



The World At

SOURCEBOOK



by Ray Winninger

WAR

The logo for 'The World At War' is superimposed on the 'WAR' portion of the main title. It features the words 'The World At' in a stylized, italicized font. The word 'World' is replaced by a small globe showing the Americas, which is flanked by a pair of spread wings.

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The World At War

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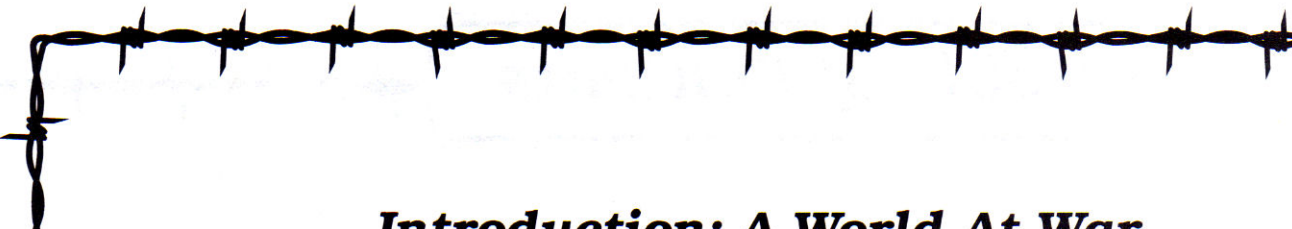
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Introduction: A World At War

The year is 1943.

NEW YORK, N.Y. — *On the darkened city streets, the inimitable Wildcat sniffs out a gang of Fifth Column saboteurs who have stolen a U.S. Government encryption machine capable of breaking the FOX codes used by U.S. Navy warships in the Pacific. If Wildcat fails to find the saboteurs before they can rendezvous with a Nazi submarine off Liberty Island, the Allies' entire Pacific Command will be in jeopardy.*

OFF THE COAST OF SICILY — *Sgt. Frank Rock and the men of Easy Company sit in Allied landing craft, nervously awaiting the order to hit the beaches. Rock and his men will be at the forefront of an invasion that will finally open the long-anticipated second front against the Nazis in southern Europe.*

BERLIN, GERMANY — *Disguised as a Nazi Field Marshal, the Unknown Soldier carefully weaves his way up through the ranks of the Wehrmacht's High Command. Without the detailed defense plans he had smuggled back to England, the Sicily landings would have led to certain disaster.*

GUADALCANAL ISLAND, PACIFIC OCEAN — *A mysterious costumed soldier known as Judomaster discovers and destroys a group of fanatic Japanese commandos who were planning to sneak behind U.S. lines to demolish the crucial airstrip at Henderson Field.*

A FOREST BUNKER, EAST PRUSSIA, GERMANY — *Adolf Hitler confers with his top operatives, code-named "Baron Blitzkrieg" and "Captain Nazi," preparing to hatch a new scheme aimed at terrorizing the citizens of London.*

Welcome to another world — a world at war.

Players of the DC HEROES Role-Playing Game have been familiar with the exploits of Batman, Superman, Wonder Woman and other modern-day heroes for quite some time. But these three crime fighters were not the first residents of the DC Universe to don capes and masks and take up the struggle against tyranny. In part, their adventures were inspired by the derring-do of an earlier crop of heroes, who built their reputations more than 10 years before Superman's rocket ship crash-landed in Smallville and more than 30 years before the Justice League of America was founded on the plains of Antarctica. During this earlier age, heroes like Liberty Belle, Gravedigger, Johnny Thunder, and Lieutenant Jeb Stuart warred against not only the costumed criminals and eccentric evildoers who would later return to plague Batman and Superman, but also against the combined might of several of the largest armies ever assembled on Earth. By the time it reached its conclusion, their war claimed more than 15,000,000 lives and cost nearly \$1,000,000,000,000.

In these pages, you will find everything you need to design and run exciting DC HEROES adventures and campaigns set in the Golden Age of the DC Universe, including game statistics for characters ranging from the costumed heroes of the Justice Society to the men of Sgt. Rock's Easy Company; profiles of important locations as different as the All-Star Squadron headquarters in New York City and the infamous Dinosaur Island in the South Pacific Ocean; guidelines for creating Golden Age and wartime adventures; new rules; and more.

Historians may notice that there are certain discrepancies between our descriptions of World War II and the actual events. In this sourcebook, we have attempted to portray the war as it has been depicted in DC Comics as our primary reference, with reality as a backup. In those cases where the comics and reality do not agree, we have chosen to use the comics' version of events.

So check your ammo stores, lock and load, fall in, move out, and keep 'em flying.

The Second World War

This chapter comes to us courtesy of the Metropolis Daily Planet Encyclopedia. It is excerpted from Volume XX of the 1991 edition.

WORLD WAR II

World War II was the costliest conflict, both in terms of human life and resources, ever waged upon our planet. No event has had a greater impact on political boundaries and affiliations, science and technology, and social conscience in all of recorded human history. The Second World War gave rise to some of the most frightening weaponry ever devised (guided missiles, the atomic bomb, the infamous War Wheel), in addition to legends of heroism and valor that ultimately inspired the legion of costumed crime fighters who continue to shape our history to this day.

Between September of 1939 and September of 1945, more than 15,000,000 soldiers from more than 50 nations lost their lives in battle. Although an accurate count of the casualties suffered by civilians and non-combatants will never be made, estimates of the total number of lives lost during the Second World War range as high as 50,000,000. Altogether, the destructive power unleashed during World War II is said to have exceeded that unleashed during all other wars combined.

During the war, the battlegrounds ranged from the marshes of Eastern Europe to the jungles of Southeast Asia. Major campaigns were launched on land, in the air and at sea, gripping Poland, France, China, Norway, the Balkans, Italy, the Soviet Union, North Africa, Burma, and the islands of the South and Central Pacific.

The Second World War was fought between two multinational coalitions known as the Axis and the Allies. The Axis consisted mainly of Germany, Italy, and Japan; the Allies of Great Britain, France, the Soviet Union, China, and the United States.

Historians mark the beginning of the Second World War with the German invasion of Poland on September 1, 1939, although the wave of imperialist aggression that ultimately characterized the conflict began as early as September of

1931, with the Japanese invasion of Manchuria. After Poland fell in less than two weeks' time, German armies conquered Belgium, the Netherlands, Denmark, Norway, Luxembourg, and France, all in the first six months of 1940, before turning south to conquer Yugoslavia and Greece in early 1941. In mid-1941, the German war machine invaded the Soviet Union, eventually pushing as far as the city of Stalingrad on the Volga River. At its height, the German empire controlled all of Europe.

In the Pacific Theater of Operations, Japan opened hostilities with a surprise air attack on the American navy stationed at Pearl Harbor in the Hawaiian Islands. Once the threat of the American warships had been alleviated, Japanese naval forces launched a series of quick invasions targeting Hong Kong, Burma, Singapore and the Philippine Islands. Before being driven back across the sea by Allied forces, Japanese troops occupied positions as far east as the Gilbert Islands in the South Pacific and the Aleutian Islands to the north.

German forces surrendered on May 7, 1945, and Japanese forces on September 2, 1945. Italy, the third major aggressor nation during the war, surrendered to Allied forces on September 3, 1943 and re-entered the war to oppose its former allies one month later.

Allied Countries

*Countries that entered the war by being invaded by the Axis powers are marked with an *. Listed dates are those on which each country entered the war.*

Argentina (March 27, 1945)
 Austanburg (May 12, 1940)
 Australia (September 3, 1939)
 Belgium* (May 10, 1940)
 Bolivia (April 7, 1943)
 Brazil (August 22, 1942)
 Canada (September 10, 1939)
 Chile (April 11, 1945)
 China* (invaded July 7, 1937,
 declared war December 8, 1941)
 Colombia (November 26, 1943)
 Costa Rica (December 8, 1941)
 Cuba (December 9, 1941)
 Czechoslovakia [exile government] (December 16, 1941)
 Denmark* (April 9, 1940)

Dominican Republic (December 8, 1941)
 Ecuador (February 2, 1945)
 Egypt* (invaded September 14, 1940,
 declared war February 24, 1945)
 El Salvador (December 8, 1941)
 Ethiopia* (invaded October 3, 1935,
 declared war December 1, 1942)
 France (September 3, 1939)
 Great Britain (September 3, 1939)
 Greece* (October 28, 1940)
 Guatemala (December 9, 1941)
 Haiti (December 8, 1941)
 Honduras (December 8, 1941)
 India (September 3, 1939)
 Iran (August 25, 1941)
 Iraq (January 17, 1943)
 Italy (October 13, 1943)
 Lebanon (February 27, 1945)
 Liberia (January 27, 1944)
 Luxembourg* (May 10, 1940)
 Markovia* (April 13, 1941)
 Mexico (May 22, 1942)
 Modora* (September 4, 1939)
 Mongolia (August 9, 1945)
 Netherlands* (May 10, 1940)
 New Zealand (September 3, 1939)
 Nicaragua (December 11, 1941)
 Norway* (April 9, 1940)
 Panama (December 7, 1941)
 Paraguay (February 7, 1945)
 Peru (February 12, 1945)
 Poland* (September 1, 1939)
 Qurac (February 2, 1941)
 San Marino (September 21, 1944)
 Saudi Arabia (March 1, 1945)
 South Africa (September 6, 1939)
 Soviet Union* (Germany June 22, 1941
 /Japan August 8, 1945)
 Syria (June 8, 1941)
 Turkey (February 23, 1945)
 United States* (December 7, 1941)
 Uruguay (February 15, 1945)
 Venezuela (February 16, 1945)
 Vlatava* (September 6, 1939)
 Yugoslavia* (April 6, 1941)

Axis Countries

Albania (June 15, 1940)
 Bulgaria (March 1, 1941)
 Finland (June 25, 1941)
 Germany (September 1, 1939)
 Hungary (November 20, 1940)
 Italy (June 10, 1940)
 Japan (December 7, 1941)
 Rumania (November 23, 1940)
 Thailand (January 25, 1942)
 Zandia (July 3, 1940)

Causes of the War

Although the first shot in the Second World War was not fired until the late 1930s, many historians see the war as part of a single conflict that began with the First World War earlier in the century. Many of the root causes ultimately responsible for touching off the Second World War can be traced back to this earlier struggle. Other important links in the chain of events and circumstances that led to the Second World War were the worldwide rise of totalitarianism, and the so-called Huntoon Imbalance in the meta-gene population.

Aftermath of the First World War

The Treaty of Versailles. At the end of World War I, the victorious Allied Powers forced the conquered state of Germany to accept a set of harsh preconditions for peace. The Treaty of Versailles, the accord that ended the war (see TREATY OF VERSAILLES, THE), called on Germany to dismantle all of its armed forces, to cede important land holdings to the Allies, and to sign humiliating documents admitting its responsibility in starting the war. Worse, the Treaty demanded more than \$33,000,000,000 in reparations from the German people to help pay Allied war debts. Periodic payments against this sum, coupled with Germany's own war debts, plunged the nation and its neighbors into a deep economic crisis that was acutely aggravated by the worldwide Depression of the 1930s (see GREAT DEPRESSION, THE). By this time, the mostly unemployed German workers were beginning to blame their post-war Republican government for negotiating and continuing to accept the harsh mandates of the Treaty. By the mid-1930s, many Germans were calling for the overthrow of the Republic and declaring their allegiance to the radical National Socialist Party founded by Adolf Hitler (see HITLER, ADOLF; NATIONAL SOCIALISM). An important plank in the platform of the National Socialists, or "Nazis" as they came to be called, was the renunciation of the hated Treaty and a desire to seek revenge on those who had imposed it.

Another byproduct of the Treaty and the series of secret accords that followed in its wake was the cornering of certain international markets by the British, French, and Americans. Germany, Austria, and Hungary were barred by treaty from trading in some international arenas, while other nations, like Japan, Italy, and the Soviet Union, found it difficult to compete for resources against the secretly established Anglo-French-American monopolies. Ultimately, these troubled nations all turned to conquest in search of new resources and trade venues.

The Failure of Disarmament. At the end of the First World War, virtually every major nation on Earth was left with the largest military force it had ever assembled. When the war ended, efforts were made to disarm to prewar levels, but due to lingering mistrust and resentment, most of these efforts failed. Consequently, most nations retained the capability to escalate any sudden conflict quickly.

In 1932, the League of Nations called a conference of all its members in Geneva, Switzerland to discuss the disarmament problem. At the conference, German Chancellor Heinrich

Brüning proposed to keep Germany's military stripped down in accordance with the Treaty of Versailles, as long as France and Britain stripped down their own military forces in equal proportions. When Brüning's proposal was rejected, Hitler's Nazi Party gained the final ammunition it needed to turn the people of Germany against the Republican government once and for all.

Rampant Nationalism. One of the primary causes of the First World War was a wave of nationalism that swept across Europe around the turn of the century. The war's conclusion curbed international rivalries to a degree, but the arrival of the Great Depression in the 1930s rekindled them. During the Depression, the nations of the world were forced to abandon efforts to establish international cooperation in order to focus on their own internal problems. The shortage of resources prompted by the Depression also refueled international intolerance as competition for those resources became fiercer.

Dawn of Totalitarianism

After World War I, representational democracy flourished as the people of Europe began to lose faith in the monarchies and aristocracies that had led them into war. But as the world economic crisis of the 1930s deepened, people all over the world lost confidence in their provisional governments, creating a broad power vacuum. In many nations, this vacuum was finally filled by totalitarian dictators.

Germany. Adolf Hitler founded the Nazi Party in 1920 and laid down his plans for Germany in the 1925 treatise, *Mein Kampf*. Ultimately, the Nazis aimed to restore the glory of Teutonic Germany and to promote the welfare of the Aryan race, which Nazi dogma held superior to all others. On January 30, 1933, Hitler was elected Chancellor of Germany, and shortly thereafter, he secured enough popular support to restructure the German government and expand the powers of his office. Throughout most of World War II, Hitler dropped the title of Chancellor and assumed the position of *Deutschen Führer*, the German Leader.

After Hitler assumed complete political control, he began to reshape German society in ways that stressed militancy and discipline. He blamed Jews and other ethnic groups for Germany's economic problems and began a program of systematic persecution. Not long after, he began to violate the Treaty of Versailles and to rebuild Germany's armed forces.

Spain. In 1936, civil war erupted in Spain between those loyal to the post-World War I Republican government and a group of military leaders bent on seizing complete power for themselves. When the military forces ultimately prevailed, their leader, Generalissimo Francisco Franco, established a *fascist*, or totalitarian, Spanish government (see FRANCO, FRANCISCO; FASCISM). Although Spain remained a neutral power throughout World War II, Franco's government served to inspire leaders in Italy and Germany. One of Franco's closest allies was Adolf Hitler, who lent the newly rearmed German military to Franco's cause in the Spanish Civil War. The struggle in Spain served as a sort of dress rehearsal for later German aggression.

Italy. By the mid-1930s, the people of Italy had also grown tired of their Republican government. In its place, they elected Benito Mussolini (see MUSSOLINI, BENITO), who quickly established a fascist system. Like the people of Germany, Italians were generally dissatisfied with the Treaty of Versailles. Most believed Italy deserved a greater share of the spoils enjoyed by its wartime allies in Britain and France. By the time dissatisfaction with the republic had peaked, Italy was facing rampant inflation and a critical shortage of resources. Mussolini promised to alleviate these problems and to return Italy to the glory of the Roman Empire.

Japan. In Japan, nationalism engendered by the worsening economic situation also prompted a return to more traditional values and the glory of old. Interest in the Japanese code of *bushido*, or military pride, was revived in the late 1920s, and the *samurai*, or warrior, caste was once again restored to a position of prominence in Japanese society. By the middle 1930s, military leaders led by Hideki Tojo (see TOJO, HIDEKI) had seized control of the Japanese government and established a dictatorship. During this era, the Japanese motto was *Hakko Ichiu*, meaning "bring the eight corners of the world under one roof." Japanese leaders began their efforts to accomplish this goal by invading Chinese Manchuria on September 18, 1931.

The Soviet Union. Shortly after the Communist Revolution of 1917, most of the political power in the Soviet Union began to accumulate under the control of a formidable central state. In the early 1930s, the Soviet Union was transformed into a one-man dictatorship under the control of Joseph Stalin (see STALIN, JOSEPH). Like the leaders of Germany, Italy, and Japan, Stalin too would later turn to conquest in hopes of alleviating his country's economic woes. Stalin negotiated a nonaggression pact with Hitler whereby the Soviet Union would gain a slice of the conquered Polish territory. The Soviet Union invaded Finland in 1939, shortly after Germany invaded Poland. The Soviet Union did not enter the war against Germany until Hitler violated the nonaggression pact in 1942.

The Meta-Gene Factor

After the Dominators' invasion of 1988, scientists learned that the members of Earth's superhuman community all share an unusually enhanced genetic structure, popularly known as the meta-gene (see META-GENE), which is responsible for the development of all paranormal powers. Although the occasional superhuman had appeared on Earth prior to the 1920s, the first widespread wave of meta-gene stimulations did not occur until just before the outbreak of World War II. Scientists remain uncertain as to exactly what caused this first Golden Age of meta-gene mutations, but most theorize that the vast majority of the stimulations can be traced back to a single, as yet unidentified, event.

Noted psychologist Dr. Roger S. Huntoon (see HUNTOON, ROGER S.) has demonstrated that a strange pattern manifests itself in meta-gene mutations. According to Huntoon's theories, the meta-gene population keeps itself in a moral balance by evolving one or more "villains" for every "hero" that is

formed. Although the interaction between morality and biology is still murky, data collected over the last 50 years seem to support Huntoon's conclusions. The one era during which Huntoon's hypothesis does not hold up is the years between 1938 and 1948, during which the hero population significantly outnumbered the villains. Huntoon believes that this imbalance was responsible for the formation of a wave of "evil energies" that attempted to maintain the moral balance by manifesting itself as worldwide violence and horror. Exactly what role these energies played in the events that led to the Second World War has yet to be understood.

Scientists are currently debating whether the so-called Huntoon Imbalance that existed during World War II was a byproduct of the mysterious event that triggered the first wave of mass meta-gene stimulations or whether the imbalance is part of a natural cycle that might recur.

Balance of Power

The nations that participated in the Second World War formed two broad alliances. Great Britain, France, the United States, the Soviet Union, China, and the 54 nations siding with them were known as the Allies, while Germany, Italy, Japan, and their seven allies became known as the Axis. Many of the Allies provided only material support. Among South American countries, for instance, only Brazil sent troops to the war zones.

Grand Strategies

When the hostilities commenced, the Axis powers had a distinct advantage. As the original aggressors, the Axis nations had all amassed huge armed forces and were fully prepared for war as early as 1939. German and Italian grand strategists sought to crush the small countries along their borders, to overrun France, to defeat Britain through a series of air raids and land battles in North Africa, to keep the United States pinned down with a mammoth sabotage campaign, and finally to invade the Soviet Union. Japan's strategy was to destroy the American fleet at Pearl Harbor, seize a series of important geopolitical objectives, and then force the Allies to sue for peace in the Pacific.

As the war dragged on, the Allied powers overcame the initial Axis advantage through superior industrialization and sheer weight of numbers. Allied strategy focused on defeating Germany and securing the European Theater of Operations before concentrating Allied forces to oppose Japan in the Pacific. Once France had fallen, the Allies considered the invasion of Western Europe a primary goal, hoping to open a second front against the German armies and relieve the enormous pressure on the Soviet Union. The Allied powers first invaded Italy and then France, trapping the German armies between the forces of Britain, Free France, Canada, and the United States to the west and the forces of the Soviet Union to the east. In the Pacific, the Allies conducted a series of amphibious invasions that led them all the way to the Japanese isles. Before Allied forces ever set foot on Japanese soil, however, Japan surrendered after being shown the enormous destruction of the atomic bomb.

Operational Strategies

Blitzkrieg and Mechanization. During World War I, warfare was characterized by static, costly struggles. Both sides built and manned huge defensive trench networks, and battle lines moved as little as a few hundred yards per month. The tank first appeared in World War I to deal with trench warfare, but the weapon was relatively unsophisticated by later standards.

Between the wars, German field marshals recognized and expanded many of the subtleties of tank warfare that were not exploited during World War I. By mechanizing a number of their armies, the Germans were able to perfect a tactic known as *blitzkrieg*, or lightning war. A *blitzkrieg* began with an aerial bombardment of important defensive positions, which were softened up and immediately overrun by large tank formations. Once the tanks had penetrated enemy lines, they moved to destroy important logistical objectives, severing the enemy's lines of supply and communication. Finally, the battered and helpless defenders were frontally assaulted by massed infantry. Using this tactic against armies prepared for combat as it had been fought in World War I, Germany was able to defeat Poland in two weeks and France in a matter of months.

Later in the war, the Allied powers essentially conducted their own *blitzkrieg* by basing their offensives around massive air and artillery bombardments, followed by large-scale armored penetrations.

Airborne Assault. Also pioneered by the Germans during the Second World War was the airborne assault, during which large formations of infantry soldiers were dropped behind enemy battle lines by parachute or glider. Once on the ground, the paratroops, as they were commonly called, seized logistical objectives and held their positions, waiting to link up with a ground offensive penetrating the enemy's battle line. Germany conducted the first large scale airborne assault when it invaded Crete in 1941. Later, German paratroops played vital roles in various offensives against the Soviet Union.

The Allied armies also made extensive use of airborne tactics. The massive 1944 Allied invasion of Western Europe at Normandy was preceded by a number of small airborne drops, while the British and American armies jointly conducted the largest airborne assault in history late in 1944 when they landed more than 50,000 paratroops at Arnhem in Holland.

Amphibious Assault. The ground fighting in the Pacific Theater of Operations was chiefly characterized by the amphibious assault. Amphibious assaults were conducted against enemy-held beaches and were always preceded by powerful naval bombardments of the beach's defenses. Once the beach had been properly softened, troops used landing craft to reach the shore, where they attempted to clear out enemy troops and establish a beachhead, a supply point from which future attacks could be launched. Both the American Marine Corps and the Japanese Special Naval Landing Forces excelled in amphibious tactics. The Allied armies conducted the largest amphibious operation in history when they invaded France along the Normandy coast in 1944. The German army did not conduct a single amphibious assault during World War II,

although German field marshals did draw up plans for an amphibious invasion of England, known as Operation Sea Lion, which were never used.

Strategic Warfare. The advent of reliable air power opened up the possibility of strategic warfare during World War II. In a strategic war, the objective is not to damage the enemy's fighting forces, but to cripple his means of production and supply. Throughout the later years of the war, Allied heavy bombers constantly harassed factories and production centers in Germany and Japan, seriously reducing the ability of the Axis powers to replenish the equipment they were losing on the battlefield.

Sabotage. To counter Allied strategic bombing, Germany and Japan launched an unprecedented campaign of sabotage against factories and production centers in the United States. Metahuman operatives with code-names such as Baron Blitzkrieg, Captain Nazi, and Axis Amerika cooperated with a team of human commandos known as the Fifth Column to wreak havoc on the American war effort. The United States responded to this threat by mustering metahumans of its own (see ALL-STAR SQUADRON, THE).

The Men

Wartime Leaders

Adolf Hitler (1889-1945) was the Chancellor of Germany and the Supreme Commander of the German armed forces throughout World War II. He is generally regarded as the man who single-handedly started the war. Hitler's chief subordinates included Joseph Goebbels, the Nazi Minister of Propaganda and Enlightenment, and Heinrich Himmler, the Head of the Waffen SS. Although it is widely believed that Hitler himself plotted out German grand strategy, some historians now argue that many of Hitler's decisions were made at the urging of Anton Arcane, a mysterious Nazi officer who has slipped into historical obscurity. Hitler apparently committed suicide in 1945.

Benito Mussolini (1883-1945) was the head of the Italian government until 1943 and the Supreme Commander of Italy's military arm. Mussolini established the Italian fascist government, ordered the invasion of Ethiopia in 1935, and sent Italian forces to cooperate with German armies in France, North Africa, and the Soviet Union. Although there was some degree of cooperation between all the Axis powers, Mussolini and Hitler coordinated their strategies far more closely than either cooperated with Japan. Mussolini was shot by partisans and his body was hung for public ridicule.

Hideki Tojo (1884-1948) held the posts of Prime Minister, War Minister, Chief of General Staff and Home Minister of Japan throughout most of World War II, a position that gave him nearly complete policy-making control of the country. When Saipan fell to Allied forces and defeat appeared inevitable, Tojo was forced to resign in July of 1944. After the Japanese surrender, he was tried as a war criminal by the International Military Tribunal of the Far East and executed.

Joseph Stalin (1879-1953) assumed control of the Soviet Union after a brief internal struggle following V.I. Lenin's

death. Never very popular in the West, Stalin shared many traits with Hitler of Germany and Mussolini of Italy. Early in the war, Stalin became an aggressor himself when he ordered the invasion of Finland. He was later forced to enter the war on the side of the Allied powers after Germany launched its Barbarossa invasion of 1942.

Hirohito (1901-1990) was nominal head of Japan and in fact held as a deity throughout the war, but he had almost no power to dictate policy within the Japanese government, which was controlled by high-ranking military officers. Some historians argue that Hirohito tried to oppose his country's involvement in the war from its earliest phases but was overruled by powerful generals. Hirohito ultimately made the decision to surrender to the Allied forces in the wake of the atomic attacks on Hiroshima and Nagasaki.

Neville Chamberlain (1869-1940) was the Prime Minister of Great Britain when the war broke out in 1939. Chamberlain had earlier urged the Allies to adopt the policy of appeasement toward Germany. Chamberlain stepped down in 1940.

Winston Churchill (1874-1965) replaced Neville Chamberlain as Prime Minister of Great Britain in 1940. Churchill and President Franklin Delano Roosevelt of the United States authored a great deal of the Allied grand strategy together. A historian and eloquent speaker, Churchill's commentaries on the Second World War are widely translated and read to this day.

Franklin Delano Roosevelt (1882-1945) was the President of the United States from 1933 until his death in 1945. Even before the United States was formally involved in the war, Roosevelt was urging the American Congress to send military equipment and supplies to help defend Britain and the Soviet Union. Roosevelt personally organized America's costumed "mystery-men" into a single organization called the All-Star Squadron, first with the intent of unleashing them against the Axis armies, but later as defenders of the American home front.

