



WARGAMES III: SENTINELS OF BERLIN



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“Let us beware that while they [Soviet rulers] preach the supremacy of the state, declare its omnipotence over individual man, and predict its eventual domination over all the peoples of the earth, they are the focus of evil in the modern world.... I urge you to beware the temptation ..., to ignore the facts of history and the aggressive impulses of any evil empire, to simply call the arms race a giant misunderstanding and thereby remove yourself from the struggle between right and wrong, good and evil.”

-- Ronald Reagan, 1983

“Washington’s adventuristic policy, whipping up international tension to the utmost, is pushing mankind towards nuclear catastrophe.”

-- Konstantin Ustinovich Chernenko , Leader of the Soviet Union, 1984

INTRODUCTION FICTION

Berlin - September 1986

Lieutenant Katherine “Kitty” Richardson (Royal Canadian Air Force, Codename: Avro Arrow) rushed down the hallways of the NATO base, her battle armor clanging against the tile floor as she walked. She’d been chasing down a squad of Fourth Reich battle robots with Ymir (Canadian civilian; Real Name: Miles Westlake) in the Black Forest less than an hour earlier when they received a priority call from Liberator, the NATO super-team leader, summoning them home to Berlin.

“This is an unusual mission,” Liberator had told them over the commlink, “We’ll be cooperating with the Soviets on this one.”

It had taken her 20 minutes, with boot jets at full blast, to get back to West Berlin. She ducked past the combined NATO and Warsaw Pact troopers who were uneasily sharing space in the US military base that had been set aside for this mission.

Unthinkable, Avro thought, as she bit her lip. Didn’t they train us to shoot these guys down? Not team up with them?

Katherine’s grandfather - the Canadian battle-

suit hero, Submarine Spitfire - had lost his left arm in a covert battle with Soviet super-soldiers over the Bering Sea in 1965. She vividly remembered the old man in his workshop, adjusting the robotic prosthetic he’d built himself. “Never turn your back on those Ruskie bastards,” he’d always say, as he fiddled with the wiring and adjusted the fittings.

The very idea of sitting next to communists would have made my grandfather retch, she thought.

When she arrived, the briefing room fell quiet and everyone turned to face her. The People’s Revolution (the Soviet super-team) was on the right side of a large wooden table and the NATO super-team (the Freedom Alliance) was on the other.

The American super-team leader, Liberator (Colonel, US Army; Real Name: Rick Dolan), looked up from the projector screen and growled. “Take a seat, soldier.”

“There’s an open place right here.” A ridiculously beautiful, blonde East German super-soldier pointed Katherine to the chair across from her. Kitty recognized her as the East German hero Sparrowhawk and disliked

EVEN AS SWORD STRIKES
SHIELD, BOTH MEN KNOW THIS
MAY BE THE LAST FIGHT--



her instantly.

Liberator continued the briefing. “We have ourselves an Omega class situation. In West Germany, the terrorist organization UNITY has parked an alien battleship over Berlin and is holding the city hostage.”

“Alien battleship?” Katherine said.

“Yes. And judging by the ship’s armament and profile, it appears that UNITY has retrieved a *Dvarkor* class cruiser from the bottom of the North Sea where it had crashed during the Tsavong invasion of 1985. UNITY has restored it to at least partial working order. They have positioned the refurbished alien warship directly over the Berlin Wall and are threatening to use the ship’s main plasma cannon batteries to annihilate the German capital, unless the leader of UNITY, the super-villain the Globalist, is named the dictator-for-life of a united Germany.”

“That jack-booted fiend!” Steel Eagle (Captain, West German Bundestand; Name: Karl Unterhoeffer), the only German member of the NATO team, slammed down his fist on the table.

“Settle down,” Liberator said coolly, “No one has any intention of giving into the terrorists’ demands.”

“Maybe if the UK hadn’t allowed the Globalist to escape from one of their prisons this spring, this situation never would have arisen,” the Crimson Tarantula (KGB operative, Name: Eliška Kabulov) hissed.

The British magnetism controlling super-soldier Repulse (English civilian, Name: Connor O’Sullivan) glared at the Czech and a single vein throbbed on his forehead. “Listen here, you goose-stepping, vodka-snorting, totalitarian

twa....”

The meeting erupted into a mass of shouting. The crash of Ymir’s warhammer splintering the table silenced the arguing with the sound of a thunderbolt.

Ymir’s (Canadian civilian, Name: Miles Westlake) baritone voice filled the silence. “I know everyone here is under a great deal of stress with all the times we have faced each other in the past. But, please, this is something that threatens all of us.”

The leader of the Soviet super-team, October Centurion (Colonel, Soviet Special Forces. Real Name: Vladimir Krasovsky), rolled his eyes and looked over at the American commander. “Do you mind if I continue the briefing, comrade?”

Liberator nodded.

The Russian cleared his throat. “This represents a quantum leap in UNITY’s operational capability. We never thought they had the resources to deal with extra-terrestrial tech on this scale. With the alien tech at their disposal, the UNITY forces in the warship are beyond the capability of conventional military to handle. We will launch a synchronized attack immediately. Stealth and speed are vital. The ship must be captured before they can power up and fire the battleship’s main weapon.”

Yelena Petrowsky, (KGB agent; Codename: Iron Ghost), raised her hand. “Have the diplomats sorted out who will gain possession of the alien craft when it is liberated from the hands of the terrorists?” She was staring at the NATO super-soldier New American intently. The pair had a notorious rivalry that had been well publicized on both sides of the Iron Curtain.

I bet you’re just itching to get your hands on some alien weapons, aren’t ya, ruskie?

Katherine thought.

The Liberator spoke up. "That is really something for the politicians to decide. We're meant to capture it and then take it down to neutral territory - in this case, a landing spot has been designated in Northern Switzerland."

"However," he said. "If it should happen to crash before then, well, per international treaty it would become the property of the nation that it lands on."

Silence hung heavily in the briefing room. Both teams got the message. Once the Globalist was defeated, they were to bring down the alien spacecraft onto friendly soil by any means necessary...

#

The vanguard of the assault force, Ymir, Arrow and Sparrowhawk, flew towards the impossibly massive Tsavong battleship that hung over Berlin.

"Explain to me again why we've got Blondie along?" Arrow said over Ymir's Freedom Alliance commlink.

"You're being catty," the blue-skinned Canadian whispered.

"No. I'm not."

"Me-ow."

"Stop. Just explain it to me again."

"We're expecting the Tsavong battleship to have a squadron of UNITY fighters or super-humans on patrol. Maybe even the Globalist himself."

"Still doesn't explain why she's with us."

"The three of us are the sharp end of the spear. You and I are the heavy hitters to tie up the external security. Sparrowhawk provides healing and force field support so that we can get the job done. Meanwhile, Centurion, Liberator and the rest of Beta Team will storm the battleship and begin hijacking it."

"So, what I'm getting from this is that we're babysitting her?"

"No. You're not listening. She's here to provide support and backup offensive capabilities."

"Yeah - I think I saw her backup offensive capabilities earlier when she was bending over..."

Ymir growled. "That's enough! This isn't the time."

"Funny how you're so ready to defend her." Arrow then toggled back over to the open channel. "Whatever you say, Big Blue."

"Incoming! Eleven o'clock high!" Sparrowhawk called out.

A cluster of crescent shaped UNITY fighters were diving on them - with the Globalist himself, and his personal guard, following close behind in battle-suits with jetpacks.

"OK. I'll take out the fighters. Hefty Smurf - you and Smurfette focus on the Globalist and his backup singers."

Katherine plunged through the first fighter like a diver into a swimming pool. As the ruined craft wobbled and burst into flame, she pivoted and unleashed two energy bolts

from her gauntlets at its squadron mates.

"Who is this Hefty Smurf and Smurfette she was talking about?" Sparrowhawk asked over her shoulder while blasting another of the UNITY fighters with a shimmering psionic bolt.

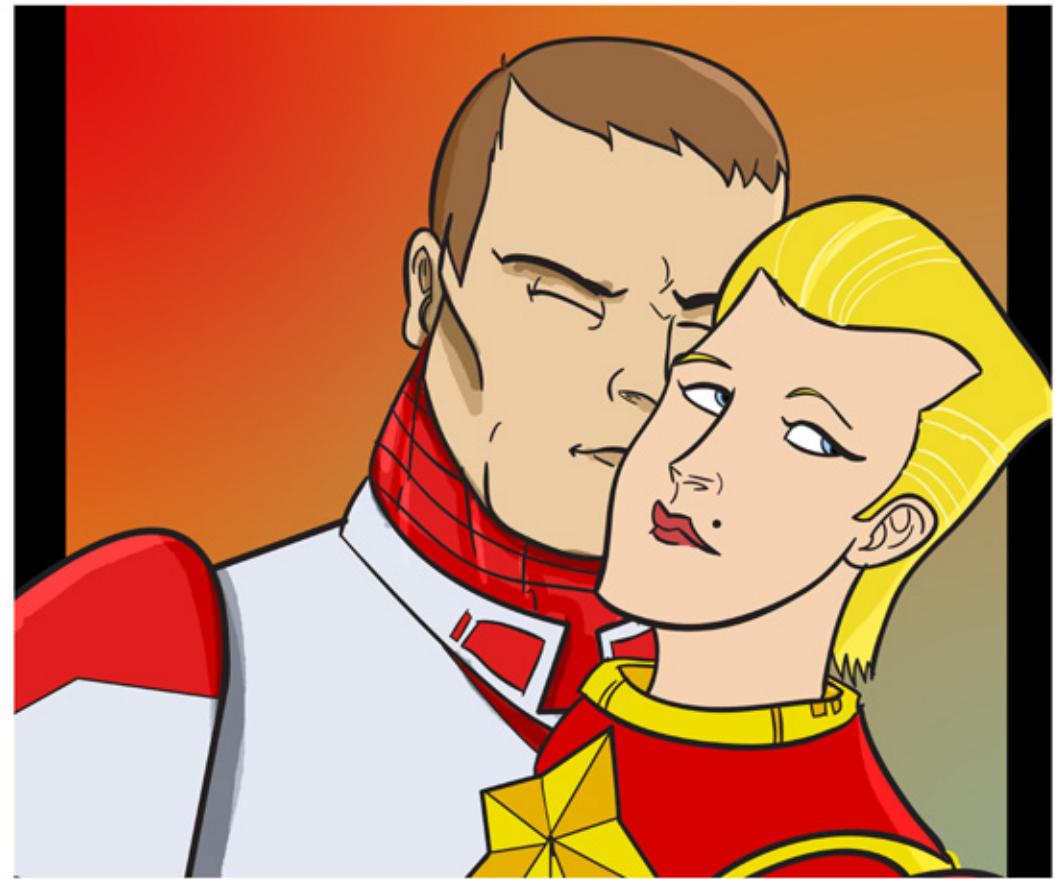
"Err - um. They are children's television characters in the West. The Smurfs are a race of blue dwarfs...err...more like gnomes, really. And, um...Smurfette isWell. It's a bit complicated. We can talk about it later."

Ymir cracked his atomic hammer against the helmet of the first of the Globalists' armored bodyguards to charge him. The thug dropped from the sky like a shattered skeet target.

"Globalist!" Ymir bellowed, pointing his weapon at the terrorist leader. "Send not thy lackeys to fight thine battles! Nay! I would have words with thee! And by words - and I mean punching you in the face. A lot!"

Arrow toggled her communicator as she chuckled over the open channel. "I love it when you talk all Elizabethan, Big Blue."

"Shut up," Ymir whispered into his commlink, "I'm trying to sound *heroic* here."



INTRODUCTION

This book, as with the rest of the *Wargames* series, is a love letter to 1980s pop culture - from movies to comics to TV shows. You'll find many a loving homage and tips of the hat (some subtle, some much less so - like the *Iron Eagle 2* inspired opening fiction) to well known characters from those days.

Perhaps it's redundant to say this in a book that features a giant, blue Canadian as a main character, but *Wargames* isn't a scholarly history of the Cold War. It's an attempt to provide a superhero RPG setting that's decidedly different than what's come before.

A book focusing on Berlin was a natural for the centerpiece of the *Wargames* series. Like

Metropolis in DC Comics or New York City in Marvel Comics, Berlin is the dramatic center of the *Wargames* world. It's where the lion's share of the crazy stuff happens. It's worth noting that much like how *Wargames* isn't a "real" history of the Cold War, the fictional Berlin we present here is, at best, a mere sketch compared to the actual city - or even compared to what an imaginative GM can build.

We're providing, hopefully, enough details to entice and spark a GM's imagination without providing so many that it restricts his choices.

And, without further introduction, I give you *Wargames 3: Sentinels of Berlin*.

IMPORTANT COLD WAR EVENTS IN BERLIN

"People of this world ... look upon this city and see that you should not and cannot abandon this city and this people!"

Ernst Reuter, Governing Mayor during the Berlin blockade, speech from September 9, 1948





Berlin Surrenders - On April 30, 1945, the Red Army reached the center of Berlin. The garrison defending Berlin surrendered on May 2. Within a week, the rest of Germany surrendered and World War2 was over in the European Theatre. Much of Berlin was left nothing but rubble and less than half of Berlin's pre-war population still lived in the city.

Potsdam Agreement - Between July and August of 1945, the victorious Allies hammered out the Potsdam agreement which divided Germany into 4 temporary occupation zones to be administered by the occupying forces of the

various Allies. There were American, English, French and Soviet occupation zones. Berlin, over 100 miles inside the Soviet occupation zone, was similarly divided into 4 sectors to be administered by occupying forces.

The Berlin Blockade and Berlin Airlift - From June 1948 to May 1949, the Soviet Union blocked the three Western Allies' railroad, water and highway access to the western-controlled sectors of Berlin. Their aim was to force the Western Powers to allow the Soviet controlled regions to start supplying Berlin with food and fuel, thereby giving them nominal control over



the entire city.

In response, the Western Allies formed the Berlin Airlift to supply the city over air corridors that had been agreed to under previous treaties. The American and British super-teams, the Freedom Alliance and Home Guard, are stationed in Berlin throughout the blockade and often escort air transports or covertly smuggle supplies through the blockade.

The effort was initially viewed with skepticism, even in the countries mounting the attempt, as this sort of logistical effort had never been

mounted before. The Berlin effort would require at least 5,000 tons of supplies a day.

In spite of the obstacles, by the spring of 1949 the effort was clearly succeeding. By April the airlift was delivering more cargo than had previously flowed into the city via rail.

The success of the Airlift was considered by Western analysts to be humiliating to the Soviets, who had repeatedly claimed it could never possibly work. The blockade was lifted in May.

West Berlin - lying exposed 110 miles inside East Germany, surrounded by Soviet troops and close to Soviet supply lines-has many roles. It is more than a showcase of liberty, a symbol, an island of freedom in a Communist sea. It is even more than a link with the Free World, a beacon of hope behind the Iron Curtain, an escape hatch for refugees.

West Berlin is all of that. But above all it has now become - as never before-the great testing place of Western courage and will, a focal point where our solemn commitments stretching back over the years since 1945, and Soviet ambitions now meet in basic confrontation.

- John F. Kennedy, July 25, 1961

“Berlin is the testicle of the West. When I want the West to scream, I squeeze on Berlin.”

(Nikita Khrushchev, Leader of the Soviet Union, Aug. 24, 1963)

At one point during the construction of the Wall, American and Soviet tanks and super-soldiers were engaged in a tense stand-off at Checkpoint Charlie for several hours before diplomatic efforts defused the situation and averted open conflict.

The Four Power Agreement - The Four Power Agreement was signed by the three Western Allies and the Soviet Union in September of 1971. It greatly improved life in the Western Sectors, eased travel and communication between sectors in Berlin and contributed to increasingly warm relations between East and West during the Age of Détente.

Super-Soldier Race - Early In 1980, in an effort to present a “stronger face” in West Berlin, Ronald Reagan ordered the deployment of a full company of the USHER agency’s battle-suit troops (the Atlas Brigade) to West Berlin. In response, the USSR stationed the heavy battle mech unit from the Shturmovik Agency near East Berlin.

In 1981, NATO recruits a West German soldier, Karl Unterhoeffer, into the Freedom Alliance contingent in West Berlin in an effort to enhance their public perception with the West German public. He was given a specially designed battle-suit and the super-soldier codename of Steel Eagle (*der Stahladler*). In response, the People’s Revolution team in East Berlin recruits an East German soldier, Gustav Hansen. He was issued a battle-suit that was at the bleeding edge of Soviet technology and

East German Uprising of 1953 - A popular uprising occurred in East Germany in the summer of 1953. A labor strike by construction workers grew into a wider, grass-roots protest of the heavy handed totalitarian government. The protests spread to hundreds of towns across East Germany before the movement was put down by Soviet and East German infantry and armor. Thousands were arrested and hundreds were killed.

Berlin Crisis and the Construction of the Wall
- In 1958, Soviet Premier Nikita Khrushchev demanded that Western powers leave Berlin immediately. In 1961, rapid construction efforts began on the Berlin Wall after Khrushchev’s ultimatum failed to pressure the Western powers into quitting the city.

Tensions mounted. As the Wall is being constructed, American, British and French super-soldiers engage in a series of frantic covert operations, spiriting scientists and dissidents out of East Germany.

given the codename Warbird (der *Kreigsvogel*.) This pattern of escalation continued for several months - dramatically raising tensions in Berlin and directly leading to the crisis of 1982.

Berlin Super-Soldier Crisis of 1982 - The West German super-soldier Steel Eagle caused an international incident when he rescued a would-be escapee who had been shot by East Berlin guards while trying to cross the Berlin Wall. During the incident, he engaged in a brief firefight with the East German super-soldier Warbird.

This situation quickly escalated into a tense standoff between superhuman and conventional forces. The bulk of all Warsaw pact and NATO super-soldiers were committed to Berlin during this standoff

A NATION DIVIDED

The reunification of Germany is not in the interests of Britain and Western Europe. It might look different from public pronouncements, in official communiqué at NATO meetings, but it is not worth paying ones attention to it. We do not want a united Germany. This would have led to a change to post-war borders and we can not allow that because such development would undermine the stability of the whole international situation and could endanger our security.

- Margaret Thatcher, during a 1989 meeting with Mikhail Gorbachev. Published in the Times Online in 2009 from recently declassified Soviet archival documents.

The human cost of the division of Germany cannot be overstated. For the people of Berlin (and Germany) the division of the city and nation was a tragedy; lives were shattered and families were separated.

While politicians in the West paid lip service to the concept of German unification, the ugly and unspoken political truth is that many (on both sides) were thankful for the Berlin Wall. The Wall created a definable and mutually acceptable status quo that greatly reduced the chance of open war. The US and its allies did not challenge the reality of Soviet power and the Soviets did not challenge Allied rights to maintain West Berlin (and by extension, the existence of West Germany). The separation of Germany, although far from ideal, minimized the chance of open conflict and thus possibly saved millions of American, Russian and German lives.

Also, as the above quote from then British Prime Minister Thatcher demonstrates, many in Western Europe were adamantly opposed to the idea of a unified Germany as they saw it as a potential security threat.

MAJOR BERLIN LANDMARKS

The Berlin Wall - In the late 1950s and early 1960s, hundreds of thousands of East Germans (mainly young, educated professionals) were fleeing to the West via Berlin. To stem this flood, the Soviets constructed the Berlin Wall, which became the most iconic symbol of the Cold War.

The Wall evolved over time to become increasing escape-proof. By the mid 80s, it was 12 ft high and 4 ft wide. The top of the wall was lined with a smooth pipe, intended to make it more difficult to scale. It was reinforced by barbed-wire fencing, trenches, bunkers and over 100 watchtowers.

East German border patrol guards had standing “shoot to kill” orders for would-be defectors fleeing into West Berlin. At least 136 people were confirmed killed while trying to cross the border.

The Berlin Wall was known in the Soviet Union and in East Germany as the “Anti-Fascist Protective Rampart”.

In our world, escape attempts in Berlin largely stopped in the late 1960s (with a

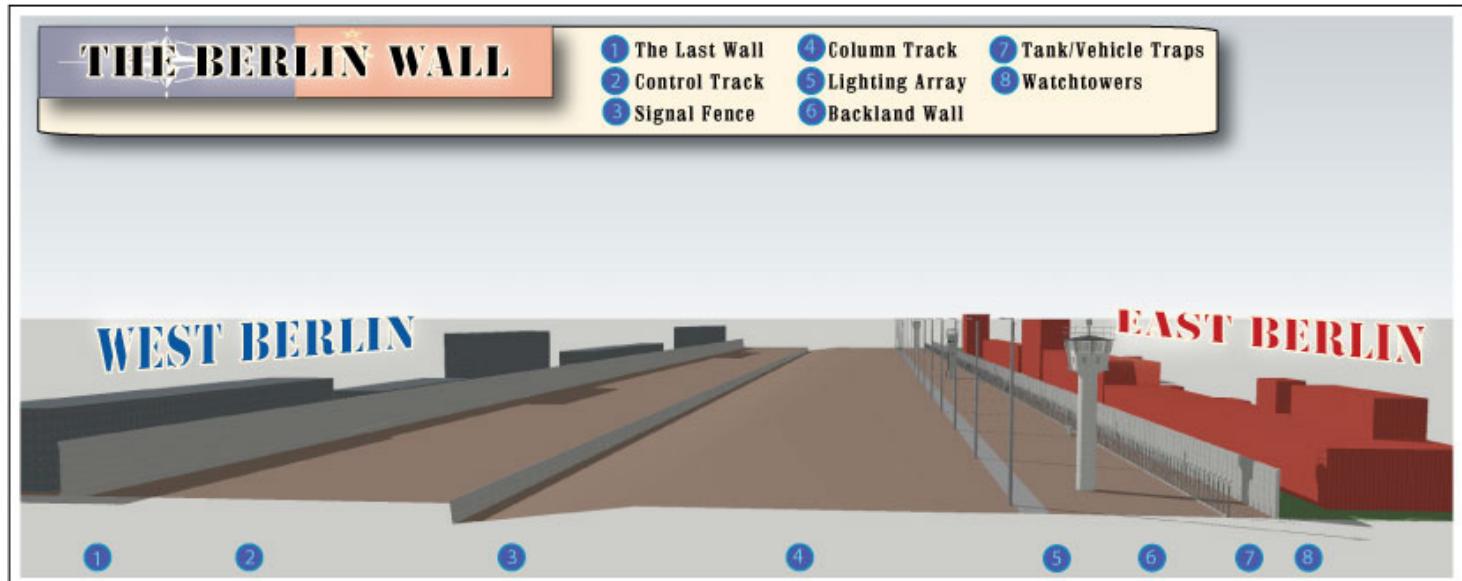
“As I looked out a moment ago from the Reichstag, that embodiment of German unity, I noticed words crudely spray-painted upon the wall, perhaps by a young Berliner, ‘This wall will fall. Beliefs become reality.’ Yes, across Europe, this wall will fall. For it cannot withstand faith; it cannot withstand truth. The wall cannot withstand freedom.”

- Ronald Reagan, speaking at the Brandenburg Gate near the Berlin Wall in 1987



few notable exceptions) after the Wall was heavily fortified. In the world of the *Wargames* universe, escape attempts grew rarer in Berlin but never stopped altogether. Meta-humans in the Eastern Bloc desperately wanted to avoid mandatory government service and Berlin, despite the myriad formidable challenges, was still an island of the West deep inside the Iron Curtain.

The Soviet agency that oversees superhuman issues, the Red Directorate, had posted a permanent garrison in East Berlin to combat this and the flow of meta-powered escapees dried up to a trickle. However, in the 1980s, a German dissident group called the Liberty Underground began ferrying dozens of meta-humans (and other escapees) into West Berlin. Liberty Underground was well organized and had its own superhuman operatives assisting the escapees and was able to operate with impunity - staging escapes into West Berlin apparently at will. The Red Directorate stepped up their presence in East Berlin in response - posting a helicarrier permanently in the city. The head of the Red Directorate, the Supreme Commissar, also frequently visited East Berlin in an attempt to personally shore up the situation.



