

## THE ICE PALACE - DER EIS PALAST

BY MIKE LAFFERTY

In a secret fortress buried in the Antarctic ice...

Nazi mad scientists are devising superweapons that will give their side an insurmountable advantage

An armored mastermind is hatching a strategy that will land a knockout blow against the Allies

An army of clones is rapidly developing in a Nazi lab - ready to take up the banner of the Third Reich

Can your heroes stop them in time?

**CONTENT MANAGER:**  
CHARLES RICE AND CHRIS DAVIS

**M<sup>20</sup>**

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CHRIS DAVIS

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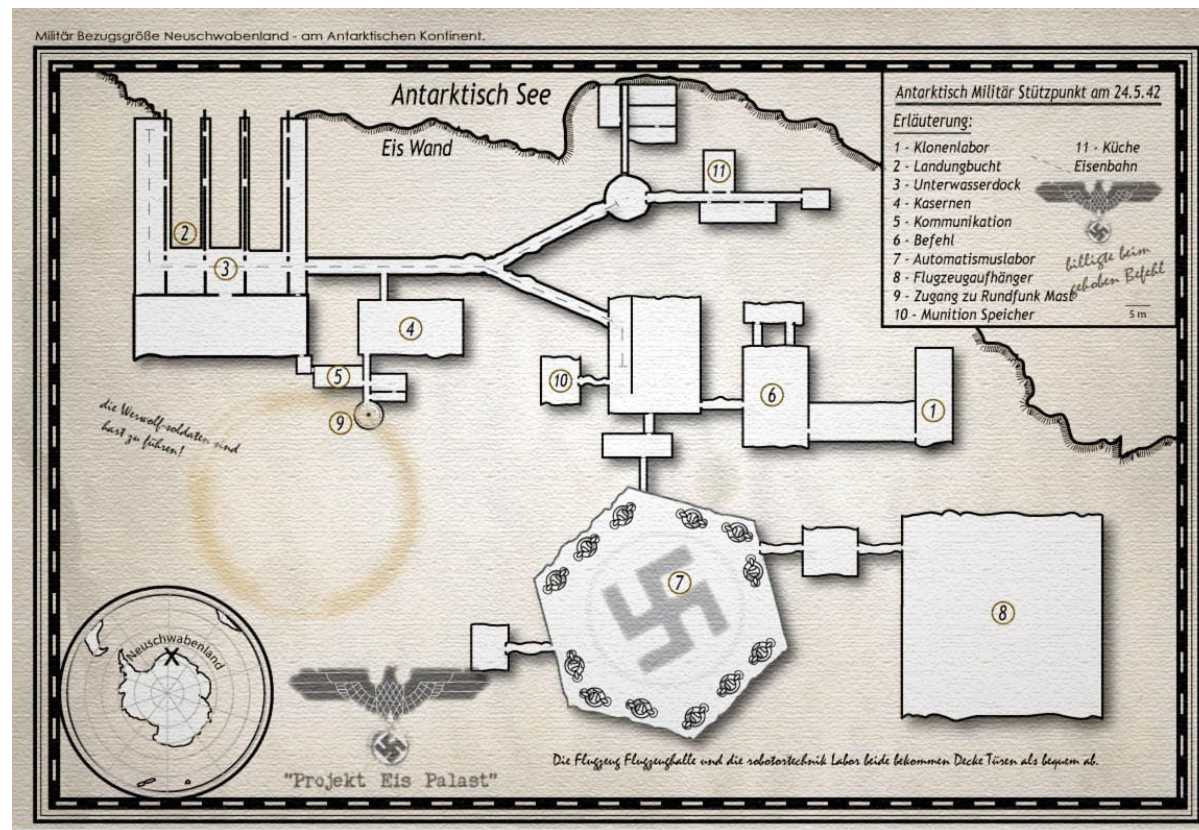
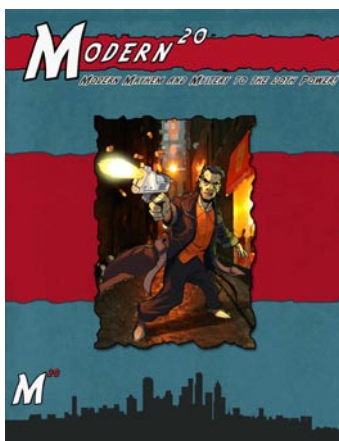
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## INTRODUCTION AND PREMISE

This scenario is intended for Supers20 characters running a Four Color campaign (Power Level around 10) in the late World War 2 era. It would be very easy to incorporate (either as PCs or NPCs) the characters from the Allied superteams Crown Guard (*Modern Dispatch 124*) and Vigilance Force (*Modern Dispatch 126*), or the Axis superteams Eugenics Brigade (*Modern Dispatch 123*) and Shinjuwan Juunigatsu (*Modern Dispatch 125*).

The assumption is that the PCs are superhumans employed in the Allied war effort and reporting to – or at least having some contact with the Allied militaries.

The time frame is the last few months of the war in the European Theatre. US, British and French forces close in on Germany from the west while the Red Army marches in from the east. It's only a matter of time until the 3<sup>rd</sup> Reich crumbles in defeat... or so it appears.

### LEADING THE CHARGE

A patriotic superhero leading a brigade of his country's troops in an assault against the enemy is a staple of the Golden Age of comics. It's fairly simple to emulate that in this scenario if the PCs decide they want a task force of soldiers to back up their assault on the Ice Palace.

It's easy enough to have a task force supporting the PCs from a British base or a naval armada in the Southern Hemisphere. The C47 or S Class submarine described in the *Vehicles* section can accommodate a few squads of crack troops who are coming along to ride shotgun on the mission.

For the troops themselves, consider using the stats for Fourth Reich agents provided in the NPC section – or (for more powerful backup) the stats provided for the Nighthawks super-commandos on page 43 of *Supers20*.

The actions of the PCs should always be on the center stage. In the patrols and encounters in the Ice Palace – insert superpowered threats from the Eugenics Bridge (*Modern Dispatch 123*) to be the primary opposition for the PCs while the mundane troops battles amongst themselves (liberal use of the Überfallkommando operatives – is suggested.) Keep the focus on the PCs battle and have the battle of the NPC soldiers around them serve as stage-dressing.