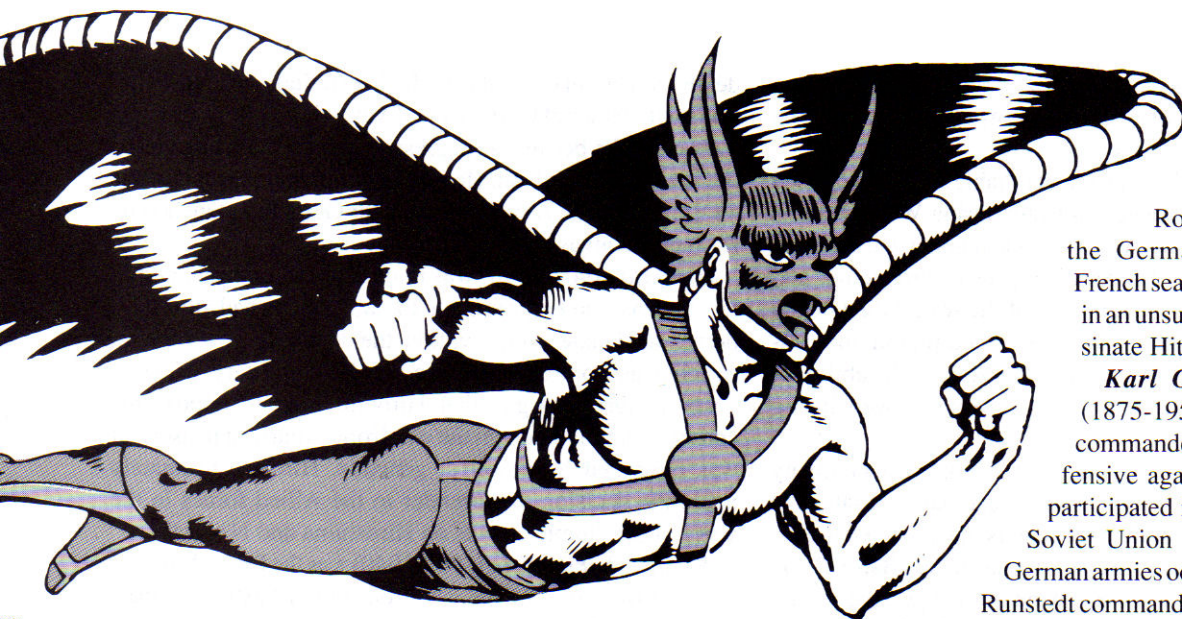
Harry S. Truman (1884-1972) replaced Franklin Roosevelt as President of the United States after Roosevelt's death. Truman made the decisions to drop the atomic bombs on Hiroshima and Nagasaki in 1945.

Charles de Gaulle (1890-1970) was a Brigadier General in the French Army prior to the German invasion of 1940. When France fell, De Gaulle moved to London, where he set up a Free French Army to continue the struggle against Hitler. After France was liberated, De Gaulle became its President.

Chiang Kai-shek (1887-1975) ruled China throughout the war and helped to draft Chinese strategy against the Japanese invaders. At the same time Chiang was battling Japanese troops, a rebel army under the command of Mao Tse-tung was also fighting the Japanese in the north. In 1949, Mao forced Chiang and his government to Taiwan.

Commanders

Omar Bradley (1893-1981) commanded American army groups in North Africa, Italy, and France. Bradley's soldiers opposed the Germans during the Battle of the Bulge.



Dwight D. Eisenhower (1890-1969) was the Commander in Chief of Allied forces in the European Theater of Operations. Eisenhower planned and ordered the Allied invasions at Normandy and Anzio.

Hermann Goering (1893-1946) was one of Hitler's most trusted advisers during the Nazis' rise to power in the 1930s. He built the Luftwaffe, or air force, into a powerful military machine. Hitler named Goering his designated successor in 1939.

Albert Kesselring (1885-1960) was one of the German commanders who participated in the invasion of France in 1940. He was chiefly distinguished as the Field Marshal in command of the German forces defending Italy after the Allies' 1943 invasion.

Douglas MacArthur (1880-1964) was Supreme Commander in Chief of Allied forces in the South Pacific. MacArthur ultimately accepted the Japanese surrender.

Bernard Law Montgomery (1887-1976) was one of Great Britain's senior officers throughout the war. Montgomery scored impressive victories against the Germans in North Africa and later went on to command British troops in Sicily, Italy, and France. Montgomery also drafted the plan for the near-disastrous airborne assault on Arnhem in 1944 (Operation Market-Garden).

Chester Nimitz (1885-1966) was an Admiral in the United States Navy and the Supreme Commander in Chief of Allied forces in the northern and eastern sectors of the Pacific Ocean. Nimitz authorized the American ambush of the Japanese carrier fleet at Midway Island and planned several of the amphibious invasions launched by the Allies in the Pacific.

George S. Patton (1885-1945), nicknamed "Old Blood and Guts" by his troops, was a flamboyant General in the United States Army. He scored impressive victories in North Africa, Sicily, and France but was often criticized for his aggressive style of leadership.

Erwin Rommel (1891-1944) was another of the German generals who participated in the invasion of France in 1940. Rommel later earned the nickname "The Desert Fox" by

stymying Allied commanders in North Africa.

Rommel later planned the German defenses of the French seacoast and participated in an unsuccessful plot to assassinate Hitler.

Karl Gerd von Runstedt (1875-1953) was an important commander in the German offensive against France. He later participated in the invasion of the Soviet Union and commanded the German armies occupying France. Von Runstedt commanded the troops who opposed Omar Bradley's American soldiers during the Battle of the Bulge.

Isoroku Yamamoto (1884-1943) was the Supreme Admiral of the Japanese naval forces in the Pacific. Yamamoto planned and ordered the air raid on Pearl Harbor that drew America into the war in 1941. Some historians believe that Yamamoto privately opposed his country's aggressions.

Other Noted Figures

Baron Blitzkrieg (dates unknown) was the code-name given to the Nazi metahuman operative who is believed to have controlled Axis sabotage efforts in the United States. Baron Blitzkrieg frequently clashed with members of the American All-Star Squadron. His true identity was never revealed.

"Control" (dates unknown) was the call sign of a mysterious Allied operative who directed espionage efforts in Europe for the American Office of Strategic Services. Some of Control's successful missions were vital to Allied victories in both the European and Pacific Theaters. His true identity has never been uncovered.

Hawkman (dates unknown) was the chairman of the Justice Society of America from its inception in 1940 until its disbanding in 1952. Along with other members of the JSA, he refused to reveal his true identity to the House Un-American Activities Committee, choosing to retire as a crime fighter instead.

Liberty Belle (1919-), a metahuman with the power to launch blasts of sonic energy, served as the chairperson of the American All-Star Squadron throughout the war. Many years after the war ended, Liberty Belle revealed that beneath her mask, she was actually famous newspaper columnist Libby Lawrence.

Capt. Johnny Cloud (1921-1945), of the American Army Air Corps, had more than 180 confirmed victories to his credit, making him the top Allied fighter ace. Late in the war, Cloud was assigned to a multi-service squad code-named "The Losers," all of whom were killed in action on a mission during the final days of the war.

"Mademoiselle Marie" (dates unknown) was the Allied forces' code-name for the young woman who became the

head of the French resistance in late 1944. Neither her true identity nor her final fate was ever revealed to the public.

Janos Prohaska (1909-), code-named "Blackhawk," led an Anglo-American sponsored, multi-national squadron of fighter pilots in Europe. As a unit, the "Blackhawks" scored more kills during the war than any other fighter squadron.

Sgt. Frank Rock (1915-1945) was the most decorated Allied soldier to fight in the war. Serving in the famous Easy Company, Rock fought in North Africa, Italy, France, Germany, and briefly in the Pacific.

Weapons

Many of the weapon systems that were created during the First World War played an even more important role in the Second World War. The sole exception was the gas weapons so prevalent on European World War I battlefields. None of the major powers used gas during World War II. Some historians argue that Adolf Hitler prohibited the Axis armies from using gas during World War II because he himself was the victim of a mustard-gas attack during World War I.

Experts often claim that military hardware experienced more technological advancement during the six years of the Second World War than it had undergone in all the years preceding. The new weapon systems that appeared during World War II ushered in the age of modern warfare and provided the foundations upon which almost all weapons developed over the next 50 years would be based.

Conventional Weaponry

Tanks. The most potent land-based weapon employed during the Second World War was the armored fighting vehicle, or tank. During the war, tanks became the backbone of a ground army. In combat, the major advantage of the tank was its immunity to most of the weapons carried by foot soldiers. This immunity allowed the tank to bypass and overrun the extensive fortification networks that most of the major powers had learned to construct during the First World War. By the war's end, most of the major powers had developed light anti-tank weapons, such as the American bazooka and the German panzerfaust, which were capable of being carried and used by foot soldiers. The limited range of such weapons, however, meant that the only real threats a tank faced on the World War II battlefield were other tanks and specialized artillery pieces known as anti-tank guns. Another major advantage of the tank was its mobility. An army equipped with tanks could travel very quickly and could sometimes move to attack an enemy position before the enemy could recognize the threat and respond.

Some of the more noteworthy tanks employed during the war were the American-built Shermans, the British-built Churchills and Matildas, the German-built Panthers and Tigers, and the Soviet-built T-34s.

Air Power. Planes were another important ingredient in any successful offensive operation launched during the Second World War. Armed aircraft were of three basic types, and



each of the major powers employed aircraft of all three distinctions. Dive bombers were small planes used to attack military targets on the battlefield. They were frequently used to attack enemy troops, to harass enemy supply and communications networks, and to interfere with enemy troop movements. Dive bombers and the similar-size torpedo bombers were the main threat to ships. Strategic bombers were large planes used to attack industrial targets and enemy population centers. The huge payload of bombs carried by most strategic bombers made a fleet of such aircraft an extremely potent weapon. Fighters were small planes that were employed to shoot down enemy aircraft. At times, fighters were used as escorts for fleets of friendly strategic bombers, to ward off any enemy fighters that would attempt to destroy the bombers, or often to protect ships at sea.

Unarmed aircraft also played an important role during World War II. For the first time, transport aircraft capable of carrying men and equipment quickly and easily were feasible. With the proper transport aircraft on hand, an entire division of troops could be airlifted halfway across the globe overnight. Reconnaissance planes, which proved their value in World War I, continued to be effective in the Second World War, both on land and at sea.

Artillery. The importance of ranged artillery changed with the mechanized armies that made their first appearance on the World War II battlefield. Compared to their World War I counterparts, the field guns employed during the Second World War were smaller and lighter, which made them capable of moving forward rapidly to support troops and exploiting any holes tanks had opened in the enemy's battle line. As in World War I, a massive artillery bombardment preceded most offensives.

Sea Power. The most important seaborne weapon utilized during the Second World War was the aircraft carrier. Carriers were huge ships, capable of carrying and launching fighters, torpedo bombers, and dive bombers. In the Pacific Theater of Operations, where the land necessary for the construction of air bases was scarce, carriers took on an added prominence. The advantage of the carrier was its ability to deliver a very potent and versatile fighting force, almost anywhere in the world, quickly and efficiently. Noted aircraft carriers that saw action during World War II were the American *Hornet*, *Lexington*, *Yorktown*, and *Enterprise*; the Japanese *Shokaku*, *Zuikaku*, *Kaga*, and *Akagi*; and the British fleet carrier *Ark Royal*.

Experimental Weaponry

The War Wheel. Designed by the infamous Professor Merson (see MERSON), the war wheel was essentially a giant, invulnerable super-tank. It was employed by the Germans in Belgium in 1940 and along the Spanish coast in 1941. After the war, the Soviet Union constructed war wheels of its own, which were first deployed during the Soviet invasion of Malkaria in 1953. Although the war wheel was still the king of the modern battlefield as recently as 1970, improvements in artillery and demolition equipment during the modern era have finally made war wheels obsolete and impractical.

The G.I. Robot. Late in the war, the United States field tested a pair of combat robots code-named Jungle Automatic Killer — Experimental, or J.A.K.E., in the Pacific Theater of Operations. The J.A.K.E. robots were heavily armored and carried a variety of built-in special weapons. Although neither J.A.K.E. participated in any important operations during the war, the discoveries made during the development of the J.A.K.E. project provided the cornerstone for some of the automated weapons used by modern armies.

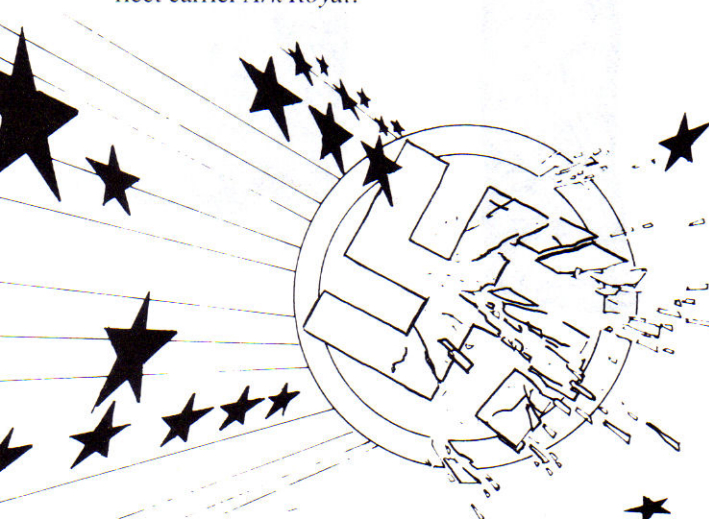
Guided Missiles. Developed by Germany late in the war, missiles were used as a means to continue the harassment of the English civilian population after the Allies gained air superiority and rendered traditional bombing missions impossible. Germany employed two missiles, known as the V-1 and the V-2, with different ranges and destructive power. German rocket scientists experimented with longer range missiles, which they hoped would be capable of striking the eastern United States, but nothing ever became of these weapons. German missiles posed such a serious threat during the war that the capture of German rocket bases was considered among the most important of the strategic objectives facing the Allied ground forces. These weapons were the precursors of the intercontinental ballistic missiles of today, as well as the major powers' space programs.

The Atomic Bomb. The first atomic bomb was, without a doubt, the single most important weapon system to make its debut during the war. Although all of the major powers were close to developing atomic technology by the war's conclusion, the A-bomb was first perfected by the United States in 1945 (see MANHATTAN PROJECT, THE). The two bombs dropped on Hiroshima and Nagasaki obliterated their targets, and the threat of future atomic attacks prompted Japanese military leaders to surrender unconditionally on September 2, 1945.

Prelude to War

Although the Second World War did not begin until Germany invaded Poland in September of 1939, the outbreak of hostilities followed in the wake of a long series of aggressive incursions that began as early as 1931. During the 10 years that preceded World War II, the totalitarian regimes of Germany, Italy, and Japan tested their own military might and the willingness of the major western European nations to oppose them through a series of imperialistic adventures.

Manchuria and China. A general shortage of domestic natural resources prompted the military junta in control of the Japanese government to invade nearby Manchuria in 1931.



The Japanese also hoped to gain a military foothold on the Asian mainland, which could serve as a launching pad for an invasion of China, and a string of important air bases, from which Japanese dive bombers could dominate the entire Asian coast.

Although the initial Japanese invasion met with token disapproval from the League of Nations, none of the League's most important member nations was willing to risk the fragile peace on a land so distant and so economically irrelevant to the West as Manchuria. Encouraged by Western apathy, the Japanese began a carefully orchestrated economic war against China shortly after the Manchurian invasion and finally staged a diplomatic incident near Peiping in 1937 (the China Incident), which became their ostensible excuse for a full-scale military invasion. By the time the hostilities began in Europe, Japan controlled virtually the entire Chinese coast.

Ethiopia. In an effort to boost Italy's stature and avenge an embarrassing defeat in 1896, Benito Mussolini ordered the invasion of Ethiopia in 1935. The modern mechanized armies of Italy crushed the poorly equipped Ethiopian natives, and again the adventure met with only token resistance from the League of Nations. By 1936, all of the sanctions the League had instituted against Italy to punish Mussolini's aggression had been revoked. The League's prestige reached a low ebb with Italy's withdrawal in 1937.

The Rhineland. In 1936, Hitler's government was beginning to ignore the provisions of the Treaty of Versailles by rearming the German military. In March of that year, Germany's newly re-mobilized army was sent to re-occupy the Rhineland, a demilitarized district along the Franco-Prussian border, which was taken from Germany at the end of World War I. This was a particularly important maneuver for the Nazis, since the Rhineland contained many factories and industrial complexes that Hitler would need to continue his military buildup. There were several minor protests lodged with the League of Nations, but the major powers of Western Europe were still unwilling to risk a war.

Shortly after the German annexation of the Rhineland, Hitler joined Mussolini and the leaders of Japan to sign the Anti-Comintern Pact, a treaty that would eventually form the basis of the Axis alliance.

Austria and the Sudetenland. Hitler's next big gamble was the annexation of Austria, a union that was expressly forbidden by the Treaty of Versailles. Unlike the earlier conquest of the Rhineland, Germany acquired Austria through subterfuge rather than military force. Hitler and his political allies clandestinely encouraged an Austrian Nazi revolution that culminated in the assassination of Engelbert Dollfuss, the Austrian Chancellor. Germany quickly recognized the regime that succeeded Dollfuss and dispatched troops to Austria to help "restore order."

Hitler's final maneuver before the invasion of Poland was the forced acquisition of Czechoslovakia. His declared excuse for the annexation was the fact that several million Germans were still living in the Sudetenland, a Czech province that had belonged to Germany prior to World War I. By this time, the allies were finally growing tired of Hitler's

arrogance. France, Britain, and the Soviet Union all promised to rush to the aid of the beleaguered Czech government in the event of a military confrontation with Germany. As the possibility of another European war loomed closer, however, the Western powers backed down yet again. British Prime Minister Neville Chamberlain and Premier Édouard Daladier of France met with Hitler in Munich to sign an accord that ceded control of the Sudetenland from Czechoslovakia to Germany. Representatives of the Czechoslovakian government were not even allowed to attend the Munich conference.

War in Europe 1939

Poland. In mid-1939, Hitler tried the patience of the Western allies one last time by laying claim to a piece of Poland known as the Danzig Corridor, which separated Germany from its satellite state of East Prussia. When the Western powers finally refused to back down and accede to Hitler's demands, German generals began drawing up an outline for a tactical blueprint for the invasion of Poland. Although Britain and France promised to rush to Poland's aid in the event of a German invasion, both countries were so busy preparing their own defenses against an expected German move in the west that neither was able to offer any real assistance when German tanks began pouring across the Polish border on September 1. Unveiling their new blitzkrieg tactics, the German armies completely conquered Poland in just under two weeks and took over the nearby independent duchies of Modora and Vlatava along the way. France and Great Britain responded by declaring war on Germany, and within days, every member of the British Commonwealth except Ireland followed suit.

In the late summer, just before the German invasion was underway, Soviet Party Secretary Joseph Stalin began a series of secret negotiations with Hitler. On August 23, Germany and the Soviet Union jointly announced that their two nations had entered into a nonaggression pact. After Poland fell, its eastern portion was placed under Soviet control.

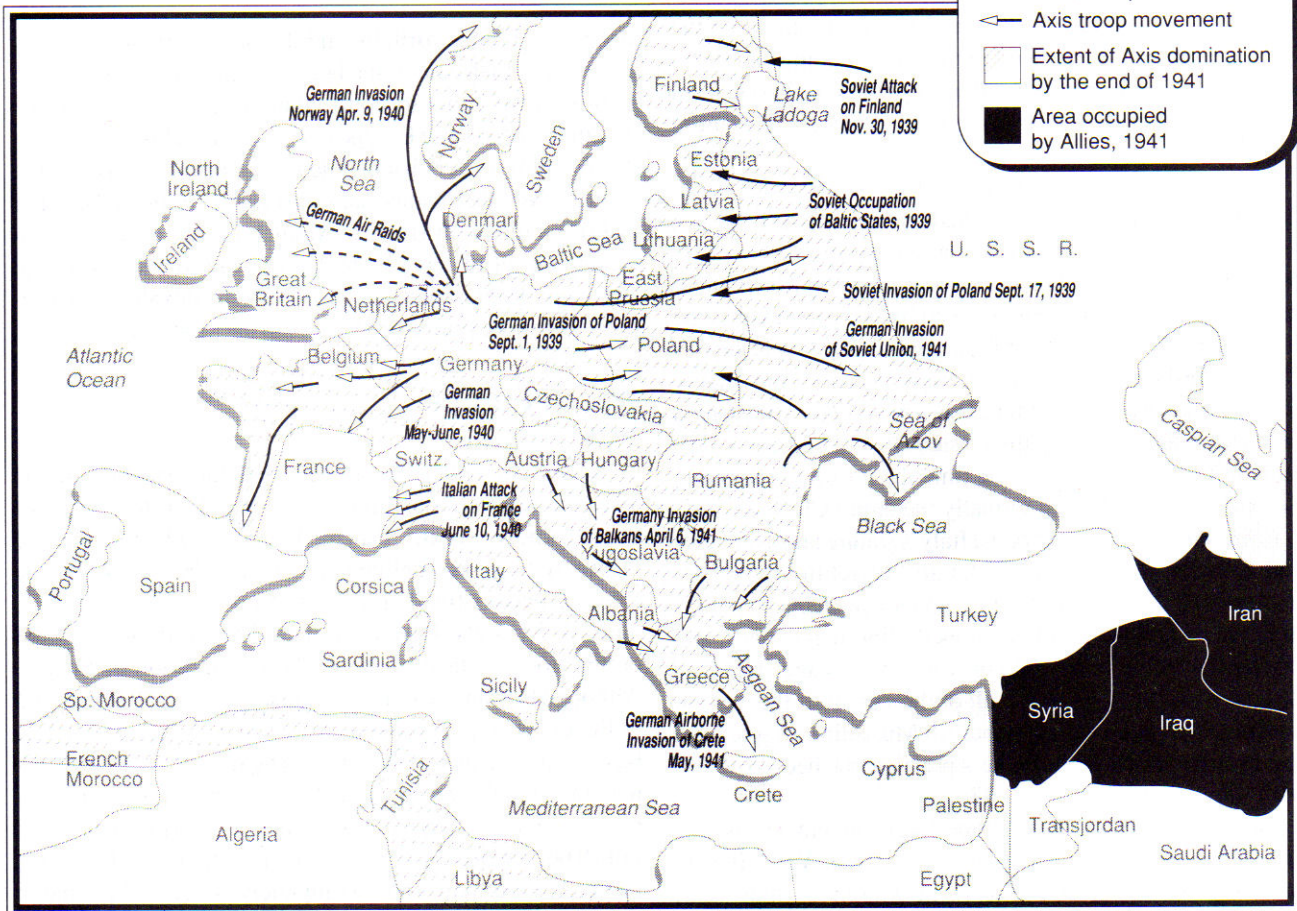
Finland. Believing that the Western powers would have their hands full dealing with Germany, the Soviet Union launched an invasion of its own on November 30, targeting Finland. This conflict came to be known as the Winter War. Although the Soviets met with some early success, the fierce Finnish defenders managed to hold off the invaders. Finally, in March 1940, the Finns capitulated, giving the Karelian Isthmus and the Rybachiy Peninsula to the Soviets as part of the armistice terms. Later, after the German invasion of Russia, Finland joined the Axis alliance in what the Finns considered a continuation of their previous conflict.

1940

Denmark and Norway. Hitler began his offensive in the West by invading Denmark, which was then used as a stepping stone for an invasion of Norway. By the time German troops reached their final destination, Britain had deployed troops to defend Oslo, the Norwegian capital, and

Europe 1939-41

- ← Allied troop movement
- Axis troop movement
- Extent of Axis domination by the end of 1941
- Area occupied by Allies, 1941



14

the first direct confrontations between Germany and the major Western powers occurred. Even with the British reinforcements, the Norwegian army was unable to hold out for more than a few months. In June, Norway surrendered.

The successful invasion of Norway mounted so much political pressure on British Prime Minister Neville Chamberlain that he was forced to resign. Chamberlain was succeeded by Winston S. Churchill, who pledged to call in Allied "blood, toil, tears, and sweat" against Germany in his inaugural address.

Aiding the Germans during the operation in Norway was a Fifth Column of spies and saboteurs led by Vidkun Quisling, who later became the head of Norway's puppet government. Later, many of these same operatives were sent to the United States to disrupt the American war effort.

France and the Low Countries. The real purpose of the Norway campaign was to capture a string of air bases along the Norwegian coast that could be used to harass Allied shipping in the North Sea, facilitating the fall of France. Impeding any offensive against France was the Maginot Line, a string of fortifications the French had constructed along the length of the Franco-German border. The Germans planned to bypass the Maginot Line by first invading Holland, Austerburg, Belgium, and Luxembourg, and thus swing around the end of the fortifications and invade France through her unprotected borders with the Low Countries. The possibility of such a strategy had certainly occurred to the Western Allies, but Britain and France had underestimated the might of Germany's mechanized armies. The first German soldiers

entered the Low Countries on May 10. By May 28, they had already reached France.

To counter the German advance, English and French troops set up a line of defense behind the Somme River, but by the end of the invasion's first week, the French armies were already falling back toward Paris. In light of certain German victory, Italy declared war on France on June 10 and invaded through the south, tying up even more French troops.

France finally fell on June 14. Just before German troops entered Paris, almost 300,000 soldiers from Britain, France, and some of the Low Countries fled to Dunkerque, the only French port along the English Channel that was still in Allied hands, where they were rescued by a motley fleet of sailing ships and boats owned by English private citizens.

Once France had capitulated, Nazi officers supervised the establishment of a French puppet government at Vichy in southern France. Immediately after it was established, the Vichy government formally became a part of the Axis alliance, although Vichy French troops were not deployed outside Vichy borders for the duration of the war. When the Allies invaded France in 1944, few of the Vichy soldiers attempted to repel them.

Not all of the citizens of France declared allegiance to the Vichy government. General Charles de Gaulle led a group of French soldiers to Britain, where they were reorganized as the Free French Army, fighting from exile.

The Battle of Britain. Once France had fallen, Hitler was hoping that Great Britain would sue for peace. When it

became apparent that the British had no intention of ending hostilities, Hitler ordered the German Luftwaffe to begin a lengthy campaign of air raids against military targets and civilian centers in Britain. Each night, German bombers would appear over London, Dover, and other important English industrial targets, and the fighter pilots of the British Royal Air Force would scramble to meet them. Collectively, these sorties became known as the Battle of Britain. By the middle of 1941, Hitler abandoned the idea of using terror bombing to force the British into accepting a peace treaty, although periodic air raids aimed at damaging British industry and national morale continued throughout the war. In effect, the Battle of Britain was the first engagement the Axis powers lost, dispelling the image of Luftwaffe invincibility.

Greece. Hoping to meet with the same sort of successes that greeted Hitler's forces in Western Europe, Mussolini's Italian armies invaded Greece in October through the Italian satellite state of Albania. Unlike Hitler's previous foes, the Greeks, with help from the British, savagely repelled the Italian invaders, forcing Mussolini to ask Germany for assistance. The German Wehrmacht finally succeeding in capturing Athens in April of 1941. When Greece fell, British troops that had been dispatched to help defend it escaped to nearby Crete, where they were later destroyed by German paratroops in the first airborne assault ever conducted.

