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FULLY-STATTED ACTION VILLAIN!

VIGILANCE PRESS PRESENTS:

WARGAMES

By MIKE LAFFERTY



LEADER OF THE
HOUSE OF SERPENTS!

GENERAL VENOM

ICONS
SUPERPOWERED ROLEPLAYING
COMPATIBLE

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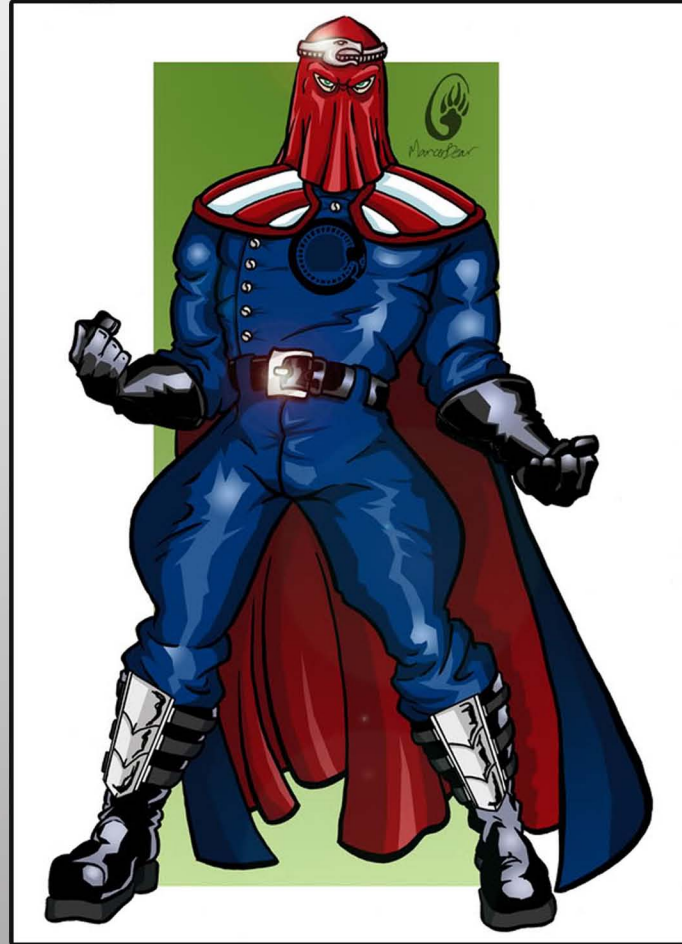
"THE AMERICAN POLITICAL SYSTEM IS A MOCKERY OF THE FOUNDERS' INTENT. THE US IS NOW AN OLIGARCHY -- RULED BY THE WEALTHY AND JADED ELITE. IT'S TIME FOR THE COMMON MAN TO RISE UP AND TELL THEM THEIR TIME IS THROUGH. IT'S TIME FOR HIM TO RAISE A FIST AND SHOUT: GIVE ME LIBERTY OR I'LL GIVE YOU DEATH!"

GENERAL VENOM

General Venom is a tragic study in idealism gone wrong.

Jack Washington Jr. was born in the early 1940s to Martha Peters Washington. The son of the original *Steel Commando*, Jack Washington Jr. grew up with an idealized image of his Father. When his Father was killed in action against *P.H.A.N.T.O.M*, Jack Junior decided to devote his life to avenging him.

As talented athletically and mentally as his Father, Jack Washington Junior graduated college at age fifteen. By the age of eighteen, he'd successfully constructed a suit of armor that dwarfed all of the government attempts to create a new *Steel Commando* design.



Jack Washington Jr. outlasted all the government's own candidates to become *Steel Commando II*. Jack fought supervillains, communist saboteurs and *P.H.A.N.T.O.M* terrorists with a patriotic fervor that actually dwarfed his Father's own.

In the late 60s and early 70s, Jack grew disenchanted with what he saw as United States' paranoia and underhanded Cold War tactics. The Vietnam War proved to be a major discouragement. John Washington, Jack's little brother, died in a pointless recon mission into Cambodia. After exposing Nixon as a covert *P.H.A.N.T.O.M* agent who had been sent to destabilize the US from within, Jack resigned his commission and retired in disgust. Jack then proceeded to found a movement, the House of Serpents devoted to the eradicating the corruption of the current American political system by any means necessary.