Teufelsberg - Although its official name was Field Station Berlin, Teufelsberg (or Devil's Mountain) was the nickname that stuck. It was the largest American listening post in West Berlin and it was located in the British Sector. The listening station was constructed on top of an artificial hill that was constructed from the rubble of the city of Berlin after WW2.

There were widespread rumors that the Americans had excavated a shaft down into the ruins beneath. One popular theory held that it was an underground escape tunnel.

In truth, the Freedom Alliance Berlin Auxiliary has their headquarters underneath Teufelsberg which had been hollowed out from the wreckage of a Nazi military college that used to exist underneath the massive mound of rubble. This affords them a hardened, secret location and keeps them close to the largest NSA installation in the city, so they can keep their finger on the pulse of the latest intelligence.

Checkpoint Charlie - Checkpoint Charlie was the name given by the Western Allies to a crossing point between East and West Berlin

during the Cold War. Located at the junction of Friedrichstraße with Zimmerstraße and Mauerstraße, Checkpoint Charlie became a symbol of the Cold War.

During the Berlin Crisis in 1961 and the Super-Soldier Crisis in 1982, American and Soviet tanks and super-soldiers faced each other down



at Checkpoint Charlie for several hours. It was also the site of a handful of daring escapes in the mid 1960s when East Germans seeking to defect crashed their car through the gate on the Soviet side of the checkpoint. After 3 such escapes, the Soviets fortified their side of the checkpoint with concrete barricades and a guard tower, while the American side retained its sole building: a simple wooden shack. The reason was diplomatic - the Americans officially did not consider the Berlin Wall to be a valid international border and refused to act as if it were.



The Reichstag - The Reichstag building in Berlin was constructed for the first parliament of the German Empire in the 17th Century. It was the home of the German legislature until the 1930s when it was damaged in a blaze allegedly set by communist terrorists. When the Iron Curtain went up, the building was unfortunately positioned just across the border in West Berlin. Although it was in ruins and could serve no official function, (since the West German parliament met in Bonn) in 1956 it was restored and served as a museum and a symbol of German unification.

Stasi Headquarters - Located in the Lichtenberg neighborhood in East Berlin, this massive office

complex employed up to 30,000 bureaucrats, spies, and KGB officers at the height of the East German secret police. The Stasi HQ also accommodated multiple squads of KGB psychics and the People's Revolution had their base of operations in a fortified sub-basement.

Brandenburg Gate - This famous landmark is a former city gate and one of the most well-known symbols of Berlin and of Germany. It was commissioned in the 16th century and consists of several Doric columns supporting a stone top which is the base for a statue called the Quadriga. The Quadriga depicts a chariot driven by Nike, the Roman goddess of victory.

After the partition of Germany, the governments of East and West Berlin restored it in a joint effort. Vehicles and pedestrians could travel freely through the gate until August 1961 when the Berlin Wall was erected. The wall ran just west of the gate, cutting off access from West Berlin.

RAF Gatow - (aka Royal Air Force Station Gatow), this RAF military airbase in is southwestern Berlin. It played a key role in the Berlin Airlift and its close proximity to the Havel River allowed for the only military use of seaplanes during the Airlift. Throughout the Cold War, RAF Gatow was as an air base for the British Army's Berlin Brigade and a frequent launching site for covert aerial reconnaissance missions. Repulse and Avro Arrow had private residences here.

Tempelhof Central Airport - a United States military airfield in the southern suburbs of West Berlin. It was the main base used by the United States Air Force in Berlin. Units of the United States Army Berlin Brigade were stationed there as well.

Tempelhof was one of the main lifelines for West Berlin during the Berlin Airlift and

afterwards was the main supply line and transportation hub for Allied forces in Berlin. (The name Tempelhof is derived from the fact that the land the airport was built on belonged to the Knights Templar during the Middle Ages.)

Extensive booby-trapping by Nazi forces of the lower three levels of Tempelhof made these levels too dangerous to investigate. These lower levels of Tempelhof were flooded and sealed by the Red Army and remained off limits throughout the Cold War.

Fourth Reich agents in the 1980s launched a series of attacks on Tempelhof, apparently designed to breach the sealed lower levels. Analysts speculated that the neo-Nazis were attempting to retrieve Thule Society magical artifacts or super-science weapons that were locked in when the Third Reich sealed the



lower levels against the advancing Red Army.

The Berlin Subway System - The subways in Berlin were built before the partition of East and West. Two segregated sets of trains, one for East Berliners and one for West Berliners, roam the tunnels. East German soldiers patrol the stations that the West Berlin trains pass as they travel through East Berlin to ensure no one gets on or off. These unused but heavily guarded platforms are called *Geisterbahnhöfe* (ghost stations).

SUPER-SOLDIERS IN BERLIN

For super-soldiers assigned to the Freedom Alliance or People's Revolution contingents in Berlin, it was not was not a plum post. It's a high stress assignment with constant HQ oversight and infamously severe reprimands for mistakes.

The Berlin super-teams have become the dumping ground for supers in the NATO or Warsaw Pact programs who've gotten in trouble at their previous assignment or those with a habit for angering their commanders in the field. It's very easy to get assigned to the super-human squads in Berlin - much less so to get out.

The unfortunate and incorrect bureaucratic assumption is that "problem" supers can't cause trouble in Berlin while under such close surveillance. In truth, the potential for disaster is almost unlimited on any number of fronts. The incredible tension between the superpowers in the city makes it a hotspot for super-villains, rogue agents, anarchists, warmongers and all manners of crackpots who are interested in kicking off WW3.

The arms race has taken on a new intensity in Germany in the 1980s. In order to help offset what they see as a drastic conventional military disadvantage, the Reagan administration deployed mobile ground launched missiles,

TACTICAL SITUATION

Only he who has decided to commit suicide can start a nuclear war in the hope of emerging a victor from it. No matter what the attacker might possess, no matter what method of unleashing nuclear war he chooses, he will not attain his aims. Retribution will inevitably ensue -- Leonid Brezhnev, Leader of the Soviet Union from 1964 to 1982

The situation in Western Europe in the 1980s was dire for the NATO Alliance. The US couldn't commit enough troops to make an effective stand against the projected numbers of Warsaw Pact forces (although it should be noted that American intelligence agencies were seriously compromised by double agents throughout most of the 70s and 80s - casting serious doubt on the accuracy of their estimates).

The *best* estimates had Warsaw Pact armor and infantry outnumbering Western forces by 6 to 1. NATO strategists believed that the superior technology, communications, and organization of western forces would negate the Warsaw Pacts manpower advantage and claimed that this "technological advantage" would effectively cut the odds down to 3 to 1. (There was much skepticism and not a little debate about this claim on all sides.)

Consequently, the NATO plan to defend Western Europe was effectively to stage a fighting retreat while falling back into the mountain passes of Western Germany and Northern Italy and wait there for reinforcements from the US and other Western nations. This NATO strategy which relied on liberal use of battlefield nuclear weapons to slow the Soviet advance was, understandably, very unpopular with the Europeans - particularly West Germany.

such as the Pershing II missile launcher, to Germany. This gave American nuclear weapons unprecedented first strike ability against the Warsaw Pact.

In tandem with this, NATO super-soldier forces in West Berlin were drastically increased with the addition of the Liberator and the West German hero Steel Eagle. The Canadian hero Ymir along with the British super-soldier, Repulse, were deployed to Berlin. Additionally, the US power armored force known as the Atlas Brigade was deployed to Berlin.

These actions resulted in an uproar from the Warsaw Pact and charges that the US was engaging in brinkmanship. In response, the Warsaw pact deployed the super-soldiers October Centurion, Warbird, Comrade Psychonaut and Crimson Tarantula to Berlin. Additionally, the Shturmovik Agency's Dire Wolf Brigade, composed of the massive BT-7 battle mecha, was deployed to a base on the outskirts East Berlin.

FREEDOM ALLIANCE AUXILIARY IN WEST BERLIN

I hear it said that West Berlin is militarily untenable. And so was Bastogne. And so, in fact, was Stalingrad. Any dangerous spot is tenable if men - brave men - will make it so.

-John F. Kennedy

A) The Phantom Archer - (Le Archer Fantôme)

- Pascal Dodemont was an Olympic level archer who first demonstrated powers of teleportation in a massive 12 car pile-up while driving to Marseilles for an archery competition. Pascal was found a mile away from the wreck, shaken but without a scratch.

He was inducted into France's independent national hero team (Les Défenseurs de la République - *The Defenders of the Republic*) immediately and given a crash course in being a super-soldier.

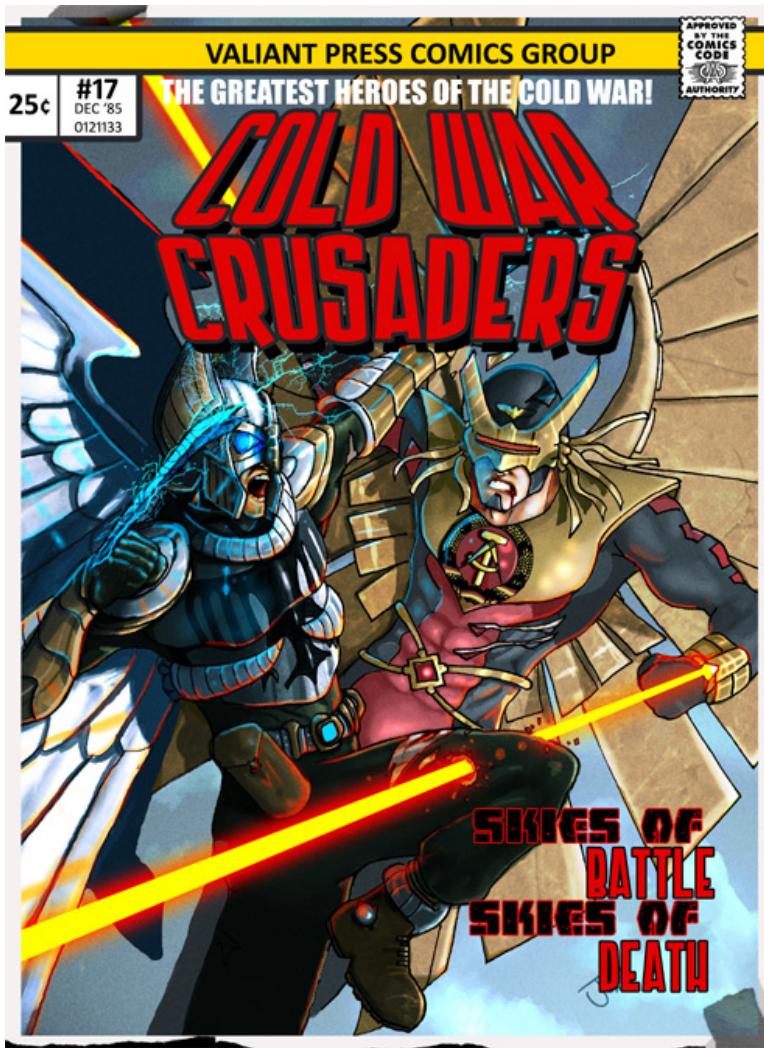
Pascal is, at his core, a thrill-seeker. He enjoys the adrenalin rush of missions, jumps into combat with a startling ferocity and enjoys mugging like a movie star for the cameras. This attitude has made him a less than an ideal operative (and has not endeared him to his team mates on the Defenders) but has resulted in him being a very popular figure with the

French public, especially among young people. Additionally, Pascal is a fiercely independent young man with an ingrained distrust of any authority figure and a need to challenge the status quo.

In short: he's been a real pain to his superiors.

Although France left the unified NATO command in the 1960s - they kept troops stationed in Germany as a commitment to its allies to protect Western Europe from potential Soviet aggression. In a similar move, France choose to remain integrated into the NATO super-soldier program to show solidarity with their European neighbors - but with the caveat that they are independent and not operating under the joint chain of command. This effectively ensures that French meta-human will not be taking orders from the US military. (NATO isn't thrilled about this - but given the security situation in Western Europe the Alliance isn't going to turn away super-powered help even when it comes with strings attached.)

The time came for Pascal's turn to do a rotation on the West Berlin team. In truth, it technically *wasn't* "his" turn, but his commanding officer



(the French super-soldier Liberty Hammer - *le Marteau de la Liberté*) was intensely annoyed with Archer's insubordination and figured a year in West Berlin might be just what the young hot-head needed.

Phantom Archer has trained extensively in lightning fast teleportation attacks - blinking into an area - causing maximum damage with his energy bow and stun grenades - and then blinking out. He's a masterful sabotage agent and although Liberator hates to admit it, if the kimchi ever hits the fan in West Berlin, Archer's abilities will be indispensable in slowing down the Soviet advance and sowing chaos in their ranks.

Pascal has no love for authority and he chafes under the strict leadership of the Liberator. He has taken

on the role of self-appointed 'bad boy' on the team and goes out of his way to hassle his superiors, using the fact that he's not actually in their chain-of-command to avoid official reprisals.

He takes the opportunity to annoy New American every chance he can and the animosity is mutual. He's struck up a friendly relationship with the Steel Eagle and Repulse and the three of them (along with the reserve member Iron Hand) form a sort of informal super-team of the young meta-humans in Berlin.

The Archer is attracted to Avro Arrow and is in awe of her tactical smarts. He's uncomfortable looking up to a woman as a superior warrior and covers up his attraction with an arrogant façade.

Archer thinks that Ymir is nuts but since Liberator also seems to think that Ymir is crazy, Archer has made a point to strike up a friendship with the giant Canadian.

Casting: Emilio Estevez (circa Young Guns)

Roleplaying Shtick

The Thrill-seeker - This character is in the hero business mainly for the adventure. What really drives him is the need for action and excitement - whether it's fighting super-villains or chatting up potential dates.

Beneath the flashy self-absorption, there is something more substantive. Deep down, he (or she) does have a moral core and having that come to the forefront could make for interesting role-playing. A familiar example would be the Human Torch from Marvel Comics.

PHANTOM ARCHER (LE ARCHER FANTOME)

Power Level: 11; Power Points Spent: 165/165

STR: +1 (12), **DEX:** +2 (15), **CON:** +1 (13), **INT:** +1 (12), **WIS:** +0 (10), **CHA:** +3 (16)

Tough: +1, **Fort:** +8, **Ref:** +12, **Will:** +9

Skills: Acrobatics 9 (+11), Diplomacy 5 (+8), Language 3 (+3), Notice 8 (+8), Pilot 2 (+4), Ride 12 (+14), Sleight of Hand 3 (+5), Stealth 2 (+4), Knowledge (history) 4 (+5)

Feats: Accurate Attack, Defensive Attack, Improved Initiative, Quick Draw, Power Attack, Move-by Action, Teamwork, Attack Focus (Ranged) 2, Benefit (Freedom Alliance Membership) 3, Attack Specialization (Device), Elusive Target, Evasion, Improved Aim, Interpose, Precise Shot, Ranged Pin, Redirect, Sneak Attack, Startle

Powers:

Compound Bow (Device 10) (easy to lose)

Blast 6 (DC 21; Penetrating; Accurate (+2), Improved Range (150 ft. incr), Ricochet (1 bounce))

Flash Arrow (Dazzle 6) (Alternate; DC 16; Burst Area (30 ft. radius); Accurate (+2))

Glue Arrow (Snare 6) (Alternate; DC 16; Accurate (+2))

Bolo Arrow (Trip 5) (Alternate; Knockback; Accurate (+2))

Tether Arrows (Super-Movement 2) (Slow Fall, Swinging)

Stun Arrow (Stun 7) (DC 17; Range (ranged))

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

Attack Bonus: +10 (Ranged: +12, Melee: +10, Grapple: +11)

Attacks: Unarmed Attack, +10 (DC 16), Blast 6, +16 (DC 21), Flash Arrow (Dazzle 6), +16 (DC Fort/Ref 16), Glue Arrow (Snare 6), +16 (DC Ref/Staged 16), Bolo Arrow (Trip 5), +16 (DC 15), Stun Arrow (Stun 7), +14 (DC Fort/Staged 17)

Defense: +10 (Flat-footed: +5), Knockback: +0

Initiative: +6

Languages: English, French, Russian, German

Totals: Abilities 18 + Skills 12 (48 ranks) + Feats 22 + Powers 47 + Combat 40 + Saves 26 + Drawbacks 0 = 165



B) The Liberator - Rick Dolan once looked like he was a man who was going places.

After graduating close to the top of his class at West Point, Dolan received his requested posting: a command slot in the Atlas Brigade, the power armor unit in the U.S.H.E.R agency. He distinguished himself in action against several domestic super-powered terrorist attacks and in battle with Shturmovik and Red Directorate armored troops on covert missions

in South America and Southeast Asia.

After being promoted to Colonel and decorated for his part in combating the prison break at the meta-human prison Super Alcatraz, Dolan was sure that his career was in the express lane. Then, surprisingly, he was transferred to the leadership slot of the famous dead end that is the Freedom Alliance contingent in West Berlin.



He's been wondering what he did to deserve this punishment. He suspects that his previous commander at U.S.H.E.R. must have had a grudge against him. (He doesn't realize that his superiors believe he's the only person in the Western super-soldier program - other than possibly Old Glory - with the right combination of skills, intelligence and willpower to handle the profoundly challenging position in West Berlin.)

In preparation for his position in West Berlin, Dolan was issued and trained in the use of the Liberator battle armor. The Liberator armor is an innovation in American battle suit design. Unfortunately, it is also one of a kind as it was constructed (with the help of the alien CIA agent codenamed Majestic 12) using strange metals and technology cannibalized from the alien starship that crash-landed at Roswell, New Mexico. It provides an amazing degree of protection and greatly amplifies the psionic energy of the wearer.

The Madison Avenue advertising agency hired by NATO determined that a medieval knight motif would best convey a strong and benevolent image that would engender positive feelings among the West German populace. The Liberator armor was appropriately modified and an electrified, armor-piercing sword was incorporated into the design to complete the effect.

As happened so often in the Cold War, there was an equivalent propaganda response from the Eastern Bloc meant to counter the Western Bloc's move. Shortly after Dolan (in his heroic guise as the Liberator) was assigned to West Berlin; the Warsaw Pact created its own super-soldier with a medieval knight theme (dubbed 'the October Crusader') and deployed him to East Berlin.

Dolan never forgets that he's the team

commander and never lets anyone else forget it either. He is driven less by the ego and eagerness that used to characterize his career than by the grim and certain knowledge that he has an almost impossible charge: to defend West Berlin in case of invasion. His team is ridiculously out-manned on every front - and their only viable military option is staging a Thermopylaen defense at the Tempelhof Central Airport to let as many people get out of the city as possible before they fall.

Provided that they can even evacuate Berlin, (and the sheer numeric superiority of Soviet forces makes that anything but certain) the wider defense plan for West Germany is basically: fall back to the mountain passes (notably the Brenner Pass in the Austrian Alps) and use tactical nuclear weapons on German soil to hold back the Red Army until reinforcements arrive. Dolan is haunted by this awareness of how quickly this catastrophe could overtake them and how quickly it could escalate to global nuclear war.

The best hope, in Dolan's opinion, is to have his team present such an intimidating and formidable image that the enemy will be hesitant to attack. Inducting such powerhouses as Repulse and Ymir has been a major boost to this strategy in terms of raw power. He tries to hold the super-soldiers under his command to a high level of discipline to maintain the fearsome image. Due to the motley crew of disparate personalities he has to contend with, he has been less than successful.

Dolan went to West Point with the father of William Mauger (the New American). As a favor to Mauger's father, Dolan requested that William be reinstated into the super-soldier program and stationed in West Berlin. Dolan is disturbed by how broken Mauger seems to be after his experience on the Freedom Alliance primary team. He is hopeful that, in time, Mauger will

once again be the brilliant, aggressive tactical whiz that he knew years ago.

Dolan has previously served with Avro Arrow's grandfather some years ago on a mission in Northern Europe when he was still a member of the Atlas Brigade and Arrow's grandfather was the Canadian hero Submarine Spitfire. The two men argued almost from the moment they met. Despite that history, he's got a solid, friendly working relationship with Arrow. He is impressed by her military bearing and attitude and counts himself lucky to have her.

He's grateful to have the raw power of Ymir, but he's troubled that the guy honestly believes he's some kind of figure from Norse mythology. Dolan has to wonder how someone with that kind of mental instability will hold up in combat. Still, Ymir has a solid record in the field in Canada and if his presence makes the Soviets pause before trying something, it's worth it to have him in Berlin.

He has an acrimonious relationship with the trio of young male heroes on the team, Repulse, Phantom Archer and Steel Eagle. The young bucks want to strike a more aggressive posture when dealing with the Warsaw Pact forces and Liberator emphasizes (at high volume) how delicate the diplomatic situation is and how his methods are the most effective way to deter Soviet aggression and prevent open war. If he ever gets firm proof that the three sometimes buzz East Berlin guard towers along the Berlin Wall (with Repulse using his magnetic control powers to defeat any recording devices) he'd burst a blood vessel in his forehead before having all 3 thrown into the stockade.

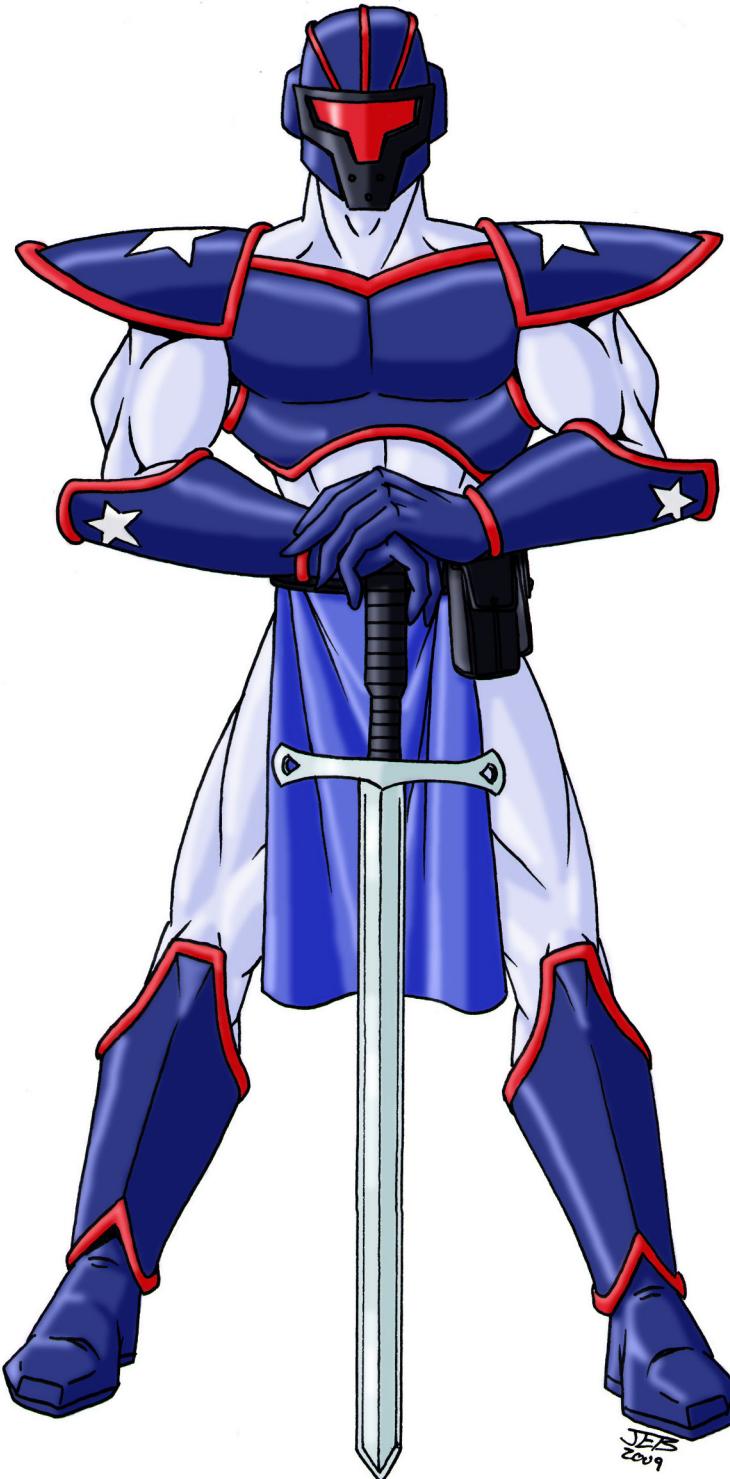
Casting: Stacey Keach (circa *Red Dawn*) **Runner up:** Louis Gosset Jr. (circa *Iron Eagle*)

Roleplaying Shtick - The Realist - The Liberator is very conscious of the realities of the tactical

situation in West Berlin. He's got no time or patience for grandstanding or disobedience in his unit given how high the stakes are. All of Western Europe depends on him doing his job.

