their time is almost here..

Leadership

Erhard Kammhuber was a technical genius in the 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 Eugenics Brigade (and the code name Nachtjäger). He was active during the Battle of Britain and single-handedly accounted for the destruction of several RAF squadrons.

By 1941, Nachtjäger could see the war might end badly for Germany. He used his contacts within the National Socialist Party to fund a secret "last holdout option" in Antarctica. 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.

Along with a cohort of other Nazi supersoldiers and a handful of Thule Society sorcerers, he founded the Fourth Reich. Kammhuber oversees an espionage operation that seeks to infiltrate the governments of both Eastern and Western bloc countries with double agents. Additionally, the top flight scientists and mages of the Fourth Reich have perfected their craft, creating the cloning technology that will give Kammhuber the army he desires, and devising arcane rituals to empower these super-soldiers and enfeeble their enemies.

Kammhuber 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 left. He must strike soon. 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.

Operatives

The Thule Society is the Fourth Reich's hand in the world outside Antarctica. The Aryan sorcerers carry out the organizations orders in Europe and America. At the Ice Palace in Antarctica, the Fourth Reich is building a small army of Übermensch super-soldiers, werewolf troopers, and giant robot shock troops

HQ

The Fourth Reich maintains operational bases and safe houses throughout Europe, the US and South America, but its true headquarters is the Ice Palace (der Eis Palast) in Antarctica.

The Ice Palace is an Antarctic facility built with a black budget during the mid 1940s as a last fallback position for Nazi dead-enders. When the worst came, the original core of the Fourth Reich escaped there via a small squadron of U-boats. It houses a barracks, hangar, communication center, cloning lab, and a massive robotics lab. See the map of the Ice Palace for more detail.

(Editor's Note: Haven't we made some snarky remarks about comic books overusing Nazi antagonists? Yes, we did. However, Nazis are so interwoven into superhero comics that you can't completely get away from them. In War-games however, they're just another part of the three ring Cold War circus we've got going on, not the main attraction.)

COUNCIL OF THULE MAGE

Power Level: 6; Power Points Spent: 90/90

STR: +0 (10), **DEX: +1** (12), **CON: +0** (10), **INT: +3** (16), **WIS: +2** (14), **CHA: +1** (12)

Tough: +0, Fort: +3, Ref: +4, Will: +5

Skills: Concentration 7 (+9), Intimidate 4 (+5), Knowledge (arcane Lore) 4 (+7), Language 2 (+2), Notice 4 (+6), Search 4 (+7)

Feats: Artificer, Equipment 2, Ritualist

Powers:

Magic 6 (Other Power (Paralyze); Power Loss (If unable to speak and gesture))

Astral Form 2

Confuse 6 (Alternate; DC 16)

Deflect 5 (Alternate; Deflects: All Ranged Attacks)

Fatigue 6 (Alternate; DC 16)

Flight 3 (Alternate; Speed: 50 mph, 440 ft./rnd)

Force Field 6 (Alternate; +6 Toughness; Impervious)

Mind Control 6 (Alternate; DC 16)

Paralyze 5 (Default; DC 15)

Staff of Wotan (Device 7) (Easy to lose)

Electrical Control 5 (DC 20)

Telekinesis 6 (Strength: 30, Carry: 532 / 1.1k / 1.6k / 3.2k, DC 21; Damaging, Perception)

Super-Senses 1 (Awareness: Magical)

Equipment: Knife, Light Pistol

Attack Bonus: +4 (Ranged: +4, Melee: +4, Grapple: +4)