There are many theories regarding the exact cause of Washington's transformation from hero to supervillain. According to government doctors, it is debatable whether or not Jack was suffering brain damage from exposure to the meteorite isotope that powered his suit's nuclear reactor. Another theory is that Jack's childhood obsession with avenging his father's death had driven him insane.

While the exact factor that pushed him over the edge may never be known, the indisputable fact is that Jack became obsessed with the belief that the United States government had been irreparably compromised by corruption and infiltration by P.H.A.N.T.O.M forces. Jack maintained that the organization was pushing the USA into ever more pointless wars. While, P.H.A.N.T.O.M certainly had operatives with that agenda, it is very questionable whether they had the kind of influence that Jack maintained. Perhaps ironically, the disgraceful fall of President Nixon (who Jack revealed to be a P.H.A.N.T.O.M operative just before he committed suicide) only fed his paranoia that the United States government was irredeemable.

Shortly after founding the House of Serpents, Jack modified his suit of armor and adopted the moniker of General Venom. In his first act as Venom, he launched an attack that destroyed the government's arsenal of power-suits based on his technology. (This attack devastated the US advantage in power armor technology. It was the mid 80s before the US military begins to field designs that were anywhere close to what the Soviets were using.)

General Venom is now one of the world's leading terrorists. He is intensely charismatic. He never slips up in his arguments and always maintains a cool and calm exterior.

General Venom genuinely believes he's out to restore Freedom and Democracy (with a capital F and D) to the world. Literally nothing can convince him that he's not doing the right thing. To this end, he's willing to make large amounts of 'sacrifices' to achieve his goal.



Underneath the hood and paramilitary uniform of General Venom, Jack appears to be a man in his mid twenties.

The HOUSE of SERPENTS

The House of Serpents is a United States based terrorist organization that believes itself the inheritors of the original Minutemen's legacy. Believing that the United States government has failed to live up to the promises of the Founders, the House of Serpents intends to overthrow the government. Then the society will institute its own version of democracy.

In recent years, the House of Serpents has actually grown beyond American soil. Allying itself with various revolutionary movements around the globe, the House of Serpents has become a world wide phenomenon. It is rapidly becoming a major world power.

The House of Serpents draws its name from the famous Gadsen Battle Flag used during the Revolutionary War. The flag is a well known image in the US a yellow background with a coiled timber rattlesnake and the motto: "Don't Tread on Me."

HISTORY & ORGANIZATION

Founded in the early 1970s by Jack Washington Junior (who, at the time, was the armored hero known as the Steel Commando), the original House of Serpents was meant to expose the corruption endemic in the United States government. Its transformation into a full blown terrorist organization followed the trajectory of its leader's own increasing disillusionment with the US system.

The House of Serpents is organized, loosely, along the American government and military. General Venom holds the position of 'President of the Union' and Supreme Commander. The terrorist organization also has its own thirteen member Congress that serves as the Supreme Commander's advisory board. There is even a Supreme Court that patrols the House of Serpents for moles and treason. Underneath these three bodies is the House of Serpents Armed Forces.

The House of Serpents Armed Forces is a fairly traditional army that is mobilized to defend the organization's many covert bases. General Venom is very clever in hiding his covert bases in plain sight (usually disguising them as warehouses, private airports or small businesses) with nearly a hundred scattered across the United States proper and twice as many in North America as a whole. The House of Serpents Armed Forces blend in seamlessly with the rest of America's population and do their best to avoid drawing attention to themselves.

The House of Serpents rarely engages in indiscriminate terrorism. Instead, it attempts to eliminate targets that pose a threat to their slow takeover of America. They are especially fond of blackmail, brainwashing, and kidnapping plots to make sure that their influence grows. The House of Serpents, on occasion, does actively sabotage government programs that pose a direct threat to them. They have destroyed entire American bases that have secretly been engaged in super soldier research (rumors persist that they have cooperated with the Soviet super-team, the People's Revolution, on some of these raids).

