

# CARTOON ACTION HOUR

SEASON 3



**FLAG Force**

*Series Book by Rob Wieland*



***FLAG Force***  
***"It's U.N. vs. Them"***

# *Credits*

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# *Channel Guide*

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## *The Series*

FLAG Force was a children's action cartoon that detailed the struggle between an invading alien armada and the human resistance fighters dedicated to pushing them off the planet. FLAG Force was comprised of members from all the nations of the world, dedicated to defend freedom from the Starmada that took over the world. Starmada destroyed the world's armies when it arrived above Earth and soon brought the world to heel. Governments were disbanded, humans reduced to virtual slaves and alien troopers marched through the streets. The entire planet operated under alien occupation, with propaganda posters on the streets declaring how friendly the aliens are.

The show featured members of the team undertaking missions to sabotage alien occupation efforts or rescue civilians from alien bases. The team was comprised of members from a variety of countries. These members took codenames that reflected their country of origin. They also often dressed in a way that honored their background, such as wearing camouflage in the color of their flag. The American members of the team, codenamed Stars and Stripes, were the leaders of the resistance. At least one of them featured in every episode, with the remaining teammates hailing from a variety of countries. Each episode ends with a brief language lesson

from one of the multinational team members to satisfy the educational portion of the program. The team member featured in the lesson was one of the members featured in the episode.

Starmada was the name of the alien fleet that occupied Earth. They possessed superior technology able to resist conventional weaponry. A massive Mothership perched over six major cities to monitor any resistance on civilized continent. Though never identified by name, brief clips from the opening credits suggest at



least three other cities besides New York: Paris, Moscow and Sydney. The aliens were armed with laser blasters and other high-tech devices. Their technology was more advanced than humanity's in most ways. Often, plots revolved around FLAG Force members trying to recover a bit of alien tech to use to solve a problem. In the second season, the team was often hard pressed to salvage recovered technology for energy.

The first season of the cartoon featured a classic battle of good vs. evil. FLAG Force was headquartered in a secret base hidden underneath the United Nations building. Starmada had seven Motherships stationed to watch over each continent. For the majority of the first season, this number was considered six, until Dr. Dendrite reveals the location of a seventh Mothership buried in the Antarctic ice in the two-part season finale. This Mothership was the beacon used by the others and also suggested the aliens had been here a very long time. Stars rescues his sister from the Antarctic Mothership while the rest of the team extracts Dr. Dendrite from the Mothership over Paris. Their triumph is short lived. The Mothership over New York discovers the location of their base, destroys the city, and the final image is the Mothership settling in over Washington, D.C.