After the fall of Greece, the Germans launched invasions of Yugoslavia and Markovia, which were successfully concluded in just under two weeks, although resistance fighters known as partisans continued to plague the occupying armies in Yugoslavia throughout the war.

1941

Operation Barbarossa. Hitler's nonaggression pact with the Soviets was only a temporary measure aimed at taking some of the pressure off his armies in the east. Once France was out of the war, German generals began drafting Operation Barbarossa, the German plan to invade the Soviet Union. On June 22, 1941, more than 3,000,000 German troops, supported by thousands of tanks and aircraft, stormed across the border into Soviet-held Poland and then into the Soviet Union itself, establishing a battle front ranging from the Black Sea to the Baltic Sea. Hitler's announced intention was to remove the threat of communism from the world. As the German armies advanced into Russia, the Soviet defenders denied them Russian resources by burning the crop fields and buildings they left behind while retreating to the east, a tactic known as the scorched-earth policy.

Many historians believe that the invasion of the Soviet Union was the mistake that ultimately cost Germany all hope of victory. After a series of early successes that found German troops as far east as the Dnieper River within a matter of days, Hitler became confident of another easy victory, an overestimation that resulted in bungled preparations for the harsh Russian winter that lay ahead. When winter arrived, the German armies ground to a halt for several months, devouring valuable time. When the Americans entered the war and the western Allies invaded Europe, German troops were still

bogged down in Russia, forcing Germany to divide its resources and fight a two-front war.

American Entry. In December, the Japanese bombed the American naval base at Pearl Harbor, prompting an immediate American declaration of war against Japan, and against Germany and Italy a few days later. American troops and aircraft were quickly deployed in North Africa to assist the beleaguered British in a series of skirmishes with German and Italian armies that had begun in 1940. Even more serious to the Axis was the fact that the giant American industrial/military complex was now free to begin arming Britain and the Soviet Union without restriction. Over the next five years of the war, the United States used its lend-lease program to send more than \$55,000,000,000 worth of military equipment to the other Allied powers.

1942

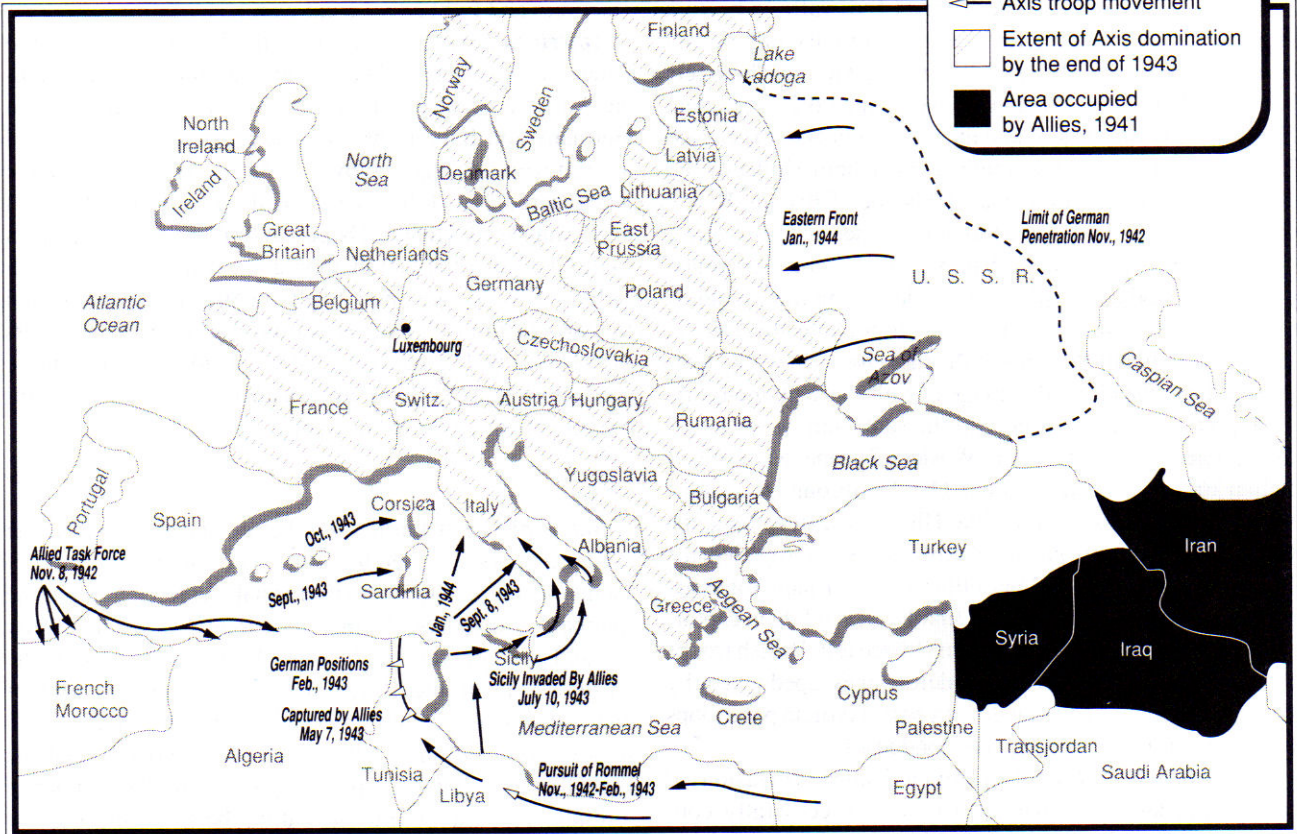
Battle of the Atlantic. Just before the war began, the United States started sending convoys of supplies and equipment to Britain. After America formally entered the war, the number of convoys steadily increased. As each convoy worked its way across the Atlantic Ocean toward ports on the western side of the British Isles or toward the port of Murmansk in the Soviet Union, German U-boats attempted to intercept and destroy it. To counter the U-boat wolf packs, the Allies escorted the supply convoys with destroyers and aircraft. The cat-and-mouse battles between the convoy escorts and the German submarines became collectively known as the Battle of the Atlantic. Although the German submarine fleet met with great success from 1940 to 1943, the Allied escorts eventually turned the tide of the battle and ended the threat of the German submarines during the war's later years.

Tobruk and El Alamein. After the fall of France, a see-saw campaign began between British troops occupying Egypt and Axis troops occupying Libya. In May, the German Afrika Korps, under the command of Field Marshal Erwin Rommel, captured the British-held port of Tobruk on the Libyan border and pushed deep into Egypt. Before long, Rommel's supply lines were being harried by the British Mediterranean fleet. The Allies further confounded the exhausted Afrika Korps by landing an American army in French North Africa, near Libya's western border, as part of an operation code-named Torch. In the fall, the German drive on Egypt ended near the village of El Alamein, and shortly thereafter, the Afrika Korps beat a hasty retreat back to Europe, eventually resurfacing on the Russian front.

Stalingrad. In late August, the German Sixth Army reached the city of Stalingrad on the Volga River, the easternmost point of progress the Germans reached during the war. For more than two months, the soldiers of the Sixth Army laid siege to Stalingrad, cutting off all the supplies and resources of the city's staunch defenders. When things were just beginning to look their bleakest for the Russians occupying the city, a pair of Soviet armies materialized in the north and south to encircle the German attackers. In the bitter house-to-house fighting that ensued, each side sustained thousands of

Europe 1942-43

- ← Allied troop movement
- Axis troop movement
- Extent of Axis domination by the end of 1943
- Area occupied by Allies, 1941



casualties. The end result was the surrender of the entire Sixth Army. The Russians had finally halted the German drive, clearing the way for a devastating counteroffensive.

1943

Sicily and Italy. British and American soldiers invaded the island of Sicily in July. By mid-August, the entire island was under Allied occupation. The political fallout of the Sicily invasion proved too much for the government of Benito Mussolini, who was ousted and imprisoned shortly after the invasion began. German commandos rescued him on September 12, and Germany installed him as head of a puppet government in northern Italy.

The first Allied troops to hit the Italian mainland arrived on September 3, followed by soldiers of the American Fifth Army landed near Salerno on September 9 and repulsed a series of German counterattacks. The Italian Army surrendered quickly and declared war on Germany about one month later, although German troops still occupied much of the Italian boot. Over the next few months, a slow-moving battle raged up and down the Italian peninsula, with more than half a million soldiers struggling on each side of the battle line. The Allies finally achieved a limited breakthrough by outflanking the German defenders with a second amphibious invasion near the small town of Anzio, but the Germans still succeeded in bottling up the Allied drive well short of the German border.

Soviet Advance. The Soviet armies spent most of 1943 recapturing territory they had lost to the Germans earlier. In late summer, the last German offensive in the east ended in bitter failure. Over the next two years, advancing Soviet armies would recapture all their lost territories, liberate Poland, assault Austria, and become the first Allied troops to set foot on German soil.

1944

D-Day and Operation Anvil. On June 6, the Allies launched the largest amphibious invasion in history, landing almost 3,000,000 men along the Normandy coast in northern France. Preceding the landings by a few hours was a massive airborne assault designed to capture key roadways and airstrips to hamper German reinforcements. Although many of the D-Day landings were bitterly contested, the Allied invaders succeeded in staving off the inevitable German counterattacks and firmly established an overland supply network that could support an immediate offensive.

In August, the Allies followed up their success in Normandy with another amphibious invasion in southern France, code-named Operation Anvil. French soldiers participating in the southern invasion linked up with American soldiers from the north to liberate Paris before September.

Short weeks after D-Day, Hitler unveiled the V-1 and V-2 missiles and began using them to harass the English civilian population. The immediate capture of the German rocket

bases quickly became a primary goal of the Allied armies, lending the recent efforts in France a new imperative.

Operation Market-Garden. In September, the Allies took a huge risk and put into operation a desperate plan aimed at ending the war in Europe by the end of the year. Code-named Market-Garden, the plan called for a huge army of British and American paratroops to drop on the towns of Eindhoven and Arnhem in the Netherlands, in order to seize a series of key bridges and to provide advancing Allied tanks with a clear path all the way to Berlin. The daring operation failed when a pair of German armored divisions unexpectedly appeared in Arnhem and surrounded the British First Airborne Division. Although Market-Garden succeeded in liberating much of Holland, the Allied armored divisions failed to penetrate into Germany before reinforcements could be called into the region, prolonging the war by another nine months.

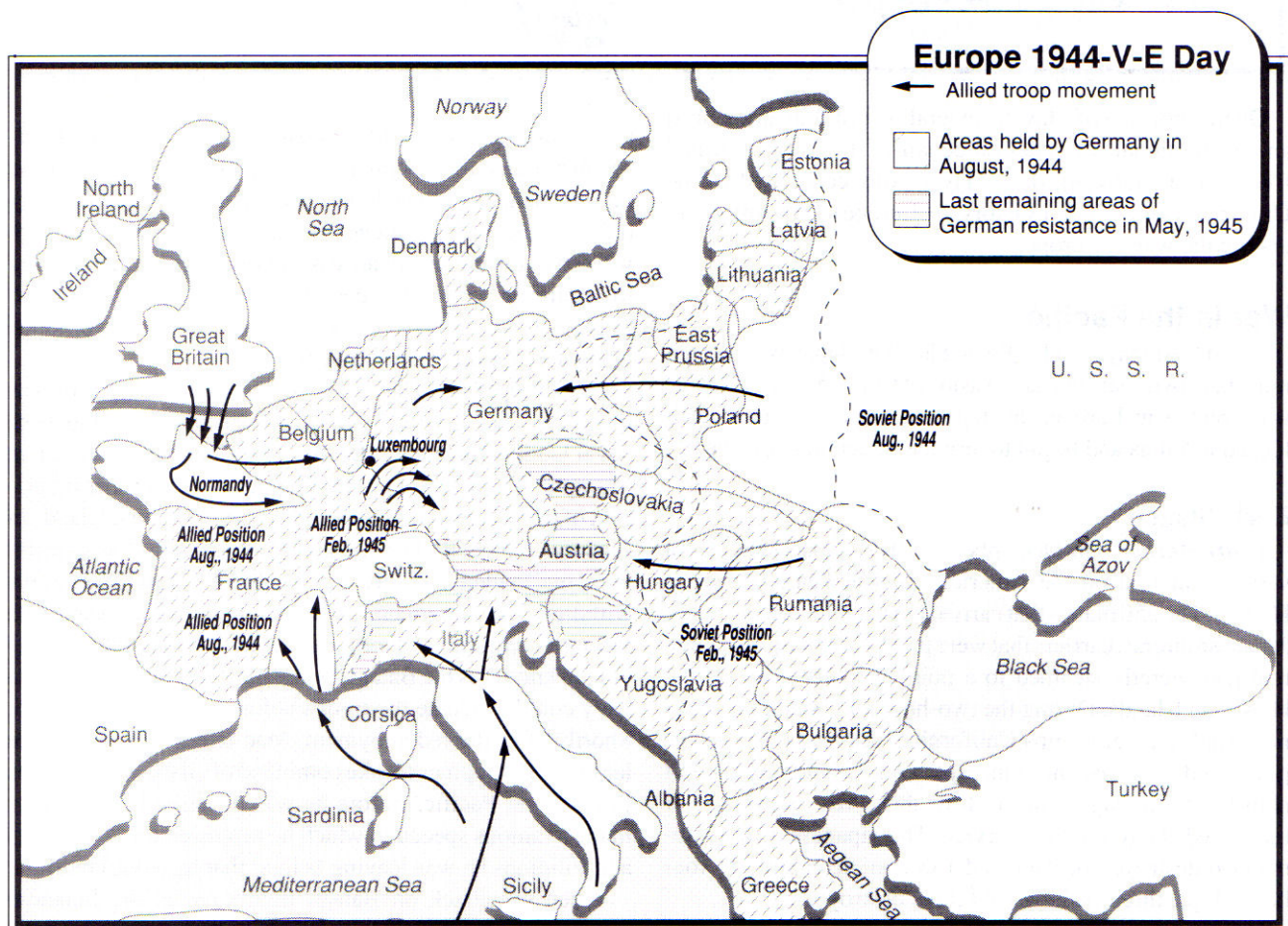
The Battle of the Bulge. Shortly after the breakout from the Normandy beaches, the German army was in such a state of disarray that the advancing Allied units were limited more by the inadequacies of their own supply lines than they were slowed by the defenders. The only serious obstacle standing between the advancing Allied forces and the German border along the Rhine River was the Ardennes forest straddling the border between France and Belgium. When the Allied armies reached the edge of the forest in December, the Germans

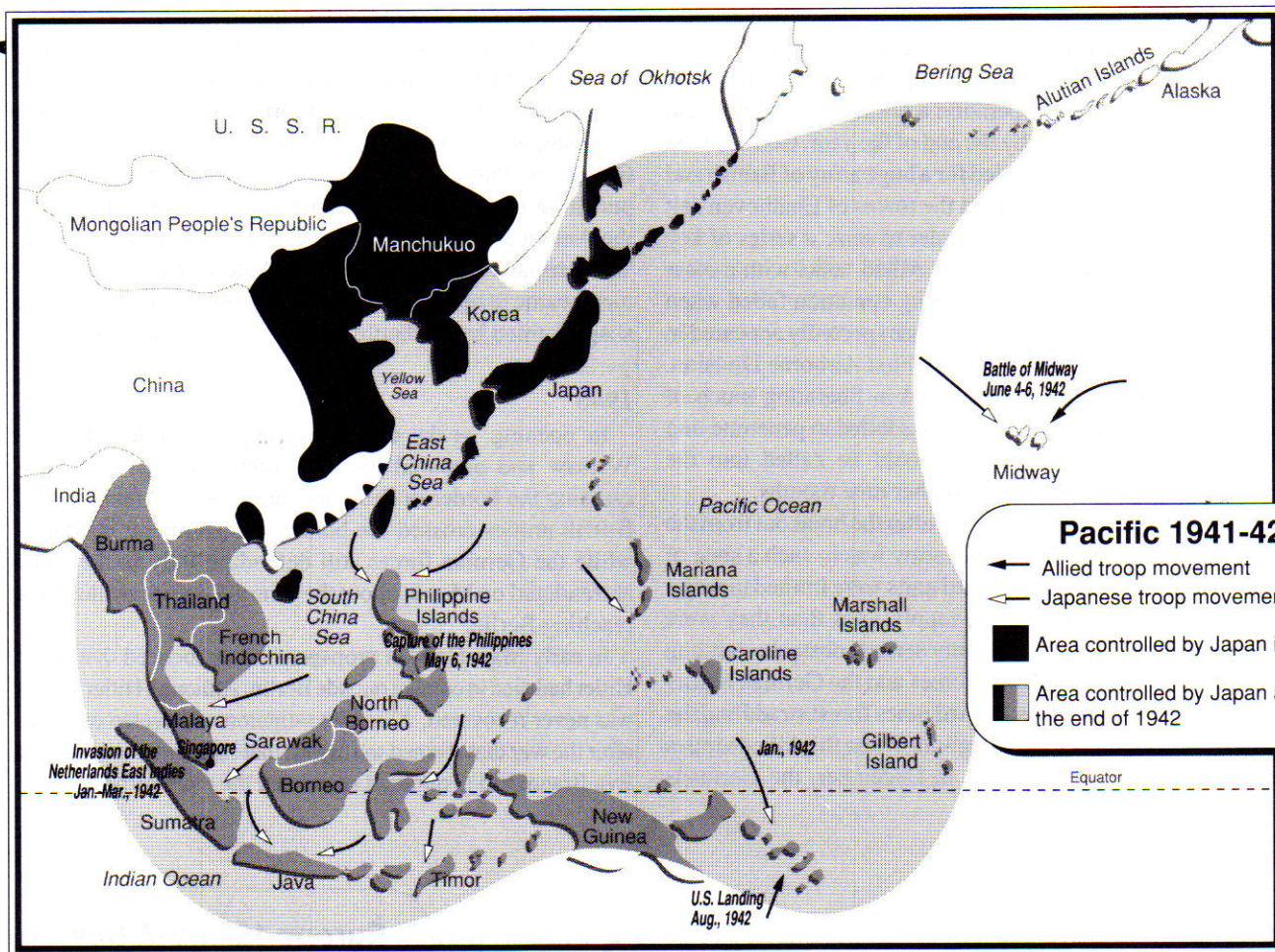
responded with a surprise counteroffensive code-named Operation Greif, sometimes referred to as the Ardennes offensive. At first, the Germans met with great success, trapping an entire American airborne division in the village of Bastogne south of the Ardennes forest. But eventually, George S. Patton's American Third Army succeeded in punching a hole through the German battle lines and rescuing the American paratroopers, essentially ending the struggle. The German counterattack and the American response eventually came to be called the Battle of Bulge, so named for the shape formed by the battle lines of the German attackers.

1945

In opening weeks of January, Soviet armies captured Warsaw and prepared for their final drive on Germany, crossing the border in February. In the west, American and British armies crossed the border into Germany in March, while the German forces still defending Italy in the south surrendered on May 2, about the time the Soviet armies were reaching Berlin.

In early May, German propagandists announced that Adolf Hitler had died in combat outside Berlin. Although Hitler's body was never recovered, Allied investigators uncovered evidence after the war that seemed to suggest that Hitler and his mistress, Eva Braun, had committed suicide on the night of April 30.





On the morning of May 7, General Alfred Jodl announced an unconditional surrender on behalf of the German armed forces. The following day, May 8, was celebrated in the United States as V-E (Victory in Europe) Day, officially ending the war in Europe.

War in the Pacific

When Germany invaded Poland in 1939, Japan was already more than two years into an invasion of China. Shortly after the war erupted in Europe, the Japanese armies became deadlocked in China and began to turn their attention elsewhere.

Early Stages

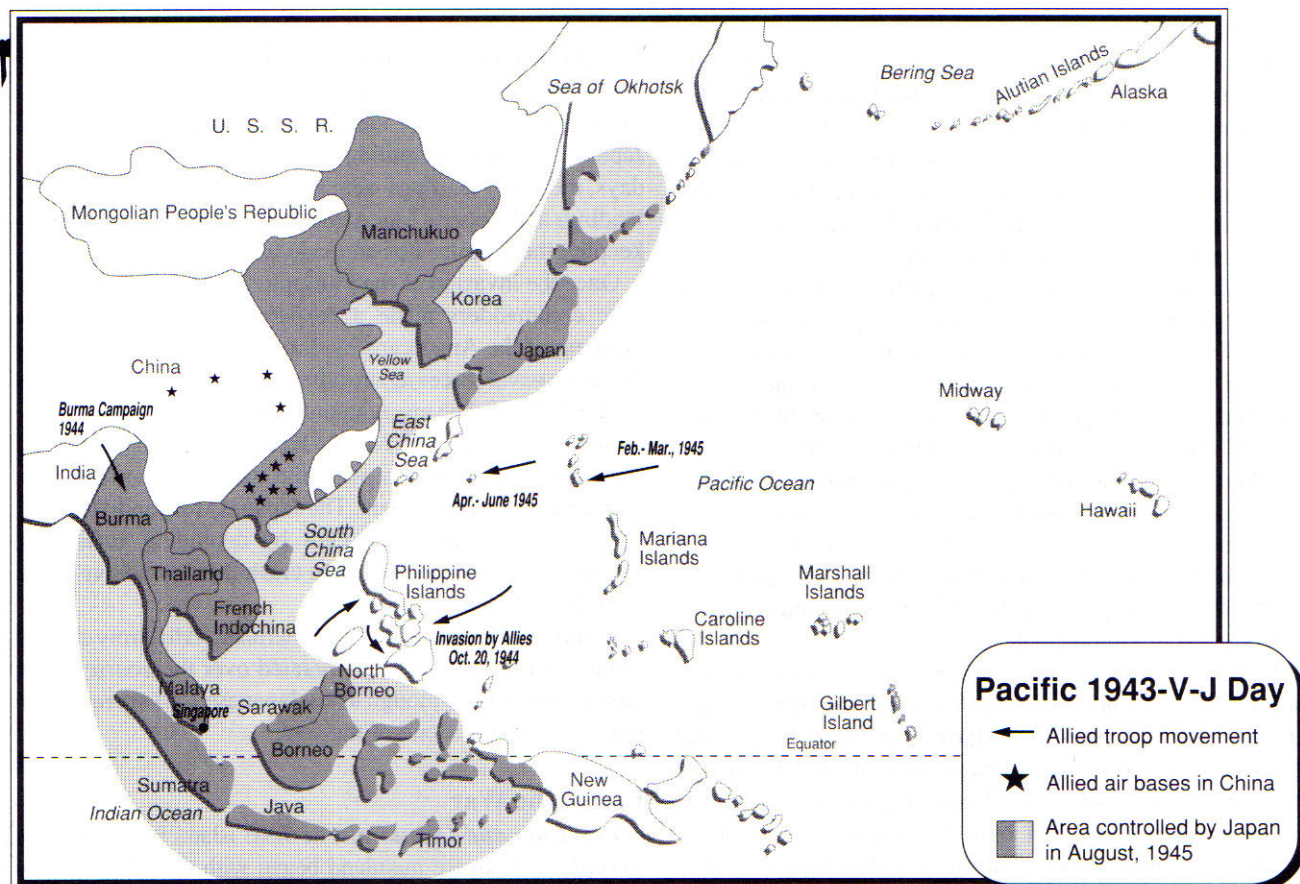
Pearl Harbor. On December 7, 1941, Japan launched a surprise air raid on the American port at Pearl Harbor in Hawaii. The 350 planes that carried out the raid came from six Japanese aircraft carriers that were part of a 33-ship task force that had secretly steamed to a point just southwest of the Hawaiian Islands. During the two-hour air assault, the Japanese sunk the battleships *California*, *Oklahoma*, *West Virginia*, and *Arizona*; the minelayer *Oglala*, and the support ship *Utah*, although almost all of these vessels were later recovered and returned to service. The Japanese dive bombers also destroyed or damaged 188 American aircraft, four battleships, three cruisers, and three destroyers.

In recent years, a great controversy has arisen surrounding

the circumstances behind the Pearl Harbor raid. Many modern historians are bewildered by the fact that the Japanese raiders managed to catch the American fleet so completely off guard. Some even allege that top American officials were warned of the raid in advance but allowed it to occur anyway to secure an excuse for becoming involved in the war in Europe. To date, however, no one has been able to produce evidence supporting this allegation.

The Philippines. The Japanese intent at Pearl Harbor was to destroy the American Pacific fleet, allowing Japanese naval landing units to undertake a quick and decisive series of amphibious invasions unmolested. One of the most significant of these invasions came against the Philippine Islands in January of 1942. Rather than attempting to resist the invasion with his inadequate forces, General Douglas MacArthur withdrew the American armies from the area around the Philippine capital at Manila and deployed them along a strip of land known as the Bataan Peninsula, hoping the American navy could evacuate the troops before they were assaulted. Shortly after the redeployment, MacArthur was ordered to leave the Philippines to take command of all the Allied forces in the south Pacific. Before he was evacuated, MacArthur made a famous speech in which he promised the Americans and Filipinos he was leaving behind that he would return.

When the attack on Bataan finally came, the Japanese invaders easily won a decisive victory due to the American



troops' shortage of food and ammunition. After the battle, Japanese soldiers forced the 50,000 prisoners they had taken near Bataan to march to hastily constructed Japanese prison camps located 70 miles down the Philippine coast. During the Bataan Death March, almost half the prisoners died from starvation and mistreatment.

The Japanese followed up their success in the Philippines with invasions of Singapore, New Britain, New Ireland, and the entire Solomon and Admiralty island groups.

Carrier Duels

Doolittle Raid. Fortunately for the United States, no American aircraft carriers were present at Pearl Harbor during the Japanese raid. These carriers would provide the cornerstone of an American counterattack, aimed at curbing the Japanese advance across the Pacific.

In early 1942, an American carrier task force pulled to within 700 miles of Japan to launch a fleet of 16 medium range bombers at the Tokyo industrial complex. Led by Lieutenant Colonel James B. Doolittle of the United States Army Air Corps, the bombers all reached their targets and dropped their bombs, although 15 of the aircraft later ran out of fuel and crash-landed over China, where the Chinese underground helped Doolittle and 63 of his 71 flight crew officers escape back to the United States. Although the Doolittle Raid inflicted little real damage on Japan, it proved to be an important symbol of Japanese vulnerability.

Coral Sea. Shortly after the Doolittle Raid, the Japanese decided that the only way to avoid further attacks on their

homeland was to expand their defensive perimeter in the Pacific. To this end, Japanese leaders chose to invade Port Moresby in New Guinea, a possible stepping stone for an invasion of Australia. But before the Japanese could implement their plans, American intelligence officers broke the Japanese radio code and intercepted a signal that identified Port Moresby as the Japanese objective, allowing the top Allied naval commanders to dispatch a carrier task force under Rear Admiral Frank Fletcher to intercept the Japanese invaders. The ensuing battle, known as the Battle of the Coral Sea, was the first confrontation between modern aircraft carriers. Although both sides lost roughly the same number of ships in the battle, the Japanese drive on New Guinea was repelled, securing an important victory for the Allies.