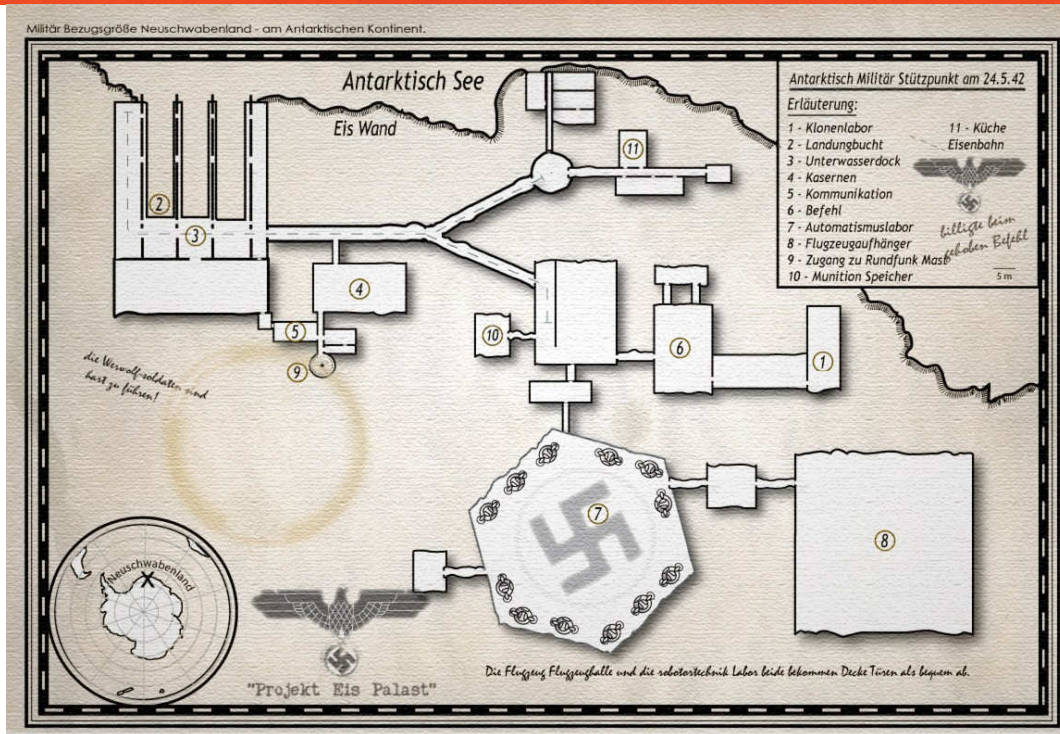
Attacks: Confuse 6, +4 (DC Will 16), Electrical Control 5, +4 (DC 20), Fatigue 6, +4 (DC Fort 16), Knife, +4 (DC 16), Light Pistol, +4 (DC 18), Mind Control 6, +4 (DC Will 16), Paralyze 5, +4 (DC Staged/Will 15), Telekinesis 6, +4 (DC 21), Unarmed Attack, +4 (DC 15)

Defense: +4 (Flat-footed: +2), Knockback: +0

Initiative: +1

Languages: English, German, Russian

Totals: Abilities 14 + Skills 7 (25 ranks) + Feats 4 + Powers 40 + Combat 16 + Saves 9 + Drawbacks 0 = 90



FOURTH REICH COMMANDO

Power Level: 6; Power Points Spent: 84/90

STR: +0 (10), DEX: +0 (10), CON: +0 (10), INT: +7 (24),
WIS: +3 (16), CHA: +0 (10)

Tough: +0/+3, Fort: +4, Ref: +4, Will: +6

Skills: Acrobatics 11 (+11), Computers 4 (+11), Disable Device 6 (+13), Drive 4 (+4), Language 3 (+3), Pilot 8 (+8)

Feats: Accurate Attack, Attack Focus (ranged), Equipment 1, Move-by Action, Power Attack

Powers:

Blitzewurfer (Lightning Gun) (Device 3) (Easy to lose)
Blast 6 (DC 21)

Jetpack (Device 2) (Easy to lose)

Flight 4 (Speed: 100 mph, 880 ft./rnd)

Rocket Trooper Helmet (Device 2) (Easy to lose)

Super-Senses 7 (Blindsight: Radar, Darkvision, Infravision)

Equipment: Armored Jumpsuit, Commlink

Attack Bonus: +5 (Ranged: +6, Melee: +5, Grapple: +5)

Attacks: Blast 6, +6 (DC 21), Unarmed Attack, +5 (DC 15)

Defense: +4 (Flat-footed: +2), Knockback: -1

Initiative: +0

Languages: English, French, German, Russian

Totals: Abilities 20 + Skills 9 (36 ranks) + Feats 5 + Powers 21 + Combat 18 + Saves 11 + Drawbacks 0 = 84

WEREWOLF SHOCK TROOPER

Power Level: 10; Power Points Spent: 150/150

STR: +6 (22), DEX: +6 (22), CON: +6 (22), INT: +0 (10),
WIS: +4 (18), CHA: +1 (13)

Tough: +6/+8, Fort: +10, Ref: +12, Will: +8

Skills: Acrobatics 10 (+16), Climb 8 (+14), Computers 3 (+3), Disable Device 1 (+1), Drive 3 (+9), Intimidate 12 (+13), Language 2 (+2), Notice 10 (+14), Pilot 4 (+10), Search 12 (+12), Sense Motive 8 (+12), Stealth 12 (+18), Survival 4

(+8)

Feats: Acrobatic Bluff, All-Out Attack, Animal Empathy, Defensive Roll 2, Endurance, Equipment 5, Evasion, Fearless, Improved Initiative, Improved Trip, Rage, Sneak Attack, Startle, Uncanny Dodge (Hearing)

