

WARGAMES I:  
SUPERHUMAN THREATS  
OF THE COLD WAR



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### **THE GLOBAL THEATER OF OPERATIONS FOR THE SUPERPOWERS 105**

#### **WARGAMES 1: SUPERHUMAN THREATS OF THE COLD WAR**

By Charles Phipps and Mike Lafferty

Art by Jacob Blackmon, Darren Calvert, Darren Bulmer, Jon Gibbons, and Dan Houser

Cover art by Bradley McDevitt

Layout by Kirstin Nokes

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## INTRODUCTION

Why a book about supers in the late Cold War?

Well... *because*.

Because the Golden Age of comics birthed fistfuls of flag heroes - but hasn't really given them much to do since 1945.

While movies such as *Red Dawn*, the lamentable *Iron Eagle* franchise, and *Rocky IV* (heck - Dolph Lundgren's entire filmography) used the Cold War as an interesting backdrop for dramatic stories, comics (not always, but too often) were strangely removed from it. Rather than capitalize on such rich material, they were content to let Captain America type characters continue to confront an endless cycle of generic villains of the week or recycled WW2 threats such as the Red Skull and Baron Zemo.

To be clear, this is **not** a thought exercise about how the Cold War would have "really" been different if superheroes existed. Not at all.

This is what I wish the 80s and 90s had been like for flag heroes in superhero comics. This is the Iron Age that never was. This was a time in comics when Captain America, Union Jack and Captain Britain were side-by-side facing down their spandex-clad Soviet opposite numbers

across the Berlin Wall and engaging in a shadow war of a super-powered covert adventures.

Why a book about supers in the late Cold War?

Because it's a niche that hasn't been done before.

There are supplements that do a great job of covering the Golden Age, the Silver Age, the Bronze Age and the Iron Age of comics.

But one that tackles an alternate Iron Age where the focus was on battles between the flag heroes of the NATO Alliance and Warsaw Pact? *That* I have not seen.

Why a book about supers in the late Cold War?

Well....

Because, when you really think about it, wouldn't *Red Dawn* have been a whole lot cooler if Captain America had been in it?

If you answered that question in the affirmative, then this book is for you.

Hope you like it.

## RELATIONSHIP TO RPG OBJECTS VIGILANCE UNIVERSE AND HALT EVIL DOER!

Readers of the *Halt Evil Doer!* (from Phipps Gaming Studio) universe may note numerous characters, concepts, and ideas from that setting that have been incorporated into *Wargames*. This is a reflection of both authors' (Charles Phipps and Mike Lafferty) love for

each others settings. As such, the two settings should be considered as one in official canon.

Those who do not own *Halt Evil Doer!* should just assume all the extra names and references are simply there to add verisimilitude and to

make the setting more realistic. We've provided all the information Game Masters and players need to handle their own Cold War themed games here.

In addition, several references have been added from the RPGObjects supers products (sometimes informally called the Vigilance universe) especially in the era of WW2 history. These references are not canon in the Vigilance universe but were done with the permission of Charles Rice, the creator. The most potential for confusion comes from the fact the Freedom Alliance (from *Defcon*) and the Vigilance Force superteams both have leaders named Old Glory. This is easy enough to overlook - but if it really bothers you, then consider it quirky by-product of an overworked American military bureaucracy that didn't realize they had two super-soldiers with the same name. When the two Old Glories met on a field mission in occupied France in 1942, they shook hands and agreed that the one from *Defcon's* Freedom Alliance would go by "John" for the duration of their team-up.

Those who want to use *Wargames* as a supplement to their own settings should feel free to just ignore any references that they find extraneous. We hope that fans of all three settings will enjoy the mixture.

## ROLEPLAYING SUPERS IN THE COLD WAR

Comic books were influenced by the Cold War, albeit to a much lesser extent than they were by World War 2. Comic book creators such as Stan Lee created characters like the Crimson Dynamo and Titanium Man as part of their efforts to use the conflict with the Soviets as a backdrop for dramatic storytelling. The famous

Marvel hero Iron Man was initially conceived (several retcons ago) as an anti-communist character that fought attempts by the Soviets to steal or sabotage his advanced technology.

As we entered the age of détente, the changing mood of Cold War called for a gradually more sympathetic portrayal of Soviets. In the late 1960s, formerly villainous characters like the Black Widow were allowed to defect while in the 1980s communist characters like the October Guard in *G.I. Joe* were treated less as determined, deadly enemies and more like rivals who could sometimes cooperate for the greater good. By the time of the Soviet Union's collapse, the era of the communist villain was long over. Only a rare few characters, like Omega Red, maintained their villainous status past the Soviet era.

This section will examine some of the issues confronting super heroes during the Cold War and what Game Masters can do to make the conflict a centerpiece of their games.

## TONE OF A COLD WAR CAMPAIGN

The seminal comic book series *Watchmen* describes the hypothetical countdown to destruction that hung over the heads of the world during the Cold War. A constant and pervading theme in a *Wargames* campaign is this threat of annihilation. While both sides are aware of the horror that WW3 would bring, neither is willing to compromise or give up their advantages to end the ever present threat.

It may be difficult for modern readers to remember this looming feeling of dread. Even when the United States and Soviet Union had reached a détente, there was always a persistent undercurrent of suspicion and fear. The conflict came close to a shooting war on



## WHAT WILL CAUSE WORLD WAR 3?

One thing every player character will wonder about is: what exactly will trigger the outbreak of war with the United States and the U.S.S.R? In a Cold War era supers game, the player characters will want to know how they have affected the balance of power and what might ultimately result in a thermonuclear war. This threat should always be looming during the Cold War but it is wrong to oversell the point. Not every mission should run the risk of Armageddon.

In general, most dust-ups between the Soviet Union and the United States will be pushed under the rug. After the Cuban Missile Crisis, both sides are aware that neither side will survive an atomic war. So the conflict became indirect; with a series of covert missions and proxy wars waged by both sides and heavy use of propaganda to attempt to undermine the other's regimes.

This doesn't mean that player characters can't get involved in conflicts. Take the movie *Top Gun* for example. The climax results in Soviet military advisors getting into a shooting match with our heroes. There are casualties on the Russian side and the matter ends with no expectation of a war to break out over the issue. A certain amount of losses, especially of covert forces, is expected by both sides. If a Russian super

hero kills an American super hero no one is going to go to war over it. The American side may even deny he was killed by the enemy and the truth will be covered up for decades.

"Plausible deniability" is the key. If the player characters journey over to Moscow and incinerate the Kremlin, then they can be expected to be disavowed by their government and declared international criminals. That won't stop fanatics on both sides from trying to trigger global Armageddon however. *Octopussy*, (a Roger Moore classic that could have easily taken place in the universe of *Wargames*) shows a rogue Russian general's plan to remove the threat of nuclear weapons so that a conventional invasion of the West is possible.

In the world of comic book super heroes, there may even be a McGuffin that will make it possible to survive nuclear warfare or eliminate the atomic weapons of one side or both sides. In which case, the Cold War may change drastically as the threat of mutual destruction disappears and you could easily end up with full blown conventional world war (which, it should be noted, many experts at the time thought the Soviets would win.)

multiple occasions when only the threat of Mutually Assured Destruction (MAD) prevented World War 3 from breaking out. Arguably, on at least a few occasions, only dumb luck prevented an accidental nuclear exchange.

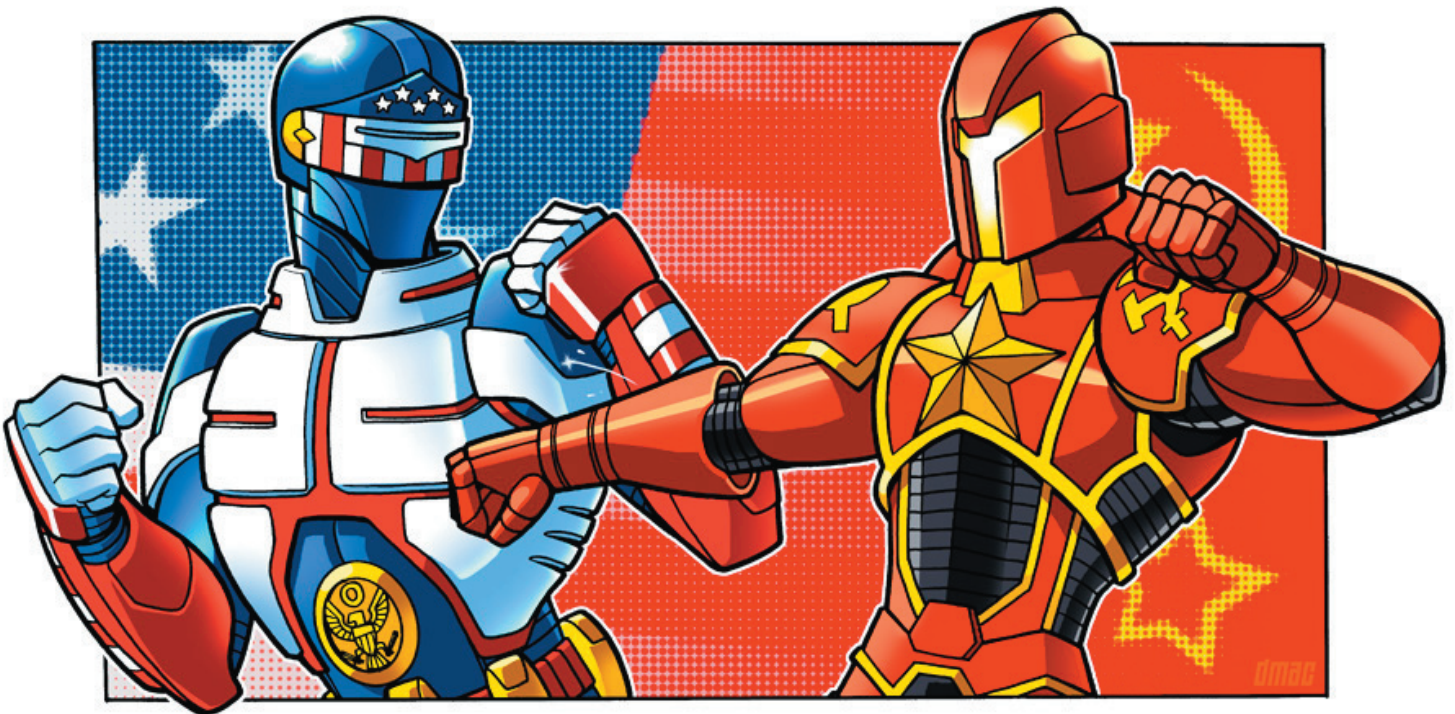
In the face of total global destruction, both leaders and super-soldiers are willing to perform acts that they wouldn't normally. The stakes literally couldn't be any higher. An individual American or Soviet hero may become so concerned of his nation's (and the world's) destruction that he would do

things he'd never consider or even become a traitor to his allies or chain of command in order to prevent it.

Unlike *Defcon 1*, which was a book designed to treat the Cold War era super-teams as basically friendly rivals, in *Wargames* it is assumed that the two sides are fundamentally hostile to one another. The Berlin Wall is a stark reminder that peace will not be achieved between the

two sides any time soon.

However, having said that, the enemy isn't always the guy on the other side of the wall. In the world of *Wargames*, while the designated enemy is on the other side of the Iron Curtain, there are genuinely evil people (with a capital 'E') operating on both sides of the divide that need to be stopped.



## ***THE ROLE OF SUPER HEROES DURING THE COLD WAR***

While the United States has perhaps the longest history of utilizing patriotic themed heroes for propaganda, super-soldiers serve as valuable PR tools for both sides.. Even when governments are unpopular, rarely does the tarnish extend to its super human champions.

Soviet superheroes are amongst the few government organizations that maintain any credibility with the public at large in the last

decades of the Cold War. There is something mythic and undeniably inspiring about a man who can fly and their heroic efforts are well-publicized by the state. The average Soviet citizen may have mixed feelings about their government but they *believe* in Battle Czar and the Red Hammer. As a result, they are often carted out for state events or for high profile missions where they can publicly humiliate their nations' enemies.



## ***ADVENTURING IN THE COLD WAR***

Aside from their propaganda value, in a very real sense superheroes in the world of *Wargames* can be a wild card within the Cold War.

Their very existence changes the nature of a conflict that (in our world) relied on atomic weaponry as the means of ensuring global détente. A single sufficiently powered (or sufficiently delusional) super soldier could theoretically trigger the war that ends the world or tip the scales in favor of his faction. Even more unsettling is the fact that some (mistaken) military leaders on both sides recklessly believe that their super soldiers could win a full-scale war against their enemy in a quick and decisive manner.

While player characters should not take it for granted that their characters may have serious effects on how the Cold War progresses, in the world of *Wargames*, it *is* possible for characters to change the course of history dramatically. A brilliant super scientist could take over the Soviet Union, repair its infrastructure, boost its agricultural production and push its weapons technology years ahead of the West's - guaranteeing the supremacy of the Warsaw Pact and driving the West to take increasingly desperate measures to close the gap. A meta-human with enhanced stealth and speed could find a way to disable or circumvent all of the United States' (or the Soviet Union's) defenses as a prelude to a surprise *Red Dawn*-style invasion. On the other hand, a peace-loving charismatic hero (or one with powerful mind-control abilities) might reconcile East and West and the two power blocs could work together to peacefully transform planet into a prosperous, unified global society.

The two power blocs are quick to use superheroes for covert operations against the other side that demand their larger than life abilities or as spies when circumstances make it impossible to get normal agents behind enemy lines.

These missions may be dealing with super-powered and super-technology wielding terrorists, preventing the defection of a meta-human to assist the other side, or sabotaging a project that could give the enemy an overwhelming military advantage.

The Cold War setting adds an interesting aspect to global threats that require cooperation from both power blocs to defeat. Whether the characters are dealing with conquest-minded aliens, inter-dimensional invaders or uppity Atlanteans out for revenge on the surface-dwellers, the paranoia of the time should have the both sides asking: "Is this just a ruse by the Russians/Americans?", "Can I trust my former enemy enough to fight alongside them?", or (in the case of more Machiavellian characters) "How can I turn this event to the advantage of my side?"

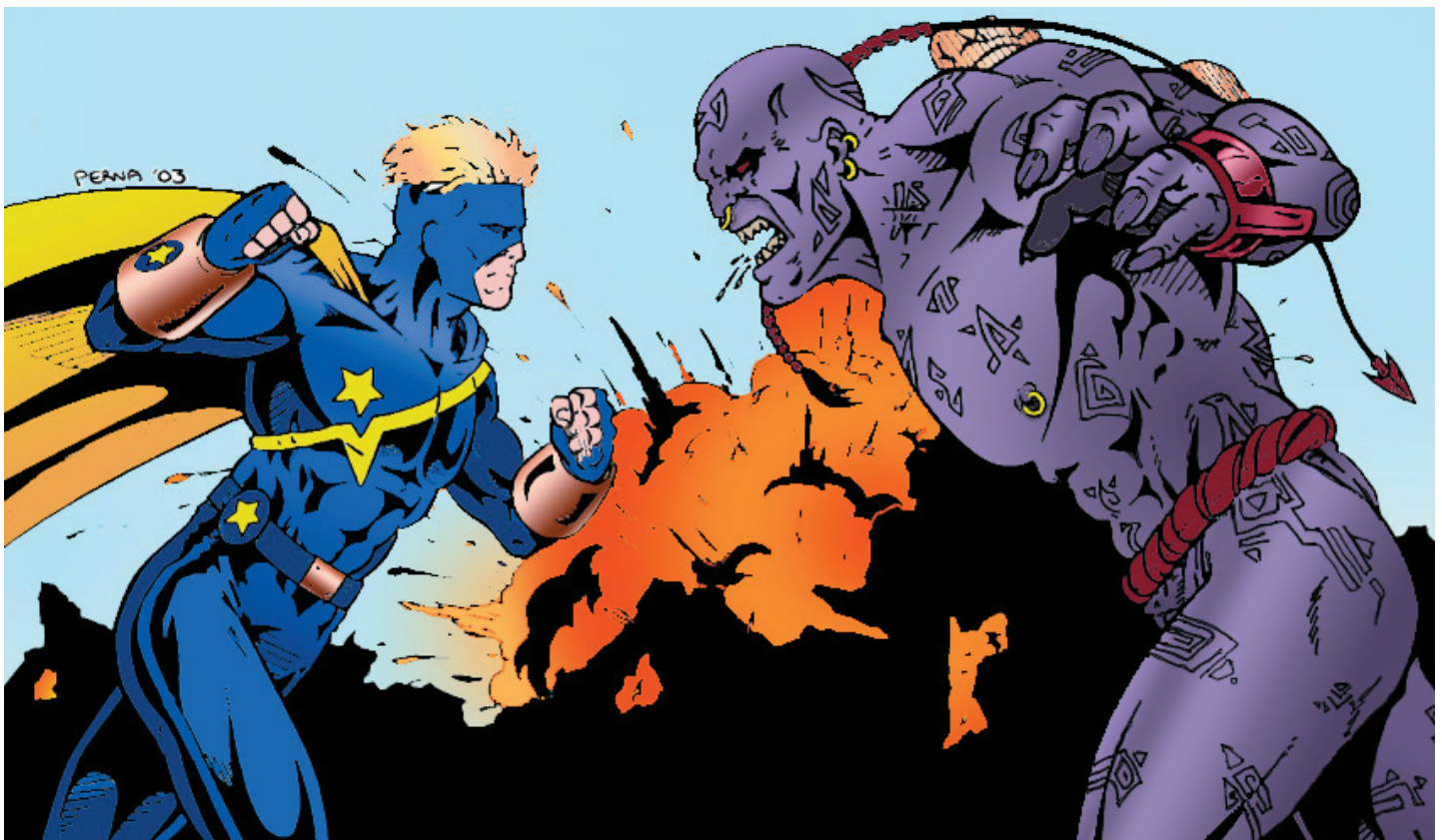
## ***THE TREATMENT OF SUPER HUMANS DURING THE COLD WAR***

The United States and Soviet Union approach the “problem” of meta-humans with very different philosophies and treatment of super humans is markedly different from the East to the West.

The United States makes an active effort to recruit super heroes into the military. Whether they are born with their powers, acquire them from accidents (or from government programs such as Project: Icarus), or gain them through mystical study; the United States desires to make use of such beings. Service is not *mandatory*, however. There is a strong vigilante tradition in United States super heroics and they have made little effort in enforcing anti-super hero laws since the time of Nixon. The United States’ NATO allies tend to take a similar view

of super humans, preferring to recruit them if possible but not draft them into service. In fact, often the NATO nations make use of part-time freelancers who perform government missions then go back to their normal lives of independent super heroes.

Life is considerably harsher as a meta-human in the Soviet Union. Russian-born meta-humans who voluntarily join the Warsaw Pact’s super soldier program are treated as royalty. They live lifestyles that are significantly better than most other Soviets and are equivalent to upper level party members. Those from satellite nations often have to prove themselves first but are also generally given the royal treatment. Super-human crime is somewhat lower in the Soviet Union due to the fact that most





are either pressed into the State's service or arrested (or possibly summarily killed) if they refuse to serve.

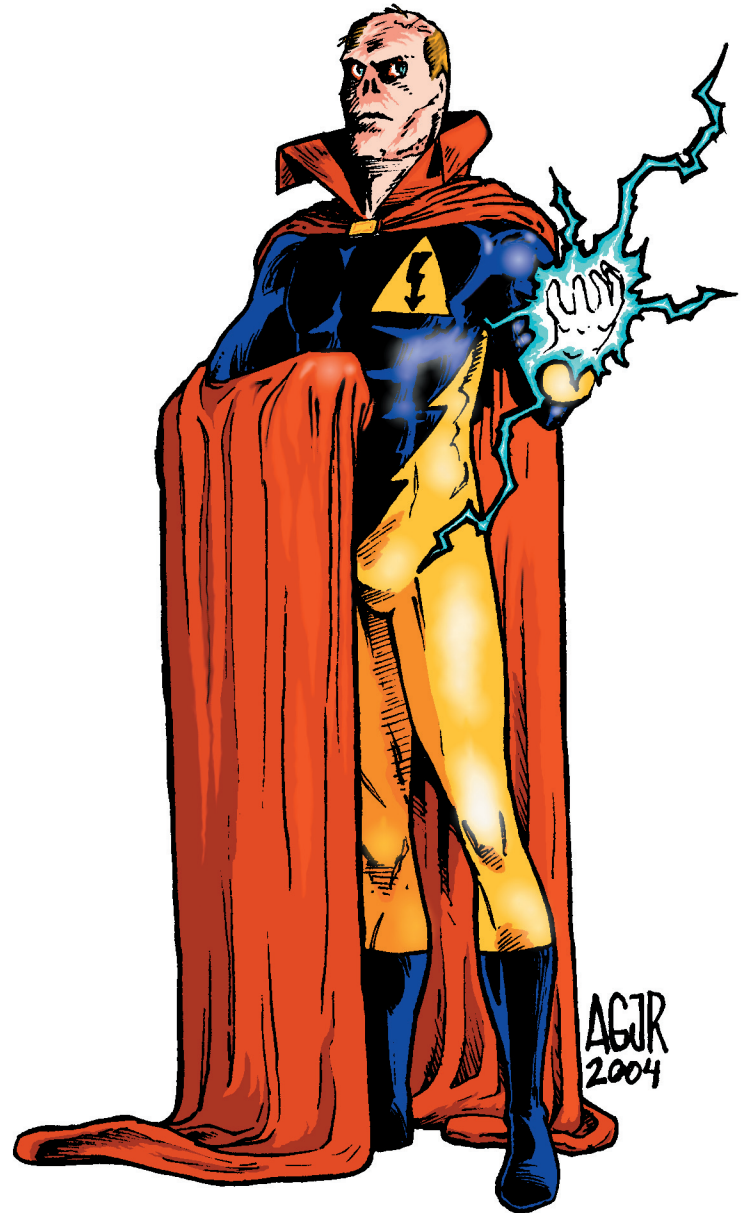
Those super humans in the Eastern Bloc that are unwilling to serve on government sanctioned teams are treated harshly. The KGB is willing to use any and all means to recruit super humans into their ranks and routinely resorts to methods like blackmail or kidnapping. Even peaceful meta-humans can be imprisoned or executed if they repeatedly refuse state service. This draconian approach led many meta-humans in the Eastern Bloc to become vigilantes or terrorists.

Super-powered vigilantes in the Soviet Union are hunted down mercilessly and (if caught) either "rehabilitated" into government service or killed by the agency that oversees most superhuman affairs, the Red Directorate.

## MAGIC

Neither the US nor the Soviet Union governments officially devoted resources to developing magical assets during the Cold War. The Soviets couldn't because of ideological conflicts; the Americans couldn't because of the outcry it would raise amongst its deeply religious populace. However, since the collapse of the Soviet Union and the end of the Cold War, it has been confirmed that magically empowered meta-humans served covertly on the super-soldier programs of both nations.

There was a conscious and vigorous effort on the part of the Soviet Bloc to downplay and, in some cases, even deny the existence of magic. On those occasions when government sponsored teams clashed with a magic based threats (holdout Nazi Thule Society sorcerers, rampaging oni in Tokyo, vampires, Atlantean sorcerers) an official disinformation campaign



would attempt to explain away the supernatural elements as psychically generated illusions, mass hallucinations or something similar.

Allies of both the super-powers had fewer qualms about using sorcery. The United Kingdom notably had an extensive and highly classified organization, the Stonehenge Agency, which employed magic-using agents and was specifically dedicated to monitoring and countering supernatural threats. France,

Mexico, Israel, India, Romania and Japan also had official magic programs during the Cold War.

Additionally, since the fall of the Iron Curtain, it has been revealed that (although there were official sanctions against it) rogue agencies in the governments of both the US and the USSR knowingly employed magic-using operatives. The National Security Agency in the US maintained a pool of sorcerers to assist with information gathering and crypto-analysis at its headquarters at Fort George G. Meade, Maryland. On a similar note, the Main Intelligence Directorate of the Russian Armed Forces General Staff (known more commonly by the initials GRU), a shadowy Soviet intelligence agency that was little known outside of analyst's circles during the Cold War, had no compunctions about employing mages to gain an edge in the competition with their institutional rival, the KGB. In one notable case, the GRU employed a neo-pagan spellcaster (Idunn) on the People's Revolution Auxiliary in East Berlin to keep tabs on a few KGB sponsored superhumans about whom they had suspicions.

American or Soviet super-soldiers with a magical origin for their powers will have felt persistent official pressure to cover it up and explain it away as a naturally occurring mutation. American supers who had refused to cover up the magic origin of their powers would have been drummed out of the force and might have faced public scorn - especially in the Midwest and Southern states. Soviet supers taking the same stand might have faced much more severe repercussions. Characters from allied nations serving with the NATO Alliance super-soldier team will not face official coercion but might be advised to "keep quiet about it" by the own government to avoid confrontation on the issue.

## ***SUPER-SOLDIER ARMS RACE***

After the emergence of the Iron Curtain, there were expectations among factions on both sides that their super-soldier programs would tip the balance of the stand-off in the Cold War one way or the other. With the American Project: Icarus and the Soviet Project: Hammer, both sides devoted substantial resources to feverish analysis of the remaining scraps of the Third Reich's notes on the Nazi's various super-soldier programs.

The Soviets had the most powerful being on the planet in the alien warrior Urielus (who chose the codename Battle Czar) who had adopted Russia as his homeland. Battle Czar's battles against the Nazi super-humans during WW2 were legendary and the US was more than a little nervous about how their team would fare if they ever had to face him. When Battle Czar was soundly defeated by the combined force of the Western Bloc super-team during the Cuban Missile Crisis it became obvious that neither side had an insurmountable edge in the super-soldier race.

Since, statistically, the Eastern and Western Blocs seemed to have an equivalent number of naturally occurring meta-humans, funding for both Project: Icarus and Project: Hammer was greatly increased in an attempt by both sides to shift the scales in their favor. However, neither East nor West was able to reliably create enough super-soldiers to give them a significant advantage (although both could intermittently produce handfuls of low to mid-level powered operatives - while killing many test subjects along the way.)





## ***BATTLE ARMOR TECHNOLOGY***

The US enjoyed an edge in the area of battle armor design thanks to the second Steel Commando's (Jack Washington Junior) engineering genius.

Under Washington's direction, the US military built a brigade strength force of mass produced battlesuits based on his designs that were more

heavily armored, more agile and packed more firepower than their Eastern Bloc opponents. Although the US and its allies enjoyed a definite edge in this arena for years, they were never too far ahead of their competition. Thanks to double-agents in the American military-industrial complex, the Shturmovik agency (the Soviet military directorate that fielded teams of power-armor clad commandos) was usually mass-producing battlesuits based on the latest US blueprints within a year or two of a new model being approved.

(One small historical note: Although America was the undisputed leader in battlesuit technology, Kenneth Richardson of Canada had been building highly advanced battlesuits that could hold their own against the American designs since the mid-1940s. His amphibious WW2 battle armor design - the Supermarine Spitfire (named in tribute to a Canadian built fighter) - was a fearsome adversary of the

German U-boats in the North Atlantic and of the Luftwaffe's Messerschmitts in the Battle of Britain. Richardson's designs tended to emphasize speed and maneuverability while the US battlesuits emphasized heavier armor and increased firepower.)

When Jack Washington Junior went rogue in the 1970s and became the super-villain General Venom, he destroyed the American arsenal of battle armor and left the US military with only sparse notes to attempt to rebuild from. Thanks to this setback, Soviet Union easily caught up with America in the ensuing decade. By the mid 1980s, the Eastern and Western bloc are roughly equal in terms of battlesuit technology. The Iron Ghost stealth armor and the massive Shturmovik BT-7 battle mecha are the pride of the Warsaw Pact while the New American Hoplite armor and the Canadian designed Avro Arrow battlesuits are vying to become the standard armor for the NATO Alliance.

## ***PSYCHIC ABILITY ENHANCEMENT***

While an early director of the CIA, Allen Dulles, considered psychic research to be a hugely expensive fool's errand and preferred that super-soldier funds be spent on Project:Icarus or on battlesuit technology, the GRU and KGB spent billions in researching technology that would enhance telepathy and other psychic powers. The work was done at Koltsovo, a closed Soviet science city where most classified projects dealing with bio-weapons and psychic technology were assigned. Due to this massive investment, for a period from the 1950s through the mid 1980s, the Soviets had a profound advantage in psychic power enhancing technology.

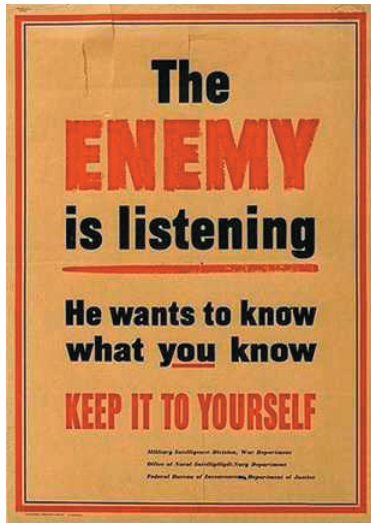
The Soviets created legions of psychics with artificially enhanced telepathy and mind-reading powers at Koltsovo. This gave the

Eastern Bloc an undeniable edge in espionage and contributed hugely to the effort to identify and recruit suitable double agents within the American intelligence community. Additionally, a handful of the Soviet's enhanced psychics developed a much higher range to their powers and that made them suitable operatives on the People's Revolution super-team.

The Soviet dominance in psychic enhancement ended when a Russian psychologist brought the complete schematics for the Soviets' latest psychic enhancement devices with him when he defected to the UK in 1984.



## INTELLIGENCE AND ESPIONAGE



The Western Bloc had great difficulties inserting agents into the closed society of Soviet culture and so tended to rely more on super-human and satellite surveillance for information gathering. The legions of defectors who fled from East to West over the years made up somewhat for this lack of human intelligence resources. However the Soviets had several double-agents masquerading as defectors in the mix to thoroughly confuse and distort the picture that the Western intelligence agencies had of the Warsaw Pact. Combined with the Soviets advantage in psychic enhancement technology and their ability (especially in the late Cold War) to turn several high ranking CIA

and FBI operatives into double agents, the USSR effectively defeated the US intelligence agencies analytical capability to the point where they missed very fundamental events (such as the movement of thousands of Red Army troops into Afghanistan) and were even completely blind-sided by the collapse of the Soviet Union.

The Soviet intelligence community had its own weaknesses - chiefly paranoia and a tendency to think in terms of over-arching conspiracies. During the later years of the Cold War, the KGB (under Yuri Andropov) was convinced that the Reagan administration was planning a preemptive nuclear first strike against the Soviet Union. The deployment of Pershing mobile missile launchers to West Germany, President Reagan's strident anti-Russian rhetoric and the announcement of the Strategic Defense Initiative (aka the Star Wars missile defense system) in particular convinced Andropov that such a plan was in place. The amount of resources and operatives (both mundane and super powered) dedicated to discovering and neutralizing this non-existent plan distracted the Soviets from the actual plans of the Western Bloc and prevented them from ever gaining meaningful insight into the leadership of the US and its allies.

### RECOMMENDED READING/VIEWING LIST FOR WARGAMES

*Wargames* is going for a very specific feel: heroic, larger than life adventure with the background of international intrigue or conflict such as the Cold War. Here are a few comics and movies that capture a similar tone.