Midway. Another phase of the Japanese plan to expand the Pacific perimeter called for a takeover of the American base at Midway Island in the central Pacific. Again, American intelligence officers intercepted radio signals tipping them off to the Japanese objective. To ambush the Japanese invasion task force, the U.S. Navy deployed three aircraft carriers under the command of Rear Admirals Fletcher and Raymond Spruance. When the two-day battle that erupted in the seas and skies surrounding Midway was over, the Japanese had lost four aircraft carriers and more than 50 aircraft, while American losses were confined to a single carrier, the Yorktown, and one destroyer, the Hamman. So great were the losses sustained by the Japanese at the Battle of Midway that the Japanese navy would be forced onto the defensive for the remainder of the war.

Island Hopping

After the Battle of Midway, Allied strategy in the Pacific shifted toward the goal of securing objectives necessary for launching an invasion of Japan itself. The strategy the Allies adopted to achieve this aim was to undertake a series of amphibious assaults on a chain of small islands leading all the way from the south Pacific to the back door of Japan, a tactic that became known as island hopping.

Guadalcanal. The American navy began its first offensive in the Pacific Theater of Operations in August of 1942. The objective was the island of Guadalcanal in the Solomon chain. Despite early success, the fighting on and around Guadalcanal shifted gears and became a bitter struggle by the end of the month. American Marines sent to invade Guadalcanal clashed with Japanese garrison forces first and later with elite reinforcements, initiating the jungle warfare that came to characterize the Pacific war. In the end, the last Japanese defenders were not cleared off Guadalcanal until early 1943, finally clearing the way for the Allied armies to move up the Solomon chain.

Tarawa, Kwajalein, and Saipan. A northern island-hopping effort began on the island of Tarawa in the Gilbert chain. On November 20, 1943, U.S. Marines landed on Tarawa and almost immediately found themselves in the midst of one of the war's fiercest struggles. Japanese garrison troops stationed on the island had built an extensive network of fortifications and tunnels that the Marines were forced to assault one-by-one using flamethrowers and demolition equipment. Over the next two months, all but just over 100 of the 3,000 Japanese troops stationed on the island fought to the bitter end, while the American Marines sustained more than 3,000 casualties.

Once Tarawa was finally secured, the Marines turned their attention toward the Kwajalein Atoll in the nearby Marshall chain. Marines invaded Kwajalein in January of 1944 and secured the entire island after only one week's fighting.

The next stepping stones on the pathway back to the Philippines and Japan were the islands of Saipan and Guam in the Marianas chain. Saipan fell after a month-long struggle that claimed the lives of 25,000 Japanese soldiers and more than 10,000 American Marines. Guam fell in just under two weeks, with each side sustaining approximately 7,500 casualties. Just before the invasion of Guam, the American carrier fleet engaged its Japanese counterpart for the first time since the Battle of Midway. During the engagement, the Japanese lost almost 400 carrier-based aircraft.

After each successful invasion, the Marines constructed new air bases on the captured territory, capable of supporting the next assault. With the capture of Guam, the American Army Air Corps secured a base that was close enough to the Japanese mainland to begin strategic bombing raids against Tokyo and the Japanese shipyards at Yokosuka. This was the first major U.S. use of incendiary bombing. By war's end, the incendiary bombs killed more people and caused more damage in Tokyo than did the atomic bombs dropped on Hiroshima and Nagasaki.

The Philippines and Leyte Gulf. In September of 1944, Allied forces were finally in position to begin a campaign to

liberate the Philippines. In October, soldiers of the U.S. Sixth Army secured a beachhead on the island of Leyte in the Philippines and began clearing out some of the 250,000 Japanese soldiers defending the islands. Over the next few days, the Army landings were supported by a pair of smaller landings and General MacArthur returned to the Philippines, keeping the promise he had made in 1942.

Once the invasion of the Philippines had begun, the Japanese commanders made a desperate attempt to halt the progress of the Americans by throwing all of the remaining Japanese naval forces against the American fleet stationed in the Leyte Gulf. The engagement that erupted in the gulf, the largest of the entire war, cost the Japanese virtually all of their remaining capital warships, while the American fleet lost only a pair of small carriers. The Japanese responded to their early losses in the Leyte Gulf by deploying *kamikazes*, suicide pilots who attempted to crash their explosive-laden aircraft into enemy ships.

In early 1945, soldiers of the American Sixth Army entered Manila, which was largely liberated over the course of the next two months, although a few Japanese soldiers remained in the city until the end of the war.

End of the War

Iwo Jima and Okinawa. The final island hopping thrust toward the Japanese mainland began with the island of Iwo Jima, located approximately halfway between Guam and the southern Japanese island of Kyushu. Again, the American Marines who invaded Iwo Jima encountered an extensive fortification network and stiff resistance. In an event that inspired one of the most famous photographs to come out of the war, American Marines climbed the slopes of Mount Suribachi and hoisted an American flag over the island on February 23, 1945, although the battle on Iwo Jima did not end for six weeks. More than 20,000 Japanese and almost 5,000 Americans died during the month and a half of bloody fighting.

Once Iwo Jima fell, the final barrier between the advancing Allied forces and the Japanese mainland was the small island of Okinawa, just 300 miles off the coast of the southernmost Japanese island of Kyushu. The first American Marines set foot on Okinawa on April 1, 1945. This final campaign became the bloodiest of the entire Pacific war, claiming the lives of more than 40,000 Allied and 100,000 Japanese soldiers. Sensing imminent defeat, the Japanese air force filled the skies over Okinawa with thousands of *kamikazes*, who succeeded in sinking more than 30 ships and damaging hundreds of others.

The Atomic Bomb. MacArthur's generals and admirals began drawing up plans for the invasion of Japan at the end of July, 1945. The plan, code-named Operation Olympic, called for an invasion of Kyushu in November of 1945, to be followed by an invasion of the main island of Honshu in March of 1946. Allied ground commanders estimated that an invasion of Japan might cost the Allies as many as 600,000 casualties, while possibly inflicting five times that number of killed and wounded on the Japanese.

Faced by these daunting predictions, Harry S Truman, the newly inaugurated President of the United States, decided to use the experimental atomic bombs that U.S. scientists had developed, hoping to force Japan to surrender before an invasion was necessary. On August 6, a B-29 "Superfortress" bomber, code-named Enola Gay, dropped the first atomic bomb on the city of Hiroshima on the southern end of the island of Honshu. Three days later, another bomb was dropped on the city of Nagasaki on the eastern wing of the island of Kyushu. Together, the two bombs destroyed more than six square miles of territory and killed or injured more than 200,000 Japanese. In the wake of the second attack, the Japanese high command surrendered unconditionally on August 14. The following day, August 15, was declared V-J (Victory in Japan) Day. Formal documents of surrender were signed on board the U.S.S. Missouri on September 2, 1945, bringing World War II to an end.

The American Home Front

World War II was waged in the factories of Detroit and on the streets of Brooklyn, as well as on the battlefields of Europe and Asia. The home front itself became a sort of battlefield as scientists on both sides of the Atlantic raced to discover the next technological advance that would break the war open just as factories in Germany and the United States were racing to produce tanks, planes, and trucks. The American home front also served as the prowling ground for vast numbers of metahumans, some aligned with the Axis powers and engaged in a campaign to harass American production and others aligned with the Allies and attempting to defend the factories.

Production and Mobilization

Industrial Mobilization. One of the decisive factors in the Axis defeat was the speed with which factories in the United States converted to wartime production. Producers of conventional consumer goods mobilized to produce arms and munitions; new factories sprang up, and existing factories vastly expanded their output. To ensure that industry would continue to expand, all of the major labor unions in the United States pledged not to strike for the duration of the war, while the U.S. Government supplied strategic resources from government stockpiles to producers at a very low cost. By the war's end, the United States alone had outproduced all of the Axis powers by ratio of almost 3 to 1.

Women in the Workplace. As more and more American men were drafted and sent to Europe and Asia, factories in the United States filled their jobs with women. By the end of the war, more than 3,000,000 women were at work in American munitions plants. Women who worked in these factories during the war were popularly known as "Rosie the Riveter."

Metahuman Involvement

The first major wave of metahuman manifestations occurred just before the outbreak of World War II. Metahumans on both sides of the battle lines went on to play an important role in the conflict.

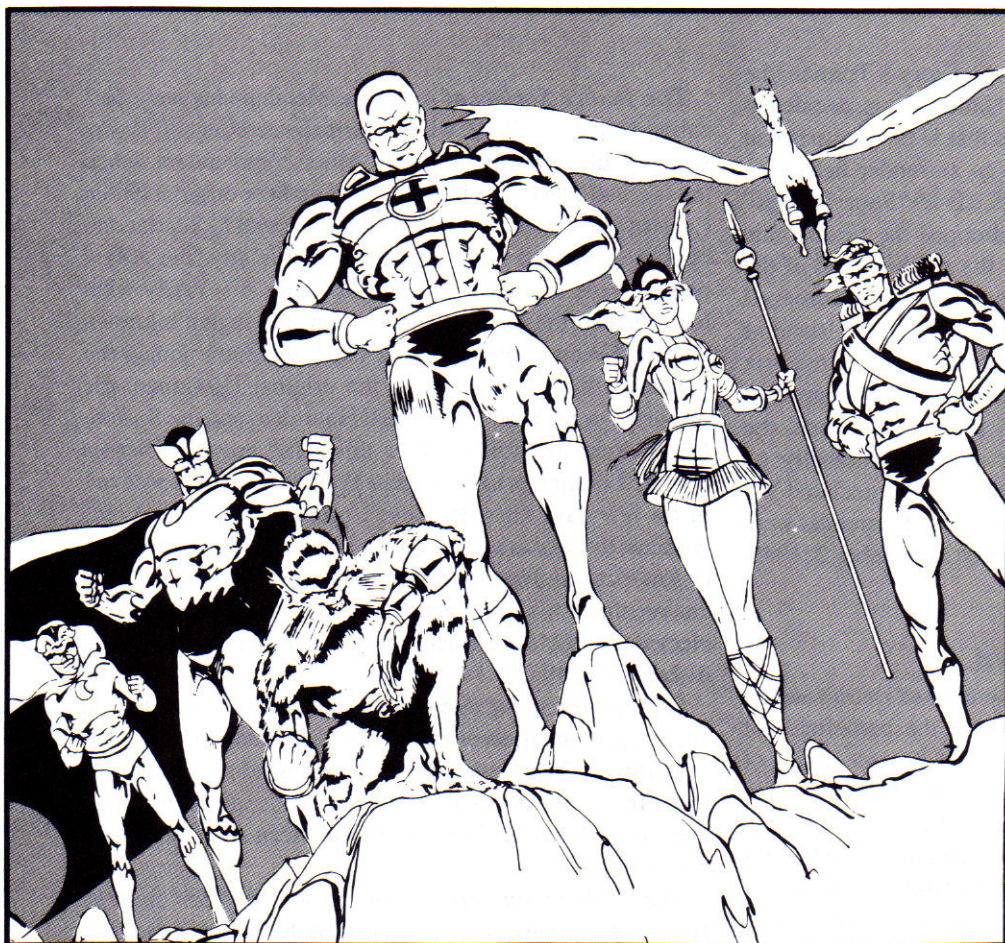
The Justice Society of America. Metahumans were first called to arms in 1940, when a British secret agent, acting with the full authority of the top Allied commanders, asked the original Flash (see FLASH I, THE) and the original Green Lantern (see GREEN LANTERN I, THE) to travel to Scotland to oppose a planned Nazi invasion. To this day, the Allied powers have refused to reveal the details of exactly what happened during the Scotland mission, although it is known that the Green Lantern and the Flash somehow joined the Sandman, the original Atom, the original Hawkman, the original Doctor Fate, the original Hourman, and the Spectre (see individual entries). After this same group of heroes thwarted an attempt to assassinate Franklin Delano Roosevelt just a few days later, Roosevelt proposed that the heroes continue to work as a team, giving birth to the Justice Society of America (see JUSTICE SOCIETY OF AMERICA, THE). The Flash chaired the JSA's first meeting, during which Hawkman was elected the JSA's chairman, a position he held until the JSA disbanded in 1952.

During the war, the JSA was renamed the Justice Battalion and placed themselves under the command of the War Department. The Justice Battalion defended American factories from Nazi saboteurs and battled Axis spies. The group later formed the backbone of the American All-Star Squadron in 1941.

The All-Star Squadron. Shortly after the attack on Pearl Harbor in December of 1941, President Roosevelt personally called together all the metahumans in the United States and banded them together under the banner of the All-Star Squadron (see ALL-STAR SQUADRON, THE). Originally, the Squadron was organized to oppose the Axis war machine directly, but Allied leaders soon discovered that Germany and Japan were both protected by formidable magic artifacts, capable of influencing anyone who possessed the meta-gene. Since these artifacts ensured that any metahuman who traveled anywhere near the European or Asian battlefields would instantly become an Axis pawn, the members of the All-Star Squadron were confined to Allied territory throughout the war.

By the time its membership reached a peak in 1942, the All-Star Squadron had more than 50 heroes. Subgroups that were a part of the All-Star Squadron included the Justice Society of America, the Seven Soldiers of Victory (see SEVEN SOLDIERS OF VICTORY, THE; LAW'S LEGIONNAIRES, THE), the Freedom Fighters (see FREEDOM FIGHTERS, THE) and the Young All-Stars (see YOUNG ALL-STARS, THE). The heroine Liberty Belle (see LIBERTY BELLE) served as the Squadron's chairperson from its founding in 1941 until its disbanding in 1945.

Heroes and heroines who were members of the All-Star Squadron at one point or another included: the original Air Wave, Amazing-Man, the original Atom, the Black Condor, Captain Triumph, Commander Steel, the Crimson Avenger, Doll Man, Dan the Dyna-Mite, the original Doctor Fate, the original Doctor Mid-Nite, Doctor Occult, the original Firebrand, the second Firebrand, the original Flash, the Flying Fox, the original Fury, the original Green Lantern, the Guardian, Hawkgirl, the original Hawkman, the original Hourman, the Human Bomb, "Iron" Munro, the Jester,



Johnny Quick, Johnny Thunder, Judomaster, Liberty Belle, the original Manhunter, the second Manhunter, Midnight, Miss America, Mister America, Mister Terrific, Neptune Perkins, the original Phantom Lady, the Ray, the Red Bee, the original Robotman, the Sandman, Sandy the Golden Boy, Sargon the Sorcerer, the Shining Knight, the Spectre, the original Starman, the Star-Spangled Kid, Stripesy, Stuff the Chinatown Kid, the Tarantula, Tiger, the Tigress, TNT, Tsunami, Uncle Sam, the original Vigilante, the Whip, the original Wildcat, Wing, and Zatara the Magician (see individual entries).

The Seven Soldiers of Victory, The Freedom Fighters and the Young All-Stars. During the war, there were four splinter groups of the All-Star Squadron, each of which operated more or less independently. The first was the Justice Battalion, the wartime version of the Justice Society of America. The second was the Seven Soldiers of Victory, also known as the Law's Legionnaires, a group that was founded in early 1941 by the Shining Knight, the Star-Spangled Kid, Stripesy, the Crimson Avenger, Wing, the original Vigilante, and Stuff the Chinatown Kid (see individual entries). Since its members were immune to the Axis' magical barrier, this group spent most of the war protecting Great Britain. The Freedom Fighters were split off from the bulk of the All-Star Squadron early in 1942 and given the task of protecting factories and shipyards on the American West Coast. Led by the enigmatic Uncle Sam, the Freedom Fighters included the Black Condor, Doll Man, the original Firebrand, the Jester, the Human Bomb, Midnight, the original Phantom Lady, the

Ray, and the Red Bee (see individual entries). Finally, the Young All-Stars were a group of teen-aged heroes who were stationed in Denver, Colorado, and fought their fair share of Axis saboteurs and metahumans. The Young All-Stars included Dan the Dynamo, the Flying Fox, the original Fury, "Iron" Munro, Neptune Perkins, the Tigress, and Tsunami (see individual entries).

Axis Amerika and the Hanover Doctrine. The Axis powers organized their own group of metahumans, known as Axis Amerika, in 1942. Consisting of at least six members, Axis Amerika was assigned the task of sabotaging the Allied war effort on the American home front. Germany, Italy, and Japan supported the efforts of Axis Amerika with a number of independent metahuman operatives deployed within the United States as well, the most famous of whom were Baron Blitzkrieg and Captain Nazi.

Later in the war, when it became obvious that the Axis metahuman operatives were losing the war in the United States to their American counterparts, Hitler and his top advisers met in the city of Hanover to formulate a new strategy for the sabotage campaign in America. Known as the Hanover Doctrine, the plan they formulated called for the Axis to deploy Fifth Column spies in America to support the efforts of the Axis metahumans and for the Axis to contact and employ American metahuman criminals. For a while, the Hanover Doctrine met with some success, but the German reinforcements were eventually overwhelmed by the numerical superiority of the American operatives.

Government Action

Rationing and Wage/Price Controls. The urgent demand for certain goods on the battlefields overseas forced most of the major powers to ration them at home. The United States was no exception. In America, rationed goods included gasoline, butter, meat, eggs, oil, coffee, leather goods, boots, and sugar. Although the citizens of the United States never experienced the hardships faced by those living in Britain or the Soviet Union, government rationing certainly caused a great deal of inconvenience.

A few unscrupulous individuals did not suffer as much as others, since they were involved in selling rationed items on the *black market*. The great demand for gasoline, tires, shoes and food stamps caused a windfall for organized criminals who could procure these items illegally. Additionally, there

was a brisk trade in ration coupons themselves, as well as widespread counterfeiting. Boards consisting of volunteers were organized to help those in the most desperate need, in an effort to cut back on cheating. America's metahumans also did their part to keep domestic crime in check. One ration board issued a list called the Eleven Commandments of Rationing, which instructed citizens in the proper use of their ration coupons and admonished those who considered cheating.

Another important result of consumer rationing programs was their downward influence on the inflation curve. Even a modest-size wave of inflation could have significantly reduced American production capacity, so the U.S. Government further guarded against inflation by instituting a series of *wage and price controls*, simultaneously freezing salaries and the cost of living. President Roosevelt outlined these controls in the following seven point plan.

1. Taxation was increased, in order to keep personal and corporate profits reasonable.
2. Price ceilings were established at the consumer, retail, wholesale, and manufacturing levels.
3. Pay rates were stabilized.
4. Prices were frozen.
5. War bonds were widely sold, allowing citizens to personally support the war movement.
6. Essential commodities were rationed (as outlined above).
7. Credit and installment buying were discouraged.

Censorship. A popular saying during the Second World War was "loose lips sink ships," a warning meant to discourage munitions factory workers from accidentally revealing important information to Axis spies and saboteurs. Shortly after the air raid at Pearl Harbor, the U.S. Government established the Office of War Censorship with the aim of keeping classified information out of the American press. The Office also monitored all communications going out of the United States, including printed matter sent overseas, radio transmissions, and even personal letters.

Government Sponsored Research. Nearly all of the military research and development undertaken by the United States during the Second World War was funded directly by the U.S. Government. During the war years, government scientific programs were organized under a federal Office of Scientific Research and Development. Important American advances during the war included radar technology, portable rocket launchers (bazookas), improved amphibious assault craft, improved bomb sighting equipment, the G.I. Robot, ordnance proximity fuses, and the atomic bomb. In the medical field, government scientists developed DDT to reduce the insect population on Pacific islands, created an improved method for mass producing penicillin, and devised concentrated blood plasma.

Aftermath

By the time the fighting ceased in 1945, the Second World War had caused almost as many problems as it had solved. As the Allied armies liberated Germany and Poland, they discovered that the Nazis' persecution of Jews had been far more extensive and horrifying than had been believed. The hunting down and bringing to trial those responsible for the atrocities of the concentration camps would go on for decades. With



Military Casualties (1939-1945)

The Allies	Dead	Wounded
Australia	23,365	39,803
Belgium	7,760	14,500
Canada	37,476	53,174
China	2,200,000	1,762,000
France	210,671	390,000
Great Britain†	329,208	348,403
Poland	320,000	530,000
Soviet Union	7,500,000	5,000,000
United States	405,399	671,278
The Axis	Dead	Wounded
Austria	380,000	350,117
Bulgaria	10,000	21,878
Finland	82,000	50,000
Germany	3,500,000	7,250,000
Hungary	140,000	89,313
Italy	77,494	120,000
Japan	1, 219,000	295,247
Rumania	300,000	*

†Includes colonials.

*Figure unavailable.

Germany and Japan defeated, the Soviet Union moved in to take their places as the most powerful nation in Europe and Asia. To oppose a perceived threat to their economies prompted by the Soviet expansion, the Western democracies countered with their own efforts to dominate smaller nations scattered across the globe. Before long, much of the world was divided into two opposing factions, supporting either the United States and its allies (NATO) or the Soviet Union and its allies (the Warsaw Pact). Tension between these two opposing factions escalated into a Cold War, during which both sides sought to confound the interests of the other without actually firing a shot. Many believe that the threat of a nuclear exchange was the major factor responsible for keeping the peace during these years.

The Holocaust and the Nuremberg Trials. During the prewar years, many Germans adopted Hitler's analysis of the economic collapse of the 1930s, which claimed that it had been orchestrated by the Jewish people in an attempt to destroy Germany. Throughout the war, the Nazis had systematically stripped Jews of their rights, then gathered them into concentration camps, where they were brutally put to death by the millions. Approximately 6,000,000 Jews were slain by the Nazis during the war, as well as large numbers of Gypsies and other ethnic groups.

In 1945, 24 Nazis from all parts of the German Wehrmacht were put on trial for war crimes. Of these, three were acquitted, three received life sentences, three were given lengthy prison terms, and eleven were condemned to death

(three were tried in absentia). Ten of those sentenced to death were hanged in October 1946, but Hermann Goering killed himself the night before his scheduled execution. Over the following decades, many more of the Nazis who had participated in the Holocaust were found and brought to trial.

Peace. The drafting of the peace agreements ending the war was a complex task that took Allied diplomats many years to complete. The United States did not formally conclude hostilities against Germany until 1951 and against Japan until 1952. Both countries were called upon to make limited reparations to the Allied powers, but provisions were included in each peace treaty granting certain economic benefits to the conquered powers and enabling their new governments to form prosperous economies.

Shortly after its surrender in 1945, Germany was divided into four zones that were individually occupied by the Soviet Union, the United States, Great Britain, and France. The city of Berlin, lying in the Soviet sector, was similarly divided. Shortly after the war ended, the Western Allies combined their three sectors into a single state that came to be known as West Germany, while the Soviet Union refused to relinquish control over its portion of Germany and established a separate independent state known as East Germany. For many years, the two Germanys were on opposite sides of the political fence dividing the superpowers, and the border that separated them became a major battleground during the Cold War. In 1990, after Cold War tension finally dissipated, the Germanys were reunited into one nation.

Unlike Germany, Japan was occupied almost entirely by the United States after its surrender, although many of its conquered territories were occupied by Soviet, British, and Chinese forces. In fact, a divided occupation of the Japanese holdings in Korea was one of the major factors leading up to the Korean conflict of the early 1950s (see KOREAN CONFLICT).

The United Nations. As early as 1941, Allied diplomats began drafting plans for an international organization. On January 1, 1942, 26 nations signed the United Nations Declaration, which provided plans for a world peace-keeping organization. These plans were implemented just after war ended, when representatives from more than 50 nations met in San Francisco on April 25, 1945, to formulate the United Nations Charter (see UNITED NATIONS, THE). Virtually every nation in the world has since become a member of the United Nations. Today, the organization acts as a mediator in international disputes, provides a forum for discussing problems that are international in nature, and funds Justice League International, a team of metahumans deployed to defend the Earth.

Metahumans. During the Second World War, large numbers of metahumans sprang up all over the globe for the first time in recorded history. Since then, the number of active metahumans worldwide has steadily increased. Today, superheroes or supervillains can be found in every major nation on Earth.

World leaders set an important precedent when they chose to employ metahumans to carry out their political policies during World War II. Today, most major nations have government-sponsored metahuman agents serving in their armed forces.

Important Dates of World War II

1931

Sept. 18. Japan invades Manchuria.

1933

Jan. 30. Adolf Hitler becomes Chancellor of Germany.

Oct. 14. Germany withdraws from League of Nations.

1934

Sept. 19. The Soviet Union joins the League of Nations.

Dec. 19. Japan denounces Washington and London Naval Treaties.

1935

Mar. 16. Hitler denounces disarmament clauses of Versailles Treaty.

Apr.. U.S. Neutrality Act.

Oct. 3. Italy invades Ethiopia.

1936

Mar. 7. Germany reoccupies the Rhineland.

May 9. Ethiopia is annexed by Italy.

June. France begins its rearmament.

July 17-18. Spanish Civil War breaks out.

Oct. 27. Rome-Berlin Axis is signed.

Nov. 25. Anti-Comintern Pact signed by Germany and Japan.

1937

July 7. Japan invades China.

Dec. 13. Nanking taken by Japanese.

1938

Mar. 12. Germany annexes Austria in violation of the Treaty of Versailles.

Sept. 28. Hitler meets with Chamberlain and Daladier in Munich. The Sudetanland is ceded to Germany.

Oct. 2. Poland annexes Teschen.

Nov. 3. Japan announces "Eastern Asia Co-Prosperity Sphere"

1939

Mar. 15. German troops enter Prague.

Hungary annexes Ruthenia.

Mar. 23. Germany annexes Memel.

Mar. 28. Last Loyalist forces surrender to Generalissimo Francisco Franco in Madrid.

Spanish Civil War ends.

Mar. 31. Britain ends appeasement policy.

Apr. 1. Italy invades Albania.

May 22. Germany and Italy sign "Pact of Steel"

Aug. 23. Germany and the Soviet Union sign nonaggression pact.

Japan renounces Anti-Comintern Pact.

Sept. 1. Germany invades Poland.

Sept. 3. Britain, France, Australia and New Zealand declare war on Germany.

Sept. 17. The Soviet Union invades Poland.

Sept. 27. Warsaw falls to German troops.

- Sept. 29. Germany and the Soviet Union sign Boundary and Friendship Treaty.
 Nov. 30. The Soviet Union invades Finland.
 The Winter War begins.