Powers:

Leaping 2 (Jumping distance: x5)

Strike 2 (DC 23; Mighty)

Super-Senses 5 (Danger Sense: Hearing, Darkvision, Scent, Ultra-Hearing)

Equipment: Assault Rifle, Commlink, Light Pistol

Attack Bonus: +10 (Ranged: +10, Melee: +10, Grapple: +16)

Attacks: Assault Rifle, +10 (DC 20), Light Pistol, +10 (DC 18), Strike 2, +10 (DC 23), Unarmed Attack, +10 (DC 21)

Defense: +10 (Flat-footed: +5), Knockback: -4

Initiative: +10

Drawbacks: Normal Identity, uncommon, Takes a Free Action to Transform

Languages: English, German, Russian, Canid

Totals: Abilities 47 + Skills 23 (89 ranks) + Feats 19 + Powers 10 + Combat 40 + Saves 14 - Drawbacks 3 = 150

REICHBOT

Power Level: 10; Power Points Spent: 137/150

STR: +15 (41), DEX: +0 (10), CON: +0 (-), INT: +0 (-), WIS: +0 (11), CHA: +0 (-)

Tough: +20, Fort: Immune, Ref: +2, Will: Immune

Powers:

Flight 6 (Speed: 500 mph, 4400 ft./rnd)

Growth 16 (+32 STR, +16 CON, +4 size categories; Permanent; Innate)

Heavy Blaster Turrets (Shoulder Mounted) (Blast 10) (DC 25; Penetrating)

Protection 12 (+12 Toughness; Impervious)

Attack Bonus: +0 (Ranged: +0, Melee: +0, Grapple: +39)

Attacks: Heavy Blaster Turrets (Shoulder Mounted) (Blast

10), +0 (DC 25), Unarmed Attack, +0 (DC 30)
Defense: -6 (Flat-footed: +0), Size: Colossal, Knockback: -32
Initiative: +0
Languages: German
Totals: Abilities -30 + Skills 0 (0 ranks) + Feats 0 + Powers 115 + Combat 20 + Saves 32 + Drawbacks 0 = 137

NACHTJÄGER

Power Level: 15; Power Points Spent: 225/225
STR: +10 (11/30), **DEX: +1** (12), **CON: +2** (14), **INT: +4** (18), **WIS: +1** (13), **CHA: +1** (12)
Tough: +2/+17, Fort: +9, Ref: +9, Will: +7
Skills: Computers 6 (+10), Craft (electronic) 6 (+10), Diplomacy 8 (+9), Disable Device 11 (+15), Drive 5 (+6), Gather Information 4 (+5), Intimidate 8 (+9), Investigate 2 (+6), Knowledge (technology) 6 (+10), Notice 8 (+9), Pilot 5 (+6), Search 4 (+8), Sense Motive 8 (+9)
Feats: Assessment, Improvised Tools, Inventor, Master Plan, Takedown Attack
Powers:
Nachtjäger Battle Armor (Device 27) (Hard to lose)
Blast 12 (DC 27; Penetrating, Autofire (interval 2, max +5))
Enhanced Strength 19 (+19 STR)
Flight 5 (Speed: 250 mph, 2200 ft./rnd)
Force Field 10 (+10 Toughness; Impervious)
Immunity 9 (Life Support)
Protection 5 (+5 Toughness)
Super-Senses 9 (Blindsight: Radar, Darkvision, Infravision, Radio, Time Sense)
Super-Strength 7 (+35 STR carry capacity, heavy load: 102.4 tons; +7 STR to some checks)
Attack Bonus: +13 (Ranged: +13, Melee: +13, Grapple: +23/+30)
Attacks: Blast 12, +13 (DC 27), Unarmed Attack, +13 (DC 25)
Defense: +12 (Flat-footed: +6), Knockback: -13
Initiative: +1
Languages: German, English
Totals: Abilities 20 + Skills 21 (81 ranks) + Feats 5 + Powers 108 + Combat 50 + Saves 21 + Drawbacks 0 = 225

FOURTH REICH ICE PALACE BASE MAP NOTATION AND DESCRIPTIONS

1) Description: The map was discovered in a cache of files seized during the fall of Berlin. It was dismissed by Allied Intelligence as a Nazi fever dream and discarded, but actually is a fairly accurate map of the Fourth Reich's secret Antarctic base.

2) Map Translation

Klonenlabor - Cloning Laboratory
Landungsbucht und Unterwasserdock - Submarine Dock
Kasernen - Barracks
Kommunikation - Communications
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 in munitions and supplies)
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 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."