The PCs receive the following information from a contact with the Allied High Command:

- Allied Command has become aware of the Fourth Reich - a secret organization within the Nazi infrastructure that is lead by the armored Nazi supersoldier Nachtjäger.
- The Fourth Reich - according to rumors - had a contingency plan (and a massive black ops budget) in place in the event that the Germans lost the war in Europe. They planned to establish a military base (codenamed: Eis Palast –i.e. the Ice Palace) in the Antarctic and prepare a counterattack against the Allied Powers. Along with a small but dedicated army of operatives, the Fourth Reich planned to spirit the best engineers and scientists out of Germany to develop superweapons to assist with their efforts.
- High Command had thought these rumors were just fanciful fever dreams of Nazi dead-enders.

Until they uncovered this tattered and stained map in the papers of a captured spy in Oslo and intercepted some disturbing radio transmissions in the South Atlantic.

- Based on current intelligence, the working theory is that the Fourth Reich organization – and possibly a number of Axis metahumans – have withdrawn to an operational base on the northern coast of Antarctica in the area where Nazi Germany made a territorial claim in 1939 (New Swabia).
- Details are scarce – but there are troubling indications that the team of scientists that the Fourth Reich took to Antarctica with them are working on several revolutionary technologies including nuclear fission bombs and rocket-powered jet fighters. Perhaps most disturbing are half-finished notes that British intelligence recovered from a German agent in Argentina that indicate that scientists working for the Fourth Reich are hurriedly developing the ability to clone and quickly mature large numbers of humans. The Fourth Reich may in fact soon be able to grow their own army from scratch in just a matter of weeks.
- The Allies are close to finishing off Hitler once and for all. Russian and American troops are racing for Berlin. Too much has been sacrificed by too many for victory in Europe to be snatched away by at the last minute by a nasty surprise from the bottom of the world. To make sure that doesn't happen -the Allied High Command is dispatching the PCs to Antarctica to investigate and neutralize any threat they find.
- For transportation – obviously the PCs can use their powers or they can pilot their own vehicles



(if they have them.) Alternately – transporation of their choice can be arranged from a British base in the Southern Hemisphere. Either a plane or submarine modified to operate in the harsh conditions of the Antarctic can covertly convey them to the target. It's assumed the PCs will want to operate alone as a meta-commando unit. However, at their request – a taskforce can be summoned to accompany them (see the *Leading the Charge* sidebar below.)

## THE SETTING

The location where the Nazi base should be (according to the map) appears at first glance to be just a barren spot of ice near the coastline.

However, radio signals can be detected and scanners or super-senses (x-ray, infravision etc) will show a great deal of heat beneath the surface of the ice. It's clear that the station is under the ice and tundra. Closer inspection of the area will turn up regular ground, air and sea patrols near the location of the base.

Whether the PCs approach by sea, ground or air determine what resistance they will encounter

## GETTING TO THE BASE

The PCs can get to the base using their own vehicles or powers, if possible. Otherwise – transportation can be arranged for. Stats are included in the *Vehicles* section for an American troop transport plane and a Royal Navy submarine. Either of these could be used in a variety of plans to transport the PCs within striking distance of the Fourth Reich base. If the PCs have appropriate skills – allow them to pilot the vehicles if they desire.

It's up to the PCs whether they want to attempt to infiltrate the Eis Palast or make a frontal assault. Suggestions for handling both options are supplied below.

## ACTION: AIR COMBAT (OPTIONAL)

(At the GM's discretion – it could be ruled that the PCs successfully parachute out of their plane and stealthily approach the base on foot. This section gives suggestions for handling air combat if the GM desires to include it.)

If one of the PCs is piloting the plane, a DC 25 Vehicles check will be needed to come in close to the ground to avoid being detected by radar. (Alternately – you could simply rule that 8 to 10 ranks in the Vehicles skill is sufficient for this sort of low altitude flying.) This will work for a little while (five or seven rounds), but as the PCs' plane flies closer, detection will become inevitable. Mixed squadrons of fighter planes and airborne robots (see *Vehicles NPC* and sections for stats) are flying patrol routes over the base – and they will notice the PCs when they get close enough to be visible.

## TACTICS

The exact numbers are left up to the GM – but the default suggestion is for one fighter plane and one Reichbot per patrol group. The plane and Reichbot both will initially try to shoot down the PCs plane. When it gets closer, the Reichbot will attempt to ram the plane with a suicide run. A Vehicles check (DC 20) will be required to dodge this attack. If Reichbot's attack is successful, the PCs plane spins out of control and crash-lands on the ice shelf.

Players will have 4 rounds to try and exit the plane (DC 15 Dex check to exit). The default damage from being in the plane when it crashes is 5d6 (Reflex save for half). The pilot can reduce this by 1d6 for every round that he makes a successful DC 25 Vehicles check to try and land the plane as safely as possible. He has 4 chances to do this, as the plane will take 4 rounds to fall to earth. (Note: Parachutes are available. Consult the *Modern20 1.2 Core Rules* for information on parachuting.)

If the PCs survive the air combat with their aircraft

intact – they can land on the ice (the C-47 allotted for this machine has been outfitted with skis for landing gear). Alternately they could parachute out of the C-47.

Once on the ground, the PCs will have to contend with the ground patrols. See the *(Optional) Action – Ground Combat* section.

## ACTION: UNDERSEA COMBAT (OPTIONAL)

If the PCs try to come in via the submarine dock, they will encounter a minefield. The minefield will require 3 Vehicles (or Athletics – if the PCs are swimming) Checks at DC 15 to negotiate. A failed check means that the PCs or their vehicle came too close to one of the mines (3d6 damage – Reflex save for half damage).

A submarine is patrolling the waters outside of the dock All crewmen will use the stats for Fourth Reich soldiers. (Stats for the submarine are given in the *Vehicles* section.) If the GM wants to make this encounter more challenging, a Reichbot that has been modified for underwater duty is also patrolling outside of the submarine dock.

## ACTION: GROUND COMBAT (OPTIONAL)

If the PCs decide to come in on foot (perhaps disembarking from their plane or sub out of sight and creeping towards the base stealthily) – a quick surveillance will reveal that at least two armored personnel carriers are patrolling a perimeter around the base at all times (see NPC section for stats). They carry 6 to 12 soldiers (use Fourth Reich Foot Soldiers, Werewolf Shock Troopers or Heavily Armed Veteran Fourth Reich Agent stats from NPC section).

The PCs will also notice that there are several air intakes (not shown on the map) that are large enough for a Medium sized character to crawl inside and

access the base.

There is also a vehicle ramp (that leads to the aircraft hanger) that allows armored personnel carriers access in and out of the Eis Palast base.