1940

- Mar. 12. Finland capitulates to the Soviets. The Winter War ends.
 Mar. 30. Japan establishes puppet Chinese government at Nanking.
 Apr. 9. Germany invades Denmark and Norway.
 Apr. 14. British land in Norway.
 May 10. Germany invades the Low Countries. Chamberlain resigns as British Prime Minister, is replaced by Winston Churchill.
 May 12. German troops cross French frontier.
 May 14. Netherlands surrenders.
 May 26-June 4. Allied troops evacuate at Dunkerque.
 May 27. Belgium surrenders.
 June 9. Norway surrenders. Remaining British troops evacuate.
 June 10. Italy declares war on Britain and France.
 June 11. Italy launches air attacks on Malta.
 June 13. German troops enter Paris unresisted.
 June 15-16. Soviet troops occupy Lithuania, Latvia and Estonia.
 June 17. Churchill promises an "indissoluble union" with France.
 June 21. France surrenders.
 June 27. Rumania cedes major land holdings to the Soviet Union.
 July 4. Italy invades British holdings in North Africa.
 July 10. Battle of Britain begins.
 July 26. U.S. announces embargo on war trade with Japan.
 Aug. 15. Eagle Day: heaviest fighting of Battle of Britain.
 Sept. 7. Blitz on London begins.
 Sept. 13. Italian troops advance into Egypt.
 Sept. 15. London receives massive bombing attack.
 Sept. 16. Selective Service Act goes into effect in U.S.
 Sept. 22. Japan invades French Indochina.
 Sept. 27. Japan signs Tripartite Pact and Rome-Berlin-Tokyo Axis.
 Oct. 28. Italy invades Greece.
 Oct. 29. British land in Crete.
 Nov. 3. British land in Greece.
 Nov. 5. Roosevelt reelected as U.S. president.
 Nov. 20. Hungary joins the Axis alliance.
 Nov. 22. German expeditionary force invades Britain and is repulsed by American costumed heroes.
 Justice Society of America is formed.
 Nov. 23. Rumania joins the Axis alliance.

1941

- Jan. 10. Lend-Lease Bill introduced into Congress.
 Jan. 15. Britain invades conquered Ethiopia.
 Mar. 1. Bulgaria joins the Axis alliance.
 Mar. 9. Italy attacks Greece from Albania.
 Mar. 11. Lend-Lease Act signed in U.S.
 Mar. 27. Yugoslavian revolution begins.
 Apr. 6. Germany invades Greece and Yugoslavia.

- Apr. 10. German siege of Tobruk begins.
 Apr. 13. Japan and the Soviet Union sign neutrality pact.
 Apr. 17. Yugoslavia surrenders.
 Apr. 23. Greece surrenders to Germany.
 May 10-11. Rudolf Hess flies to Scotland.
 May 20-28. Germany invades Crete.
 May 27-28. The *Bismarck* is sunk.
 June 14. Axis assets in the U.S. are frozen.
 June 15. British offensive in western desert is repulsed by Rommel's Afrika Korps.
 June 22. Germany invades the Soviet Union.
 July 5. First U.S. troops to hit Europe land in Iceland.
 Aug. 9-12. Roosevelt and Churchill meet in Atlantic Conference.
 Aug. 25. British and Soviet troops enter Iran.
 Sept. 15. German siege of Leningrad begins.
 Oct. 17. General Hideki Tojo becomes Premier of Japan.
 Oct. 19. Stalin declares a state of siege in Moscow.
 Dec. 7. Japan attacks Pearl Harbor.
 Dec. 8. U.S. declares war on Japan.
 The All-Star Squadron is formed.
 Dec. 9. China declares war on Germany, Italy, and the remainder of the Axis forces in Europe.
 All-Star Squadron encounters Axis' magical barrier.
 Dec. 10. Siege of Tobruk is lifted. Japanese troops capture Guam.
 Dec. 11. Germany and Italy declare war on the United States.
 U.S. declares war on Germany and Italy.
 Dec. 13. Hungary and Bulgaria declare war on the U.S.
 Dec. 16. Japan invades Borneo.
 Dec. 17. Nimitz replaces Kimmel as commander-in-chief of U.S. Pacific Fleet.
 Dec. 22. Japanese attack on the Philippines begins.
 Churchill and Roosevelt meet in Washington.
 Dec. 23. Japanese troops capture Wake Island.
 Dec. 25. Hong Kong surrenders to Japan.

1942

- Jan. 1. United Nations Declaration is signed by 26 countries.
 Jan. 2. Japanese troops capture Manila.
 Jan. 7. Siege of Bataan begins.
 Jan. 11. Japan invades Dutch East Indies.
 Feb. 1. United States raids islands in the Marshalls and Gilberts.
 Feb. 15. Japan captures Singapore.
 Feb. 22. MacArthur ordered to leave the Philippines.
 Mar. 7. Dutch East Indies surrender to Japan.
 Mar. 17. MacArthur arrives in Australia.
 Apr. 9. U.S. forces at Bataan surrender to Japanese invaders.
 Apr. 18. Doolittle's air raid on Tokyo.
 May 4-8. Allies secure a victory in the Battle of the Coral Sea.
 May 8. German offensive in Soviet Union begins.
 June 3. The Battle of Midway begins.
 June 5. United States declares war on the remainder of the Axis powers in Europe.
 June 6. U.S. forces win the Battle of Midway.
 June 18. Churchill arrives in U.S.
 June 21. German troops capture Tobruk in Libya.

June 25-27. Roosevelt and Churchill meet again in Washington.
 July 1-17. British troops battle the Germans at El Alamein.
 Aug. 7. U.S. Marines invade Guadalcanal.
 Aug. 8-9. Battle of Savo Island.
 Aug. 12-15. Churchill and Stalin meet in Moscow.
 Aug. 22. Brazil declares war on Germany and Italy.
 Aug. 24-25. Battle of the Eastern Solomon Islands.
 Sept. 12. Eisenhower appointed commander-in-chief of Allied Expeditionary Force in Northwest Africa.
 Sept. 16. German troops attack Stalingrad.
 Oct. 23-Nov. 4. Second battle of El Alamein is fought.
 Nov. 7-8. U.S. forces land in North Africa.
 Nov. 11. Germans move into unoccupied France.
 Nov. 13. British troops recapture Tobruk.
 Nov. 19-22. Soviet troops begin their counterattack in Stalingrad.

1943

Jan. 14-23. Roosevelt, Churchill and Stalin meet in Casablanca.
 Feb. 2. The German Sixth Army surrenders at Stalingrad.
 Feb. 9. U.S. forces win Guadalcanal.
 Mar. 1-4. Battle of the Bismarck Sea.
 Mar. 13. Japanese forces in China retreat back across the Yangtze River.
 Mar. 16-20. Massive convoy battle is high point of the Battle of the Atlantic.
 Apr. 18. Japanese Admiral Yamamoto is killed by U.S. aircraft.
 Apr. 19-May 16. Uprising in Warsaw ghetto is crushed.
 May 7. Allied troops seize Tunis.
 May 12. The last Axis troops flee North Africa.
 May 30. U.S. forces recapture Attu Island in the Alaskan Aleutians.
 July 10. Allied troops invade Sicily.
 July 12. Major Soviet counteroffensive has begun on the eastern front.
 July 19. Allied bombing of Rome begins.
 July 24-Aug. 3. Allied bombers destroy Hamburg.
 July 25. Mussolini is forced to resign as Italian Prime Minister.
 Aug. 17. Axis resistance in Sicily ends.
 Aug. 24. Mountbatten is made Supreme Allied Commander in Southeast Asia.
 Sept. 3. Allied forces invade the Italian mainland. Italy surrenders to the Allies.
 Sept. 9. Allies land at Salerno.
 Sept. 12. Mussolini rescued from captivity by German commandos.
 Oct. 13. Italy declares war on Germany.
 Nov. 1. U.S. Marines invade Bougainville Island.
 Nov. 20. U.S. Marines invade Tarawa.
 Nov. 22-26. Churchill, Roosevelt and Chiang Kai-shek meet in Cairo.
 Nov. 28-30. Churchill, Roosevelt and Stalin meet in Teheran.

1944

Jan. 11. Allied air forces begin campaign against German air industry and Luftwaffe.
 Jan. 15-19. Leningrad is liberated.

Jan. 16. Eisenhower becomes Supreme Commander of the Allied Expeditionary Forces in Europe.
 Jan. 22. Allies invade Anzio.
 Jan. 31. U.S. forces invade Kwajalein.
 Feb. 17. U.S. forces invade Eniwetok.
 Feb. 20-26. "Big Week" of air attacks on Germany.
 Feb. 29. Allied forces land in the Admiralty Islands.
 Mar. 20. German troops occupy Hungary.
 Mar. 22. Japanese troops move into India.
 May 7. Japan launches attack in East China.
 June 4. Allied troops enter Rome.
 June 6. D-Day. Allied forces invade France at Normandy.
 June 13. The first V-1 rockets are launched against London.
 June 15. U.S. forces land at Saipan. B-29 strategic bombing raids on Japanese mainland begin.
 June 19-20. U.S. forces win the Battle of the Philippine Sea.
 July 9. Saipan taken by U.S. troops.
 July 18. Tojo resigns as Premier and is replaced by Ito.
 July 20. Assassination attempt on Hitler is made, but fails.
 July 21. U.S. forces invade Guam.
 July 24. U.S. Marines invade Tinian.
 July 25. Allied forces break out from the Normandy beachhead.
 Aug. 7. Germans counterattack in Normandy.
 Aug. 9. Eisenhower establishes a headquarters in France.
 Aug. 15. Allied troops land in southern France.
 Aug. 25. Paris liberated.
 Sept. 8. The first V-2 rockets are launched against England.
 Sept. 10. Finland signs a peace treaty with the Soviet Union.
 Sept. 15. U.S. forces invade Peleliu.
 Sept. 17. Allied paratroops land in Arnhem.
 Oct. 20. U.S. Army soldiers land on Leyte.
 Oct. 23-26. U.S. Navy wins the Battle of Leyte Gulf.
 Nov. 7. Roosevelt reelected to fourth term as U.S. president.
 Dec. 16. German offensive begins the Battle of the Bulge.
 Dec. 27. The Battle of the Bulge ends in Allied victory.

1945

Jan. 9. Allied troops land at Luzon in the Philippines.
 Jan. 17. Soviet forces capture Warsaw.
 Jan. 22. Allies reopen a land route to China through Southeast Asia.
 Feb. 3. U.S. forces reach Manila.
 Feb. 13. Soviet forces capture Budapest.
 Feb. 19. U.S. Marines invade Iwo Jima.
 Feb. 25. B-29 raid on Tokyo is the first to use incendiary bombs.
 Mar. 9. Incendiary bombing campaign against Japan begun.
 Mar. 26. Iwo Jima secured by U.S. forces.
 Mar. 27. Last V-2 rocket falls on England.
 Apr. 1. U.S. forces invade Okinawa.
 Apr. 7. Superbattleship *Yamato* is sunk.
 Apr. 12. Franklin Delano Roosevelt dies in Warm Springs, Georgia. Harry S. Truman is inaugurated as U.S. President.
 Apr. 13. Soviet forces capture Vienna.
 Apr. 22. First Allied soldiers enter Berlin.
 Apr. 23. Hitler makes surrender offer.

- Apr. 25. U.S. and Soviet forces link up in central Germany. United Nations Conference is convened in San Francisco.
- Apr. 28. Mussolini is executed by partisans.
- Apr. 30. Hitler commits suicide in Berlin bunker.
- May 2. German defenders in Italy surrender.
- May 7. All German forces surrender at 2:41 AM.
- May 8. V-E Day.
- June 26. United Nations Charter is signed.
- July 16. Atomic bomb is tested at Los Alamos.
- July 16-Aug. 2. Churchill, Truman, and Stalin meet in Potsdam.
- July 26. Churchill resigns as British Prime Minister and is replaced by Attlee.
- Aug. 6. Atomic bomb dropped on Hiroshima.
- Aug. 8. The Soviet Union declares war on Japan.
- Aug. 9. Atomic bomb dropped on Nagasaki. Soviet troops invade Manchukuo.
- Aug. 14. Japan surrenders.
- Aug. 15. V-J Day.
- Sept. 2. Japan officially surrenders. World War II ends.
- Oct. 24. United Nations Charter goes into effect.
- Dec. 7. All-Star Squadron officially disbands.

Codenames Used During World War II

The following is a list of codenames for operations that were planned or executed during the Second World War. Those in italics represent Axis operations.

- ADLERTAG*. Massive German assault during the Battle of Britain.
- ALPEN VEILCHEN*. Invasion of Albania on January 11, 1940.
- ANVIL/DRAGOON*. Allied invasion of southern France in July, 1944. Codename changed from Anvil to Dragoon due to intelligence breach.
- AVALANCHE*. Invasion at Salerno on September 9, 1943.
- BAGRATION*. Soviet offensive in July, 1944.
- BARBAROSSA*. German invasion of the Soviet Union on June 21, 1941.
- BATTLEAXE*. British offensive of June, 1941, which failed to recapture Tobruk.
- BERNHARD*. Secret German plan to drop counterfeit money over England, thus disrupting the British economy.
- BOLERO*. Buildup of American troops in England prior to the European invasion.
- COBRA*. Allied breakout from Normandy bridgehead on July 25, 1944.
- COCKADE*. Allied deception meant to distract the German army from Normandy in Summer, 1944. Phantom objectives included Brittany, Norway, and Calais.
- CORONET*. Planned invasion for Honshu, the main island of Japan, in March, 1946. Plan aborted by decision to drop Atomic Bombs.
- CROSSBOW*. Allied operations against rocket bases and development sites.
- DIADEM*. Offensive in Italy begun May 11, 1944.
- DYNAMO*. Evacuation of Dunkerque in May and June of 1940.

FANFARE. An overall term for Allied operations in the Mediterranean.

FELIX. German plan to cross Spain to capture Gibraltar.

FLASH. Secret plot by German generals to assassinate Hitler in March, 1943.

FLINTLOCK. U.S. invasion of the Marshall Islands between January 31 and February 7, 1944.

FORAGER. U.S. invasion of the Mariana Islands on June 11, 1944.

FORMER NAVAL PERSON. Codename for Winston Churchill.

FRITZ. Rejected plan for Nazi invasion of the Soviet Union. Was to be carried out in December, 1940.

GALVANIC. U.S. occupation of the Gilbert Islands, Tarawa, and Makin on November 20, 1943.

GELB. Nazi invasion of France and the Low Countries in May, 1940.

GREIF. German plan to use troops dressed in American uniforms to capture bridges during the Battle of the Bulge in December 1944.

GRANIT. U.S. offensives in the Central Pacific, starting in March, 1944.

GRÜN. Unused German plan for war with Czechoslovakia.

HUSKY. Allied invasion of Sicily on July 10, 1943.

I Go. Japanese naval counteroffensive, launched in April, 1943.

JAIL/BODYGUARD. Allied plan to mislead the Nazis regarding the reality of the Normandy invasion. Codename changed to Bodyguard when it was believed to have been compromised.

LEIPZIG. Secret Nazi commando school that recruited young girls and trained them to be hardened killers.

LUMBERJACK. U.S. First Army's advance to the Rhine, as well as the Third Army further south, in February, 1945.

MAGIC. Overall U.S. Intelligence program aimed at breaking Japanese radio codes.

MANHATTAN DISTRICT. Cover for the development of the Atomic Bomb. Frequently referred to as "the Manhattan Project."

MARKET-GARDEN. Two-part operation for liberating Holland. Market was the codename for the airborne operations, Garden was the codename for the ground offensive. Plan failed when Allied paratroops were surprised by German counterattack in Arnhem.

MERKUR. Nazi airborne attack on Crete, launched April 20, 1941.

MULBERRY. The artificial harbor set up off the French coast for Operation Overlord.

NOBALL. Allied air operations against suspected missile sites in 1944.

NORDLICHT. German offensive against Leningrad during the summer of 1942.

NOSFERATU. Last ditch German plot to win the war in 1945 by dropping genetically engineered vampire squids on Allied troops. Project canceled by Adolf Hitler just before his suicide.

OLYMPIC. Planned U.S. invasion of Kyushu, one of the Japanese home islands. Scheduled for November, 1945,

but abandoned after decision made to drop Atomic Bomb on Hiroshima and Nagasaki.

OVERCAST. U.S. plan to bring German weapon scientists to America to work in U.S. laboratories.

OVERLORD. D-Day invasion of Normandy, June 6, 1944.

POINT BLANK. Code name for combined British/American air offensive against German targets.

PROJECT M. U.S. scientific "think tank" assembled to produce "monsters" for combat duty. Their successes included the G.I. Robot and the Creature Commandos.

RAGNAROK. Combined German-Japanese plan to create magical anti-hero shield around Europe and the Central Pacific, executed December 8, 1941.

REGENBOGEN. Scuttling of German U-Boat fleet at the war's end. 231 ships were scuttled by May, 1945.

RING. Soviet counterattack against German 6th Army at Stalingrad.

ROUNDUP. Original plan for the invasion of France. Scrapped in favor of Overlord.

SEELÖWE. German plan to invade Great Britain. Scrapped after Luftwaffe failure during Battle of Britain.

SHINGLE. Allied amphibious landings at Anzio on January 22, 1944.

SHO GO. Combination of three Japanese defense plans for Summer, 1944. The first of these plans was executed, resulting in the Battle of the Leyte Gulf.

SLEDGEHAMMER. Early U.S. plan for invasion of France. Meant to be used in late 1942, in the event of a Soviet collapse on the eastern front.

SNOWSTORM. U.S. plan to deploy metahumans against the Axis. Scrapped after the discovery of the anti-magic shell protecting Japan and Germany.

STARVATION. Mining of waters surrounding Japan by U.S. Navy, commenced in March, 1945.

STEINBOCK. Luftwaffe bombings of Britain in Spring, 1944.

STRANGLE. Allied air attacks on central Italy, begun in March, 1944.

TA. Japanese reinforcement plan for the Philippines, used in late 1944.

THUNDERCLAP. Allied air attack against Dresden in February, 1945.

TORCH. Allied invasion of Northwest Africa on November 8, 1942.

ÜBERMEISTER. Nazi plan to assassinate Allied leaders using doubles of Adolf Hitler. Foiled by the Blackhawk Squadron.

ULTRA. British Intelligence classification for information learned from breaking the German "Enigma" code.

VARSITY. Allied airborne crossing of the Rhine on March 24, 1945.

VERDOPPELUNG. Nazi plan to assassinate Allied leaders and replace them with imposters created via plastic surgery. Foiled by the undercover operative known as the Unknown Soldier.

WACHT AM RHEIN. German counteroffensive in the Ardennes forest in December, 1944. Resulted in the Battle of the Bulge.

WEISS. Nazi invasion of Poland on September 1, 1939,

which began World War II.

ZEPPELIN. German plan to assassinate Stalin. Planned for July, 1944, but never executed.

World War II Acronyms

The following is a list of acronyms and abbreviations that were commonly used during World War II. Those in italics represent Axis organizations or terms.

AA. *Axis Amerika*

ABDA. Australian-British-Dutch-American Command

AEAF. Allied Expeditionary Air Force

AIF. Australian Imperial Force

ANZAC. Australian-New Zealand-Fijis-New Hebrides New Caledonia Command

ARP. Air Raid Precautions

A-SS. All-Star Squadron

ATC. Air Transport Command.

AVG. American Volunteer Group (also known as the Flying Tigers)

BBC. British Broadcasting Corporation

BCRA. *Bureau Central de Renseignement et d'Action* (Central Bureau of Intelligence and Action). France

BEF. British Expeditionary Force

BEW. Board of Economic Warfare

BSC. British Security Coordination

CBI. China-Burma-India Theater

CCS. Combined Chiefs of Staff

CGS. Chief of General Staff

CIC. Combined Intelligence Committee

CINCAF. Commander-in-Chief, Allied Forces

CINCMED. Commander-in-Chief, Mediterranean

CINCPAC. Commander-in-Chief, Pacific Area

CNAC. China National Aviation Corporation

CSF. Combined Striking Force

DP. Displaced Persons

DUKW. Amphibious truck (also called a "Duck")

E-BOAT. Enemy Boat, most frequently used to refer to a German or Italian torpedo boat

EAM. Greek National Liberation Movement

EDES. Greek Liberation Army

ETO. European Theater of Operations

ETOUSA. European Theater of Operations, U.S. Army

FBI. Federal Bureau of Investigation

FCNL. French Committee of National Liberation

FF. Freedom Fighters

FF. Free French

FFI. French Forces of the Interior

FTP. *Francs-Tireurs et Partisans Français* (French Sharpshooters and Partisans)

GCCS. Government Code and Cipher School

GESTAPO. *Geheime Staats Polizei* (Secret State Police)

GHQ. General Headquarters

GOC. General Officer Commanding

GRU. *Glavnoe Razvedivatelnoe Upravlenie* (Chief Administration for Intelligence),

Division of the General Staff of the Soviet Army

IMF. International Monetary Fund

INA. Indian National Army
IRAA. Imperial Rule Assistance Association. Japan
JBA. Justice Battalion
JCS. Joint Chiefs of Staff
JIC. Joint Intelligence Committee
JPS. Joint Planning Staff
JSA. Justice Society of America
JSC. Joint Security Council
KGB. *Komitet Gossudarstvennoi Bezopastnosti*
 (Committee of State Security). Russian secret police
LCA. Landing Craft Assault
LCS. London Controlling Section
LRDG. Long-Range Desert Group
LRPG. Long-Range Penetration Group
LSD. Landing Ship Dock
LSI. Landing Ship Infantry
MAAF. Mediterranean Allied Air Force
MAC. Mediterranean Air Command
MED. Mediterranean Engineers District
MTO. Mediterranean Theater of Operations
NATO. North Africa Theater of Operations
NEI. Netherlands East Indies
NKVD. *Narodnyi Kommissariat Vnutrennykh Del*
 (Soviet People's Commissariat of Internal Affairs)
OCD. Office of Civilian Defense
OCIA. Office of the Coordinator of
 Inter-American Affairs.
ODT. Office of Defense Transportation
OEM. Office of Emergency Management
OES. Office of Economic Stabilization
OKH. *Oberkommando des Heeres*
 (High Command of the Army)
OKW. *Oberkommando der Wehrmacht*
 (High Command of the Armed Forces)
OPA. Office of Price Administration
OPM. Office of Production Management
OSRD. Office of Scientific Research and Development
OSS. Office of Strategic Services
OWI. Office of War Information
OWM. Office of War Mobilization
PCNL. Polish Committee of National Liberation
PT BOAT. Patrol-Torpedo Boat
PWE. Political Warfare Executive
RAAF. Royal Australian Air Force
RAF. Royal Air Force
RCAF. Royal Canadian Air Force
RFSS. *Reichsführer SS*
 (Reich Leader SS — Heinrich Himmler)
RN. Royal Navy
RSHA. *Reichssicherheitshauptamt*
 (Reich Security Office)
SA. *Sturmabteilungen* (Storm Troopers)
SACEUR. Supreme Allied Commander, Europe
SACMED. Supreme Allied Commander,
 Mediterranean Theater
SAS. Special Air Service
S-BOOT. German motor torpedo boat
SCAEF. Supreme Commander, Allied
 Expeditionary Force
SCAP. Supreme Commander, Allied Powers
SD. *Sicherheitsdienst* (Security Service)
SEAC. Southeast Asia Command
SHSAC. Supreme Headquarters of
 Supreme Allied Commander
SIS. *Servizio Informazioni Segreto*
 (Secret Information Service). Italy
SOE. Special Operations Executive
SOS. Service of Supply
SS. *Schutzstaffel* (Elite Guard)
TAF. Tactical Air Force
UP. United Press
USAAF. United States Army Air Force
USMC. United States Marine Corps
USN. United States Navy
USO. United Service Organizations
USS. United States Ship
USSTAF. United States Strategic Air Force
WAAC. Women's Auxiliary Army Corps
WAAF. Women's Auxiliary Air Force
WAC. Women's Army Corps
WAFFEN-SS. Armed SS
WAFS. Women's Auxiliary Ferrying Squadron
WASP. Women's Air Force Service Pilot
WAVE. Woman Accepted for
 Voluntary Emergency Service (Navy)
WMC. War Manpower Commission
WPB. War Production Board
WPD. War Plans Division
WRNS. Women's Royal Naval Service
WSA. War Shipping Administration

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Action *on the* Home Front

The DC Comics covering the Second World War fall into two categories: home front comics, chronicling the adventures of the Golden Age costumed heroes and their struggle against Axis saboteurs, and war front comics, chronicling the adventures of the DC heroes serving with the Allied armed forces. The next three chapters consider only the action on the home front; Chapters Five and Six cover the war front.

Home Front Heroes

The Golden Age heroes who battled Axis tyranny in America during the Second World War were the forerunners of the modern day superheroes so familiar to most players of the DC HEROES game. The chronicled adventures of these heroes pioneered the costumes, powers, and basic subplots that would become staples of the modern superhero comic. The only real differences between the Golden Age heroes and their modern counterparts were in the realms of power level and characterization.

Although there were definite exceptions, most of the Golden Age heroes possessed powers and abilities that were far less impressive than those wielded by the typical modern superhero. Furthermore, those Golden Age heroes who *did* have access to potent powers all had some sort of crippling limitation built into those powers. Hourman, for instance, could only use his powers for one hour at a time, while the Golden Age Green Lantern's powers could not affect anything made of wood.

In terms of characterization, Golden Age heroes all seemed to possess a special sort of innocence that is lost on their modern counterparts. Even as a catastrophic war raged all around them, they never lost sight of the essential goodness that most of them believed was in the souls of all men. As a group, Golden Age heroes put their faith into the basic

American values of freedom and equality. Their careers came early enough in the annals of superheroes for them to maintain the belief that their deeds would soon bring peace and harmony to the entire world. In 1941, if you had told Liberty Belle, Amazing-Man, or Doctor Mid-Nite that most of the problems they were struggling against would remain unsolved in 1991, none of them would have believed you.

During the Golden Age, there was not anything remotely resembling the amazing variety of heroes populating the DC comics of today. Most Golden Age heroes were built around one of five basic archetypes.

Mysterious Avengers: Mysterious avengers are heroes without any inherent powers who have honed their physical skills to peak performance, created a costume, and headed into the streets to battle the forces of villainy. Typically, these characters are millionaire playboys or *bon vivants* who have grown bored of their luxurious lifestyles. Most have a butler or chauffeur who serves as an aid or confidante. Romance Subplots, in which the mysterious avenger attempts to hide his or her crime fighting activities from a boyfriend or girlfriend, are common.

Mysterious avengers are generally flashy and confident. Most mysterious avengers always operate primarily at night (foggy nights are even more preferable) and generally attempt to attract as little attention as possible while fighting crime. Most avengers love to read about their exploits in the newspaper the next morning, however.

The Crimson Avenger, the Tarantula, and the Sandman are all good examples of characters drawn off this archetype.

Adventurers: These heroes are usually explorers or academics. Most received their powers while they were visiting some mysterious foreign land. Adventurers commonly encounter Job Subplots, in which some potent artifact or device is stolen from a museum or university with which the adventurer is affiliated.