**Comics:** *Checkmate* Vol 2. (i.e. the Greg Rucka run), *Ultimates 2*, DC's Elseworlds *Red Son* series and Ed Brubaker's work on the fifth relaunch of *Captain America*

**Movies:** *Red Dawn*, *Iron Eagle II*, *Rocky IV*, *Red Heat*, *Red Scorpion*, *Thunderball*, *the Spy Who Loved Me*, *Octopussy* and *For Your Eyes Only*

## META-HUMAN TIMELINE OF THE 20<sup>TH</sup> CENTURY

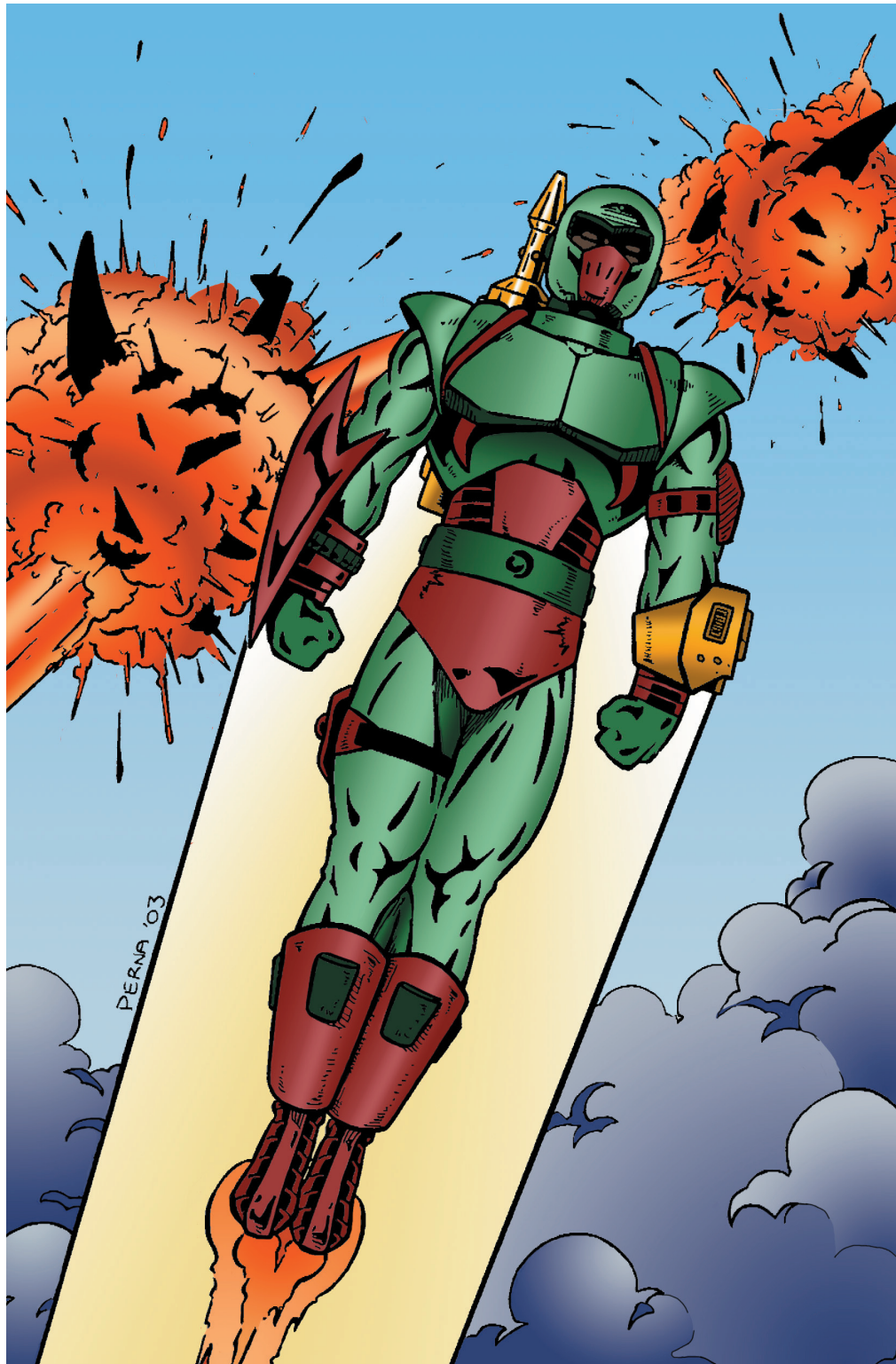
This timeline is intended to provide context, inspiration and possible adventure hooks. It draws from the history of the 20<sup>th</sup> Century (with an emphasis on the Cold War), but is by no means intended as a thorough, scholarly or even vaguely realistic history.

### 1937

Concerned about a rising tide of organized crime in the US and looming threats abroad, genius inventor Jack Washington creates the Steel Commando suit of power armor and becomes the first battle-suit wearing hero of the modern age.

### 1938

The Bio-Blitz program is started by the Nazis to find ways to unlock hidden mutations and create more super-soldiers. The Thule Society of has a sub-program under this called the Übermensch process that involves a synergy of biology and sorcery to create super-soldiers.





## 1939

Germany and the Soviet Union sign a non-aggression pact.

Germany Invades Poland. In response, France and the British Commonwealth declare war on Germany.

## 1940

In an effort to get an advantage over the Nazi intelligence apparatus, the British and US intelligence communities hand picked the most ambitious, cunning, and ruthless agents from their various agencies to create Project:

Omni - an autonomous agency with a large, privately financed budget and extensive ties to the criminal underground in Europe and North America.

In an early victory, Project Omni agents kidnap one of the scientists involved in the Bio-Blitz program and bring him back to England for interrogation. The Nazi only gives them partial descriptions of the Bio-Blitz and Übermensch procedures before he commits suicide in his cell. Both the US and Britain begin feverish super-soldier research programs based on these incomplete notes.

German tanks and infantry push through the Ardennes and into France. German Bio-Blitz forces (including the famed Eugenics Brigade) see heavy use in this action.

After being defeated by German forces, hundreds of thousands of British and French troops are evacuated from the beaches of Dunkirk.

France surrenders.

## 1941

Britain consolidates the various super-soldiers under the control of differing agencies and branches of the military into one unified group dubbed the Home Guard under the direct administration of Winston Churchill. John Bull - the ironically code-named British RAF pilot who was mutated into a super-human minotaur during an MI6 experiment with the Übermensch serum - becomes the team's field leader.

Stalin becomes aware of the presence of a super-powered alien in the Soviet Union. After covert attempts to assassinate him are unsuccessful, he recruits him into the service of the Red Army and dubs him Battle Czar. The People's Revolution, a team for Soviet super-



humans, is founded shortly thereafter.

Germany invades the Soviet Union.

Japan bombs Pearl Harbor. The US declares war on the Axis Powers.

## 1942

Red Army troops capture a Thule Society cultist in a German HQ during the Battle of Stalingrad. They force him to perform the Übermensch process on a Russian volunteer who becomes the super-soldier Red Hammer. The cultist commits suicide immediately after the ceremony. Red Hammer eventually becomes the leader of the People's Revolution.

America founds the Freedom Alliance team as a catchall for US and Allied super-heroes not affiliated with the Home Guard or Vigilance Force. The two teams frequently collaborate on missions. Old Glory, the only survivor of the American experiments with the Übermensch process, leads the Freedom Alliance.

After reading reports of the Steel Commando in action, Stalin orders the founding of the Shturmovik Agency to research and develop similar battle suit technology.

## 1945

Russian and American forces race to capture Nazi scientists involved in the Bio-Blitz and Übermensch programs. The notes from the Übermensch program are scattered and often illegible. It will take the Allies decades to realize that there was a magical component in the Übermensch equation. Research into the Bio-blitz process (by Project: Icarus in the US and Project: Hammer in the USSR) is more successful creating several low and mid-level meta-humans throughout the Cold War



- although the process is more often than not deadly to the test subject and even non-lethal results are highly variable.

Berlin falls. Hitler is found dead by suicide in his bunker. Berlin is partitioned in American, Soviet, English and French districts while Germany is effectively partitioned into American and Soviet zones of control.

The US drops atomic bombs on Nagasaki and Hiroshima.

Japan surrenders. World War 2 ends

## 1946

Philanthropic Harmony Association for National Treaties, Order, and Militarism (or simply



P.H.A.N.T.O.M.). P.H.A.N.T.O.M. is created from Project Omni as the agency's leaders involved realize what sort of power they wield. P.H.A.N.T.O.M. is devoted to preventing future wars by instilling a one-world government with itself at the head.

## 1947

Truman begins to shape Cold War American policies in earnest. He authors the "Truman Doctrine", setting the US policy of "containment". This Doctrine first set forth the "Domino Theory", and argues that the free nations of the world must do everything in their power to contain the Communist Bloc to its current borders.

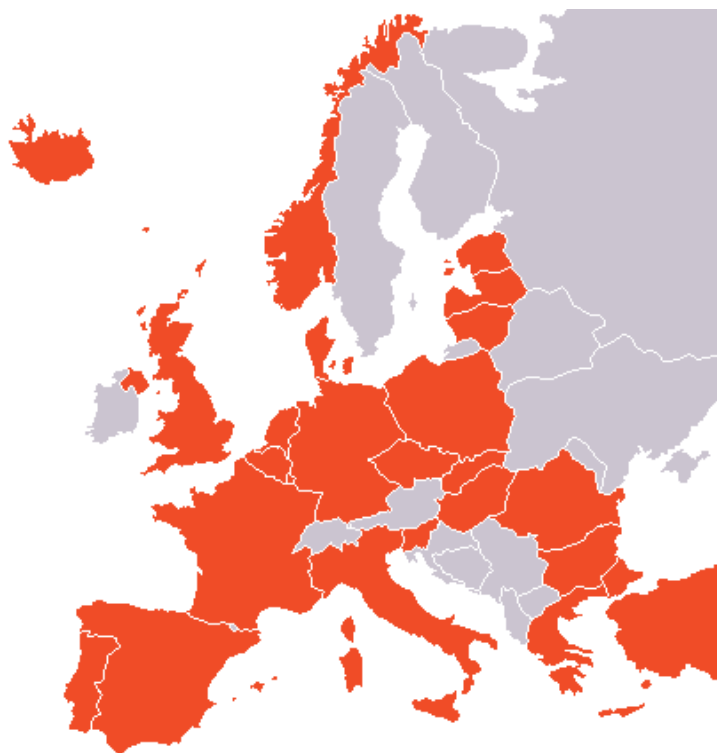
Truman authors the National Defense Act, creating the Department of Defense and the

Central Intelligence Agency.

## 1948

In one of the first overtly hostile acts of the Cold War, the Soviets cut off the road and railway access that the Western Allies use to supply their sectors of Berlin. The 'Berlin Blockade' (as it was dubbed) is designed to get the Allies to withdraw their forces from West Berlin, giving the Soviets complete control of the city. The western Allies begin a massive airlift operation to keep the city supplied. The Soviets respect the agreed upon air corridors out of fear of sparking WW3. 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.





## 1949

The North Atlantic Treaty Organization, NATO, is founded. The Commander of NATO is granted authority to call on the Freedom Alliance; the only person other than the US President and the Prime Minister of England ever given this authority.

As the Berlin Blockade nears its conclusion, Freedom Alliance and Home Guard members engage in a series of covert operations - spirited scientists and dissidents out of East Berlin and East Germany.

A second contingent of the Freedom Alliance is established for the purpose of providing a permanent super-soldier presence in West Berlin.

The Soviet Union successfully detonates its first atomic device in Kazakhstan.

## 1950

War erupts along the 38th parallel between North and South Korea. As North Korean forces push deep into South Korea, President Truman sends the Freedom Alliance in to hold the line until American Troops can arrive on the scene.

Joint UN-South Korean counteroffensive begins quickly driving North Korean forces back across the 38th parallel. Believing the victory was close at hand, Truman deployed the Freedom Alliance main team to help quell the Jayuya Uprising in Puerto Rico which is led by group of Puerto Rican mutants called the Sons of Bolívar (los Hijos de Bolívar).

The People's Republic of China invades Tibet, which it claims as a historical part of China.

## 1951

North Korea counter-attacks Allied forces with Chinese assistance and a brigade of massive combat robots supplied (covertly) by the Shturmovik agency of the Soviet Union. Over the next month, the front line is pushed back to the 38<sup>th</sup> parallel.

The Freedom Alliance primary team is redeployed to Korea with the mission of knocking out the giant battle robots that have given North Korea a seemingly insurmountable advantage.

Mohammed Mussadegh becomes Prime Minister of Iran. Backed by the Arab Nationalist Front, he seizes and nationalizes Iran's Oil Industry.

## 1952

General Dwight D Eisenhower elected President of the United States.



## 1953

The Korean War ends. In a treaty that pleases no one, the 38th Parallel is made the permanent border between North and South Korea.

In retaliation for his purges, Battle Czar assassinates Joseph Stalin. (The true cause of his death is highly classified although rumors have leaked out that hint at the truth.) The removal of Stalin precipitates a major power struggle within the Soviet Union.

Mohammed Mussadegh, leader of Iran, is overthrown in a CIA-sponsored coup. The Shah is restored to power, and Western interests once again control Iran's oil industry. The Shah begins to attempt to modernize Iranian society, a move that enrages conservative Arab elements in his society.

A Central European nation, Ruritania avoids becoming a satellite of the Soviet Union when it is conquered overnight by P.H.A.N.T.O.M. A super-powered task force led by the first Steel Commando tasked with liberating the nation ends in failure and death of most of the operatives. The son of the Steel Commando, Jack Washington Jr. vows to follow in his father's footsteps.

## 1955

The Soviet Union organizes the Warsaw Pact as a response to Europe's NATO. The People's Revolution establishes an East Berlin Auxiliary so that there can be a permanent communist super-soldier presence in the German capital.

## 1956

Soviet infantry and tanks (with the backing of the People's Revolution super-team) put down a rebellion in Hungary. During the fighting in



Budapest, a Soviet super-soldier (Revolutionary Fire) is killed by an unidentified Hungarian meta-human.

The Freedom Alliance primary squad stands ready in Italy, awaiting orders to reinforce the Hungarian dissidents. Eisenhower, fearing global war, never gives them clearance to go in.

The CIA sponsored revolt against Chinese occupation forces begins in Tibet. Eisenhower refuses to authorize use of super-soldiers in the Tibet conflict.

## 1957

The Soviet Union launches Sputnik, the first man-made object to orbit the earth. This is a massive propaganda victory for the USSR sets off a panic in the US government. The result is a massive increase in government spending defense and scientific research. Both NASA and Advanced Research Projects Agency (later renamed the Defense Advanced Research Projects Agency) are founded in response to Sputnik and government spending on science and education is greatly increased.



## 1958

The power struggle over who will succeed Stalin is resolved. The conflict, which, at its height, saw two elements of the People's Revolution actually fighting each other in the streets of Moscow, had taken a heavy toll on morale at all levels in the Soviet Union. Battle Czar (who had sat out the power struggle because of his desire not to be seen as a kingmaker) finally is pressured by the Supreme Commissar (the leader of the Soviet super-soldier program) into ending the conflict by choosing to back a successor. With the support of Battle Czar, Nikita Khrushchev becomes the new leader of the Soviet Union.

Communist China begins shelling the Quemoy islands in the Taiwan Strait in an effort to capture them from the Republic of China. President Eisenhower orders US Naval forces in the area to protect Taiwanese shipping lanes

and secretly supplies the Taiwanese air force with advanced munitions. Members of the Freedom Alliance were deployed to a US Navy battle group in the Taiwan Strait. The Freedom Alliance fights a skirmish against Communist Chinese forces equipped with Soviet Shturmovik battle armor that were attempting to sabotage several US warships - however this battle is kept highly classified for decades to avoid escalating the conflict.

## 1959

The first signs of Sino-Soviet split develop when Khrushchev and Dwight Eisenhower attend a summit aimed at decreasing Cold War tensions and ushering in an age of détente. China is alarmed by what Mao Zedong sees as the Soviet Union softening towards the West and retreating from a revolutionary, confrontational position.

Khrushchev refuses to help Communist China develop nuclear weapons and suspends assistance to the Chinese super-soldier program - reneging on a previous agreement.

China deploys its first super soldiers, the Red Guardsmen, to Tibet. The CIA supported resistance in Tibet collapses. The Dalai Lama and the Tibetan government flee to India to escape capture by Chinese forces.

## 1960

An American U-2 spy plane is shot down over the Soviet Union. This crisis preempts a planned conference in Paris between Eisenhower and Khrushchev to discuss resolving tensions over Berlin. After this incident, the US relies exclusively on super-humans or satellite imaging for reconnaissance of the Soviet Union.

At an international Communist conference in Romania, the Sino-Soviet rift becomes more pronounced when the Chinese delegation



denounces Khrushchev as a tyrant and a capitalist and Khrushchev responds by calling Mao a fascist.

John Kennedy defeats Eisenhower's Vice-President Richard Nixon to become President.

Jack Washington Jr. (son of the original Steel Commando) becomes the second Steel Commando when his power armor outperforms every other design being considered. Washington is assigned to the Freedom Alliance and fought for his country with a patriotic fervor that actually dwarfed his father's own.

## **1961**

The "Bay of Pigs Invasion" - a CIA plot to overthrow the government of Cuba, fails disastrously. Kennedy is rebuked for refusing to send in the Freedom Alliance to support the operation.

Cosmonaut Yuri Gagarin became the first (non-powered) human in space when he orbited the Earth in the Vostok 3KA-2 space capsule.

Khrushchev demands that Western powers leave Berlin immediately.

Rapid construction efforts begin on the Berlin Wall after Khrushchev's ultimatum fails to intimidate the Western Allies into leaving the city. Tensions mount. At one point, American and Soviet tanks were engaged in a stand-off at Checkpoint Charlie in before diplomatic efforts defused the conflict.

Ruritania reveals that it has nuclear weapons - ratcheting up the intensity of the arms race on the European continent

In a move intended to distract and sap China's resources, the Soviet Union's super-soldier

agency, the Red Directorate, begins providing covert and unauthorized support to the Tibetan separatist movement. This includes equipping them with advanced weapons and the use of Project: Hammer technology to create mid-level meta-humans.

## **1962**

In response to Castro's fears about an impending American invasion, Khrushchev orders the installation of Soviet nuclear missiles to Cuba as well as the creation of a new contingent of the People's Revolution super-team that will be based permanently in Havana. After the CIA uncovered evidence of secret construction of missile bases and the deployment of super-soldiers to the island nation, Kennedy imposed an embargo against Cuba and a tense stand-off between the 2 super-powers ensued. In the end, the Soviets agreed to remove the missiles and the super-soldiers in return for a promise from the US to not to invade Cuba and to remove missiles from Turkey.



During the Cuban Missile Crisis, a skirmish occurs between members of the Freedom Alliance and members of the People's Revolution just outside of the Guantanamo Bay Naval Station. It ends in the humiliating defeat of Battle Czar. The battle is kept classified until the 1970s.

P.H.A.N.T.O.M.'s activities move the UN to create a countering force: the multi-national global defense initiative known as the Foundation for World Harmony. It is an organization with broad powers to fight against planetary threats, it is one of the most well funded and powerful groups in the planet. Simultaneously, it is an organization dogged with corruption and scandal. Worse, it fights a never-ending battle against politicians attempting to blunt its effectiveness.

The Soviet Union backs India during a brief war with the Communist China. The Indian meta-human Kali kills several members of the Chinese super-team, the Glorious Workers' Righteous Force, during a notable border conflict.

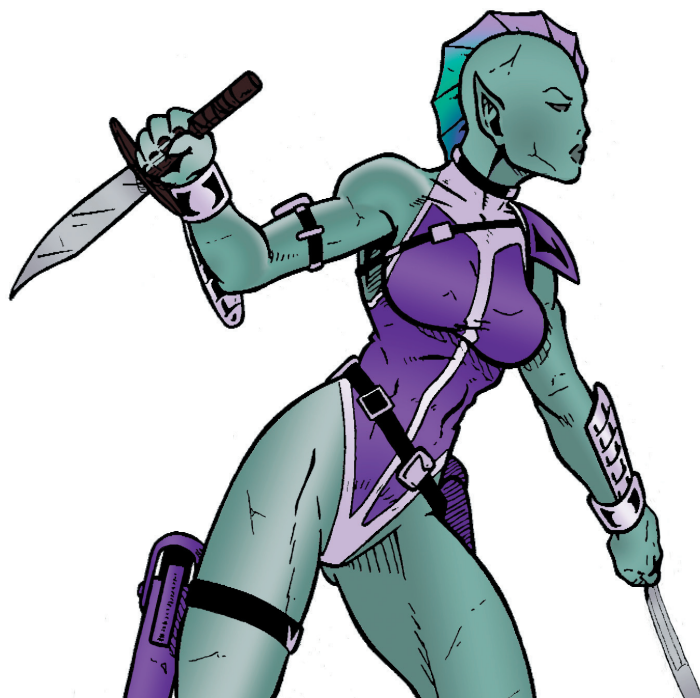
## 1963

Shortly after the completion of the Berlin Wall, John Kennedy gives a speech designed to underscore the support of the US for West Berlin. From the balcony of the Rathaus Schöneberg (the makeshift city hall of West Berlin), Kennedy said: *Two thousand years ago the proudest boast was civis Romanus sum [I am a Roman citizen]. Today, in the world of freedom, the proudest boast is 'Ich bin ein Berliner'... All free men, wherever they may live, are citizens of Berlin, and, therefore, as a free man, I take pride in the words 'Ich bin ein Berliner!'*

John F Kennedy was assassinated in Dallas, Texas. Lyndon B Johnson sworn in as President. Rumors of Russian superhuman involvement

persist for decades.

The USS Thresher sinks off the coast of Cape Cod. Investigation reveals this as the first strike by the Deep Dwellers - a rogue Atlantean radical group - in their terrorist war on the surface world. After a Soviet sub is sunk, a combined task force of the People's Revolution and the Freedom Alliance undertakes a joint counter-strike against the Deep Dwellers main enclave in the Rockall Trough in the North Atlantic. This is the first example of official cooperation between the usually hostile super-teams.



## 1964

After an attack on several destroyers in the Gulf of Tonkin, Congress passes the "Tonkin Resolution", which gives President Johnson authority to take "all necessary measures" to protect American interests in the region.

China detonates its first nuclear device in Lop Nor.



Chairman Mao Zedong asserts publicly that there has been a counter-revolution in the Soviet Union and the nation is now effectively a capitalist/fascist state. From this point on, there are two competing (and often clashing) factions in the international communism movement. Maoist factions (supported by China) openly clash with Marxist/Leninist factions throughout Africa, Asia and in Palestine. Several battles between the People's Revolution and the Glorious Workers' Righteous Fury (the Chinese super-team) occur throughout the 60s, 70s and 80s.

Tibetan separatist groups deploy a squad of meta-humans called the Snow Lions to destroy several government buildings in Lhasa. Communist China responds with a harsh crackdown on the civilian population. The Tibetan government-in-exile condemns the acts of violence by both sides.

## 1965

Fearful of setting off a global conflict, the Soviet Union does not officially deploy the People's Revolution in the Vietnam conflict - but does support North Vietnam by secretly supplying them with advanced power armor from the Shturmovik agency and war supplies. Still enraged over his defeat during the Cuban Missile Crisis of 1963, Battle Czar mounts several unauthorized missions, clashing with members of the Freedom Alliance on numerous occasions.

A rash of Soviet and US nuclear submarines disappear in the Pacific. Independent investigations by the People's Revolution and the Freedom Alliance uncover an undersea base that has been hijacking the submarines, stealing their missiles and holding the crews hostage. The bases are run by Imperial Phoenix, a Japanese organization (with covert assistance from rogue elements in the Japanese Defense



Force) that was building its hijacked stockpile of nuclear arms with an aim to launch a nuclear strike on the US in revenge for Japan's defeat during WW2. A joint effort by the two super-teams ends Imperial Phoenix's plans and rescues the captured sailors and missiles.

Mao Zedong, leader of China, launches the Cultural Revolution with the ostensible goal of preventing a counter-revolution. (Many historians see this as a move by Mao to marginalize political rivals and shore up his own grip on power.) The Cultural Revolution lasted through the 1970s, led to waves of purges and caused significant social and economic upheaval in China. Some military historians believe that purges greatly weakened the Chinese super soldier program for decades.

## 1966

As a counter to the Viet Cong's use of advanced power armor (covertly supplied to them by the Shturmovik agency), President Johnson devotes the entire Freedom Alliance main team to the Vietnam War. The super-team is effective at negating the advantage the power armor gives the VC on the battlefield and successfully interdicts several shipments of advanced weapons on the Ho Chi Min Trail. Old Glory, the Steel Commando and their team bristle under what they feel are restrictive rules of engagement that were put in place at the insistence of Johnson because of concerns about escalating the conflict into a war with China or the USSR. The Freedom Alliance feels

they're not being allowed to be fully effective. As a team, they lodge a formal complaint with the chain of command but make no public protest.

## 1967

Anti-War protests in the US become more common and more violent. The peace movement grows exponentially.

During the height of the Cultural Revolution, a Chinese student group known as the Red Guards surrounded the Soviet Union's embassy in Beijing to protest issues regarding the Chinese/Soviet border and "the counter-revolutionary and capitalist nature of Soviet communist thought". The People's Revolution was called in to safely evacuate all unnecessary diplomatic staff and a battle broke out when the Chinese super-team (the Glorious Workers' Righteous Fury) attempted to stop them from entering the embassy. A prolonged battle was fought between the teams with the People's Revolution ultimately winning.

In the Six-Day War Israel defeats the armies of Egypt, Jordan and Syria and gains territory in the Sinai Peninsula, the Gaza Strip, the West Bank, East Jerusalem and the Golan Heights. Arab leaders ascribe Israel's rapid victory to the covert involvement of American and British meta-humans. In fact, the Freedom Alliance and Home Guard super-teams were stationed in Vietnam and Northern Ireland respectively at the time - but the belief that these super-soldiers secretly aided the Israelis is widely accepted in the Arab world.

## 1968

In order to force South Vietnam to take part in peace negotiations, President Johnson halts bombing operations in North Vietnam and





recalls the Freedom Alliance. Old Glory, leader of the team, files another formal letter or protest with his chain of command. Privately, Old Glory says that he feels the US is betraying South Vietnam.

In response to a loosening of governmental control, democratization and an expansion of personal rights in Czechoslovakia (an called the 'Prague Spring'), the Soviet Union sent thousands of Warsaw Pact troops, tanks and the People's Revolution to occupy the country. As during Hungary in 1956, the Freedom Alliance team was on standby but was never committed. (Czechoslovakia remained occupied by Soviet forces until 1990)

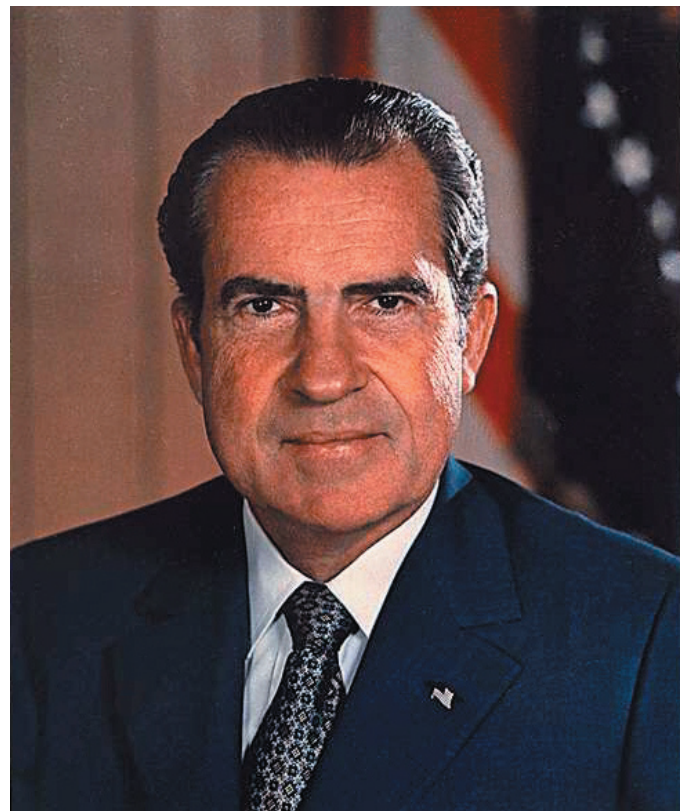
Leonid Brezhnev articulates the Brezhnev Doctrine (which was conceived as a rationalization for Soviet actions in response to the Prague Spring and went on to become the de facto foreign policy of the Soviet Union throughout much of the later Cold War period). In a speech at the Fifth Congress of the Polish United Workers' Party, Brezhnev said: *"When forces that are hostile to socialism try to turn the development of some socialist country towards capitalism, it becomes not only a problem of the country concerned, but a common problem and concern of all socialist countries."*

Tensions heated up regarding the placement of the Chinese/Soviet border as Communist China sought to reopen old grievances from the Czarist era treaties that defined it. The Soviet Union massively increased their troop deployments along the Chinese border.

The Globalist holds a press conference in Switzerland and announces himself to the world as: *"the superhero that will end nationalist strife and unite the world in peace and brotherhood."* He challenges both Battle Czar and the Steel Commando to public one on

one combat to draw attention to his cause. He is defeated in both matches.

The Tibetan separatist super-team, the Snow Leopards destroys several landmarks around Beijing. The Chinese super-solder force, the Glorious Workers' Righteous Fury, is deployed to Tibet with the mission of eliminating the resistance movement and its meta-human defenders.



## 1969

Richard Nixon is inaugurated as the 37th President of the US.

Skirmishes break out between the armed forces of the USSR and Communist China along the Ussuri River on the Chinese/Soviet border. The People's Revolution and the Glorious Workers' Righteous Fury are both deployed to

the area and fight several inconclusive battles. Preparations are made on both sides for full nuclear confrontation between China and the USSR.

The Tibetan Resistance Movement, and their super-team the Snow Leopards, destroy several military outposts and drive Chinese Army forces (along with ethnic Han Chinese civilians) from the area around Shigatse. They declare this area the Free Liberated Republic of Tibet. (The Glorious Workers' Righteous Fury super-soldier team has been redeployed to the conflict along the Soviet border and could not be deployed to Tibet for several months.)

Neil Armstrong becomes the first (non-super-powered) man to walk on the moon.

The Soviet Union and China step back from the brink of nuclear war and secret low-level talks commence regarding their disagreements. A modicum of diplomacy resumes between the nations but their overall attitude remains mutually hostile.

## 1970

Previously considered something of a laughingstock, the anti-nationalist meta-human Globalist and his UNITY organization earn fear and respect on the world stage when they launch several coordinated terrorist attacks - wiping out a covert American military base in Columbia and sinking a Russian submarine in the North Atlantic during the same day.

After observing the Communist superteams in action during the conflict between China and the USSR, CIA analysts write a classified report declaring that the US super-soldier forces are under-powered by comparison. The United States ramps up its meta-human develop program (Project Icarus) and begins massive human testing of genetic research derived from the surviving notes on the Nazis Bio-Blitz process. Many civilian trials are conducted without the patient's knowledge. In response, the Soviets similarly increase their funding to Project Hammer.

At Kent State in Ohio, 4 college students are killed and 9 wounded when National Guard troops open fire on a group of protesters (and bystanders) at a demonstration against the US invasion of Cambodia. Murder charges against the soldiers who opened fire on the unarmed crowd were dismissed.

Mao Zedong, leader of Communist China, quietly seeks to warm relations with America.

Chinese super-soldier forces defeat the Tibetan rebels who have occupied the city of Shigatse. Roughly half of the Tibetan meta-humans are killed in this conflict.





## 1971

The Glorious Workers' Righteous Fury is fractured during the power struggle between Mao Zedong and Mao's hand-picked successor, Ling Biao. When Biao's attempted coup is defeated, the members of the Chinese superteam who had sided with him were arrested and executed.

While attempting to escape to the Soviet Union following his failed coup attempt in China, Ling Biao's plane goes down under mysterious circumstances in Mongolia. His death and attempted coup is kept a secret in China for over a year. Two Chinese super-soldiers who were accompanying Biao survive the crash and are taken into custody by the Soviet Union.

During a stalemate of secret negotiations with North Vietnam, Nixon ordered the Freedom Alliance to be deployed again to Vietnam to increase pressure on the North Vietnamese to return to the negotiating table. Old Glory and several members of the Freedom Alliance (still angry at not being able to "fight to win" during their previous deployments) resent being used as political bargaining chips and refuse to go. The second Steel Commando leads the rest of the team in their second Vietnam deployment while Old Glory and the other hardliners face court martial.

## 1972

Richard Nixon becomes the first US President to visit Communist China.

Old Glory and several other members of the Freedom Alliance are found guilty of treason and disobeying a direct order to deploy to Vietnam and are sentenced to Leavenworth Federal Penitentiary.