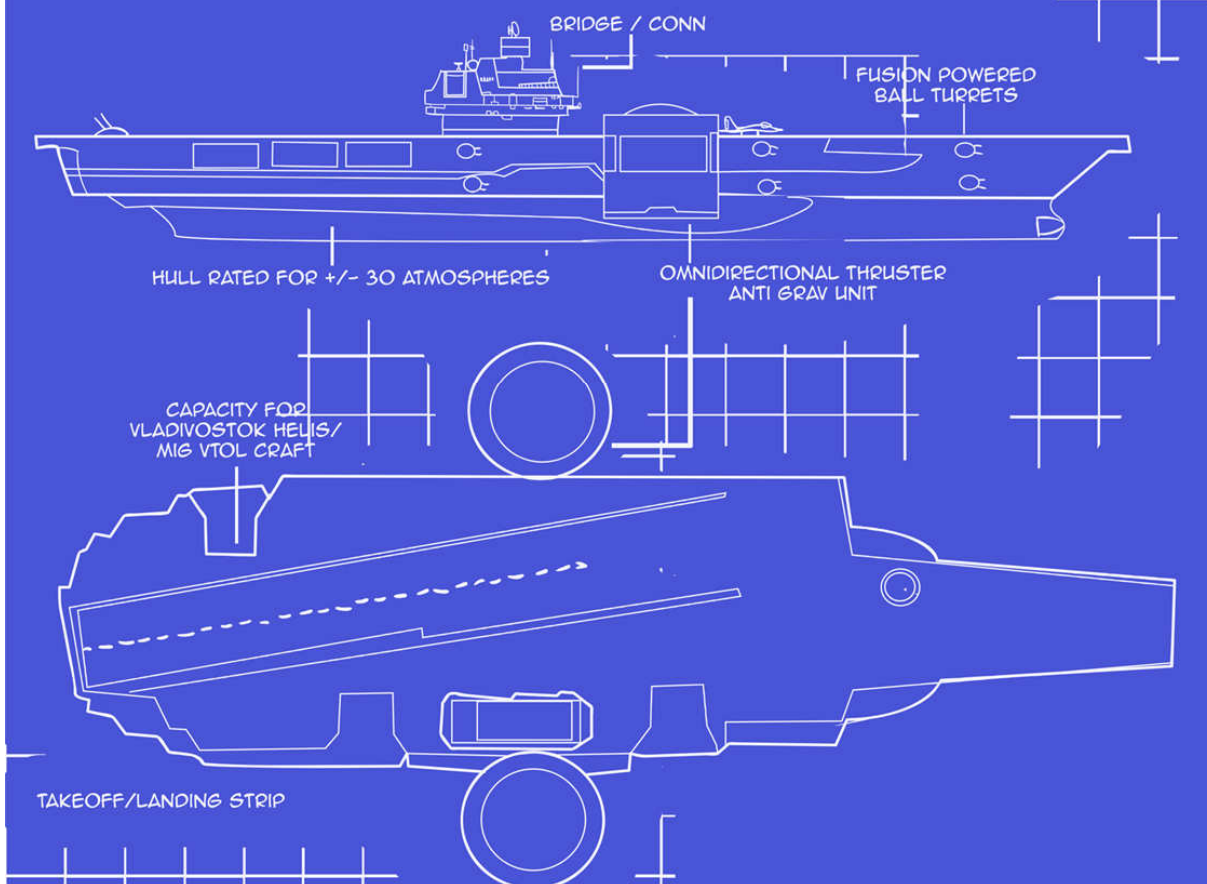
RED DIRECTORATE



The Red Directorate is the primary Soviet agency for the oversight of superhuman affairs. It monitors metahuman and supernatural threats to the Soviet Union. It oversees Project:Hammer, the covert Soviet super-soldier creation program. It is also charged with monitoring the Eastern Bloc population and recruiting all metahumans it discovers into government service (either the RD itself or the various superhuman squads of the various intelligence services). It effectively functions as the superpowered branch of the Soviet military machine, providing superhuman support to military and intelligence missions. Along with the Premier of the Soviet Union and the Head of the Ministry of Defense, it oversees the People's Revolution superteams.

The Red Directorate has played a pivotal role in Soviet history since the 1950s. Founded during the leadership vacuum after Stalin's death, the agency was instrumental in quelling the ensuing crisis and installing Nikita Khrushchev. Red Directorate forces have been deployed alongside the Soviet military in most major engagements since the 1950s, and played a key role in neutralizing the metahuman supporters of the Hungarian and Czech uprisings in the mid 1950s. More recently, the Directorate has established a

ASSAULT HELICARRIER NOVGOROD



semi-permanent presence in Poland (in response to the Solidarity movement), and in Afghanistan to support the Soviet military there.