## **TACTICS:**

If the APC crew spots them – they will radio to the 2<sup>nd</sup> APC on patrol for backup and alert the base that there is an incursion. Their communication equipment doesn't work terribly well in the extreme cold so it will take the APC crew 3 full rounds to call for backup and raise the alarm. The APC crew will be moving as fast as possible towards the vehicle ramp during this time. They will keep up suppressing fire as much as they can to slow down the PCs – but they'll be at -4 to hit (as they're firing from a moving vehicle.) It will take them 5 rounds moving at full speed to get to the entrance of the vehicle ramp.

## **GETTING INTO THE BASE**

### **INFILTRATION**

The PCs opt to try and sneak into the base. There are multiple ways to do this – including the classic standby of defeating some minions and disguising yourself in their uniforms.

The submarine dock is one obvious entry point from the artifact map the PCs have. The base's robotics lab and airplane hanger both have retractable ceilings that open to allow the Reichbots and fighters planes access. There are several man sized air intake ducts (not shown on the map) over the submarine dock and there is a ramp used by ground vehicles that leads directly to the airplane hanger.

*Ventilation System:* If the PCs choose to infiltrate down the air intake chutes on the ground they find themselves in the ventilation system that snakes throughout the base. Characters larger than Medium size will not fit into the ventilation system. Dex or

Stealth Checks at DC 15 will be required every 7 to 10 rounds (or however often the GM sees fit) to keep from being detected by the regular foot patrols through the base. Eventually all ventilation shafts terminate at the heating equipment in a utility room (not on the map) near the command center. Most major rooms and longer hallways have a ventilation grate that can easily be kicked out. (It's ultimately the GM's call if a certain area has a grate.) If the PCs need to exit the ventilation system at any point that doesn't have a grate – the stats for any random section of the ventilation shafts are: Hardness of 2 and 7 HP.

*Vehicle Ramp:* If the PCs choose to try and sneak in through the vehicle ramp on the ice sheet, they will encounter a closed steel door (Hardness of 5 and 13 HP.) The door is controlled by a security keypad. A DC 20 Engineering Check will be needed to bypass the security device and open the door. A failed check will sound an alarm and bring a patrol to investigate. Alternately, they could somehow manage to follow an APC patrol in – or hijack an APC and persuade the driver to give up the security code.

A DC 30 Crime, Influence or Charisma check will be needed for PCs who are disguised as Fourth Reich Agents to not be spotted as frauds at the guard post where the vehicle ramp meets the airplane hangar. The guard post is manned by four Fourth Reich Agents. If the PCs are exposed as frauds – or if one of the guards manages to sound the alarm, proceed to the *Frontal Assault* section below.

### **FRONTAL ASSAULT**

The PCs come in teeth bared and guns blazing. As they fight their way into the base, klaxons sounds and urgent voices bark in German over the PA system – giving updates on the PCs position to the base's troops. A new patrol will encounter the PCs every 7 to 10 rounds. (This approach might lead to them being defeated and captured – see the Captured sidebar under the *Kasernen – Barracks* section.) The total

number of patrols is left up to the GM – depending on the level of challenge desired. The PCs can evade patrols by hiding, moving stealthily, climbing into the ventilation system etc. (Use appropriate Stealth Checks.)

## **INSIDE THE BASE**

### **BASE PATROLS**

Inside the base, the PCs will encounter regular patrols of human soldiers and werewolf troops. (The exact number of enemies in a patrol is left up to the GM. The default suggestion is 1 per PC). The werewolf troopers have been created through a synergy of biological science and dark magic. They are ideally suited for the harsh Antarctic environment.

For stats – see the Fourth Reich Foot Soldier, Fourth Reich Veteran and Werewolf Shock Troop stats in the NPC section.

### **KLONENLABOR - CLONING LABORATORY**

This is a huge steel vault that descends hundreds of feet with a laboratory built around its perimeter. Battalions worth of soldiers are being grown and programmed here. The cloning lab contains rows and rows of 10-foot tall glass tubes filled with murky grey fluid. Inside the tubes are the vague forms of soldiers with Nordic features. A row of equipment on one end of the lab keeps track of the clones' biological functions. Sophisticated machinery is hooked up to every tube, educating and programming the clones to be loyal warriors for the 4th Reich. With a DC 20 Engineering check a PC could figure out enough about the machinery to shut it down – ruining this army of clones. The laboratory will be manned by 3 technicians (use stats for Fourth Reich Foot Soldiers.)

Note: If the GM wanted to include Doktor Eugenik

(page 2 of *Eugenics Brigade – Modern Dispatch 123*)  
– this would be a perfect setting for him.

## **LANDUNGBUCHT AND UNTERWASSERDOCK - SUBMARINE DOCK.**

Six Nazi U-boats are docked here. A dozen Reichbots are on the dock, powered down in the process of being outfitted for undersea duty. One is functional (Use Unterwasser Reichbot stats from the NPC section. There are 4 technicians (use stats for Fourth Reich foot soldiers or heavily armed Fourth Reich veterans at GMs discretion.)

## **KASERNEN - BARRACKS**

There are separate accommodations for human and werewolf soldiers. At any given time, there will be 10 to 15 troops in here. Werewolf troops will be in human form in the barracks and will change into hybrid wolf form with their first turn. An especially large room is clearly the commanding officer's quarters. It's handsomely decorated and has a large communications station that connects directly into the base's communications and command centers.

Note: If the GM wanted to include Krieghund - (page 4 of *Eugenics Brigade – Modern Dispatch 123*) it would be ideal to have him relaxing in the barracks with a squad of werewolf troopers.

## **KOMMUNIKATION - COMMUNICATION CENTER**

This communication post is the nerve center of the base. It also has sonar and radar station consoles. This post is manned by a handful (5 to 8) of Fourth Reich soldiers. At GM's discretion, a DC 20 Engineering check is required to figure out how to operate the console and remotely control the Reichbots.

## **CAPTURED (OPTIONAL)**

If the PCs are defeated (or if their vessel destroyed and they don't escape), they will awaken bruised and battered (with half to 2/3 of their hit points – at GM discretion), but otherwise OK in the holding cells in the barracks section of the base. Any weapons, magical objects or technological devices will have been removed and stored in a locker down the hall from their cells. The cell door requires a DC 20 Engineering or Crime Check to pick. The cell door has a Hardness of 3 and 12 HP.

The PCs will be housed in cells with a power-nullifying field device embedded in the ceiling (which is 10 feet high). (The nullifying field is a plot device and so isn't started out.) A DC 15 Engineering check will be needed to shutoff the device - although getting to the device will be a challenge.