He has been around enough to realize that people should be judged by the quality of their character and not just the uniform they're wearing. He is slow to anger - but will take offense if insulted directly.





THE LIBERATOR

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

STR: +1 (12), **DEX:** +1 (13), **CON:** +0 (11), **INT:** +1 (12), **WIS:** +1 (13), **CHA:** +1 (12)

Tough: +0/+8, **Fort:** +5, **Ref:** +7, **Will:** +7

Skills: Computers 7 (+8), Diplomacy 2 (+3), Drive 2 (+3), Gather Information 4 (+5), Intimidate 5 (+6), Investigate 1 (+2), Language 3 (+3), Notice 3 (+4), Pilot 2 (+3), Stealth 6 (+7), Survival 3 (+4), Swim 3 (+4), Profession (Soldier) 8 (+9)

Feats: Power Attack, Benefit (Freedom Alliance Membership) 3, Leadership, Master Plan, Move-by Action, Attack Specialization (Device)

Powers:

Liberator Battle-suit (Device 16) (hard to lose)

Communication 4 (Sense Type: Mental)

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

Protection 8 (+8 Toughness; Impervious)

Super-Senses 8 (Precognition, Postcognition)

Mental Blast 6 (DC 21; Accurate (+2))

Mind Shield 5 (Impervious +5 to Will saves vs. Mental effects)

Mind Reading 4 (DC 14)

Telekinesis 3 (Strength: 15, Carry: 66 / 133 / 200 / 400, DC 18; Damaging)

Electrified Sword (Device 3) (easy to lose)

Strike 7 (DC 22; Penetrating)

Attack Bonus: +7 (Ranged: +7, Melee: +7, Grapple: +8)

Attacks: Unarmed Attack, +7 (DC 16), Mental Blast 6, +9 (DC Will 21), Strike 7, +9 (DC 22), Mind Reading 4, +7 (DC Will 14), Telekinesis 3, +7 (DC 18)

Defense: +6 (Flat-footed: +3), Knockback: -8

Initiative: +1

Languages: English, Russian, French, German

Totals: Abilities 13 + Skills 13 (49 ranks) + Feats 8 + Powers 73 + Combat 26 + Saves 17 + Drawbacks 0 = 150

C) The Steel Eagle (in German: Der Stahladler)

-In the early 1980s, NATO was concerned about maintaining the good will of the German public. There was a concentrated propaganda effort by the Warsaw Pact to portray West Germany as a vassal state - a puppet of the US. NATO wanted to counter this by having a German hero standing alongside the other members of Freedom Alliance. The goal was to create a hero for West Germany; a rallying figure that was designed to accentuate German nationalism; a very touchy subject post-WW2.

The designers walked a difficult line. They ultimately chose to go with a romanticized medieval Germanic (one might even say Wagnerian) motif and an overall concept that emphasized the 'black eagle' which has been a prominent emblem in Germany since the days of Charlemagne.



Karl Unterhoeffer, the German soldier who was selected to fill the role of Steel Eagle, is all too aware that his concept was cooked up by the brass at NATO. Often, Karl feels like he's meant to just be an American propaganda gimmick. But he's determined to be more. He wants to be a symbol of hope, courage and ultimately - independence for his people.

Karl's arch-rival is Kriegsvogel (in German: Warbird), an East German super-soldier

stationed with the People's Revolution auxiliary in East Berlin as a propaganda counter-move to him. The two winged supers have clashed numerous times over incidents at the Berlin Wall when refugees were fleeing from East Berlin to West Berlin. Through these skirmishes, they have developed a grudging respect for each other's capabilities. It hasn't escaped either of them that they have more in common with each other than they do with the other members of their respective teams.

Phantom Archer and Steel Eagle have a friendly but antagonistic relationship, The Frenchman often ribs Eagle for being too uptight and the German mocks Archer for being compulsively non-conformist and rebellious. Being of similar age, the British hero Repulse and Eagle get along pretty well, and the three of them (Archer, Repulse and Eagle) sometimes conduct informal patrols of Berlin.

On his nightly patrols of West Berlin avenues and rooftops, Eagle has encountered a street vigilante, the Iron Hand. He has teamed up with her on several raids against the Red Army Front and put in a good word for her with Liberator to get her deputized into part-time status with the Freedom Alliance.

Casting: Michael Biehn (aka Corporal Hicks in *Aliens*)

Roleplaying Shtick

The Idealist - Steel Eagle wants to be a symbol of hope and defiance for the citizens of both West and East Berlin. For him, it's not about Communism or Capitalism. That's merely old men posturing and rationalizing. It's about a Russian occupation and oppression of his homeland that needs to end as soon as possible. He will do anything he can to discredit or embarrass the East German government. In his mind, this is his duty as the first nationally sanctioned hero of West Germany since WW2.

STEEL EAGLE

Power Level: 11; Power Points Spent: 165/165

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

Tough: +3/+13, **Fort:** +7, **Ref:** +7, **Will:** +7

Skills: Acrobatics 6 (+9), Computers 2 (+5), Craft (electronic) 2 (+5), Craft (mechanical) 1 (+4), Knowledge (history) 2 (+5), Knowledge (streetwise) 2 (+5), Knowledge (technology) 2 (+5), Language 3 (+3), Notice 5 (+8), Pilot 4 (+7), Profession (Soldier) 4 (+7), Search 6 (+9), Sense Motive 5 (+8), Stealth 6 (+9)

Feats: Acrobatic Bluff, All-Out Attack, Benefit (Freedom Alliance Membership), Defensive Attack, Defensive Roll, Dodge Focus 2, Elusive Target, Evasion, Favored Environment (Air), Move-by Action, Power Attack

Powers:

Steel Eagle Battle Harness (Device 11) (Hard to lose)

Electro-Claws (Electrical Control 10)
(DC 25)

Strike 7 (Alternate; DC 24; Penetrating; Mighty)

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

Protection 9 (+9 Toughness; Impervious)

Super-Strength 4 (+20 STR carry capacity, heavy load: 2.8k lbs; +4 STR to some checks)

Steel Eagle Helmet (Device 4) (Hard to lose)

Communication 5 (Sense Type: Radio)

Mind Shield 5 (Impervious +5 to Will saves vs. Mental effects)

Super-Senses 10 (Direction Sense, Distance Sense, Infravision, Radio, Tracking: Infravision 1 (half speed), Ultra-Hearing, X-Ray Vision)

Attack Bonus: +10 (Ranged: +10, Melee: +10, Grapple: +12/+16)

Attacks: Electro-Claws (Electrical Control 10), +10 (DC 25), Strike 7, +10 (DC 24), Unarmed Attack, +10 (DC 17)

Defense: +9 (Flat-footed: +4), Knockback: -11

Initiative: +3

Languages: English, French, German, Russian

Totals: Abilities 34 + Skills 13 (50 ranks) + Feats 12 + Powers 60 + Combat 34 + Saves 12 + Drawbacks 0 = 165



D) **New American** - William Mauger only graduated in the middle of his class from West Point, but with his father (a 4 star general) pulling strings he was able to walk into a slot on the NATO super-soldier program piloting the cutting-edge Hoplite Mk1 battle-suit. He was given the super-soldier codename 'New American' and initially he was a favorite of the Reagan administration. (His codename was an oblique reference to the famous Reagan 1984 campaign ad with the slogan: 'It's Morning in America.'")

Mauger joined the primary Freedom Alliance team cocky and confident - sure that he would be quickly promoted to the command slot after he proved himself in the field and the veteran WW2-era hero Old Glory decided to (finally) retire. Unfortunately, Mauger's overconfidence and lack of combat experience led him to make questionable calls on field missions. On two occasions Mauger actually had to be saved by Old Glory. This led to the older hero questioning Mauger's competence as his second in command and fostering a deep resentment between them.

Mauger's habit of undermining Old Glory in front of the team didn't help the situation and the two came to blows while scouting for Cuban super-humans during a reconnaissance mission in Grenada. New American was bounced from the team and it looked like his time as a super-soldier was over. Only the intervention from his father's friend, Colonel Rick Dolan, kept Mauger from spending the rest of his career riding a desk in a logistics and supply post in Alaska.

Rick Dolan -now the super-soldier known as' the Liberator' - requested that Mauger be reinstated into the super-soldier program as the pilot for the Hoplite Class Armor suit that was being shipped to West Berlin for evaluation by NATO High Command.

(NATO is considering buying several squadrons of power armor to supplement its European forces. Currently, the evaluation process has narrowed the field down to two: the Hoplite Armor piloted by Mauger and the Canadian made Avro Arrow battle-suit.)

Mauger is chastened and shaken by the failures he's endured. He masks this with a brash, macho veneer. It's a lot of strain keeping up appearances and it's been wearing him down. He's taken to drinking heavily when he's off-duty and it's been impacting his performance and his judgment.

Shortly after Mauger arrived in Germany, the Freedom Alliance team cooperated with the People's Revolution to defend Berlin against a rampaging dragon that had been summoned by Fourth Reich cultists. Mauger had a chance to get reacquainted with Yelena Petrowsky, the Soviet hero dubbed Iron Ghost. The two of them had bonded previously when they were on the primary super-teams for the respective power blocs and had cooperated on UN missions.

As they've both been demoted and wound up in Berlin, their careers have followed parallel paths. They both realize that they have a lot in common now and a deeper connection appears to have been sparked. Against all odds (and common sense), they've started an illicit affair. They meet once a week in an old and forgotten utility tunnel that runs underneath the Berlin Wall. (The couple maintain a public façade of being bitter rivals.)

Mauger has never felt this passionately about a woman before but he knows that if the public or his chain of command found out about his relationship, it would truly be the end of his career. He has considered using Yelena as an information source in order to help redeem his career, but he can't bring himself to betray her

in that way--even as he wonders whether she's planning on doing the same to him.

Mauger is very close to Dolan and has cordial relations with the Steel Eagle. He has no use for Phantom Archer or Repulse, but understands the need for diplomacy so he bites his tongue. Mauger has a very competitive relationship with Avro Arrow, the armored hero from Canada. If NATO were to adopt the Avro Arrow armor instead of the Hoplite armor it would be the final blow to his already battered ego.

Mauger's only real friend on the team (other than Liberator) is Ymir. The unlikely pair bonded over their mutual love for drinking and they spend at least one night a week in a Berlin tavern or beer hall. Ymir sees Mauger's potential and he understands what it's like to carry a burden of guilt. He's been trying (unsuccessfully) to get the American to lighten up and stop killing himself over the past.

Casting: William Zabka (Johnny from *Karate Kid*) **Runner-up:** William F. Tannen (Biff from *Back to the Future*.)



Roleplaying Shtick - Troubled Hero - New American has demons of failure and regret that plague him. This leads to excessive drinking and self-pity which can compromise his effectiveness in the field and adversely impact his decision making (for example, striking up an affair with a Soviet super-soldier is definitely a bad idea.) He tries to cover up his various problems when he's on the job with an aggressive and dominating persona, but his façade slips often enough for his team-mates to wonder what's really going on.

When Iron Man was battling his drinking problem in the 80s, he was a good example of this persona. Certain interpretations of Bat Man or Moon Knight, with their various mental ailments, are also good examples.



NEW AMERICAN

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

STR: +5 (11/20), DEX: +1 (12), CON: +1 (12), INT: +1 (12), WIS: +1 (12), CHA: +1 (12)

Tough: +1/+12, Fort: +5, Ref: +5, Will: +7

Skills: Computers 4 (+5), Craft (electronic) 3 (+4), Craft (mechanical) 3 (+4), Disable Device 8 (+9), Knowledge (tactics) 3 (+4), Knowledge (technology) 3 (+4), Notice 4 (+5)

Feats: Accurate Attack, Attack Focus (ranged), Benefit (Freedom Alliance Membership), Power Attack

Powers:

Hoplite Battle Armor (Device 20) (Hard to lose)

Communication 5 (Sense Type: Radio)

Enhanced Strength 9 (+9 STR)

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

Gravimetric Blasts (Blast 10) (DC 25)

Immunity 9 (Life Support)

Protection 11 (+11 Toughness; Impervious)

Super-Senses 11 (Blindsight: Radio, Direction Sense, Distance Sense, Extended: Blindsight 1 (x10), Infravision, Radio, Time Sense, Tracking: Infravision 1 (half speed))

Super-Strength 7 (+35 STR carry capacity, heavy load: 25.6 tons; +7 STR to some checks)

Attack Bonus: +9 (Ranged: +10, Melee: +9, Grapple: +14/+21)

Attacks: Gravimetric Blasts (Blast 10), +10 (DC 25), Unarmed Attack, +9 (DC 20)

Defense: +8 (Flat-footed: +4), Knockback: -11

Initiative: +1

Languages: Native Language

Totals: Abilities 11 + Skills 7 (28 ranks) + Feats 4 + Powers 80 + Combat 34 + Saves 14 + Drawbacks 0 = 150

E) Repulse - Connor O'Sullivan's grandfather was WW2 hero James O'Sullivan - a RAF pilot whose mutant magnetism control powers spontaneously emerged when his Spitfire was shot down during the Battle of Britain. James was inducted into the British super-team, the Crown Guard, and spent the war fighting Nazi super-soldiers. Since then, every member of the O'Sullivan family has been tested by the English government to see if they inherited their grandfather's gifts.

Seventeen year old Connor O'Sullivan, James' oldest grandson, was the first to test positive. Connor's magnetic control powers are as extensive as his grandfather's - allowing him to control metal at a great distance, fly by manipulating the earth's magnetic field, construct magnetic force fields and emit blasts of pure gravimetric force.

Connor testing positive caused much elation amongst his family and much dismay to Connor. Connor really wanted to do nothing grander than hang around in Southampton, playing in a garage punk band with his mates, and maybe going to art school. Connor was immediately recruited by the UK super-soldier program and sent to join the primary Freedom Alliance super-team, which was based in New York.

Connor's surly attitude and refusal to wear his mandated uniform caused friction with Old Glory on the primary Freedom Alliance team. (O'Sullivan prefers combat pants, Doc Martens and a Union Jack t-shirt to the official spandex "monstrosity" which he is supposed to wear.) Given the Thatcher Administration's displeasure with Repulse for intervening in the UK miners' strike and Old Glory's concerns about how the young Englishman was showing some interest in the team's teenaged female member (the already troubled Carolina Crusader), Old Glory had O'Sullivan on a plane to join the West Berlin auxiliary before the ink was dry on the

transfer paperwork.

While he puts up a surly façade and acts the part of a rebel, deep down, O'Sullivan wants to make his grandfather proud and he thinks that England (mired in economic hardship and Thatcherism) needs a new generation of heroes to inspire it. Particularly, he feels it needs heroes who will stand up for the interests of the working class and will tell the bankers (and the Yanks as well) to sod off when necessary.



Despite being arguably the most powerful member of the Freedom Alliance's West Berlin contingent, O'Sullivan is fairly alienated from the older members of his team. Connor is resentful of Liberator (who he sees as even more a hard-case than Old Glory). New



American is an idiot who Connor won't waste words on. Ymir is alright - as far as freakishly tall, blue-skinned Canadians who think they're Nordic demigods or giants or trolls or some-such nonsense go.

He gets along much better with the younger heroes and for the first time since leaving England, he feels like he belongs. He's become fast friends with Phantom Archer and Steel Eagle and the trio often patrols Berlin together.

Connor gets along especially well with Katherine Richardson, the armored Canadian hero Avro Arrow. Very similar in age and temperament (despite Richardson's military background), the two of them share the occasional drink off duty. Repulse harbors a small crush on Arrow, but suspects that he's not her type and thinks that she's a bit smitten with Ymir.

Fluent in German, O'Sullivan spends his off-duty hours soaking up the New Wave music scene in Berlin, where he keeps his super-soldier identity a secret out of sheer embarrassment. He has run into the Iron Hand off-duty a few times and is intrigued by the German vigilante. She has occasionally invited him along on her late night patrols of Berlin and he has gladly accepted.

Casting: Ewan McGregor (circa *Trainspotting*)

Roleplaying Shtick

The Rebellious Legacy -This hero carries on the tradition of another famous hero. However, walking the footsteps of a well-known predecessor can be frustrating. This character has the dual burdens of living up to the example while also struggling in order to assert his own identity separate from the long shadow of his namesake. Sometimes this manifests in dramatic acting out or even outright rebellion. Examples of this would be Kyle Rayner when he was the torch bearer for the Green Lantern Corps, the Jason Todd Robin and the current incarnation of the JSA's Atom Smasher in the DC Universe.

REPULSE

Power Level: 11; Power Points Spent: 165/165

STR: +1 (12), DEX: +6 (16/22), CON: +1 (13), INT: +0 (11), WIS: +1 (12), CHA: +2 (14)

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

Skills: Acrobatics 8 (+14), Bluff 8 (+10), Concentration 9 (+10), Intimidate 7 (+9), Language 2 (+2), Notice 7 (+8), Stealth 1 (+7), Survival 1 (+2), Swim 1 (+2)

Feats: Accurate Attack, All-Out Attack, Power Attack, Precise Shot, Taunt, Benefit (Freedom Alliance Membership) 2

Powers:

Magnetic Control 12

Corrosion 10 (Alternate; DC 25; Limited (Metal Only))

Gravimetric Blast (Blast 11) (DC 26; Cone Area (110 ft. cone); Ricochet 2 (2 bounces))

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

Magnetic Shield (Protection 11) (+11 Toughness)

Superhuman Dexterity (Enhanced Dexterity 6) (+6 DEX)

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

Attacks: Unarmed Attack, +6 (DC 16), Corrosion 10, +6 (DC Fort/Tou 25), Gravimetric Blast (Blast 11), +6 (DC 26)

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

Initiative: +6

Languages: English, German, French

Totals: Abilities 18 + Skills 11 (44 ranks) + Feats 7 + Powers 89 + Combat 24 + Saves 16 + Drawbacks 0 = 165



F) Avro Arrow

Lieutenant Katherine “Kitty” Richardson is the youngest member of the Avro Arrow Squadron, the Royal Canadian Air Force’s team of battle-suit soldiers. Katherine was assigned to the Berlin contingent as a way to give her valuable field experience in hopes of setting her up for a command of her own.

This isn’t the only reason for her assignment, however. She has been deployed to Berlin as part of an evaluation and shakedown process. NATO is considering buying several squadrons of the Canadian made power-armor and making it the default battle-suit for European Allied forces so the brass wanted to see how the armor performed in the field and West Berlin is the best place to do that.

Heroism runs in Katherine’s family. She is the granddaughter of Avro Arrow Squadron battle-suit designer Ken Richardson who was also a WW2 battle-suit hero called Supermarine Spitfire and was active well into the early 1970s. (Ken Richardson has actually done some missions with Liberator back when Dolan was an Atlas Brigade commando. For what it’s worth, the older Richardson and Dolan hated each other passionately.) Ken is retired now, but his granddaughter is determined to prove she is just as much a hero as her grandfather was.

Katherine didn’t have much of a chance to prove herself as a super-heroine in comparatively quiet and subdued Canada, so she’s immediately thrown herself into her role as the “First Line of Defense against those Damn Ruskies.” Katherine has offered her services to the West Berlin authorities and even fights street crime in her spare time. This has gotten mixed reactions from her superiors. The Liberator thinks that she’s trying too hard to prove herself, and he’s right.

There is a strong and not altogether friendly competition between Arrow and New American about whose armor is superior. The Hoplite armor piloted by New American was considered the front runner to be NATO’s new battle-suit, but the Avro Arrow armor is now giving them a run for their money. New American is eager to out-perform or embarrass Arrow in the field and the feeling is mutual. Arrow never misses a chance to pointedly remind Mauger that he’s falling behind in the field trials.

Katherine gets along better with the rest of the team, especially the younger members. As a young woman on her own for the first time, she’s rather prone to crushing on her male team mates. In this case, it’s difficult to say whether she likes the brooding Steel Eagle or the burly giant Ymir more. Katherine gets along well with Repluse and is cordial with most of the rest of the team - with the exception of Phantom Archer who adopts a swaggering, confrontational attitude around her. She’d be horrified to know that Phantom Archer is attracted to her and this is his awkward way of hiding it.

She’s a rather slight young woman and tends to wear her hair in bunches. This only adds to the misapprehension that she’s too young for her job. Rather than attempt to be more serious, she plays up this attitude by blowing bubblegum and speaking in slang. Katherine is quite cute and it’s very difficult to dislike her.

Unbeknownst to Richardson or the RCAF (Royal Canadian Air Force), both the Americans and the Soviets have obtained partial blueprints and schematics for the Avro Arrow armor from moles in the Avro Aircraft factory in Ontario. Both countries would be very interested in getting a working suit of Arrow armor to reverse engineer.

Casting: Ally Sheedy (circa *Short Circuit*)

Roleplaying Shtick

The Firebrand - Arrow's reaction to the People's Revolution Auxiliary can basically be summarized as: "they're a bunch of vodka snorting atheists out steal our freedom!" She's adopted a firebrand attitude in an effort to be taken more seriously by her fellow super-soldiers (especially Liberator). It's had somewhat of an opposite effect (although there is no doubt about Katherine's effectiveness on the battlefield).



AVRO ARROW

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

STR: +0 (10), DEX: +4 (13/19), CON: +1 (12), INT: +2 (15), WIS: +2 (14), CHA: +1 (12)

Tough: +1/+11, Fort: +4, Ref: +9, Will: +7

Skills: Computers 7 (+9), Disable Device 7 (+9), Notice 5 (+7), Craft (electronic) 7 (+9), Craft (mechanical) 7 (+9), Knowledge (technology) 7 (+9)

Feats: Improvised Tools, Power Attack, Benefit (Freedom Alliance Membership) 3, Evasion, Move-by Action

Powers:

Avro Arrow Battle-suit (Device 18) (hard to lose)

Force Beams (Blast 10) (DC 25)

Communication 4 (Sense Type: Radio)

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

Immunity 9 (Life Support)

Super-Senses 11 (Blindsight: Radio, Darkvision, Direction Sense, Distance Sense, Radio, Extended: Blindsight 1 (x10), Radius: Blindsight)

Super-Strength 3 (+15 STR carry capacity, heavy load: 800 lbs; +3 STR to some checks)

Enhanced Dexterity 6 (+6 DEX)

Force Field 10 (+10 Toughness; Impervious)

Attack Bonus: +8 (Ranged: +8, Melee: +8, Grapple: +8/+11)

Attacks: Unarmed Attack, +8 (DC 15), Force Beams (Blast 10), +8 (DC 25)

Defense: +8 (Flat-footed: +4), Knockback: -10

Initiative: +4

Languages: English, German

Totals: Abilities 16 + Skills 10 (40 ranks) + Feats 7 + Powers 72 + Combat 32 + Saves 13 + Drawbacks 0 = 150

G) Ymir, The Radioactive Viking

Canadian Atomic physicist, Miles Westlake, was always a man who believed he had a higher destiny than just being a mere scientist. He believes in the beneficial properties of nuclear power and desired to prove that it is not just a waiting catastrophe or a source of radioactive mutants and atomic weapons.

