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VIGILANCE PRESS PRESENTS:

# WARGAMES



LEADER OF UNITY

GLOBALIST

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## WARGAMES: THE GLOBALIST

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*Patriotism is the scourge of the modern world. In the last century alone, it has birthed two world wars and left millions dead. We need to cast aside the old ignorant ways of the past. Unity is the way forward. Embrace unity!*

Mircea Rustovich was an Eastern European student who successfully escaped Romania during the height of the Cold War. After being granted political asylum in France, Mircea proceeded to pursue an education in Paris with the goal of becoming a diplomat or possibly a university professor.

Fate had other plans. Unbeknownst to him, Mircea Rustovich was the son of Vlad the Impaler, the King of the Undead. His mother had been a Romanian communist party member that the Vampire King had become attracted to during his wanderings. Raised with no knowledge of his heritage, Mircea only began to realize something was terribly wrong when, in his early 20s his supernatural background asserted itself and he murdered a number of French girls in a blind frenzy and drank their blood.

Mircea was contacted shortly thereafter by his father who explained to him the nature of his heritage. Unfortunately, the conversation did not go as Dracula wished. Mircea had already become interested in leftist politics via the French student riots of the 1960s. Obsessed with the idea of creating a new world government, Mircea was uninterested in the discovery of his supernatural powers - except to the extent that they could be used to help him attain his political goals. He begged his father for aid in creating a better tomorrow. Dracula, amused by his son's interest in mortal politics, agreed to finance him.

The Globalist's public debut in the late 1960s is mostly memorable for its sheer absurdity. Mircea targeted a number of patriotic themed super heroes as a way to make a symbolic strike at nationalism on the world stage. His fights with the second Steel Commando and Battle Czar were well-covered in the world media and both ended with his convincing defeat. Many initially found his antics to be amusing but ceased to find him funny when, a few years later, he blew up several national monuments in another metaphorical strike against nationalism.

As the leader of the terrorist group *UNITY*, the Globalist attempts to destroy all nations in the world. The Globalist believes that only through committing acts of terrorism can he eventually force all nations to join together in a single world government. Mircea does not actually intend to rule the world himself, and would make an abysmal leader, but believes this will lead to an era of international peace and usher in a new Golden Age of prosperity and achievement. In fact, *UNITY* has actually created wars where none have existed before due to their meddling in volatile political situations.



The Globalist wears a gaudy blue and white costume with the United Nations symbol prominently displayed on his chest. He keeps his head covered in a hood and looks every inch the super hero. In addition to this weird attire, he also wields an electrified mace. Being of mixed human and vampire heritage, Mircea has enhanced physical capabilities (although quite a bit diminished from those of a "Full" vampire) and a thirst for blood without the usual vulnerabilities to sunlight, garlic and holy relics.

Outside of his uniform, the Globalist is a handsome dark haired Romanian man that has a tendency to wear archaic, upper class attire.

The Globalist is an arrogant political idealist who gets extremely frustrated if his philosophy is questioned. He finds it difficult to understand how anyone can believe that the world will not be a better place when all divisions amongst human beings are abolished (through whatever means necessary). He also believes violence is justifiable against any and all governments so long as they 'continue to foster intolerance and war throughout the globe.' He has no ethical scruples reconciling his utopian goals with the fact that **UNITY** funds itself through arms trafficking and drug dealing.

## UNITY

**UNITY** is an organization founded by the Globalist to facilitate his vision of a unified Earth. Its mission is to force the two sides of the Cold War to make peace and create a single global government. It is a well-funded terrorist organization that attracts both wide-eyed idealists and hardcore mercenaries simply looking for a paycheck. **UNITY** is not as widespread as the House of Serpents but it is far more popular in Europe where its militant rhetoric finds countless listeners amongst the disenfranchised youth of many countries.

Many governments underestimate **UNITY**, assuming that an organization with such untenable goals could not possibly find much backing. In fact, **UNITY** is underwritten by powerful super villains in hopes of fostering global chaos, which serves their own disparate agendas. Specifically, organization is financed by one of the most powerful individuals in the world, the Vampire King Dracula, and one of the most despised international terrorist organizations, **PHANTOM**.

**History and Organization:** **UNITY** was founded in the late 1960s by the Globalist. The radical left-wing organization was initially nothing more than a collection of students that was easily put down by the French government. However, the Globalist recognized that (with his super-powers and his father's financial backing) their potential was considerable and began recruiting anarchists and mercenaries in every country on the European continent.

Funded in secret, **UNITY** started with small military operations in the late 60s. It bombed embassies, kidnapped movie stars, robbed banks and ran drugs and weapons in 3rd World countries to build up its treasury. The organization was dismissed by most observers as a small-time collection of addle-minded anarchists with conflicting philosophies and a weak organization. That changed in January 1970 when the Globalist staged his first major display of military might by wiping out a covert American military base in Columbia and sinking a Russian submarine during the same day. In February of 1970, the Globalist was prevented from seizing control of the world's communications networks only by the efforts of the second Steel Commando and the Vigilance Force.

Still, *UNITY*'s initial success bought it credibility. The organization has grown exponentially - drawing wide-eyed idealists, anarchists and cynical professional mercenaries drawn by the Financial incentives the Globalist offers for trained commandos. Perhaps predictably (given the difficulties in getting disparate group to cooperate) with this growth came problems and *UNITY* has imploded dramatically several times.

Every time *UNITY* collapses due to in-fighting and internal conspiracies, it always rises again - reformed, purged of dissenters with the Globalist still firmly in control. Unfortunately, while he is a gifted and charismatic orator, the Globalist is a middling military commander and the regular purges of *UNITY* tend to eliminate the better tactical minds that could assist him. The result is that the Globalist lurches from one grandiose scheme to the next with little reflection - squandering the bulk of his private army's strength on desperate, grandiose gambles (such as his doomed ground assault on the UN Headquarters in 1973 or his airborne attack on Red Square in 1979.)