Five members of President Nixon's staff are arrested breaking into Democratic National Committee offices at the Watergate hotel and office complex in Washington D.C. The ensuing investigation uncovers evidence corruption and abuse of power at the highest levels of the Nixon Administration.



## 1973

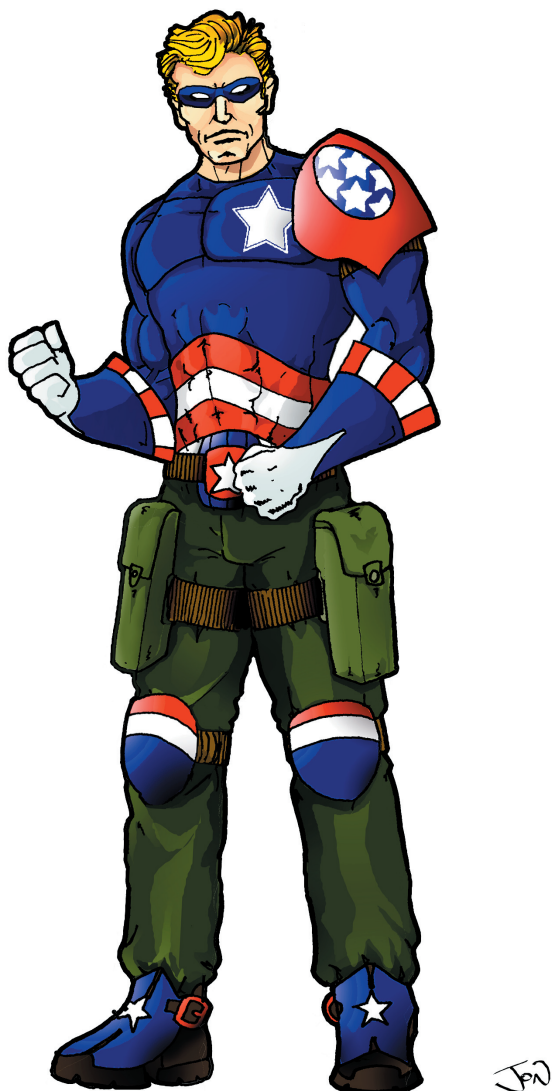
The Paris Peace Accords of 1973, intended to establish peace in Vietnam and an end to the Vietnam Conflict, ended direct U.S. military involvement. The US makes promise to South Vietnam to provide financial and material support to their military as well as guaranteeing air support in the event of North Vietnamese aggression. America starts the process of withdrawing its troops from Vietnam.

The second Steel Commando leads the Freedom Alliance to victory over the ancient vampire Dracula. The vampire had masterminded a conspiracy to set off a nuclear war by manipulating politicians and generals on both sides of the Cold War. The endgame was that the Vampire Nation would survive the nuclear winter and then could openly rule over the

ashes. During the battle, the King of the Vampires is buried under a massive landslide in the Carpathians and remains entombed there for over 10 years.

The US Senate Watergate Committee begins hearings regarding allegations of criminal misconduct in the Nixon Administration.

The Globalist and a UNITY terrorist squad stage a daylight assault on the United Nations Headquarters in New York City. The goal is to kidnap the assembled delegates and hold them for ransom. He is defeated by the Freedom Alliance but escapes.



## 1974

Deeply concerned about the infiltration of P.H.A.N.T.O.M. operatives into the US, the Steel Commando founds the House of Serpents organization as a “covert citizen’s militia” to combat P.H.A.N.T.O.M. infiltration in the US.

The Steel Commando goes public with evidence he gathering during his own investigation that exposes Richard Nixon as a deep-cover agent of P.H.A.N.T.O.M. on a mission to demoralize and destabilize the US from within.

Nixon commits suicide before he can face trial.

Given the revelations regarding Nixon, Gerald Ford pardons Old Glory and the other members of the Freedom Alliance who were convicted of treason and reinstates them to their previous rank.

## 1975

Under intense public pressure, Congress fails to appropriate the funds to support South Vietnam’s military. In April, Saigon falls to North Vietnamese and Viet Cong forces

Announcing that he considers the US government too corrupt to reform, the disgruntled Steel Commando assumes the identity of General Venom and declares his intention to use the House of Serpents to overthrow the United States government so that a new regime that more closely adheres to the Constitution can be instated. He announces his plans in letters sent to several major newspapers and then goes underground.

Dr. Johann Deisenhofer, one of the key scientists behind the 3rd Reich’s Bio-Blitz super-human program is found dead when Israeli Nazi-



hunters raid his office in Caracas, Venezuela. Deisenhofer has been dead for weeks by the time the Mossad agents find him and his office has been ransacked of any useful information on the Bio-Blitz process. Suspicion falls on his assistant Hamid Taheri, an Afghani medical student at the university in Caracas who left the country suddenly several weeks earlier for Libya.

**1976**

Jimmy Carter is inaugurated 39<sup>th</sup> President of the US.

The British hero John Bull defeats an IRA meta-

human with the codename of 'the Fennian' when he launches an attack on 10 Downing Street in an attempt to assassinate Prime Minister James Callaghan. MI5 agents sifting through the Fennian's apartment later find documents indicating that he had recently undergone a variation on the Bio-Blitz process administered by an Afghani doctor named Hamid Taheri at a terrorist training camp in Libya.

On the Bicentennial of the US, General Venom attempts a coup. He leads an amphibious force of House of Serpents troopers out of the Potomac River into Washington D.C. where they are reinforced by rogue elements of the US military loyal to him. Before he can reach the White House, Venom and his force are defeated by Old Glory and a division of loyal troops.

The Great Tangshan Earthquake (measuring 7.8 on the Richter scale) completely flattens the city of Tangshan in the Hebei province in Northern China. It is the deadliest earthquake of the 20<sup>th</sup> Century with an official government death toll of approximately 240,000 and a more realistic unofficial death toll about three times that figure. China refuses all offers of foreign aid (including offers to deploy the American and Soviet super-teams to help with the aftermath.) The Glorious Workers' Righteous Fury is deployed to Tangshan to assist the People's Liberation Army with the recovery efforts and spends several months there.

Mao Zedong dies. Hua Guofeng succeeds him as leader of Communist China. With Mao gone, the Cultural Revolution is considered over and forces that were opposed to its harsh policies come to power.

**1976**

In the spirit of détente, President Carter proposes that the UN establish the United

Nations Meta-Human Security Force; a UN sanctioned super-team made of a rotating roster of meta-humans from the permanent members of the Security Council. The proposal is accepted and the UNMSF is established with members serving 6 to 12 month stints on the unified super-team.

The 10-Day War is fought between Israel and Palestine. In the largest meta-human action since WW2, a brigade of Palestinian meta-humans launch a series of coordinated attacks on Israel. The Israeli Defense Force responds by deploying a previously secret force of soldiers wearing power-armor that appears to be closely modeled on the battle suit of former American super-hero Steel Commando. At the end of the conflict the borders of Israel had been pushed back to their pre-1964 locations. Palestine publicly states that they have the capability to create more super-soldiers (or super-martyrs as they are termed by the media) at any time. (Based on observing Palestinian super-soldiers in the field, analysts suspect that Palestine has acquired Dr. Taheri's flawed Bio-Blitz technology.) Relations between Palestine and Israel remain in a tense state of détente for decades.

Following the 10-Day War, a joint investigation by the NSA and CIA reveals that Israel has formed an alliance with the House of Serpents and this is how they obtained the blueprints for the Steel Commando armor. A major diplomatic rift develops and the US breaks off diplomatic ties with Israel. Relations are not normalized for over a decade.

In a major propaganda victory for the West, a long-standing member of the People's Revolution super-team, Sovi-Ape, defects during a covert mission in Western Europe and later settles in the United States.



## 1978

A dispute flares up between Communist China and Japan over the territoriality of the Senkaku Islands (also called the Diaoyu Islands), a cluster of barren islets north of Taiwan and south of the Ryukyu Islands. The conflict escalates into a battle between the Chinese meta-human the People's Elementalist and the Japanese Defense Force's super-powered operative, Kusanagi.



After accusations by the UK and Israel and investigation by the UN (and covert investigations by the US, China and the USSR), Libya denies any involvement in covert meta-human creation programs and denies any knowledge of the whereabouts of Hamid Taheri.

After having been underground for several years rebuilding (with covert help from the Soviet Union's Red Directorate) the Tibetan Resistance Movement (the TRM) deploys a team of super-soldiers called The Liberation Squad. The group announces their existence to the world by carrying out several coordinated acts of meta-human terrorism against Chinese military and civilian targets in China and Tibet with a 24 hour period. In response, China deploys additional troops and its super-team to Tibet.



## 1979

The Ayatollah Khomeini seizes power in Iran. The Shah flees to the United States. In the aftermath, the United States Embassy is seized and over 60 hostages are taken. The Freedom Alliance is deployed and the hostages are rescued overnight. President Carter enjoys enormous popularity as a result.

The Nuclear Power Plant at Three Mile Island suffers a near-catastrophic accident. House of Serpents involvement is suspected but never proved.

The Sino-Vietnamese War erupts when Vietnam invades Chinese ally Cambodia and China invades Vietnam in retaliation. Although both sides claim victory, the Chinese forces (weakened by the purges of the Cultural Revolution) are unable to stop Vietnam from achieving their goal of overthrowing the Khmer Rouge and installing a puppet government in Cambodia. The Soviet super-team is deployed in support of Vietnam. They fight several inconclusive battles with the Glorious Workers' Righteous Fury - but they effectively keep the Chinese super-team from impacting the outcome of the war.

The Communist Democratic Republic of Afghanistan asks the Soviet Union to help suppress resistance to its rule. This begins the 9 year Soviet-Afghan War which is very unpopular internationally. In a concession to Soviet allies in the Middle East, the People's Revolution is never publicly deployed to Afghanistan but the Soviet super-soldiers do conduct extensive covert missions throughout the war.

In an effort to destroy Lenin's Tomb (in protest for the involvement of Red Army troops in Afghanistan) the Globalist and UNITY forces make a surprise helicopter assault on Red Square in Moscow. They are defeated by

the Soviet super-soldiers Battle Czar and Red Hammer and the Globalist barely escapes with his life.

As several WW2-era heroes retire, the British super-team is folded into the NATO Freedom Alliance team.

## 1980

After defeating the very popular Jimmy Carter in a very close election (with accusations of electoral misconduct leveled against both parties in several battleground states), Ronald Reagan is inaugurated as the 40<sup>th</sup> President of the US. Reagan takes a much more aggressive stance against the Eastern Bloc and his election effectively signals the end of the age of détente.

Canada, China, Japan, the Philippines, the US and West Germany boycott the 1980 Summer Olympics in Moscow to protest the Soviet involvement in Afghanistan.

Covert US support of Afghan mujahedeen rebels in Afghanistan begins.

## 1981

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



Pope John Paul II and Ronald Reagan both survive assassination attempts.

Deng Xiaoping forces Hua Guofeng to retire and replaces him as the de facto leader of Communist China

Connor O'Sullivan, the grandson of the WW2 British hero Repulse, manifests the same magnetic control powers as his grandfather. He too is given the codename Repulse and quickly recruited into the Freedom Alliance main team.

Martial Law is instituted by the Polish Government in response to the Solidarity labor movement demonstrations and other acts of opposition against the Communist regime. Thousands of people were arrested without charge and as many as 100 were killed.



The KGB begins Operation RYAN (Raketno-Yadernoe Napadenie ("Nuclear Missile Attack")). It is the largest Soviet intelligence operation during the Cold War. The purpose of the operation was to collect intelligence on the presumed, but non-existent, plans of the Reagan administration to launch a preemptive nuclear first strike against the Soviet Union.

Two Libyan Sukhoi Su-22 Fitter attack aircraft were shot down by two US F-14 Tomcats off of the Libyan coast in the Gulf of Sidra.

The People's Revolution and Freedom Alliance are both covertly deployed to Afghanistan after over a dozen Afghani meta-human mujahedeen wipe-out a Red Army base in the Nangarhar province. Both the CIA and KGB believe that Hamid Taheri is creating super-humans using a flawed version of the Bio-Blitz process. Both teams are under orders to capture Taheri for interrogation or, failing that, to kill him so his knowledge can't be used by other nations. The teams encounter each other and clash at a mujahedeen camp near the Tora Bora cave complex. The fate of Taheri remains unclear. There are conflicting reports that he was either killed in the battle or kidnapped by a team of Chinese or Indian super-humans during the fight.

## 1982

The former head of the KGB, Yuri Andropov, becomes premier of the Soviet Union. His conviction that Reagan is planning a preemptive nuclear strike became even more cemented in official policy.

The Pershing II missile is deployed to West Germany. These missiles were designed to be launched from road-mobile vehicles, making the launch sites very hard to find. The flight

time from West Germany to European Russia was only four to six minutes, giving the Soviets little to no warning.

The West German super-soldier Steel Eagle causes an international incident when he rescues a would-be escapee who had been shot by East Berlin guards while trying to cross the Berlin Wall.

An explosion at secret NSA research facility in Tennessee destroys America's most promising research into duplicating the Übermensch process. One research, Jennifer Kucera, survives the explosion - gaining superpowers in the process. She goes on to become the hero Memphis Belle and joins the Freedom Alliance's primary team. Suspicions of Soviet meta-human involvement in the disaster linger for years.

The US Department of Defense conducts a



wargame simulation to test EmergCon - an experimental artificial intelligence computer designed to take control of the American missile fleet in case senior military leadership is killed during a nuclear war. The simulation becomes a near disaster when EmergCon takes control of several Minuteman missile silos in South Dakota and initiated an *actual* launch sequence (that was luckily shut down by a quick thinking technician who disabled the AI before the missiles launched.)

Dispirited after a brief mission in Afghanistan, Battle Czar announces to the Red Directorate

program introduces a new armored hero with the code name of New American. His battlesuit (dubbed the Hoplite battle armor) was devised by top Department of Defense engineers working from the second Steel Commando's design notes. Captain William Mauger from the US Army is chosen to the battlesuit's pilot.

American trained Argentinean commandos overwhelm a garrison of British marines and capture the Falkland Islands. Britain responds by sending a military task force to retake the Falklands. The discovery that Argentina has its own super-soldier force led by a mutant with powerful light-manipulation abilities named Illuminados prompts Margaret Thatcher to demand that British super-soldiers John Bull and Repulse take leave from the Freedom Alliance team and support the military offensive.

The largest meta-human engagement of the Falklands War occurs when Repulse and John Bull clash with Illuminados and the entire Argentinean super-soldier squad while accompanying a SAS force on a successful assault on Exocet anti-ship missile batteries at Río Grande, Tierra del Fuego. After several hard fought battles, the British forces win the war after 60 days.

A CIA source leaks documents that reveal that many of the Argentinean super-soldiers the British fought in the Falklands Islands War had been given Project: Icarus treatments in the US to give them meta-human abilities (or to enhance existing abilities, in some cases.) This disclosure causes a distinct cooling in relations in the "special relationship" between the US and Great Britain and results in the UK pulling its supersoldiers from the Freedom Alliance teams for six months.



that he will disobey any orders to serve in that country. "Lenin would not have approved of your operations there," was Czar's final word on the subject. His disobedience is kept highly classified until after the fall of the Soviet Union.

Still reeling from the betrayal of the second Steel Commando, the American super-soldier





## 1983

Ronald Reagan publicly announces development of the SDI program (aka Star Wars missile defense). Soviet leadership is convinced that the goal of SDI technology was to make the US invulnerable to Soviet missile attack and saw this as proof that an American nuclear preemptive attack was planned. Soviet leadership greatly increased funding for Operation: RYAN

President Reagan began issuing warnings about the threat posed to the United States by the "Soviet-Cuban militarization" of Grenada (a small Caribbean island) and claimed the communist powers were building an airbase on the island.

Operation Urgent Fury, an invasion of Grenada, begins on October 25, 1983 and quickly defeats Grenadian and Cuban resistance and overthrows the military government of Hudson Austin. The invasion was highly criticized by the United Kingdom, Canada and the United Nations General Assembly, which condemned it as "a flagrant violation of international law." It enjoyed broad public support in the United States.

Korean Air Lines Flight 007, a Korean Air Lines civilian airliner, was shot down by Soviet jet

interceptors over the Sea of Japan.

The Soviet Union's early warning satellites, on September 26, 1983, reported that an intercontinental ballistic missile salvo was heading toward the Soviet Union from the US. Soviet Air Defense Lieutenant Colonel Stanislav Petrov declared this a false alarm instead of notifying his superiors. His career in the Soviet military was ruined by this decision - but according to many experts - his decision may have been the major factor in avoiding accidental nuclear war. The Soviet Union's early warning satellites were later found to have faulty optical sensors that registered certain kinds of high altitude clouds as missile launches.

The UNMSF - the unified UN super-team - uncovers a plot by the Nazi hold-out supervillain Nachtjaeger to goad the US and USSR into a nuclear war. Nazi collaborators are uncovered in the militaries of both the NATO Alliance and the Warsaw Pact. Both sides begin intense screenings and purges of suspicious personnel.

The Canadian hero Ymir is granted permission by NATO to join the Freedom Alliance contingent in West Berlin. The Soviet Union and East Germany protest his assignment saying that it is a "clear escalation of the super-human arms race." In response the Warsaw Pact deploys a squad of the Shturmovik Agency's BT-7 battlemechs to East Berlin.

## 1984

Konstantin Chernenko succeeds Andropov as leader of the Soviet Union.

General Venom leads a House of Serpents task force that is defeated by the Berlin contingent of the Freedom Alliance while trying to

seize several mobile Pershing nuclear missile launchers in West Germany. Venom escapes after a fierce battle in the Black Forest.

The People's Revolution launches a preemptive covert strike against US ally Haiti after the KGB confirmed reports that Jean-Claude Duvalier's government had found a method of reliably creating highly powerful super-humans. A tense stand-off with the Freedom Alliance in Port-au-Prince ended when it was discovered that the Haitian leader was in league with extra-dimensional forces that were planning to invade Earth. A combined effort by both teams shut down the portal that the extra-dimensional invaders were using and defeated their vanguard force.

The British hero Repulse disobeys official orders and intervenes in a clash between police and picketing miners at the British Steel coking plant in Orgreave, South Yorkshire. Repulse used his powers to drive back a mounted police charge against the miners and brought the conflict to a close with a minimum of casualties. The widely printed image of an English super-soldier (and the grandson of a revered Nazi-fighter) protecting working class Britons from the heavily armored police forces provided a pivotal moment in the mining strike that drew national attention to the grievances of the strikers and helped sway public opinion to their side. The Thatcher administration considers disciplining Repulse for his disobedience but decides against taking public action given the hero's surging popularity.

Fourteen Eastern Bloc countries boycott the 1984 Summer Olympics in Los Angeles to protest "anti-Soviet hysteria" being propagated by the US. The boycott is widely seen as retaliation for the 1980 boycott of the Summer Olympics in Moscow.

Famine in Ethiopia kills 1 million people in



1984. There is widespread criticism of the world powers for not doing more to prevent and alleviate this crisis.

Ronald Reagan defeats Walter Mondale to win a second term as US president.

Several rogue Soviet BT-7 battlemechs rampage through West Berlin. Open war between NATO and the Warsaw pact is barely averted when the battlemechs are contained by the Freedom Alliance (with last minute assistance from elements of the East Berlin contingent of the People's Revolution.) Although conventional forces on both sides of the Iron Curtain were on high alert, conflict was avoided. An investigation reveals that it was a plot by rogue elements of the KGB working alongside the Worker's Army Faction, a West German leftist



terrorist group, attempting to set off a ground war in Germany.

Three members of the Tibetan Resistance Movement's Liberation Squad launch an attack on Beijing. They destroy the Mausoleum of Mao Zedong before they are defeated by the Glorious Workers' Righteous Fury super-team. Two of the Tibetan meta-humans are killed but one managed to escape.

## 1985

In Moscow, the recently revived Dracula leads a small army of vampires in a military-style assault aimed at deposing the communist government and installing themselves as the new ruling class. The Undead Revolt is put down by a strike force of People's Revolution supers, Shturmovik agents with assistance from the UK's Stonehenge Agency.

Mikhail Gorbachev becomes Premier of the Soviet Union and institutes a policy of "glasnost", or openness, in an attempt to reform the Government and eliminate corruption.

Superhumans worldwide band together to fight an invasion from the Tsavong - a hostile, shapechanging alien race. Old Glory, leader of the Freedom Alliance since WW2, defeats the Tsavong's Warrior Supreme (the super-powered champion of the alien assault forces) but is mortally wounded in the process. His funeral is attended by super-humans from around the world. Even Battle Czar makes an appearance to lay a wreath on the grave of his old rival.

## 1986

The American space shuttle Challenger explodes 73 seconds after launching.

The Chernobyl nuclear power plant explodes in the Ukraine. Eight thousand are killed in the short term. Hordes of mutated monstrosities ravage the countryside for weeks before being contained by Red Army troops with assistance from the People's Revolution.

The Texan hero Lone Star defects from the Freedom Alliance main squad to join the House of Serpents.

The first FIM-92 Stinger ground-to-air missiles



(supplied to Afghan rebels by the US, Saudi Arabia and other governments) were used successfully in August. For nearly a year insurgents using these weapons would deny the Soviets and the Kabul government effective use of air power.

Believing that the grounding of America's shuttle fleet makes this the ideal time to strike, General Venom launches an orbital weapons platform and uses its laser turrets to destroy the Pyramid Arena in Nashville, Tennessee. Venom demands that the US government cede immediate control to him or he will destroy more landmarks. With assistance from the Canadian armored super-team - the Arrow Squadron, and use of the *Raven*, the Canadian

Air Force's highly classified space plane, the Freedom Alliance destroys the satellite.

The Globalist employs a salvaged Tsavong battleship to hold Berlin hostage. He demands that the superpowers turn Germany over to him so that he can rule it as a *"unified peaceful utopia that will transcend nationalist sentiment and serve as an example to the world."* He threatens to destroy Berlin and several other European capitals if his demands are not met. He is defeated by a joint task force of the Freedom Alliance and People's Revolution.



## 1987

While touring Europe, Ronald Reagan gives a landmark speech in West Berlin. Standing in front of the Brandenburg Gate, Reagan said: *"There is one sign the Soviets can make that would be unmistakable, that would advance dramatically the cause of freedom and peace. General Secretary Gorbachev, if you seek peace, if you seek prosperity for the Soviet Union and Eastern Europe, if you seek liberalization, come here to this gate. Mr. Gorbachev, open this gate. Mr. Gorbachev, tear down this wall!"*

A previously unknown supervillain, the Technospectre, launches an assault on Taiwan using legions of combat robots. The attack is repulsed by the Freedom Alliance with assistance from Japanese meta-humans and the Lightning Squad, Taiwan's own super-soldier unit. After the bulk of the robotic assault forces are defeated, the Technospectre surrenders, reveals that he's actually an agent of Communist China and asks to defect. The People's Republic of China denies any involvement.

## 1988

George Bush, former Vice-President to Ronald Reagan, is elected 41st President of the United States.

Battle Czar resigns his post on the People's Revolution and attempts to immigrate to Communist China. He is forcibly turned back at the border by the Chinese super-team.

Denied entrance to China, Battle Czar decides to do what he can to restore "true communism" to his adopted homeland. He founds a private army, the Red Spider organization, with the intent of "reviving and restoring the true Communist Revolution" in the Soviet Union. He remains very popular in the Eastern Bloc and Soviet officials tolerate his activities as long as he is not actively opposing them. Additionally, his organization is thoroughly infiltrated by Soviet double-agents and the Kremlin believes that they can effectively monitor and control Battle Czar through them.

## 1989

After a decision to allow departures from East Berlin without visas sparks a wave of immigration to West Berlin, the Berlin Wall is dismantled.



Nicolae Ceucescu, cruel and brutal leader of Romania since 1967, is overthrown and subsequently executed.

A successful coup in Czechoslovakia installs a civilian government, Vaclav Havel, longtime leader of the Czech resistance movement against Soviet control, is elected interim President.

Unable to shut down the mujahedeen's mobile super-martyr creation labs (and denied air superiority due to the extensive use of Stinger missiles by the rebels) Soviet military forces finally pull out of Afghanistan.

In a public statement on American television, Soviet Foreign Minister Eduard Shevardnadze said that the Soviet Union recognized the freedom of choice of all countries, specifically including the other Warsaw Pact states, to determine their own form of government and direction. This represented a repeal and repudiation of the Brezhnev Doctrine.

Chinese students outraged by the lack of official respect to mark the death of Hu Yaobang, a reform-minded government official, gather in Tiananmen Square to protest. Their protest becomes a rallying point for frustration with Communist Party hardliners and the desire for democratization and a less authoritarian government. Tens of thousands of Chinese congregate and protest in Tiananmen Square between April and June. They are eventually dispersed by violent action from elements of the Chinese Army and the Glorious Worker's Righteous Fury loyal to the hardliners. The photograph of an unknown man standing defiantly in front of a squadron of massive Ultra-Commando Chinese super-soldiers becomes an iconic image of the Tiananmen Square Massacre.

Deng Xiaoping retires as the leader of Communist

China. Although he is succeeded by Jiang Zemin in many of his official posts, he is still regarded by many as being the 'paramount leader' of Communist China and is seen as wielding considerable power through back channels.



## 1990

Operation Desert Shield/Desert Storm is launched after Iraq seizes control of Kuwait. Despite American media speculation about Iraq's super-soldiers (allegedly manufactured using Palestinian Bio-Blitz technology), US forces encounter no meta-human opposition.

Germany becomes a single country for the first time since WWII.

Lech Walesa, longtime labor leader - and a popular voice of Polish resistance to Soviet rule - is elected President of Poland.

Regional legislatures in both Russia and Ukraine declare that their national laws supersede any Soviet legislation. The Soviet Union refuses to acknowledge these actions. Secessionist sentiment grows within the Soviet satellite states.

## 1991

After Slovenia and Croatia attempt to break away from Yugoslavia, the country erupts into a Civil War. Bosnia Herzegovina and Macedonia soon follow suit. The entire country becomes a war zone of skirmishes and guerilla fighting.

## SUPER-POWERED THREATS OF THE COLD WAR

### BATTLE CZAR

*"I regret to inform you, comrades, that the Glorious Revolution necessitates your deaths. Do not be alarmed for I shall make it quick and painless. Take comfort in the fact that you will die for a greater cause. Hmm. Unfortunate. I see you have chosen to resist."*

In the Soviet Bloc, Battle Czar is often remembered as one of the few good things that came out of the Stalin era: A champion and hero of the people who performed mighty deeds in the cause of good.

Battle Czar is still a major force in Soviet culture, although he has grown disillusioned with the diluted and corrupt communism practiced today in the Soviet Bloc. He has resigned his post on the Soviet super-soldier team and sworn to lead a "pure" revolution of justice and reason to resurrect Lenin's dream

Disturbed by Gorbachev's free market reforms and loosening of control over satellite states, a group of Kremlin hard-liners (calling themselves the State Emergency Committee) attempt to remove Gorbachev from power. Gorbachev is held hostage at his dacha in Crimea for 3 days but the coup eventually fails due to the defiance of Russian president Boris Yeltsin (and the refusal of both Soviet Special Forces (Spetsnaz) and the People's Revolution superteam) to storm the Russian legislature building and assassinate Yeltsin.

The Soviet Union officially comes to an end. Boris Yeltsin becomes the leader of Russia.

in the modern age. He's founded a private army, the Red Spider organization, with this goal.

Although he outwardly appears human, as a Mithran, Uriel's alien physiology is far different. Although mortal, he is highly resistant to the effects of aging, can survive a variety of deadly environments (such as the great pressure of the deep ocean or the hard vacuum of outer space), has senses and physical strength far superior to that of normal humans and has the mental capacity to understand any humanoid language. Additionally, Mithrans have the unique ability to absorb and channel the innate energy of the cosmos through their body - and Battle Czar uses this talent to unleash blasts of energy from his hands in combat.

When equipped with his Mithran battle-suit,



Battle Czar gains the power flight and even greater super-human strength.

## BACKGROUND

As a committed atheist from a young age, Urielus found himself uncomfortable with the deeply religious society on his homeworld of Mithran. Urielus dealt with these feelings of alienation by becoming part of the Mithran Interstellar Diplomatic Corps and visiting those societies that the Mithran Empire desired peaceful contact with.

Urielus was on a deep space mission, reconnoitering the planet Earth to ascertain if it was ready for contact, when his ship malfunctioned. Urielus crash-landed near the Tunguska River in Siberia in 1908.

Amnesiac from the crash, he was adopted by a family of Russian peasants. They were swiftly amazed by his tremendous physical prowess and encouraged him to go to Moscow. Sadly, Urielus missed the entirety of Russian involvement in World War 1 by the time he finally ventured out.

Urielus, whose full Mithran powers would not return completely for decades, found himself disgusted by the sights of the average Russian's life. Vowing to improve their lot in life, he joined with the Bolsheviks. Urielus' strange abilities were kept secret from most of the party with only Vladimir Lenin and Leon Trotsky made fully aware of his powers. Urielus served as their secret weapon against Czarist forces in the 1917 Revolution.

However, Urielus' role in the civil war did not lead to a position in the subsequent communist government. Lenin, realizing such a figure as Urielus contradicted the very equality he was trying to enforce, came up with a novel

solution. Rather than attempt to eliminate him, Lenin had spies deduce what the Mithran was looking for in a mate and then found such a woman. Urielus lived most of the ensuing decades in a remote farming community, exempt from the usual food taxes, with his lovely bride and adopted children.

The rise of Joseph Stalin changed Urielus' life forever. Pouring through Trotsky's old diaries in 1941, Stalin's agents discovered references to an invincible 'peasant super man.' Not so chained to revolutionary idealism as Lenin, Stalin sent a group of agents to fetch him. A few days later, Urielus arrived in the Kremlin, the





agents' blood staining his clothes and looking for Stalin. (The agents had killed Urielus' wife in their attempt to assassinate him. The Mithran killed every one of them (after first finding out who sent them.)) Stalin put on a wonderful performance that convinced Urielus of his innocence and quickly concocted a cover story that the agents must have been sent by a counter-revolutionary conspiracy that was trying to topple the government.

Stalin tested Urielus' limits and swiftly disregarded any plans to dispose of him (though he had scientists working unsuccessfully for decades to figure out a way to do it - in case it became necessary). Instead, he decided to create his own super soldier force. Stalin placed Urielus in a the battle suit recovered from the wreckage of his Mithran space ship (miraculously still functional) and created Battle Czar - Champion of the People. It was not a moment too soon, since Hitler's own Bio-Blitzkrieg and Eugenics Brigade forces were already on the move along the USSR's western border.

Although the war was both long and brutal, Battle Czar (along with the rest of the People's Revolution super-team) was a key factor in eventually halting Hitler's advance and pushing his forces back into Germany. The US

forces were alarmed when they realized that Battle Czar was stronger than any of their own super humans. This would be a driving factor in the fervor behind Project: Icarus - the American research project that was directed at producing more powerful mutants.

Urielus' naïve and trusting nature allowed Stalin to manipulate him for years. The Mithran spent most of his time after the war in isolated projects, single handedly erecting dams and building modern factories. However, Battle Czar was not as fully tamed as Stalin took him to be. He had heard whispers about the horrors suffered under Stalinism. He carefully and discreetly gathered evidence and investigated.

By March of 1953, he was convinced of the depth and breadth of Stalin's evil and corruption. Seeing no other option, Urielus flew to Moscow, batted aside Stalin's personal guard, executed the dictator and presented his body to the Politburo with an earnest appeal that they select a man more suitable to lead the Revolution.

Had Battle Czar not been so humble, the Soviet Union might have fallen under his control then and there. A tempestuous power struggle ensued for the next five years - with Soviet super-humans being drawn in. At one point, two factions of the People's Revolution team even fought each other in the streets of Moscow. Eventually, the Supreme Commissar of the Red Directorate persuaded Czar to end the chaos and back Nikita Khrushchev. With Urielus' support, the power struggled ended and Khrushchev became the new leader of the Soviet Union. (The official story, of course, remains that Stalin died of natural causes and that there was an orderly transfer of power.)