To this end, Miles Westlake journeyed to the north of the globe to test his private miniaturized atomic reactor which he had nicknamed Mjolnir. The device was not as flawless as he believed and resulted in an atomic explosion that should have killed him. Instead, it caused a dimensional breach that accidentally resulted in the freeing of the imprisoned god Loge, more commonly known as Loki.

Contrary to his legendary reputation, Loge was an amiable sort and restored Miles to full health. In addition, he bestowed upon Miles the strength of a Jotun (mythical giant of Norse mythology) and had the dwarves of Jotunheim rebuild his atomic device into the shape of the Thunder God's hammer. Miles Westlake became a mixture of supernatural and science. Miles, who had grown up admiring the costumed heroes of WW2, vowed to use his newfound powers for justice.

Despite his desire to be known as "Ymir the Champion of Jotunheim", the newspapers swiftly named him "The Radioactive Viking." It became something of a running gag that he was never quite able to correct. This would, unfortunately, only be the least of his problems. Miles Westlake's nuclear accident had unwittingly awakened the old gods into the modern world and signaled the beginning of the Norse Ragnarok.

Because of his association with Loge, the Aesir determined that Miles was evil and needed to

be destroyed at all costs. For much of the 70s, Miles battled against the ruthless Aesir and his arch nemesis, the violent Thunaer (also called Thor). Wotan used his terrible powers to bring radioactive versions of great mythological monsters to life, not the least bit being the dread monster Fafnir that could stomp cities like a creature straight out of Japanese cinema. Despite his best efforts in dealing with these crises, Miles could not prevent many casualties and blames himself.

Ymir is sometimes the kind of man every kid wishes he had for a father. He's patient, kind, and honorable with an enthusiastic love of superheroics. However, he also has a dark side in that he tends to go on hedonistic binges in-between missions and becomes morbidly depressed whenever he fails in saving lives. It is also possible to push Ymir too far and then his rage becomes absolutely uncontrollable.

Miles Westlake, in his altered form, is a six and a half foot tall man with blue skin and long dark hair that he keeps tied back in a pony tail. He also has a well trimmed beard which adds to his Nordic appearance. Miles Westlake's costume is a bizarre mixture of Viking armor with a radiation belt that regulates the flow of nuclear energy throughout his body. His entire body glows with a blue crackling aura when he clutches his Atomic Hammer.

Miles has been having disturbing dreams about a nuclear holocaust. In these visions, a battle in Berlin is always the spark that sets off the war. Because he fears that he may have kicked off Ragnarok by releasing Loge and awakening the Norse pantheon, Miles believes it's his sacred duty to go to Germany to prevent his dreams from becoming a reality. As a beloved hero in Canada, it wasn't difficult for Miles to call in some old favors and get a slot on the Freedom Alliance Auxiliary in West Berlin. Indeed, the commander of the team, Liberator, was thrilled

to have such a powerful being on his team. Liberator's position is that Ymir is a powerful mutant whose latent powers were activated during the accident with his mini-reactor and he's focused on Norse mythology as a way to cope with the trauma. While Liberator has his doubts about Miles' sanity, there's no doubting that his raw power is a welcome addition to the team.

Ymir's presence in Germany has jump-started a simmering neo-pagan movement on both sides of the Iron Curtain. The attention has not been entirely positive. While his very existence seems to validate their belief system, some pagans react with hostility to Ymir due to his association with Loge. Others are more moderate and accept that perhaps Loge and the Jotun have gotten bad press over the years and that there might be two sides to the story.

Ymir is flattered by the attention but concerned that his presence might be speeding up the events of Ragnarok instead of preventing them.

Casting: Kurt Russell (circa *Big Trouble in Little China*)

Roleplaying Shtick

The Repentant - Ymir is burdened by the belief that the accident that transformed him might have set off a chain of events that will lead inevitably to Armageddon. This is a heavy load for him to carry and he tries to atone for it by being the best hero he can. He covers up the regret with wisecracks (and occasionally with heavy drinking) but it's never far from the surface. He's come to Berlin to be at ground zero of the Cold War and to do everything he can to keep World War 3 from happening.



YMIR

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

STR: +5 (20), **DEX:** +1 (12), **CON:** +5 (20), **INT:** +0 (10), **WIS:** +0 (11), **CHA:** +0 (10)

Tough: +11, **Fort:** +8, **Ref:** +4, **Will:** +6

Skills: Acrobatics 8 (+9), Bluff 10 (+10), Computers 8 (+8), Concentration 6 (+6), Language 3 (+3), Notice 7 (+7), Pilot 5 (+6), Ride 3 (+4), Survival 8 (+8), Profession (Scientist) 9 (+9), Knowledge (physical sciences) 10 (+10), Knowledge (technology) 10 (+10)

Feats: Benefit (Freedom Alliance Membership) 3, Move-by Action, Attack Specialization (Device) 3, Rage

Powers:

Immunity 18 (Aging, Condition: Heat, Condition: Cold, Damage Type: Radiation, Damage Type: Electricity, Fatigue Effects)

Protection 6 (+6 Toughness; Impervious)

Super-Strength 8 (+40 STR carry capacity, heavy load: 51.2 tons; +8 STR to some checks; Thunderclap (Area: 25 ft., DC 15), Groundstrike (Radius: 50 ft., DC 15))

Atomic Hammer (Device 13) (easy to lose)

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

Radiation Control 10 (DC 25)

Strike 3 (DC 23; Mighty, Thrown (Range: 50 ft., incr 10 ft.))

Weather Control 4 (Cold (Extreme), Distraction (DC 10), Hamper Move (25%), Radius: 50 ft., DC 14)

Attack Bonus: +8 (Ranged: +8, Melee: +8, Grapple: +13/+21)

Attacks: Unarmed Attack, +8 (DC 20), Radiation Control 10, +14 (DC 25), Strike 3, +14 (DC 23)

Defense: +6 (Flat-footed: +3), Knockback: -8

Initiative: +1

Languages: English, German, Old Norse, Russian

Totals: Abilities 23+Skills 22 (87 ranks) +Feats 8+Powers 87+Combat 28 + Saves 12 + Drawbacks 0=180



DMRC

H) The Iron Hand (in German: die Eisenhand)

- The Iron Hand is a street-level vigilante who patrols the streets of West Berlin by night, delivering retribution to any who prey upon the weak and helpless. She's dressed in a black leather coat and wields one powerful gauntlet that can deliver electrical blasts to enemies, surround her in charged force field, and allow her to ride the earth's electrical field to glide from rooftop to rooftop.

Iron Hand is actually Elke Freimeier, a former physics student at the Free University of Berlin. A dedicated student, Elke's grades took a nose-dive when she sank into a deep depression after her twin sister died in an attack by a group of leftist terrorists (the Worker's Army Faction) on a Berlin nightclub.

Seized with the need for vengeance, Elke broke into the engineering museum at her university and stole a portion of the electrified armored battle-suit from a display about the armored Nazi super-soldier Schlagring (Brass Knuckles).

With this gauntlet (and a miniaturized electrical generator hidden under her coat) Elke adopted the name Iron Hand and began her nightly reign of terror. She patrolled the streets, meting out justice to petty criminals and initiating her campaign to hunt down those responsible for her sister's death.

The name Iron Hand is reminiscent of Götz von Berlichingen - a German folk hero from the Middle Ages. Von Berlichingen was a German knight and mercenary who lost his right arm to cannon fire while fighting for the Duke of Bavaria in 1504. He had an iron prosthetic made and continued his career as a warrior. His legend was cemented when Goethe wrote a drama portraying him as a noble bandit fighting against an oppressive and corrupt society.

Although she's a very capable street vigilante,

she's had limited success on her mission of revenge so far. Her activities have been limited to shaking down a few peripheral members of the Worker's Army Faction while she tries to gather information on their ringleaders. In her most high profile exploit to date, she uncovered plans for a day-time kidnapping attempt on the NATO Commander-in-Chief just a half an hour before it was scheduled. Elke thwarted the attack by arriving in front of the Rathaus Schöneberg (the functional city hall of West Berlin) just moments before the Worker's Army was going to strike. She incapacitated the leftist strike team with a massive lightning burst from her gauntlet as they were storming the NATO official's motorcade.

In honor of her service, she was made an honorary deputy of the West Berlin contingent of the Freedom Alliance and has also moved to the number one slot on the Worker's Army Faction's hit list. Elke couldn't be more pleased about both honors. However, her new higher profile has made it more difficult for her to get reliable information on the WAF and this has been frustrating.

Despite being deputized into the Freedom Alliance, she still considers herself a solo hero. However, she's struck up friendships with Steel Eagle, Repulse and Phantom Archer and the four have formed a sort of informal young hero super-team. The younger members of the Freedom Alliance sometimes accompany her on her nightly vigilante patrols. She and Archer are fast friends, but it's purely platonic. However, she's developing serious romantic feelings for Steel Eagle. She's afraid that giving into these feelings might blunt her edge and take away her driving need for revenge. So she's been fighting those feelings as much as possible and keeping Eagle at an arm's length.

Casting: Sean Young (circa her role as Chani in *Dune*), **Runner Up:** Doro Pesch (lead singer of

THE IRON HAND

Power Level: 9; Power Points Spent: 135/135

STR: +0 (11), **DEX:** +1 (13), **CON:** +0 (10), **INT:** +5 (20), **WIS:** +3 (16), **CHA:** +3 (17)

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

Skills: Acrobatics 6 (+7), Computers 3 (+8), Craft (electronic) 5 (+10), Craft (mechanical) 6 (+11), Disable Device 4 (+9), Gather Information 5 (+8), Intimidate 4 (+7), Investigate 4 (+9), Knowledge (physical sciences) 3 (+8), Knowledge (streetwise) 3 (+8), Knowledge (technology) 5 (+10), Language 3 (+3), Notice 5 (+8), Search 5 (+10), Sense Motive 5 (+8), Stealth 9 (+10), Survival 5 (+8)

Feats: Equipment 1, Improvised Tools, Inventor

Powers:

Iron Gauntlet (Device 13) (Easy to lose)

Electrical Control 9 (DC 24)

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

Force Field 7 (+7 Toughness; Impervious)

Paralyze 7 (DC 17)

Strike 6 (DC 21; Penetrating)

Equipment: Knife

Attack Bonus: +9 (Ranged: +9, Melee: +9, Grapple: +9)

Attacks: Electrical Control 9, +9 (DC 24), Knife, +9 (DC 16), Paralyze 7, +9 (DC Staged/Will 17), Strike 6, +9 (DC 21), Unarmed Attack, +9 (DC 15)

Defense: +8 (Flat-footed: +4), Knockback: -7

Initiative: +1

Languages: English, French, German, Russian

Totals: Abilities 27 + Skills 20 (80 ranks) + Feats 3 + Powers 39 + Combat 34 + Saves 12 + Drawbacks 0 = 135

Warlock)

Roleplaying Shtick

Driven Hero - Elke Freimeier is driven by rage to avenge her sister's death. Although she puts on an aloof façade to cover it up, the flames of her wrath never die out and are never far from the surface. She is consumed by her mission and it's taking over every other aspect of her life. Examples from comics would be Batman or the Huntress in DC Comics and Punisher or Daredevil in Marvel Comics.



I) Battleaxe (in German - Streitaxt) - Carolus Schadek was a simple farm boy who, while exploring the countryside near his home in the mid 1930s, discovered a magnificent, ancient axe. As soon as he touched it, he was transformed into a mighty warrior. The axe told him he was the inheritor of a great tradition and should seek out battle. With the wisdom of the Warrior-King inside him, Schadek became quite convinced that war was coming. He went straight to Berlin and presented himself to Hitler, offering his services in the coming conflict.

During that war, even the Warrior-King had enough bloodshed and saw enough to know that Hitler was mad. He left the ranks of the Nazi super-soldiers and lived out the rest of the war as a civilian. Now, 40 years later, Carolus is an old man who has been spending his time tending his garden and waiting for death while the spirit Warrior-King patiently waited within the axe and bided the time with him.

Until Ymir arrived in Germany.

The Spirit of the Warrior-King sensed that something had changed in the world and that his strength would be needed for a great battle that was coming. The spirit spurred Carolus to action, telling him that this was a chance for redemption and urging him to take up the axe again and to aid Ymir however he could.

So Streitaxt has come out of retirement and has been turning up unexpectedly to lend a hand at battles involving the Freedom Alliance. At first, there was some concern that the old man was crazy and a danger to himself or others, but it soon became evident that he could handle himself in a fight and was a committed ally to Ymir and whoever fought alongside him.

While Streitaxt is not an official member of the Freedom Alliance, his frequent appearance



alongside the NATO-sponsored heroes has raised some eyebrows in the Western press; after all he was a member of Hitler's super-soldier program. Streitaxt has explained himself repeatedly, claiming that he was a German patriot doing what he thought was right and that he resigned his position when he became aware of Hitler's atrocities. He was cleared by the War Crimes tribunals - what more vindication is necessary? The Eastern Bloc frequently runs stories about the "Nazi super-soldier and his allegiance with the Americans." Consequently, Liberator has been under some pressure from the upper brass to discourage Streitaxt as he's perceived to be bad PR. Liberator so far has chosen to ignore these requests as he believes Carolus' story and, frankly, welcomes any super-powered help he can get.

Ymir is friendly toward Carolus but is privately troubled. If the Spirit of the Warrior-King senses that a great climatic battle is approaching, Ragnarok must be nigh...

Casting Max Von Syndow (circa Dune)

Roleplaying Shtick: Redemption Seeker - Carolus was called by a higher power to serve the German nation and inadvertently wound up as a warrior for the most evil regime of the 20th Century. He walked away when he learned of Hitler's depravity. Four decades later, he's still angry and bewildered regarding the role that fate chose for him. He hung up the axe for years and ignored its plaintive pleading. But now, the spirit of the Warrior King tells him that a time of crisis is approaching. Carolus has taken up the role of a hero again and he earnestly hopes that the coming troubles will give him a chance to redeem his honor.



BATTLEAXE

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

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

Tough: +2/+12, Fort: +8, Ref: +9, Will: +9

Skills: Acrobatics 8 (+12), Bluff 8 (+10), Climb 8 (+11), Concentration 4 (+5), Intimidate 8 (+10), Knowledge (tactics) 8 (+8), Language 4 (+4), Notice 8 (+9), Profession(Farmer) 4 (+5), Ride 4 (+8), Sense Motive 8 (+9), Sleight of Hand 4 (+8), Stealth 8 (+12), Survival 4 (+5)

Feats: Accurate Attack, Acrobatic Bluff, Assessment, Attack Focus (melee) 4, Blind-Fight, Critical Strike, Defensive Attack, Defensive Roll 4, Elusive Target, Evasion 2, Improved Critical (Strike 5), Improved Defense, Improved

Disarm, Improved Initiative, Improved Sunder, Improved Trip, Luck, Power Attack, Ranged Pin, Takedown Attack, Taunt, Uncanny Dodge (Sight)

Powers:

Axe of the Warrior King (Device 14) (Easy to lose, Only you can use)

(Strength Bonus) Strike 3 (Penetrating)

Element Control 12 (Element: Earth)

Rage of Gaia (Molten Earth Projectiles)(Blast 10)(Alternate; DC 25)

Earth's Grasp (Snare 10) (Alternate; DC 20)

Mobile stone pillar (Flight 5)
(Alternate; Speed: 250 mph, 2200 ft./rnd)

Wall of Earth (Create Object 6)
(Alternate; Max Size: 6x 5' cubes, DC 16)

Enhanced Constitution 4 (+4 CON)

Enhanced Strength 6 (+6 STR)

Protection 6 (+6 Toughness; Impervious)

Strike 5 (DC 23; Penetrating; Mighty, Thrown 2 (Range: 100 ft., incr 20 ft.), Precise, Ricochet (1 bounce), Split Attack (2 targets))

Dazzle 5 (Alternate; Affects: One Sense Type - Sight, DC 15; Action 2 (free))

Super-Movement 1 (Swinging)

Attack Bonus: +10 (Ranged: +10, Melee: +14, Grapple: +17)

Attacks: (Rage of Gaia) Molten Earth Projectiles (Blast 10), +10 (DC 25), Dazzle 5, +10 (DC Fort/Ref 15), Earth's Grasp (Snare 10), +10 (DC Ref/Staged 20), Strike 5, +14 (DC 23), Unarmed Attack, +14 (DC 18)

Defense: +10 (Flat-footed: +5), Knockback: -9

Initiative: +8

Languages: English, English, French, German, Russian

Totals: Abilities 24 + Skills 22 (88 ranks) + Feats 29 + Powers 46 + Combat 40 + Saves 19 + Drawbacks 0 = 180

PEOPLE'S REVOLUTION AUXILIARY IN EAST BERLIN

All this is forcing the USSR to fortify the nation's defences. The Soviet people want no arms build-up. What they want is arms reduction on both sides. But we are compelled to see to our country's essential security and also to that of our friends and allies. That is exactly what is being done. And we want everybody to remember that no adventure-seekers will ever succeed in catching us unawares, that no potential aggressor has the slightest chance of escaping a devastating retaliatory strike.

--Konstantin Ustinovich Chernenko, Leader of the Soviet Union, 1984

The People's Revolution Auxiliary in East Berlin is as much a career dead-end for super-soldiers as the West Berlin team and reassessments to this group are often seen as punitive.

A) Warbird (in German: Kreigsvogel) - The Warbird battle suit was developed by the Warsaw Pact's super-soldier program as a direct propaganda response to the West German super-soldier, Steel Eagle (Stahladler). The East German selected to don the Kreigsvogel battle-suit was Gustav Hansen, one of the most decorated enlisted men in the East German military.

Gustav was trained as an aircraft pilot and studied aviation engineering while in service with the *uftstreitkräfte/Luftverteidigung* - the East German Air Force. He is exceptionally skilled in both fixed wing and rotary wing aircraft operations. Hansen is an experienced soldier and formidable fighter skilled in the use of military weaponry and a variety of unarmed combat techniques.

Hansen puts on the outward face of a loyal communist but, like many East Germans, he's deeply resentful of the excesses of the Soviet occupation and the omnipresent secret agency they created, the Stasi. However, he's smart enough to keep these feelings to himself and proud enough to never give less than his full measure when clashing with the enemy.

Casting: Willem Dafoe (*circa Streets of Fire*)

Roleplaying Shtick - The Warrior -Like the DC hero Hawkman, Warbird is a consummate warrior. He embraces his duty and takes a great deal of pride in his prowess in battle. This martial outlook can color his attitude and make him a little quick to fight when there might be other options in a situation.

WARBIRD

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

STR: +1 (12), **DEX:** +1 (13), **CON:** +1 (13), **INT:** +2 (14), **WIS:** +1 (12), **CHA:** +1 (12)
Tough: +1/+9, **Fort:** +5, **Ref:** +5, **Will:** +7
Skills: Acrobatics 4 (+5), Computers 4 (+6), Disable Device 4 (+6), Drive 4 (+5), Language 3 (+3), Medicine 4 (+5), Notice 4 (+5), Pilot 12 (+13), Profession (Military Pilot) 8 (+9), Stealth 8 (+9), Survival 8 (+9)

Feats: All-Out Attack, Benefit (People's Revolution Membership), Defensive Attack, Elusive Target, Fighting Style: Boxing, Improved Block, Power Attack, Takedown Attack

Powers:

Warbird Battle-suit (Device 17) (Hard to lose)

Communication 5 (Sense Type: Radio)

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

Laser Gauntlets (Blast 10) (DC 25; Accurate +2, Improved Range (250 ft. incr))

Protection 8 (+8 Toughness; Impervious)

Sensor Array (Super-Senses 11) (Blindsight: Radio, Direction Sense, Distance Sense, Extended: Blindsight 1 (x10), Infravision, Radio, Time Sense, Tracking: Infravision 1 (half speed))

Wing Strike (Strike 10) (DC 25; Penetrating)

Attack Bonus: +7 (Ranged: +7, Melee: +7, Grapple: +8) **Attacks:** Laser Gauntlets (Blast 10), +9 (DC 25), Unarmed

Attack, +7 (DC 16), Wing Strike (Strike 10), +7 (DC 25)

Defense: +8 (Flat-footed: +4), Knockback: -8

Initiative: +1

Languages: English, French, German, Russian

Totals: Abilities 16 + Skills 16 (63 ranks) + Feats 6 + Powers 68 + Combat 30 + Saves 14 + Drawbacks 0 = 150



B) October Centurion (in Russian: Центурион в октябрь) -

Vladimir Krasovsky was the Spetsnaz (Soviet Special Forces) colonel chosen to wear the October Centurion armor and to lead the East Berlin contingent of the People's Revolution. He distinguished himself as a member of a commando team that secured the release of Soviet diplomats from Palestinian forces during 1970s. Given his illustrious record, he's not sure what he's done to deserve a posting to East Berlin, but he's determined to not have this be the end of the line for his career.

Like Warbird, October Centurion's armor and medieval style weapons were designed as a direct propaganda response to a NATO hero - in this case, Liberator. When the KGB learned of America's plans to use alien metals and psionic

technology to create a super-soldier, (and with the thorough penetration of the American military intelligence infrastructure during the Cold War, they knew before the US President did) they forwarded this information on to the Ministry of Science. The Ministry then created a similar battle-suit, using psionic enhancing technology they had developed at a secret science city devoted to psychic enhancement technology. His sword was forged by the alien Soviet hero, Battle Czar, who forged it with metal from his home planet of Mithran.

Like Liberator, he's a grizzled veteran who is consumed with the tactical reality of his job. Centurion, although dutifully indoctrinated in Soviet political thought, doesn't see himself as a crusader for Communism or a warrior against the evils of capitalism. He's a man



defending his country against a formidable enemy. He's keeping his nation safe and, as far as he's concerned, the best defense is always a good offense. On the few occasions when Liberator and Centurion have cooperated (against the occasional alien invasion or hold-out Nazi super-threat that seems to show up at least every 4 months), they've worked together comfortably as they're very similar in demeanor and outlook.

Unlike Liberator, Vladimir is a very popular commander and takes a fatherly view towards the super-soldiers under his command. Like Liberator, Centurion has the opinion that his transfer to Berlin was not a promotion and probably indicates that he's not considered to be the right material for an effective leader of the primary People's Revolution team.

He's worried that his shot at greatness has passed him by and secretly (and with some guilt) wishes for a conflict to flare up in Berlin so he'll have an opportunity to prove his worth to the old men in the Kremlin.

Casting Rutger Hauer (circa *Ladyhawke*)

Roleplaying Shtick - The Frustrated Glory Hound - October Crusader is patriotic but also very interested in advancing his career and frustrated that it seems to have stalled. He serves as a hero because it's the right thing to do, but he is increasingly worried that he might never get his shot at glory. This dichotomy is at the core of Crusader's character. Although he takes his duty and responsibility for the lives of his troops very seriously, his increasingly desperate desire to attain lasting recognition might drive him to considering taking risks and crossing ethical lines that he previously wouldn't have. Azreal and Booster Gold from DC Comics and USAgent from Marvel Comics have all epitomized the Frustrated Glory Hound shtick at different points in their careers.