*UNITY* has a number of divisions. The first is *UNITY* High Command. This is composed of the *UNITY* Supreme Commander (The Globalist) and his collection of hand picked lieutenants. Most of them are actually mercenaries or minor super villains in their own right, with little loyalty to the Globalist's vision of a new world order. They have been recruited for their powers or combat experience rather than ideology. They are kept in line only by the Globalist's private security force (the Peacekeepers) and their fear of his father.

The Peacekeepers are the Globalist's personal guard. A group of highly trained fanatics, the Peacekeepers have all been bitten by the Globalist and are willing to die for him. The Peacekeepers are all also highly trained armed combatants. The Peacekeepers maintain ideological purity throughout *UNITY* and put down revolts as often as they perform private missions for the Globalist.

The *UNITY* Guard is the rank and file of the organization. A collection of trained soldiers, they are mostly drawn to the organization either by idealism or the promise of a steady paycheck. Loyalty is mixed in the *UNITY* Guard and many think that their leader is quite mad. Still, betrayal is punished by death and many fear the Globalist more than they fear the prospect of prison. (For the *UNITY* Guard, use the Soldier stock character from *ICONS*.)

The Globalist has the sympathies of numerous politicians and uses them to cover up his activities. This would not be possible if not for the fact that he has also gained considerable influence through bribery, blackmail, and threats. Most underestimate the lengths that the organization is willing to go to and thus *UNITY* has been allowed to grow more dangerous than it ever should have become.

**Headquarters:** *UNITY* maintains its secret headquarters in a nuclear powered submarine that perpetually travels across the coastline of Europe. The *Robur the Conqueror* is an advanced prototype that was constructed in secret shipyards for the Globalist. It is faster and better armed than any submarine currently in service. The *Robur the Conqueror* is also affixed with an advanced communications system that allows it to monitor the transmissions of nearly all world governments. The Globalist uses the vessel as his private vessel and coordinates his empire from this location.

Aside from the *Robur*, *UNITY* has several secret bases spread throughout Europe and the Americas.



## THE GLOBALIST

**PROWESS** 5

**COORDINATION** 6

**STRENGTH** 7

**INTELLECT** 4

**AWARENESS** 3

**WILLPOWER** 5

**STAMINA** 12

### **SPECIALTIES:**

Martial Arts,  
PerFormance (Political Rhetoric)

### **POWERS:**

Animal Control 3 - Limited to : Wolves, rats  
and bats

Strike Device 4 (Bashing) -Electrified Mace

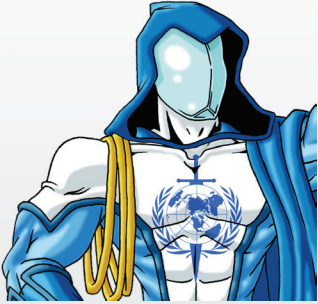
Life Drain 6 - Bite

Regeneration 3 (If not staked or  
beheaded)

Blast Device 4 - Device: Electrified Mace

**56 Points**





## Qualities

Would-be leader of a united Earth.

**Catchphrase:** Embrace *UNITY!*

**Motivation :** Unify the world and end war --- by any means necessary

## Challenges

**Enemy :** Law enforcement

**Enemy :** Existing national governments

**Weakness :** Overly emotional, easily goaded. Paranoid.

**Weakness :** Must ingest blood every day

**Weakness:** Despite his rhetoric, increasingly has trouble relating to normal humans since discovering his undead nature



## UNITY PEACEKEEPER

**PROWESS** 5

**COORDINATION** 5

**STRENGTH** 5

**INTELLECT** 3

**AWARENESS** 3

**WILLPOWER** 3

**STAMINA** 8

### **SPECIALTIES:**

Martial Arts Expert, Stealth

### **POWERS:**

Life Drain 5 - Bite

Regeneration 3 (Unless staked or beheaded)

Strike Device 3 (Slashing) - Dagger

Blast Device 6 (Shooting) - Laser Rifle

*44 Points*







## Qualities

*Epithet* : Undead personal guard of the Globalist

*Motivation* : Serving *UNITY*

*Motivation* : Fiercely loyal to the Globalist.

## Challenges

*Enemy* : Anyone who opposes Globalist

*Social* : Difficulty relating to normal humans as anything other than food after transformation

*Weakness*: Must ingest blood every day

## **Adventure Hook 1** *(Eastern and Western PCs)*

*UNITY has uncovered and revamped a Forgotten Nazi doomsday weapon (perhaps the long-range V3 "vengeance weapon" missiles) and is now using it to hold Europe hostage. From an undisclosed secure location in the French countryside, the Globalist is threatening to annihilate every major city from Paris to Moscow unless he's named the dictator-for-life of both East and Western Germany. (He plans to turn the reunited Germany into a peaceful utopia that will "serve as an example to the rest of the world.") Supers from both power blocks are dispatched to stop UNITY's mad scheme with minimum loss of civilian life.*

## **Adventure Hook 2** *(Eastern and Western PCs)*

*In another symbolic strike against nationalism, the Globalist is leading an attack against a landmark important to the PCs nation (the Statue of Liberty, the Winter Palace at Stalingrad, Big Ben, Lenin's Tomb or the Forbidden City). Worse yet, he has found a way to mind control hundreds of civilians into rioting and attacking the PCs to distract and slow them down. Instead of just dealing with the Globalist, the PCs must find a way to foil the Globalist's plans while containing the chaos and minimizing civilian casualties.*

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