In terms of large scale engagements against organized me-tahuman forces, Red Directorate forces saw action against Chinese power armor troopers during the Sino-Soviet border conflict in 1969. The agency played a key role in the Global Tsavong Invasion of 1982 – Red Directorate teams actually infiltrated the mothership that was hovering over Stalingrad. Directorate agents, led personally by the Supreme Commissar, were the first to respond to the 1985 Vampire Coup in Moscow.

Despite years of service, the Red Directorate has many enemies within the Soviet power structure. Perhaps the most pointed illustration of this is the fact that, much to the consternation of the Supreme Commissar, his bureau has no power armor units. That's because in the late 1950s, the Shturmovik agency called in political favors in the Politburo to ensure their place as the sole governmental body with jurisdiction over military use of power armor. Their cause was helped by many of the Politburo believing that having Shturmovik as an independent agency was the only real check on the Red Directorate's power. In the words of a high ranking East German general who defected in 1981: "Everyone in the Kremlin is, of course, very grateful for the tremendous services that the Red Directorate and the Su-

preme Commissar have done. Everyone is also, frankly, frightened of the raw power that man holds and wants to ensure they have a plan in place in the event he ever tries to seize power."

Leadership: The Red Directorate is so closely associated with its founder and leader, the Soviet super-soldier Supreme Commissar, that the two entities are inseparable in the minds of many.

The Supreme Commissar is a metahuman with energy manipulation abilities, who has been serving the USSR since the days of Stalin. He seemingly has a very high resistance to aging, hence his long active career. (Only the NSA, the Stonehenge agency and a few close colleagues in the Red Directorate are aware that the Commissar is a sorcerer who owes both his powers and his long life to sor-



cery.)

Operatives: The Red Directorate has a battalion-strength force of superhumans, as well as several squadrons of jet fighters and assault helicopters that provide air support (which are permanently stationed on the directorate's fleet of heli-carriers). Although officially, the Soviet Union regards magic and sorcery as ancient superstition and anti-revolutionary, the agency has secretly (and sometimes forcibly) attempted to recruit a large pool of spellcasters and mystics from Eastern bloc nations. Although many sorcerers refuse and go into hiding to avoid recruitment, the Directorate has managed to assemble the largest magic-using force anywhere in the world, with the possible exception of the British Stonehenge Agency. This is the RD's most closely guarded secret, and any magic using operatives who are deployed to the field are thoroughly briefed in how to hide or disguise their gifts. (Red Directorate operatives could be effectively represented by any of the super-powered Archetypes from Chapter 1 of M&M.

HQ: The Red Directorate's fortified bunker in Siberia is the administrative base of the agency, with pools of analysts, research facilities, barracks, and training centers. The Siberian bunker is generally staffed by a combination of super-soldiers and non-powered analysts.

The Supreme Commissar's personal flagship, the heli-carrier Novgorod is the mobile operational HQ of the agency and carries a complement of 1800 crew and field operatives. The Novgorod also serves as his personal residence when he's away from the Red Directorate HQ in Siberia.

In addition to the Novgorod, the Red Directorate maintains a squadron of heli-carriers that are based on the design of the Kiev-class aircraft carrier, modified for aerial service. These provide the Directorate with a handful of mobile field headquarters, and are all equipped to provide conventional or super-powered forces at a moment's notice. In addition to a company-sized force of super-powered operatives, the heli-carriers carry a squadron of Yak-38 VTOL fighter planes and a squadron of Mi-24 assault transport helicopters. (The Fighter Jet and Military Helicopter described in Chapter 7 of M&M will do nicely for the Yak-38 fighter and Mi-24 helicopter.)

RED DIRECTORATE HELI-CARRIER

Equipment Points Spent: 90

STR: +47 (105)

Toughness: +33

Powers:

Flight 8 (Speed: 2500 mph, 22000 ft./rnd)

Gun Batteries (Blast 13) (DC 28; Explosion Area (130 ft. explosion))

Protection 12 (+12 Toughness; Impervious)