OCTOBER CENTURION

Power Level: 11; Power Points Spent: 165/165

STR: +1 (12), **DEX:** +4 (18), **CON:** +1 (12), **INT:** +0 (10), **WIS:** +1 (12), **CHA:** +3 (16)

Tough: +1/+10, **Fort:** +4, **Ref:** +8, **Will:** +5

Skills: Acrobatics 6 (+10), Bluff 8 (+11), Climb 4 (+5), Concentration 8 (+9), Diplomacy 8 (+11), Intimidate 5 (+8), Knowledge (tactics) 10 (+10), Language 4 (+4), Medicine 7 (+8), Notice 8 (+9), Pilot 4 (+8), Profession (Spetsnaz Commando) 9 (+10), Ride 4 (+8), Search 4 (+4), Sense Motive 6 (+7), Stealth 4 (+8), Survival 8 (+9), Swim 4 (+5)

Feats: Benefit (People's Revolution Membership), Defensive Attack, Elusive Target, Improved Initiative, Instant Up, Leadership, Master Plan, Move-by Action, Quick Draw, Takedown Attack, Taunt, Weapon Bind, Weapon Break

Powers:

Mithran Battle Sword (Device 4) (Easy to lose)

Corrosion 7 (DC 22)

Strike 5 (DC 21; Mighty)

October Centurion Battle-suit (Device 13) (Hard to lose)

Leaping 3 (Jumping distance: x10)

Mental Blast 8 (DC 23)

ESP 6 (Alternate; Affects: All Types)

Mental Blast 5 (Alternate; DC 20; Burst Area (25 ft. radius))

Mind Shield 8 (Impervious +8 to Will saves vs. Mental effects)

Protection 9 (+9 Toughness; Impervious)

Shield 5 (+5 dodge bonus)

Strike 4 (Alternate; DC 19; Thrown (Range: 50 ft., incr 10 ft.))

Attack Bonus: +7 (Ranged: +7, Melee: +7, Grapple: +8)

Attacks: Corrosion 7, +7 (DC Fort/Tou 22), Mental Blast 5, +7 (DC Will 20), Mental Blast 8, +7 (DC Will 23), Strike 4, +7 (DC 19), Strike 5, +7 (DC 21), Unarmed Attack, +7 (DC 16)

Defense: +10 (Flat-footed: +3), Knockback: -9

Initiative: +8

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

Totals: Abilities 20 + Skills 28 (111 ranks) + Feats 12 + Powers 70 + Combat 24 + Saves 11 + Drawbacks 0 = 165

C) People's Guardian (In Polish: Społeczeństwo Mistrz) - Born in Gdańsk, Osman Bobrański was regarded as a genius almost from the moment he began to talk. In grade school, he would often beat his school teachers at chess and frequently played them three at a time. He was a prodigy on the cello who was often accorded the privilege of playing with the Warsaw Symphony. (Despite his classical training, Osman has a secret fascination with western pop music, specifically heavy metal. Ronnie James Dio is a favorite of his.) He graduated with his first college degree at 16 and by 21 had doctoral degrees in mathematics, philosophy, history, engineering and chemistry.

While working on his 6th PhD (this time in astrophysics) at Gdańsk University of Technology, he developed an intrinsic field modifier device that allowed him to safely control the size and mass of organic material. Although Osman was most excited about the agricultural and industrial applications of his technology, the KGB quickly classified his research and made him an offer he couldn't refuse for membership into the People's Revolution.

Although Osman was never even very good at sports, he took to military training well enough. He is a competent hand to hand combatant. When his adequate combat skills are combined with the incredible strength and toughness he gains when he uses his intrinsic field modifier (now miniaturized and mounted on a steel utility belt), he becomes a massive threat on the battlefield. He was quickly promoted to a full-fledged member of the Soviet super-team and deployed to the East Berlin contingent. He is a bit annoyed that he didn't merit deployment into the main Soviet super-team. His pride wants to argue the point - but he's really alright with his current assignment as it allows him to travel home to Poland at least once a month.

He has cordial relations with most of the rest of the People's Revolution - except for Crimson Tarantula. Something is deeply wrong with that woman but he can't put his finger on it. He has a powerful crush on Sparrowhawk but covers it up with an awkward and brusque demeanor when he's dealing with her. Being a genius and scientific prodigy didn't leave much time for socializing. As a result, Osman has never really dated and is at a bit of a loss about how to approach her.

He's closest to Warbird. As the two youngest members of the team, they make a natural pair and spend many of their off-duty hours together. He's teaching Warbird to improve his chess game, and Warbird is teaching him how to shoot pool and chat up girls without looking at his feet or talking about Einstein.

Osman is secretly a Roman Catholic and his family is deeply involved in the outlawed trade union Solidarity (Solidarność) which is the center of public uprising in Poland. He has deeply mixed feeling about serving as a warrior for the Russians and a propaganda figure, but his position has made it possible for him to call in some favors to keep official attention off his family during the crackdowns against labor unions.

His position also allows him ample time to pursue his research. He is working on a half dozen different projects at any moment. Given access to a state of the art research lab in the team HQ, Osman spends much of his free time whipping up new inventions. However, he's found time to strike up a friendship with Warbird and the East German helps him loosen up and get his head out of the clouds occasionally. Recently, after being plagued by a recurring nightmare of nuclear apocalypse, Osman has developed an interesting theory about the plausibility of a satellite based missile shield protecting the Warsaw Pact.

Casting: Jeff Goldblum (circa *The Fly*).

Roleplaying Shtick

Preoccupied Genius - The People's Guardian would almost always rather be back in his lab working on new inventions and theories but his position as a member in the People's Revolution super-team often keeps him away from the joys of research. Serving as a super-soldier, for him, is secondary to the adventure of pushing the limits of human knowledge. However, his career as a hero is necessary these days as it gives him a certain amount of clout and prestige in the Eastern Bloc. This allows him to pull the strings (and make the bribes) he needs to make in order to keep his family, who are actively involved in the Solidarity trade union, free from arrest or persecution. Hank Pym and Reed Richards are both examples of the Preoccupied Genius persona in comics.



PEOPLE'S GUARDIAN

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

STR: +0 (10), **DEX:** +2 (14), **CON:** +1 (13), **INT:** +5 (21), **WIS:** +0 (10), **CHA:** +0 (11)
Tough: +1/+8, **Fort:** +4, **Ref:** +8, **Will:** +5
Skills: Bluff 1 (+1), Computers 7 (+12), Concentration 9 (+9), Disable Device 12 (+17), Drive 2 (+4), Gather Information 6 (+6), Handle Animal 3 (+3), Intimidate 3 (+3), Investigate 1 (+6), Language 3 (+3), Medicine 14 (+14), Notice 4 (+4), Pilot 2 (+4), Search 2 (+7), Sense Motive 2 (+2), Survival 2 (+2), Swim 2 (+2), Knowledge (life sciences) 12 (+17), Knowledge (physical sciences) 12 (+17), Knowledge (technology) 12 (+17), Craft (electronic) 12 (+17), Craft (mechanical) 12 (+17), Craft (chemical) 12 (+17), Profession (Scientist) 9 (+9), Knowledge (earth sciences) 9 (+14)

Feats: Equipment 1, Move-by Action, Improved Grapple, Improved Grab, Eidetic Memory, Improvised Tools, Inventor, Benefit (People's Revolution Membership)

Powers:

Intrinsic Field Modified (Mounted on Belt) (Device 11) (easy to lose)

 Growth 12 (+24 STR, +12 CON, +3 size categories; Growth Strike)

 Protection 7 (+7 Toughness)

 Impervious Toughness 7

Equipment: Armored Jumpsuit, Commlink

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

Attacks: Unarmed Attack, +10 (DC 15)

Defense: +6 (Flat-footed: +3), Knockback: -7

Initiative: +2

Languages: German, Russian, English, Polish

Totals: Abilities 19 + Skills 42 (165 ranks) + Feats 10 + Powers 33 + Combat 32 + Saves 14 + Drawbacks 0 = 150

PEOPLE'S GUARDIAN'S INVENTIONS

Canine Empathy Helmet (Device 7) (Easy to lose) - Cost 21 PP

Animal Control 10 (DC 20; Sensory Link, Conscious; Limited (Canines Only); Mental Link)

Comprehend 2 (Animals - Speak To, Animals -Understand; Narrow Group (Canines Only))

Chameleon Cloak (Device 1) (Easy to lose) - Cost 3 PP

Concealment 4 (All Visual Senses; Blending)

Consciousness Juxtaposing Cranial Harness (Device 3) (Easy to lose) - Cost 9 PP

Mind Switch 7 (DC 17)

Gravity Gun (Device 4) (Easy to lose) - Cost 12 PP

Gravity Control 6 (Radius: 30 ft., Strength: 30, Force: 1.6k lbs.; Cone Area (60 ft. cone))

D) The Iron Ghost- Before she was transferred to the People's Revolution super-team, Yelena Petrowsky had an impressive record using the Iron Ghost stealth armor as a KGB operative; she once destroyed a top secret US super-soldier research facility in Tennessee and she had rescued a captured Soviet agent from captivity in the People's Republic of China, eluding the entire Chinese super-team in the process.

Much like the New American, the Iron Ghost was a soldier with a promising future and friends in high places who was assigned to her country's main super-team with the goal of replacing the aging WW2 era meta-human squad leader.

Unfortunately, her best days seem to be behind her now. Because, also like New American, Iron Ghost's reach exceeded her grasp. She frequently quibbled with Red Hammer (the People's Revolution team leader) in the field and questioned his dedication to Communism publicly on many occasions.

What she wasn't counting on was that while she had the backing of hardliners at the KGB, Red Hammer was personally owed favors by many of the old men in the Kremlin. After one particularly memorable argument while on a covert mission in Afghanistan, she found herself unceremoniously transferred to the East Berlin Auxiliary of the Soviet super-team.

Sure that she was destined for great things, Iron Ghost is despondent now that her career has been derailed. Berlin is an acknowledged career dead-end for super-soldiers and she figures that the annoyingly perky Idunn has been sent by the GRU to monitor her and report back on any short-comings or questionable behavior.

At this stage, Petrowsky figures she has limited options. She can slog away in obscurity in Berlin until retirement, she can somehow pull off a miracle in Berlin that gets her career back on track, or she can defect.

Perhaps the most profound result of how disillusioned she has become is the fact that she's struck up a very dangerous and secret affair with the NATO super-soldier New American. The two arrange to meet in a forgotten utility tunnel that runs under the Wall and has well-hidden entrances on both sides. The pair bonded under fire briefly when they cooperated a few times while assigned to the primary super-teams of their respective power blocs. They have even more in common now since they've both been drummed out of their former positions and punitively assigned to the Berlin duty stations. Neither has told

their commanders about the affair - and each wonders if maybe they're being seduced as part of counter-intelligence operation.

She has considered reporting the affair to her handlers in the KGB or to October Centurion and thus using it to her advantage. But she hasn't...yet. Right now, her stolen moments spent with New American are one of the few comforts she has and she fears it might be growing into something more. She doesn't want to taint it or sacrifice it. Still, his motives are also mysterious and, for all she knows, he could be acting on the orders of the CIA.

Before her assignment to the Berlin duty station, the Iron Ghost armor was upgraded and a prototype of an artificial intelligence program

installed onto its computer system. Yelena is very frustrated by some of modifications in the battle-suit since the upgrade, most especially this AI. The persistently upbeat persona in the AI of the Iron Ghost armor is a profound annoyance.

Casting Brigitte Nielsen (circa *Rocky IV*)

Roleplaying Shtick - The Troubled Hero - Like the Renee Montoya character in 52 or Tony Stark during his alcoholic phase, the Troubled Hero persona has been overwhelmed by personal problems or past failures and is seeking escape through troubling or self-destructive behavior. The character's ultimate redemption or downward spiral has plenty of opportunity for dramatic role-playing.



IRON GHOST

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

STR: +3 (11/16), DEX: +4 (10/19), CON: +0 (10), INT: +1 (12), WIS: +1 (12), CHA: +1 (12)

Tough: +0/+8, Fort: +3, Ref: +7, Will: +4

Skills: Acrobatics 1 (+5), Computers 1 (+2), Concentration 1 (+2), Diplomacy 5 (+6), Disable Device 4 (+5), Drive 2 (+6), Knowledge (tactics) 3 (+4), Language 3 (+3), Notice 4 (+5), Pilot 2 (+6), Search 4 (+5), Stealth 5 (+9), Survival 4 (+5)

Feats: Attack Focus (ranged), Attractive, Benefit (People's Revolution Membership), Dodge Focus, Evasion, Fast Overrun, Improved Initiative, Move-by Action, Power Attack

Powers:

Iron Ghost Battle-suit (Device 22) (Hard to lose)

Enhanced Dexterity 9 (+9 DEX)

Enhanced Strength 5 (+5 STR)

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

Plasma Blasters (Blast 10) (DC 25)

Protection 8 (+8 Toughness; Impervious)

Stealth Package (Concealment 6) (All Aural Senses, All Visual Senses; Passive)

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

Super-Speed 7 (+28 Initiative, Adds: Quickness 7, Speed 7; Rapid Attack (Radius: 35 ft.), Rapid Fire, Running Punch, Wall Run)

Quickness 7 (Perform routine tasks at 250x speed)

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

Attack Bonus: +7 (Ranged: +8, Melee: +7, Grapple: +10)

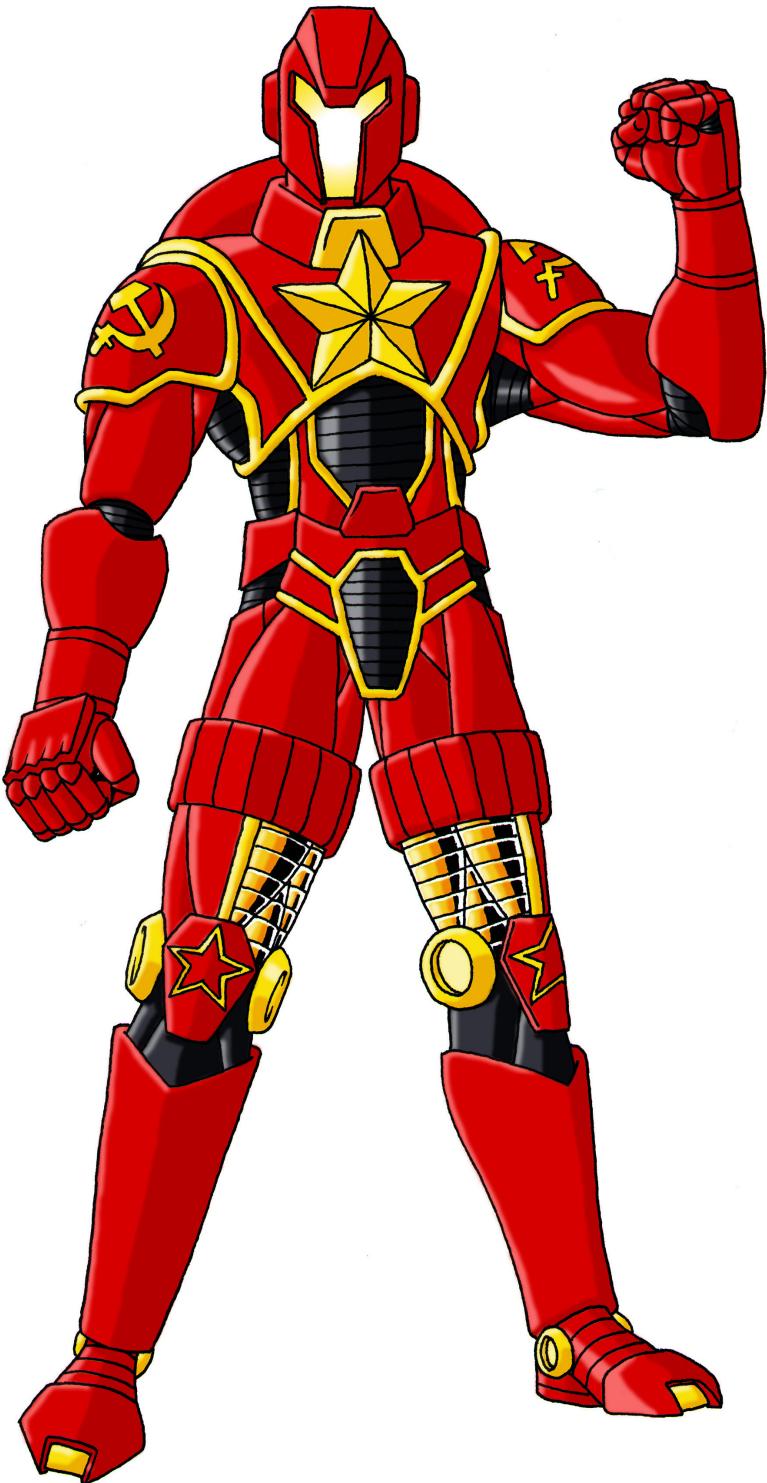
Attacks: Plasma Blasters (Blast 10), +8 (DC 25), Unarmed Attack, +7 (DC 18)

Defense: +8 (Flat-footed: +4), Knockback: -8

Initiative: +8/+36

Languages: English, French, German, Russian

Totals: Abilities 7 + Skills 10 (39 ranks) + Feats 8 + Powers 88 + Combat 28 + Saves 9 + Drawbacks 0 = 150





E) The Crimson Tarantula

Eliška Kabulov was raised in a state-run orphanage in Moscow. She never knew who her parents were, but was determined not to become one of the children lost in the system. Instead she devoted herself with a zealot's fervor to distinguishing herself from others.

She excelled at every level of testing from academics to athletics. Eliška may not have actually known what the difference between Capitalism and Communism was at eight years old, but even then she was parroting the party line. This pattern would continue well into her adulthood.

Eliška was noticed by the KGB in her teens and recruited. Putting her through a battery of tests, they determined that she would make an excellent operative. Eliška had a propensity with languages, was in perfect physical condition, and was also a natural beauty. A few demonstrations also convinced her superiors that she had no difficulty with carrying out missions that involved assassination or sabotage. Eliška gladly killed her first lover, a Russian political writer who had defected to the West. (Eliška had a variety of identities and cover stories that she used while working undercover. Her favorite was as a cellist with a touring string quartet from Moscow.)

Eliška's career took a dramatic turn when she was assigned to investigate the activities of a Romanian secret police chief that was rumored to have ties with the West. Heading towards the man's home in Wallachia, she fully expected to find a typical corrupt serviceman that she would quickly seduce and liquidate. In the end, she got more than she bargained for. The realization that her target was beyond anything that the Communist Party had ever prepared her for was Eliška's last human thought as the King of Vampires himself, Vlad Tepez, sank his fangs into her neck.

Dracula kept the beautiful, red-haired Soviet woman as a bride for a time; slowly breaking down her will and forcing her to play the part of a noblewoman from a bygone era. However, the Lord of the Damned could not fully divorce her from her conditioning. Eliška escaped from the vampire's castle and eventually made her way back to the KGB.

While it was a standing policy for the KGB to summarily execute all supernaturals, her supers had noticed that the GRU had begun recruiting their own corps of mages and adepts and the KGB was exploring taking similar steps in order to remain competitive. Additionally,

the things Eliška had discovered about Dracula's activities implied that there was a large and organized network of undead working across Eastern Europe. It was possible she might be a tool to flush them out. The KGB decided not to liquidate Eliška and instead promoted her into the super-soldier program.

Equipped with a protective jump-suit that allows her to function in daytime and a series of drugs to counteract a vampire's need to sleep, Crimson Tarantula is able to overcome many weaknesses that might tip off her associates that she is undead. Even so, this is not enough to satisfy her unnatural urges fully. The German secret police, the Stasi, deliver her a monthly list of individuals that they are willing to have 'disappear.' Eliška would like to kill only one person a month but she is still learning to control her appetites and so she feeds several times a week from the hit-list provided to her. (Her contacts in the Stasi jokingly call it 'the menu'.)

Eliška has a great deal of trouble with her team-mate, People's Guardian. She had little difficulty walking around churches and holy symbols before encountering him. Only upon meeting someone with genuine faith has she actively become repulsed. She's hoping this is merely a psychosomatic reaction (as her KGB handlers -who were already aware of Guardian's secret faith- assure her) and Eliška compensates by pretending she's repulsed by him personally.

Eliška is a workaholic by nature. She does not like to socialize and spends much of her limited social time parroting Soviet rhetoric as a way to compensate for her atrophied conversational skills. Inside, she's deeply conflicted about her transformation. Sometimes she considers giving up and joining the Vampire Nation. Vampire agents in East Berlin have tried to make contact with her but she has rebuffed

their overtures...so far.

Eliška appears to be a pale-skinned, red-headed woman in her late twenties. She was always beautiful but has become exceptionally so since her transformation into a vampire. Her costume is a black and red skin-tight battle-suit that covers her entire face during the daytime. Eliška doesn't wear the mask when she patrols at night. Occasionally, when not working her way down the Stasi's monthly hit-list, Eliška patrols the Berlin wall looking for people attempting to make it across. She

has permission to devour any who attempt such an escape. Over her armor she wears a black trenchcoat and dual automatic pistols in shoulder holsters.

Eliška is actually attracted to October Centurion and wishes she could approach him. He is one of the first individuals she's truly felt something more than a predatory hunger for. Warbird is a man she admires but ultimately dismisses as an overaggressive fool. Eliška is almost a friend to Iron Ghost but has begun suspecting that she is on the verge of defecting. She's unsure how to



react to such a possibility. In a role-reversal, the Crimson Tarantula is unnerved by Comrade Psychonaut.

Roleplaying Shtick - The Ticking-Time Bomb: Eliška puts on the outwards appearances of being a hardcore communist ideologue to cover up her anxiety about her fragile situation. The act is less than completely successful and her anxiety manifests itself in lots of paranoid behavior. The Crimson Tarantula's overwhelming fear is that she will be outed as a creature of the night and this will result in her own teammates destroying her.

Casting - Linda Florentino (circa *The Last Seduction*)

F) Comrade Psychonaut

Comrade Psychonaut was once a Romanian gypsy named Shandor. He was once an impoverished man that somehow offended one of the repressive Ceausescu regime's officials. Beaten and tossed into prison, he was sent as one of a thousand expendable candidates to join the Red Directorate's psychic testing program. The vast majority of the subjects died but Shandor did not. Instead, he developed incredibly strong psychic abilities and a greatly enhanced intelligence.

Shandor claimed to have complete amnesia as a result of his transformation and his abilities allowed him to fool even other psychics. Unfortunately, they came with a heavy cost. Shandor was forced forever to wear a thick helmet over his head that would filter out the worst of the telepathic static. Without this helmet, Comrade Psychonaut would swiftly become overwhelmed by the tremendous number of thoughts around him.

Through the use of his powers, Shandor arranged a leave of absence for himself from the Red Directorate facility where he was

CRIMSON TARANTULA

Power Level: 11; Power Points Spent: 165/165

STR: +6 (22), **DEX:** +3 (17), **CON:** +0 (-), **INT:** +1 (12), **WIS:** +3 (16), **CHA:** +2 (15)

Tough: +7/+11, **Fort:** Immune, **Ref:** +6, **Will:** +6

Skills: Bluff 4 (+6), Diplomacy 12 (+14), Gather Information 4(+6), Intimidate 8 (+10), Knowledge (arcane Lore) 4 (+5), Language 3 (+3), Notice 8 (+11), Search 6 (+7), Sense Motive 6 (+9), Stealth 8 (+11)

Feats: Animal Empathy, Attractive, Benefit (People's Revolution Membership), Defensive Attack, Equipment 2, Fascinate (Diplomacy), Fearless, Fighting Style: Kung Fu, Improved Block, Improved Critical (Unarmed Attack), Improved Pin, Improved Sunder, Improved Trip, Instant Up, Power Attack, Sneak Attack, Startle

Powers:

Animal Control 8 (DC 18; Burst Area (40 ft. radius); Limited (Bats, rats & wolves))

Blood Drain (Drain 1) (Drains: Single Trait - Constitution, DC 11)

Immunity 30 (Fortitude Saves)

Insubstantial 2 (Gaseous)

Protection 7 (+7 Toughness; Impervious; Limited (Blessed, silver or magical weapons))

Protective Jumpsuit (Device 2) (Hard to lose)

Immunity 1 (Condition: Sunlight)

Protection 4 (+4 Toughness; Impervious)

Regeneration 5 (Resurrection: Not staked or beheaded 5(20 minutes))

Super-Movement 1 (Wall-Crawling 1 (half speed))

Equipment: Heavy Pistol

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

Attacks: Animal Control 8, +10 (DC Will 18), Blood Drain (Drain 1), +10 (DC Fort/Staged 11), Heavy Pistol, +10 (DC 19), Unarmed Attack, +10 (DC 21)

Defense: +9 (Flat-footed: +5), Knockback: -11

Initiative: +3

Drawbacks: Weakness, common, minor, Depends on blood, Weakness, common, moderate, Holy symbols, Weakness, uncommon, minor, Sunlight, destroyed after 10 rounds +7

Languages: Czech, English, German, Russian

Totals: Abilities 22 + Skills 16 (63 ranks) + Feats 17 +Powers 79 + Combat 38 + Saves 6 - Drawbacks 13 = 165

held and made his way back to Romania to find out what had happened to his family. He discovered that during his ten year absence, his wife had remarried and that she had two more children. Deciding not to intrude on her new life, Shandor briefly considered going on a rampage of psychic revenge against the whole of the Soviet Union. That thought was ended by a sudden overwhelming vision: the entire world being destroyed in nuclear fire.