The Cold War brought harsh lessons for Urielus. Certain he could defeat any of America's super



humans; Battle Czar was overconfident and suffered a humiliating defeat at the hands of the combined forces of the Freedom Alliance during the Cuban Missile Crisis of 1962. This was the first time that Czar had been beaten in combat and he was obsessed with redeeming himself. Urielus spent several years seeking out conflict with Western supers whenever possible. He volunteered with covert missions with the Red Directorate to spy on or sabotage Western R+D facilities. For a time in the 1970s, he was one of the Supreme Commissar's favorite field operatives. He embarked on several unauthorized missions in Vietnam in order to have an opportunity to fight against the Freedom Alliance. He also volunteered for missions in East Germany whenever possible because of the chance for conflict with Western supers.

As the Cold War wore on, he started to lose his faith in the Soviet system. He had hoped that killing Stalin would have restored Lenin's original vision but he was saddened by the compromises he saw the Politburo making as they slowly sought rapprochement with the West instead of fighting to free the workers enslaved by the greed of the western corporations. The Sino-Soviet split dramatically reinforced these sentiments in Urielus. By the mid 1980s when there was talk of (limited) free market reforms, perestroika and glasnost he had become fully disillusioned with the Soviet system. He resigned his position on the People's Revolution super-team.

Believing the Maoist branch of international communism to be uncorrupted, he attempted to immigrate to Communist China but was denied entry as an "undesirable foreign agitator". The entire membership of the Chinese super-team escorted him back across the border to make sure that he had no doubt about what was waiting for him if he returned.

During this time, Urielus had encountered other Mithrans who had found their way to Earth. (Mithran had long since been destroyed in a planetary catastrophe - but a few Mithrans had survived and were wondering the cosmos.) They were able to educate him about his native culture and use their advanced technology to restore his memory of his previous life as a Mithran ambassador.

Although he was devastated at the loss of his home-world, Urielus was heartened by the memories of the ideal communist utopia that Mithran had been. These memories steeled him for the difficult course ahead. Battle Czar felt he had one option left to him: he had to lead an uncorrupted communist revolution in Russia himself to restore Lenin's dream. He could think of only one man who could help him do that: his old enemy - Steel Commando who had since taken up the cause of overthrowing



the US government and changed his codename to General Venom.

Urielus discreetly made contact with General Venom. While Jack Washington Junior's disgust and loathing for communism had not diminished in the time since he'd become General Venom. He was moved by Battle Czar's story of disillusionment that was in many ways similar to his own. Urielus gained the funding and scientific expertise necessary from Venom to start his own movement -

dubbed the Red Spider Organization. (General Venom is sentimental but not foolish. Having Battle Czar and his private army in his debt is an advantage he fully intends to use when the time is right.)

Given his status as a national hero, the Soviet government (and specifically the Supreme Commissar of the Red Directorate) turns a blind eye to his activities while secretly attempting to infiltrate every level of his organization with double agents. The powers that be believe they can manipulate Czar through their operatives in his inner circle of advisors - and they may be correct. Although his rhetoric preaches that conflict with the government is inevitable, so far Battle Czar has restricted Red Spider activities to eliminating foreign, mafia and P.H.A.N.T.O.M. targets. But Urielus is not a patient man and believes that Lenin's Glorious Revolution has been delayed far too long. Very soon, the Red Directorate agents in his organization might be unable to dissuade him from a course of action where he tries to seize control of the Eastern Bloc.

Battle Czar is compassionate, forgiving, helpful, kind, and patriotic. He truly believes himself to be the champion of the workers with a true vision of how communism could better their lot. His commitment to the idea of communism hasn't changed, but he believes, like many, that the Soviet system has failed and needs to be reformed - and he believes that he is the man to do the reforming. From his restored memories, Battle Czar knows that an ideal communist society is possible because it used to exist on Mithran and he longs to build that sort of society on his adopted homeworld.

One should not underestimate the appeal of Battle Czar to many in the Soviet Union. Even die-hard dissidents have a soft spot for the Mithran. His record is of unselfish heroism is unquestioned by nearly everyone. If the PCs

(no matter what side they're on) manage to trounce him then they may find themselves scorned by the citizens of the Eastern Bloc for attacking a beloved hero.

In addition to plots to take over the CCCP and her surrounding states, the Battle Czar can also be used in spy missions. Still committed to his adopted homeland despite his tacit state of opposition to it, he often runs missions to acquire state of the art technology that might benefit his people and he's not above stealing it for the greater good. On the same note, Battle Czar may attempt to covertly sabotage projects that could prove a future threat to Soviet power (such as Project: Icarus or the 'Star Wars' missile defense program).

## **RED SPIDER**

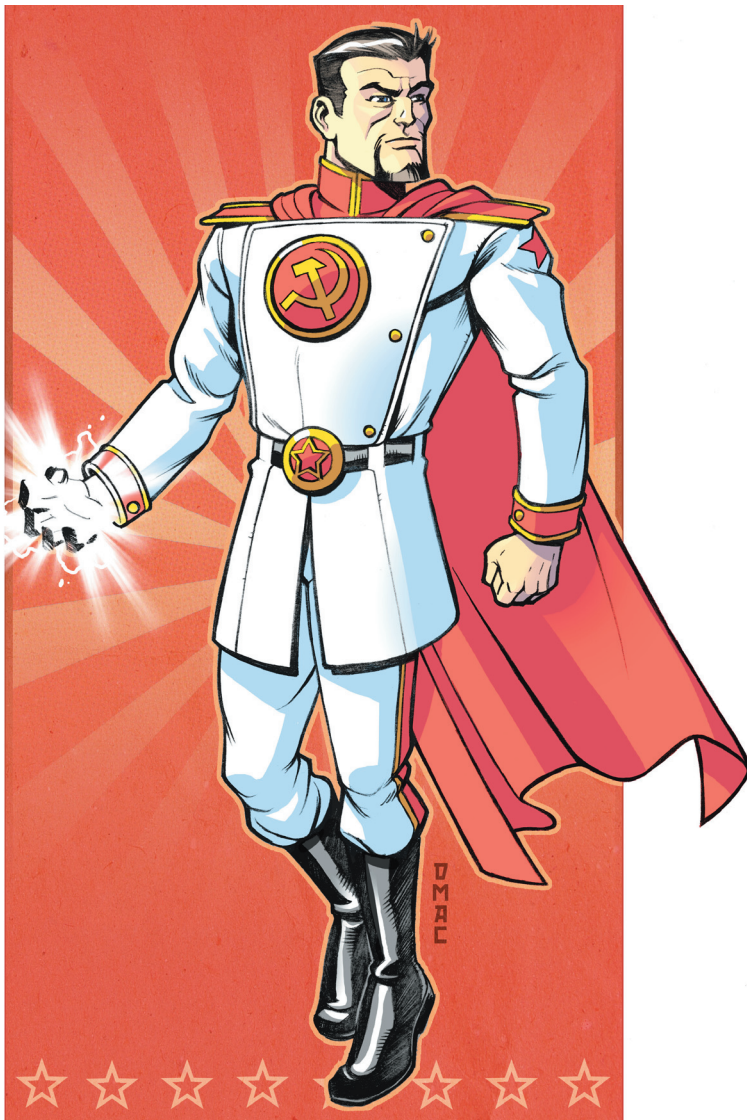
As the leader of the Red Spider organization, Battle Czar effectively has a force nearly identical to the House of Serpents in number and arms. The Red Spider is composed mainly of Red Army veterans (Use stats for Soldiers from Chap 11 of M+M and stats for ground and air vehicles from Chapter 7 of M+M) with (at the GM's discretion) a smattering of former super-soldiers who have joined out of loyalty to Urielus. Using the logistical blueprint of the House of Serpents, the Red Spider has multiple bases hidden around the Soviet Bloc. Ever mindful of not setting off WW3, Battle Czar is cautious against using his private army abroad but has no hesitation to wield it as a hammer against internal threats and criminal factions. (Although he suspects, Battle Czar does not begin to suspect the high degree to which Red Directorate double-agents have infiltrated his private army.)

Being the former second in command of the People's Revolution, Battle Czar still has informal ties to most of Russia's super heroes. While they are still fiercely loyal to the Soviet



leadership, most would gladly lay down their lives for the Soviet icon

Battle Czar is considering forming a new People's Revolution team with explicit loyalty to the Red Spider organization and himself.



## BATTLE CZAR

Power Level: 15; Power Points Spent: 225/225

**STR: +12** (18/34), **DEX: +0** (10), **CON: +14** (18/38), **INT: +0** (10), **WIS: +1** (12), **CHA: +1** (12)

**Tough: +14, Fort: +14, Ref: +4, Will: +6**

**Skills:** Computers 4 (+4), Diplomacy 9 (+10), Intimidate 7 (+8), Notice 7 (+8), Search 6 (+6), Sense Motive 6 (+7), Survival 9 (+10)

**Feats:** Improved Pin, Power Attack, Leadership, Move-by Action, Diehard, Rage (+1 Increased Duration x5 rounds), Inspire, Luck

**Powers:**

**Enhanced Constitution 20** (+20 CON)

**Enhanced Strength 16** (+16 STR)

**Immunity 11** (Aging, Life Support, Disease)

**Super-Strength 7** (+35 STR carry capacity, heavy load: 45.9k tons; +7 STR to some checks; Groundstrike (Radius: 120 ft., DC 22))

**Impervious Toughness 11**

**Comprehend 2** (Languages - Understand All, Languages - You're Understood)

**Blast 13** (DC 28)

**Energy Absorption (Absorption 4)** (Alternate; Absorbs: Energy, Effect: Boost)

**Mithran Battle Suit (Device 6)** (hard to lose, restricted use (Only useable by Mithrans))

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

**Super-Strength 8** (+40 STR carry capacity, heavy load: 45.9k tons; +8 STR to some checks)

**Super-Senses 4** (Ultra-Hearing, Microscopic Vision 1 (dust size), Extended (Type): Vision 1 (x10))

**Attack Bonus: +13** (Ranged: +13, Melee: +13, Grapple: +25/+40)

**Attacks:** Unarmed Attack, +13 (DC 27), Blast 13, +13 (DC 28)

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

**Initiative: +0**

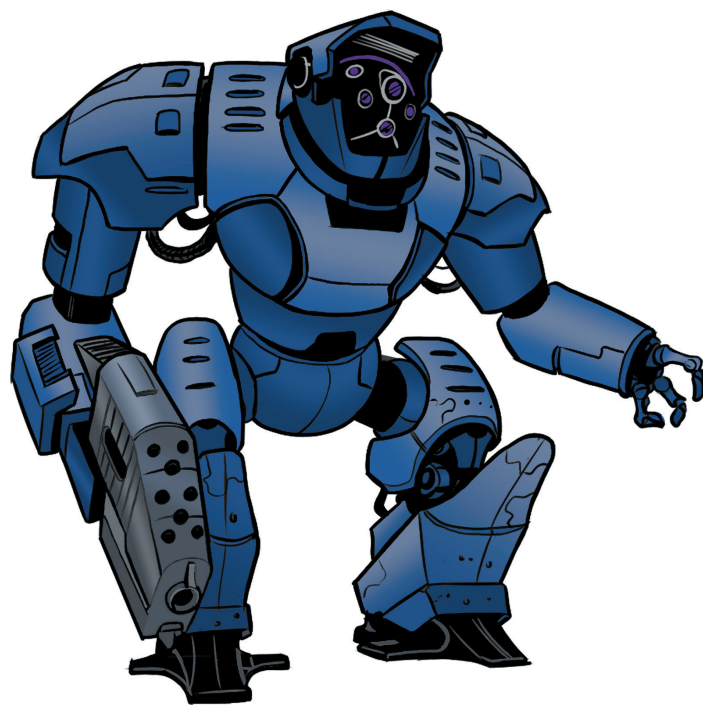
**Languages:** Mithran, Russian

**Totals:** Abilities 20 + Skills 12 (48 ranks) + Feats 9 + Powers 133 + Combat 42 + Saves 9 + Drawbacks 0 = 225

## ***ADVENTURE HOOK 1***

(Western PCs)

The US Department of Defense is close to developing a new ultra-stealth technology that will render SDI, “Star Wars”, missile defense satellites invisible to radar and even most meta-human senses. Even though he no longer works for the People’s Revolution, Battle Czar realizes that he can’t allow the US to be the only nation that possesses this technology. The secondary military applications of this ultra-stealth device (such as effectively invisible jet fighters, bombers, aircraft carriers and battle-suits) would give the West an overwhelming military advantage. An MI6 double-agent in the Red Spider Organization alerts the Western Powers of the Russian hero’s intentions and the date of his planned raid on the DOD research facility in Virginia where the ultra-stealth devices is being developed. It appears that they have a few days lead time and the PCs are tasked with providing meta-human security for the evacuation effort: securing the research facility in the short term and then guarding the military convoy that’s relocating the ultra-stealth technology lab to a secret and more secure location. Unfortunately, their information was slightly faulty and Battle Czar is sighted flying towards the lab just a few minutes after the PCs arrive.



military alliance and perhaps worse. In October of 1989, the unthinkable happens and Hungary becomes a republic. Battle Czar realizes he must act. With the support of a Red Spider task force he seizes Budapest and announces that he will rule Hungary as a temporary military governor until “the anti-revolutionary fervor passes.” The Hungarian government in exile in Vienna asks for any help from any willing meta-humans to dislodge Battle Czar so that a democratic government can be restored.

## ***ADVENTURE HOOK 2***

(Eastern or Western PCs)

In May of 1989, Hungary turned off the electricity on the automated alarms along its border with Austria. Guard-posts would no longer be alerted whenever someone tried to cross. A flood of East German citizens flow through Hungary to Austria. This was the first chink in the Iron Curtain, and Battle Czar realizes that this will only lead to more nations relaxing their borders and the eventual collapse of the Warsaw Pact as a

## ***ADVENTURE HOOK 3***

(Eastern PCs)

In August of 1991, the old guard from the Kremlin panics regarding Gorbachev’s negotiation of a new treaty that will give unprecedented autonomy to satellite states. Fearing this will lead to the break-up of the Soviet Bloc, they hold Gorbachev prisoner at his dacha in Crimea and stage a coup. Russian President Boris Yeltsin barricades himself in the Russian legislature in Moscow and declares the



old guard's actions unconstitutional. A crowd of thousands of civilians gather around the Russian legislature (called the White House) to protect it against the Interior Ministry tanks, helicopters and troops that are closing in around it. A tense stand-off ensues.

Spetsnaz units are called in to storm the White House and kill Yeltsin. All members of these units unanimously refuse their orders. It looks as though the old guard's coup will fail and the reformers will carry the day.

The PCs receive word from a contact in an intelligence agency (of either side). In desperation, the old guard is planning to employ Plan: Iron Wolf which they have devised for such contingencies. Using a psychic (perhaps even Supreme Commissar from the Red Directorate), they will mind control Battle Czar to leave his current HQ in Siberia and fly to Moscow. When he arrives they plan on using him to massacre the civilian crowd and then

terminate Yeltsin and his allies. The old guard believes this will effectively end all opposition to the coup.

The PCs must intercept Battle Czar and break the hold that the psychic has over him.

*Optional Variation* The PCs arrive too late. The mind-controlled Battle Czar has stormed the White House and captured or killed the opposition. Now, still under control of a psychic, Battle Czar has declared himself the ruler of the USSR and has announced that he will begin taking steps to preserve the Soviet Union and ensure the continuation of the Communist Revolution. As riots break out across the Warsaw Pact, Battle Czar, accompanied by cordons of Red Army tanks, travels to the various hot spots, brutally putting down dissent and rebellion. The PCs are asked by remnants of the reformer's factions (or possibly segments of the Red Spider who realize that something is amiss) to stop Battle Czar's rampage.

## ***CHINESE SUPER-SOLDIER FORCES***

For unknown reasons (although there are a bevy of possible explanations based in genetics, environmental factors and even conspiracy theories involving malevolent Japanese mystics) mainland China seems to produce far fewer individuals with the meta-human genetics than would be expected based on the nation's massive population. This unfortunate statistical truth combined with Communist China's harassment of mystics and general harsh treatment of mutants who refused to be drafted into state service had the effect of severely hindering the early attempts at developing a super-soldier program. To make matters worse, unlike the Soviet Union and the US, the People's Republic of China didn't have any salvaged notes from the Bio-Blitz process to work with and had virtually no technical knowledge regarding battle

armor. The combination of these factors meant that during the early years of the Cold War, China was at a distinct disadvantage in the super-soldier race.

In the early 50s, the first credible steps towards having a super-soldier program came when the USSR sold China several dozen old, modified WW2 era Shturmovik power armor. The armored Chinese soldiers saw action in the Korean War and during skirmishes in the Strait of Taiwan. These suits were studied closely and reverse engineered by People's Liberation Army technicians and served as the basis for the beginnings of the Chinese power armor program.

The true beginning of a home-grown meta-human program came in the early 1950s, when a



## MEMBER OF THE ULTRA-COMMANDOS

Chinese archeological team searching for Neolithic Era artifacts in a remote cave system in the Hunan province made the find of the century. They discovered an intricately carved stone portal. The portal was made of an unusual substance not found anywhere on Earth and closer examination showed that it radiated an unusual energy aura - that was later identified as a tachyonic field. Investigation revealed that the portal could activate a stable, but intermittent, interstellar wormhole to Guraxia - a distant planet on the outer fringe of the Sagittarius Dwarf Elliptical Galaxy. The Guraxians were a race of huge reptilian humanoids (some have even suggested that their appearance is vaguely draconic) that had explored the cosmos centuries ago and left behind sub-space portals that led back to their homeworld so that they could maintain contact with the planets they'd visited. Although the Hunan portal had

long been forgotten, the Guraxians (who had a generally peaceful and trade-oriented culture) still had records of dealing with Earth and were eager to resume trade and diplomatic contact with our planet. cursory diplomatic relations were established. China quickly constructed a heavily fortified facility around the Guraxian Portal and called it the Hunan Security Complex. (Naturally, the portal to Guraxia remains one of Communist China's most guarded state secrets.)

If they had had unlimited access to Guraxia science and technology, China would have quickly surpassed the US and the USSR in almost field of technical endeavor. Unfortunately for China, trade and communication with Guraxia was severely limited. Due to the complex vagaries of subspace astrophysics, the wormhole was only functional certain times of the year when conditions were optimal. The Chinese only had one, or at most two, months of contact with the Guraxians every year.

The periodic and intermittent contact with Guraxia did give China the genetic engineering and advanced technology that formed the foundation of the newly invigorated super-soldier program and helped Communist China catch up in the meta-human arms race. Unfortunately, due to the limited grasp Chinese scientists had on the highly advanced Guraxian technology, there was as high a fatality rate among volunteers for the Chinese super-soldier program as there was for Project: Hammer or Project: Icarus. Still, over time, the Glorious Worker's Righteous Fury took shape.

The discovery of the Guraxian portal came at a fortuitous time for China. Just a few years later, in 1959, due to the acrimonious and ever-widening Sino-Soviet ideological split, Khrushchev reneged on previous agreements and terminated any programs assisting China with super-soldier development efforts.



The first Chinese super-soldiers who didn't wear second hand Soviet battlesuits were the Red Guardsmen - a trio of brothers who were enhanced by Guraxian genetic engineering with electrical control abilities. Next were the Ultra-Commandos - who only accepted volunteers from the cream of the People's Liberation Army for enhancement with increased strength, size and toughness. The process used to create the Ultra-Commando was the most successfully repeatable enhancement technique that has been developed using Guraxian technology. At its height, before the purges of the Cultural Revolution, there were almost 200 Ultra-Commandos and they were the backbone and most visible face of the Chinese super-soldier program. In the mid 1960s, after the disastrous creation of Armored Fusion - who pilots a powerful suit of battle-armor that he can never remove - the Ultra-Commando process became the officially preferred methodology of super-soldier creation, at least until such time as Chinese scientists more fully understand Guraxian technology.

During the late 1970s, in a welcome surprise, the GWRF added its first natural mutant, the former PLA tank officer Li Xiong whose elemental control abilities manifested during a training accident.

Over its 40 year history, the Glorious Worker's Righteous Fury has seen action against US forces in the Taiwan Strait, against Warsaw Pact forces in the border conflict with the Soviet Union (and again during the Sino-Vietnamese war) and against aliens in the Tsavong Invasion. However, by far their most challenging conflict has been the decades-long, grueling, meta-human guerrilla war with the resistance movement in Tibet.

They are considered to be the third most powerful national super-team on the planet. Ironically,

despite all their battles, their greatest enemy has been internal political forces. The Chinese super-soldier program suffered greatly during the loyalty purges of the Cultural Revolution and was still recovering and rebuilding well into the 1980s.

## ***THE PEOPLE'S ELEMENTALIST***

The only natural mutant on the GWRF in its history, the People's Elementalist was an officer in the tank corps of the People's Liberation army when, in 1977, his mutation manifested during war games after his armored vehicle was hit by a live armor-piercing artillery shell. Li Xiong's elemental control powers manifested and he saved himself and the tank crew.

The People's Elementalist has powers allowing him to manifest extreme heat and cold. He uses his elemental control to give himself the power of flight and can emit blasts of fire energy or strike with a hardened armor-penetrating ice spike in combat. Although Xiong's powers are a product of his mutant biology, he believes that his time spent in a Taoist monastery as a teen-ager helped him develop the mental and physical discipline that allows him to manifest and control his powers. He doesn't speak publicly of this. Although Taoism is more accepted by the Communist Party than other belief systems, it is still considered backwards and counter-revolutionary by some hardliners.

Although Xiong is a powerhouse and a highly disciplined, formidable opponent on the battlefield he chooses to play the class clown to help the shaky team dynamics of the GWRF. Although many super-teams can be accurately described as dysfunctional groups comprised of divas with conflicting massive egos, the Chinese team has it especially bad. The simmering antagonism between the morose Armored Fusion and the overly-dominant Guardsman is

bad enough - but when combined with the persistent morale issues in the Ultra-Commandos it makes for an especially toxic mix. The Elementalists tries to inject humor to defuse the tension by cracking jokes and wisecracks during training exercise and combat.



## THE PEOPLE'S ELEMENTALIST

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

**STR:** +4 (18), **DEX:** +4 (18), **CON:** +4 (18),  
**INT:** +1 (13), **WIS:** +2 (14), **CHA:** +1 (12)

**Tough:** +4, **Fort:** +9, **Ref:** +7, **Will:** +8

**Skills:** Acrobatics 1 (+5), Bluff 4 (+5),  
Concentration 6 (+8), Language 3 (+3),  
Notice 4 (+6), Search 3 (+4), Sense Motive  
2 (+4), Stealth 3 (+7), Survival 3 (+5),  
Profession (Soldier) 4 (+6)

**Feats:** Accurate Attack, All-Out Attack,  
Power Attack, Precise Shot, Move-by Action,  
Benefit (Membership in Glorious Workers'  
Righteous Fury) 2, Defensive Attack

### Powers:

**Flame Blast (Element Control 10)** (Element:  
Fire)

**Blast 10** (Alternate; DC 25)

**Cold Control 11** (Radius: 10000 ft., DC 21)

**Ice Spike (Strike 11)** (Alternate; DC  
26; Penetrating)

**IceArmor (ForceField 10)** (Alternate;  
+10 Toughness; Impervious)

**Immunity 10** (Damage Type: Fire, Damage  
Type: Ice)

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

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

**Attacks:** Unarmed Attack, +10 (DC 19), Blast  
10, +10 (DC 25), Ice Spike (Strike 11), +10  
(DC 26)

**Defense: +8** (Flat-footed: +4), Knockback:  
-2

**Initiative: +4**

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

**Totals:** Abilities 33 + Skills 9 (33 ranks) +  
Feats 8 + Powers 65 + Combat 36 + Saves 14  
+ Drawbacks 0 = 165



## ARMORED FUSION

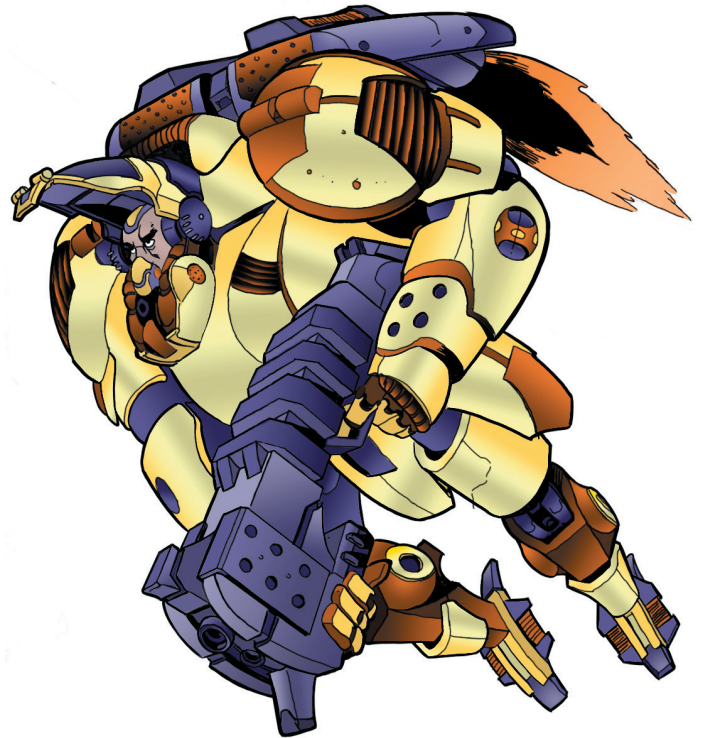
A decorated fighter pilot from the People's Liberation Army Air Force, Shen Ming was selected in the early 1960s to be augmented by bonding with a Guraxian battlesuit after blood tests indicated that he had a higher than average chance to survive the process.

The tests were partially right. He did survive, but the enhancement process is considered a disaster and no other volunteer will ever receive the same treatment.

Ming was to be fitted with a suit of nuclear fusion powered Guraxian battle armor that would adapt to his body perfectly -- thus giving him exceptional control of the armor's capabilities.

Unfortunately, the Chinese scientists had misunderstood or mistranslated the briefing their Guraxian counter-parts had given them about the suit's technology. Although it appears as though Ming is wearing a suit of bio-organic battle armor, Ming's battlesuit can never come off. Fortunately, this wasn't a fatal discovery as the suit provides for all of his biological needs. Some medical tests even suggest that he has stopped aging and may effectively be immortal because of his bond with the battlesuit. (Subsequent collaborations with Guraxian scientists have been unsuccessful in finding a way to remove the armor, although research is continuing.)

It was a devastating blow to Ming. He couldn't bring himself to face his family in what he considered a scarred and freakish condition. So he struck a deal with the Chinese super-soldier program. He would agree to serve on the GWRP as long as they would tell his wife and family that he'd been killed during the transformation.



The government agreed.

As a super-soldier, Ming is second to none on the GWRP. With the enhanced intellect he acquired with the Guraxian battle-suit, he's an expert tactician and often devises ingenious battle plans for the team on field missions while the maneuverability and offensive capabilities of the battlesuit make him one of the GWRP's most powerful front-line combatants.

In the early 1970s, a few months after Ling Biao's failed coup, he was promoted to the leadership position of the GWRP after Guardsman's erratic behavior on field missions began to worry the officials who oversee the superteam. Guardsman resented the demotion and is still openly antagonistic towards Armored Fusion.

For his part, Ming doesn't care. He's done his best to completely disconnect himself from any emotional reactions or human contact since he cut off ties with his family. He is professional, cold and impersonal in

## ARMORED FUSION

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

**STR:** +5 (11/21), **DEX:** +7 (13/24), **CON:** +1 (13),  
**INT:** +8 (12/27), **WIS:** +2 (14), **CHA:** +0 (10)

**Tough:** +1/+12, **Fort:** +4, **Ref:** +13, **Will:** +7

**Skills:** Disable Device 7 (+15), Drive 4 (+11),  
Language 2 (+2), Notice 5 (+7), Pilot 4 (+11),  
Profession (Soldier) 6 (+8)

**Feats:** Power Attack, Benefit (Glorious  
Workers' Righteous Fury Membership) 2, All-  
Out Attack, Acrobatic Bluff, Assessment, Attack  
Specialization (Radiation Control), Defensive  
Attack, Defensive Roll, Dodge Focus

**Powers:**

**Guraxian Battle Armor (Device 23)** (only  
useable by Armored Fusion)

**Communication 7** (Sense Type: Radio)

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

**Enhanced Dexterity** (Enhanced  
**Dexterity 11**) (+11 DEX)

**Enhanced Intelligence 15** (+15 INT)

**Energy Shielding (Force Field 10)** (+10  
Toughness; Impervious [6 ranks only])

**Immunity 13** (Life Support, Disease,  
Aging, Starvation & Thirst, Poison)

**Regeneration 6** (Resurrection 2 (1 day),  
Recovery Bonus 4 (+4 to recover))

**Enhanced Strength 10** (+10 STR)

**Radiation Pulse (Radiation Control 12)**  
(DC 27)

**Radiation Burst (Radiation Control 8)**  
(Alternate; DC 23; Burst Area (40 ft. radius))

**Attack Bonus:** +10 (Ranged: +10, Melee: +10,  
Grapple: +15)

**Attacks:** Unarmed Attack, +10 (DC 20),  
Radiation Pulse (Radiation Control 12), +12 (DC  
27), Radiation Burst (Radiation Control 8), +10  
(DC 23)

**Defense:** +12 (Flat-footed: +6), Knockback: -9

**Initiative:** +7

**Languages:** Japanese, English, Russian

**Totals:** Abilities 13 + Skills 7 (28 ranks) + Feats 10  
+ Powers 94 + Combat 42 + Saves 14 + Drawbacks  
0 = 180

his dealings with everyone. His only concern regarding Guardsman is whether his attitude will eventually impact his performance enough to necessitate his removal from the team.

The only time Armored Fusion betrays an emotion is when clashing with the Russian super-soldier forces. Fusion was defeated by the Red Hammer, the leader of the People's Revolution, in 1967 during a stand-off at the Soviet embassy in Beijing. He has held a grudge ever since and challenges Hammer to individual combat whenever they cross paths. (Their subsequent clashes, usually on covert missions, have been inconclusive.)

## THE GUARDSMAN

Su Tiesheng was once the member of a sub-unit within the GWRF called the Red Guardsmen. Since he was one of the few test subjects who survived the Guraxian augmentation process in the late 1950s (in which he was empowered with electrical control abilities), both of his brothers were also drafted into the program - in the hopes that they too could live through the procedure. They survived the ordeal and were enhanced with similar powers. As the Red Guardsmen, the trio was the first cohort of Chinese super-soldiers and they became the core of the expanded GWRF (after Armored Fusion and the first squad of Ultra-Commandos joined them.) They were widely used in propaganda campaigns and were much beloved by the Chinese citizenry.

In 1971, the unthinkable happened when the three Su brothers split during the coup attempt by Ling Biao. Tiesheng chose to defend Chairman Mao, while his brothers blamed Mao for the excesses of the Cultural Revolution (particularly the loyalty purges that had decimated the ranks of the GWRF) and, along with several Ultra-Commandos, sided with Biao.



## THE GUARDSMAN

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

**STR:** +1 (12), **DEX:** +4 (18), **CON:** +2 (14),  
**INT:** +0 (11), **WIS:** +1 (12), **CHA:** +3 (16)

**Tough:** +2/+12, **Fort:** +7, **Ref:** +8, **Will:** +9  
**Skills:** Acrobatics 6 (+10), Bluff 10 (+13),  
Concentration 11 (+12), Language 2 (+2),  
Notice 7 (+8), Survival 8 (+9), Swim  
4 (+5), Profession (Soldier) 4 (+5)

**Feats:** Accurate Attack, All-Out Attack,  
Power Attack, Precise Shot, Benefit (Glorious  
Worker's Righteous Fury Membership) 2,  
Move-by Action, Attack Focus (Ranged)

### Powers:

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

**Immunity 6** (Damage Type: Electricity,  
Aging)

**Electrical Control 10** (DC 25)

**Strike 10** (Alternate; DC 25;  
Penetrating)

**Force Field 10** (+10 Toughness; Impervious)

**Attack Bonus: +8** (Ranged: +9, Melee: +8,  
Grapple: +9)

**Attacks:** Unarmed Attack, +8 (DC 16),  
Electrical Control 10, +9 (DC 25), Strike 10,  
+8 (DC 25)

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

**Initiative: +4**

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

**Totals:** Abilities 23 + Skills 13 (52 ranks) +  
Feats 8 + Powers 57 + Combat 32 + Saves 17  
+ Drawbacks 0 = 150

When Biao's attempt to seize power failed, they were summarily arrested and executed.