Once the PCs shut off the device or break out of their cells, their powers will return (assuming their powers were not granted by devices or battlesuits – which are still in the equipment locker at the end of the hall). At the end of the hall in the cellblock - there will be a standard patrol of Fourth Reich soldiers and werewolf shock troops on guard duty. (Default suggestion is 1 enemy per PC, but the exact number is left to the GM's discretion.) A storage locker at the end of the hall contains any battlesuits or technological devices removed from the PCs. It's secured with a simple deadbolt. The keys can be found on the guards. The locker door and its lock have the same stats as the cell door.

## **BEFEHL -COMMAND CENTER**

Contains the logistical center and computer banks. Staffed by 4 soldiers.

## **AUTOMATISMUSLABOR - ROBOTICS LAB.**

Several dozen huge Reichbots are being outfitted and readied for battle here by a half dozen Fourth Reich soldiers under the close supervision of Nachtjäger. The roof of the robotics lab opens up – allowing immediate liftoff from within the base itself. Most (perhaps all) of the Reichbots are powered down while being stored in the lab. At the GM's discretion, one to five Reichbots will be operational when the PCs arrive. The rationale behind most of the Reichbots being powered down is that it takes a lot of manual labor by a flight crew to prepare them for operation (charging batteries, loading ammunition packs, etc).

## **THE MENACE REVEALED**

No matter if the PCs infiltrated the base covertly or stormed into the base, eventually they wind up encountering Nachtjäger in the robotics lab, where he is busy supervising his soldiers who are getting the fleet of Reichbots ready for combat. Six Fourth Reich Soldiers will accompany Nachtjäger – three of these will transform into werewolf shock troopers when combat begins. At the GM's discretion, one to five of the Reichbots will be operational. (The number of opponents in this encounter is left up to the GM to determine based on the makeup of the party and the level of challenge desired. See the *Scalability* section below for suggestions on customizing this combat.)

Note: Give out an Action Point to allow Nachtjäger to make a gratuitous super-villain monologue. It helps reinforce the feel of the comic book genre, but it's highly unrealistic) Nachtjäger chuckles and says:

*“You poor fools. You fought so hard to get to this point – and you don’t realize you’ve failed utterly. You have come here only to die!”*

## TACTICS

- The werewolf troopers will transform and advance to engage in melee with the party. If one of the PCs appears to be an especially tough opponent, several werewolf troopers gang up on him in melee.
- The Fourth Reich soldiers will keep their distance and snipe at the PCs with their ranged attacks.
- Nachtjäger prefers to keep his distance and blast at the PCs. He will focus his attacks on whichever PC appears to be most injured. Nachtjäger is a pilot at heart. He’s most comfortable fighting in the air. He will use his Flight power to stay out of melee as long as he can - perhaps even taking cover behind the powered-down Reichbots.
- Nachtjäger will stay in the lab as long as he feels secure in victory. If more than half of his allies are defeated - Nachtjäger will use a control device on his battle-suit to open the roof to the robotics lab and take to the sky - which will also make a quick escape easier if he needs to run. He will try to shut the PCs in the lab after he escapes. The roof will be open for a total of three rounds as it takes one round to open the roof, another round to close it and for one round it is fully open. (At the GM’s discretion, a PC with flight or leaping powers can make a DC 15 Dex check to fly or leap out of the roof in the fourth round - after it’s 90 percent closed. A failed roll will result in 4d6 damage. A Reflex save is possible for half damage). The retractable roof of the lab has a Hardness of 5 and 24 HP.

## OPTIONAL: THE TICKING CLOCK

To add some more tension to the confrontation with Nachtjäger, have him give the following monologue to the PCs when they first encounter him:

*“You’re far too late! I have uncovered the secret of atomic fission! My Reichbots will carry these fission bombs to London, New York, Paris and Moscow and destroy them all in a cleansing atomic fire! Then my army of the Fourth Reich will sweep in amidst the chaos and defeat your alliance of mongrel races once and for all! Commence launch sequence!”*

One of the technicians flips a switch and an automated voice echoes over the intercom in the robotics lab – counting down in German.

Nachtjäger has outfitted 4 of his Reichbots with atomic bombs strapped to their chassis. (Use either the normal (Level 10) Reichbot stats or the Huge Reichbot stats (Level 20) at the GM’s discretion. If you decide to go with the Huge Reichbot – it’s recommended to use only one (with multiple bombs strapped onto its chest.)). Presumably one is aimed for each capital city he just mentioned. Nachtjäger and his soldiers were outfitting and preparing the Reichbot(s) for launch when the PCs entered.

The Reichbot(s) will launch in three to five rounds (GM’s discretion) – Nachtjäger and his cronies will do all they can to prevent the PCs from stopping the launch.

- Obviously the PCs – if they have flight capability - can attempt to catch the Reichbot(s) and stop them by destroying or disabling them.
- If the PCs can reach the Reichbot Control Terminal – with a DC 20 Engineering Check – they can assume control of the robot(s) and

divert it off course. If the console in the robotics lab is destroyed in the combat – the PCs can still use the Control Terminal in the Communication Center (see the *Kommunikation* section) to divert the Reichbot(s).

- As a last resort – they can use the communication equipment in the Eis Palast to alert the Allies that the Reichbots are coming. (Any PC with 4 ranks or more in Engineering will be able to figure out the Fourth Reich communication gear and use it to broadcast on Allied frequencies.)

## SCALABILITY

At GM’s discretion – you can increase the challenge of this encounter in a number of ways.

- The most obvious way would be to include more superpowered enemies from the Eugenics Brigade (*Modern Dispatch #123*) or from the Shinjuwan Juunigatsu (*Modern Dispatch 125*).
- The Fourth Reich agents can be the lower level Fourth Reich Foot Soldiers or the higher level Heavily Armed Veteran Fourth Reich Agents (stats for both are given in the NPC section).
- The Reichbots can be the Level 10 or the level 20 version – stats for both are given in the NPC section. If you decide to go with the Level 20 version – it’s recommended that you only have one (depending on the size of your party) – and that you give the PCs an ‘escape hatch’ – ie a control console in the room that they realize they can use to control the Reichbot if they defeat the Fourth Reich soldier manning it and succeed at a DC 12 Engineering Check.