In his vision, at some point in the near future, a series of events would occur that would escalate the Cold War into an atomic conflict. This flashpoint event would occur in Berlin. His life now had purpose. If he could not rejoin his family, then he would attempt to save their lives.

Returning to his Soviet handlers, Shandor eventually wormed his way back into their confidence and earned an appointment to the Warsaw Pact's super-team. Despite being one of the more powerful members of the People's Revolution, Shandor kept his performance low enough that he was eventually transferred to the People's Revolution Auxiliary in East Berlin.

Comrade Psychonaut believes that it is his destiny to prevent the Apocalypse. While he is not superstitious, he finds the recent emergence of several Nordic themed warriors, like Ymir and Battle Axe, to be a troubling omen. Every action he takes is calculated to minimize the risk of Armageddon. This gives him the reputation of being too cautious amongst his team-mates.

Comrade Psychonaut gives the appearance of being an emotionless and calculating figure. He often makes jokes of knowing what everyone is thinking, but no one ever gets his sense of humor. Comrade Psychonaut's only real displays of emotion are regarding children and the Red Directorate. Amongst children, he lets down

his guard and acts significantly more human. When dealing with the Red Directorate he can barely disguise his naked contempt.

Shandor is a pale-skinned, fifty-something Romanian with a ball-shaped helmet permanently grafted to his head. He rarely wears anything but his official uniform, finding it ridiculous to think he'll ever do anything but stand out in a crowd. Choosing to make the most of his unusual appearance, Shandor has taken to wearing a flowing red cape to enhance his image as a surreal symbol of Soviet super-science.

Comrade Psychonaut considers the October Centurion to be a far better commander than the unit deserves and serves as his unofficial advisor. He often attempts to redirect Crusader when he feels that he is too centered on his failing career. Shandor loathes Crimson Tarantula and has privately debated arranging for an 'accident' on the field for her. He is well aware of Iron Ghost's affair with the New American but has been keeping it secret from her colleagues. He owes her no favors but doesn't want to see the wrath of the KGB brought down on anyone.

Shandor treats Sparrowhawk a bit like the daughter he never had and would react badly to anyone who harmed her. Psychonaut unnerves People's Guardian but understands his fear better than anyone on the team. He has little but exasperation for the reckless Warbird.

Roleplaying Shtick - The Chessmaster/The Outsider - Comrade Psychonaut's telepathic abilities allow him to manipulate others better than anyone could possibly imagine. But because of this heavy burden, he is also emotionally distanced from the rest of his team.

Casting - Michael Ironside (circa the miniseries V)

COMRADE PSYCHONAUT

Power Level: 11; Power Points Spent: 165/165

STR: -1 (8), **DEX:** +0 (10), **CON:** +0 (10), **INT:** +3 (16), **WIS:** +3 (16), **CHA:** +5 (20)

Tough: +0/+10, **Fort:** +2, **Ref:** +4, **Will:** +9

Skills: Bluff 4 (+9), Diplomacy 6 (+11), Gather Information 6 (+11), Intimidate 4 (+9), Language 4 (+4), Notice 4 (+7), Sense Motive 8 (+11)

Feats: Benefit (People's Revolution Membership), Master Plan

Powers:

Astral Form 2

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

Mental Blast 9 (DC 24)

Mental Blast 6 (Alternate; DC 21; Burst Area (30 ft. radius))

Mind Control 9 (DC 19; Duration (sustained), Conscious; Mental Link, Subtle (subtle))

Mind Switch 10 (Alternate; DC 20)

Telepathy 10 (Alternate; Adds: Communication 10, Mind Reading 10)

Communication 10 (Sense Type: Mental)

Mind Reading 10 (DC 20)

Psionic Shielding Helmet (Device 2) (Hard to lose)

Mind Shield 10 (Impervious +10 to Will saves vs. Mental effects)

Telekinesis 6 (Strength: 30, Carry: 532 / 1.1k / 1.6k / 3.2k)

Force Field 10 (Alternate; +10 Toughness)

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

Attacks: Mental Blast 6, +4 (DC Will 21), Mental Blast 9, +4 (DC Will 24), Mind Control 9, +4 (DC Will 19), Mind Reading 10, +4 (DC Will 20), Mind Switch 10, +4 (DC Will 20), Telepathy 10, +4 (DC 20), Unarmed Attack, +4 (DC 14)

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

Initiative: +0

Languages: Czech, English, German, Romanian, Russian

Totals: Abilities 20 + Skills 9 (36 ranks) + Feats 1 + Powers 109 + Combat 14 + Saves 12 + Drawbacks 0 = 165



G) Sparrowhawk (in German: Mittel Spatzenfalte)

Idunn Werner was always an atypical girl. She was born the daughter of an eccentric neo-pagan father and an unknown mother who vanished shortly after her birth. From early childhood, Idunn was considered to be 'strange' by those who knew her. She has a special connection to the Nordic pantheon - and she suspects her mother might have been an Ängsälvor - a meadow elf of Norse myth. Stories of minor miracles and strange happenings around her were eventually heard by the East German secret police (the Stasi).

A short visit to Idunn's home by the East German secret police (the Stasi) was enough to confirm that the girl had supernatural powers. The Stasi immediately recommended her liquidation as a threat to state security. However they were overruled by a contact within the Soviet Union. Instead, Idunn was sent to Moscow for 'psychic testing.'

The Red Directorate had no illusions that Idunn's powers were remotely psychic in nature. Their operatives swiftly determined that Fraulein Werner's abilities were an affinity for preternatural energy manipulation, a.k.a magic. The Red Directorate was very willing to compromise on issues of ideological doctrine when super-powered assets were at stake. However, a series of interviews confirmed that Miss Werner was not enthusiastic about acting as an agent of the Warsaw Pact. This changed when the Stasi (under the direction of the Directorate) placed her father under house arrest and informed her that his continued survival was contingent upon her agreeing to serve as a super-powered agent of her government.

Idunn reluctantly agreed and was trained by the Red Directorate for super-soldier field duty

and (adding insult to injury) informed that she would have to pretend that her powers were psychic in nature. Idunn was educated under a number of other Soviet mystics that had made similar deals with the Directorate. She was given the codename Sparrowhawk and assigned to the East Berlin contingent of the Soviet super-team.

Her assignment to the Berlin Auxiliary is chiefly motivated by her potential as a charismatic public face of the Soviet super-soldier program. In the words of Red Hammer: "She reminds everyone of their kid sister or first love." She spends most of her time healing critically ill patients in hospitals and operating public relations on the group's behalf. Her presence has drastically increased the popularity of the Soviet super-soldiers among the East German population.

A secondary motivation for her deployment to Berlin was a desire by the Red Directorate leadership to monitor two KGB assets on the team: Crimson Tarantula and Yelena Petrowsky (the Iron Ghost.) The Directorate is concerned that either or both of these individuals could go rogue. Idunn is directed to monitor them as closely as she can.

For her part, Idunn is very aware that the impression she makes is something akin to a very beautiful and endearingly naïve propaganda officer. It's very calculated. No one on either team or her handlers in the Red Directorate suspects her true motives or the true levels of her power - and that's just the way she likes it.

Fraulein Werner's official battle uniform is a rigid spandex body-suit with armored plates built in and a prominent sickle and hammer motif emblazoned across the chest. Werner hates this outfit and much prefers to wear one of her own design. It's a long red cloak with a pink and white peasant dress that makes her

look like something out of Grimm's Fairy Tales. She's often reprimanded by October Centurion for not being in her proper uniform, but she pays it little mind. In either costume, she also carries an enchanted rowan staff that enhances her magic and enables her to stun enemies at a distance without killing them. (She has a cover story about how the rod servers as a foci for her psionic powers.)

While the People's Revolution and the Red Directorate do not actually expect much from her in battle, they would be surprised to learn of her full capabilities. Idunn has more mystical power at her control than they realize and also has much more iron than they give her credit for. She is careful to mask the true extent of her powers so that when she finally stages the attack to free her father, she'll have the element of surprise on her side. She has been plotting an escape plans ever since the Stasi took him into custody. She has been using her access to military and government personnel (it's very hard to say no to Idunn) to gather information about where he's being held and the type of security used to guard him.

When she finally launches her escape plan - everyone will be shocked at how much raw power she wields.

Casting - Michelle Pfeifer (circa Ladyhawke)

Roleplaying Shtick - **The Ingénue** - The ultimate pragmatist. With regards to her government, Idunn is doing what she must to get by. However she uses her powers to serve as a hero because it's the right thing to do - but she isn't beholden to any political cause other than decency and common sense.

Everything about her serves to give the impression that she is nothing more than what meets the eye: wholesome, unthreatening, slightly naïve, and above all - undeniably attractive. This is a calculated and deliberate maneuver that plays upon the biases of those around her. It helps her hide both the origins and extent of her powers and helps her mask her resentment of the government that is holding her father hostage. This allows her to avoid the official attention that could be catastrophic. Meanwhile she bides her time, devising a plan to free her father from captivity.

SPARROWHAWK

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

STR: +0 (10), **DEX:** +1 (13), **CON:** +0 (10), **INT:** +2 (15), **WIS:** +4 (18), **CHA:** +3 (17)

Tough: +0, **Fort:** +5, **Ref:** +6, **Will:** +10

Skills: Bluff 8 (+11), Concentration 4 (+8), Disguise 4 (+7), Gather Information 5 (+8), Knowledge (arcane Lore) 8 (+10), Language 5 (+5), Medicine 4 (+8), Notice 4 (+8), Search 4 (+6), Sense Motive 4 (+8), Sleight of Hand 8 (+9)

Feats: Artificer, Attractive, Benefit (People's Revolution Membership), Fearless, Ritualist

Powers:

Magic 14 [Dyn: 2/r, +9max 28PP] ((Healing); Power Loss (If unable to gesture and speak))

Loki's Blight (Confuse 6) [Dyn: 4/r, max 28PP] (Alternate; DC 16; Cloud Area (30 ft. diameter, lingers), Duration (concentration))

Norn's Restoration (Healing 5) [Dyn: 4/r, +2max 28PP] (Default; Energizing, Total; Persistent, Regrowth)

Odin's Wrath (Blast 10) [Dyn: 2/r, max 28PP] (Alternate; DC 25)

Shield of Heimdall (Force Field 9) [Dyn: 3/r, max 28PP] (Alternate; +9 Toughness; Impervious, Affects Others)

Telekinesis 12 [Dyn: 2/r, max 28PP] (Alternate; Strength: 60, Carry: 17 tons / 34 tons / 51.2 tons / 102.4 tons)

Rowan Battle Staff (Device 7) (Easy to lose)

Stun 8 (DC 18; Range 2 (perception))

Strike 6 (Alternate; DC 21; Penetrating)

Super-Senses 4 (Acute: Magical Awareness, Awareness: Magical, Extended: Magical Awareness 1 (x10), Radius: Magical Awareness)

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

Attacks: Loki's Blight (Confuse 6) [Dyn: 4/r, max 28PP], +7 (DC Will 16), Odin's Wrath (Blast 10) [Dyn: 2/r, max 28PP], +7 (DC 25), Strike 6, +7 (DC 21), Stun 8, +7 (DC Fort/Staged 18), Unarmed Attack, +7 (DC 15)

Defense: +8 (Flat-footed: +4), Knockback: +0

Initiative: +1

Languages: English, French, German, Old Norse, Polish, Russian

Totals: Abilities 23 + Skills 15 (58 ranks) + Feats 4 + Powers 62 + Combat 30 + Saves 16 + Drawbacks 0 = 150



IMPORTANT PEOPLE AND GROUPS IN BERLIN

ERICH HONECKER

Honecker was the leader of East Germany (the GDR) from 1971 to 1989 when he was swept from power by the pro-democratic / pro-reform movement.

A staunch Communist in the mold of Brezhnev, Honecker infamously once said: *“The Wall will be standing in 50 and even in 100 years, if the reasons for it are not yet removed.”*

He was considered a dictator by many outside analysts. After the unthinkable happened in 1989, and he was swept out of power by the pro-democracy and pro-reform movement, he eventually decided to flee the country to avoid prosecution for having given East German border guards their standing shoot-to-kill orders regarding would-be escapees. (192 East Germans died trying to cross the border during his regime.)



RED DIRECTORATE

The Soviet agency that oversees superhuman affairs, the Red Directorate, has maintained a presence in East Berlin for decades. It started in the 1950s when Directorate forces attempted to stem the tide of refugee super-humans from the Eastern Bloc who were flocking to Berlin with hopes of escaping to the West. After the construction of the Berlin Wall in 1961, the Directorate established a garrison in East Berlin to help counter superhuman escape attempts. In the 1980s when the Nightwatchman began hunting and killing scores of Stasi officers and informants and the Liberty Underground dissident group began spiriting dozens of



escapees past the Berlin Wall, East German leadership requested greater Red Directorate assistance.

As a result, the Directorate heli-carrier, the *Sovetsky Belorussiya*, has been permanently deployed to patrol duty over East Berlin. The heli-carrier has 1800 crew and operatives on board. (Red Directorate operatives could be effectively represented by any of the super-powered Archetypes from Chapter 1 of M&M.) In addition, the *Sovetsky Belorussiya* carries 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 fighters and Mi-24 helicopters.)

The Supreme Commissar, the leader of the Red Directorate, made crushing Nightwatchman and the Liberty Underground a priority and spends at least one week of every month in Berlin to keep track of his agency's efforts.

STASI

The Stasi (also known by their longer name the Ministry for State Security) was the secret police of East Germany. The Stasi was highly effective at monitoring and controlling the daily lives of East Germans to make sure they weren't displaying signs of ideological corruption or 'anti-revolutionary tendencies'.

They engaged in widespread harassment of government critics, those involved in religious movements, and artists whose work was considered anti-government. The Stasi dominated the life of East Germans, suppressing and harassing anyone they considered to be engaging in "counter-revolutionary" behavior and commonly used torture and secret executions. It has been estimated at up to 2.5 percent of all East Germans were at least occasional informants of the Stasi - which (combined with extensive secret monitoring and bugging of homes, schools and workplaces) made the agency perhaps the most ubiquitous secret police force in modern history.

In the world of Wargames, the Stasi was far more pernicious and oppressive than in reality. With their corps of artificially enhanced psychics, the East German secret police were able to cast a much wider net and crack down on secret religious groups, dissidents or those who secretly criticized the East German government.

STASI PSYCHIC

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

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

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

Skills: Computers 3 (+5), Concentration 8 (+12), Diplomacy 5 (+5), Drive 3 (+4), Gather Information 8 (+8), Intimidate 10 (+10), Investigate 7 (+9), Knowledge (streetwise) 9 (+11), Language 3 (+3), Notice 4 (+8), Search 9 (+11), Sense Motive 5 (+9), Stealth 9 (+10), Survival 6 (+10)

Feats: Eidetic Memory, Equipment 3, Fascinate (Intimidate), Trance, Uncanny Dodge (Mental)

Powers:

Super-Senses 1 (Awareness: Mental)

Telepathy 6 (Adds: Communication 6, Mind Reading 6)

Communication 6 (Sense Type: Mental)

Mind Control 6 (Alternate; DC 16)

Mind Reading 6 (DC 16)

Equipment: Handcuffs, Knife, Light Pistol

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

Attacks: Knife, +5 (DC 16), Light Pistol, +5 (DC 18), Mind Control 6, +5 (DC Will 16), Mind Reading 6, +5 (DC Will 16), Telepathy 6, +5 (DC 16), Unarmed Attack, +5 (DC 15)

Defense: +6 (Flat-footed: +3), Knockback: +0

Initiative: +1

Languages: English, French, German, Russian

Totals: Abilities 14 + Skills 23 (89 ranks) + Feats 7 + Powers 14 + Combat 22 + Saves 10 + Drawbacks 0 = 90



THE GROUP OF SOVIET FORCES IN GERMANY (1949-88)

(ГСВГ, Группа советских войск в Германии)

The Soviet armies permanently stationed in Germany consisted of upwards of 300,000 Russian troops in East Germany and tens of thousands of tanks, armored vehicles and artillery pieces. Most of them were stationed in the Potsdam, Frankfurt (Oder), or Cottbus districts - within easy striking distance of Berlin. They outnumbered the NATO forces in Germany by a wide margin in terms of vehicles, manpower and firepower.

ALLIED ARMED FORCES

The Berlin Brigade was made up of American and British troops (the French had their own, separate chain of command.) There were 3 brigades of infantry, armor, military intelligence and various other support troops. They were grossly out-numbered by the Soviet forces that surrounded Berlin because their troop numbers were limited by treaties dating back to the Potsdam conference at the end of WW2. In order to compensate for the staggering manpower discrepancy, the Berlin Brigade was armed with tactical battlefield nuclear weapons.

SHTURMOVIK DIRE WOLF BRIGADE

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 meta-human 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 - is 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, the second in command of Shturmovik, oversees this unit personally.

Kazakoff, like many senior officers in Berlin, feels as though his career has stalled. He has begun to scheme with opportunistic KGB operatives in Berlin regarding a daring plan to retake West Berlin - accomplishing in one attack what the Soviet Union has failed to do for 40 years. Once he is recognized as the hero of Berlin, no one will stand in his way. 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. (More information on Shturmovik is found in Wargames 2)

USHER (UNITED STATES HEAD-QUARTERS FOR EMERGENCY RESPONSE)

USHER is an American meta-human intelligence and security agency that is separate from the Freedom Alliance and NATO chains of command (in fact, amongst the rank and file, there's quite a bit of inter-agency rivalry between the Freedom Alliance and USHER.). USHER employs a variety of super-powered and battle-suited operatives and effectively serves as a reserve force for the Freedom Alliance by handling super-powered threats when the super-soldiers are unavailable.

In the early 1980s, on Ronald Reagan's direct orders, a platoon of Atlas Brigade armored USHER troops were deployed to West Berlin. The USHER leadership privately fought against this, arguing that they had far more pressing issues, such as the rising tide of meta-human crime, to contend with on the home front.

Reagan, having recently read a dire Pentagon briefing on the estimated force capacity of the Red Directorate forces in East Germany, wanted a more intimidating nonconventional presence in West Berlin and was not persuaded by their arguments.

The USHER forces in Berlin consist of a company sized force of both meta-human operatives and agents trained in the use of the Atlas Brigade power-suits. They supplement British and American patrols in addition to serving as the reinforcements and backup for the Freedom Alliance super-team.



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:

Device 13 (Atlas Brigade Armor) (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

THE MINUTEMAN

Samantha Mason is the head operative of the USHER Berlin contingent and the current incarnation of the patriotic speedster The Minuteman.

For every war in American history, a secret fraternity has entrusted one member of the Mason family with an enchanted pocket-watch which has the power to speed up or slow down time. Armed with this sorcery, the Minuteman acts as a covert agent, answerable only to the nation's leaders and to the mysterious Brotherhood of the Timepiece.

Ezekiel Mason served as a special agent for General Washington during the Revolutionary War. Janine Mason served as a scout for the North during the Civil War. In the Great War, American journalist Richard Mason served this role and in WW2 Samuel Mason, Samantha's grandfather, donned a suit of battle armor (brought back from the future by the Brotherhood) to fight the Nazi menace. Now in the 1980s, during the later years of the Cold War, Samantha is carrying on the family tradition and has taken up the mantle of the Minuteman.

Mason was initially opposed to the Atlas Brigade being deployed to Berlin as she thought the threat of domestic super-crime was far more serious than some tedious saber rattling. However, since being in Berlin for a few years, she has changed her mind.

Beset by international tensions and the target of droves of super-human menaces, Berlin is a city that teeters on the edge everyday - and if it falls, it could take the whole world with it. Mason, with her time control powers, is uniquely able to serve as an early warning system and to marshal the city's defenders in times of crisis.

It's worth noting that when danger strikes, Samantha doesn't neglect the Eastern half of her adopted city. With her abilities, she can easily navigate past the Wall, and has cultivated a set of contacts in East Berlin (including the October Centurion.). She is perhaps the only Westerner who received a warm official welcome when she mysteriously appears in East Berlin. Her intervention on multiple occasions has facilitated communications to help repel mutual threats or simply to defuse tensions in the divided city

THE MINUTEMAN

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

STR: +0 (11), DEX: +1 (13), CON: +0 (11), INT: +1 (12), WIS: +0 (11), CHA: +2 (15)

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

Skills: Acrobatics 3 (+4), Bluff 7 (+9), Climb 6 (+6), Concentration 7 (+7), Diplomacy 10 (+12), Disable Device 12 (+13), Disguise 10 (+12), Drive 8 (+9), Escape Artist 9 (+10), Gather Information 10 (+12), Intimidate 8 (+10), Investigate 4 (+5), Language 2 (+2), Medicine 2 (+2), Notice 7 (+7), Pilot 5 (+6), Ride 6 (+7), Search 6 (+7), Sense Motive 6 (+6), Sleight of Hand 6 (+7), Stealth 12 (+13), Survival 14 (+14), Swim 9 (+9)

Feats: All-Out Attack, Assessment, Attractive, Connected, Contacts, Defensive Attack, Elusive Target, Equipment 2, Fighting Style: Boxing, Improved Block, Instant Up, Luck, Master Plan, Move-by Action, Power Attack, Quick Draw, Seize Initiative, Startle, Takedown Attack

Powers:

Mystical Time Piece (Device 9) (Hard to lose, Only you can use)

Time Control 5 (+20 Initiative, Adds: Quickness 5, Speed 5; Share Speed; Rapid Attack (Radius: 25 ft.), Rapid Fire, Running Punch, Wall Run, Water Run)

Quickness 5 (Perform routine tasks at 50x speed)

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

Equipment: Commlink, Light Pistol, Suppressor
Attack Bonus: +8 (Ranged: +8, Melee: +8, Grapple: +8)

Attacks: Light Pistol, +8 (DC 18), Unarmed Attack, +8 (DC 15)

Defense: +6 (Flat-footed: +3), Knockback: +0
Initiative: +1/+21

Languages: English, French, German, Russian

Totals: Abilities 13 + Skills 43 (169 ranks) + Feats 19 + Powers 38 + Combat 28 + Saves 9 + Drawbacks 0 = 150



THE MINUTEMAN HOOK

A bedraggled Minuteman materializes in the heroes' HQ. She is hollow-eyed and weary. "I've seen the world die by fire," she says, "What fools we all were." Then, with a sudden determination, she opens a shimmering time portal. "We have to travel forward in time and prevent this disaster. No time for questions. Only you can prevent this. Come with me now or we all die in three days."

Novelist Charles Stross (*The Jennifer Morgue, the Atrocity Archives*) has observed that every Cold War espionage story has an element of existential horror, not unlike that found in Lovecraft's fiction. In both types of stories, the threat of the end of the world looms over the protagonists who go to extreme lengths in an attempt to prevent it.