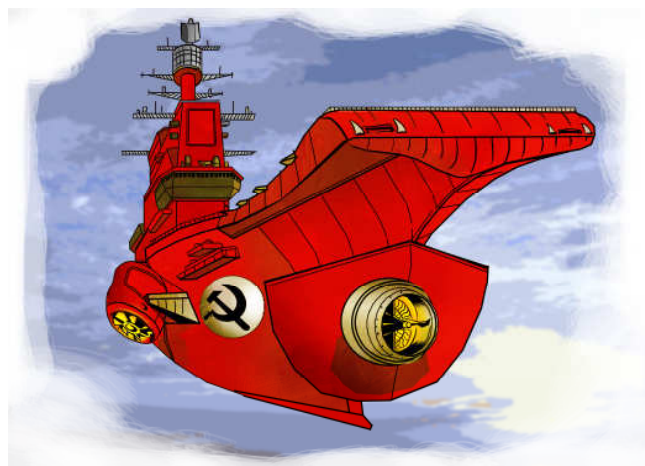
Attacks: Gun Batteries (Blast 13), +0 (DC 28)

Defense: -12, Size: Awesome

Totals: Abilities 3 + Skills 0 (0 ranks) + Feats 0 + Features 0 + Powers 79 + Combat 8 + Saves 0 + Drawbacks 0 = 90

ADVENTURE HOOKS

- 1) In January of 1988, a series of demonstrations break out in Prague to commemorate the suicide of Jan Palach, a student who immolated himself in 1969 to protest the Soviet invasion of Czechoslovakia that crushed a burgeoning liberalization and reform movement. The demonstrations have been growing in size and have taken on a decidedly anti-communist tone. Riding the crest of anti-Soviet sentiment, a group of dissident mutants have seized a government-run radio station outside of Prague and are broadcasting their manifesto around the clock trying to rouse the populace to revolution. Red Army troops have been unable to retake the radio station and the People's Revolution team is committed elsewhere. It falls to the PC's Red Directorate squad to pacify the rebellious metahumans quickly. It's an emotionally charged time, and the Kremlin wants to handle the situation as quietly and discreetly as possible to avoid handing the West any more of a propaganda victory than necessary. ((Use archetypes from Chapter 2 of M&M for the dissident mutants. The Powerhouse and Paragon are recommended, but the choice is left up to the GM.)
- 2) The Red Directorate's new heli-carrier, the *Aurora*, is equipped with stealth technology that makes it virtually invisible. On its shakedown cruise, the ship's captain, Sergei Shaykov, activates the cloak and ceases all radio communication. The Kremlin believes that Shaykov and his crew have gone rogue and intend to fly into Western Europe and defect. Red Directorate technicians have hacked their way into the *Aurora*'s computer system and believe they can send one squad through to the *Aurora*'s experimental teleportation system before their data connection is detected and severed. The PCs have been selected to board the *Aurora*, subdue the crew and bring the ship home.
- 3) Variation on Adventure Hook 2, through spies in the Soviet military, the NATO Alliance is aware of the revolutionary stealth technology being employed on the *Aurora*. The PCs are deep cover heroes or double-agents in the Red Directorate whose handlers



have secured them positions on the *Aurora's* crew. Their mission is to either steal the stealth technology or to hijack the entire vessel and land it on friendly soil.

HELI-CARRIER MUTINY

The adventure hook with the experimental heli-carrier *Aurora* going rogue as well as the Tom Clancy novel *Red October* were inspired by the actions of Valery Mikhailovich Sablin. In 1975, Sablin and a group of co-conspirators mutinied and seized control of the *Vigilant* (*Смотржевой*) a Soviet missile frigate. Sablin was a Leninist who believed the current Soviet regime was corrupt and hypocritical. He hoped his mutiny would help spark a revolution that would return the Soviet Union to Leninist values. A loyal Soviet officer who had Sablin has imprisoned on the *Vigilant* managed to free himself and radio for help. Sablin and the *Vigilant* were forced to surrender. He was executed for treason in 1976.

Heli-carrier Aurora

Power Level: 12; Equipment Points Spent: 111

STR: +47 (105)

Toughness: +33

Powers:

Concealment 5 (All Visual Senses, Sense - Hearing; Passive)

Flight 8 (Speed: 2500 mph, 22000 ft./rnd)

Gun Batteries (Blast 13) (DC 28; Explosion Area (130 ft. explosion))