## FLUGZEUGAUFHÄNGER - AIRCRAFT HANGER AND PRODUCTION FACILITY

Several squadrons of Fourth Reich bombers, troop carriers and rocket fighters are hurriedly being serviced by a crew of approximately one dozen soldiers (exact numbers are left up to the GM). (Only the fighters are currently operational. Use Messerschmitt ME-463 stats from *Vehicles* section). Like the robotics lab, the aircraft hanger features a retractable roof. Accordingly, the Fourth Reich aircraft have been engineered to allow vertical take off. This is also where the base's small force of APCs are kept and maintained.

A tunnel leads from the hangar to the surface – allowing the vehicles access to and from the surface. There is a guardpost manned by four soldiers where the tunnel meets the hangar.

### TACTICS

A DC 30 Crime or Influence Check will be needed to fool the guardpost. (The Fourth Reich isn't *that* big of a secret society. Chances are they all know each other by sight. The concealing cold weather gear helps a bit – but not a ton.) The four soldiers in the guardpost have an intercom within easy reach and can sound the alarm within one round.

If the PCs bluff their way past the guardpost, the rest of the soldiers in the hangar are too occupied with their work to give them a second glance unless they go out of their way to interact with them directly. If they try to sneak past the soldiers working on the aircraft – the soldiers are at a -4 on Perception checks due to being engrossed in their work.

If threatened they will take cover behind the aircraft and try to snipe at the PCs. A handful will attempt to reach the intercom by the hallway to the robotics lab or to run to the robotics lab where Nachtjäger is

working on a group of Reichbots. If they manage to raise the alarm – patrols will begin showing up every 7 to 10 rounds. See *Frontal Assault* under the *Getting into the Base* section above for more information.

## ZUGANG ZU RUNDFUNK MAST - ENTRANCE TO BROADCAST TOWER

The base is outfitted with a retractable tower for broadcasting purposes. This leads to the service entrance at its base. It's unoccupied when the PCs encounter it.

## EISENBAHN - RAILWAY

A narrow railway leads away from the submarine dock for the loading and unloading of torpedoes

## KÜCHE - KITCHEN AND MESS HALL.

Empty when the PCs encounter them.

## MUNITION SPEICHER - AMMUNITION REPOSITORY

This is where torpedoes, missiles and other weapons and munitions are stored. This also is used for general gear storage. A casual observer will note that there's an awful lot of what appears to be radiation gear here in here. Sort of like what you might need if you wanted to outfit an army that was going into an area that recently been hit by nuclear weapons. Guarded by a handful (5 to 8) of Fourth Reich soldiers.

## VEHICLES SECTION

### ALLIED VEHICLES

#### C-47 SKYTRAIN

The C47 was a military version of the Douglas DC-3. It was used extensively throughout the war for transporting troops and cargo. This C47 has had its usual landing gear removed and has been equipped with skis in case the PCs choose to make an ice landing.

**Size:** the C-47 is twenty squares wide and twelve squares long.

**Stats** Crew 3/Pass 28/Cargo 6,000 lb/Init -6/Man -6/ Top Speed 227 mph/Def 6/Hard 5/HP 42/Size G/ Cost 45

**Armament:** None

#### HMS SEALION - BRITISH S-CLASS SUBMARINE

The S Class was the largest single class of submarine ever produced by the Royal Navy. 62 were



manufactured in all and 12 were in service during WW2. It's a serviceable ship that unfortunately has about half the maximum submerged depth of many German subs. Unfortunately, it was all the Allied High Command could scrape up on short notice for this commando mission.

**Size:** Twenty squares long and five squares wide.

**Stats** Crew 39/Pass 0 /Cargo 400 lbs/Init -9 /Man -7 /Top Speed 14 knots/16 mph (surfaced)10knots/11.5 mph(submerged)/ (3)/Def 2/Hard 18/ HP 38 /Size C/ Cost 46/ Max Depth 330

## Armament

1) Torpedo: Speed 65 (6)/ Dmg 5d8/Crit 20/ Range Inc 500 ft/ Size H (Reflex DC 15). 6 forward firing torpedo tubes, one aft. Thirteen torpedoes. Six loaded in bow tubes, one loaded in stern tube. Six in storage.

2) Deck Gun/Dmg 3d8+6/Crit 20/ Range Inc 5,000 ft/ ROF1/Mag 1 int./Size H

## NAZI VEHICLES

### GERMAN TYPE VIIC U-BOAT

These are the U-boats that conveyed Nachtjäger and the Fourth Reich agents to the Antarctic base. They were older models that were easily available but still serviceable enough for their mission.

**Size:** 4 squares wide and 42 squares long

**Stats:** Crew 52 /Pass 0 /Cargo 2000 lbs/ Init -9 /Man-10 /Speed 17knots/ 20 mph surfaced -7knots/ 8mph submerged /Def 2 /Hardness16/ HP 45/ Size C/Cost 47/Max Depth 700 feet

## Armament

1) Deck Gun/Dmg 3d8+6/Crit 20/ Range Inc 5,000 ft/ ROF1/Mag 1 int./Size H

2) Torpedo: Speed 65 (6)/ Dmg 5d8/Crit 20/ Range Inc 500 ft/ Size H (Reflex DC 15). Four loaded in bow tubes, one loaded in stern tube. Two in storage.

### MESSERSCHMITT ME-463 ROCKET POWERED FIGHTER

Alongside the airborne Reichbots, these rocket powered fighters provide protection for the Eis Palast. They are an improvement upon the Messerschmitt ME-163 and 263 – with greater maneuverability than their predecessors. They launch like a rocket – from a vertical position and land on the ice field above the base before being towed by APC down the vehicle ramp back into the hangar.

**Size:** The Messerschmitt ME-463 fighter is 10 squares long and 2 squares wide, with an 8 square wingspan.

**Stats:** Crew: 2, Passenger(s): 0, Cargo Capacity: 100 lb., Initiative: -2, Maneuver: -1, Top Speed: 600 mph, Defense: -2, Hardness: 5, Hit Points: 36, Size: H/Cost 55

## Armament

1) 2x Heavy Machine Gun/Dmg 2d10/Crit 20/ Range Inc 100 ft/ ROF A/Mag Linked/Size L

2) 2x 3 cm Cannon/Dmg 5d8/Crit 20/Rang Inc 110 ft/ROF A/ Mag Linked/Size L

### APC MODIFIED FOR ANTARCTIC DUTY

These APCs have been modified to be more suitable for Antarctic duty. They make regular patrols around the Fourth Reich Base.