It can be difficult, particularly in something as social and usually light hearted as a superhero role playing game, to evoke a sense of dread or horror. Using the appearance of a distressed time-travelling character, such as the Minuteman, bringing warnings of imminent doom from the near future can provide enough of a taste of this emotion to provide motivation, direction and tone for an adventure.

This can also be used as a way to introduce a one-shot adventure for a modern day group that time-hops into the 1980s. You could use the brief scene as written above, just modify it with Minuteman explaining that the Thule Society (or another Nazi themed villain) has developed time travel and gone back to the 1980s and manipulated the US and USSR into a nuclear war. The PCs need to go back in time and undo the Fourth Reich's conspiracy before the entire time-line is changed forever.

THE LIBERTY UNDERGROUND (IN GERMAN: DIE FREIHEIT-UNTERGRUNDBAHN)

The Liberty Underground is a dissident group, with members on both sides of the Berlin Wall, who smuggle refugees from the Warsaw pact into West Berlin. (Often these would-be escapees are meta-humans fleeing the Communist Bloc's mandatory compulsory service mandate.) Since 1981, this group has smuggled more than 100 escapees under the newly reinforced Berlin Wall or through the old sewer tunnels beneath the city. The number and audacity of the escapes they've enabled has been gravely embarrassing to the East German government. The secret police have mounted a massive campaign to uncover the identities of

the people behind the Liberty Underground, so far with no success.

Silvia Bisanz is the leader of the Liberty Underground. Silvia is an old woman who has low level psychic abilities due to her being a test subject in the Nazi Bio-Blitz program of the 1930s. Her powers were never considered powerful enough for field duty and so she survived the war in obscurity. Today she uses her telepathy to communicate with her co-conspirators during escape attempts.

Franz Reindl is the second in command. As

a senior reporter for the East Berlin evening newspaper, *Am Abend*, Franz is able to use his connections within the government and military to know when the best nights are for attempting escape missions. Additionally, like Silvia, Franz was a subject of the Nazi meta-human eugenics program when he was very young. His mutant abilities did not appear until the 1960s and he has so far been able to keep them a secret. Franz's experience with the eugenics program gave him the ability to move at super speeds. He has learned to control his talent to such a high degree that he can even vibrate fast enough to phase through solid matter. Through hours of practice, Franz has also learned how to share his speed abilities with others, albeit only temporarily. It is this unique talent (combined with Silvia's psychic communication) that makes the Liberty Underground possible.

SILVIA BISANZ: LEADER OF THE LIBERTY UNDERGROUND

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

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

Tough: +1, **Fort:** +4, **Ref:** +5, **Will:** +7

Skills: Bluff 8 (+11), Concentration 4 (+7), Diplomacy 4 (+7), Gather Information 4 (+7), Intimidate 4 (+7), Investigate 4 (+5), Language 4 (+4), Notice 8 (+11), Search 4 (+5), Sense Motive 8 (+11), Stealth 4 (+6)

Feats: Connected, Contacts, Equipment 1

Powers:

Super-Senses 1 (Danger Sense: Mental)

Super-Senses 8 (Postcognition, Precognition)

Telepathy 6 (Adds: Communication 6, Mind Reading 6)

Communication 6 (Sense Type: Mental)

Mind Reading 6 (DC 16)

Mind Shield 6 (Alternate; Impervious +6 to Will saves vs. Mental effects; Affects Others)

Equipment: Light Pistol

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

Attacks: Light Pistol, +4 (DC 18), Mind Reading 6, +4 (DC Will 16), Telepathy 6, +4 (DC 16), Unarmed Attack, +4 (DC 15)

Defense: +6 (Flat-footed: +3), Knockback: +0

Initiative: +2

Languages: English, French, German, Polish, Russian

Totals: Abilities 20 + Skills 14 (56 ranks) + Feats 4 + Powers 22 + Combat 20 + Saves 10 + Drawbacks 0 = 90

FRANZ REINDL: SECOND IN COMMAND OF LIBERTY UNDERGROUND

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

STR: +0 (10), DEX: +2 (15), CON: +2 (14), INT: +0 (11), WIS: +0 (11), CHA: +1 (12)

Tough: +2/+4, Fort: +4, Ref: +6, Will: +4

Skills: Bluff 6 (+7), Computers 4 (+4), Gather Information 4(+5), Investigate 4 (+4), Notice 4 (+4), Profession (Journalist) 4 (+4)

Feats: Connected, Contacts, Defensive Roll 2, Dodge Focus 2, Elusive Target, Evasion 2, Instant Up, Move-by Action,

Redirect

Powers:

Super-Speed 5 (+20 Initiative, Adds: Quickness 5, Speed 5; Share Speed; Rapid Fire, Rapid Attack (Radius: 25 ft.))

Insubstantial 4 (Alternate; Incorporeal; Affects Others)

Quickness 5 (Perform routine tasks at 50x speed)

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

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

Attacks: Unarmed Attack, +4 (DC 15)

Defense: +6 (Flat-footed: +2), Knockback: -2

Initiative: +2/+22

Languages: German

Totals: Abilities 13 + Skills 7 (26 ranks) +

Feats 12 + Powers 32 + Combat 16 + Saves 10 +

+ Drawbacks 0 = 90

Adventure Hook

A group of 20 meta-humans are trying to flee the Eastern Bloc en masse to avoid being drafted into the Red Directorate. If the PCs are associated with NATO, the Liberty Underground has contacted them in hopes of using their abilities to hold off the border guards and any members of the People's Revolution or Red Directorate who try to intervene. Additionally, the PCs will have to either strive to keep the escape secret or they will have to contend with the fallout from their leadership who will disapprove of their actions as being both dangerous and provocative.

If the PCs are affiliated with the Warsaw Pact, they've been tipped off about the mass escape by Stasi informants and have been directed to stop it and hopefully publicly humiliate Western heroes in the process.

THE NIGHTWATCHMAN (IN GERMAN: DER NACHTWÄCHTER)

The Pergammon Museum in East Berlin contains some of the great historical treasures of the world. It houses several legendary ancient buildings such as the Pergamon Altar, the Market Gate of Miletus, and the Ishtar Gate. These exhibits all consist of parts transported from the original excavation sites and carefully reconstructed to their original glory in Berlin.

The jewel of the museum's collection is the eponymous Pergamon Altar, a massive (one hundred feet long and thirty-five feet high) ancient Greek altar decorated with ornate sculptures and carvings. The altar's northern wall contains representations of most of the Greek pantheon including Nemesis, the goddess of vengeance.

Nemesis is one of the few Greek gods still taking

an interest in the modern world. She has been awakened by the silent fury of the thousands of people whose lives have been destroyed by the East German secret police (the Stasi) and their omnipresent network of informants. Their victims cry out for vengeance and this goddess intends to answer their call.

Nemesis ensorcelled Walter Becker, a junior curator who had been working late at the Pergamon Museum one night. The spell makes Walter her unwitting and unconscious hand in the world during his sleeping hours. When the sun sets, Nemesis possesses Walter and uses him to carry out her missions of vengeance. Walter is completely unaware of his nocturnal activities when he is controlled by Nemesis and knows only that he's incredibly sleepy some days, as though he were up all night, even though he thinks he got a full night's sleep.

Possessed by Nemesis, he walks the streets at night; avenging wrongs and doling out violent justice. As the number of Stasi agents and informants killed has climbed, an urban legend has sprung up in Berlin about a dissident or serial killer who preys upon the secret police under the cover of dark. With characteristic black humor, the East German public has embraced this mysterious vigilante and dubbed him *der Nachtwächter* (the Nightwatchman.).

While under the goddess' control, Walter's appearance changes radically. His clothes transform into the vestments of Nemesis' long extinct clergy. Additionally, he is imbued with an array of strange abilities, including a supernaturally sharp xiphos (a sword popular in ancient Greece), darkness control powers that allow him to teleport through shadows, and psychic talents.

Nemesis does not respect modern boundaries and so does not confine her activities to just the Eastern half of the city. She punishes

those deserving of her wrath wherever she finds them. West Berlin officials certainly aren't happy about the bizarre pattern of homicides that have occurred on their side of the city with an evidence trail that suggests a super-human perpetrator. However, as all the fatalities they've identified in West Berlin have been suspected double agents, they have come to see this as a blessing wrapped in a very ugly package.

Since conventional police have proved useless, the Red Directorate and the People's Revolution have received an official request from the Stasi leadership to investigate the ongoing murder of their operatives. The Nightwatchman has, so far, proved very difficult to track and impossible to capture or kill. The People's Revolution has fought three skirmishes with the super-human vigilante and came out the worse for it on each occasion. In one memorable battle, the Nightwatchman wounded Crimson Tarantula and severely damaged Iron Ghost's battle suit. In light of their failures, the leader of the Red Directorate, Supreme Commissar, is now personally assisting with the manhunt.

The NATO super-team has had face-to-face contact with the Nightwatchman without even realizing it. During a midnight Fourth Reich attack on Templehof Airport in West Berlin, Walter materialized to help the Freedom Alliance defeat the neo-Nazi menace but vanished before he could answer any questions.

THE NIGHTWATCHMAN

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

STR: +5 (20), **DEX:** +2 (15), **CON:** +2 (14), **INT:** +2 (15), **WIS:** +1 (12), **CHA:** +2 (14)

Tough: +2/+5, **Fort:** +7, **Ref:** +7, **Will:** +10

Skills: Acrobatics 4 (+6), Bluff 4 (+6), Concentration 4 (+5), Intimidate 12 (+14), Knowledge (arcane Lore) 6 (+8), Language 4 (+4), Notice 12 (+13), Search 12 (+14), Sense Motive 5 (+6), Stealth 12 (+14)

Feats: Accurate Attack, Artificer, Defensive Attack, Defensive Roll 3, Evasion, Fighting Style: Sword-fighting, Improved Block, Improved Disarm, Improved Initiative, Power Attack, Quick Draw, Taunt, Well-Informed

Powers:

Darkness Control 11 (Radius: 10000 ft.)

Blast 10 (Alternate; DC 25)

Dazzle 10 (Alternate; Affects: One Sense Type - Visual, DC 20)

ESP 10 (Alternate; Affects: Visual Senses)

Flight 2 (Alternate; Speed: 25 mph, 220 ft./rnd; Levitate)

Insubstantial 4 (Alternate; Incorporeal)

Snare 9 (Alternate; DC 19)

Super-Movement 4 (Alternate; Permeate 3 (full speed), Trackless)

Sword of Vengeance (Device 9) (Hard to lose, Only you can use)

Corrosion 11 (DC 26; Penetrating)

Attack Bonus: +11 (Ranged: +11, Melee: +11, Grapple: +16)

Attacks: Blast 10, +11 (DC 25), Corrosion 11, +11 (DC Fort/Tou 26), Dazzle 10, +11 (DC Fort/Ref 20), Snare 9, +11 (DC Ref/Staged 19), Unarmed Attack, +11 (DC 20)

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

Initiative: +6

Drawbacks:

Disability, uncommon, minor, Normal Identity is unaware of super-heroic identity, Involuntary Transformation, uncommon, minor, Normal Identity, uncommon

Languages: English, French, German, Greek, Russian

Totals: Abilities 30 + Skills 19 (75 ranks) + Feats 14 + Powers 67 + Combat 36 + Saves 19 - Drawbacks 5 = 180



Project Icarus and Operation: Blackbox

Project: Icarus is the US government's super-soldier development program. It conducts carefully monitored and regulated genetic engineering based on data gleaned from decades of research into the Nazi super-human eugenics program (the Bio-Blitz Program and the Übermensch Project). The public side of Icarus operates within government mandated research restrictions and although there are injuries and rare deaths involved in this program, everything is legal and above board.

In the 1970s after reading CIA reports on the Sino-Soviet Border Conflict, the agency's directors became very concerned with the viability of American super-soldier forces in a mass conflict. They commissioned a series of computer simulations to project the outcome of a super-human conflict in Berlin. Ninety percent of the simulations showed the Warsaw Pact forces winning and overwhelming Berlin within 48 hours and then conquering Western Europe within 2 months.

Immediate radical change was needed in order to address this power gap. However, faced with a Carter Administration that was trying to cut meta-human research funding, Icarus decided to form a clandestine division. With funding from an arms dealing ring it organized in South America, Icarus set up a covert research and development arm known as Operation: Blackbox. This was strictly off the books and free from the involvement of the rest of the US government. This organization had secret research facilities hidden throughout North America and even a few labs in rural Canada or Mexico.

Blackbox conducts extreme research on non-consenting subjects with no official approval or oversight and it collects its test subjects

from the ranks of homeless drifters who won't be missed when they disappear. It recruits its researchers from a short list of promising bio-engineers and chemists who are both brilliant and morally flexible enough to fit the bill. Blackbox runs a variety of programs largely focused on grafting meta-human genes into normal humans or causing latent mutations to emerge in otherwise normal subjects

Despite the lengths that they were willing to go to, Blackbox hadn't been any more successful than the public arm of Project: Icarus. The Lazarus Soldier Program changed all that.

The Lazarus Soldier Project uses advanced positronic technology to transform preserved corpses into super-powered, preprogrammed cyborg agents. The corpses are supplied by rogue CIA agents sympathetic to Blackbox's mission. Some are soldiers (perhaps from either side of the Iron Curtain) who died on covert missions and are officially listed as MIA. Others are executed criminals or even medical cadavers. So far, the program has been a success with several squads of Lazarus agents integrated with bionic technology, "revived", and fully functional. The Lazarus agents have been enhanced with sub-dermal armor plating and experimental sidearms which fire rounds of a highly volatile explosive known as "hyper-matter".

Field tests have been promising but also brief and inconclusive. However, in a rush to address the super-human security shortfall in Germany, Icarus leadership has deployed a squad of Lazarus agents to a secret base in an underground bunker near Templehof Airport in West Berlin. Field testing is continuing in West Berlin with Lazarus agents conducting espionage and reconnaissance missions.



LAZARUS AGENT

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

STR: +13 (19/37), **DEX:** +9 (16/28), **CON:** +8 (18/27), **INT:** +1 (12), **WIS:** +2 (14), **CHA:** +0 (10)

Tough: +16, **Fort:** +12, **Ref:** +13, **Will:** +7
Skills: Climb 8 (+21), Disable Device 4 (+5), Drive 4 (+13), Intimidate 8 (+8), Knowledge (tactics) 8 (+9), Medicine 4 (+6), Notice 8 (+10), Search 4 (+5), Stealth 8 (+17), Survival 8 (+10), Swim 4 (+17)

Feats: Diehard, Improved Aim, Improved Initiative, Power Attack, Precise Shot, Quick Draw, Track

Powers:

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

Cybernetic Hearing (Super-Senses 1) (Ultra-Hearing)

Cybernetic Visual Array (Super-Senses 4) (Direction Sense, Distance Sense, Infravision, Low-Light Vision)

Enhanced Constitution 9 (+9 CON)

Enhanced Dexterity 12 (+12 DEX)

Enhanced Strength 18 (+18 STR)

Hyper-matter sidearm (Device 6) (Easy to lose)

Blast 10 (DC 25; Explosion Area (100 ft. explosion))

Attack Bonus: +10 (Ranged: +10, Melee: +10, Grapple: +23)

Attacks: Blast 10, +10 (DC 25), Unarmed Attack, +10 (DC 28)

Defense: +8 (Flat-footed: +4), Knockback: -12

Initiative: +13

Languages: Native Language

Totals: Abilities 29 + Skills 17 (68 ranks) + Feats 7 + Powers 78 + Combat 36 + Saves 13 + Drawbacks 0 = 180

Adventure Hook

Testing in Berlin hit a serious snag when a Lazarus Agent regained sentience on a mission. The agent overcame his programming and escaped into the night.

The renegade Lazarus Agent is trying to leave Germany to get back to his family in the US. Project: Icarus is determined to capture or destroy him. The discovery of the rogue Lazarus agent would reveal the existence of Operation: Blackbox and expose Project: Icarus to a level of scrutiny that might spell the end of the agency.

If the PCs are associated with the Western Powers, they are told by their superiors that the Lazarus Agent is a rampaging cyborg henchman of a Fourth Reich neo-Nazi terrorist group and must be hunted down before he can carry out whatever his mission may be.

If the PCs are associated with the Eastern Bloc, the Lazarus Agent was on an assassination mission in East Germany when he malfunctioned and had his awakening. The PCs have been briefed on the sketchy information the Red Directorate has intercepted from Project: Icarus' coded communication. They've been directed to capture the Lazarus Agent for examination and possible reverse engineering. They may have to fend off NATO super-soldiers trying to retrieve their asset.

The renegade Lazarus Agent will fight defensively and focus on escape. If cornered, he will attempt to plead his case and ask for help in escaping. If left with no choice, he will fight to the death rather than return to Operation: Blackbox.

Optionally, to increase the drama, the GM might consider making the rogue Lazarus Agent someone who one of the PCs knew previously, such as a former team-mate or friend.

FOURTH REICH

The Fourth Reich was founded during the last days of the Second World War by a group of Nazi super-soldiers and Thule Society 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 or destroyed, allowing the Fourth Reich to sweep in and conquer their erstwhile enemies. Through a combination of mind-control sorcery and double agents embedded on 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 mid 1960s. This, combined with the dawning age of détente, seemed as though it would put the Fourth Reich's goals on indefinite hold.

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

In the 1980s, the Fourth Reich decided it was time to take advantage of this new atmosphere and kicked off several schemes. One of these plots involved sending a team of Thule Society mages into Berlin with the goal of using sorcery to play on the paranoia of both power blocs and precipitate an incident that would lead to WW3.



Adventure Hook

Thule Society sorcerers of the Fourth Reich have recovered an artifact that their order lost in the final days of WW2, the Rod of Dragon Mastery. They've brought it to Berlin in order to set off a crisis that they hope will kick off the firestorm that will lead to the eventual restoration of their empire.

Using the Rod of Dragon mastery, the Thule Society sorcerers summon Fafnir, a dragon of Norse legend. They send him on a rampage through Berlin in hopes of precipitating a

conflict between NATO and Warsaw Pact forces.

Their plan is simple and plays on the paranoia of the time. Initially, each side will believe the other is responsible for the monster and panicky commanders on the ground will assume the monster is the spearhead of an attack from their enemy and overreact - setting off a chain of events that will lead to WW3.

The PCs will have to contend with stopping the monster as well as dealing with actions taken by either side out of paranoia or to exploit the chaos.

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

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 and is dedicated to defending Great Britain from all supernatural threats.

Stonehenge has an operational unit, known as Team Black, specifically dedicated to countering the supernatural initiatives of the Warsaw Pact. Black has several operatives active in the Warsaw Bloc and they are charged with monitoring and infiltrating the supernatural programs of the GRU and the Red Directorate. They have been unusually successful and thus Stonehenge has extensive knowledge of the Soviet Union's spell-casters and magical forces.

Team Black is the Stonehenge unit that is most likely to carry out offensive missions behind enemy lines. There are rumors within Stonehenge that Team Black squads have liquidated Eastern Bloc sorcerers and even wiped out entire arcane research facilities behind the Iron Curtain. A dedicated Team Black squad is assigned to the British Brigade Berlin, with the mission of ferreting out and kidnapping Stasi and KGB double agents within the West Germany government and military.

Also deployed to the British Berlin Brigade is a unit from Stonehenge's Team White. 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 heads. White is primarily deployed to Western Europe, but their missions often take them far afield. The team in Berlin is dedicated to detecting and sabotaging any Fourth Reich or Thule Society initiatives in East or West Germany.

VETERAN STONEHENGE MYSTIC

Power Level: 8; Power Points Spent: 120/120

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 5 (+5), Notice 4 (+6), Search 4 (+6), Sleight of Hand 3 (+4)

Feats: Artificer, Equipment 3, Fearless, Ritualist

Powers:

Magic 13 (Other Power (Blast))

Astral Form 4

Blast 8 (Default; DC 23; Penetrating)

Corrosion 8 (Alternate; DC 23)

Healing 8

Illusion 6 (Alternate; Affects: All Sense Types, DC 16)

Snare 8 (Alternate; DC 18)

Telekinesis 12 (Alternate; Strength: 60, Carry: 17 tons / 34 tons / 51.2 tons / 102.4 tons)

Teleport 6 (Alternate; 600 ft. as move action, 20 miles as full action; Change Velocity, Easy, Turnabout, Progression 3 (Mass))

Ring of Psyche (Device 4) (Easy to lose)

Mind Reading 7 (DC 17; Sensory Link)

Mind Shield 6 (Impervious +6 to Will saves vs. Mental effects)

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 8, +7 (DC 23), Corrosion 8, +7 (DC Fort/Tough), Knife, +7 (DC 16), Light Pistol, +7 (DC 18), Mind Reading 7, +7 (DC Will 17), Snare 8, +7 (DC Ref/Staged 18), Unarmed Attack, +7 (DC 15)

Defense: +6 (Flat-footed: +3), Knockback: +0

Initiative: +1

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

Totals: Abilities 14 + Skills 11 (41 ranks) + Feats 6 + Powers 48 + Combat 26 + Saves 15 + Drawbacks 0 = 120

FRENCH FORCES IN BERLIN (IN FRENCH: FORCES FRANCAISES A BERLIN)

The French occupy a unique niche in Berlin. Despite having left the military segment of the NATO Alliance (after complaining of undue and over-reaching American influence), France nevertheless honors its post WW2 treaty obligations and maintains a garrison in Berlin. Doing this allows France to keep troops on German soil (which is politically popular among the French public). It also allows France to portray itself as an independent power ready to do its part to defend Western Europe, a stance which is also popular with the French public and garners a certain amount of prestige from its European allies.

The French forces in Berlin during the 1980s included armor, infantry, commando units and a wide array of support staff. Total force strength was smaller than the British or American contingents but fluctuated between 3000 and 4000.

During the Berlin Airlift, the Tegel Airport was built near the French HQ (dubbed the Quartier Napoléon) in the French-controlled sector. After the Soviets ended their Blockade, the operation of Tegel Airport was turned over to the French forces and much of Berlin's passenger traffic was routed through that airport.



Esprit

In addition to Phantom Archer, France also covertly deployed a super-agent to Berlin with the codename of Esprit. Esprit was Renee Laroque, a mutant freedom fighter during WW2 who fought the Nazi occupation of France as a member of the British super-team, the Crown Guard. Laroque's mutant talents include invisibility, mind control, mind reading and the ability to turn his body insubstantial. (A young man during WW2, Laroque's abilities also apparently include a resistance to the effects of aging, as he has remained active and vital well into his 60s.)

After the war, Laroque returned to his pre-war occupation as a thief and con artist and soon became one of the most successful professional thieves and career criminals in all of Europe, much to the embarrassment of the French government who had awarded him the Legion of Honor in 1945 for his wartime heroics supporting the Resistance.

Captured by the French government's super-team (the Defenders of Liberty) in 1979, he was

given the choice of serving a lengthy sentence or working off his crimes as a top-secret government operative. As a hotbed of espionage activity, Berlin offered the ideal location for an operative with Laroque's talents. In Berlin, he can use his talents to covertly infiltrate secure American, British or Soviet facilities and obtain sensitive information. In addition, he can use his unique psychic talents to steal secrets from high ranking intelligence operatives from various nations.

Despite official pronouncements otherwise, many elements of the French government (particularly in the military) in the late 1980s are terrified of the idea of a unified Germany - and thus Laroque has been charged with using his powers to infiltrate, monitor and sabotage the much persecuted pro-democracy and pro-unification movement in East Germany.

Although he goes through the motions and gives all appearances of following orders, Laroque is possessed of a strong rebellious streak. He never forgot his time fighting alongside the French Resistance in WW2, and the idea of betraying a group of brave people opposing an oppressive government is anathema to him. As a result, he's become the best ally the East German dissidents ever had, using his talents to ferret out Stasi infiltrators and informants and provide forewarning of raids or investigations.