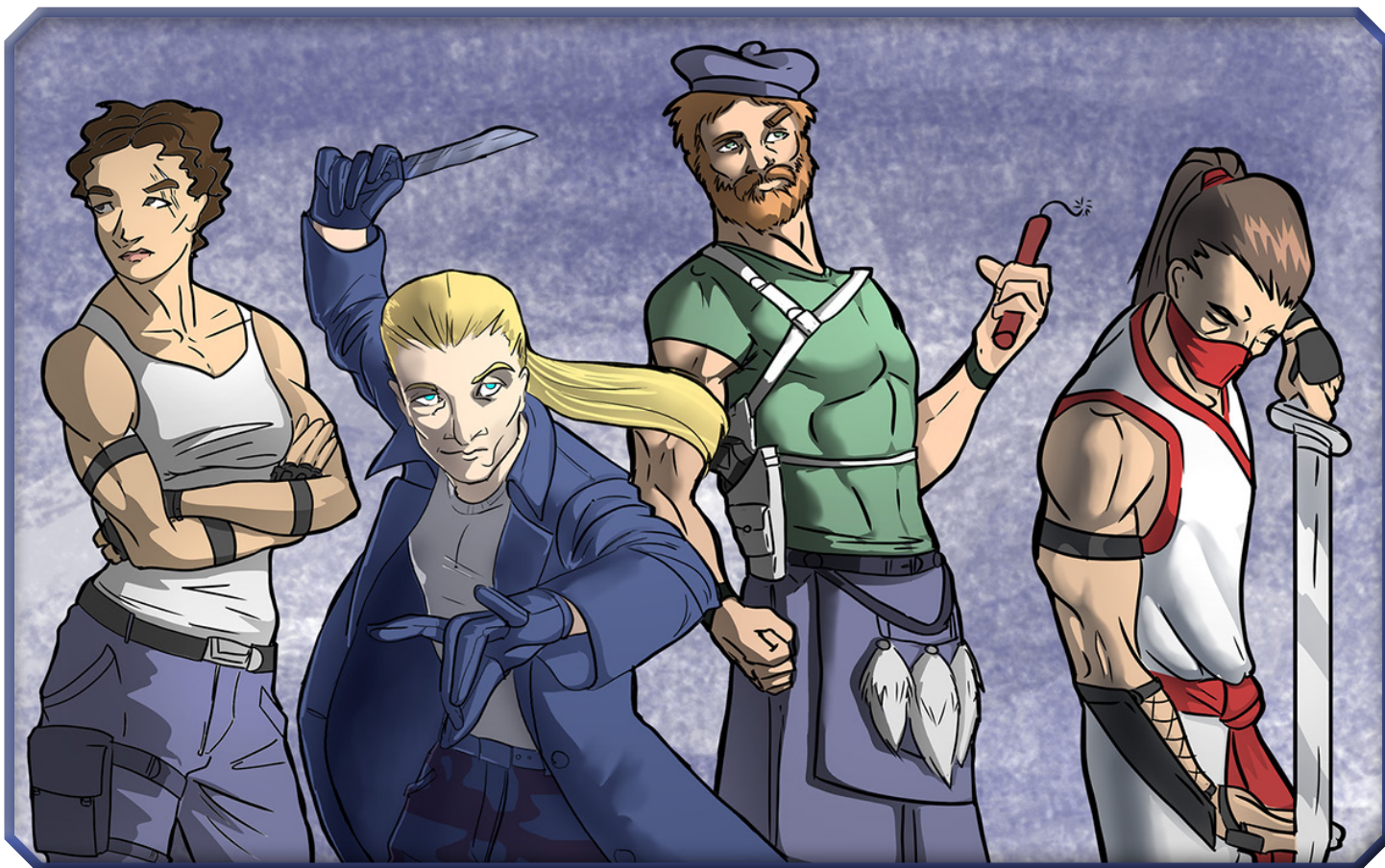
FLAG Force goes on the run for the second season. The season is darker than the first. It also featured more human bad guys, either sympathizers who like the changes the aliens made or double agents that betray FLAG Force. Instead of a hidden base, the members of the team travel using vehicles souped up with captured alien technology. The focus on the series also concentrates more on North America and staying one step ahead of pursuing Starmada forces. The two-part finale features a desperate assault on the North American Mothership to keep it from destroying Washington, D.C. The final episode ends with the Mothership crashing into the sea with all the main characters (Stars, Stripes, Major Ursa, Cassiopeia, Dr. Dendrite) on board.

Unfortunately, the cliffhanger at the end of the season is never resolved. The third season of the show went unproduced thanks to the bankruptcy of the company producing the toys. The company banked on a few films producing huge tie-in profits that didn't materialize. The only ideas to surface were a few tantalizing, conflicting hints from interviews with writers and voice talent. One actor suggested the Mothership crash killed all aboard, effectively rebooting the series with all new characters (and all new toys to buy). Another writer thought that the crash triggered a devastating chain reaction, forcing FLAG Force into a post-apocalyptic struggle with the surviving aliens over the future of the planet.

## The Heroes

The leader of FLAG Force was known only as Stars. He was a US Army Major captured during Earth's initial struggle. He escaped from the Mothership over New York City, claiming an alien blaster in the process. He is the only member of the team to consistently use Starmada technology as a weapon. Clean-cut and heroic in the first season, Stars takes a darker turn on the road in the second season, trading in his red, white and blue camouflage gear for a beard and a trenchcoat. Though he was the leader, he often left missions to the members in the field and was primarily active in episodes that moved the overall plot forward.

The United States was the only country to have two members in FLAG Force. Stars was joined on the team by his sister, who took the codename Stripes. Her origin was detailed in the pilot episode of the series. She discovered her brother's secret identity and asked to join the team. Stripes is a capable, though untrained fighter, able to hold her own alongside other FLAG Force members.