Most adventurers are dedicated, mysterious, level-headed, and sometimes even a bit spooky. Characters built around the adventurer archetype frequently have access to a headquarters or base of operations of some sort, although they rarely spend much time there. Stories featuring adventurer heroes tend to span the globe between encounters. That is, the first encounter takes place in London, the second encounter in the deserts of Egypt, the third encounter in Tibet, and so on.

Sargon the Sorcerer, the Golden Age Hawkman, and the Golden Age Doctor Fate (without the Helmet of Nabu) are all adventurers. Johnny Thunder is a sort of parody of the adventurer archetype.

All-Americans: All-Americans are usually average American citizens hailing from the big city. Those all-Americans who have special powers or abilities usually gained those abilities through fortuitous accident or coincidence. Because they do not have access to the amazing resources typically at the disposal of mysterious avengers and adventurers, the most common subplots all-Americans encounter fit into the Job category.

All-American heroes frequently possess one of two different personalities. Some are quiet and innocent, while others are loud and brash. There are very few who fit anywhere in between. All-Americans derive their name from the fact that they are all extremely patriotic. In fact, all of the Golden Age heroes are extremely patriotic, but the all-Americans are even more zealous than most. A great number of all-American heroes have patterned their costumes and code-names around patriotic American themes.

The Star-Spangled Kid & Stripesy, Liberty Belle, Johnny Quick, and Mister America are prime examples of all-American heroes.

Gadgeteers: These heroes are technical wizards. They derive all their powers and abilities from gadgets and devices that they have constructed in their laboratories. Befitting their nature, gadgeteers are among the most intelligent members of the hero community. A Subplot commonly encountered by gadgeteers involves a problem with one of his amazing creations — a robot constructed by the gadgeteer might escape, a piece of combat equipment might begin to malfunction due to a hidden mechanical flaw, or something along these lines.

Gadgeteers are generally very pragmatic and restrained individuals. While the other heroes are engaging in witty banter, the gadgeteer can be found analyzing his surroundings for clues.

Doctor Mid-Nite, Robotman, Doll Man, and Hourman are all gadgeteers.

Omnipotent Heroes: These heroes are the most powerful soldiers of goodness. Their abilities sometimes seem to be without limit. Whenever the omnipotent hero is challenged by a menace, no matter how powerful, his powers will surely rise to the occasion, because good always triumphs over evil.

Most omnipotent heroes are distant, mysterious figures. Their origins frequently involve powerful magic, and their comrades are never too sure exactly where all their power is coming from. Omnipotent heroes certainly honor and respect their fellow crime fighters, but they sometimes have difficulty distinguishing them from normal citizens and are consequently often over-protective: "Stand back, my comrades; there may be danger awaiting within. I will enter."

The Spectre, Uncle Sam, and the Golden Age Doctor Fate (while wearing the Helmet of Nabu) are omnipotent heroes.

Although most of the Golden Age heroes fit into one of these five categories, there are some who do not precisely fit into any of the categories. At the same time, there are a few

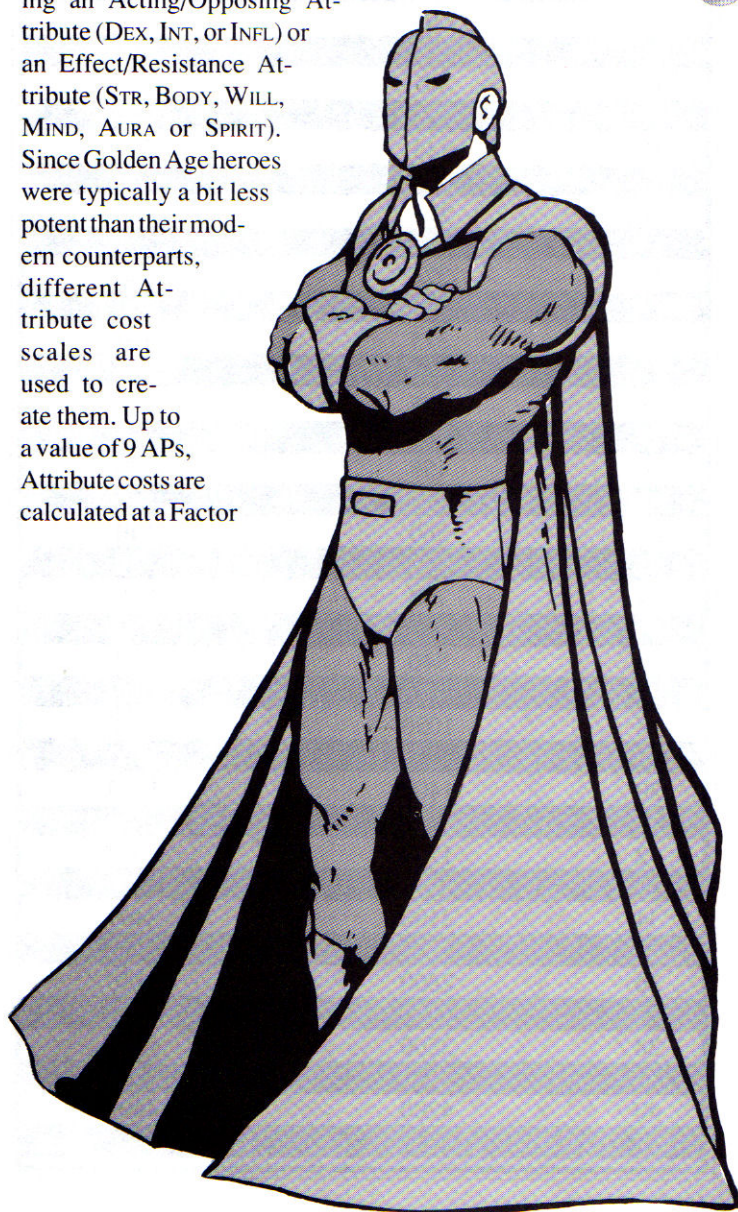
heroes who fit into two or more categories simultaneously. The original Starman, for instance, is sort of a gadgeteer/mysterious avenger hybrid.

Creating a Golden Age Hero

All of the noteworthy Golden Age heroes from the DC comics are fully detailed in Chapter Three. If you would rather create your own Golden Age hero, refer to the rules found on pages 3-10 of the *Character Handbook*, included in the second edition DC HEROES Role-Playing Game boxed set. A few of these steps have been amended as follows in order to help you generate heroes that are more appropriate to the period.

STEP 2: During this step, you should take a look at the five archetypes just described and decide whether or not your hero fits any of them. If so, you will find that the archetype descriptions contain guidelines that should give you a head start toward establishing your Character Background and Personality when you get to Step 7.

STEP 3: Normally, Attributes are purchased at a Factor Cost of either 7 or 6, depending on whether you are purchasing an Acting/Opposing Attribute (DEX, INT, or INFL) or an Effect/Resistance Attribute (STR, BODY, WILL, MIND, AURA or SPIRIT). Since Golden Age heroes were typically a bit less potent than their modern counterparts, different Attribute cost scales are used to create them. Up to a value of 9 APs, Attribute costs are calculated at a Factor



Cost of either 6 or 7, as usual. For AP values greater than 9, however, the Attribute Factor Costs shift up to 7 and 8. In other words, a player who is purchasing a DEX of 9 APs for his Golden Age hero still pays 84 Hero Points, but a player purchasing a DEX of 10 APs would pay 128 Hero Points, since the Factor Cost of DEX shifts from 7 to 8 once he chooses an AP value greater than 9. To avoid confusion, simply use the following chart.



Golden Age Attribute AP Purchase Chart

APs	Other Attribute	Action Attribute
1	3	4
2	6	7
3	12	14
4	18	21
5	24	28
6	36	42
7	48	56
8	60	70
9	72	84
10	112	128
11	140	160
12	168	192
13	196	224
14	224	256
15	280	320
16	315	360
17	350	400
18	385	440
19	420	480
20	455	520
21	490	560
22	560	640
23	630	720
24	700	800
25	770	880
26	840	960
27	910	1040
28	1050	1200
29	1225	1400
30	1400	1600
31	1575	1800
32	1750	2000
33	1925	2200
34	2100	2400
35	2450	2800
36	2800	3200
37	3150	3600
38	3500	4000
39	3850	4400
40	4200	4800
Per AP Over 40	+350	+400

There is one way a Golden Age hero can overcome the increased Attribute cost. Any Attribute that is purchased in conjunction with an appropriate Limitation is purchased using the original AP Purchase Chart found on page 11 of the *Character Handbook*. A Limitation selected for this purpose only serves to bring the Attribute's Factor Cost down to normal levels; such a Limitation does not provide any other bonus. In other words, a player who purchases a STR of 13 APs in conjunction with the Limitation that his STR is normally 5 APs and only increases to 13 at night pays 168 Hero Points for the STR rather than 196. Of course, any Limitation chosen for this purpose is subject to strict GM approval.

The Golden Age Attribute Purchase Chart is used only during character creation. Use the normal AP Purchase Chart when determining a gadget's Hero Point Cost (see the *Rules Manual*, page 34).

STEP 4: Add +1 to the Factor Cost of all Powers purchased for Golden Age heroes. This penalty is ignored for Powers that are purchased in conjunction with any sort of Limitation. In other words, the Gravity Increase Power would be purchased at a Factor Cost of 4 (Gravity Increase's 3 plus 1) for a Golden Age hero, but the Gravity Increase Power with the No Range Limitation would be bought at a Factor Cost of 2 (Gravity Increase's 3 minus 1 for the Limitation; the Golden Age penalty does not apply, because the Power is being purchased in conjunction with a Limitation).

The +1 FC penalty for Golden Age heroes never applies to Skills. When creating a Golden Age hero, there is only one minor change in the procedure for purchasing Skills outlined in the *Character Handbook*. In Golden Age campaigns, the cost of the Military Science Skill is increased, since Military Science now functions differently. Its Base Cost is now 10 Hero Points, and its Factor Cost is 8. See page 88 for details.

STEP 5: A couple of new Advantages are available to Golden Age heroes, and a few of the Advantages from the *Character Handbook* have been revised for Golden Age campaigns as follows.

Connections [Cost: Variable]

Some of the Connections players are likely to purchase for Golden Age campaigns are described below in greater detail. Each Connection has its own high- and low-level costs. Use the standard Connection rules found on page 17 of the *Character Handbook* to compute the cost of any Connections that are not specifically discussed.

U.S. Armed Forces [Cost: Low: 8; High: 12]

In campaigns set during and after 1942, all characters with this Advantage should specify whether their Connection is with the Home Front armed forces, the European Theater armed forces, or the Pacific Theater armed forces. Home Front armed forces direct the official resistance to the Axis sabotage campaign in the United States, oversee efforts to send American supplies to Allied forces abroad, and control and coordinate activity in military bases located in America. European Theater and Pacific Theater armed forces oversee the operations of American troops, aircraft, and warships in their respective regions.

The Advantage must be purchased more than once if the player wishes his character to have Connections in more than one of these areas.

A high-level Connection with the armed forces is always a military leader with a rank of General or higher. Such characters have access to broad strategic and top secret information affecting units stationed in their regions and have the authority to lend equipment or personnel to the Connected character.

A low-level Connection with the armed forces can be any soldier below the rank of General. Such characters have access only to information affecting a tiny segment of their region. A low-level home front Connection, for instance, might be able to pass on information concerning the anti-sabotage campaign in New York City, while a high-level Connection could pass on information about anti-sabotage activities taking place anywhere in the United States. Low-level Connections rarely have the authority to lend the Connected character equipment or assistance and rarely have access to any information that is considered a closely guarded secret, such as information about experimental weaponry, the date of the forthcoming Normandy landing, and so on.

Armed forces Connections never have any information concerning activities that take place outside of their areas. Because of the geographical limits in which superpowered Golden Age heroes may operate (see *Limits on Hero Activity* on page 37), most of these characters would be better off purchasing armed forces Connections on the home front. Connections with Pacific and European Theater personnel are best left to war front characters.

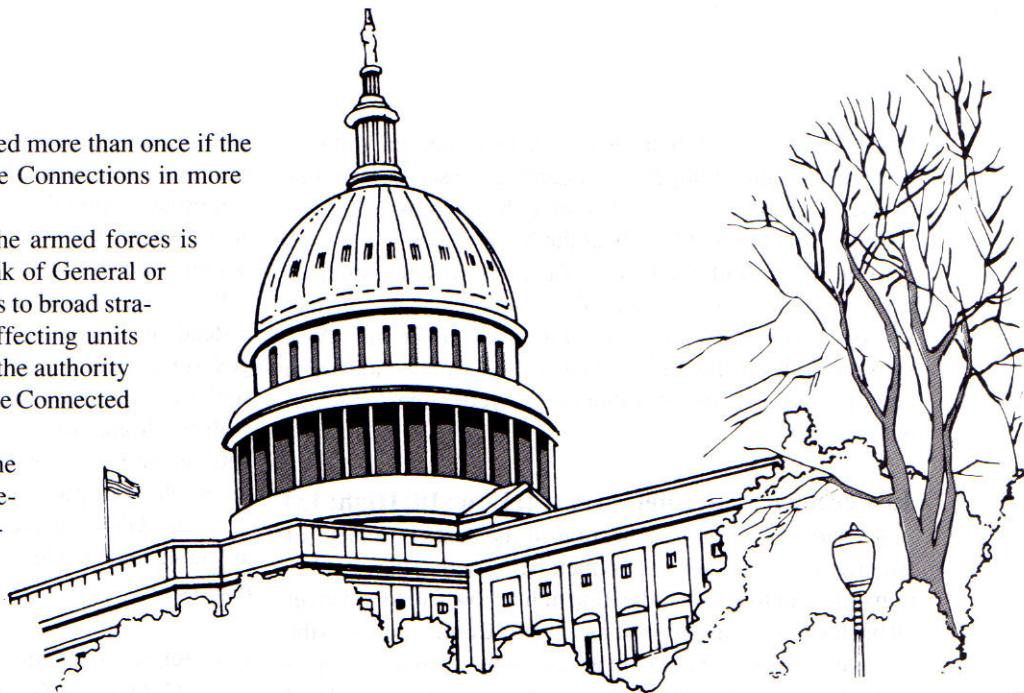
Allied Armed Forces [Cost: Low: 8; High: 12]

This Connection functions exactly like a Connection with the U.S. armed forces except that the Connected character has access to a military leader or soldier serving with the British, Chinese, Free French, or Soviet military forces.

All Golden Age characters with any sort of Connection in the Soviet government or Soviet armed forces are automatically suspected to be communist sympathizers and often may find themselves the target of FBI surveillance. Any character who purchases such a Connection must triple the cost of any Connections with the White House, the U.S. Government, or the U.S. armed forces. Such characters are treated as though they had a minor version of the Mistrust Drawback.

Axis Armed Forces [Cost: Low: 15; High: 25]

In DC comics, the Axis powers are almost always depicted as unified militaristic evil empires. Disloyal Axis agents are almost totally nonexistent. For this reason, heroes with an enemy armed forces Connection are extremely rare, hence the Connection's high cost.



Characters with this Connection must specify whether they are Connected with the German, Italian, or Japanese armed forces at the moment of purchase. Otherwise, the Connection functions exactly like the U.S. armed forces Connection already described.

The White House [Cost: Low: 12; High: 20]

A character with a high-level White House Connection is a personal confidant of President Franklin Roosevelt (or Harry Truman, if the campaign is set after April 12, 1945). Such a character is in a position to ask favors of the President and is usually privy to all but the most closely guarded Allied secrets. A player may not purchase a high-level White House Connection for his hero without explaining in his Character Background how the character acquired the Connection.

A low-level White House Connection is typically a secretary or staff member. Such a character can provide information regarding the President's whereabouts and activities but rarely has access to any important secrets.

U.S. Government [Cost: Low: 10; High: 15]

A high-level Connection with the U.S. Government is usually a Congressman or a Cabinet official. Such characters are aware of everything happening in the government and sometimes have access to important military information as well (especially information concerning military activities on the home front).

Low-level Government Connections typically represent under-secretaries, staff members, and pages. These people have some idea regarding government activity and occasionally glean a military secret or two but usually have access to very little important information.

OSS/FBI [Cost: Low: 12; High: 18]

The Office of Strategic Services, or OSS, was the World War II equivalent of the modern CIA. A high-level Connection in the OSS is a director or an important operative. A low-level Connection is a clerk or secretary. Connections at all

levels within the OSS have access to important military information and intelligence concerning the secret activities of the Axis powers abroad, although the most sensitive information is available only at the high level.

Connections with the Federal Bureau of Investigation, or FBI, are treated exactly like OSS Connections except that FBI operatives have access to information concerning Axis activities within the United States. FBI Connections also have access to information about organized crime and criminal syndicates.

Justice Society of America [Cost: Low: 10; High: 15]

A character with a Connection in the Justice Society of America is friendly with a JSA member; whether the Connection is high or low is an indication of just how friendly. Under all but the most unusual circumstances, a Connection with the JSA can only be used to gain access to the Justice Society's crime files or to borrow JSA equipment. Even a high-level Connection can almost never be used to call on JSA members to take an active role in an adventure.

Treat Connections with the Law's Legionnaires and the Freedom Fighters in the same fashion.

All-Star Squadron [Cost: Low: special; High: 25]

All Golden Age home front characters who do not purchase the Independence Advantage automatically receive a free low-level Connection with the All-Star Squadron, entitling them to access All-Star equipment and information. By spending 25 Hero Points, a character may raise this Connection to high-level, indicating that he or she is personally Connected with Liberty Belle or one of the other principal Squadron members. At the GM's discretion, high-level Connections with the Squadron can be used to call for assistance or backup from non-player Squadron members. See *Independence* (in the next column) for more information.

All-Star Squadron members have access to special information and equipment, but they are also subject to orders issued by the Squadron's leaders. See *Golden Age Hero Organizations* on page 38 for more details.

Press [Cost: Low: 10; High: 15/20]

During the Second World War, several newspaper reporters, radio commentators, and newsreel crews were allowed to accompany the Allied armed forces into battle in order to cover their activities for the folks at home. These war correspondents frequently gained access to important military information, as well as information concerning the activities of the press. In essence, a war correspondent functions as both a press Connection and low-level armed forces Connection simultaneously. Anyone who wishes to be Connected to a war correspondent must purchase a high-level press Connection at a cost of 20 Hero Points. A normal high-level press Connection still costs only 15 Hero Points.

Free Access [Cost: Regular: 10; Military: 15]

Characters with this Advantage have either a press pass,

police identification, or other credentials that allow them to gain entry into areas that have been restricted by the civil authorities. Normally, restricted areas include crime scenes, areas where VIPs are present, and operational facilities within police headquarters.

If a character purchasing Free Access pays 15 Hero Points instead of 10, he gains all of the above privileges, plus government credentials allowing him access to military installations and top secret government facilities. Characters with the Rank Advantage of Lieutenant/Captain or higher automatically receive this improved form of Free Access. See the Rank description on page xxx for more information.

At the GM's discretion, this Advantage may be made available to characters generated for non-Golden Age campaigns, as well.

Gadget [Cost: Variable]

See *Golden Age Gadgets* on page 36.

Genius [Cost: 25]

See *Golden Age Gadgets* on page 36.

Independence [Cost: 10]

Mere hours after the Japanese attack on Pearl Harbor, President Franklin Delano Roosevelt contacted all of the mystery-men, or costumed heroes, in the United States and asked them to band together as the All-Star Squadron. He then gave them the task of battling Axis saboteurs in North America. Since very few heroes refused to comply with Roosevelt's wishes, all characters generated for a Golden Age campaign who do not purchase this Advantage are automatically assumed to be members of the All-Star Squadron.

A character with this Advantage is not bound by the restrictions placed on All-Star Squadron members (see *Golden Age Hero Organization* on page 38), but at the same time, he receives none of the benefits of membership.

If a player purchases this Advantage and also wants to buy a Connection with the All-Star Squadron, he must pay for the Connection. A low-level Connection in this case would cost 20 Hero Points, and a high-level Connection would cost 25 Hero Points. The character's Background must explain how the hero gained the Connection without becoming an All-Star Squadron member.

Leadership [Cost: 25]

Any Hero Points that are transferred from character to character through the Leadership Advantage may not be used for Character Improvement; they must be used during play at the time the Hero Points are transferred.

This is a rules clarification that applies equally to Golden Age and non-Golden Age campaigns.

Popularity [Cost: 20]

In a Golden Age campaign, all costumed heroes are extremely well-liked by the general populace because they personify powerful symbols of the American struggle against

the Axis. Thus, all Golden Age heroes are considered to have the Popularity Advantage automatically at no cost. By paying 20 Hero Points, a player may obtain a sort of extreme Popularity to bolster his hero's public image further. Extreme Popularity doubles the Persuasion Multi-Attack bonus described in the last paragraph of the Popularity description found on page 18 of the *Character Handbook*.

The basic Popularity Advantage may require a couple of rules clarifications. The second paragraph of the Popularity description should be deleted and replaced with the following.

Most non-essential NPCs begin play with an Attitude of Friendly toward characters with the Popularity Advantage and an Attitude of Neutral toward characters without the Popularity Advantage (see the *Rules Manual*, page 28). Important or essential NPCs, such as villains, thugs, and major supporting characters should still have their Attitudes toward the Popular hero individually set, per the guidelines found in Chapter Four of the *Rules Manual*.

Also, the Persuasion Multi-Attack bonus described in the final paragraph of the Popularity description applies only to the non-essential NPCs defined above.

Rank [Cost: Variable]

Purchase of this Advantage causes a character to begin play with an official rank in the United States armed forces. The more points spent on the Advantage at the time of purchase, the higher the rank.

The Rank Advantage is sort of a dual-edged sword. While rank, of course, has its obvious privileges, characters with a rank are automatically subject to orders from military superiors. Exactly how much this intrudes on the hero's ability to conduct his own operations is entirely up to the Gamemaster. Characters with the Rank Advantage automatically receive a free low-level Connection with the U.S. armed forces, and all characters with a rank of Captain/Lieutenant or higher automatically receive the

Hero Points spent for Character Improvement cannot be used to increase a character's Rank Advantage. A character can only increase in rank by being promoted by his superiors. Circumstances that can lead to promotion can range anywhere from internal politics to a reward for valorous service in the field. It is up to the GM to determine whether a character has earned a promotion, and a player may decline a promotion if he feels the character would prefer to remain at the lower rank. Sgt. Rock, for example, has declined promotion many times in order to remain as topkick of Easy Company.

Sidekick [Cost: Variable]

The Sidekick Advantage allows a hero to begin play with a lesser powered (and usually younger) hero as his sidekick, or assistant.

This Advantage has a variable cost that is dependent on the capabilities of the sidekick. A player who wishes to purchase this Advantage must first create the proposed sidekick as a complete character. The cost of the Sidekick Advantage is equal to one-third of the total number of Hero Points necessary to create the sidekick, rounding all fractions up. The sidekick's abilities and methods usually roughly mirror those of the adult hero. For example, the Sandman's sidekick is Sandy the Golden Boy, essentially a younger version of the Sandman himself. Except in rare circumstances, a sidekick will always have the Thrill of Adventure Motivation.

Example: A player is creating a hero named Cowman and wants him to begin play with a sidekick, Calfboy. The player creates the sidekick character using the step-by-step procedure outlined in this chapter and on pages 3-11 of the *Character Handbook*. In the end, the player discovers that Calfboy would cost 400 Hero Points to generate. To begin play with this sidekick, the player must purchase the Sidekick Advantage for Cowman at a cost of 134 Hero Points ($400 \div 3 = 134$, rounding fractions up).

The Gamemaster plays the role of the sidekick. Sidekicks always have an attitude of Enamored toward their patron hero and almost always follow the patron hero's orders to the letter. But like Rank, the Sidekick Advantage is something of a two-edged sword. Most sidekicks are rather headstrong and have a penchant for getting themselves into dangerous situations they are incapable of handling, forcing their patron heroes to rescue them. In fact, the ability of sidekicks to get themselves captured or endangered often transforms them into as much of a liability as an asset.

Beginning Gamemasters should probably not allow their players to select this Advantage for the time being. In fact, even highly experienced Gamemasters are advised to monitor closely the creation of any sidekicks for their campaigns. Feel free to prohibit any sidekick who will not make an interesting addition to both the campaign and to the patron hero. You should also prohibit any sidekick who does not have at least one or two foibles built into his personality that might be used against the patron hero.

At the GM's discretion, this Advantage may be made available to characters generated for non-Golden Age campaigns as well.

Rank Table

Army Rank	Navy Rank	Cost
Private	Seaman	5
Corporal	Petty Officer	10
Sergeant	Chief Petty Officer	15
Lieutenant	Ensign	25
Captain	Lieutenant	30
Major	Commander	35
Colonel	Captain	40
General	Admiral	50

Military Free Access Advantage at no cost.

Refer to the above table to determine the exact cost of the Rank Advantage.

Although there are not many home front superheroes who will want to purchase a Rank, this Advantage will take on an added importance for generating war front heroes, described in Chapter Five.

Unlimited Resources [Cost: 15]

During the Second World War, gasoline, certain foodstuffs, and other items were strictly rationed by the United States Government, meaning that most Americans were allowed to purchase only limited quantities of these special goods. See the relevant portion of the encyclopedia entry on page 22 for details. A character with the Unlimited Resources Advantage, however, is under no such restrictions and may purchase as much of any item as he desires.

Item rationing affects a typical DC HEROES campaign in a couple of ways. Characters without the Unlimited Resources Advantage are required to add +1 Column Shift to the OV/RV of their Wealth Checks whenever they are attempting to purchase a rationed item. For the purposes of this rule, all parts necessary for the construction of a gadget are automatically considered rationed items. Characters without Unlimited Resources are also unable to travel at will by automobile, due to gas shortages, sometimes forcing them to rely on alternate and inconvenient methods of transportation. The only time the +1 Column Shift penalty is not used is when a player is making an Upkeep roll, as described on page 65 of the *Rules Manual*.

STEP 6: During the 1940s, a single American dollar carried roughly the same buying power that ten dollars carries today. Thus, in all campaigns set during the Second World War, 0 APs of money is equal to \$2.50, instead of \$25. Replace the Money Benchmark Table on the Gamemaster's Screen with the table below.

Before beginning a World War II adventure or campaign, the GM may want to photocopy this table and paper clip it over the money column of the AP Benchmark Table located on the *Gamemaster's Screen*.

Of course, the changes in the AP benchmarks are not the only consequence of the stronger dollar in the 1940s. Replace the table found on page 6 of the *Character Handbook* with the table above right.

The numbers of Hero Points that players must spend for World War II era characters' Wealth ratings are completely unchanged. For example, a Wealth rating of 5 APs still costs 8 Hero Points. All that has changed is the monetary value assigned to 0 APs.