**Size:** 3 squares wide, 6 squares long

**Stats** Crew: 2; Pass.: 10; Cargo: 3,000 lb.; Init.: -4; Man.: -4; Top Speed: 25 mph; Def.: 6; Hard.: 12; Hit Points: 48; Size: G/Cost 14

## Armament

1) Heavy Machine Gun/Dmg 2d10/Crit 20/ Range Inc 100 ft/ ROF A/Mag Linked./Size L

2) (Optional) 2 cm Cannon/Dmg 4d8/Crit 20/Rang Inc 110 ft/ROF S, A/ Mag Linked/Size L

## NPC SECTION

### REICHBOTS

**Unterwasser Reichbot** (Tank 10): HD 10d12+30; HP 110; Init -1; Spd 35 ft, Swimming 240ft; Defense 16/15, flatfooted 16/15 (-1 Dex, +7 Class, -1 Size with growth); BAB +7; Atk +13 melee (2d6+6 NL, unarmed with growth), or +5 ranged (3d4, wrist mounted energy blasters); SQ Melee Master, 10 DR vs. physical, +4 saves vs. heat and cold; AL 4<sup>th</sup> Reich; SV Fort +10, Ref +4, Will +3, Rec +10; Rep +9; Str 14/22, Dex 8, Con 16, Int 12, Wis 10, Cha 14.

**Background:** Military





**Occupation:** Superagent: Perks 2+2 power stunts (Aquatic Adaptation, Bulletproof, Called Shot, Environmental Seal)

**Hobby:** None

**Skills:** Athletics 8 (+10), Firearms 13 (+11), Power Control 13 (+16), Unarmed 13 (+15)

**Feats:** Armor, Growth, Permanent (Growth), Power Level x8, Superhuman Swimming, Teamwork (4<sup>th</sup> Reich): +3 attack rolls

**Access/Contacts/Followers:** None

**Wealth:** None

**Possessions:** wrist mounted blaster pistols

**Character Disadvantages:** Code: Blindly follows commands of whoever holds its' control device

**Reichbot (Tank 10):** HD 10d12+30; HP 110; Init -1; Spd 35 ft, Fly 160 ft; Defense 16/15, flatfooted 16/15 (-1 Dex, +7 Class, -1 Size with growth); BAB +7; Atk +13 melee (2d6+6 NL, unarmed with growth), or +5 ranged (3d4, wrist mounted energy blasters); SQ Melee Master, 10 DR vs. physical, +4 saves vs. heat and cold; AL 4<sup>th</sup> Reich; SV Fort +10, Ref +4, Will +3, Rec +10; Rep +9; Str 14/22, Dex 8, Con 16, Int 12, Wis 10, Cha 14.

**Background:** Military

**Occupation:** Superagent: Perks 2+2 power stunts (Bulletproof, Called Shot, Environmental Seal, Power Dive)

**Hobby:** None

**Skills:** Athletics 8 (+10), Firearms 13 (+11), Power Control 13 (+16), Unarmed 13 (+15)

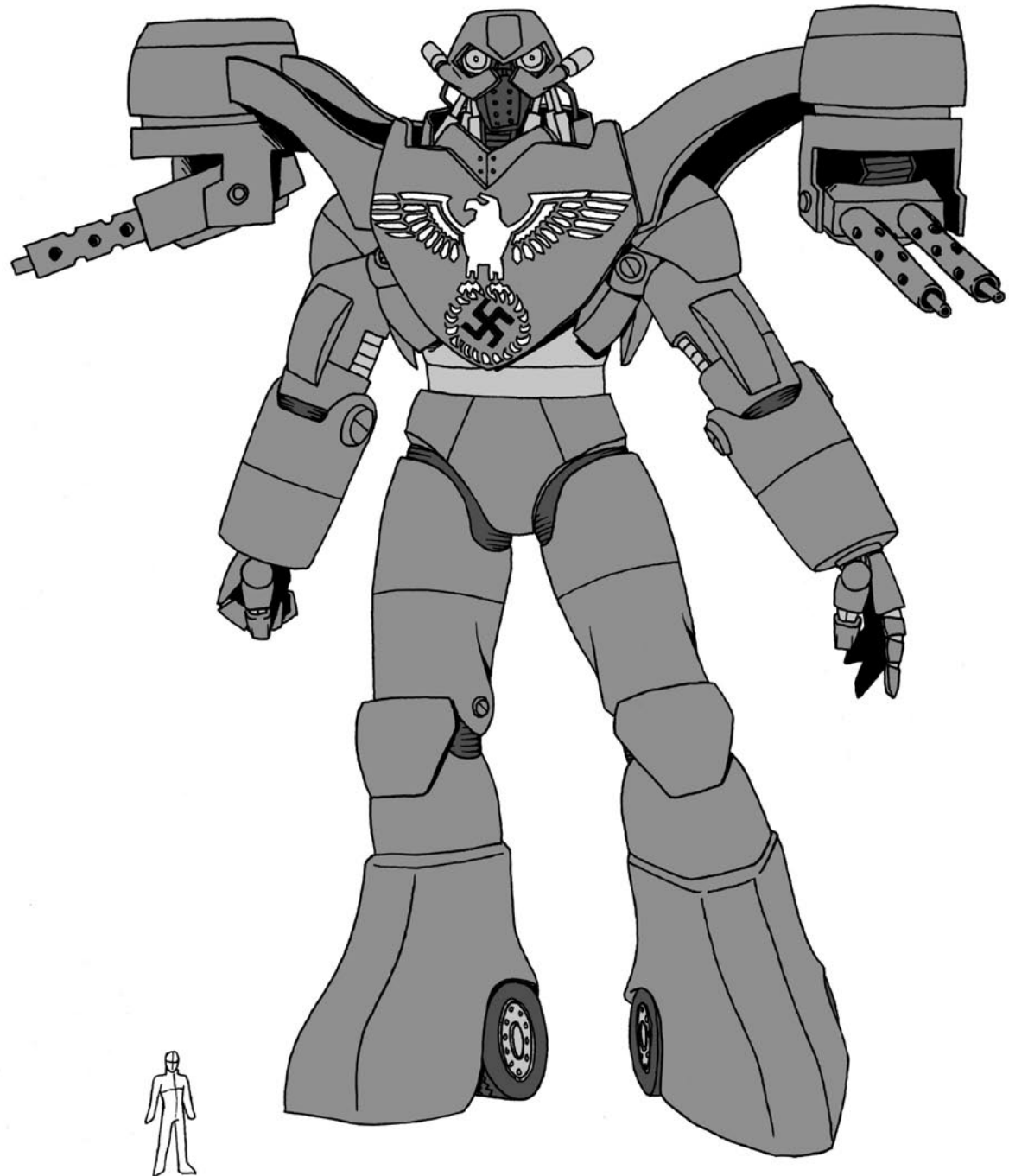
**Feats:** Armor, Flight, Growth, Permanent (Growth), Power Level x8, Teamwork (4<sup>th</sup> Reich): +3 attack rolls