Her character takes a strange turn in the second season, where it is hinted that the experiments Stars rescued her from unlocked psychic powers. She was technically a civilian, but she held her own as a team member.

The other members of the team often used code names in their native tongue. They also featured some sort of element to their outfit that reflected their cultural heritage, be it an item of clothing or a unique weapon. These items made characters uniquely identifiable in the background. The voice actors also used fairly heavy accents to characterize the members. Large countries featured more prominently, but the creators were careful to include as many countries as possible. Even countries behind the Iron Curtain had members of FLAG Force. The creators believed that an alien threat such as Sarmada would allow the superpowers to put aside their differences for the greater good.

## The Villains

The basic Sarmada trooper wore an all red outfit with black boots, gloves and a polished chrome helmet. The first series of figures features a simple chrome color, but the show featured troopers with slightly tinted helmets to distinguish different branches of service. This also cut down on animation costs, since the studio could reuse previous models and simply change the helmet color. The second wave of figures corrected the issue, as well as officially stating what the colors meant. Red helmets were for planetary assault, gold helmets ran the massive Motherships, and blue helmets were research and engineers.



Officers often featured on the show. Each officer was designated with a codename derived from an astronomical feature or constellation. Most officers only featured in a single episode. The officers' code names thematically matched their action figure's most prominent accessory. Gemini could look like anyone, so his figure featured a removable head. Sagittarius was an expert sniper with a large intimidating rifle. Pegasus was the top pilot of the fighter squadrons that patrolled the Earth's surface, so her figure came with a working plastic parachute. Orion's figure was very popular because it came with nearly a dozen weapons, befitting the officer's status as a master of fighting styles.

Major Ursa featured as the prominent villain. He was Commander of the North American Mothership. He was a large, bulky, intimidating presence. Ursa was often the mastermind behind the plots foiled by FLAG Force. Most episodes of the first season ended

with him giving his report on the incident and being berated by his superiors. Ursa took charge of military operations, but often sent officers to oversee while he stayed on board the Mothership. On the rare missions that took FLAG Force on board the ship, Major Ursa lead the defense personally. He preferred entering into close combat with foes and taunting them during the fight.

Cassiopeia was Major Ursa's second-in-command. While Ursa was brutal, Cassiopeia was cruel. She taunted and teased Stars the most, but enjoyed making FLAG Force members uncomfortable with her combination of taunting and flirting. Her neurowhip made her a devastating opponent in combat. She made secret reports at the end of some episodes to a solitary figure fans named Northstar. It was suggested in late season two episodes there would be a civil war featuring her leading one faction against those loyal to Major Ursa.

The officers received their orders from the Star Chamber, a shadowy collection of leaders from the Starmada's home planet. Officers would be surrounded by holograms in robes and discuss the mission at hand. While the officers spoke English, the members of Star Chamber used an indecipherable gibberish language distorted by electronics. The Star Chamber room, featuring clear plastic figures to represent the holographic leaders of the Starmada, was advertised as the first non-vehicle playset during the first wave, but ended up never being produced.

The most well-known character on the villain's side was Dr. Dendrite. He was the only non-military member of the Starmada on board the ship and the only alien character not named after a celestial body. He slowly became disillusioned with the actions of the Starmada, ultimately defecting to FLAG Force by telling Stars where Stripes was being held in exchange for being extracted by the rest of the team. A quick way to tell what season an episode is from is to wait for an appearance from Dr. Dendrite. If he was wearing black and red robes, the episode is from Season One. If he was in a three piece suit, the episode is Season Two.

## *Vehicles*

The size of the FLAG Force figures made them ideal for vehicle accessories. The manufacturers were aware of compatibility with vehicles of other toy lines. They knew kids would mix and match toys from other collections so they made sure the figures and vehicles wouldn't look too out of place when compared to other brands. FLAG Force vehicles mixed military vehicles with science fiction spaceships to allow for kids to play with the two largest toy lines at the time.