STEP 7: When a player creates his character background, personality, and description, he should pay close attention to the description of Golden Age characterization archetypes found at the begin-



World War II Approximate Income Table

Wealth (in APs)	Approx. Annual Income
0	\$125
1	\$250
2	\$500
3	\$1,000
4	\$2,000
5	\$4,000
6	\$8,000
7	\$15,000
8	\$30,000
9	\$50,000
10	\$100,000
11	\$200,000
12	\$400,000
13	\$800,000
14	\$1,500,000
15	\$3,000,000
16	\$5,000,000
17	\$10,000,000
18	\$20,000,000
19	\$40,000,000
20	\$80,000,000
21	\$150,000,000

ning of this chapter, located on page 30. In the Golden Age, remember, obsessed pessimists like Batman or Green Arrow are not really appropriate for play. Golden Age heroes are almost unanimously energetic, optimistic, and extremely patriotic.

STEP 9: The Seeking Justice Motivation is not available to Golden Age superhero characters. Most Golden Age heroes had the Upholding the Good, Thrill of Adventure, or Responsibility of Power Motivations, but there were certainly a few heroes with Unwanted Power as well.

Golden Age Gadgets

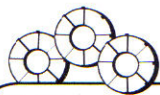
Like characters, gadgets are also created just a bit differently during the Golden Age. Because the technology available in the 1930s and 1940s was obviously inferior to that available to modern heroes, reliable heroic gadgets and gizmos were more cumbersome and expensive than their modern counterparts. You should make the following alterations to the Gadgetry rules found on pages 32-37 of the *Rules Manual* when you are playing an adventure or campaign that is set in the Golden Age.

STEP 2: In a World War II campaign, if a character is trying to create a gadget that could not have been built in 1940, he must have the Genius Advantage. This means that a gadgeteer would not need the Genius Advantage to build an airplane, for instance, but he would need the Genius Advantage to build a jet aircraft. It is up to the GM to make the final determination regarding whether or not the Genius Advantage is necessary, although players are encouraged to research the technology of the period if they think a gadget is borderline.



World War II Money Benchmarks

APs	\$
0	\$2.50
1	\$5
2	\$10
3	\$20
4	\$40
5	\$80
6	\$150
7	\$300
8	\$600
9	\$1,250
10	\$2,500
11	\$5,000
12	\$10,000
13	\$20,000
14	\$40,000
15	\$80,000
16	\$150,000
17	\$300,000
18	\$600,000
19	\$1,200,000
20	\$2,500,000



Golden Age Reliability Table

R#	Factor Cost Modifier
0	+4
2	+3
3	+2
5	+1
7	0
9	-1
11	-2

Age Hero on page 31). They do not use the modified Attribute cost table on page 32. Similarly the +1 FC penalty to Powers purchased without Limitations (Step 4 of *Creating a Golden Age Hero*, page 32) never applies to Powers that are built into gadgets.

Substitute the Golden Age Reliability Table above with the Reliability Table that appears on page 36 of the *Rules Manual*.

Designing Weapons

These rules are completely optional, but the GM may wish to invoke them if his players are determined to construct firearms or other hand-held weapons of their own design, rather than simply using those provided in *Appendix A*.

When designing a weapon with an AV and an EV, the player must purchase a separate Range rating. Range has a Factor Cost of 1 and a Base Cost of 5 Hero Points. If the weapon has a Power, rather than AV or EV, determine its Range using the rules found on page 2 of the *Character Handbook*. If the player wants to purchase a Range that is separate from a Power's normal Range, subtract 1 from the Factor Cost of the weapon's Power and purchase Range separately at Factor Cost 1. This rule may never be used to extend a weapon's Range, only to shorten it, and may only be used when building gadgets, not for character creation.

Building an Ammo rating into a gadget entitles the gadgeteer to the Miscellaneous Drawback bonus. Instead of the standard 10 Hero Point bonus, however, use the table below.

STEP 4: Remember that any attempt to purchase parts for gadget construction is automatically considered an attempt to purchase rationed items, as noted in the description of the Unlimited Resources Advantage. Characters without Unlimited Resources must add +1 Column Shift to the OV/RV of any attempt to purchase parts.

Other than these few alterations in the character creation and Gadgetry rules, use all of the rules discussed in the second edition DC HEROES Role-Playing Game boxed set without modification when conducting Golden Age adventures and campaigns.

STEP 3: When calculating the Hero Point Cost of a Golden Age gadget, remember that Attributes built into a gadget are always purchased at Factor Costs of 6 and 7, regardless of their AP ratings (see Step 3 of *Creating a Golden*

Limits on Hero Activity

Take a moment or two to glance at the Golden Age Spectre's character statistics, located on pages 66-67. By now, you are probably familiar enough with the DC HEROES game system to recognize that the Spectre seems to possess earth-shattering power. A quick look at the AP Benchmark Table shows that AP ratings of this magnitude are sufficient to move mountains and wipe out armies. With this sort of power at their disposal, what kept the Spectre and his colleagues from simply flying to Berlin and Tokyo, ending the war themselves within the first few days of fighting?

Historians in the DC Universe have undoubtedly debated this very question for nearly 50 years, although it is doubtful that any of them will ever guess the real answer. Just before the Japanese attack against Pearl Harbor, Adolf Hitler and Japanese Prime Minister Hideki Tojo each managed to get his hands on a powerful magical relic. Hitler seized the Spear of Destiny, which reputedly was used to wound Christ almost 2,000 years ago, and Tojo acquired the Holy Grail, the cup from which Christ allegedly took his final drink. By simultaneously performing certain arcane incantations over these items, with the aid of a Japanese costumed villain known as the Dragon King, Hitler and Tojo were able to create a surge of mystical energy that was channeled into a huge machine of the Dragon King's design. The machine transformed the mystical energy provided by the relics and added certain powers of its own to create a huge invisible barrier over all of Europe and Asia. The power of this barrier caused any metahuman who crossed it to fall under the sway of the Dragon King and become an Axis pawn. The magic barrier was so effective that it easily gained temporary control over the most powerful members of the All-Star Squadron the first and only time any of the Allied metahumans attempted to penetrate it. (All of this happened in *All-Star Squadron* #4, by the way.)

As the war progressed, it is likely that Allied spies attempted to locate and destroy the Dragon King's machine on a number of occasions, but none of these efforts was fruitful. Because of the power of the magic barrier and the potentially disastrous consequences should a metahuman with the power of the Spectre or Doctor Fate fall into the hands of the Axis, the War

Department ordered most of the Allied costumed heroes to remain within the United States for the duration of the war. Only those heroes with no inherent metahuman powers were sent into these regions, usually on missions of espionage. Among the heroes who were sent into Axis-held territory were Commander Steel, Mister America (aka the Americommando), and Judomaster.

Of course, this discussion of metahuman involvement raises another question. If all of the Allied metahumans were unable to engage the German and Japanese armies in Europe and Asia, why were few or

Ammo Table

Ammo Rating	Hero Point Bonus
1	20
4	10
5	8
6	6
8	5
10	4
12	3
15	2
20	1

no Axis metahumans deployed against the Allied armies on the battlefield? The roots of the answer to this question lie in Roger Huntoon's theories, discussed on page 7 of the encyclopedia entry presented in the previous chapter. For some strange reason, the Axis metahumans were vastly outnumbered and underpowered compared to their Allied counterparts. None of them had the powers or skills necessary to have a meaningful impact against an entire Allied army. For this reason, the Axis leaders decided to deploy most of the metahumans at their disposal in the United States to conduct espionage and sabotage missions.

The Barrier in DC HEROES

In game terms, the magic barrier erected by the Axis has the Control Power rated at 35 APs. Any metahuman entering the dark shaded region indicated on the Axis Magic Barrier Map below is instantly attacked by this Power, as described on page 34 of the *Character Handbook*. The lighter shaded region represents the anti-magic shell that surrounded the barrier's edges. Metahumans entering the anti-magic shell are also attacked by the Control Power rated at 35 APs, but only if they possess any Mystical or Mystically Linked Powers or Attributes. The barrier only affects metahumans with an inherent Power or an inherent STR or BODY greater

than 6 APs. Characters with Powers or abilities that come from scientific gadgets are not affected by the barrier, although anyone using a mystic gadget or occult object is automatically affected by both the barrier and the anti-magic shell. Examples of All-Star Squadron members who were not affected by the barrier include Robotman and Commander Steel, both of whom owe their metahuman abilities to scientific gizmos.

Golden Age Hero Organizations

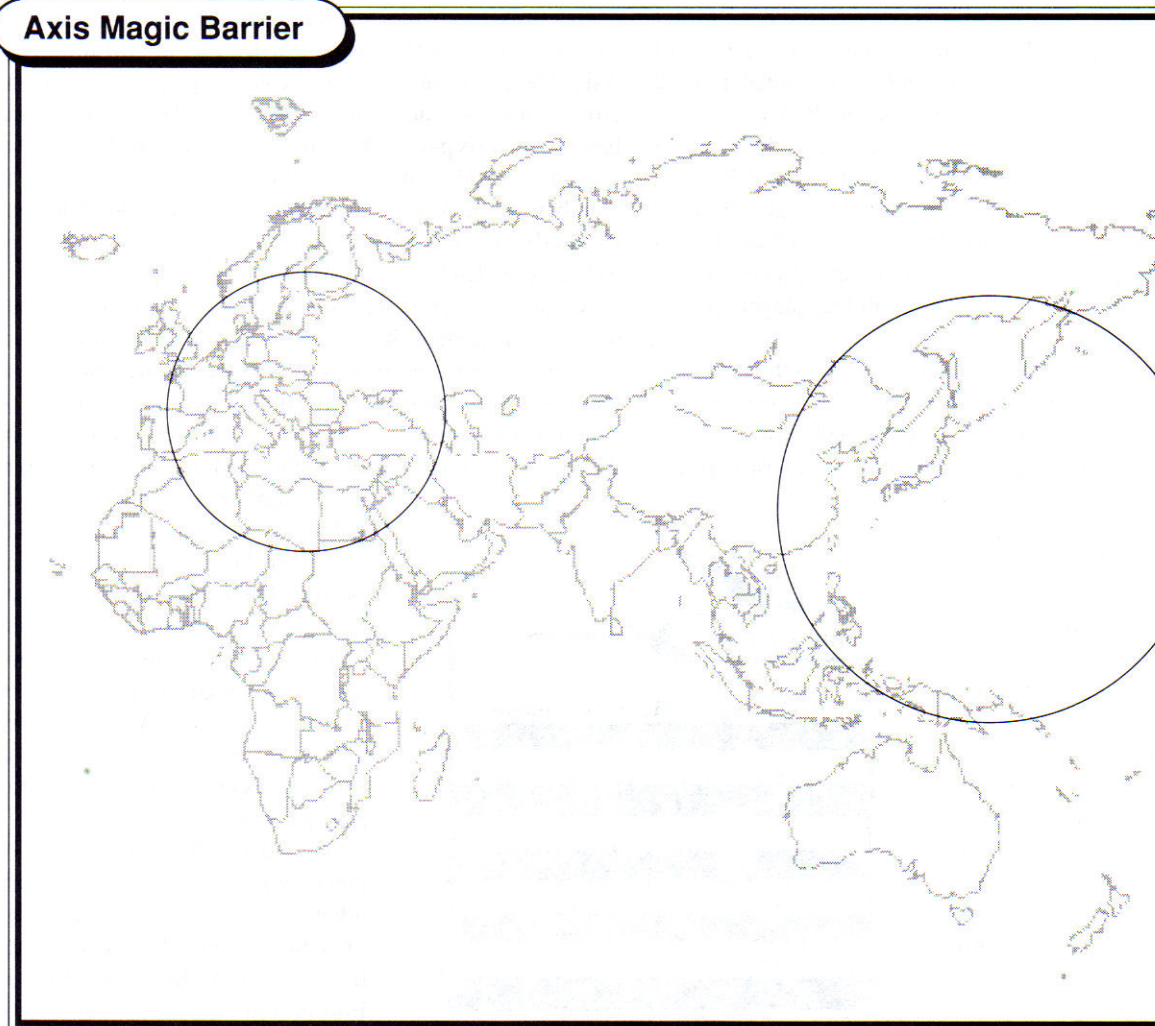
Like modern costumed heroes, the heroes active during the Second World War attempted to increase their efficiency by banding together into coordinated groups. Five such hero teams were active during the war.

The All-Star Squadron

Although the All-Star Squadron certainly was not the first wartime hero organization to be founded, it was by far the largest and most important. In fact, all four of the remaining hero teams either started as or eventually became All-Star Squadron subsidiaries.

The All-Star Squadron was founded by President Franklin Delano Roosevelt almost immediately after the Japanese

Axis Magic Barrier



attack on Pearl Harbor. After he received news of the attack and realized that America had inevitably been drawn into a worldwide war, one of Roosevelt's first actions was to summon all the costumed heroes currently active in the United States to Washington, DC. Before the Pearl Harbor attack, high-ranking Pentagon officials had drawn up top secret contingency plans for metahuman invasions of both Germany and Japan. Persuading the American heroes to implement these plans was the only hope of avoiding a lengthy and costly conflict. At this first meeting, the heroes immediately agreed to follow Roosevelt's orders for the duration of the war (being the extremely patriotic souls they all were) and founded the All-Star Squadron on the spot. The heroes present at the Squadron's formation included Liberty Belle, Robotman, Johnny Quick, the original Hawkman, Doctor Mid-Nite, and the original Atom, although these six were soon joined by the membership of the Justice Society of America, who had been temporarily captured by Per Degaton as part of the time-traveling villain's attempt to alter the outcome of the war.

As its first official action, the All-Star Squadron attempted to undertake the War Department's planned invasion of Japan. During this outing, the heroes encountered the Axis defensive screen erected by Hitler, Tojo, and the Dragon King, whereupon the Squadron's magic-powered heroes suddenly declared allegiance to the enemy. The unaffected heroes managed to lure their brainwashed comrades out of range of the barrier's effect, but the incident forced the team out of the Pacific and back to the United States. Once the threat of the barrier became known, the War Department changed its plans for the Squadron and deployed the heroes across America to fight Axis spies and saboteurs. Because of the potential threat they posed, should they cross the Axis barrier into Europe or Asia, the day-to-day identities of all the Squadron's male members were exempted from military conscription and provided with documented excuses to divert the suspicions of their friends and neighbors. (See *Justice League of America* #193 and *All-Star Squadron* #1-4 for full details.)

Over the next four years, the All-Star Squadron protected the American shores from not only Axis spies and saboteurs, but from many conventional costumed criminals as well. The Squadron was disbanded sometime after the Japanese surrender in 1945, but the exact circumstances of its parting have never been documented. Many of its members have not been heard from since.

Although they were all members of a single organization, the 40-plus heroes who made up the All-Star Squadron rarely assembled all in one place. Most of the time, the Squadron's members were scattered across the United States, sometimes singly, sometimes in groups. The largest core group of Squadron members was active in New York City.

Shortly after the Squadron was founded, its members elected Philadelphia heroine Liberty Belle their permanent chairper-

son. Though President Roosevelt or his aides in the War Department ultimately issued all of the Squadron's orders, it was Liberty Belle's responsibility to relay those orders to the appropriate heroes all over the United States. As chairperson, Liberty Belle was also responsible for collating information collected by Squadron members and establishing a huge espionage and criminal activity database for the benefit of the federal authorities and her fellow Squadron members. Once every other month or so, Liberty Belle presided over a meeting of all the members of the All-Star Squadron in order to review important facts brought to light by this database and to discuss recent War Department directives.

As stated earlier, any new heroes created for a Golden Age adventure or campaign who do not purchase the Independence Advantage are automatically assumed to be members of the All-Star Squadron. The only real effect this will have on game play is that Liberty Belle will occasionally contact the group with a special mission from the War Department. Usually, these missions will involve tracking down an Axis operative thought to be active in the heroes' area, although assignments will sometimes be more mundane. Squadron members were frequently ordered to attend bond drives and war rallies to maintain the public morale. Other than performing these occasional missions, the only real responsibility accompanying membership in the All-Star Squadron is an obligation to attend the semi-regular meetings held at Squadron's Perisphere headquarters in New York.

Of course, being a member of the All-Star Squadron carried some benefits with it as well as drawbacks. Members had access to the aforementioned crime database and could count on a reasonable amount of cooperation from the U.S. Government as long as they were willing to suffer through a bit of bureaucratic red tape. Perhaps the greatest benefit of membership was a member's ability to summon fellow heroes for aid. Exactly how this ability functions in an adventure or campaign featuring newly created Squadron members is up to the Gamemaster. It is recommended that the GM allow Squadron members in their groups to call for assistance only when their own lives or national security are in imminent jeopardy. Even then, any assisting NPC Squadron members will participate in the adventure as little as possible. Once the immediate threat has been removed, the assisting NPCs will immediately return to New York. As GM, you should halve any Hero Point awards gained for an adventure in which the players' characters unexpectedly called for Squadron assistance.

Detailed information about the Perisphere, the All-Star Squadron headquarters in New York City, is on page 113. The core group of Squadron members operating out of New York included Liberty Belle, Robotman, Amazing-Man, Firebrand II, Tarantula, Johnny Quick, the original Hawkman, Hawkgirl, the original Green Lantern, Hourman, Doctor Fate, the Guardian, and the original Atom.



The Justice Society of America

The Justice Society was founded more than a year before the All-Star Squadron. Unlike the Squadron, the JSA continued as a viable organization long after World War II ended.

Late in 1940, President Franklin Roosevelt and newly-installed British Prime Minister Winston Churchill sent a British secret agent to round up the Flash, Doctor Fate, the Green Lantern, and Hourman. Once they had all been contacted and assembled before Roosevelt, these four heroes agreed to undertake a special mission, designed to help protect Britain from the ever-increasing threat of the Nazi war machine. The heroes began their efforts in Scotland, where they smashed a secret Nazi base that was to act as a stepping stone for a German invasion of England. As they raided the base, the heroes discovered that Adolf Hitler had magically summoned Norse Valkyries from out of the past to spearhead the forthcoming invasion.

In response to this threat, the four heroes flew to intercept the Valkyries and successfully battled the formidable warriors to a standstill. During the battle's climax, Hitler ordered the invasion of England, forcing Doctor Fate to magically summon the Sandman, the original Hawkman, and the Spectre to turn back the invasion forces. Once the Nazi warships and troop carriers had been repelled, all seven heroes combined their strengths to defeat the Valkyries, but not before the Valkyrie leader escaped and headed for Washington, D.C., hoping to assassinate President Roosevelt.

Fortunately, when the Valkyrie arrived, Roosevelt was visiting with the Atom, who was able to protect the President until the other heroes arrived and vanquished the Valkyrie leader. So impressed with the fruits of their cooperation were all eight of the heroes participating in the affair that they decided to continue working together as a team under the banner of the Justice Society of America. (This story was originally recorded in *DC Special* #29, although the events of the original story were recently modified somewhat in *Secret Origins* #32, in order to dovetail with post-*Crisis* continuity.)

In the DC Universe, the exploits of the Justice Society are legendary. In fact, the success of the JSA inspired Earth's next generation of heroes to form the equally legendary Justice League of America, the organization that would ultimately become Justice League International. During any adventure set between 1944 and 1951, all current members of the JSA automatically have the Popularity Advantage.

During the war, the JSA placed itself under the jurisdiction of the War Department as the Justice Battalion, and after the All-Star Squadron was formally organized, the JSA became an active subgroup of the organization, working out of Washington, D.C. A complete role call of war-era JSA members includes all of the heroes mentioned above, plus the original Red Tornado, Johnny Thunder and his Thunderbolt, the original Starman, Miss America, the original Doctor Mid-Nite, the original Wildcat, and Mister Terrific.

Although the JSA maintained a rotating chairmanship, the group perennially reelected Hawkman to the position and never drafted or enforced any real bylaws. The responsibility of the chairman was more administrative than anything else — he made sure all the group's bills were paid each month, organized and convened meetings, acted as a liaison between the Justice Society and local law enforcement officials, and so forth. One of the responsibilities of the current JSA chairman during the war was to act as a liaison between the Justice Society and Liberty Belle, the chairperson of the All-Star Squadron. The chairman also had the power to appoint a secretary, a role usually filled by Miss America. The secretary was responsible for keeping a record of the group's activities and for making sure that copies of all the Justice Society's crime files were periodically forwarded to the All-Star Squadron database, as well as to federal and local authorities.

Throughout most of its existence, the Justice Society maintained a limit on the number of heroes who could maintain an active membership within its ranks at any one time, although the exact number tended to fluctuate. Thus, a hero hoping to join the JSA would usually have to wait for one of its current members to step down.

The Seven Soldiers of Victory

Unlike the Justice Society, this group was more like a circle of friends than a formal organization. The Seven Soldiers of Victory, also known as the Law's Legionnaires, banded together in 1941 to combat a criminal mastermind known as the Hand. Terminally ill, the Hand made one last stab at avenging the many defeats he had suffered throughout his career by presenting each of four fledgling criminals with a master plan he had devised previously, but never had an opportunity to carry out. When each of the four villains was thwarted by heroes who had opposed the Hand in the past, the master criminal attempted to destroy all the heroes himself in a fit of frustration, an event that first brought the heroes together in one place and prompted them to join forces. Among the group's co-founders were the original Vigilante, the Star-Spangled Kid, the Shining Knight, and the Crimson Avenger. The other three Soldiers were sidekicks of these: Wing (sidekick of Crimson Avenger), Stuff the Chinatown Kid (Vigilante), and Stripesy (Star-Spangled Kid). (This story was originally presented in *Leading Comics* #1.)

During the war, the Seven Soldiers of Victory became a subsidiary of the All-Star Squadron and accepted orders from the War Department. Since most of its members were immune to the effects of the Axis magical barrier, they were sent to Great Britain, where they served as personal bodyguards to Prime Minister Winston Churchill, protecting the British leader from a number of assassination attempts by Nazi metahumans.



After the war ended, the Seven Soldiers of Victory were all imprisoned in limbo for more than 30 years during a battle with a powerful nemesis known as the Nebula Man. Wing sacrificed his life to save his comrades during this struggle.

The Freedom Fighters

The Freedom Fighters were a group of costumed champions recruited by the mysterious Uncle Sam to battle the Axis menace on the west coast. Among those contacted by Sam were the Black Condor, Doll Man, Firebrand I, the Jester, the Human Bomb, the Ray, the Red Bee, and the Phantom Lady. Throughout the war, the Freedom Fighters were chiefly responsible for protecting American shipyards in and around San Diego and San Francisco from Axis sabotage.

The Freedom Fighters disbanded when Uncle Sam disappeared after the Axis surrendered.

The Young All-Stars

The Young All-Stars were a team of teen heroes who operated as a more or less independent branch of the All-Star Squadron. They were brought together as a team when the All-Star Squadron first faced off against Axis Amerika. For most of the war, their elders tried to “protect” them by sending them on good will war bond tours, but the Young All-Stars inevitably ran into Axis metahumans and other, more mundane villains. They were ostensibly based at the Perisphere in New York, but their adventures took them all across the country. They spent a notable amount of time in the area of Denver, Colorado, near the home of member Iron Munro.

Among those heroes operating with the Young All-Stars were Iron Munro, Tsunami, Flying Fox, Dan the Dyna-Mite, Sandy the Golden Boy, the Tigress, Neptune Perkins, and the original Fury.

Home Front Adventures

Superheroes have not really changed much over the last 40 or 50 years. Consequently, there are not very many differences between adventures set in the Golden Age and those set in the modern era (covered in the second edition DC HEROES Role-Playing Game boxed set). All of the tips described on pages 45 to 62 of the *Rules Manual* are just as applicable toward Golden Age adventures as any others.

Most adventures set on the home front during World War II feature plots that fall into one of five categories.

Axis Saboteurs: Go back and re-read *The American Home Front* section of the encyclopedia entry in the last chapter (pages 21 to 24). There must have been at least enough saboteurs in the U.S. to occupy the 40-plus members of the All-Star Squadron, so this sort of adventure can be used quite often without really stretching the plausibility of a campaign.

The typical Axis sabotage adventure begins with a series of seemingly unrelated events that the heroes later connect to an important crime ring, which is in turn traced back to an Axis metahuman or super-spy. Usually, the villains are out to destroy some new Allied super-weapon. Generally, the heroes must not only protect the super-weapon, but they must also inevitably employ it themselves to finish off the Axis threat in the adventure's climactic scene. The sort of feel the GM should try to establish in the players' imaginations here is that they are vastly outnumbered by a shadowy underworld of anti-American mobsters and spies. But no matter how great the enemy's numerical advantage, the heroes will always triumph on the strength of good old American values. In fact, to reinforce the power of the American way of life, many of the adventures cast in this mold feature a seemingly impotent NPC, such as a child or a elderly woman, who plays an important role in the Axis defeat.

As the GM, you will probably be running quite a few Axis sabotage scenarios, so it is a good idea to establish a couple of recurring NPC scientists in your earliest adventures. This will allow you to integrate the heroes into future sabotage scenarios smoothly. In other words, try to make sure the same "high-ranking government scientist" calls to report the results of the latest sabotage efforts in each adventure. If one of your players' characters comes from a scientific background, you might think about drafting him or her into this role. That is, the sabotage is inevitably targeted against some top secret project underway at the hero's affiliated lab or some similar organization connected to the hero.

Counter-hero Raid: Fighter pilots call assignments to eliminate enemy aircraft before they can take off and pose a threat to friendly aircraft "counter-air missions." Thus, a "counter-hero mission" is an Axis attempt to kill or injure Allied heroes before the heroes are aware of any danger—the classic sneak attack. Their idea is to eliminate the threat of the heroes so that other, more talented operatives can conduct unmolested sabotage at a later date, just as fighter pilots hope to eliminate enemy aircraft to clear a path for bombers.

A typical adventure fitting into this category would find the heroes in the midst of a complex trap. The bait is generally a loved one or a fake sabotage raid. The goal of the villains is

to maneuver the heroes into an unusual situation and then spring upon them a powerful metahuman assassin or two who are specially attuned to the unusual circumstances. A sample climax from a counter-hero adventure, for instance, might find a group of weakened heroes (perhaps unwittingly drugged earlier, during the trap phase of the adventure) dumped into a large water tank to confront a team of aquatic Nazi metahuman assassins.

MacGuffin Chase: The set up for a MacGuffin Chase is somewhat similar to the Axis Saboteurs adventure. Again, the heroes face the numerically superior Axis underground, and again there is the strong suggestion that the heroes are succeeding on the strength of their dedication to the American way. The factor that sets MacGuffin Chases apart from Sabotage Raids is that the item or weapon the Nazis are after does not begin the adventure in Allied hands. Instead, Allied and Axis leaders discover the item's existence simultaneously and send their forces out after it. The resulting adventure is a sort of race, pitting the heroes against their Axis counterparts. The plot of a typical MacGuffin Chase goes something like this: A heretofore unknown American scientist has developed a sturdy new metal capable of revolutionizing the development of the armored tank. But the scientist is somewhat absent-minded. He does not realize the military implications of his discovery and makes no efforts to conceal it from the outside world. After accounts of the scientist and his work begin appearing in local newspapers, both the Axis and the Allies dispatch metahumans to secure the secret wonder metal and to prevent the discovery from falling into enemy hands. First the Axis capture the scientist, then the Allies recapture him, then the Axis capture him again, and so on, until the Allied heroes defeat their Axis counterparts once and for all.