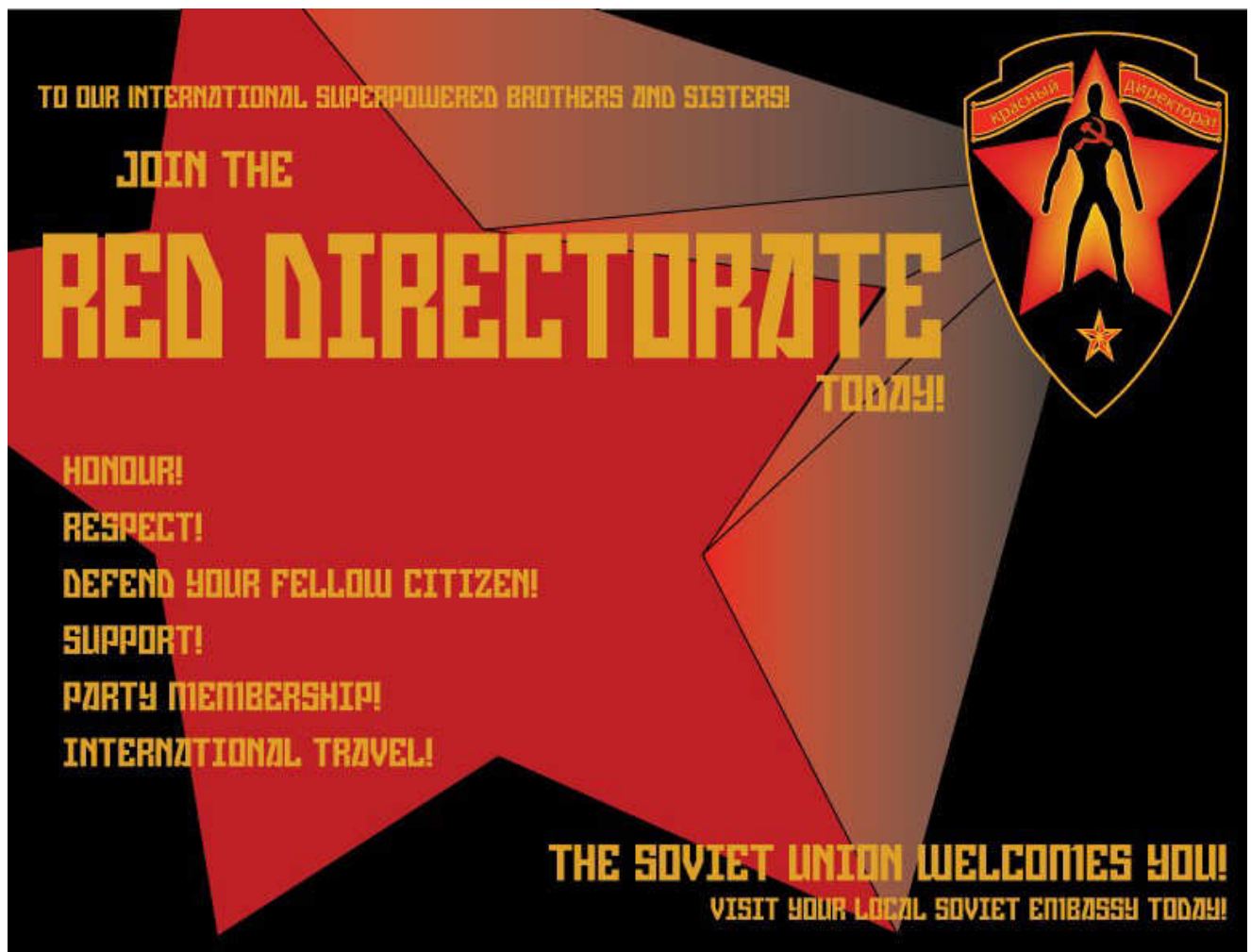
Protection 12 (+12 Toughness; Impervious)

Teleport 8 (800 ft. as move action, 2000 miles as full action; Affects Others (Only))

Attacks: Gun Batteries (Blast 13), +0 (DC 28)

Defense: -12, Size: Awesome

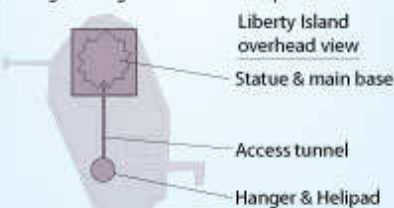
Totals: Abilities 3 + Skills 0 (0 ranks) + Feats 0 + Features 0+ Powers 100 + Combat 8 + Saves 0 + Drawbacks 0 =111