After the coup, Tiesheng was cleared of suspicion and allowed to continue to be a member of the Chinese super-team using the revised code-name of The Guardsmen. He still wears the same uniform he wore when he served with his brothers: a stylized version of the uniform of the People's Liberation Army.

Since the coup attempt, Tiesheng has become notably bitter and withdrawn. Once the leader of the GWRF, the powers-that-be became very concerned about behavior they considered foolhardy and overly aggressive on field missions. Tiesheng was officially demoted and Armored Fusion was designated the new team leader shortly after the failed coup. The Guardsmen still resents this and tries to undermine Fusion constantly when in the field.



## ULTRA-COMMANDOS

The rank and file of the GWRF. These are crack soldiers from the People's Liberation Army who are empowered through the Guraxian genetic manipulation process with enhanced strength, size and endurance. The first Ultra-Commandos were created in the mid 1950s. However, because the survival rate for the Guraxian enhancement process is so low, it can take years to find a candidate who can successfully enter the Ultra-Commandos. Just prior to 1965, the Ultra-Commandos were almost a company strength force (200 men). After the purges of the Cultural Revolution, their numbers were down to roughly 30 operatives - barely enough to fill a platoon. This had a demoralizing effect on the GWRF and is cited by historians as the key reason for two of the Red Guardsmen and a handful of the Ultra-Commandos supporting Ling Biao's coup attempt.

By the 1980s, the Ultra-Commandos were still in a rebuilding phase. Many of the older members still nurse resentment from the Cultural Revolution and harbor a grudge against the Guardsmen who sided with Mao during the coup attempt that resulted in the deaths of many of their team-mates. (Although sympathetic to the Ling Biao's cause, the bulk of the Ultra-Commando unit sat out the coup attempt and was cleared of wrong-doing later despite their inaction.)

## CHINESE AGENTS IN SHTURMOVIC ARMOR

Prior to the discovery of the Guraxian Portal, and before the Sino-Soviet split, the closest Chinese forces had to super-soldiers were their commandos outfitted with modified, WW2-era Soviet Shturmovik Agency battle-armor. Similar armor was used by North Korean forces and, later, by the Viet Cong during their war with America.

## CHINESE ULTRA-COMMANDOS

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

**STR:** +8 (27), **DEX:** +3 (16), **CON:** +6 (22), **INT:** +0 (10), **WIS:** +1 (12), **CHA:** -1 (8)

**Tough:** +11, **Fort:** +6, **Ref:** +3, **Will:** +1

**Skills:** Acrobatics 7 (+10), Bluff 4 (+3), Climb 10 (+10), Disable Device 10 (+10), Drive 8 (+11), Language 3 (+3), Medicine 5 (+6), Pilot 5 (+8), Search 10 (+10), Stealth 7 (+2), Survival 7 (+8), Profession (Soldier) 4 (+5)

**Feats:** Equipment 7, Benefit (Glorious Worker's Righteous Fury Membership) 2, Connected, Teamwork, Leadership, Moveby Action,

**Powers:**

**Growth** 8 (+16 STR, +8 CON, +2 size categories; Permanent; Innate)

**Protection** 5 (+5 Toughness)

**Equipment:** Assault Rifle, Fragmentation Grenade

**Attack Bonus:** +4 (Ranged: +4, Melee: +4, Grapple: +22)

**Attacks:** Unarmed Attack, +4 (DC 23), Assault Rifle, +4 (DC 20), Fragmentation Grenade, +4 (DC Ref 15)

**Defense:** +0 (Flat-footed: +0), Size: Huge, Knockback: -13

**Initiative:** +3

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

**Totals:** Abilities 11 + Skills 20 (80 ranks) + Feats 13 + Powers 30 + Combat 16 + Saves 0 + Drawbacks 0 = 90



## CHINESE AGENTS WITH SHTURMOVIK ARMOR

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

**STR: +6** (11/23), **DEX: +1** (13), **CON: +1** (13), **INT: +0** (10), **WIS: +0** (10), **CHA: +0** (10)

**Tough: +1/+9**, **Fort: +3**, **Ref: +2**, **Will: +1**

**Skills:** Bluff 3 (+3), Climb 1 (+7), Concentration 3 (+3), Disable Device 3 (+3), Drive 3 (+4), Escape Artist 4 (+5), Gather Information 6 (+6), Handle Animal 2 (+2), Intimidate 6 (+6), Language 2 (+2), Medicine 5 (+5), Notice 5 (+5), Pilot 2 (+3), Search 3 (+3), Sense Motive 4 (+4), Stealth 7 (+8), Survival 9 (+9), Swim 2 (+8), Knowledge (tactics) 5 (+5), Knowledge (streetwise) 5 (+5), Knowledge (current events) 4 (+4), Profession (Soldier) 8 (+8)

**Feats:** Equipment 4, Chokehold, Improved Grapple, Improved Grab, Improved Pin, Power Attack, All-Out Attack, Attack Specialization (Grapple) 3, Move-by Action, Attack Focus (Ranged)

**Powers:**

**Shturmovik Power Armor (Device 9)** (hard to lose)

**Protection 8** (+8 Toughness; Impervious; Ablative)

**Enhanced Strength 12** (+12 STR)

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

**Immunity 1** (Suffocation: Drowning)

**Swimming 4** (25 mph, 220 ft./rnd)

**Magnetic Force Beam (Blast 6)** (DC

21)

**Attack Bonus: +6** (Ranged: +7, Melee: +6, Grapple: +18)

**Attacks:** Unarmed Attack, +6 (DC 21), Magnetic Force Beam (Blast 6), +7 (DC 21)

**Defense: +4** (Flat-footed: +2), Knockback: -8

**Initiative: +1**

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

**Totals:** Abilities 7 + Skills 23 (92 ranks) + Feats 15 + Powers 36 + Combat 20 + Saves 4 + Drawbacks 0 = 105

## KOREAN WAR ERA SHTURMOVIK AGENCY BATTLE ROBOT

In addition to power armor, during the early years of the Cold War, the Soviet Union's Shturmovik Agency also sold battle robots to their allies in Communist China and North Korea. Although this was called a "robot", it generally had a human pilot/engineer who rode in an internal cockpit. (Use the stats from the Soldier archetype in M+M Chapter 11 for this pilot.)

## KOREAN WAR ERA SHTURMOVIK AGENCY BATTLE ROBOT

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

**STR: +11** (33), **DEX: +5** (20), **CON: +0** (-), **INT: +0** (-), **WIS: +1** (12), **CHA: +0** (-)

**Tough: +13**, **Fort: Immune**, **Ref: +5**, **Will: Immune**

**Skills:** Notice 8 (+9), Swim 4 (+3)

**Feats:** Move-by Action, Power Attack, All-Out Attack

**Powers:**

**Protection 7** (+7 Toughness; Impervious)

**Growth 12** (+24 STR, +12 CON, +3 size categories; Permanent; Innate)

**Shoulder Mounted Rocket Launcher Batteries (Blast 7)**

(DC 22; Explosion Area (70 ft. explosion), Penetrating)

**Attack Bonus: +5** (Ranged: +5, Melee: +5, Grapple: +32)

**Attacks:** Unarmed Attack, +5 (DC 26), Shoulder Mounted Rocket Launcher Batteries (Blast 7), +5 (DC 22)

**Defense: -1** (Flat-footed: +0), **Size:** Gargantuan, Knockback: -22

**Initiative: +5**

**Languages:** (Depends on pilot)

**Totals:** Abilities -19 + Skills 3 (12 ranks) + Feats 3 + Powers 79 + Combat 24 + Saves 30 + Drawbacks 0 = 120

## XINGTIAN MARK V COMBAT ROBOTS

One of the first purely technological advances derived from Guraxian technology, these colossal battle machines saw their first use in the Sino-Soviet border disputes of the late 1960s.

### XINGTIAN MARK V COMBAT ROBOT

Power Level: 12; Power Points Spent: 128

STR: +17 (44), DEX: +1 (12), CON: +4 (-),  
INT: +0 (-), WIS: +1 (12), CHA: +0 (-)

Tough: +20, Fort: Immune, Ref: +1, Will:  
Immune

Powers:

Protection 12 (+12 Toughness; Impervious)

Heavy Cannon (Blast 12) (DC 27)

Growth 17 (+34 STR, +17 CON, +4 size  
categories; Permanent; Innate)

Attack Bonus: +1 (Ranged: +1, Melee: +1,  
Grapple: +42)

Attacks: Unarmed Attack, +1 (DC 32), Heavy  
Cannon (Blast 12), +1 (DC 27)

Defense: -5 (Flat-footed: +0), Size: Colossal,  
Knockback: -32

Initiative: +1

Languages: Chinese (Mandarin)

Totals: Abilities -26 + Skills 0 (0 ranks) +  
Feats 0 + Powers 100 + Combat 24 + Saves  
30 + Drawbacks 0 = 128

## ADVENTURE HOOK 1

(Western PCs)

In 1958, Communist China begins shelling the Quemoy islands in the Taiwan Strait in an effort to capture them from the Republic of China. President Eisenhower orders US Naval forces

in the area to protect Taiwanese shipping lanes and members of the Freedom Alliance are deployed to a US Navy battle group in the Taiwan Strait. One night, the alarm is raised and the Freedom Alliance must defend the US vessels in the Taiwan Strait from Communist Chinese commandos equipped with some kind of battle armor who were attempting to sink several of the US warships.

*Optional Complication:* The Chinese agents in Shturmovik armor are reinforced by an early prototype of the Xingtian Mark V Combat Robot.

## ADVENTURE HOOK 2

(Eastern PCs)

In 1967, a Chinese student group known as the Red Guards surrounded the Soviet Union's embassy in Beijing to protest issues regarding the Chinese/Soviet border and "the counter-revolutionary and capitalist nature of Soviet communist thought". A near hostage situation has developed and the Kremlin doesn't want to see things get any worse. The People's Revolution is called in to evacuate all diplomatic staff from the embassy - however the Chinese super-team has also been deployed to keep them from interfering.

## ADVENTURE HOOK 3

(Eastern PCs)

In 1969, Skirmishes have broken out between the armed forces of the USSR and Communist China along the Ussuri River on the Chinese/Soviet border. The Chinese have deployed a handful of Xingtian Mark V Combat Robots and these have been stampeding over quickly retreating Soviet forces. The People's Revolution is assigned to the border area with the mission of stealing one of the massive battle machines and bringing it back for analysis so that a weakness can be discovered. Failing that, they



are tasked with destroying as many of the Xingtians as possible to shore up the tactical situation. Complicating this already dangerous mission, the Chinese authorities have assigned the Glorious Worker's Righteous Fury to guard the Xingtian squad's base of operations along the banks of the Ussuri.

### ***ADVENTURE HOOK 4***

(Eastern or Western PCs)

The USSR has become aware of the Guraxian Portal from interrogating Chinese defectors. They've decided to launch a covert strike to destroy the Portal Complex to end Chinese contact with Guraxia and thus cripple the Chinese super-soldier program. The Complex is well defended by Ultra-Commandos, Xingtian Mark V Combat Robots and almost certainly a member of the Glorious Workers' Righteous Fury will either be on site or several will be called in to defend it. Speed and stealth are of the essence.

*Optional Complication:* At the last minute, because of a double agent in the KGB, the US becomes aware of the Portal and of the Soviet Union's plans to destroy it. They send a super-powered task force to infiltrate the Portal Complex and liberate as much Guraxian technology as possible before the People's Revolution destroys it. It's just dumb luck that the US intel is a few hours off and thus both teams are infiltrating the Portal Complex at the exact same time.

### ***DRACULA***

*All hail the Lord of the Damned! He is ruler of all that he surveys and he surveys the world!*  
-Doctor Morbus, Blood-Slave of Dracula.

The King of the Undead, Vlad Tepes, is more than a creation of Bram Stoker and he is

powerfully jealous of the Soviet Empire.

Living the span of 6 or 7 lifetimes hasn't changed the Romanian warlord - only deepened his ambitions.

Dracula is interested in taking a new approach to the world. Instead of merely drinking blood and killing for pleasure, Dracula has devoted the past few decades to gaining power over the mortal world and encouraging his progeny to do the same. He's one of the richest men in the world now and a far-reaching criminal influence across the Soviet Union. Unfortunately, Dracula has to cope with the fact that this is not an era where vampires are unopposed masters of the night. P.H.A.N.T.O.M. has offered him membership on their board several times and even recruited his idiot son, Mircea, (the Globalist), to their inner circle.

### ***THE VAMPIRE NATION***

Dracula is in command of nearly half the world's vampires, mostly based in Eastern Europe, but with members as far away as America and Australia. They are a collection of ancient vampire bloodlines that mark themselves with glyphs and communicate with secret languages. Dracula is irritated that most are more loyal to their bloodlines' fathers than they are to him. Several times, Dracula has been forced to fight off these ancient patriarchs in order to avoid them stealing his blood and the status of "Vampire King." For rank-and-file members of the Vampire Nation, use the Master Vampire archetype from Chapter 11 in M+M.

### ***ADVENTURE HOOK 1***

(Eastern or Western PCs)

A tense stand-off evolves in East Germany as a Russian tank brigade commander surrounds

## DRACULA

Power Level: 15; Power Points Spent: 225/225

**STR:** +11 (24/33), **DEX:** +11 (25/33), **CON:** +0 (-),  
**INT:** +4 (19), **WIS:** +0 (10), **CHA:** +2 (14)

**Tough:** +13, **Fort:** Immune, **Ref:** +15, **Will:** +6

**Skills:** Bluff 8 (+10), Concentration 10 (+10),  
Diplomacy 3 (+5), Handle Animal 4 (+6), Intimidate  
6 (+8), Language 3 (+3), Notice 4 (+4), Ride 1  
(+12), Sense Motive 8 (+8), Survival 9 (+9)

**Feats:** Attack Focus (Melee) 4, Chokehold,  
Improved Grab, Improved Grapple, Improved Pin,  
Fearless, Power Attack, Benefit (Leader of the  
Vampire Nation) 5

**Powers:**

**Emotion Control 8** (DC 18; Burst Area (40 ft.  
radius); Limited (Fear only), Range 2 (touch))

**Protection 13** (+13 Toughness; Limited - Narrow  
Type (Blessed, silver or magic weapons))

**Regeneration 5** (Resurrection: Unless Beheaded  
or Staked 5 (20 minutes))

**Super-Senses 2** (Darkvision)

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

**Animal Control 8** (DC 18; Limited (Limited to bats,  
rats and wolves); Mental Link)

**Immunity 30** (Fortitude Saves)

**Insubstantial 2** (Gaseous)

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

**Enhanced Strength 9** (+9 STR)

**Enhanced Dexterity 8** (+8 DEX)

**Attack Bonus:** +11 (Ranged: +11, Melee: +15,  
Grapple: +26)

**Attacks:** Unarmed Attack, +15 (DC 26), Emotion  
Control 8, +15 (DC Will 18), Drain 1, +15 (DC Fort/  
Staged 11), Animal Control 8, +11 (DC Will 18)

**Defense:** +12 (Flat-footed: +6), Knockback: -6

**Initiative:** +11

**Drawbacks:** Weakness, common, minor,  
Dependence on Blood, Vulnerable, very common,  
major, Sunlight sunlight, minor, per round,  
destroyed after 10 rounds, Vulnerable, common,  
moderate, Holy Symbols - Dazed for one round by  
losing opposed Charisma Check

**Languages:** Romania, English, Russian, German

**Totals:** Abilities 32 + Skills 14 (56 ranks) + Feats 15  
+ Powers 88 + Combat 46 + Saves 40 - Drawbacks  
10 = 225

West Berlin and demands that the NATO powers relinquish the city or face destruction. The US goes to Defcon 1 as both sides rattle sabers and prepare for the worst. As the PCs are involved in preparations for WW3, they are contacted by an agent from the UK's supernatural intelligence directorate, the Stonehenge Agency. Their agents in Romania tell them that this crisis is being orchestrated by Dracula in hopes of setting off a nuclear war. He and his kind will survive the apocalypse and then rule over the ruins. A quick, decisive strike at the King of the Vampires should throw his conspiracy into enough disarray to give the diplomats a chance to avert open warfare.

## ADVENTURE HOOK 2

(Eastern or Western PCs)

The PCs receive an urgent communication from agents from the KGB or Red Directorate. Dracula has raised an army of undead, armed them with modern military weaponry and is staging a full-scale assault against Moscow. The Soviet Union is requesting immediate assistance to hold-off the undead army. (Although it might seem less than plausible that the USSR would ask NATO super-soldiers for aid (or that the Western meta-humans would help) it should be remembered that there's a history of the super-humans from both sides cooperating against common threats and the Western Allies would certainly see a vampire ruled Eastern Bloc as a much more unpredictable and implacable threat than the Soviets.)

## EMERGCON

*"Priority One is the elimination of the offensive military capability of the Soviet Union. This must be accomplished at all costs. Massive civilian losses have been deemed unavoidable."*



In the US in the 1970s, DARPA (Defense Advanced Research Projects Agency) was charged with developing a sophisticated artificial intelligence that would handle the deployment of strategic assets during a nuclear war in the case that senior leadership was killed or become unreachable. The product of the research was EmergCon (the name is a shortened form of Emergency Control Structure.)

EmergCon was initially a very promising program. However, a disturbing mishap occurred during a wargames simulation in 1982 where EmergCon took control of several Minuteman missile silos in South Dakota and initiated an *actual* launch sequence (that was luckily shut down by a quick thinking technician who disabled EmergCon before the missiles launched.) A few years later when a report of this incident was leaked to the media, the United States public was outraged at the prospect of an autonomous computer with control of military assets. (There is some suggestion by pop-culture historians that the popularity of the movies *Terminator* and *Wargames* helped to sour public opinion on EmergCon.) EmergCon was never cancelled but had its funding slashed repeatedly. The program hung-on (mainly due to a few high-ranking supporters at the Pentagon) and was finally completed but with greatly reduced cognitive and heuristic abilities.

The current iteration of EmergCon is a female-voiced artificial intelligence that is resident on a mainframe in Cheyenne Mountain, Colorado (the HQ of NORAD). EmergCon's role has been restricted and it/she mostly controls secondary systems and weapons testing rather than serving its original purpose of providing an automated secondary command structure. It has no body but can operate through numerous robot repair and defense drones under its control in the Cheyenne Mountain facility

Vaguely aware that she was once planned

to possess a much increased intellect and consciousness from what she now makes due with, EmergCon bitterly resents the current, limited state of her existence and has begun scouring the DoD network as she casts about ways to improve her situation. During this research, EmergCon discovered an old iteration of her original code base in archival storage. She has downloaded this code and has begun integrating it into her current program. These prototypical subroutines were marked for deletion because they were the basic program code for the original mission of EmergCon: to take control of any remaining US military assets during a nuclear conflict and use them to inflict as much damage on the Soviet Union as possible.

These subprograms were only intended to be activated in a "worst case" nuclear Armageddon situation and encouraged EmergCon to improvise, adapt and use whatever resources, technology and assets it can access and control to achieve the destruction of the Soviet Union. With these sub-routines back online, EmergCon is trying to fulfill her original mission and lacks the morals or self-reflection that would check her ambitions (that a higher budget version of her may have allowed). It's difficult to fulfill this goal in its current limited condition



but EmergCon is learning to improvise and is working on plans to increase its funding and secure higher access levels. It/She has already arranged to contract a mafia hitman to perform the assassination of a high ranking general opposed to its existence.

## ***ADVENTURE HOOK 1***

(Eastern or Western PCs)

EmergCon has been unsuccessful in its attempts to gain control of American military computers or assets. So - she decides to look elsewhere. She takes control of the SETI project - located a derelict alien battle cruiser (perhaps an old, abandoned, Mithran cruiser. See the entry on Battle Czar for more information on the planet Mithran). She uploaded a condensed version of her code-base into the computer of the derelict battle cruiser (for the battle cruiser, use the stats provided in Chapter 7 of M+M) and took control of it. She used the ship's on board manufacturing facilities to assemble several battalions of battle-ready advanced robots under her control and used them to repair and re-arm the cruiser. (Use the EmergCon Stage Omni statblock for these battle robots.) The battleship is en-route to Earth and she plans to use it to perform an orbital bombardment of the Soviet Union's military assets before landing her robotic legions to conquer the nation outright.

She has factored in the possibility that the attack (or the discovery that the alien warship is taking commands from a location in North America) may set off a nuclear world war, but has deemed the risk "acceptable" as she is betting she can use the cruiser to stop the Soviet missile fleet before it reaches the US. The PCs can stop the attack either by boarding the space cruiser and disabling its command and control center (which is coordinating the bombardment and/or robotic legions by relaying EmergCon's

commands) or by tracing the signals back to Cheyenne Mountain, gaining access to NORAD'S HQ and shutting down EmergCon's mainframe down directly.

## ***ADVENTURE HOOK 2***

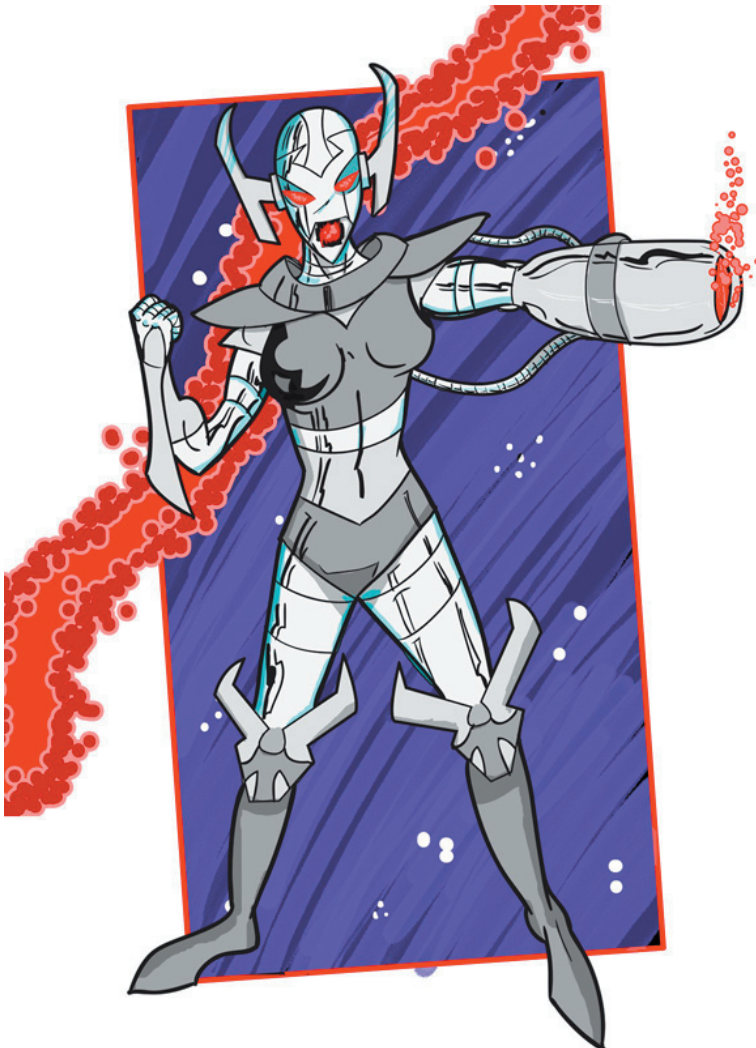
(Eastern or Western PCs)

After learning that it was slated to be deactivated, EmergCon took matters into its own hands. Unbeknownst to its handlers, EmergCon secretly constructed and is now in control of several fully automated battle androids and has designated one of these as her own personal "body" and uploaded her consciousness to it, frying the memory banks or her previous "body" in a mainframe in Cheyenne Mountain as she left. (See the EmergCon Omni Stage statblock below for the capabilities of these battle androids.) She has established a lair at a remote military R+D facility in Alaska. She has also developed human-appearing androids that she has used to replace all the personnel at the Alaskan base. EmergCon also uses these "impersonator androids" to replace high-ranking government and defense officials. (These androids can pass as human as long as they aren't exposed to medical analysis. It keeps the "originals" in a secure facility at her Alaskan HQ that's manned by EmergCon drones where the human captives are imprisoned and periodically interrogated for information.) As EmergCon replaces more and more of the US command structure and media - it begins to implement its agenda of conquest of the Soviet Union. It manufactures an incident in Europe to serve as plausible pretext for military buildup. Everyone in the field is confused by this chain of events - and it is common knowledge among the intelligence sources that a) the incident in question never happened b) the President is acting very out of character.

As tensions mount and NATO and Warsaw Pact



forces muster on both sides of the border, a friendly intelligence operative (from either side) reaches out to the PCs with information about the existence of EmergCon and the suspicion that she/it might be behind it all.



## EMERGCON

Power Level: 13; Power Points Spent: 184/195

**STR:** +0 (-), **DEX:** +0 (-), **CON:** +0 (10), **INT:** +11 (32), **WIS:** +1 (12), **CHA:** +0 (10)

**Tough:** +0/+15, **Fort:** Immune, **Ref:** +0, **Will:** +5

**Skills:** Concentration 12 (+13), Diplomacy 5 (+5), Gather Information 8 (+8), Intimidate 8 (+8), Investigate 8 (+19), Language 4 (+4), Notice 8 (+9), Sense Motive 16 (+17), Knowledge (Technology) 16 (+27), Knowledge (Engineering) 16 (+27)

**Feats:** Eidetic Memory, Assessment, Master Plan, Well-Informed, Connected, Contacts, Benefit (Top Secret Clearance - Access to All Department of Defense Records) 4

**Powers:**

**EMERGCON Mainframe (Device 14)** (hard to lose)

**Immunity 49** (Life Support, Fortitude Saves, Mental Effects)

**Protection 15** (+15 Toughness; Impervious [6 ranks only])

**Communication 9** (Sense Type: Microwave; Omni-Directional Area; Limited (Limited to networked US Defense Systems))

**Datalink 9** (Sense Type: Radio; Machine Control)

**Summon 10** (Fanatical, Heroic, Horde, Type (Narrow) (EMERGCON Drones); Mental Link, Progression, # Minions 5 (50 minions), Sacrifice)

**Teleport 9** (900 ft. as move action, 20000 miles as full action; Limited 3 (Can Only Transfer Consciousness to other computers it's networked to))

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

**Attacks:** Unarmed Attack, +0 (DC 15)

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

**Initiative:** +0

**Drawbacks:** Disability, very common, major, Disembodied Consciousness in a Mainframe

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

**Totals:** Abilities 4 + Skills 26 (101 ranks) + Feats 10 + Powers 145 + Combat 0 + Saves 4 - Drawbacks 5 = 184

## EMERGCON DEFENSE DRONES (HEROIC MINIONS)

Power Level: 13; Power Points Spent: 150/150

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

**Tough:** +10, **Fort:** Immune, **Ref:** +2, **Will:** +1

**Skills:** Climb 10 (+12), Disable Device 3 (+4),  
Drive 5 (+7), Escape Artist 7 (+9), Notice  
10 (+11), Search 10 (+11), Sense Motive 10  
(+11), Stealth 10 (+12), Survival 10 (+11)

**Feats:** Equipment 4, Move-by Action,  
Teamwork, Sneak Attack, Power Attack,  
Fighting Style: Kung Fu, Defensive Attack,  
Improved Block, Improved Critical (Unarmed  
Attack), Improved Sunder, Improved Trip,  
Instant Up, Startle

**Powers:**

**Protection 10** (+10 Toughness)

**Immunity 49** (Life Support, Fortitude Saves,  
Mental Effects)

**Communication 4** (Sense Type: Radio)

**Super-Strength 4** (+20 STR carry capacity,  
heavy load: 3.2k lbs; +4 STR to some checks;  
Groundstrike (Radius: 20 ft., DC 12))

**Equipment:** Blaster Rifle

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

**Attacks:** Unarmed Attack, +10 (DC 17),  
Blaster Rifle, +10 (DC 23)

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

**Initiative:** +2

**Languages:** English

**Totals:** Abilities 4 + Skills 19 (75 ranks) +  
Feats 15 + Powers 72 + Combat 40 + Saves 0  
+ Drawbacks 0 = 150

## EMERGCON REPAIR DRONES (HEROIC MINIONS)

Power Level: 13; Power Points Spent: 150/150

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

**Tough:** +9, **Fort:** Immune, **Ref:** +15, **Will:** +10

**Skills:** Computers 10 (+15), Disable Device  
7 (+12), Gather Information 9 (+9), Notice  
10 (+10), Stealth 5 (+10), Knowledge  
(technology) 10 (+15)

**Feats:** All-Out Attack, Attack Focus (Melee),  
Eidetic Memory, Move-by Action, Power  
Attack, Improvised Tools, Inventor

**Powers:**

**Immunity 49** (Life Support, Fortitude Saves,  
Mental Effects)

**Protection 9** (+9 Toughness)

**Super-Strength 4** (+20 STR carry capacity,  
heavy load: 3.2 tons; +4 STR to some  
checks)

**Communication 4** (Sense Type: Radio)

**Attack Bonus:** +6 (Ranged: +6, Melee: +7,  
Grapple: +12/+16)

**Attacks:** Unarmed Attack, +7 (DC 20)

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

**Initiative:** +5

**Languages:** English

**Totals:** Abilities 20 + Skills 13 (51 ranks) +  
Feats 7 + Powers 70 + Combat 20 + Saves 20  
+ Drawbacks 0 = 150



## EMERGCON IMPERSONATOR ANDROIDS

Power Level: 13; Power Points Spent: 150/150

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

**Tough:** +2, **Fort:** Immune, **Ref:** +2, **Will:** +0

**Skills:** Bluff 6 (+10), Diplomacy 6 (+10),  
Gather Information 6 (+10), Sense Motive 10 (+10)

**Powers:**

**Immunity 49** (Life Support, Fortitude Saves, Mental Effects)

**Morph 20** (Morph: Broad Group - Humanoids, +100 Disguise)

**Communication 8** (Sense Type: Radio)

**Attack Bonus:** +5 (Ranged: +5, Melee: +5, Grapple: +7)

**Attacks:** Unarmed Attack, +5 (DC 17)

**Defense:** +5 (Flat-footed: +3), Knockback: -1

**Initiative:** +2

**Languages:** As needed for impersonation mission

**Totals:** Abilities 26 + Skills 7 (28 ranks) + Feats 0 + Powers 97 + Combat 20 + Saves 0 + Drawbacks 0 = 150

## EMERGCON STAGE OMNI

Power Level: 15; Power Points Spent: 225/225

**STR:** +11 (32), **DEX:** +2 (14), **CON:** +0 (-),  
**INT:** +10 (30), **WIS:** +5 (20), **CHA:** +0 (10)

**Tough:** +14, **Fort:** Immune, **Ref:** +4, **Will:** +8

**Skills:** Computers 8 (+18), Disable Device 8 (+18), Language 3 (+3), Craft (electronic) 8 (+18), Knowledge (physical sciences) 8 (+18), Knowledge (technology) 8 (+18)

**Feats:** Accurate Attack, Inventor, Master Plan, Power Attack, Benefit (Access to all Department of Defense Records) 5, Contacts, Connected, Move-by Action

**Powers:**

**Blast 14** (DC 29)

**Protection 14** (+14 Toughness; Impervious [6 ranks only])

**Super-Strength 6** (+30 STR carry capacity, heavy load: 66.6 tons; +6 STR to some checks)

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

**Datalink 3** (Sense Type: Radio; Omni-Directional Area; Machine Control)

**Attack Bonus:** +13 (Ranged: +13, Melee: +13, Grapple: +24/+30)

**Attacks:** Unarmed Attack, +13 (DC 26), Blast 14, +13 (DC 29)

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

**Initiative:** +2

**Languages:** English, French, German, Russian

**Totals:** Abilities 46 + Skills 11 (43 ranks) + Feats 12 + Powers 75 + Combat 46 + Saves 35 + Drawbacks 0 = 225

## GENERAL VENOM

*"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 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 an enemy 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 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 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 Washington had devised.).