FLAG Force's vehicles in the first wave of toys were replicas of genuine military vehicles. The US Army was the most common reference point, but military weapons and vehicles from around the world were also used. FLAG Force was one of the few lines that produced toys based on Soviet and Eastern Bloc vehicles and armor. These vehicles were cleverly produced with battle damage features to cover up any controversial iconography, with the U.S. military vehicles in much better shape.



### About Stereotypes



There's a thin line between broad characterization and offensive stereotypes. FLAG Force did well to include heroes from other nations across the world. Still, writing for kids with only 22 minutes or less to tell a story meant that characters were not developed with an eye for cultural nuance. Sometimes it was laughable and something that was okay back then might be considered offensive today. Though you and your friends are playing a game of let's pretend modelling brightly colored cartoons of the past, making sure any characterizations of actual cultures are worth a few minutes of discussion when everyone is making characters. It might even be more fun to make a character built to defy the expectations everyone has in regards to the character's background.

Later vehicles for FLAG Force repurposed the same plastic bodies but added LED lights with slight changes to the bodies, to represent the salvaged alien tech Dr. Dendrite was recovering for the team. It was really a cheap way for new toys using the same molds and components as the first wave, but many fans were upset at having to pay for a new toy that wasn't very new at all. The most popular toy from this wave was Dr. Dendrite's sports car, which featured headlight laser beams and was one of the only new vehicle sculpts from the second wave.

Because of the size of the alien vehicles in the show, only one Starmada vehicle was released in the first wave. The Komet Kruzer was a light shuttlecraft used for a variety of things in the show, ranging from light assaults to cargo runs. It featured laser weapons mounted in the wings, a hinged cockpit and gullwing doors leading to the cockpit area. The toy wasn't quite as large as the ship was depicted on the show, but it was one of the most popular vehicle toys in the FLAG Force line nonetheless.

Starmada had two vehicles in the second wave. The first was a repaint of the Kruzer with the upgraded electronics used in the other vehicles. The ship was renamed the Krusher and was considered more of a heavy assault ship than the previous version. The second was a low altitude hover vehicle featuring a heavy turret and two repainted Starmada troopers. The Komet Kannon was the last vehicle released for the show and is now considered to be a collector's item. Despite claims to the contrary, the Komet Krawler, advertised in the Kannon's box, was never produced beyond the prototype stage, though it was featured in the last few episodes of Season Two.



**OPERATION POSEY:** French agent Revoir plays a classic on Cassiopeia. He sells her London Bridge to try and get information on Starmada's plans in London. His cover is blown by an old enemy, so Stripes must assemble a team to rescue him from Cassiopeia's base in the Tower Of London. Can the team get to him in time before Cassiopeia breaks Revoir down and exposes FLAG Force's allies in England?

**OPERATION GUNSLINGER:** Rumors of a holdout Russian general in Siberia draw attention from FLAG Force. Stripes must assemble a team that can handle hostile conditions, suspicious soldiers, and diplomats willing to negotiate with a warlord who survived the invasion for five years. Or is it all a ruse created by Starmada to lure FLAG Force members into a subzero deathtrap?

**OPERATION BEACH BUM:** A downed Starmada cruiser in the Indian Ocean contains critical supplies and information vital to FLAG Force operations. Stripes is on the clock to put together a team that can get to the cruiser and unload what the team needs before the ship sinks beneath the waves. The crew isn't expecting a Starmada recovery operation led by Major Ursa himself. There's something on board he doesn't want to lose. Something he's willing to risk his life for.



## PC Guidelines



**Star Power: 3**

**Tier & Trait Point Total: Human; 18**

### Other Rules:

- **Required Signature Quality:** The PCs' Signature Quality must define their nationality and niche (e.g., "English Tech Specialist", "Russian Demolitions Expert", etc.).
- **Required Signature Quality:** Each PC must have at least one Trait with the "Accessory" Special Rule attached to it.

## Ready-to-Use Player Characters

Here is a complete group of six ready-to-play FLAG Force Player Characters, two of which have two versions available.