**Access/Contacts/Followers:** None

**Wealth:** None

**Possessions:** wrist mounted blaster pistols

**Character Disadvantages:** Code: Blindly follows commands of whoever holds its' control device (DSR 5)



## HUGE REICHBOTS

**Unterwasser Huge Reichbot (Tank 20):** HD 20d12+80; HP 240; Init -1; Spd 30 ft, Flight 600 ft, Super swimming 600 ft; Defense 24/23, flatfooted 24/23 (-1 Dex, +15 Class, -1 Size with growth); BAB +15; Atk +23 melee (2d12+12 NL, unarmed with growth), or or +10 ranged (4d4, shoulder mounted disintegrator rifle turrets), or +10 ranged (10d4+12, thrown object (boulder, truck, machinery etc) weighing 20 tons); SQ Melee Master, 25 DR vs. physical, 48 ft tall (Huge); AL None; SV Fort +16, Ref +8, Will +6, Rec +16; Rep +10; Str 35, Dex 8, Con 18, Int 6, Wis 10, Cha 14.

**Background:** Military

**Occupation:** Superagent: Perks 2+2 power stunts (Aquatic Adaption, Bulletproof, Environmental Seal, Power Dive)

**Hobby:** None

**Skills:** Firearms 23 (+25), Power Control 23 (+27), Unarmed 23 (+25/+35)

**Feats:** Armor, Flight, Growth, Permanent (Growth), Power Level x20, Super swimming

**Access/Contacts/Followers:** None

**Wealth:** None

**Possessions:** Shoulder Mounted Disintegrator Rifle Turrets

**Character Disadvantages:** Code: Blindly follows commands of whoever holds its' control device (DSR 5)

**Huge Reichbot (Tank 20):** HD 20d12+80; HP 240; Init -1; Spd 30 ft, Flight 600 ft; Defense 24/23, flatfooted 24/23 (-1 Dex, +15 Class, -1 Size with growth); BAB +15; Atk +23 melee (2d12+12 NL, unarmed with growth), or 10 ranged (4d4, shoulder mounted disintegrator rifle turrets), or +10 ranged (10d4+12, thrown object (boulder, truck, machinery etc) weighing 20 tons); SQ Melee Master, 25 DR vs. physical, 48 ft tall (Huge); AL None; SV Fort +16,

Ref +8, Will +6, Rec +16; Rep +10; Str 35, Dex 8, Con 18, Int 6, Wis 10, Cha 14.

**Background:** Military

**Occupation:** Superagent: Perks 2+2 power stunts (Bulletproof, Called Shot, Environmental Seal, Power Dive)

**Hobby:** None

**Skills:** Firearms 23 (+25), Power Control 23 (+27), Unarmed 23 (+25/+35)

**Feats:** Armor, Flight, Growth, Permanent (Growth), Power Level x20, Access/Contacts/Followers: None

**Wealth:** None

**Possessions:** Shoulder Mounted Disintegrator Rifle Turrets

**Character Disadvantages:** Code: Blindly follows commands of whoever holds its' control device (DSR 5)

## FOURTH REICH AGENTS

**Fourth Reich Foot Soldier (Tank 1):** HD 1d12+2; HP 14; Init +1; Spd 30 ft; Defense 11, touch 11, flatfooted 10 (+1 Dex, +0 Class); BAB +0; Atk +3 melee (1d4+4 knife) or +1 ranged (2d8+4, Sturmgewehr); SQ Resilience; AL 4th Reich; SV Fort +4, Ref +2, Will +1, Rec +7; Rep +0; Str 14, Dex 13, Con 15, Int 10, Wis 12, Cha 8.

**Background:** Military

**Occupation:** Soldier

**Perks:** (Weapons- Aggressive Stance; Weapons- Reactive Stance)

**Hobby:** Weapons

**Skills:** Athletics 4 (+6), Firearms 4 (+5), Outdoorsman 4 (+5), Perception 4 (+5), Stealth 4 (+5), Unarmed 4 (+6), Vehicles 4 (+5) Weapons 4(+6),

**Feats:** Accurate Attack, Attack Focus (knife), Defensive Attack, High Pain Threshold

**Possessions:** knife, Sturmgewehr, uniform.

**Quote:** Requesting backup! We have an incursion!

**Heavily Armed Veteran Fourth Reich Agent (Tank 6):** HD 7d12+21; HP 66; Init +2; Spd 35 ft (25 ft in armor); Defense 16, flatfooted 14 (+2 Dex, +4

Class); BAB +4; Atk +6 melee (1d6+4, rifle butt), or +6 ranged (2d6+4 Luger 9mm) or +8 ranged (2d8+4, Sturmgewehr); SQ Resilient, 7 DR (not vs. piercing); AL 4th Reich, Nachtjaeger; SV Fort +8, Ref +5, Will +3, Rec +8; Rep +8; Str 14, Dex 14, Con 16, Int 10, Wis 12, Cha 8.

**Background:** Military

**Occupation:** Superagent: Perks 3 (Called Shot, Double Tap, Reactive Stance)

**Hobby:** Unarmed

**Skills:** Athletics 9 (+11/+5), Firearms 9 (+11), Legal 9 (+9), Perception 4 (+5), Streetwise 4 (+5), Unarmed 4 (+6), Vehicles 4 (+6), Weapons 9 (+11)

**Feats:** Attack Focus (Browning BPS): +2 attack rolls, Career Advancement, Dedicated (4th Reich), Diesel, Endurance Training, Enemy (Allied superteams):+3 damage Human Shield, Precise Shot, Teamwork (4th Reich): +4 attack rolls

**Access/Contacts/Followers:** Restricted Access, Supply Contact (4th Reich): 24 wealth, military equipment

**Wealth:** 12

**Possessions:** Luger 9mm, Sturmgewehr - 90 rounds ammunition, Combat Armor (use stats for Special Response Vest)

**Character Disadvantages:** Varies

**Quote:** For the glory of the 4<sup>th</sup> Reich!

## FOURTH REICH WEREWOLF SHOCK TROOPERS

**Man Form (Empath 4):** HD 4d8+8; HP 32; Init +1; Spd 30 ft; Defense 18, flatfooted 13 (+1 Dex, +4 Wis, +3 Class); BAB +3; Atk +2 melee (1d4-1, unarmed), or +6 ranged (2d4+4, Luger 9mm); SQ Resolute; AL 4<sup>th</sup> Reich; SV Fort +6, Ref +5, Will +8, Rec +4; Rep +2; Str 8, Dex 12, Con 14, Int 10, Wis 14, Cha 14.