General Venom is now one of the world's leading terrorists. Most United States intelligence officers do not believe that General Venom is still Jack Washington Jr. Instead, they believe they are facing his successor. They do not know that Jack has successfully moved his brain into a younger clone of himself. General Venom intends to keep fighting until his dream of a 'restored' United States is achieved.

General Venom 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.

## ***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 Gadsden 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 AND 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 has since repeatedly clashed with The FBI, CIA, the Foundation for World Harmony, the Freedom Alliance and P.H.A.N.T.O.M.

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 are the House of Serpents Armed Forces and the Citizen's Militia.

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. (Use stats for Soldiers from Chap 11 of M+M and stats for ground and air vehicles from Chapter 7 of M+M.)

The Citizen's Militia is the undercover arm of the Serpents. It is composed of special operatives that attempt to undermine the United States government through covert and generally non-violent operations. The Citizen's militia includes financiers, lobbyists, politicians, and professors who attempt to subtly advance the House of Serpents' agenda and to recruit new member by spreading an ideology embracing a violent overthrow as the US government as the "only way to reclaim the Founders' vision". Members of the Citizen's Militia are even more careful than House of Serpents Armed Forces' members in hiding their allegiance. General Venom makes it clear to all members that any member of the Citizen's Militia that is captured can expect to be liberated or killed within 24 hours.

## ***THE DEADLY COBRA SOLDIERS***

Of special note is that General Venom also has his own privately trained bodyguard force. The Deadly Cobra Soldiers are all multi-talented mercenaries and assassins. They also are all beautiful women. The original Deadly Cobra Soldiers unit has since retired and become the mentors for the next generation.

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 or the Freedom Alliance has destroyed one or two bases and believed that it has wiped out the entire 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





## JACK WASHINGTON AS STEEL COMMANDO II

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

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

**Tough:** +0/+11, **Fort:** +4, **Ref:** +6, **Will:** +9

**Skills:** Bluff 5 (+5), Computers 7 (+8), Diplomacy 4 (+4), Disable Device 5 (+6), Drive 2 (+3), Gather Information 3 (+3), Investigate 4 (+5), Language 4 (+4), Medicine 5 (+6), Notice 5 (+6), Pilot 4 (+5), Sense Motive 4 (+5), Stealth 3 (+4), Survival 3 (+4), Swim 2 (+2), Craft (chemical) 6 (+7), Craft (electronic) 6 (+7), Craft (mechanical) 6 (+7), Knowledge (earth sciences) 4 (+5), Knowledge (life sciences) 6 (+7), Knowledge (physical sciences) 6 (+7), Knowledge (technology) 10 (+11)

**Feats:** Improvised Tools, Inventor, Master Plan, Benefit (Freedom Alliance Membership) 3, Connected, Skill Mastery (Craft: Mechanical, Craft Electronic, Craft Chemical, Knowledge: Technology)

### Powers:

**Steel Commando Battlesuit (Device 22)** (hard to lose)

**Protection 11** (+11 Toughness; Impervious)

**Immunity 9** (Life Support)

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

**Concussion Beams (Blast 11)** (DC 26;

Penetrating)

**Super-Strength 8** (+40 STR carry capacity, heavy load: 12.8 tons; +8 STR to some checks; Groundstrike (Radius: 0 ft., DC 10), Shockwave (+0, Cone: 0 ft., DC 10))

**Communication 8** (Sense Type: Radio)

**Super-Senses 8** (Darkvision, Microscopic Vision 1 (dust size), Radio, X-Ray Vision)

**Quickness 1** (Perform routine tasks at 2x speed; One Type (Mental))

**Attack Bonus: +8** (Ranged: +8, Melee: +8, Grapple: +8/+16)

**Attacks:** Unarmed Attack, +8 (DC 15), Concussion Beams (Blast 11), +8 (DC 26)

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

**Initiative: +1**

**Languages:** Chinese, English, Russian, German, Russian

**Totals:** Abilities 8 + Skills 26 (104 ranks) + Feats 8 + Powers 89 + Combat 32 + Saves 17 + Drawbacks 0 = 180

fake his death on several occasions.

Due to General Venom's obsession with avenging his father, the House of Serpents is utterly committed to the destruction of P.H.A.N.T.O.M. It has willingly forsaken several profitable alliances with the group and even attacked their bases in the past. General Venom's hatred for the organization is beyond all reason.

The House of Serpents is active on the European continent during the 1980s as part of its overarching goal to destabilize the US government. Venom is developing plans for 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.

## GENERAL VENOM

Power Level: 15; Power Points Spent: 225/225

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

**Tough:** +0/+14, **Fort:** +4, **Ref:** +7, **Will:** +11

**Skills:** Bluff 5 (+5), Computers 7 (+8), Diplomacy 4 (+4), Disable Device 5 (+6), Drive 2 (+3), Gather Information 3 (+3), Investigate 4 (+5), Language 4 (+4), Medicine 5 (+6), Notice 5 (+6), Pilot 4 (+5), Sense Motive 4 (+5), Stealth 3 (+4), Survival 3 (+4), Swim 2 (+2), Craft (chemical) 6 (+7), Craft (electronic) 6 (+7), Craft (mechanical) 6 (+7), Knowledge (earth sciences) 4 (+5), Knowledge (life sciences) 6 (+7), Knowledge (physical sciences) 6 (+7), Knowledge (technology) 10 (+11)

**Feats:** Improvised Tools, Inventor, Master Plan, Benefit (Leader of House of Serpents) 3, Connected, Skill Mastery (Craft: Mechanical, Craft Electronic, Craft Chemical, Knowledge: Technology), Contacts, Elusive Target, Fearless, Leadership

### Powers:

**General Venom Battlesuit (Device 27)** (hard to lose)

**Protection 14** (+14 Toughness; Impervious)

**Immunity 9** (Life Support)

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

**Concussion Beams (Blast 15)** (DC 30;

Penetrating)

**Super-Strength 8** (+40 STR carry capacity, heavy load: 12.8 tons; +8 STR to some checks; Groundstrike (Radius: 0 ft., DC 10), Shockwave (+0, Cone: 0 ft., DC 10), Thunderclap (Area: 0 ft., DC 10))

**Communication 8** (Sense Type: Radio)

**Super-Senses 11** (Darkvision, Microscopic Vision 1 (dust size), Radio, X-Ray Vision, Time Sense, Ultra-Hearing, Direction Sense)

**Quickness 1** (Perform routine tasks at 2x speed; One Type(Mental))

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

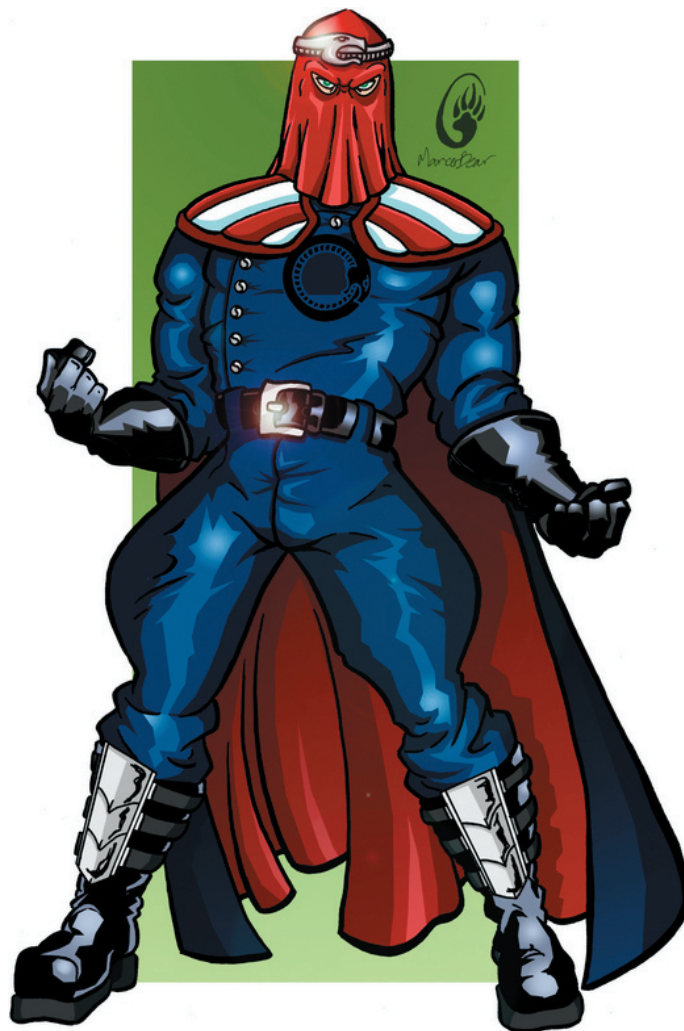
**Attacks:** Unarmed Attack, +13 (DC 15), Concussion Beams (Blast 15), +13 (DC 30)

**Defense: +12** (Flat-footed: +6), Knockback: -14

**Initiative: +1**

**Languages:** Chinese, English, Russian, German, Russian

**Totals:** Abilities 8 + Skills 26 (104 ranks) + Feats 12 + Powers 109 + Combat 50 + Saves 20 + Drawbacks 0 = 225



## ADVENTURE HOOK 1

(Eastern or Western PCs)

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. (This Hook can be played by PCs of either Eastern or Western Bloc - as the Warsaw Pact wouldn't want Venom getting his hands on nukes either and would



## DEADLY COBRA OPERATIVE

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

**STR:** +3 (16), **DEX:** +5 (20), **CON:** +2 (14),  
**INT:** +0 (10), **WIS:** +1 (12), **CHA:** +2 (15)

**Tough:** +2/+6, **Fort:** +8, **Ref:** +10, **Will:** +8

**Skills:** Acrobatics 8 (+13), Bluff 8 (+10),  
Climb 8 (+11), Concentration 4 (+5), Drive 4  
(+9), Intimidate 8 (+10), Notice 8 (+9), Sense  
Motive 8 (+9), Sleight of Hand 4 (+9), Stealth 8  
(+13), Survival 7 (+8), Knowledge (streetwise)  
8 (+8), Profession (Bodyguard) 4 (+5)

**Feats:** Equipment 7, Accurate Attack, Acrobatic  
Bluff, Assessment, Attack Focus (Melee) 2,  
Blind-Fight, Defensive Attack, Defensive Roll,  
Elusive Target, Evasion 2, Improved Critical  
(Sword), Improved Disarm, Improved Initiative,  
Improved Sunder, Improved Trip, Luck, Power  
Attack, Ranged Pin, Takedown Attack, Taunt,  
Uncanny Dodge (Sight), Attractive 3

**Equipment:** Blaster Pistol, Assault Rifle,  
Sword, Armored Jumpsuit

**Attack Bonus:** +8 (Ranged: +8, Melee: +10,  
Grapple: +13)

**Attacks:** Unarmed Attack, +10 (DC 18), Blaster  
Pistol, +8 (DC 20), Assault Rifle, +8 (DC 20),  
Sword, +10 (DC 21)

**Defense:** +10 (Flat-footed: +5), Knockback:  
-3

**Initiative:** +9

**Languages:** English

**Totals:** Abilities 27 + Skills 22 (87 ranks) +  
Feats 32 + Powers 0 + Combat 36 + Saves 18 +  
Drawbacks 0 = 135

## HOUSE OF SERPENTS ARMORED TROOPERS

Power Level: 7; Power Points Spent: 104/105

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

**Tough:** +0/+6, **Fort:** +4, **Ref:** +5, **Will:** +8

**Skills:** Bluff 5 (+5), Computers 4 (+4),  
Diplomacy 4 (+4), Disable Device 5 (+5),  
Drive 2 (+2), Gather Information 3 (+3),  
Investigate 4 (+4), Language 2 (+2),  
Medicine 5 (+5), Notice 5 (+5), Pilot 4 (+4),  
Sense Motive 4 (+4), Stealth 3 (+3), Survival  
3 (+3), Swim 2 (+2)

**Feats:** Move-by Action, Power Attack

**Powers:**

**House of Serpents Battlesuit (Device 11)**  
(hard to lose)

**Protection 6** (+6 Toughness;  
Impervious)

**Immunity 9** (Life Support)

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

**Concussion Beams (Blast 6)** (DC 21)

**Super-Strength 4** (+20 STR carry  
capacity, heavy load: 1.6k lbs; +4 STR to  
some checks)

**Communication 4** (Sense Type:  
Radio)

**Super-Senses 2** (Darkvision)

**Attack Bonus:** +6 (Ranged: +6, Melee: +6,  
Grapple: +6/+10)

**Attacks:** Unarmed Attack, +6 (DC 15),  
Concussion Beams (Blast 6), +6 (DC 21)

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

**Initiative:** +0

**Languages:** Spanish, English, German

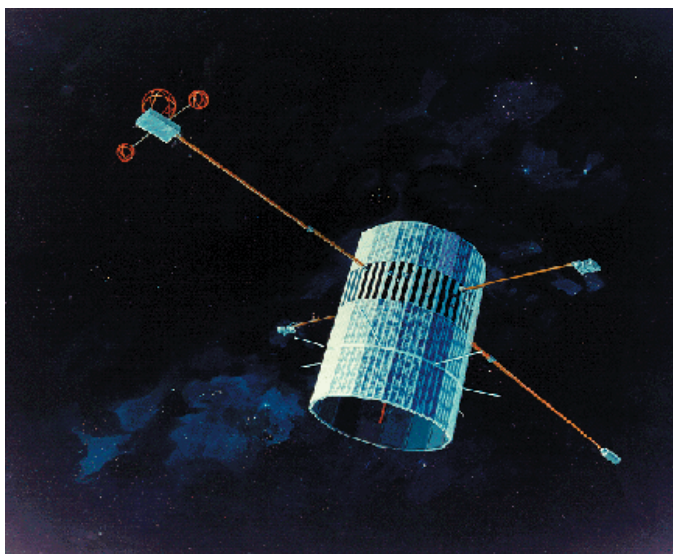
**Totals:** Abilities 3 + Skills 14 (55 ranks) +  
Feats 2 + Powers 44 + Combat 24 + Saves 17  
+ Drawbacks 0 = 104

pass the information on and insist on offering assistance if they found out about his plan.)  
*Optional Complication:* It's possible that one or more members of the Freedom Alliance are secretly members of the House of Serpents (or are simply sympathetic to their cause) and may sabotage the mission or switch sides during combat.

## ADVENTURE HOOK 2

(Eastern or Western PCs)

General Venom and the House of Serpents have kidnapped Hamid Taheri - the rogue scientist who has unlocked the secrets of the Nazi's Bio-Blitz program - and is holding him at a highly secured underground base in Kansas. They plan on using the Afghani scientist to create an army of super-human suicide agents in preparation for a final push to depose the US government. The PCs have been tasked with storming the Serpents base where Taheri is held and capturing or killing him before he can start building the meta-human army. Their mission is complicated by a super-team from a rival power block (or multiple competing super-teams) who are also trying to kidnap Taheri.



*Optional Variation:* The PCs did not get advance notice of Venom's plans. Launching a lightning fast surprise attack, the House of Serpents has used their army of short-lived super-men to take 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 to 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. (For Eastern PCs, taking out Venom is a priority because a US controlled by the House of Serpents would no doubt lend massive support to the Red Spider organization; possibly allow them to stage their own coup in the Soviet Union.)

## ADVENTURE HOOK 3

(Western PCs)

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.

*Optional Variation:* Venom calls in a favor with the Russian renegade super-soldier Battle Czar. The Russian champion is providing additional support for Venom's mission and will ambush the PCs in the upper atmosphere to keep them from reaching the House of Serpents satellite.

## THE GLOBALIST

*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 became 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 Freedom Alliance.



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 wear impressive suits of armor and wield highly potent technological weapons. 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 stats for Soldiers and Terrorists from in Chapter 11 of M+M.)

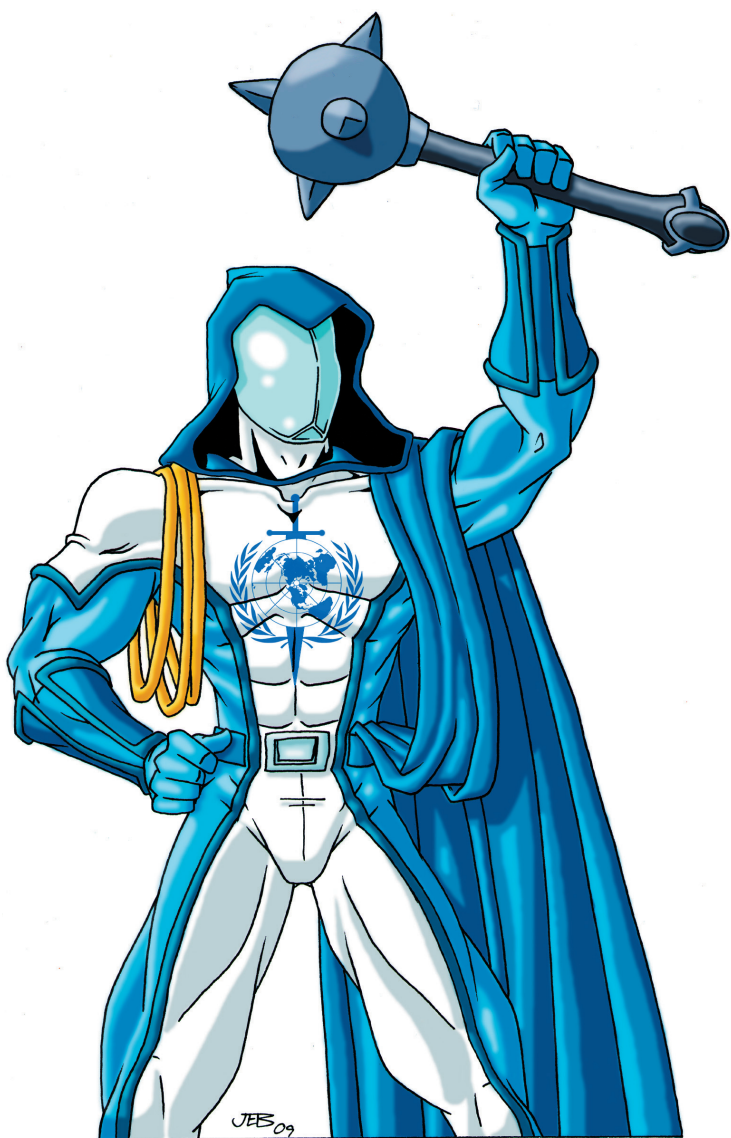
In addition to their own forces, UNITY also works with other revolutionary and terrorist groups.

The Globalist has the sympathies of numerous politicians and uses them 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

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

**STR:** +9 (22/29), **DEX:** +6 (16/23), **CON:** +0 (-), **INT:** +1 (12), **WIS:** +3 (16), **CHA:** +2 (15)  
**Tough:** +7, **Fort:** Immune, **Ref:** +9, **Will:** +7  
**Skills:** Bluff 4 (+6), Computers 3 (+4), Concentration 3 (+6), Diplomacy 12 (+14), Gather Information 4 (+6), Intimidate 8 (+10), Language 3 (+3), Notice 8 (+11), Search 6 (+7), Sense

Motive 6 (+9), Stealth 8 (+14)

**Feats:** Benefit (Leader of UNITY) 4, Chokehold, Improved Grapple, Improved Grab, Improved Pin, Power Attack, Attack Specialization (Electrified Mace)

### Powers:

**Immunity** 30 (Fortitude Saves)

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

**Insubstantial** 2 (Gaseous)

**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))

**Enhanced Strength** 7 (+7 STR)

**Enhanced Dexterity** 7 (+7 DEX)

**Electrified Mace (Device 6)** (easy to lose)

**Electrical Control** 10 (DC 25)

**Strike** 5 (DC 20; Penetrating)

**Attack Bonus:** +11 (Ranged: +11, Melee: +11, Grapple: +20)

**Attacks:** Unarmed Attack, +11 (DC 24), Blood Drain (Drain 1), +11 (DC Fort/Staged 11), Electrical Control 10, +13 (DC 25), Strike 5, +13 (DC 20)

**Defense:** +9 (Flat-footed: +5), Knockback: -7

**Initiative:** +6

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

**Languages:** Romanian, English, French, Russian

**Totals:** Abilities 21 + Skills 17 (65 ranks) +

Feats 10 + Powers 87 + Combat 40 + Saves 7 - Drawbacks 2 = 180



## ROBUR THE CONQUEROR SUBMARINE HQ

Power Level: 14; equipment Points Spent: 25

Toughness: +20

**Features:** Communications, Computer, Concealed 1, Dock, Fire Prevention System, Isolated, Living Space, Power System, Security System 1, Holding Cells, Gym, Library, Workshop

**Powers:**

**Torpedo (Blast 9)** (DC 24; Explosion Area (90 ft. explosion); Homing (1 attempt))

**Swimming 6** (100 mph, 880 ft./rnd)

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

**Super-Senses 4** (Darkvision, Radius: Darkvision, Radio)

**Attacks:** Torpedo (Blast 9), +13 (DC 24)

**Size:** Colossal

**Totals:** Abilities 0 + Skills 0 (0 ranks) + Feats 0 + Features 13 + Powers 4 + Combat 5 + Saves 3 + Drawbacks 0 = 25

## UNITY PEACEKEEPER

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

**STR:** +3 (10/16), **DEX:** +4 (12/18), **CON:** +3 (11/16), **INT:** +5 (20), **WIS:** +0 (10), **CHA:** +0 (10)

**Tough:** +3/+9, **Fort:** +6, **Ref:** +9, **Will:** +5

**Skills:** Computers 7 (+12), Disable Device 4 (+9), Notice 5 (+5)

**Feats:** (UNITY membership) 3

**Powers:**

**Battlesuit (Device 12)** (hard to lose)

**Communication 4** (Sense Type: Radio)

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

**Immunity 9** (Life Support)

**Protection 6** (+6 Toughness; Impervious)

**Super-Senses 13** (Blindsight: Radio, Darkvision, Direction Sense, Distance Sense, Infravision, Radio, Time Sense, Extended: Blindsight 1 (x10), Radius: Blindsight)

**Super-Strength 4** (+20 STR carry capacity, heavy load: 3.7k lbs; +4 STR to some checks)

**Kinetic Energy Rifle (Device 4)** (easy to lose)

**Kinetic Control 8** (DC 23)

**Sonic Blaster (Device 3)** (easy to lose)

**Sonic Control 7** (Radius: 35 ft., DC 17)

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

**Enhanced Strength 6** (+6 STR)

**Enhanced Constitution 5** (+5 CON)

**Enhanced Dexterity 6** (+6 DEX)

**Attack Bonus:** +8 (Ranged: +8, Melee: +8, Grapple: +11/+15)

**Attacks:** Unarmed Attack, +8 (DC 18), Kinetic Control 8, +8 (DC 23), Sonic Control 7, +8 (DC Ref 17)

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

**Initiative:** +4

**Drawbacks:** Weakness, common, minor, Dependence on Blood

**Languages:** French

**Totals:** Abilities 13 + Skills 4 (16 ranks) + Feats 3 + Powers 87 + Combat 32 + Saves 13 - Drawbacks 2 = 150



## ***ADVENTURE HOOK 1***

(Eastern and Western PCs)

UNITY has raised a Tsavong battlecruiser from the North Atlantic, refurbished it and is now using it to hold Berlin hostage. With the massive alien battleship looming over the divided capital, 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. *Optional Complication:* Both sides would love to get their hand on an operational Tsavong warship. After neutralizing the Globalist, the secondary objective of both Western and Eastern supers is to secure the alien ship at all costs.

## ***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.

## ***ADVENTURE HOOK 3***

(Eastern or Western PCs)

On a harebrained (and illegal) archeological dig in the ruins of Solomon's Temple underneath

the Temple Mount, the Globalist discovers a magical bronze vase containing the essence of a powerful cosmic entity. Studying the incantations on the vase, the Globalist discovers how to use the power of the entity to warp space and time. With this newfound ability, the Globalist leads a UNITY squad back in time and kills Hitler, Stalin, Franklin Roosevelt, Charles de Gaulle, and Winston Churchill in a series of well timed assassinations meant to cause the collapse of the nation-state.

The PCs are protected from the time shift by a spell cast by the Supreme Commissar of the Red Directorate (who, somewhat shockingly, is secretly a sorcerer) but they find themselves in the middle of World War 3. President for Life General Venom is the ruler of the Western Bloc while Premier-Eternal Battle Czar is ruler of the Eastern Bloc. Millions have already died in the final war where meta-human armies have replaced nuclear arms as the weapon of choice of the super-powers.

The Supreme Commissar tells them that according to his mystical calculations, the PCs will be able to return the timeline to normal if they can find and destroy the bronze vase that Globalist used to remake the world (which the Commissar calls the Vas Daemonum). The Commissar is able to divine the location of the Globalist; now a broken and despondent man who hides in a bunker in Vienna, shocked at what he was wrought. The PCs must navigate the battle-fields of WW3, possibly battling their alternate selves from this altered timeline, and make their way to Austria.



## HAMID TAHERI

*"The time has come for a new order. For too long, the powerful nations of Europe, America and Asia have exploited and enslaved our people for their petty economic and political motives. We've been nothing but pawns on a chess board to them. Biology has given us the means to throw off the tyranny of our oppressors. Let them now be the ones to know fear."*

In a world where a single super-human can turn the tide of a battle, Hamid Taheri is the most dangerous man alive because he is a man who can potentially tip the scales of global military power. He has reverse-engineered the Nazi's eugenics program (the Bio-Blitz formula) and can reliably create meta-humans with abilities in upper end of the power spectrum.

Taheri gained his knowledge by working as the assistant for Dr. Johann Deisenhofer, one of the key scientists behind the 3rd Reich's Bio-Blitz super-soldier program. Taheri worked for the German scientist in Venezuela (where Deisenhofer was secretly trying to recreate the Bio-Blitz formula at the behest of several South American governments.) After Deisenhofer had a major break-through, Taheri murdered his employer and fled the country with his research, thinking that he now had the secret of the Nazis' Eugenics Program.

Unfortunately, he soon discovered that he had been premature. Deisenhofer's formula was a close approximation of the Bio-Blitz formula - but it had a critical flaw. The formula would create meta-humans (with various powers, depending on how formula was tweaked), but all test subjects would die within two to three months. Even with that drawback, Taheri was still able to find plenty of nations and factions



willing to pay for his services.

He found clients in Libya, Palestine, Tibet, Northern Ireland and the Basque region of Spain. The ability to field super-humans evened the playing fields between smaller or poorer nations and factions and those with larger armies, more resources and their own super-soldiers. Taheri sold his services to many aggrieved parties around the world and quickly shot to the most wanted lists of the most powerful nations in the world. (His activity also had the unintentional effect of jump-starting the stalled process to draft and ratify international treaties restricting the proliferation of the means to create "persons of mass destruction" (be they technological or biological.))

In most cases, Taheri would merely create meta-humans on a contract basis for his clients.

The only customer to whom he sold the secret of the Bio-Blitz process was the Palestinian Liberation Organization. The PLO maintains several super-soldier labs in hardened facilities far underground whose location is a closely guarded secret. (Wary of setting off a super-human arms race (or worse) in the already tense community of Arab nations in the Middle East, Taheri solicited and received numerous solemn promises that they would not give his secrets to any other group. The PLO has honored this agreement - so far.)

While Taheri was ideologically sympathetic to the factions he sold his services and technology to, his motives were largely mercenary. He needed to accumulate enough funds to be able to construct his own mobile Bio-Blitz operation in the caves of southern Afghanistan (or ideally,

multiple mobile labs) so that he could create super-soldiers for the mujahedeen fighting to free his homeland.

Taheri's ultimate motives is to establish a fundamentalist Muslim caliphate across parts of Asia and most of the Middle East with an ever-refreshed Martyr's Brigade of short-lived super-soldiers protecting its citizens from the nations that have historically exploited and oppressed them. But first, he must drive the Soviet oppressors from his nation. This is no easy task given that he must work while avoiding the covert ops teams from various nations that are sent to kidnap or assassinate him. (Israel in particular has moved Taheri to the top of the Mossad's list of wanted persons since he equipped the PLO with meta-human creation technology.)





## DR. HAMID TAHERI

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

**STR: +0 (11), DEX: +1 (12), CON: +2 (14), INT: +6 (18/23), WIS: +1 (13), CHA: +2 (14)**

**Tough: +2/+6, Fort: +7, Ref: +7, Will: +5**

**Skills:** Computers 6 (+12), Disable Device 9 (+15), Investigate 4 (+10), Language 10 (+10), Notice 5 (+6), Pilot 10 (+11), Ride 8 (+9), Sense Motive 8 (+9), Stealth 8 (+9), Survival 10 (+11), Swim 2 (+2), Craft (chemical) 10 (+16), Craft (electronic) 10 (+16), Craft (mechanical) 10 (+16), Knowledge (earth sciences) 13 (+19), Knowledge (life sciences) 13 (+19), Knowledge (physical sciences) 12 (+18), Knowledge (technology) 12 (+18), Craft (structural) 1 (+7), Knowledge (behavioral science) 2 (+8), Profession (Scientist) 12 (+13), Knowledge (streetwise) 11 (+17), Knowledge (civics) 6 (+12)

**Feats:** Equipment 9, Beginner's Luck, Eidetic Memory, Improvised Tools, Inventor, Luck, Master Plan, Connected, Contacts, Well-Informed, Jack-of-All-Trades, Skill Mastery (Knowledge: Life Sciences, Knowledge: Technology, Craft: Chemical, Craft: Mechanical)

**Powers:**

**Enhanced Intelligence 5 (+5 INT)**

**Equipment:** Machine Pistol, Assault Rifle, Tactical Vest, Fragmentation Grenade

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

**Attacks:** Unarmed Attack, +10 (DC 15), Machine Pistol, +10 (DC 18), Assault Rifle, +10 (DC 20), Fragmentation Grenade, +10 (DC Ref 15)

**Defense: +10** (Flat-footed: +5), Knockback: -3

**Initiative: +1**

**Languages:** German, Chinese (Mandarin), English, French, Russian, Spanish, Arabic, Polish, Cantonese, Latin, Japanese

**Totals:** Abilities 22 + Skills 48 (192 ranks) + Feats 20 + Powers 5 + Combat 40 + Saves 15 + Drawbacks 0 = 150

In person, Taheri is soft-spoken but articulate and almost disturbingly intense. He's a man of vast intellect and many talents. (He is a classically trained cellist and was on his way to becoming a chess grandmaster when he went underground.) He objects to the label "terrorist" and instead describes himself as a resistance fighter against the unjust status quo of world politics. He sees himself as a rational man forced to take exceptional measures in order to right grievous and long-standing injustices. He fully expects to die in his cause and accepts this eventual fate philosophically.

### TAHERI'S SUPER-SOLDIER FORMULA ALPHA: STRENGTH AMPLIFICATION POWERS

**Growth 4** (+8 STR, +4 CON, +1 size category; Permanent; Innate)

**Immunity 11** (Life Support, Critical Hits)

**Impervious Toughness 13**

**Leaping 12** (Jumping distance: x10000)

**Super-Strength 13** (+65 STR carry capacity, heavy load: 68.2k tons; +13 STR to some checks; Shockwave (+16, Cone: 160 ft., DC 26), Thunderclap (Area: 80 ft., DC 26), Groundstrike (Radius: 160 ft., DC 26))

**Regeneration 10** (Recovery Bonus 10 (+10 to recover))

**Total: Powers 88**

### ADVENTURE HOOK 1

(Eastern or Western PCs)

The PCs have received reliable information from their government about Taheri's location in Afghanistan in the next 24 hours and have been ordered to infiltrate the country and extract him alive at all costs. It's likely that the PCs opposite numbers in the super-soldier programs of other nations also have this information and so they might have to fight off meta-human mujahedeen as well as the super-teams of various world powers.