### STARS (Season 1)

**Star Power: 3**

(+1 Base Oomph)

#### Qualities

- ☐ ☐ American Leader
- ☐ American Football Enthusiast
- ☐ Pep Talk

#### Traits

STOLEN ALIEN LASER PISTOL 5 (Accessory, Advantage -  
Can bounce the attack off metal; Devastating)  
TWO-FISTED HERO 4 (Area)  
WILLPOWER 4  
BURST OF SPEED 3  
NATURAL BORN LEADER 3  
FORMER ALL-AMERICAN QUARTERBACK 2

Upgrades taken: #1, #3, #6



### STARS (Season 2)

**Star Power: 3**

(+1 Base Oomph)

#### Qualities

- ☐ ☐ American Leader
- ☐ Rally the Troops
- ☐ Grim and Determined

#### Traits

STOLEN ALIEN LASER PISTOL 5 (Accessory, Advantage -  
Can bounce the attack off metal; Devastating)  
NATURAL BORN LEADER 4  
TWO-FISTED HERO 4  
WILLPOWER 4  
TOUGH 3  
GRIZZLED VETERAN 2

Upgrades taken: #1, #3, #6

## STRIPES (Season 1)

**Star Power:** 3  
(+1 Base Oomph)

### Qualities

- ☐ ☐ American Medic
- ☐ Second-in-Command
- ☐ Competitive

### Traits

OLYMPIC-LEVEL GYMNAST 4 (Action Feature)  
STAFF 5 (Accessory)  
MEDIC 4 (Advantage - Can remove 1 Setback Token or the effects of a Devastating Trait from a friendly character upon rolling successfully vs. DN 10)  
ANIMAL EMPATHY 4  
LINGUIST 4  
HORSEBACK RIDING 1

Upgrades taken: #1, #3, #6



## STRIPES (Season 2)

**Star Power:** 3

### Qualities

- ☐ ☐ American Medic
- ☐ Second-in-Command
- ☐ Competitive
- ☐ Unlocked Psychic Powers

### Traits

OLYMPIC-LEVEL GYMNAST 4 (Action Feature)  
STAFF 5 (Accessory)  
MEDIC 4 (Advantage - Can remove 1 Setback Token or the effects of a Devastating Trait from a friendly character upon rolling successfully vs. DN 10)  
LINGUIST 4  
EMPATHY 3 (+2 if used with "Unlocked Psychic Powers" Standard Quality)  
PSYCHIC POWERS 1 (Devastating, Fickle)

Upgrades taken: #1, #3, #4

## CALIENTE

**Star Power:** 3

### Qualities

- ☐ ☐ Brazilian Guerilla
- ☐ Ambush Tactics
- ☐ Lover and a Fighter

### Traits

BRAWLER 3 (Action Feature)  
COMPACT FLAMETHROWER 6 (Accessory, Area)  
SURVIVAL KNIFE 4 (Accessory)  
INFILTRATION 4  
SURVIVAL 4  
BUSH PILOT 2

Upgrades taken: #1, #3, #6



## KAGE

**Star Power:** 3

### Qualities

- ☐ ☐ Japanese Ninja
- ☐ Honor Bound
- ☐ Always Full of Surprises

### Traits

DEADLY MARTIAL ARTIST 4  
(Action Feature)  
ANCIENT CLAN KATANA 5 (Accessory)  
STEALTH EXPERT 4  
STRIKE FROM THE SHADOWS 4  
COMPUTER EXPERT 3  
THROWING STARS 1 (Accessory, Area)  
CLIMBING CLAWS 1 (Accessory)  
MOTOCROSS CHAMPION 1

Upgrades Taken: #1, #2, #3



## TARTAN

Star Power: 3

### Qualities

- ☐ Scottish Demolitions Expert
- ☐ "Boom, Laddie"
- ☐ Kick the Door In

### Traits

EXPLOSIVES 6 (Area, Big Attack)  
SHOTGUN 4 (Accessory, Area, +2 [+4 total] if used with  
either Standard Quality)  
EXPERT DRIVER 3  
KNUCKLE SANDWICH 3  
STREETWISE 3  
STRONG 1  
TOUGH 1

Upgrades Taken: #1, #1, #3



## REVOIR

Star Power: 3

### Qualities

- ☐ French Spy
- ☐ Gambler
- ☐ "Not in the face!"
- ☐ A Way With the Ladies

### Traits

RUBBER MASK 4 (Accessory, Action Feature)  
MASTER OF DISGUISE 4 (Situational Boost: +2 for any  
task deemed DN Nearly Impossible or higher)  
CHARMING 4  
CIRCUS KNIFE THROWER 4  
SNEAKY 3  
TRICKY 3

Upgrades Taken: #1, #3, #4



**NOTE:** The Revoir action figure was packaged with heads of various Starmada troopers, which were all interchangeable. The Gemini figure was packaged with heads of the various FLAG Force members.