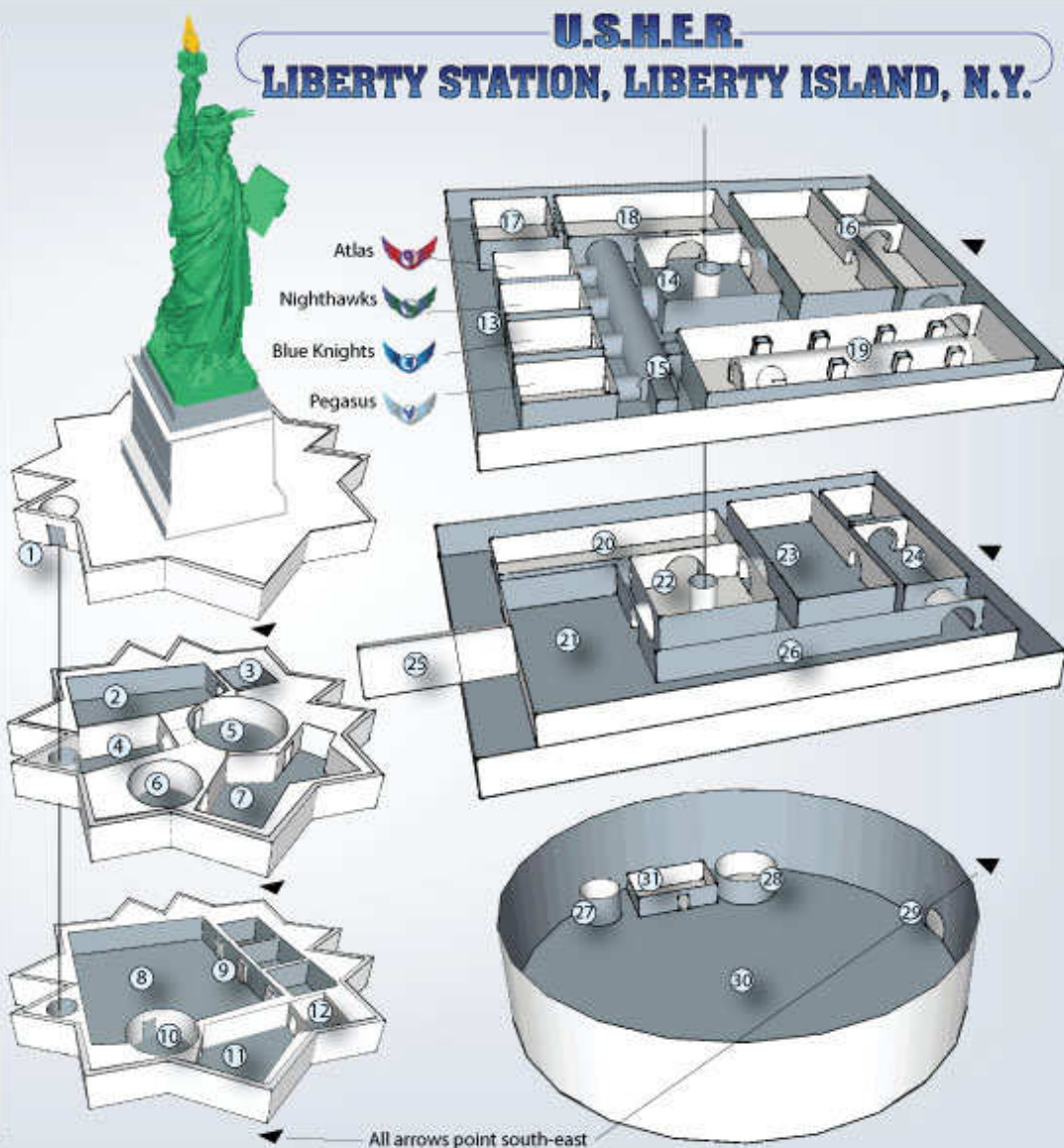
APPENDIX: USHER LIBERTY ISLAND BASE MAP



- 1 - Entrance & elevator shaft
- 2 - Admin offices
- 3 - Base commander's office
- 4 - Security
- 5 - Lobby & welcoming area
- 6 - 'Lady Liberty' Antenna array maintenance room
- 7 - Domestic emergency call monitoring room
- 8 - Foreign communications monitoring room & language center
- 9 - Analysis & meeting rooms
- 10 - Canteen
- 11 - Recreation area
- 12 - Bathroom
- 13 - Brigade Offices & Barracks
- 14 - Surveillance and security area
- 15 - Jail access corridor & Bathroom
- 16 - R&D area & Savant's personal lab and office
- 17 - Powered armor storage
- 18 - Security/Weapons lock up
- 19 - 2mw fusion Generator
- 20 - Chemical lab
- 21 - Main research lab
- 22 - Clean area
- 23 - Computer facility
- 24 - Recreation area and bathroom
- 25 - Access tunnel to underground helipad beneath the other end of the island
- 26 - Hardware research area
- 27 - Air & water filtration vent
- 28 - Armored fuel storage
- 29 - Access tunnel to main base (25)
- 30 - Main Helipad and vehicle bay
- 31 - Engineering Office & Workshop



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