**Background:** Military

**Occupation:** Superagent: Perks 2 (Precision Strike, Reactive Stance)

**Hobby:** Unarmed

**Skills:** Crime 4 (+4), Firearms 7 (+8), Outdoorsman 7 (+11), Perception 7 (+11), Power Control 4 (+6), Stealth 4 (+5), Streetwise 7 (+11), Unarmed 7 (+6), Vehicles 4 (+5), Weapons 7 (+8)

**Feats:** Attack Focus (Luger 9mm):+2 attack rolls, Beast Form (PL +4, Animal Mentality and Single Form Restriction), Poise, Power Level x4

**Access/Contacts/Followers:** Varies (2 points)

**Wealth:** 6

**Possessions:** Luger 9mm, uniform

**Character Disadvantages:** Allergic Reaction: Silver (DSR 5)

**Hybrid Wolf-man form (Empath 5):** HD 5d8+10; HP 40; Init +3; Spd 30 ft; Defense 16, flatfooted 13 (+3 Dex, +3 Class); BAB +3; Atk +6 melee (1d8+6, claws); SQ Resolute; AL none; SV Fort +6, Ref +7, Will +5, Rec +5; Rep NA; Str 17, Dex 16, Con 14, Int 6, Wis 12, Cha 8.

**Background:** None

**Occupation:** None Perks 0+1 power stunt (Regrowth)

**Hobby:** None

**Skills:** Power Control 8 (+10), Unarmed 8 (+11)

**Feats:** Claws, Enhanced Senses, Power Level x4, Regeneration, Superhuman Strength

**Access/Contacts/Followers:** None

**Wealth:** None

**Possessions:** None

**Character Disadvantages:** Disability: Animalistic mentality (DSR 5); Allergic Reaction: Silver (DSR 5)

**Quote:** Grrrrrrr!

## LEADER OF THE 4TH REICH

**Nachtjäger (Powerhouse 10):** HD 10d10+30; HP 100; Init +1; Spd 40 ft Flight 180 ft; Defense 18, flatfooted 17 (+1 Dex, +7 Class); BAB +10; Atk +14 melee (13d4+0, energy damage touch electricity),

## NEW POWER SPECIFIC LIMITATION FOR BEAST FORM

*Single Form Restriction (PL +2):* Your ability to assume animal form is very limited. You can only change into one specified form.

or +13 melee (2d6+7,unarmed) or +10 ranged (9d4, energy blast); SQ Melee Master, 9 DR vs. physical, +4 saves vs. electricity; AL 4th Reich; SV Fort +10, Ref +3, Will +5, Rec +8; Rep +9; Str 25, Dex 10, Con 16, Int 12, Wis 14, Cha 8.

**Background:** Academic

**Occupation:** Superagent: Perks 2+2 power stunts (Professional Reputation, Precision Strike; Bulletproof, Resistant to Electricity)

**Hobby:** Engineering

**Skills:** Academics 13 (+4), Athletics 4 (+6), Leadership 4 (+3), Engineering 13 (+14), Perception 4 (+6), Power Control +13 (+16), Stealth 4 (+5), Unarmed 13 (+15)

**Feats:** Armor (PL +2 worn focus, personal, Nachtjäger armor), Attack Focus (damage touch): +2 attack rolls, Blast –energy (PL +2 worn focus, personal, Nachtjäger armor), Damage Touch–energy (PL +2 worn focus, personal, Nachtjäger armor; PL +2, limited energy type, electricity), Flight (PL +2 worn focus, personal, Nachtjäger armor), Power Level x7, Superhuman Strength (PL +2 worn focus, personal, Nachtjäger armor)

**Access/Contacts/Followers:** Secret Access, Supply Contact (4th Reich): 25 wealth

**Wealth:** 14

**Possessions:** Nachtjäger Armor

**Character Disadvantages:** Code: Loyal to the Fourth Reich (DSR 5)

**Quote:** “At last my plan has come to fruition. Once I dispose of these ‘heroes’, no one will stand in my way.”

**Background :** Erhard Kammhuber was a technical genius who was in the Nazi air force (Luftwaffe).

He designed the Nachtjäger power armor as a secret weapon for the Third Reich and for this success he was awarded with induction into the Nazi’s metahuman squad - the Eugenics Brigade. He was active during the Battle of Britain where he specialized in nighttime air attacks and single-handedly accounted for the destruction of several RAF squadrons.

By 1941, Nachtjäger could see the war might end badly for Germany and so he secretly created the Fourth Reich secret society and diverted resources to the Reich’s plans for establishing the Eis Palast - a last holdout on the continent of Antarctica.

## APPENDIX I MAP NOTATION AND DESCRIPTIONS

### 1) Description

The map was discovered in the last days of WW2 and the PCs have been dispatched by their government(s) to investigate whether it was just the fever dream of Nazi dead-enders or something much worse.

### 2) Map Translation

Klonenlabor - Cloning Laboratory  
Landungsbucht and Unterwasserdock - Submarine Dock  
Kasernen - barracks -  
Kommunikation – Communication  
Befehl -Command Center - contains the logistical center and computer banks.



Automatismuslabor - robotics lab.

Flugzeugaufhänger - aircraft hanger

Küche – kitchen

Zugang zu rundfunk mast - Entrance to broadcast tower

Eisenbahn – railway – (submarine bases generally have some sort of transportation system for loading and unloading of munitions)

Munition Speicher – Ammunition repository

### 3) Notations on the Map

1) “Militär Bezugsgröße Neuschwabenland

- am Antarktischen Kontinent”: “Military base Neuschwabenland on the Antarctic continent”

2) “die Werwolf-soldaten sind sind hart zu führen!” : “The werewolf soldiers are difficult to lead!”

3) “Die Flugzeug Flugzeughalle und die robotertechnik Labor beide bekommen Decke Türen als bequem ab. “: “The airplane hangar and the robotics laboratory both have exit doors in the ceiling.”

4) “billigte beim gehoben Befehl”: “Approved.”

5) “Antarktisch Militär Stützpunkt am 24.5.42”: “Antarctic military base on May 24, 1942.”

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