## DR. DENDRITE (Season 2)

Star Power: 3

### Qualities

- ☐ Redeemed Scientist
- ☐ Cowardly
- ☐ Rich

### Traits

BRILLIANT PLANS 7  
GENIUS INTELLECT 7  
GOGGLES 5 (Accessory)  
COMPUTER PROGRAMMING 4  
SCIENTIFIC EXPERIMENTATION 1 (Area, Big Attack,  
Devastating, Depleting - any mental Traits, physical Traits;  
Oomph-Powered)

# Villainous GMCs

## MAJOR URSA

Star Power: 4

### Qualities

- ☐ ☐ Alien Overlord
- ☐ Military Genius
- ☐ Brutal

### Traits

LASER BLASTER 5 (Accessory, Area, Fickle)  
IRON WILL 5  
STRONG IN BODY 5  
STRONG IN MIND 5  
TYRANT 3



## CASSIOPEIA

Star Power: 3

### Qualities

- ☐ ☐ Alien Brainwasher
- ☐ Sadistic
- ☐ Second-in-Command
- ☐ Most Loyal to Northstar

### Traits

COMPOUND-23 5 (Area, Big Attack, Fickle)  
NEUROWHIP 5 (Accessory, Devastating)  
BRAINWASH 5 (Devastating, Deplete - affects mental Traits like training, personality)  
TAUNTING 4  
ACE STARSHIP PILOT 3  
LINGUIST 3



## DR. DENDRITE (Season 1)

Star Power: 3

### Qualities

- ☐ ☐ Evil Scientist
- ☐ Plans Within Plans
- ☐ Speaks with an Indistinguishable Accent

### Traits

BRILLIANT PLANS 7  
GENIUS INTELLECT 7  
GOGGLES 5 (Accessory)  
SCIENTIFIC EXPERIMENTATION 4 (Area, Big Attack, Devastating, Deplete - any mental Traits, physical Traits; Oomph-Powered)  
COMPUTER PROGRAMMING 4  
SNIVELING 4



## Creating Starmada Officers



Creating officers is fun and relatively simple: Give them an astrological theme, give them an Accessory (every action figure in the line had an accessory), a Signature Quality clearly defining their role (i.e. Sagittarius would be "Sniper"), Standard Qualities to give them flavor, and 5 Traits (4, 4, 4, 3, 3) as well as two Upgrades. Below is a sample officer.



## GEMINI

Star Power: 2

### Qualities

- ☐ ☐ Villainous Master of Disguise
- ☐ Cowardly
- ☐ Two Places at Once

### Traits

POLYMORPHOUS DISGUISE KIT 5 (Accessory)  
QUICK CHANGE ESCAPE 5  
GUN/WEAPON FROM CURRENT DISGUISE 4  
COMPUTER HACKER 3  
SMALL ARM MOUNTED LASER PISTOL 3

## Villainous Goons

### RED STARMADA TROOPERS

(Planetary Assault)

Goon Rating: 1

Special Rules:

- Hard to Defeat
- Vicious Assault

### GOLD STARMADA TROOPERS

(Mothership Operations)

Goon Rating: 1

Special Rules:

- Specialist (Mothership Operations)
- Easily Led

### BLUE STARMADA TROOPERS

(Research and Engineering)

Goon Rating: 0

Special Rules:

- Specialist (Research or Engineering)
- Dependent

## Vehicles

Vehicles were a big part of the toy line, but the FLAG Force vehicles were not customized too much, aside from some stickers indicating battle damage and covering up any controversial iconography.

SEASON 1 FLAG Force vehicles were standard vehicles (see CAH:S3 core book, p. 176-177, as well as the horse p. 180 for Stripes!).