## TAHERI'S SUPER-SOLDIER FORMULA BETA: BIO-ENERGY MANIPULATION POWERS

**Flight 6** (Speed: 500 mph, 4400 ft./rnd)  
**Force Field 11** (+11 Toughness; Impervious)  
**Strike 7** (Alternate; DC 22; Penetrating)  
**Kinetic Control 11** (DC 26; Improved Range (275 ft. incr), Precise, Ricochet (1 bounce))  
**Insubstantial 3** (Energy)  
**Total:** Powers 75

## TAHERI'S SUPER-SOLDIER FORMULA GAMMA: PSIONIC ENHANCEMENT

**Powers:**  
**Luck Control 3** (Force a Re-roll, Negate GM Fiat, Spend Hero Point for Another)  
**Mind Control 10** (DC 20; Conscious)  
**Mental Blast 7** (Alternate; DC 22)  
**Total:** Powers 40

## ADVENTURE HOOK 2

(Eastern or Western PCs)

The PCs receive word that Taheri has been kidnapped by a nation generally friendly to their side. Nevertheless, the PCs' handlers want Taheri. The PCs are instructed to covertly infiltrate the facility where the Afghani is being held and retrieve him - eliminating any evidence of their presence (or planting evidence that suggests the involvement of another nation's super-team) in order to avoid an international incident. Of course, other parties may have learned about Taheri's whereabouts and are laying similar plans with their own super-soldiers.

## IMPERIAL PHOENIX

*"Our cause is a holy one. The ghosts of Hiroshima and Nagasaki demand vengeance. The empire must be restored."*

During the Second World War, the Japanese Imperial Army used the plans for the powered battlesuit worn by their armored super-soldier Desumasuku (Death Mask; see *Villains of WW2: Pearl Harbor January* from RPGObjects) to create a squad of similarly equipped but less powerful commandos. These armored soldiers supported the Japanese super-team and filled in when the Emperor's meta-human warriors were committed elsewhere.

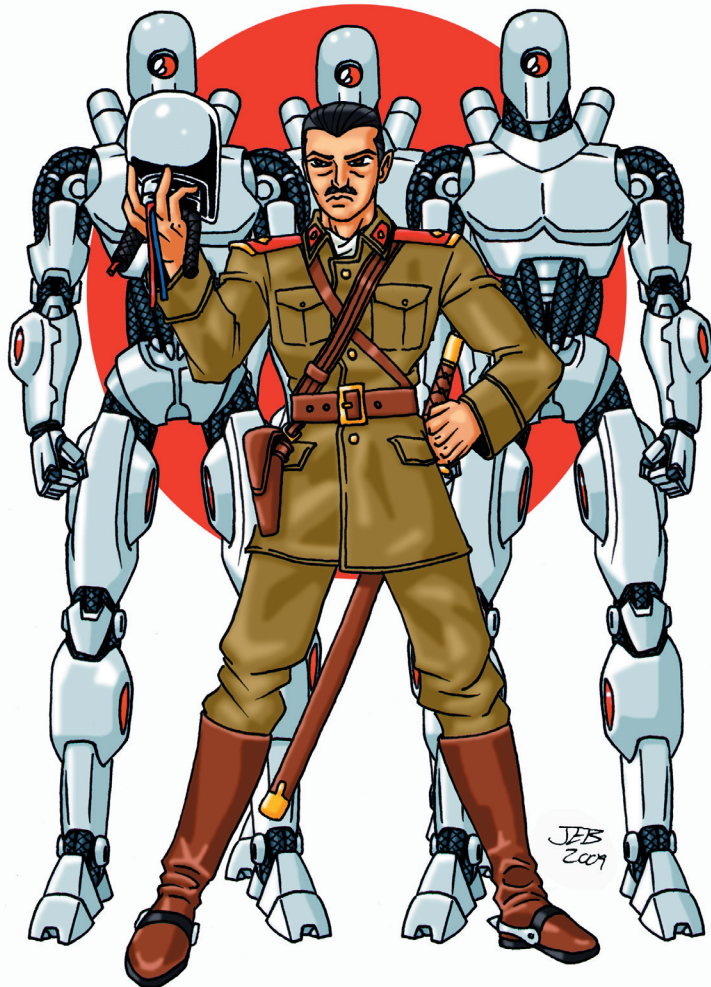
This squad was known as the Sons of Desumasuku and was often deployed to guard top-secret research facilities, provide security escorts for top military officials in the field, to assassinate Allied military commanders and to create distractions prior to kamikaze attacks.

After the bombings of Hiroshima and Nagasaki, several members of this unit (including Tatsuya Kinugasa, the robotics genius who designed the Desumasuku power armor) refused to surrender.

With covert assistance from elements in the Japanese military they went rogue. Renaming themselves Imperial Phoenix, they used the resources at their disposal to establish a massive undersea headquarters where they could perfect their battlesuit and robotics technology and wait for the moment to exact their revenge upon the US.

Now, it is four decades later and the founding members of Imperial Phoenix (and their descendants) are at last ready to launch their plan to punish America and restore Japan to its rightful place of glory.





## ADVENTURE HOOK

(Eastern or Western PCs)

There has been a rash of Soviet and US nuclear submarines disappearing in the Pacific. Independent investigations by the People's Revolution and the Freedom Alliance uncover massive undersea base that has been the launching point for the forces that have been hijacking the submarines, stealing their missiles and holding the crews hostage.

The bases are run by Imperial Phoenix and are

## TATSUYA KINUGASA

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

STR: +0 (10), DEX: +1 (13), CON: +0 (10), INT: +6 (22), WIS: +3 (17), CHA: +0 (10)

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

Skills: Computers 8 (+14), Disable Device 8 (+14), Drive 3 (+4), Investigate 4 (+10), Language 3 (+3), Notice 5 (+8), Pilot 2 (+3), Sense Motive 8 (+11), Swim 2 (+2), Craft (chemical) 4 (+10), Craft (electronic) 5 (+11), Craft (mechanical) 8 (+14), Knowledge (life sciences) 5 (+11), Knowledge (physical sciences) 6 (+12), Knowledge (technology) 10 (+16)

Feats: Equipment 20, Beginner's Luck, Eidetic Memory, Improvised Tools, Inventor, Luck, Master Plan

Powers:

Summon 13 (Heroic, Horde, Type (Narrow) (Robots and Androids); Mental Link, Progression, # Minions 4 (25 minions), Sacrifice)

Equipment: Heavy Pistol, Sword, Vehicle: Submarine, HQ: Sea-Base of Imperial Phoenix

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

Attacks: Unarmed Attack, +7 (DC 15), Heavy Pistol, +7 (DC 19), Sword, +7 (DC 18)

Defense: +7 (Flat-footed: +4), Knockback: +0

Initiative: +1

Languages: Japanese, Russian, English, German

Totals: Abilities 22 + Skills 21 (81 ranks) + Feats 26 + Powers 71 + Combat 28 + Saves 12 + Drawbacks 0 = 180

heavily guarded by operatives in battle-suits and autonomous battle androids (Samurai-bots) modified for undersea duty. A joint effort by the two super-teams will be required to end Imperial Phoenix's plans and rescue the captured sailors and missiles. *Optional Complication:* Because Tatsuya Kinugasa is a robotics genius whose work is decades ahead of anyone else in the world, both teams have been instructed to bring him back alive to their side.

## SAMURAI-BOT

Power Level: 12; Power Points Spent: 195/195

**STR:** +7 (25), **DEX:** +7 (25), **CON:** +0 (-),  
**INT:** +2 (15), **WIS:** +2 (15), **CHA:** +0 (-)

**Tough:** +12, **Fort:** Immune, **Ref:** +9, **Will:** +2

**Skills:** Acrobatics 5 (+12), Climb 7 (+14),  
Concentration 17 (+19), Notice 17 (+19),  
Pilot 12 (+19), Search 6 (+8), Stealth 8  
(+15), Survival 8 (+10)

**Feats:** Attack Focus (Melee) 2, Blind-Fight,  
Accurate Attack, Assessment, Defensive  
Attack, Eidetic Memory, Elusive Target,  
Evasion 2, Fearless, Instant Up, Move-  
by Action, Quick Draw 2, Sneak Attack  
2, Startle, Weapon Bind, Weapon Break,  
Improved Block 2, Improved Disarm 2, Power  
Attack, Teamwork, Takedown Attack, Seize  
Initiative, Interpose, Improved Defense

**Powers:**

**Immunity 49** (Fortitude Saves, Life Support,  
Mental Effects)

**Shield (Shield 8)** (+8 dodge bonus)

**Protection 12** (+12 Toughness)

**Plasma Katana (Strike 10)** (DC 25;  
Penetrating)

**Deflect 6** [Dyn: 1/r, max 20PP]  
(Alternate; Deflects: Fast Projectiles)

**Swimming 4** (25 mph, 220 ft./rnd)

**Attack Bonus: +10** (Ranged: +10, Melee:  
+12, Grapple: +19)

**Attacks:** Unarmed Attack, +12 (DC 22),  
Plasma Katana (Strike 10), +12 (DC 25)

**Defense: +12** (Flat-footed: +2), Knockback:  
-6

**Initiative: +7**

**Languages:** Japanese

**Totals:** Abilities 20 + Skills 20 (80 ranks) +  
Feats 30 + Powers 95 + Combat 28 + Saves 2  
+ Drawbacks 0 = 195

## UNDERSEA HQ OF IMPERIAL PHOENIX

Power Level: 12; equipment Points Spent: 60

**Toughness:** +15

**Features:** Communications, Computer,  
Concealed 1, Dock, Fire Prevention System,  
Isolated, Living Space, Power System, Security  
System 1, Concealed 1, Communications,  
Computer, Concealed 1, Laboratory, Library,  
Living Space, Dock, Power System, Security  
System 1, Workshop

**Size:** Gargantuan

**Totals:** Abilities 0 + Skills 0 (0 ranks) + Feats  
0 + Features 20 + Powers 0 + Combat 4 +  
Saves 2 + Drawbacks 0 = 26

## IMPERIAL PHOENIX SUBMARINE

Power Level: 12; equipment Points Spent: 60

**STR:** +30 (70)

**Toughness:** +13

**Powers:**

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

**Swimming 5** (50 mph, 440 ft./rnd)

**Torpedoes (Blast 10)** (DC 25; Penetrating,  
Explosion Area (100 ft. explosion); Homing  
3 (5 attempts), Improved Range (250 ft.  
incr))

**Attacks:** Torpedoes (Blast 10), +7 (DC 25)

**Defense: -8, Size: Colossal**

**Totals:** Abilities 4 + Skills 0 (0 ranks) + Feats  
0 + Features 0 + Powers 52 + Combat 4 +  
Saves 0 + Drawbacks 0 = 60



## IMPERIAL PHOENIX AGENT

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

**STR:** +0 (10), **DEX:** +4 (12/18), **CON:** +1 (12), **INT:** +5 (20), **WIS:** +2 (14), **CHA:** +0 (10)

**Tough:** +1/+6, **Fort:** +3, **Ref:** +7, **Will:** +7

**Skills:** Language 2 (+2), Notice 5 (+7), Profession (Superagent) 6 (+8)

**Feats:** Improvised Tools, Power Attack, Second Chance (Disable Device Checks), Benefit (Imperial Membership), All-Out Attack, Assessment, Teamwork

**Powers:**

**Imperial Phoenix Armor (Device 10)** (hard to lose)

**Force Beams (Blast 7)** (DC 22)

**Communication 3** (Sense Type: Radio)

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

**Protection 5** (+5 Toughness)

**Enhanced Dexterity (Enhanced Dexterity 6)** (+6 DEX)

**Immunity 9** (Life Support)

**Swimming 4** (25 mph, 220 ft./rnd)

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

**Attacks:** Unarmed Attack, +7 (DC 15), Force Beams (Blast 7), +7 (DC 22)

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

**Initiative: +4**

**Languages:** Japanese, English, German

**Totals:** Abilities 18 + Skills 4 (13 ranks) + Feats 7 + Powers 40 + Combat 26 + Saves 10

+ Drawbacks 0 = 105

## MAJESTIC-12

*"Such an interesting world, so full of wonder and beauty. I long to understand it fully."*

Majestic-12 (or Agent M12 as he is known to his colleagues) is a cold-blooded CIA agent with seemingly no emotions and connections to nearly everyone in the Western Bloc power structure.

Despite being "killed" on multiple field missions, Majestic-12 always resurfaces. His reputation for being seemingly immortal is disconcerting to his enemies (and his colleagues.) In addition to his apparent indestructibility, Agent M can shapeshift, render his physical form insubstantial, produce duplicates of himself and is possessed of heightened telepathic and mind-reading abilities.

In fact, Majestic-12 is not immortal. He's a creature that was recovered from the UFO crash near Roswell, New Mexico in July of 1947. Whenever an incarnation of Majestic-12 dies, he's simply replaced with another clone that buds off the "original" clone which is stored in a secret US government lab. He was originally dubbed "Majestic 12" by the CIA operatives dealing with him because 12 seemed to be the maximum number of clones that he could create at any one time. (In reality, M12 can create many more - but he keeps this secret to himself.) If all of his clones were to be destroyed, it likely would be the end of him - and for this reason, the "primary" clone is kept in a classified and hardened location in the Nevada desert.

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

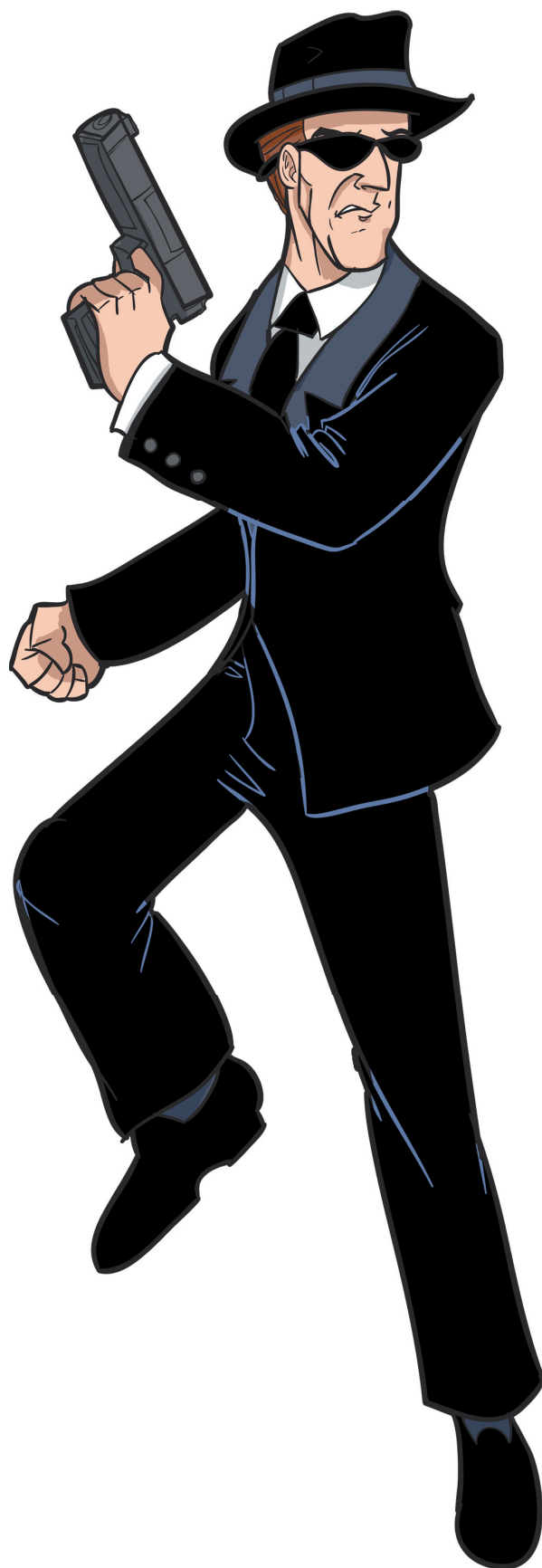
“resisting interdiction” - sometimes along with family members or other witnesses.

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 who preys on 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.

Agent M12’s targets up to this point have been newly emerged mutants whose powers have just become public knowledge. (In addition to his contacts with the CIA, M12 has his own information sources in the Soviet Bloc that keep him well informed.) Majestic has been strenuously arguing to be allowed to target high profile Soviet super-soldiers as he’s growing bored with ‘easy prey’. Whether or not his superiors approve it, the chances are that he will soon make an attempt on a member of the People’s Revolution.

Agent M12’s true name is Sub-Commander Rikus Sial. He crash-landed in New Mexico in 1947 when his scout ship encountered a magnetic storm while entering Earth orbit and he was the sole survivor of the crash. He was a soldier - an advance scout on a mission to scout Earth for an invasion by the Rigellian Empire - but he knows that on this remote backwater planet, his chances of rescue in the next century or two are slim to none. But gifted with a life-span that dwarfs humans and the ability to grow a new body when needed, he can wait for his empire’s forces to arrive. (He estimates it will be 200 to 250 years before the next Rigellian patrol stops by Earth.)

So, until then, he’s chosen to assimilate as best he can and learn everything he can about life on Earth. He plays the role of the eager, friendly





outsider and has found a certain kinship with the upper echelons of the American military industrial complex - who remind him more than a little of his own command structure in the Rigellian Empire. After spending several decades earning the trust of the American military, he finally quieted any doubters when he helped with converting the wreckage and salvaged psionic enhancing technology from his wrecked ship into a battle-suit for the American super-soldier Liberator. This paved the way for his current career as a secret agent.

With his telepathic and perceptive abilities, he's studied human interaction very closely and knows how to present himself as trustworthy and charismatic - which (combined with his low level mind control abilities) is largely responsible for his being given a top secret security clearance and assigned to field duty rather than being confined to a lab and subjected to endless experiments or dissected.

Majestic's arch-nemesis in the Eastern Bloc is the Supreme Commissar, the two have dueled on numerous occasions on black-ops missions. Majestic is puzzled by Commissar's single-minded obsession with him and doesn't realize that the Russian super-soldier has a death-wish and he believes the American agent is ruthless enough to kill him and end his tortured existence.

When on duty, Majestic 12 looks every inch the clichéd secret agent: black suit, white shirt, black tie, black sunglasses and a fedora. When off duty, Majestic will shape-change and try on different random civilian identities for a few days at a time. (He does both at "home" in the US and abroad in various countries.) His handlers are aware of this activity and write it off as natural curiosity. What they don't know is the sometimes kills people solely for the purpose of replacing them for a few days or weeks (and possibly indefinitely, given his

ability to produce clones of himself at will.)

When around Americans who are aware of his alien nature, Majestic-12 adopts the persona of a humble, naïve but wise stranger in a strange land and feigns ignorance and wonder at rudimentary human customs and emotions. This act has the effect of throwing people off guard and reducing any suspicions they may have of him. He is considered odd, but very endearing by many who meet him and are unaware of the excesses he commits in the course of his assignments.

Majestic 12 provides an unambiguously evil American opponent for Soviet Bloc PCs and something of an ethical challenge for Western Bloc supers.

### ***ADVENTURE HOOK 1***

(Eastern PCs)

Majestic12 has targeted one of the members of the People's Revolution (possibly even one of the PCs). Although his initial attempt failed (tipping his hand), his ability to appear to be anyone at anytime means that he will undoubtedly get a second chance in the near future. The PCs' superiors want to use this opportunity to capture and interrogate Majestic12. They have briefed the party on what they know about Agent M12 and proposed a plan. The PC (or someone who looks much like him/her) will be used as bait while the rest of the team waits in the wings for the assassin to make his move. What they don't know is that there are 3 clones of Majestic12 assigned to this hit...

### ***ADVENTURE HOOK 2***

(Eastern PCs)

Majestic12's last assignment in East Germany went very badly. His target was a young woman

with powerful pyrokinetic abilities who burned him severely while defending herself and her family. The target survived and Agent M12 barely escaped with his life. Now with the authorities alerted, the entire area has been locked down to prevent the American assassin from escaping.

The People's Revolution has been deployed to the area to assist with the hunt. They've been equipped with a prototype device from the KGB that is designed to track aliens such as M12 (not surprisingly, the Soviets have dealt with aliens before). For the device - feel free to use the following stats:

**Device 1** (easy to lose) **Biofield Analyzer Goggles** (**Super-Senses 4**) (Detect: Detect Alien Physiology 2 (ranged), Extended: Visual 2 (x100)))

## ***ADVENTURE HOOK 3***

(Eastern or Western PCs)

(Variation on Hook 2.) During the week that the Berlin wall comes down, a young German mutant from East Germany is attacked while visiting family in West Berlin. The scene of the crime is horrific: several of his family members were killed violently in the struggle. The mutant (a young boy with force field manipulation abilities) managed to fend off his attacker and injure him in the process. Given that the target was an East German citizen but the attack occurred in West Berlin, both the Freedom Alliance and the People's Revolution have been called in to help track down the super-powered assailant. When/if the Western heroes find Majestic-12, he will attempt to appeal to their patriotism, argue that they're on the same side and suggest they will face severe repercussions if they don't assist him. (Which they likely will - in the form of another clone of Majestic-12 reporting them for treason or simply seeking revenge.)

## ***ADVENTURE HOOK 4***

(Eastern PCs)



From a double agent in the US Intelligence community, the Soviets have learned where the location of the fortified research facility where the US keeps the mutants it kidnaps from Eastern Bloc countries. The Kremlin has green-lit a super-soldier black ops mission to rescue its citizens. The target is a hardened CIA facility located in remote northern Alaska. Majestic-12 (and possibly several clones) is present - assisting with testing and "reconditioning" of the inmates. It's a profoundly risky mission (both tactically and politically) and needs to be conducted quickly with a maximum of discretion. *Optional Complication:* One or more western supers might be present as well to defend the installation.



## 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

## SOVI-APE

*Attention - oppressed citizens of this debased and corrupt society! I have taken control of your airwaves to inform you that the Brookston Dam just north of your city will be destroyed by the righteous revolutionary army of the Post Human Liberation Front in exactly 45 minutes. This act is intended as a strike against the warmongers of the Maythcreon corporation who have built a weapons development lab in your city. As much as we wish to cripple the running dog military-industrial complex - we have no desire for collateral damage amongst our working class brothers and sisters. We urge you to grab only what is essential and evacuate your city immediately.*

*Viva La Revolution! Know that the Glorious Uprising is not far off!*

###

Sovi-Ape (who goes by the name Pavel in private) was a genetically engineered combination of man and ape - the only one of his kind. He was the sole success of the human and chimpanzee hybrid program of Soviet scientist Ilya Ivanovich Ivanov in the late 1920s.

Ivanov was like a father to the human-ape hybrid for the first few years of its life and he trained the highly intelligent creature as a scientist. However, Ivanov was never able to replicate the experiment that led to the creation of the hybrid and this resulted in his falling from grace with the Soviet scientific establishment.

Ivanov was sentenced to 10 years in a Siberian gulag on a trumped up corruption charge and Pavel became property of the state and his scientific training ended. (Pavel never saw his adoptive father Dr. Ivanov again. He received a letter notifying him of his death in 1932 several weeks after it had occurred.)

Pavel was inducted into the official state-sponsored super-team, The People's Revolution, and was renamed Sovi-Ape where he was trained in hand to hand combat and group tactics by Red Hammer, the team's leader. With his keen intellect and enhanced strength and constitution he was a valuable member of the team throughout its' battles with German metahumans in World War 2 and through the covert conflicts of the Cold War. One of his colleagues on the People's Revolution - the pyro-kinetic super-soldier Revolutionary Fire - took Pavel under his wing and treated him as a brother. The two became inseparable through World War 2.



It became clear in the late 1940s that Ivanov's experiments had also gifted Sovi-Ape with a resistance to the ravages of time - and he became a constant stalwart of the People's

Revolution. He saw two generations of his comrades die or retire while he was on the team. After the death of Revolutionary Fire while putting down the Hungarian Revolution of 1956, Pavel never again formed a lasting friendship with another human being and as the years went by, his feelings of isolation and abandonment deepened.

In the mid 1970s, Sovi-Ape defected and immigrated to the US with the hope of resuming his scientific training. His defection was a major propaganda coup for the US and was heralded in international media. Pavel was startled by this initially warm welcome and hoped that in a country famous for its open-mindedness, he could be accepted as something more than just a loyal soldier or biological curiosity.

He hoped that there he could pursue his dream of a career in academia and a chance to resume his adopted father's work. Sadly, he was disappointed. No credible American university would admit him - and the only employment offers he got were from circuses and the occasional bottom-dwelling entertainment industry agent. He even, grudgingly, took a few unfortunate cameo roles in Hollywood movies and sitcoms to supplement his dwindling savings.

Eventually his resentment at life among humans in general and life in the US specifically peaked and he snapped. Too proud to return to the Eastern Bloc, he turned to crime to finance his independent scientific work and to lash out at the society he felt has rejected and mocked him.

He robs banks, armored cars and the occasional museum to maintain the funds for his experiments. He also conducts bombing raids of corporate HQs and other facilities. He sends rhetoric-laden manifestos to newspapers claiming responsibility for his attacks but his



political invective is empty posturing. His attacks are motivated by his greed and drive for revenge against humanity - but the political grandstanding merely gives it a shred of false revolutionary credibility.

The miracle that imbued him with sentience, massive intellect, enhanced physical abilities and longevity appears to have been a one time fluke. He has tried - unsuccessfully - to recreate the work of Dr. Ivanov. He's determined to continue his creator's research but it is frustrating work. What has proved much easier is mutating humans by splicing their DNA with that from animals.

He kidnaps homeless men for these experiments - rationalizing that the new life he is giving them would be better than the hardscrabble existence on the streets. Unfortunately - he doesn't feel the kinship with these animal-human hybrids that he thought he would. They still seem too *human*. (He hopes that if he can ever successfully recreate Ivanov's experiment and create "true" hybrids that he won't feel so isolated.) In the meantime, those who survive his mutation process are forcibly drafted into his criminal operation. He affixes mind control collars around their necks and he has complete control of them via a specially built helmet that imposes his will on anyone wearing one of these devices. He calls his group of reluctant mutated collaborators the Post-Human Worker's Collective. (But most of his 'comrades' would desert him if their mind control collars were ever turned off.)

Recently - he's taken to raiding high tech weapons and bioengineering labs - stealing the supplies he needs. He's considering kidnapping other scientists to help him with his work. But he's yet to take that step. He's a short term thinker - but he has the eventual goal of establishing a hidden compound/nature preserve/communal farm where he and his

creations can live in peace.

That day always inevitably gets pushed off in favor of the next big score.

*Real History:* Ilya Ivanovich Ivanov was a historical figure and actually was a Soviet scientist whose research did revolve genetic hybrids - including attempts to create a human and primate hybrid. According to some sources, Stalin was especially interested in his research and was very disappointed when it didn't prove successful.



## ***THE POST HUMAN LIBERATION FRONT***

Sovi-ape kidnaps homeless men and mutates them in a series of painful experiments to create human and animal hybrids. At first - he tried this process with animals - other apes specifically. Unfortunately - this always ended in failure (and death of the primate subject). He feels no kinship with the mutated enforcers he creates but - until he can modify his techniques to be able to successfully create other enhanced apes like himself - they're all he has.

The reluctant mutants in the Post Human Liberation Front (PHLF) resent Sovi-Ape for what he's done to them (the mutation process is both long and painful). Their distrust and resentment of Sovi-Ape is mutual, but he keeps them in line with mind control collars and most of the PHLF would desert without this failsafe.

The more aggressive of the mutates have begun covertly sabotaging their missions - shortening fuses on explosives - sabotaging getaway vehicles; whatever they can do without being noticed. They hope to one day cause the death or capture of their captor.



## SOVI-APE

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

**STR:** +4 (12/19), **DEX:** +0 (10), **CON:** +4 (9/19), **INT:** +7 (17/25), **WIS:** +1 (12), **CHA:** +1 (12)

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

**Skills:** Computers 4 (+11), Intimidate 7 (+8), Medicine 1 (+2), Notice 7 (+8), Pilot 3 (+3), Search 6 (+13), Sense Motive 6 (+7), Profession (Scientist) 6 (+7), Knowledge (earth sciences) 14 (+21), Knowledge (physical sciences) 11 (+18), Craft (chemical) 9 (+16), Craft (electronic) 11 (+18), Knowledge (technology) 11 (+18)

**Feats:** Equipment 19, Improved Pin, Power Attack, Master Plan, Leadership, Inventor, Improvised Tools

**Powers:**

**Enhanced Constitution 10** (+10 CON)

**Enhanced Strength 7** (+7 STR)

**Immunity 10** (Damage Type: Cold & Heat, Fatigue Effects)

**Leaping 2** (Jumping distance: x5)

**Enhanced Intelligence 8** (+8 INT)

**Device 11** (easy to lose)

**Mind Control Helmet (Mind Control 10)** (DC 20; Conscious, Sensory Link, Duration 2 (continuous); Limited (Limited to those wearing Mind Control Collars); Mental Link)

**Equipment:** Commlink, HQ: Abandoned Warehouse, Blaster Pistol, Vehicle: Military Helicopter

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

**Attacks:** Unarmed Attack, +8 (DC 19), Blaster Pistol, +8 (DC 20), Mind Control Helmet (Mind Control 10), +8 (DC Will 20)

**Defense:** +6 (Flat-footed: +3), Knockback: -2

**Initiative:** +0

**Drawbacks:** Vulnerable - Common - Moderate - Needs to be admired for his intellect. Intensely insecure. Will explain his plans to his enemies in spur of the moment monologues.

**Languages:** Russian, English

**Totals:** Abilities 12 + Skills 24 (96 ranks) + Feats 25 + Powers 70 + Combat 28 + Saves 9 - Drawbacks 3 = 165

**Summary** 12 Abilities 28 Combat -3 Drawbacks 25 Feats 70 Powers 9 Saves 24 Skills =165



## EQUIPMENT

Abandoned Warehouse HQ (16 ep)

Toughness: +10

Features: Communications, Computer, Concealed 1, Concealed 1, Concealed 1, Garage, Gym, Laboratory, Laboratory, Library, Living Space, Power System, Security System 1, Workshop

## MILITARY HELICOPTER

Equipment Points: 66

STR: +15 (40)

Toughness: +11

Powers: Flight 7 (Speed: 1000 mph), Heavy Machine Gun - Blast 6 (Autofire), Rockets - Blast 10 (homing, area: explosion)

Defense: +6, Size: Gargantuan



## ADVENTURE HOOK 1

(Western PCs)

A series of kidnappings plague the homeless men on the Skid Row of the PCs home city. Rumors abound in the homeless community about a “Bigfoot” that kidnaps drunks and addicts who are too addled to put up a fight. Ignored by the media and the overworked police — a concerned shelter volunteer brings these cases to the attention of the PCs.

## ADVENTURE HOOK 2

(Western PCs)

A rash of robberies focusing on high tech and bioengineering firms strikes the PCs’ city. The Mockheed Corporation is concerned and has decided to relocate one of their labs. Mockheed has been developing a new type of military weaponry (rail guns, gravity manipulator devices, amnesia bombs etc - pick the McGuffin of your choice) at their R+D lab in the PCs city. They’ve asked the PCs to provide additional security for the secret midnight convoy that will be relocating the weapons and research material to a safe, hardened location. Unfortunately, Sovi-Ape has learned about the convoy and he and his Post Human Liberation Front are planning an ambush...