The House of Serpents is much more overt with its operations abroad, often engaging in daylight assaults against foreign governments. Its activities are primarily focused in gathering arms, gaining foreign recognition, and making the United States' work abroad more difficult. General Venom believes that the United States is less likely to notice his organization's activities if they are focused on putting out fires elsewhere.

By design, the House of Serpents has a dispersed command structure and multiple redundant "main" HQs. On several occasions, the United States military, Vigilance Force or USHER has destroyed one or two bases and believed that it has wiped out the organization only to have the House continue operations. On a similar note, his army of identical androids of himself has allowed General Venom to convincingly fake his death on several occasions.

The House of Serpents is active on the European continent during the 1980s as part of its over-arching goal to destabilize the US government. Venom is developing a plan of setting off a conflict in Europe that will throw the US off-balance and allow him to stage a coup in Washington DC. It's a huge gamble, but Venom is gambling that his forces can deflect or destroy the bulk of any nuclear volley launched at the US that may result from this conflict.

ADVENTURE HOOK 1

Venom and a Serpents task Force have come to West Germany with the goal of seizing several mobile Pershing nuclear missile launchers in West Germany. (Venom's ultimate aim, whether it's to set off WW3 or to use the missiles to make demands of the US government, is unknown.) Luckily a mole in the organization has reported this to the PCs chain of command. The PCs are charged with intercepting Venom -- capturing him if possible.

ADVENTURE HOOK 2

Launching a lightning Fast surprise attack, the House of Serpents has used their army of armored troopers to capture Washington DC and inaugurate General Venom as President-For-Life of the US. While the "real" President and the remnants of the Federal government have been spirited away to secure locations, the US military is massing for an all-out assault on the Serpent Forces that have Fortified DC. It's looking be a long and protracted battle off ground Forces, unless the PCs can storm the White House, take out Venom and decapitate the Serpents command structure.

ADVENTURE HOOK 3

General Venom and a House of Serpents squad of armored commandos (in space-worthy battlesuits) launch an orbital weapons platform and destroy a prominent landmark in the US as a demonstration of his power. He threatens to destroy more in 24 hours if the American government doesn't cede all executive authority over to him. The PCs are tasked with destroying the satellite and capturing or killing Venom if possible.

GENERAL VENOM

PROWESS 4

COORDINATION 4

STRENGTH 8

INTELLECT 6

AWARENESS 3

WILLPOWER 4

STAMINA 8

SPECIALTIES:

Leadership, Martial Arts (Master),
Military (Expert),
Electronics, Computers,
Science (Metallurgy)

POWERS:

Ability Increase (Strength) - 4
Flight- 4 Blast 6
Force Field 5
*All powers are derived From his
Battlesuit Device*





QUALITIES

Motivation : To restore the "Founders' Vision" at any cost
Leader of large cover terrorist organization: House of Serpents

Motivation : Obsessed with avenging his father's death at hands of P.H.A.N.T.O.M
Formerly one the premier patriotic superheros of the US, the Steel Commando
Son of the original, WW2 era hero, the Steel Commando

Catchphrase: "Give me liberty or I'll give you death!"

CHALLENGES

Weakness : Mentally unstable due to wearing armor powered by radioactive meteorite

Enemy : United States

Enemy : competing terrorist group
P.H.A.N.T.O.M

HOUSE OF SERPENTS

ARMORED SOLDIER

PROWESS 4

COORDINATION 4

STRENGTH 7

INTELLECT 3

AWARENESS 3

WILLPOWER 4

STAMINA 8

SPECIALTIES:

Martial Arts, Aerial Combat,
Military

POWERS:

Ability Increase (Strength) - 3

Flight- 4 Blast 5

Force Field 3

*All powers are derived from the
Battlesuit Device*





QUALITIES

Motivation : To restore the "Founders' Vision" at any cost

Motivation : Blindly loyal to General Venom

Catchphrase: "Don't Tread on Me!"

CHALLENGES

Enemy : United States Law Enforcement

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