SEASON 2 add LED lights, so use the same vehicles, but for every vehicle add up to 4 points of Traits with 1 or 2 Special Rules (yes, even the horse!). These LED Traits all count as either Action Features or Accessories! Sample LED Traits: LASER BLAST 4 (Big Attack); INFRARED SCANNER 2 (Advantage: Darkness); HYPERSPEED BOOST 2 (Situational Boost: Pursuing or Escaping).

### DR. DENDRITE'S SPORTS CAR (Only in Season 2 of the Series)

Use the sports car stats on page 176 of the Core Rulebook, increasing VISUAL APPEAL to 4, and adding LASER BEAMS 4 (Big Attack).

### STARMADA VEHICLES (Moderate)

Given the fact that not many of the vehicles were produced, but were hinted at, here are some sample ships. Players may customize a ship for their particular character, as long as the total cost remains the same. Customizations should not entirely remake the ship. Rather, tweak the numbers slightly, perhaps add in a new Trait, but only be decreasing another Trait. Thus, one character might have a more heavily armored ship (STURDY FRAME 7, decreasing perhaps ASTRO-DRIVE and FLIGHT by 1 apiece), and another might have a faster ship (FLIGHT 7, decreasing FRAME by 2).

### KOMET KRUIZER (Standard Spacecraft)

#### Qualities

- ☐ ☐ Starmada Spacecraft
- ☐ Cargo Craft
- ☐ Cannot Stop in Midflight

#### Traits

WING-MOUNTED LASERS 6 (Area)  
 ASTRODRIVE 5 (Mode of Travel: Space)  
 CARGO HOLD 5  
 STURDY FRAME 5  
 ATMOSPHERIC FLIGHT 5 (Mode of Travel: Air)

### KOMBAT KRUIZER

#### Qualities

- ☐ ☐ Starmada Spacecraft
- ☐ Combat Formations
- ☐ Cannot Stop in Midflight

#### Traits

WING-MOUNTED LASERS 8 (Area)  
 ASTRODRIVE 8 (Mode of Travel: Space)  
 STURDY FRAME 6  
 ATMOSPHERIC FLIGHT 5 (Mode of Travel: Air)

## KOMET KRUSHER (Season 2)

### Qualities

- ☐ ☐ Starmada Spacecraft
- ☐ Heavily Armored Assault Ship
- ☐ Cannot Stop in Midflight

### Traits

WING-MOUNTED LASERS 8 (Area)  
ARMORED FOR BATTLE 7  
ASTRODRIVE 6 (Mode of Travel: Space)  
ATMOSPHERIC FLIGHT 5 (Mode of Travel: Air)

## KOMET KANNON (Season 2)

### Qualities

- ☐ ☐ Low-Altitude Hover Vehicle
- ☐ Custom Starmada Troopers (see below)
- ☐ Heavy Turret

### Traits

LASER CANNONS 9 (Area, Big Attack)  
HEAVILY ARMORED 8  
HOVER 6 (Mode of Travel: Air)  
ATMOSPHERIC FLIGHT 1 (Mode of Travel: Air)

### Kannon Starmada Troopers

Goon Rating: 2

Special Rules:

- Hard to Defeat
- Specialist (Manning the Kannon)

## KOMET KRAWLER

### Qualities

- ☐ ☐ Armored Alien Ground Vehicle
- ☐ Very Loud
- ☐ Unsubtle

### Traits

MORTAR SHOT 8 (Big Attack, Devastating, Fickle, One Shot)  
COVERED IN HEAVY ARMOR 6  
LASER CANNON 4 (Big Attack, Devastating)  
TRAVEL ON ALIEN TREADS 4 (Mode of Travel: Land;  
+2 when used on natural ground, off-road)  
MANEUVERABLE 2  
MILITARY RADIO EQUIPMENT 2  
LEAP 1 (Mode of Travel: Air)



## MOTHERSHIP

### Traits

LASER CANNONS 5 (Action Feature [i.e. LED lights])  
HOVER 7  
IMPENETRABLE DEFENSES 7  
HANGAR 3  
COMPUTER ROOM 2  
FLIGHT 2  
FLIGHT BRIDGE 2  
SECRET DOORS 2  
SECRET ENTRANCE 2