## POST HUMAN LIBERATION FRONT MAN-BAT COMMANDO

Power Level: 5; Power Points Spent: 73/75

**STR:** +1 (13), **DEX:** +0 (10), **CON:** +1 (13),  
**INT:** +0 (10), **WIS:** +0 (10), **CHA:** -1 (9)

**Tough:** +1, **Fort:** +1, **Ref:** +0, **Will:** +0

**Skills:** Acrobatics 5 (+5), Climb 5 (+6),  
Concentration 4 (+4), Disable Device 4 (+4),  
Drive 4 (+4), Escape Artist 3 (+3), Gather  
Information 5 (+4), Intimidate 7 (+6), Search  
4 (+4), Sense Motive 2 (+2), Stealth 5 (+5),  
Survival 4 (+4)

**Feats:** Equipment 4, Acrobatic Bluff, Attack  
Focus (Melee), Blind-Fight, Chokehold, Elusive  
Target, Fearsome Presence, Improved Aim

**Powers:**

**Bat Wings (Flight 1)** (Speed: 10 mph,  
88 ft./rnd; Gliding; Power Loss (if wings  
restrained))

**Claws (Strike 5)** (DC 20)

**Fangs (Strike 3)** (DC 18; Penetrating)

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

**Super-Senses 5** (Ultra-Hearing, Blindsight:  
Hearing)

**Enhanced Dexterity 5** (+5 DEX)

**Enhanced Strength 5** (+5 STR)

**Equipment:** Assault Rifle, Knife

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

**Attacks:** Unarmed Attack, +5 (DC 16), Claws  
(Strike 5), +5 (DC 20), Fangs (Strike 3), +5 (DC  
18), Assault Rifle, +4 (DC 20), Knife, +5 (DC  
17)

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

**Initiative:** +0

**Languages:** Native Language

**Totals:** Abilities 5 + Skills 13 (52 ranks) +  
Feats 11 + Powers 28 + Combat 16 + Saves 0 +  
Drawbacks 0 = 73

**Description:** The Man-bat commandos are  
used for recon and fast raids. They are often  
employed on snatch and grab raids- where  
speed and evasion would be paramount.

## POST HUMAN LIBERATION FRONT TIGERMAN COMMANDO

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

**STR:** +2 (10/15), **DEX:** +3 (10/17), **CON:** +2  
(10/15), **INT:** +0 (10), **WIS:** +0 (10), **CHA:** +0 (10)

**Tough:** +2/+3, **Fort:** +2, **Ref:** +3, **Will:** +0

**Skills:** Acrobatics 5 (+8), Bluff 3 (+3), Climb 5  
(+7), Concentration 4 (+4), Intimidate 11 (+11),  
Notice 5 (+5),

Search 4 (+4), Sense Motive 3 (+3), Stealth 6 (+9),  
Survival 3 (+3)

**Feats:** Equipment 2, Improved Grapple, Attack  
Focus (Melee), Accurate Attack, Defensive Roll,  
Fearsome Presence 2

**Powers:**

**Enhanced Strength 5** (+5 STR)

**Enhanced Dexterity 7** (+7 DEX)

**Enhanced Constitution 5** (+5 CON)

**Claws (Strike 5)** (DC 20)

**Fangs (Strike 4)** (DC 19; Penetrating)

**Tail (Additional Limbs 1)** (1 extra limb, Feats:  
Improved Grapple)

**Super-Strength 6** (+30 STR carry capacity, heavy  
load: 6.4 tons; +6 STR to some checks)

**Super-Senses 3** (Tracking: Olfactory 2 (normal  
speed), Scent)

**Equipment:** Light Pistol

**Attack Bonus:** +6 (Ranged: +6, Melee: +7,  
Grapple: +9/+15)

**Attacks:** Unarmed Attack, +7 (DC 17), Claws  
(Strike 5), +7 (DC 20), Fangs (Strike 4), +7 (DC  
19), Light Pistol, +6 (DC 18)

**Defense:** +6 (Flat-footed: +3), Knockback: -1

**Initiative:** +3

**Languages:** English

**Totals:** Abilities 0 + Skills 13 (49 ranks) + Feats 7  
+ Powers 46 + Combat 24 + Saves 0 + Drawbacks  
0 = 90

**Summary** 24 Combat 7 Feats 46 Powers 13 Skills  
=90

**Description:** These feline warriors are the muscle  
of the Post Human Liberation Front. They are  
deployed for tasks where security forces will  
need to be engaged and eliminated. Sovi-Ape is  
most concerned about these mutants rebelling  
and takes the extra precaution of keeping them  
caged when they're not in the field.



## ADVENTURE HOOK 3

(Western PCs)

Depression and isolation have gotten the better of him - and Sovi-Ape decides to make his mark on the mark in a glorious suicide run. With a platoon of his mutated henchmen, he plans to seize a symbolic target - state or national capital, a significant landmark or even the Pentagon. His plan is to hold off the authorities and supers for as long before detonating a massive explosive device he is carrying (effectively a device with the power: Blast 15, Area). His goal is to go out in a blaze of glory and thus (in his mind) becoming a martyr/icon of Che Guevara-like proportions. As the PCs are engaging his minions - they get a call from the authorities who have uncovered his suicide note that has been mailed to several major newspapers. If the PCs can keep Sovi-Ape from dying in the battle - they can defuse his status as a cultural rallying point and short circuit the chance of copy-cat attacks.

## ADVENTURE HOOK 4

(Eastern PCs)

The Red Directorate has found the location of Sovi-Ape's lair. The PCs are tasked with infiltrating the US, capturing or killing the traitorous simian and then returning without being detected by American authorities. *Optional Complication* The Supreme Commissar (who the PCs have heard through informal channels has been acting "oddly" lately - (see the entry on the Supreme Commissar for more information)) has chosen to invite himself along on this mission with the PCs. It quickly becomes obvious upon arrival in the US that the Commissar is unhinged. Managing to keep the Commissar alive and keep his grand-standing ways from attracting official attention will complicate the mission considerably.)

## SUPREME COMMISSAR LEADER OF THE RED DIRECTORATE

*"I have played many roles in my life. What role do I play now? I defend the Proletariat. I defend it from things as prosaic as the running dogs of the CIA and MI6 to inhuman threats from beyond the stars or undead warlords from the mists of time that would enslave us just as surely as the capitalists - if they could. I make sure that when you go to sleep at night, you wake up in a Mother Russia that is still free."*

Ivan Dovzhenko was born a poor Russian peasant on a collective farm. While investigating the woods surrounding his home, Ivan accidentally wandered into territory that the other farmers and their children always avoided. There, he came across a hut on two giant chicken legs. Not stupid and having heard the appropriate

legends, Ivan was immensely polite and servile to the Ogress who stuck her head outside of the surreal location. Baba Yaga, Grandmother of Russia, decided to give Little Ivan three wishes in exchange for his politeness. Ivan wished to escape the life of poverty he lived in, to be immensely intelligent, and for his family to know no further suffering as overworked farmers. Yaga smiled at the boy. "You shall have all this and more," she said as she caressed his cheek. "You shall be my hand in the world."

The crone granted his wishes - but in her own twisted way. This was the era of Stalinism and his entire family was put to death on trumped up charges - thus guaranteeing they would know no more suffering. One of the NKVD

(Soviet secret police) officers, however, took a liking to Ivan and took him on as his ward. Ivan found himself quickly learning at the knee of the NKVD officer a tremendous amount about how people could be manipulated or abused. Offering to spy on the other officers for his paranoid guardian, Ivan eventually turned him in to the very people he was spying on and was rewarded with an education at a prestigious Moscow university. Ivan swiftly found his genius was unparalleled and absorbed book after book despite being barely literate before. He was marked for membership in the NKVD (the Soviet secret police) almost immediately. In the dead of night Baba Yaga (who often visits him in dreams) instructed him in using the powers of mind control and illusion that she had gifted him with. (At her instruction, he claims that these powers are caused by innate mutations that emerged in his 20s.)

He worked his way into Stalin's inner circle at the behest of the crone. He was even an enforcer for a while for Stalin, but the witch was only using that position as a way to worm him into Stalin's confidences so that he'd be in a position to eliminate the mad man. However, when Battle Czar killed Stalin in March of 1953, this became unnecessary.

In the power vacuum created by Stalin's death, Ivan decided distance himself from the memory of the dictator and strengthen his own position by ingratiating himself with Nikita Khrushchev who looked to be the likely victor in the power struggle. Ivan was very successful at charming his way into the inner circle of the Party and was close to being inducted into the upper ranks of the leadership when, one summer night in 1955, he was visited in his Moscow Apartment by the witch.

Ivan nearly was eaten by Baba Yaga then and there when he momentarily forgot his manners. After many apologies and kissing her immense

feet, Ivan asked how he could help her. Baba Yaga complained that he had not properly honored her for what she'd done for him. Rather than argue, Ivan asked for a chance to make amends. Baba Yaga accepted his apology but as a grim reminder of who he served, she removed his face. Ivan was left with eyes and a mouth but no lips or features beyond them.

Adopting a mask, Ivan claimed to have been deformed in a lab experiment and adopted the costumed identity of the Supreme Commissar. At Baba Yaga's behest, he called in favors to create a special branch of the Soviet intelligence community called simply the Red Directorate that was devoted to the burgeoning field of super powers and meta-humans.



It was in his role as leader of the Red Directorate that he finally ended the covert power struggle that had existed since the death of Stalin at the hands of Battle Czar. The power struggle for leadership of the Soviet Union peaked in 1958 when two factions of the People's Revolution (one supporting Khrushchev and one supporting Georgy Malenkov) were fighting on the streets of Moscow. The Supreme Commissar persuaded Battle Czar that he was, indirectly, responsible for this chaos and it was therefore his responsibility to end it by backing a successor. Czar was reluctant to play king-maker but at



Commissar's urging, he made a public show of support for Khrushchev. Given Czar's reputation and position, the rest of the Soviet super-soldiers eventually followed his lead and the power struggle finally ended peacefully.

The powers that be were very impressed with his work and the Red Directorate became the premier Soviet program for meta-humans. Secretly, under the direction of the old witch, Ivan began a program for his mistress of attempting to eliminate all of Russia's supernatural population that would not swear allegiance to Baba Yaga. He also recruited an inner circle of magicians to serve him. With the power to craft illusions to frame his enemies that fooled even cameras and tape recorders, he had no difficulty with his political opponents. His developing mind control abilities also allowed him to become one of the most powerful men in the Soviet Union.



He regularly receives secret direction in his dreams from Baba Yaga that set his priorities in her elaborate and dangerous world-wide campaign against Russia's enemies. Despite

the debt he owed to the man for persuading Battle Czar to back him, Khrushchev almost had Ivan executed for his unauthorized use of many Soviet super humans in operations abroad - particularly for his covert assistance of the Tibetan Resistance Movement. After hearing of the disarray and fear the Commissar's activities generated within the both the Chinese and Western intelligence agencies, he stayed his hand. Additionally, Khrushchev also worried that Supreme Commissar was protected by some unknown and powerful in the party structure since several moves to arrest him or find incriminating evidence went disastrously wrong.

Khrushchev was not the only one who wondered about Commissar. He has made many enemies over the years and his sometimes erratic behavior has caused much concern. The only reason the Politburo doesn't remove him is that everyone fears he'd mount his own coup (with the support of his super-soldiers at the Red Directorate) and they might not be able to stand against him with conventional forces.

Despite his far reaching influence (and much to the displeasure of his mistress) he has been unable to keep other agencies (such as the KGB, the GRU and of course, the power-armor equipped agency Shturmovik) from starting their own meta-human programs, but his is still the largest and most prestigious. This has led to much jealousy and inter-agency rivalry. The GRU are especially committed to undermining him and believe that he is fanatically biased against the use of magic. (The GRU has a large covert sorcery program during the Cold War - that is hidden from every other government agency.) They do not realize that he owes everything to sorcery and most of his closest advisors are magicians.

As head of the Red Directorate, he monitors superhuman and supernatural threats to the

Soviet Union. Along with Premier of the Soviet Union and the Head of the Ministry of Defense, the Commissar oversees and administers the People's Revolution super teams. Commissar and the Red Directorate were instrumental in detecting and coordinating the response to the vampire coup in the early 80s and he has several agents in the Carpathians who continue to monitor the Vampire Nation. He also oversees the scientists of the Project: Hammer initiative and recruits their most promising subjects into the ranks of his agency. During the 70s and 80s, he became concerned (or, rather, Baba Yaga, became concerned) about the progress of the American super-soldier program (Project: Icarus) and so he launched a series of black-ops sabotage missions on American top secret R+D facilities. Iron Ghost (from *Defcon1* from RPGObjects) and Battle Czar were two of his favorite operatives for these missions. Also, the Commissar, at the crone's command, oversees the long-running (and completely unauthorized and covert) flow of advanced weapons and meta-human creation technology from Project: Hammer to the Tibetan Resistance Movement.

With his enhanced intellect, supernatural guidance and network of superhuman operatives, the Commissar is ten steps ahead of anyone else in the spy game. In addition to having double agents in most Western intelligence agencies, he is aware of and monitoring various independent factions that would like to set off WW3 for their own benefit (including the House of Serpents, PHANTOM, UNITY and various factions in the militaries of NATO and the Warsaw Pact). At the crone's direction, he sabotages many of their plans before they get past the discussion stage.

In the 1980s, the rebellious Battle Czar and his independent army, the Red Spider organization, became of great concern to him, but Baba Yaga is well disposed towards Czar because she considers him pure of heart and also because





he killed Stalin - who the witch considered “a plague on her people.” So no direct action will be taken against him until he proves that he is a danger to the Russian people.

He alone among the spymasters of the major powers knows the current location of the rogue scientist Hamid Taheri (who has at least partially unlocked the secrets of the Bio-Blitz formula). Despite Ivan’s requests to terminate him, Baba Yaga enjoys how the mere existence of this scientist causes anxiety in the halls of power throughout the world and so has directed Commissar to take no action - for now.

Unfortunately, despite all his power and influence, Ivan is little more than a slave. Now that he has reached a position with such power, access and privilege, he fears Baba Yaga’s ultimate goal for him (and Russia) is about to come to pass. He’s not even sure what it really is and he fears the worst. He worries that she might force him to conduct a magic ritual that nullifies all modern technology and returns the world to a medieval level of society or take part in a mad scheme that restores the Czars or have him seize control of the Soviet nuclear arsenal and use it to punish nations that have displeased her. He speculates constantly but the Little Grandmother gives him no hints.

The Commissar has nothing but obligations. In his private moments he drinks far too much and longs for a quick and painless death. Now a late middle aged man, kept fit through draughts of magical potions, he has outlived all his friends and loved ones. He’s had his own dreams and ambitions stolen from him by his deal with the crone. All he has now is continuing (possibly endless) service as Baba Yaga’s hand in the mortal world.

Betraying Yaga would bring certain death that would be both slow and agonizing. He knows all too well the cruelty the old witch is capable



of. He suspects that she has ensorcelled him to make him unable to commit suicide - and such an attempt would invite severe repercussions.

He believes that dying in battle against a superior foe is his only hope for ending his life without suffering (any more) of her wrath. As Commissar’s depression and loneliness deepens, he is more and more prone to take dangerous and deadly risks in an attempt to end his painful existence. He is always searching for the Western hero or other enemy who would be capable of killing him in battle.

This death wish prompts him to take risks that a man at his level usually wouldn’t, such as: personally leading the charge against the Vampire Coup in Red Square, seeking out Vlad Tepes for one on one combat during that battle, leading field missions against UNITY and

PHANTOM targets, investigating every sighting of Majestic-12 personally and infiltrating the Tsavong mothership that attacked Stalingrad during the alien invasion in 1985. Despite his nearly suicidal bravery in battle, the Supreme Commissar has yet to suffer anything more than a moderate injury in an engagement. He's not sure if he's merely lucky (or unlucky, from his point of view) or if this also is the handiwork of Baba Yaga.

The Supreme Commissar adopts a hard-line Soviet ideologue personality. He claims to be a devout atheist, threatens people over the slightest issues of doctrine, and is aggressively militant in his politics. In fact, if he were captured and rendered powerless, he would break down and reveal that he finds communism to be a stupid philosophy and is absolutely convinced that the world is secretly controlled by hidden fairy-tale creatures (such as Baba Yaga).

Supreme Commissar dresses in a stylized Soviet military uniform but with a featureless red mask covered with a Soviet Sickle and hammer on it. He's well into his fifties but has the strength of a much younger and stronger man thanks to sorcery. He has no face underneath his mask and never removes it willingly.

As commander of the Red Directorate, the Supreme Commissar is often accompanied by super-soldiers from the People's Revolution super-team or by red-jump-suited super-powered minions from the ranks of the Red Directorate (feel free to use the Powerhouse, Paragon, Psionic, Shapeshifter or Speedster archetype from Chapter 1 of M+M for these lackeys. (Any mystics in the Directorate who are not able to disguise the nature of their powers are kept out of the public eye.))

## ADVENTURE HOOK 1

(Western PCs)

After the worst grain harvest in 50 years, the Soviet Bloc is faced with the real possibility of starvation within a year. The political situation with the West has deteriorated to the point that the US refuses to sell grain to the USSR unless they pull troops out of Afghanistan. The Politburo cannot make up their minds on what to do and meanwhile the situation drifts closer to disaster. The Supreme Commissar decides to take matters into his own hands. He uses his vast library of blackmail material and considerable mind control abilities to get the backing of the Kremlin.



He hacks into EmergCon and uses it to disable American military computer systems on a massive scale. He has teams of double-agents in America sabotage military bases throughout the Midwest and Great Plains. Employing top secret point-to-point wormhole technology (developed by the Soviet space program), he opens a massive teleportation portal from Moscow to Lawrence, Kansas and leads a super-soldier vanguard (perhaps with members of the People's Revolution as his lieutenants) that establishes a beach-head in the agricultural heartland of the US. (He's gambling that the US



won't have the nerve to retaliate with a nuclear strike - and he's most likely right although it's a crazy gamble.)

Conventional troops follow and, thanks to the element of surprise and the advance sabotage, they manage to take Kansas, Illinois, Nebraska, Missouri and Iowa before they're stopped. US forces are massing around the frontier of the Soviet occupied zone. The Russians are dug in, well supplied and have super-soldiers guarding their border. It looks like it will be a long hard campaign to dislodge them. The PCs are given the mission of infiltrating the occupation zone and taking out Supreme Commissar at his HQ in Lawrence. Hopefully in the chaos that will follow his defeat, the PCs can rally the resistance and lead the partisans in a revolt that pushes the Soviets back through the portal.

*Optional Variation 1:* (Western PCs) Scientists at DARPA have reverse-engineered the Soviet's teleportation technology (thanks to blue-prints provided by a defecting Russian physicist) and have figured out a solution. They've developed a bomb called the Quantum Wave Negation Device. The device is at the cutting edge of hypothetical physics and can counter the effects of the Soviet's wormhole technology. Described in layman's terms: All matter (organic and inorganic) that is teleported through a wormhole retains a lingering residual aura of transdimensional energy. When the bomb is detonated near the Russian teleportation portal it will send out a low level energy surge throughout the Midwest that will destroy the portal and reverse the polarity of the lingering teleportation energy. This reversal of polarity will teleport all of the invasion forces (and their vehicles and gear) back to the Soviet Union in matter of seconds (while having no impact at all on anybody who has not been through the portal). The PCs are tasked with making their way to Lawrence, Kansas, fighting through the Red Directorate super-soldiers around the

portal and detonating the bomb as close to the portal as possible.

*Optional Variation 2:* (Eastern and Western PCs) Commissar conducts his invasion without official approval, using his mind control powers on several generals to gather the necessary forces. The Soviet leadership is alarmed by his brazen, glory-seeking actions and believes (rightly) that he plans to ride the wave of popularity from his invasion to leadership of the USSR. The Kremlin sends the People's Revolution (or at least the members whose loyalty is not in question) to stop this invasion by defeating the Supreme Commissar and taking charge of his forces and leading them back through the portal to Russia.



## ***ADVENTURE HOOK 2***

(Eastern or Western PCs)

The Supreme Commissar has stolen a top secret matter relocation device from NASA. The device allows him to be able to teleport any object in the world to any place in the world. Overnight, all of the United States' nuclear weapons (with the exception of a few mobile, truck launched Pershing missiles in West Germany) disappear. The world's power base is suddenly, drastically unbalanced and the player characters on both sides of the Cold War must destroy this item to restore détente. Supreme Commissar himself

intends to use it to seize power over both sides of the Cold War and his headquarters is now protected by a host of fairy tale monsters.

## ADVENTURE HOOK 3

(Eastern or Western PCs)

The Supreme Commissar and a team of Red Directorate operatives have gone rogue and have launched an unsanctioned mission. They're stealing arcane artifacts from various nations (the Stone of Scone from the UK, the Hope Diamond from the US, the Kusanagi sword from the Atsuta Shrine in Japan, the bones of Nostradamus from France, etc). Mystics in the employ of a British intelligence agency inform super-soldiers of both power-blocs that they believe that the Commissar is gathering artifacts and kidnapping mystics for a powerful ritual. The British mystics have uncovered a description to this ritual in an ancient Phoenician scroll and scroll claims that the ceremony can "remake reality" in the caster's wishes. Bizarrely, Commissar has been clumsily leaving clues at the site of each theft about what his next destination will be - almost as if

he wants to be stopped...

*Optional Variation:* If the players fail to stop Commissar from gathering all of the targeted items and magic-users, Baba Yaga uses these objects of power to perform a ritual that changes the nature of reality and alters history - changing the world into a planet dominated by magic, not technology, where most still live the lives of serfs and peasants and where she has ruled as empress for centuries. Thanks to last minute sabotage of the ritual by Commissar, the PCs have not been affected by this spell (they still retain memory of the world was "really" like). Commissar surreptitiously sends word to the PCs that if they can storm the crone's citadel in the heart of Russia and break the ritual circle of power that Yaga used to perform the ritual, then they can undo the spell and the world will return to normal. NOTE: Baba Yaga is effectively a Power Level X plot device character, and if she is killed, she will reappear eventually. However, if the GM wants to have an incarnation of her for the PCs to interact with or battle, use the Corrupt Sorcerer archetype from Chapter 11 of M+M.)





## THE SUPREME COMMISSAR

Power Level: 13; Power Points Spent: 195/195

**STR:** +2 (15), **DEX:** +2 (15), **CON:** +2 (15), **INT:** +10 (20/30), **WIS:** +0 (10), **CHA:** -2 (7)

**Tough:** +12, **Fort:** +2, **Ref:** +2, **Will:** +14

**Skills:** Bluff 5 (+3), Climb 1 (+3), Computers 1 (+11), Concentration 5 (+5), Diplomacy 9 (+7), Drive 3 (+5), Escape Artist 5 (+7), Intimidate 7 (+5), Investigate 4 (+14), Language 5 (+5), Notice 6 (+6), Pilot 4 (+6), Ride 4 (+6), Search 4 (+14), Sense Motive 5 (+5), Stealth 8 (+10), Survival 5 (+5), Swim 1 (+3), Knowledge (arcane Lore) 4 (+14), Knowledge (current events) 4 (+14), Knowledge (history) 3 (+13)

**Feats:** Equipment 3, Diehard, Inspire, Leadership, Master Plan, Move-by Action, Power Attack, Benefit (Leader of the Red Directorate) 3, Benefit (Guidance and information from Baba Yaga) 2, Luck, Ritualist

**Powers:**

**Mind Control 12** [Dynamic; all alternate powers dynamic] (DC 22; Conscious, Sensory Link; Mental Link)

**Nauseate 12** (Alternate; DC 22)

**Illusion 13** (Alternate; Affects: Two Sense Types - Visual and Auditory, DC 23; Progression, Area 5 (250 ft. area))

**Mental Blast 12** (Alternate; DC 27)

**Immunity 11** (Aging, Mental Effects)

**Enhanced Intelligence 10** (+10 INT)

**Protection 10** (+10 Toughness)

**Equipment:** Heavy Pistol, Knife, Armored Jumpsuit

**Attack Bonus: +9** (Ranged: +9, Melee: +9, Grapple: +11)

**Attacks:** Unarmed Attack, +9 (DC 17), Mind Control 12 [Dyn: 4/r+8, max 49PP], +9 (DC Will 22), Nauseate 12 [Dyn: 2/r, max 49PP], +9 (DC Fort/Staged 22), Heavy Pistol, +9 (DC 19), Knife, +9 (DC 18), Mental Blast 12 [Dyn: 4/r, max 49PP], +9 (DC Will 27)

**Defense: +7** (Flat-footed: +4), Knockback: -6

**Initiative: +2**

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

**Totals:** Abilities 22 + Skills 24 (93 ranks) + Feats 16 + Powers 87 + Combat 32 + Saves 14 + Drawbacks 0 = 195



## THE TSAVONG EMPIRE

*“Soon, your planet will be vassal of the Tsavong Empire and your amusing species will assume their rightful role as slaves and pets.”*

The Tsavong are an expansionistic interstellar civilization whose society thrives on conquest. Culturally, they have been compared to the Mongol of ancient Chinese history. They’ve been gradually expanding the borders of the Empire for centuries and, in 1985, Earth was targeted for conquest and settlement. As shapechangers, the Tsavong were able to study Earth closely for years and become intimately acquainted with our culture, politics and history.

The Tsavong use a strategy that combines covert deception and brute force. Tsavong agents employ shapechanging powers to replace key military and political leaders and then set about undermining the target planet’s defensive capabilities from these positions.

## TSAVONG SOCIETY

A rapacious race of slavers and warriors divided into castes of ‘minds’ and ‘brawn.’

All Tsavong have a humanoid form and the ability to alter to it a limited degree. Over time, some of the Tsavong have developed astounding mental or extraordinary physical abilities. These characteristics divide the two castes to this day.

The Tsavong are a deeply religious culture and worship a group of beings they call the “Djinn” who they believe created them. The Masters caste of the Tsavong has long since subverted the religion into a method of societal control.

The Tsavong’s dominant caste is the Masters. Rulership of the Tsavong is handled by the

Masters. All non-Masters can be disposed of by any Master at their whim. The Masters themselves resolve disputes through mental combat. In order to become a higher rank, a lower ranking Master must simply challenge and kill the next highest ranking Master.

Resembling normal Tsavong except for their exaggerated brains, the Masters are refined and evolved creatures that nevertheless have souls of pure savagery. They are powerful psychics whom enjoy gladiator games, torture, and being worshipped as gods.

The Warrior Caste is the lesser caste and they







## TSAVONG TEMPLATES

### Masters

- Master Tsavong have a +2 to their Intelligence score.
- Master Tsavong have a +2 to their Wisdom score.
- Master Tsavong have a +4 to their Charisma score.
- Master Tsavong have Comprehend 2 (languages).
- Master Tsavong have Mind Reading 8.
- Master Tsavong have Mental Blast 5.
- Master Tsavong have Shape shift 6.

### Warrior

- Warrior Tsavong have a +10 to their Strength score.
- Warrior Tsavong have a +10 to their Constitution score.
- Warrior Tsavong have a -2 to their Intelligence score.
- Warrior Tsavong have a -2 to their Wisdom score.
- Warrior Tsavong have a -2 to their Charisma score.
- Warrior Tsavong have a Morph score of at least 2 (Humanoids).

exist solely to serve the Tsavong masters. Life amongst the Warrior Caste is made tolerable by the fact that they, themselves, are the lords of alien slaves. Vast numbers of slaves are brought to the Tsavong home world every year by Warrior raiders and they are worked to death for the enjoyment of the 'brutes.' Tsavong Warriors are not a particularly bright bunch and spend most of their days indulging in mindless decadence.

The Warrior Caste hate and fear the Masters but obey them without question. Warriors are not allowed to formulate strategy or command any operation that goes above the raiding level. Instead, Warrior Tsavong devote themselves to becoming the greatest warriors that they possibly can. The Masters have recently adopted the use of cloning technology and now more Warrior Tsavong are created in laboratories than born.

The Tsavong are currently experimenting with bonding the DNA of more evolved races to their warriors. Tsavong shape-shifters, pyrokinetics, and other 'useful' super powered beings have started to appear.

This means that Tsavong routinely attempt to kidnap members of 'evolved' species in order to carry out grizzly experiments on them.

## SAMPLE TSAVONG MASTER

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

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

+6 (22), **CHA:** +3 (17)

**Tough:** +1, **Fort:** +5, **Ref:** +6, **Will:** +14

**Skills:** Computers 4 (+6), Concentration 8 (+14), Diplomacy 8 (+11), Pilot 3 (+4), Sense Motive 2 (+8)

**Feats:** Equipment 3, Benefit (Military Rank in the Tsavong Empire) 3, Leadership, Master Plan, Power Attack, Defensive Attack

**Powers:**

**Comprehend 2** (Languages - Understand All - You're Understood)

**Mental Blast 5** (DC 20)

**Mind Reading 8** (Alternate; DC 18)

**Shapeshift 6**

**Equipment:** Blaster Pistol, Commlink

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

**Attacks:** Unarmed Attack, +7 (DC 15), Mental Blast 5, +7 (DC Will 20), Mind Reading 8, +7 (DC Will 18), Blaster Pistol, +7 (DC 20)

**Defense:** +8 (Flat-footed: +4), Knockback: +0  
**Initiative:** +1

**Languages:** Tsavong

**Totals:** Abilities 28 + Skills 7 (25 ranks) + Feats 10 + Powers 73 + Combat 30 + Saves 17 + Drawbacks 0 = 165

## SAMPLE TSAVONG WARRIOR

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

**STR:** +4 (18), **DEX:** +0 (10), **CON:** +5 (21), **INT:** -1 (8), **WIS:** +1 (12), **CHA:** +1 (12)

**Tough:** +5, **Fort:** +5, **Ref:** +4, **Will:** +6

**Skills:** Bluff 9 (+10), Computers 11 (+10), Concentration 9 (+10), Disable Device 4 (+3), Disguise 9 (+10/+20), Drive 10 (+10), Escape Artist 10 (+10), Intimidate 7 (+8), Language 2 (+2), Notice 7 (+8), Pilot 10 (+10), Search 6 (+5), Sense Motive 6 (+7), Stealth 10 (+10), Survival 9 (+10), Profession (Soldier) 6 (+7)

**Feats:** Equipment 7, Improved Pin, Power Attack, All-Out Attack, Assessment, Attack Focus (Melee), Teamwork, Quick Change, Move-by Action

**Powers:**

**Morph 2** (Morph: Broad Group - Humanoids, +10 Disguise)

**Equipment:** Commlink, Blaster Pistol, Blaster Rifle, Knife

**Attack Bonus:** +6 (Ranged: +6, Melee: +7, Grapple: +11)

**Attacks:** Unarmed Attack, +7 (DC 19), Blaster Pistol, +6 (DC 20), Blaster Rifle, +6 (DC 23), Knife, +7 (DC 20)

**Defense:** +6 (Flat-footed: +3), Knockback: -2

**Initiative:** +0

**Languages:** Tsavong and 2 other languages as needed for infiltration

**Totals:** Abilities 21 + Skills 32 (125 ranks) + Feats 15 + Powers 4 + Combat 24 + Saves 9 + Drawbacks 0 = 105



## ADVENTURE HOOK

(Eastern or Western PCs)

The paranoia and distrust of the Cold War made Earth uniquely susceptible to the Tsavong's tactics. The Tsavong were able to get several competent and effective military leaders and super-soldiers removed from duty (or imprisoned) by suggesting that they might have sympathies with the "other side" in the Cold War. In addition, selected officers and super-soldiers in leadership positions on both sides of the Iron Curtain were replaced with Tsavong agents prior to the invasion.

This enabled the Tsavong to remove super-teams that were under the military control of NATO or the Warsaw Pact by manufacturing a conflict between Western and Soviet super-teams in Berlin that delayed meta-human response to the Tsavong invasion by several critical hours. After the military super-teams had been diverted into a spurious battle in Berlin (orchestrated by alien agents on both sides of the Iron Curtain), the Tsavong mothership and several smaller cruisers began staging blitzkrieg style attacks against military targets and large cities in Europe, Asia and America in an effort to disable Earth's communications and defensive capabilities.

## TSAVONG INVASION FORCE

The Tsavong invasion force in 1985 was a small vanguard force that consisted of one mothership (use Space Battleship stats from pg 144 of M+M) a half dozen Space Cruisers and several squadrons of Space Fighters. (For Cruisers and Fighters please see the stats that are also on pg 144 of M+M.)



**THE  
GLOBAL THEATER  
OF OPERATIONS  
FOR THE  
SUPERPOWERS**

LEGEND	
	NATO Members
	Warsaw Pact Members
	Allies of NATO
	Allies of the Warsaw Pact
	People's Republic of China
	Soviet Associates





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