ESPRIT

Power Level: 11; Power Points Spent: 165/165

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

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

Skills: Acrobatics 4 (+6), Bluff 4 (+7), Climb 2 (+3), Computers 1 (+3), Concentration 4 (+5), Craft (electronic) 1 (+3), Craft (mechanical) 1 (+3), Diplomacy 1 (+4), Disable Device 6 (+8), Disguise 1 (+4), Drive 1 (+3), Escape Artist 3 (+5), Gather Information 3 (+6), Intimidate 2 (+5), Investigate 3 (+5), Knowledge (art) 1 (+3), Knowledge (current events) 2 (+4), Knowledge (popular culture) 2 (+4), Knowledge (streetwise) 3 (+5), Knowledge (tactics) 3 (+5), Knowledge (technology) 2 (+4), Language 4 (+4), Notice 4 (+5), Pilot 2 (+4), Ride 2 (+4), Search 5 (+7), Sense Motive 4 (+5), Sleight of Hand 2 (+4), Stealth 2 (+4), Survival 3 (+4), Swim 2 (+3)

Feats: Attractive, Contacts, Equipment 2, Startle, Well-Informed

Powers:

Immunity 1 (Aging)

Insubstantial 4 (Incorporeal)

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

Strike 9 (Alternate; DC 24; Penetrating)

Invisibility 2 (Total concealment from normal vision)

Mind Control 8 (DC 18; Conscious, Sensory Link)

Mind Reading 7 (DC 17; Sensory Link)

Mind Shield 8 (Impervious +8 to Will saves vs. Mental effects)

Equipment: Light Pistol

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

Attacks: Light Pistol, +6 (DC 18), Mind Control 8, +6 (DC Will 18), Mind Reading 7, +6 (DC Will 17), Strike 9, +6 (DC 24), Unarmed Attack, +6 (DC 16)

Defense: +6 (Flat-footed: +3), Knockback: +0

Initiative: +2

Languages: English, French, German, Russian, Spanish

Totals: Abilities 20 + Skills 20 (80 ranks) + Feats 6 + Powers 81 + Combat 24 + Saves 14 + Drawbacks 0 = 165



HOUSE OF SERPENTS

The House of Serpents is an American terrorist group led by General Venom (formerly the premier American patriotic hero - the Steel Commando). The HOS's main goal is to overthrow the American Government and replace it with (in the words of General Venom's manifesto) "an uncorrupted republic more in line with the Founder's original vision."

To achieve its goal, the HOS seeks to cause difficulties for the US abroad - thus diverting troops and resources overseas and making a domestic insurrection more feasible.

The House of Serpents has a moderate sized force of several hundred undercover operatives in Germany (over half of which are active US military personnel). House of Serpents operatives can be represented by the Soldiers and Terrorists in Chapter 11 of M&M. There is more information about the House of Serpents and General Venom in *Wargames 1*.

COMMANDER GORGON

Commander Gorgon is the codename of the House of Serpent's officer in charge of European Theatre operations. Commander Gorgon's secret identity is Lieutenant Colonel Mitch Davenport, a US Army officer posted to the Berlin Brigade.

Davenport was at one point effectively the second in command of the House of Serpents in the US. He believes that General Venom used his connections within the US military to arrange his transfer to Europe because he was concerned about Davenport's ambitions to take over the organization.

Whether or not Venom had a hand in the transfer (or even had enough influence to

arrange it), is debatable. What's not debatable is that Venom is relieved to have Gorgon out of the US. Gorgon has made it no secret that he thinks Venom is deeply flawed and that it's time for the old man to step down and let younger, more stable, minds chart the course of the organization.

Gorgon's primary assignment in Germany is to seize mobile nuclear weapons to give the House of Serpents the ability to blackmail the US government into meeting their demands.

Although he pays enough lip service to this project to keep General Venom happy, Gorgon's personal dream is to achieve such success in Berlin that his popularity will serve as a stepping stone to taking control of the House of Serpents.

Commander Gorgon can be represented by the Armored Mastermind Archetype in Chapter 11 of M&M.

Adventure Hook 1

House of Serpents operatives in southern Germany have seized several Pershing II mobile nuclear missile launchers. They have moved the missiles to a hidden location somewhere in the German countryside and are threatening to launch them at the USSR - setting off World War 3 - unless the U.S. President steps down and appoints General Venom as Commander-in-Chief.

If the PCs are associated with the Freedom Alliance, they are tasked with finding and securing the missiles as soon as possible. If the PCs are the People's Revolution, they've learned of the situation from their spies in West Germany. They are tasked with infiltrating West Germany, defeating the House of Serpents terrorists and turning the missiles back over to NATO troops while avoiding conflict with Western forces.



Adventure Hook 2

Gorgon has captured a Stasi psychic, removed his brain and super-charged it with a cocktail of radiation designed to amplify the strength of its psionic potential. He has built a device that allows him to harness this super-psychic amplifier to impose his will on everyone within

a 100 mile radius. (The ability to mind control everyone in a 100 mile radius is a Power Level X plot device power. For interacting with PCs, use the stats for the Armored Mastermind from M&M for Gorgon and the stats presented below for his Freedom Mech.)

He mounts his mind control harness into a giant robot (which he dubs his Freedom-Mech) and begins to march across East Germany, targeting military bases so he can add their forces to his mob. (His first destination was the Shturmovik Dire Wolf barracks outside of East Berlin).

He assembles an army of mind-controlled followers as he routes the Soviet military and steamrolls across Eastern Germany.

Note: in an attempt to prevent a nuclear strike on the US homeland, Gorgon announces that he is an agent of the House of Serpents acting independent of the US government (which he is actually sworn to overthrow.) Gorgon describes his campaign as “the physical and mental liberation of the Eastern Bloc”.

For Eastern Characters: The Red Directorate quickly engineers some psychic protection helmets (Mind Shield 12), issues them to the PCs, and directs them to stop Commander Gorgon at all costs - while minimizing the damage to Soviet and East German military and civilian personnel in his thrall.

For Western Characters: NATO leadership was initially skeptical about Gorgon’s chances. However, they are growing concerned that he might set off World War III -- as the Eastern Bloc continues to insist that he’s an American agent. In response to the Soviet panic, the US has gone to DEFCON 2. A team of Special Forces snipers sent into East Germany to eliminate Gorgon never came back and have (according to satellite images) joined up with his force, leading the NSA to the conclusion that Gorgon

is employing an extremely powerful, but localized mind control device. The PCs are outfitted mind shield helmets by the NSA (Mind Shield 12) and tasked with cooperating with Eastern Bloc supers to neutralize Gorgon.

Optional Complication: Realizing Gorgon's ultimate designs upon his leadership position, General Venom might show up to aid the PCs during the climactic battle.

COMMANDER GORGON'S FREEDOM MECH

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

STR: +14 (38), DEX: +1 (12), CON: +0 (-), INT: +0 (-), WIS: +0 (11), CHA: +0 (-)

Tough: +18, **Fort:** Immune, **Ref:** +3, **Will:** Immune

Powers:

Growth 14 (+28 STR, +14 CON, +3 size categories; Permanent; Innate)

Heavy Laser Canon (Blast 11) (DC 26)

Mind Control 12 (DC 22; Conscious, Sensory Link; Mental Link, Accurate 3 (+6))

Protection 12 (+12 Toughness; Impervious)

Speed 2 (Speed: 25 mph, 220 ft./rnd)

Attack Bonus: +7 (Ranged: +7, Melee: +7, Grapple: +37)

Attacks: Heavy Laser Canon (Blast 11), +7 (DC 26), Mind Control 12, +13 (DC Will 22), Unarmed Attack, +7 (DC 29)

Defense: +1 (Flat-footed: +0), **Size:** Gargantuan, Knockback: -27

Initiative: +1

Languages: NA

Totals: Abilities -27 + Skills 0 (0 ranks) + Feats 0 + Powers 143 + Combat 32 + Saves 32 + Drawbacks 0 = 180

VAMPIRES OF BERLIN

Vlad Tepes intends to avenge himself upon the Soviet Union for the oppression of his homeland. Towards this end, he's planning an assault on the Kremlin. After killing and eating the Politburo, he will assume control of the Communist Bloc - then he and his kind will be able to live openly once again.

In order to accomplish this, Dracula needs a distraction - and that's where Berlin fits into his plans. He has dispatched several agents to the divided city with the mission of generating a small army of cannon fodder. When the time comes, Dracula's undead mob will boil up from the sewers and take over the city.

The Soviet Army and the bulk of the Red Directorate super-soldier forces will be immediately diverted to East Germany. While the Warsaw Bloc military is distracted by this feint, Dracula and his main force will attack Red Square.

Dracula is aware of the presence of Mircalla Karnstein in Berlin and has ordered his operatives to avoid her. He has an ancient feud with the Countess, but doesn't want to risk his master plan by reviving this old animosity at this time.

Vampire Nation operatives in Berlin can be portrayed by the Vampire Lord archetype found in Chapter 11 of M&M.

Dracula is discussed in more detail in *Wargames 1: Superhuman Threats of the Cold War*.

COUNTESS MIRCALLA KARNSTEIN

Countess Mircalla Karnstein's family had lived in the province of Styria in Southeast Austria for centuries. They had alliances and blood ties to the leaders of the Austro-Hungarian Empire and the Hapsburg Monarchy and Holy Roman Empire before it.

Mircalla assisted the Austrian Empire during the First World War. After the war ended, Mircalla went into hiding to avoid the British vampire-fighter, Excalibur, who was tracking her, intent on revenge for a bold attack she'd made on Buckingham Palace in the early years of the Great War.

Having out-lived her enemies and at long last tired of her exile, the Countess has once again taken an interest in the world of mortals. And what better place to involve herself in the affairs of the living then to go to the city that's at the center of the Cold War?

Ways to Play the Countess

a) Anti-hero

Having witnessed the bloody excesses that technology made possible during WW1, Mircalla is dismayed to learn how close the modern world teeters on the brink of total nuclear annihilation. The Countess sees herself not as a monster but as a predator; a part of the natural order. Those politicians and generals, with their poison gas and atomic bombs, they deserve the title 'monster' much more than even the most voracious of her breed.

Mircalla has moved to Berlin and set about doing all she can to prevent nuclear Armageddon. Using her mind control powers, she will recruit agents and minions on both sides of the Berlin Wall. She hopes that her network can keep her abreast of military and political happenings in the city and also provide her the leverage to manipulate the course of events away from

confrontation and back towards détente.

b) Fatalistic Villain

Mircalla is tired of life and of this world. She never wanted the curse of vampirism and it's been a grim existence. After many centuries of dealing with it as best she can, she's become fully unhinged and has decided that she longs for release - not just for herself, but for everyone on the planet. It's a doomed world, and the only way to end the suffering is to destroy it all in fire and blood. She finds a network of minions and thralls among the militaries in Berlin with the purpose of using her influence to play both sides against each other in order to set off World War 3.

Adventure Hook

A general is found dead and drained of blood in his private quarters. A letter he mailed just before his death claims that there's an undead conspiracy spreading through his command structure. He names several subordinates that he feels are under the control of vampires and he writes that he is certain his life is in danger. The PCs are called in investigate.

NOTE: Countess Mircalla Karnstein is based on the antagonist of *Carmilla* - a vampire novella by Joseph Sheridan Le Fanu that predates Bram Stoker's *Dracula* by over 20 years.

Mircalla's Vampire Agents

Mircalla maintains a large network of informants and minions in Berlin and other European cities. Some she dominates with her mind control powers but others she converts into vampires (which makes them mentally and emotionally subservient to her.). She often uses these agents to scout out dangerous missions and as reinforcements in combat situations. Use the Vampire Lord stats from M+M Chapter 11 to represent these undead agents.

COUNTESS MIRCALLA KARNSTEIN

Power Level: 10; Power Points Spent: 181

STR: +4 (18), **DEX:** +3 (16), **CON:** +0 (-), **INT:** +1 (12), **WIS:** +2 (14), **CHA:** +3 (16)

Tough: +7, **Fort:** Immune, **Ref:** +6, **Will:** +8

Skills: Bluff 4 (+7), Diplomacy 12 (+15), Gather Information 4(+7), Intimidate 8 (+11), Knowledge (arcane Lore) 4 (+5), Language 4 (+4), Notice 8 (+10), Search 6 (+7), Sense Motive 6 (+8), Stealth 8 (+11)

Feats: Animal Empathy, Equipment 8, Fascinate (Diplomacy), Fearless, Power Attack, Sneak Attack, Startle

Powers:

Animal Control 8 (DC 18; Burst Area (40 ft. radius); Limited (Bats, rats & wolves))

Blood Drain (Drain 1) (Drains: Single Trait - Constitution, DC 11)

Immunity 30 (Fortitude Saves)

Insubstantial 2 (Gaseous)

Mind Control 10 (DC 20; Conscious; Mental Link)

Mind Shield 7 (Impervious +7 to Will saves vs. Mental effects)

Protection 7 (+7 Toughness; Impervious; Limited (Blessed, silver or magical weapons))

Regeneration 5 (Resurrection: Not staked or beheaded 5 (20 minutes))

Super-Movement 1 (Wall-Crawling 1 (half speed))

Equipment: Brass Knuckles, Crossbow, Fragmentation Grenade, Knife, Machine Pistol

Attack Bonus: +8 (Ranged: +8, Melee: +8, Grapple: +12)

Attacks: Animal Control 8, +8 (DC Will 18), Blood Drain (Drain 1), +8 (DC Fort/Staged 11), Brass Knuckles, +8 (DC 20), Crossbow, +8 (DC 18), Fragmentation Grenade, +8 (DC Ref 15), Knife, +8 (DC 20), Machine Pistol, +8 (DC 18), Mind Control 10, +8 (DC Will 20), Unarmed Attack, +8 (DC 19)

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

Initiative: +3

Drawbacks: Weakness, common, minor, Depends on blood,

Weakness, common, moderate, Holy symbols, Weakness, uncommon, minor, Sunlight, destroyed after 10 rounds +7

Languages: English, French, German, Romanian, Russian

Totals: Abilities 16 + Skills 16 (64 ranks) + Feats 14 + Powers 109 + Combat 30 + Saves 9 - Drawbacks 13 =181

WORKER'S ARMY FACTION

The Workers Army Faction is the husk of a German leftist radical group from the 1960s that has largely been rendered obsolete by the arrests of their senior leadership. It would have drifted apart and become wholly irrelevant if not for the intervention of the terrorist group P.H.A.N.T.O.M.

P.H.A.N.T.O.M.'s operatives have reinvigorated the WAF for the sole purpose of using it as a cat's-paw to keep the Western powers too busily focused on that threat to deal with their plan.

P.H.A.N.T.O.M. is an idealistic and brutal terrorist organization that was formed at the end of WW2 in order to establish a new world order with itself as the leadership. The goal of this totalitarian global government was to prevent another disastrous global war. Although P.H.A.N.T.O.M. has been far less than successful in achieving this goal, because of their misguided and heavy-handed terror tactics, it is still the guiding principle of the organization.

The supreme leader of P.H.A.N.T.O.M. is the genius James Moriarty (aka the super villain Death Mask). Death Mask has analyzed the trends of the recent past closely and has intuited what few would dare believe in the mid 1980s: The unification of Germany is probably in the next ten years. This sounded alarm bells in an organization that was founded in response to the devastation wrought by the Third Reich.

Moriarty devised a solution to this problem. P.H.A.N.T.O.M. forces will conquer a large section of West Germany - including the bulk of its industrial regions. This would seriously mitigate the risk posed by a unified Germany.

The Worker's Army Faction is key to Moriarty's

plans. He's infused WAF with a core of leadership and expertise from the ranks of P.H.A.N.T.O.M. agents. Moriarty's choice for leadership of the WAF was Heinrich Welsch, a meta-human P.H.A.N.T.O.M. operative with teleportation abilities and non-conventional warfare training.

After several attacks on night clubs, government buildings, and US military facilities, WAF has again established a reputation as a credible terrorist threat. Moriarty made it a point to make Berlin the center of operations for the Worker's Army Faction - which has attracted a good deal of press coverage and has also attracted the attention of ambitious officials from the KGB and the Shturmovik Agency.



When the time comes, Moriarty plans to use a massive WAF attack in Berlin to instigate a ground war in East Germany between NATO and Warsaw Pact forces that will distract the super-powers. (He's betting that neither side has the steel to actually use nukes - a dangerous and cynical gamble.)

While NATO and Warsaw Pact forces are fighting it out in Berlin and along the German internal border, Moriarty plans to airdrop several battalions of crack P.H.A.N.T.O.M. troops and armor into West Germany and capture the coal-rich, heavily industrialized state of Saarland, thus crippling any unified German nation. (More information about P.H.A.N.T.O.M. and Death Mask is available in *Wargames 1*.)

Adventure Hook

The Worker's Army Faction has made contacts with ambitious Shturmovik Agency officers in Berlin. These two factions have devised a plan to conquer West Berlin in a lightning fast attack without Kremlin approval. Using Heinrich Welsch's teleportation powers, the WAF will teleport a massive Shturmovik BT-7 Battle Mecha into West Berlin. (The BT-7 stats are in *Wargames 2*, or you can use the stats for the Colossal Robot in Chapter 11 of M&M with the addition of Blast 10.)

The Shturmovik officers involved see this as a way to jumpstart their stalled careers. The WAF sees this as a way to start a ground war that will enable P.H.A.N.T.O.M.'s invasion of Germany.

If the PCs are associated with the Western Powers, they'll have to counter the teleporting BT-7 invasion (Welsch can bring another over to West Berlin every 10 rounds. Eliminating Welsch is the key to stopping the invasion before enough BT-7s can be transferred over.)

HEINRICH WELSCH - LEADER OF THE WORKER'S ARMY FACTION

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

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

Tough: +2/+5, Fort: +5, Ref: +1, Will: +9

Skills: Acrobatics 1 (+2), Bluff 4 (+4), Computers 2 (+5), Concentration 4 (+6), Diplomacy 5 (+5), Disguise 2 (+2), Drive 4 (+5), Gather Information 4 (+4), Handle Animal 2 (+2), Intimidate 6 (+6), Investigate 6 (+9), Knowledge (behavioral science) 3 (+6), Knowledge (civics) 6 (+9), Knowledge (current events) 2 (+5), Knowledge (streetwise) 2 (+5), Language 3 (+3), Notice 4 (+6), Profession (Secret Agent) 3 (+5), Search 4 (+7), Sense Motive 6 (+8), Stealth 2 (+3)

Feats: Equipment 3

Powers:

Telepathy 5 (Adds: Communication 5, Mind Reading 5)

Communication 5 (Sense Type: Mental)

Mind Reading 5 (DC 15)

Teleport 10 (1000 ft. as move action, 200000 miles as full action; Easy, Progression, Mass 12 (carry 1000000 lbs))

Equipment: Armored Jumpsuit, Knife, Light Pistol

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

Attacks: Knife, +3 (DC 16), Light Pistol, +3 (DC 18), Mind Reading 5, +3 (DC Will 15), Telepathy 5, +3 (DC 15), Unarmed Attack, +3 (DC 15)

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

Initiative: +1

Languages: English, French, German, Russian

Totals: Abilities 16 + Skills 19 (75 ranks) + Feats 3 + Powers 43 + Combat 14 + Saves 10 + Drawbacks 0 = 105

If the PCs are associated with the Eastern Bloc, they receive word of the unauthorized invasion from a contact in Shturmovik who is alarmed by his superior's actions. They'll need to decide whether to counter the invasion in order to prevent open war, or to assist it.

CIA

The Central Intelligence Agency has multiple operatives in East and West Berlin. Recently, the ranks of the agency's undercover agents have been severely depleted thanks to the activities of highly placed double-agents in the US intelligence community. However, in the universe of Wargames, the CIA station chief in Berlin is an experienced and paranoid intelligence agent who always kept the names and identities of their deep cover operatives and their information sources off-the-books. Therefore, he still has a handful of agents on the ground in East Berlin. (Typical CIA agents can be represented by the Secret Agent stats found in Chapter 11 of M&M)

The most dangerous CIA asset that periodically visits Berlin is Majestic 12, a shape-changing alien soldier who can duplicate himself up to a dozen times (hence his codename). He crash-landed at Roswell, New Mexico in 1948. At first, Majestic12 was taken into custody by the US Air Force for examination and interrogations. After a few years he won the confidence and trust of his captors.

He convinced the US military that his shape-changing and duplication powers would make him an excellent secret agent. His ongoing (and highly classified) assignment is kidnapping meta-humans from Soviet Bloc countries in order to deny their use in the Warsaw Pact's super-soldier program. A disturbingly high percentage (over 45 %) of his targets are killed "trying to escape" or "resisting interdiction", sometimes along with family members or other

witnesses.

His superiors suspect that a large portion of these liquidations are unnecessary but write it off as Majestic being "too enthusiastic". His tactics have created an urban legend in Eastern Europe of a serial killer or rogue governments scientist who preys upon newly emerged meta-humans and this scares many meta-humans in the Eastern Bloc into not revealing their powers to anyone, including their government or even their family.

He often uses Berlin as a launching point for his missions.

Majestic-12 has close ties to the NATO super-soldier program in general and exceptionally close ties with the team leader in Berlin. In fact, he helped build the power suit for the Liberator from the wreckage of his spacecraft. Liberator is unaware of exactly what M12's missions in the Eastern Bloc are, but knows that he's a deep cover operative with the CIA who often operates behind enemy lines.

The Supreme Commissar, the head of the Red Directorate (the Soviet agency that oversees the Warsaw Pact super-soldier program) is M12's arch-enemy and has made the agent's destruction his personal goal.

Around Westerners, M12 adopts a benign and friendly persona as a curious alien far from home, trying to fit in as best he can. This is a calculated cover. His true personality - methodical, sociopathic and utterly devoid of emotion - comes out when he's on a field mission.



AGENT MAJESTIC 12

Power Level: 13; Power Points Spent: 195/195

STR: +6 (15/23), **DEX:** +0 (10), **CON:** +6 (15/23), **INT:** +0 (10), **WIS:** +1 (12), **CHA:** +1 (12)

Tough: +6, **Fort:** +6, **Ref:** +4, **Will:** +6

Skills: Computers 4 (+4), Disable Device 2 (+2), Disguise 6 (+7), Gather Information 9 (+10), Intimidate 7 (+8), Investigate 7 (+7), Language 3 (+3), Medicine 3 (+4), Notice 7 (+8), Pilot 5 (+5), Search 6 (+6), Sense Motive 6 (+7), Stealth 4 (+4), Survival 4 (+5), Profession (Soldier of Rigellian Empire) 6 (+7)

Feats: Equipment 3, Assessment, Contacts

Powers:

Enhanced Constitution 8 (+8 CON)

Enhanced Strength 8 (+8 STR)

Mental Blast 7 (DC 22)

Mind Control 7 (Alternate; DC 17)

Mind Reading 7 (Alternate; DC 17)

Mind Shield 8 (Alternate; Impervious +8 to Will saves vs. Mental effects)

Duplication 13 (Heroic, Survival; Mental Link, Progression, # Duplicates 4 (25 duplicates))

Insubstantial 4 (Incorporeal)

Morph 4 (Alternate; Morph: Broad Group - humanoids, +20 Disguise)

Nauseate 7 (Alternate; DC 17)

Flight 2 (Alternate; Speed: 25 mph, 220 ft./rnd)

Equipment: Heavy Pistol, Knife

Attack Bonus: +6 (Ranged: +6, Melee: +6, Grapple: +12)

Attacks: Unarmed Attack, +6 (DC 21), Mental Blast 7, +6 (DC Will 22), Mind Control 7, +6 (DC Will 17), Mind Reading 7, +6 (DC Will 17), Nauseate 7, +6 (DC Fort/Staged 17), Heavy Pistol, +6 (DC 19), Knife, +6 (DC 22)

Defense: +4 (Flat-footed: +2), Knockback: -3

Initiative: +0

Languages: English, French, Russian, German

Totals: Abilities 14 + Skills 20 (79 ranks) + Feats 5 + Powers 127 + Combat 20 + Saves 9 + Drawbacks 0 = 195

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