Most of the adventures cast in this mold feature some sort of ironic ending, in which neither side ends up with the item or discovery in question. In other words, after the Axis spies and Allied heroes go to all the trouble of capturing and recapturing the professor, our example adventure would end with both sides discovering that the professor's wonder metal is completely soluble in water, obviously eliminating its military utility.

Of course, not all MacGuffin Chases are focused on science and technology. Magic items and artifacts, intelligence data, and even the allegiance of a previously undiscovered race of subterranean lizard-men are all viable MacGuffins for this sort of scenario.

Propaganda Coup: Not all of the Axis agents operating in the United States were saboteurs. Some were interested in scoring propaganda victories. After all, many of the strategies employed by the Nazis during the Second World War were based on the fairly sound theory that the easiest way to defeat an enemy army was to cripple its morale and sap its will to fight. Propaganda saboteurs would attempt to accomplish this aim by targeting national symbols and beloved American objects for destruction. Examples of targets that might attract the attention of these sorts of operatives include

the Washington Monument, the Constitution, the Liberty Bell, the Capitol Building, and so on.

The sorts of saboteurs who are likely to attempt a Propaganda Coup are almost always extremely calculating and devious. Thus, any schemes they implement are likely to feature complex and subtle ploys. Such villains are generally not interested in defeating the heroes. Instead, they would rather distract or mislead their foes, allowing them to accomplish their real aims unhindered. Keep in mind that a Propaganda Coup is essentially worthless unless everyone somehow finds out about it. Any propaganda saboteur worth his salt will generally attempt to guarantee that newsreel or radio reporters are on hand to record the Washington Monument toppling to the ground or the Constitution going up in flames. Naturally, this will inevitably backfire against the villains, as the cameras record the heroes saving the symbol and trouncing the Nazi saboteur.

A frequently used variation on the Propaganda Coup has the saboteur attempting to inflict political woes on the target nation. The Axis might try to stir up the American Indians to fight against the government or attempt to foment labor strikes. Again, any plans along these lines are always extra-insidious and are usually implemented by “nefarious villain” types, while the “big stick” saboteurs spend their time attempting to pound the heroes into the dirt.

It almost goes without saying that the most important facet of any Propaganda Coup adventure is its civics lesson. Give the heroes plenty of time to make rousing, patriotic speeches. “After all, the Liberty Bell isn’t just a bell — it’s a symbol. A symbol of freedom and independence. A symbol of the greatest nation on Earth and its struggles against tyranny and oppression. As long as the Liberty Bell rings out over Philadelphia (well, even longer than that) our struggles will never cease...”

The Super-Villain Master Plan: Finally, the GM should be aware that not all of the active villains in the United States during the Second World War were affiliated with the Axis powers. There were plenty of evil scientists, money-hungry super thieves, and megalomaniacal power-seekers dotting the landscape as well. Any veteran DC HEROES Gamemaster ought to be capable of devising an adventure featuring this sort of adversary with his eyes closed, so we do not need to dwell on them here.

About the only real difference between the standard supervillain scenarios that cropped up in the Golden Age comics and the adventures now appearing in the current comics reveals itself in the typical villain’s modus operandi. The Golden Age stories definitely favored the nefarious master plan approach. Golden Age heroes rarely matched their powers and abilities against those of their adversaries. Instead, there was almost always a distinct emphasis placed on brain over brawn. This does not mean that the big fist fight that typically serves as an exclamation point at the end of the modern superhero story was not as prevalent in the Golden Age comics. But back in the old days, it was never possible to beat your opponent into submission, a fact known to both the Golden Age heroes and their adversaries. The villains always tried to defeat the heroes by out-smarting them with

some sort of elaborate scheme. The heroes always gauged their enemies’ strategies correctly and implemented a perfect counter-strategy. Only then did the real fighting begin.

Mr. President

Of course, one of the Axis’ main targets on the home front during the war was Franklin Delano Roosevelt, the President of the United States. Members of the All-Star Squadron and the Justice Battalion rescued Roosevelt from assassination on several occasions and frequently met with the President to discuss strategy and to receive orders. If the GM decides to have FDR appear in an adventure, use the following statistics.

FRANKLIN DELANO ROOSEVELT

DEX:	2	STR:	2	BODY:	2
INT:	7	WILL:	6	MIND:	2
INFL:	10	AURA:	10	SPIRIT:	4
INITIATIVE:	19	HERO POINTS:	5		

•Advantages:

Connections: U.S. Government (High),
Allied Governments (High); Popularity;
Scholar (Politics, Law)

•Drawbacks:

Serious Physical Restriction
(confined to wheelchair)

•Motivation: Upholding the Good

•Occupation: U.S. President

•Wealth: 9

Before you run any sort of adventure or campaign set during World War II, you should probably take a trip to the public library. Get yourself a decent reference book or two covering American life in the 1940s. If you can, check out at least one book with lots of pictures. You may have an opportunity to use a few of these pictures to illustrate some of the people and places the players will encounter during the adventure. Pick out popular song titles, slang phrases, and fads; then liberally sprinkle them across your scenario. Creating the superhero atmosphere in the players’ imaginations should not be too difficult; you are probably used to it by now. Creating the 1940s in the players’ imaginations will undoubtedly prove the real challenge. Until you become familiar with your new surroundings, stick to the adventure outlines above, use as much historical reference as you can, and pay attention to the Golden Age characterization information found on pages 30-31.

As for information about the war itself, you will certainly be able to find an enormous number of books about World War II when you visit the library. If you are stuck for a place to start, try finding one of the books listed at the end of Chapter One. *The World Almanac of World War II* edited by Brigadier Peter Young and *World War II Almanac: 1931-1945* by Robert Goralski are particularly recommended. These books will be especially useful for a war front campaign, which will be described in Chapter Five.

Home Front Heroes

This chapter contains complete descriptions of more than 50 heroes who protected the American shores from the scourge of Axis saboteurs. Most of this information has been excerpted from the Fifth Column Field Guide, the hero-recognition handbook issued to Nazi spies operating in the United States. In fact, historians believe the "Comments" listed for each hero may have been written by Albrecht Krieger, the infamous metahuman saboteur code-named Captain Nazi.

Our thanks to Professor Francis M. Walton of Gotham State University for lending us his pristine copy of the field guide.



AIR WAVE

DEX:	6	STR:	4	BODY:	5
INT:	7	WILL:	7	MIND:	6
INFL:	5	AURA:	5	SPIRIT:	6
INITIATIVE:	20	HERO POINTS:	35		

•Skills:

Detective: 7, Gadgetry: 8,
Martial Artist: 6, Scientist: 5

•Advantages:

Area Knowledge (New York City);
Connection: New York Police Department (High);
Genius; Scholar (Law)

•Drawbacks:

Secret Identity

•Equipment:

HELMET [Body: 5]

Note: The helmet has no Powers of its

own, but Air Wave's belt is useless without it.

RADIO BELT [Body: 5, Magnetic Control: 6, Super Hearing: 8, Running: 30, Telepathy: 30, R#: 2]

Limitations: Super Hearing can be used to eavesdrop on phone conversations only when Air Wave has access to appropriate phone lines; Running may only be used to move along phone lines; Telepathy represents Air Wave's ability to place a telephone call from any location. To receive such a communication, the listener must have access to a telephone receiver.

SPECIAL BOOTS [Body: 4, Cling: 4, Running: 5]

•Motivation:

Upholding the Good

•**Alter Ego:** Lawrence Jordan

•**Occupation:** District Attorney

•**Wealth:** 6

•**Height:** 5'10"

•**Weight:** 175 lbs.

•**Eyes:** Brown •**Hair:** Brown

•**Group Affiliation:** All-Star Squadron

•**Operating Sector:** New York City

POWERS AND ABILITIES: All of Air Wave's Powers are derived from scientific apparatus that give him complete control over the electromagnetic spectrum. He can summon and control magnetic energy, intercept telephone communications, and skirt along telephone lines at the speed of electricity. New York operatives report that Air Wave has recently added a pair of trick boots to his arsenal that allow him to walk up walls and to deploy a pair of retractable skates for increased ground speed.

COMMENTS: This is one of the

weakest of all the Americans. I am sure you have heard of the infamous Colonel Hauptmann and the fate that befell him back in Berlin. Hauptmann's sin was allowing himself to be captured by Air Wave. I suggest you keep this in mind. ☸

Air Wave is actually Larry Jordan, a New York District Attorney. Something of an expert in radio science and electrical engineering, Larry created the identity of Air Wave to help battle the Axis menace.



AMAZING-MAN

DEX:	7	STR:	4	BODY:	5
INT:	6	WILL:	6	MIND:	5
INFL:	5	AURA:	4	SPIRIT:	7
INITIATIVE:	20	HERO POINTS:	40		

•Powers:

Molecular Chameleon: 12 (before May 1942),

Magnetic Control: 12
(May 1942 and after)

•Skills:

Acrobatics: 4, Martial Artist: 5

•Advantages:

Connection: Athletic Community (High);
Scholar (Athletics)

•Drawbacks:

Public Identity

•**Motivation:** Unwanted Power

•**Alter Ego:** Will Everett

•**Occupation:**

former Athlete/former Janitor

•**Wealth:** 3

•**Height:** 6'1"

•**Weight:** 185 lbs.

- Eyes:** Brown •**Hair:** Black
- Group Affiliation:** All-Star Squadron
- Operating Sector:** New York City/
Detroit, Michigan

POWERS AND ABILITIES: Amazing-Man can absorb all of the chemical properties of any substance he touches, turning his body into a living facsimile of that substance. In the past, our operatives have seen him become a man of solid steel or brick. Once he has mimicked a substance in this way, Amazing-Man's physical capabilities are augmented to match those of the substance he has absorbed. Once he has absorbed the properties of steel, for instance, he can easily shatter iron girders and breach concrete walls with his bare fists.

COMMENTS: Our operatives have a distinct tendency to underestimate this one, probably because they are all so well-versed in the Führer's theories concerning the inferiority of certain races. Do not be fooled. I would gladly trade any dozen of you for one of him. He has proven himself resourceful, courageous, and capable. I once watched Amazing-Man dispatch 11 of our operatives single-handed, without resorting to his metahuman abilities. After hearing the Führer's latest grumbings, I am tempted to believe that perhaps it is the mental capacities of the Germanic peoples we should be calling into question. ☘

Like Jesse Owens, Will Everett is one of the Afro-American athletes who courageously disproved Hitler's racist theories by winning two gold medals at the 1936 Olympic Games in Berlin. Despite his acclaim and skills, Everett was unable to find steady work after the Olympics, due to lingering racism in his own country.

Eventually, Everett found himself sweeping floors in a laboratory owned by Dr. Terry Curtis, who was secretly the reluctant villain, Cyclotron (see pages 76-77). One day, a gang of gun-wielding thugs on a mission to capture a human guinea pig to test the latest invention of the Ultra-Humanite (see page 85), stumbled across Everett and spirited him off to the arch-criminal's

hidden lair. When Everett was subjected to the Ultra-Humanite's machine, the experimental process backfired, resulting in a huge explosion. Somehow, this explosion gave Everett the ability to absorb the qualities of any material he touched, transforming him into Amazing-Man.

At first, Everett agreed to use his powers to help Cyclotron and the Ultra-Humanite conquer the world on the condition that the two villains spare his parents and his hometown of Detroit from their destructive energies. Everett soon confronted members of the All-Star Squadron, who convinced him that he had been duped. Amazing-Man quickly switched allegiances and joined the All-Star Squadron as a full-fledged member.

Roughly a year later, during another run-in with the Ultra-Humanite and his henchman, Deathbolt, Amazing-Man lost his molecular mimicking powers but received powerful magnetic abilities as a result.



THE ATOM

DEX:	8	STR:	5	BODY:	6
INT:	7	WILL:	9	MIND:	7
INFL:	5	AURA:	6	SPIRIT:	8
INITIATIVE:	24	HERO POINTS:	75		

•**Skills:** *linked

Acrobatics: 8*, Martial Artist: 8*, Scientist: 7*

•**Advantages:**

Connections: Calvin College (High), Justice Society of America (High); Intensive Training; Lightning Reflexes

•**Drawbacks:**

Serious Irrational Attraction: The Atom is very sensitive about his height and frowns on "short jokes"; Secret Identity

•**Motivation:** Upholding the Good

•**Alter Ego:** Al Pratt

•**Occupation:** Physics Student

•**Wealth:** 5

•**Height:** 5'1"

•**Weight:** 150 lbs.

- Eyes:** Blue •**Hair:** Red
- Group Affiliation:** All-Star Squadron, Justice Society of America
- Operating Sector:** New York City/
Civic City

POWERS AND ABILITIES: The Atom's major abilities stem from his super-human strength. Field operatives who have encountered the Atom estimate that he is capable of lifting an automobile completely over his head. Atom is also a highly trained hand-to-hand combatant with lightning quick reflexes and reactions. All in all, a most formidable foe.

COMMENTS: The Major who wrote that last entry is obviously a fool. I have encountered the Atom myself, and I can say with complete certainty that he possesses no metahuman powers whatsoever. His amazing exploits in combat are merely the result of superior training and our field operatives' own incompetence. In fact, I believe I will go so far as to say that the Atom may be the best hand-to-hand fighter I have ever seen, with the possible exception of the former American boxing champion, Joe Morgan. His only real weakness lies in his imprudent temper and its ability to affect his judgment. ☘

One day, a young weakling known as Al Pratt bought a meal for a down-on-his-luck vagrant near New York's infamous Bowery. The vagrant turned out to be none other than former boxing champ Joe Morgan, who promised to return Pratt's favor by turning the little man into a nimble and powerful fighter. After just one year under Morgan's tutelage, Pratt nearly doubled his weight and greatly increased his strength and agility. Once he had completed the program two years later, Pratt decided to forgo the boxing career Morgan had hoped he would pursue and put his newly acquired abilities to work as a costumed crime fighter.

When he is not out protecting the American shores from Nazi spies and saboteurs, Al Pratt is a student studying physics at cozy little Calvin College. Ironically, an exposure to radiation in 1942 later caused the Atom to gain superhuman strength much like the Nazis imagined he possessed.



THE BLACK CONDOR

DEX:	7	STR:	5	BODY:	6
INT:	7	WILL:	6	MIND:	7
INFL:	7	AURA:	6	SPIRIT:	7
INITIATIVE:	23	HERO POINTS:	45		

•Powers:

Flight: 8, Telepathy: 6, Mind Over Matter: 6

•Skills:

Acrobatics: 3, Martial Artist: 6, Military Science (Tracking): 6

•Advantages:

Connections: U.S. Government (High), Freedom Fighters (High); Scholar (Politics)

•Drawbacks:

Secret Identity

•Equipment:

Ray Gun [BODY: 5, EV: 8, R#: 2]

•Motivation: Upholding the Good

•Alter Ego:

Richard Grey, Jr./Thomas Wright

•Occupation: U.S. Senator

•Wealth: 6

•Height: 6'2"

•Weight: 196 lbs.

•Eyes: Blue

•Hair: Black

•Group Affiliation: All-Star Squadron, Freedom Fighters

•Operating Sector: American West Coast

POWERS AND ABILITIES: The Black Condor is capable of true flight. Our operatives have seen him attain airspeeds estimated at more than 400 kilometers per hour in level flight and almost twice that when diving. Although this ability could spring from some hidden scientific device, our best intelligence seems to indicate that Black Condor is a true metahuman. Whether or not he possesses any other metahuman powers or capabilities is still unknown to us at present. In addition to his paranormal flight power, Black Condor is apparently a highly skilled scientist. In battle, he carries a ray gun, presumably of his own construction, capable of stunning a man or piercing a brick wall in a single shot.

COMMENTS: I have never actu-

ally encountered this one, although I have watched films of him in action over San Diego. I am most impressed with his grasp of aerial tactics and hand-to-hand techniques. The ray gun he carries leads me to believe that his flight power is probably the result of some hidden anti-gravity device, although the natural ease with which he soars and maneuvers seems to suggest he has been flying his entire life. Although you are still encouraged to separate the Black Condor from his pistol at the beginning of any encounter, you should be advised that he has skillfully integrated his aerial abilities into his hand-to-hand technique and remains a capable opponent without the gun. ✖

The Black Condor is the son of noted archeologist Richard Grey. Shortly after Richard, Jr. was born, Grey and his wife were killed by Mongol tribesmen while on an expedition for a New York City museum. Fortunately, a race of unnaturally intelligent condors discovered the couple's abandoned infant son shortly after their deaths and carried the baby to their nesting complex to raise as one of their own offspring. When he reached adolescence, the youth discovered that he had the paranormal ability to fly like his adoptive brethren.

While still a young man, he left his nest in Mongolia and encountered a hermit named Father Pierre, who adopted him and called him the Black Condor. With the help of Father Pierre, the Condor learned the ways of mankind and created his costumed crime-fighting identity. During one of his earliest cases, the Black Condor solved the murder of his own look-alike, United States Senator Thomas Wright of California. Instead of informing the world of the Senator's demise, the Condor decided to adopt Wright's name and identity. At present, he is still serving in the U.S. Senate.

CAPTAIN TRIUMPH

DEX:	7	STR:	8	BODY:	9
INT:	6	WILL:	5	MIND:	6
INFL:	7	AURA:	6	SPIRIT:	7
INITIATIVE:	20	HERO POINTS:	40		

•Powers:

Invisibility: 11

•Skills:

Military Science: 5, Vehicles: 5, Weaponry: 5

•Limitations:

Captain Triumph must activate his Powers by touching the T-shaped birthmark on his left wrist, an act that binds him to the ghost of his dead brother, Michael. When he is not bound to his brother's ghost, Captain Triumph has a DEX, STR and BODY of 4 APs each and cannot use his Invisibility Power. Once they are bound, Captain Triumph and his brother remain bound until Triumph touches the birthmark again. When it is separated from its living host, the ghost is invisible and inaudible to everyone except Lance Gallant. Treat the ghost as if it had the Self Link (Spirit Travel) Power rated at 15 APs and all Attributes at 8 APs.

•Advantages:

Connections: U.S. Armed Forces (Home Front/Low); Rank (Captain)

•Drawbacks:

Secret Identity

•Motivation: Upholding the Good

•Alter Ego: Lancelot Gallant

•Occupation: Army Pilot

•Wealth: 5

•Height: 6'1"

•Weight: 198 lbs.

•Eyes: Blue

Hair: Blond

•Group Affiliation: All-Star Squadron

•Operating Sector: American East Coast

POWERS AND ABILITIES: This Amerikaner is strong and swift. Our operatives have seen him rip through reinforced steel and smash automobiles with his bare hands. Apparently, nothing less than a 20 mm shell will penetrate his skin.

COMMENTS: Although I have never actually confronted him in combat, I once had an opportunity to interrogate Captain Triumph at some length. During this encounter, I found his legendary confidence somewhat amusing. He is almost certainly a true metahuman, with reasonably formidable powers, but I found Triumph poorly trained and easy to outwit. Minutes after I finished the interrogation, he escaped our custody by kicking a large hole in a reinforced con-

crete wall, although he must have set off half a dozen security alarms and traps on his way out. Were it not for our severe manpower shortage, Triumph may have had an opportunity to prove his willingness to die for our enemies' cause.

Captain Triumph is actually Lance Gallant, a Captain in the United States Army Air Corps. Shortly after Gallant joined the Air Corps, his twin brother, Michael, was accidentally killed by a team of Axis saboteurs who were attempting to destroy a hangar housing a top-secret aircraft Lance was helping to develop for the Allied war effort.

Before long, Lance was aided in his efforts to avenge his brother's death by Michael's undead spirit. The spirit informed Lance that he could unite himself with what remained of his brother by rubbing the T-shaped birthmark both twins had shared. When the two Gallant brothers were united in this fashion, they formed the mighty Captain Triumph.



COMMANDER STEEL

DEX:	7	STR:	9	BODY:	7
INT:	6	WILL:	7	MIND:	5
INFL:	7	AURA:	5	SPIRIT:	8
INITIATIVE:	22	HERO POINTS:	50		

•Powers:

Density Increase: 1, Jumping: 2, Running: 7, Skin Armor: 3

•Skills:

Military Science: 6, Vehicles: 5, Scientist: 4, Thief: 6, Weaponry: 6

•Advantages:

Connections: OSS (High), U.S. Armed Forces (European Theater/High), White House (High); Lightning Reflexes

•Drawbacks:

Secret Identity

•Equipment:

Flare Gun [BODY: 5, EV: 5, Flash: 6, Ammo: 1, R#: 3]
M1 Carbine [BODY: 4, EV: 5, Ammo: 12, Range: 6, R#: 2]
Note: Steel only carried this equipment

when operating behind enemy lines.

- Motivation:** Unwanted Power
- Alter Ego:** Henry Heywood I
- Occupation:** U.S. Marine
- Wealth:** 5
- Height:** 6'0"
- Weight:** 378 lbs.
- Eyes:** Blue •**Hair:** Black
- Group Affiliation:** All-Star Squadron
- Operating Sector:** New York City/ Europe

POWERS AND ABILITIES: If the reports in front of me are to be believed, Commander Steel is almost completely indestructible. One operative reports seeing Steel survive a direct hit by a 2,000-kilogram demolition bomb. Another claims to have witnessed Steel emerging uninjured after being run over by a Jagdpanther. These same reports indicate that Steel may well be one of the Allies' most impressive physical specimens. He is apparently capable of tossing around field pieces and smashing tanks as if they were melons.

COMMENTS: Although I have never encountered him personally, I am quite certain that Steel cannot be a true metahuman. The fact that he somehow managed to penetrate our defensive barrier and infiltrate the Berlin High Command clearly suggests that his augmented capabilities come as the result of some sort of hidden scientific apparatus. In fact, Steel's stated capabilities closely match those of an experimental exoskeleton our scientists in Bittburg have been developing for several years now. If the Americans have perfected such a device, it is only a matter of time before many more operatives of Commander Steel's caliber begin appearing in Europe.

Biology student Hank Heywood joined the United States Marine Corps just two days after Hitler invaded Poland in September of 1939. While defending a military base against sabotage just a few months later, Heywood was caught in an explosion that badly damaged all four of his limbs, as well as his circulatory and respiratory systems. Seeing no other chance for survival,

Heywood summoned his college biology professor, Dr. Gilbert Giles, and volunteered as a guinea pig for Giles' experimental bio-retardant process, which was designed to augment the human body mechanically.

Over the next couple of months, Hank Heywood was completely rebuilt on the operating table. Servo-motors were installed in his joints, vastly increasing the strength of his crippled limbs; mechanical organs were implanted to replace his heart and lungs, and a hard steel shell was implanted beneath his skin. By the time he had recovered from these painful operations, Hank was stronger and swifter than any mere man. Remembering his commitment to the Marine Corps, Hank decided to put his new capabilities to work as a special operative for Allied Intelligence, code-named Steel the Indestructible Man.

After Steel single-handedly saved President Roosevelt from the Japanese assassin known as Kung, FDR used his authority as Commander-In-Chief to field promote Steel to commander. The hero was known as Commander Steel thereafter.



THE CRIMSON AVENGER

DEX:	7	STR:	4	BODY:	5
INT:	7	WILL:	7	MIND:	7
INFL:	5	AURA:	5	SPIRIT:	6
INITIATIVE:	23	HERO POINTS:	65		

•Skills: *linked

Acrobatics: 7*, Artist (Writer): 3, Detective: 7*, Martial Artist: 7*, Thief: 7*, Vehicles: 7*, Weaponry: 7*

•Advantages:

Connection: Press (High); Connoisseur; Intensive Training; Lightning Reflexes; Sidekick (Wing)

•Drawbacks:

Mistrust (first year of career); Secret Identity

•Equipment:

Gas Gun [BODY: 5, EV: 7, Fog: 7, Ammo: 4, R#: 2]

Limitations: The Gas Gun attacks everyone in the area blanketed by

its Fog Power with its EV; the Gas Gun can never be used to initiate Killing Combat.

Crimson Smoke Pellets (x8)

[BODY: 1, Fog: 9]

1938 PACKARD [STR: 7, BODY: 7, Running: 7, R#: 2]

- Motivation:** Upholding the Good
- Alter Ego:** Lee Travis
- Occupation:** Publisher
- Wealth:** 10
- Height:** 6'0"
- Weight:** 189 lbs.
- Eyes:** Brown •**Hair:** Brown
- Group Affiliation:** All-Star Squadron, Seven Soldiers of Victory
- Operating Sector:** New York City



WING

DEX:	6	STR:	3	BODY:	4
INT:	6	WILL:	6	MIND:	5
INFL:	4	AURA:	4	SPIRIT:	6
INITIATIVE:	20 HERO POINTS: 30				

- Skills:** *linked
Acrobatics: 6*, Gadgetry: 3,
Martial Artist: 6*, Thief: 6*,
Vehicles (Land): 6*, Weaponry: 6*
- Advantages:**
Intensive Training;
Lightning Reflexes;
Scholar (Automobile Repair)
- Drawbacks:**
Mistrust (first year of career);
Secret Identity
- Motivation:** Upholding the Good
- Alter Ego:** Wing (last name unknown)
- Occupation:** Chauffeur
- Wealth:** 4
- Height:** 5'6"
- Weight:** 140 lbs.
- Eyes:** Brown •**Hair:** Black
- Group Affiliation:** All-Star Squadron, Seven Soldiers of Victory
- Operating Sector:** New York City
- POWERS AND ABILITIES:** The Crimson Avenger is yet another costumed Allied operative with no apparent metahuman abilities. Although his personal fighting skills are indeed formidable, the Allies certainly have several better agents

at their disposal. In combat, the Avenger likes to obscure the senses of his opponents with a Crimson-colored smoke screen. He also carries a flare pistol capable of firing concentrated stun gas grenades.

COMMENTS: This dog and his pup are of little consequence. Should you encounter them, dispatch them quickly and decisively. They should pose little threat to any of our operations. The older one is slow and easy to distract. A typical Amerikaner, he expends a great deal of effort striking dramatic poses as he fights, almost as if he believes an invisible newsreel camera is constantly recording his heroic deeds. The little one is quick and spirited, but most inexperienced. Threatening him will easily keep the master at bay. ☸

The Crimson Avenger is actually New York *Daily Globe-Leader* publisher Lee Travis. Wing is Travis' young oriental chauffeur. Travis used his personal wealth and resources to create the identity of the Crimson Avenger in order to bring his crusading newspaper's struggle for justice into the streets.

In their first case, the Crimson Avenger and Wing tracked down and recovered stolen charity profits raised to benefit Chinese victims of the war against Japan.



DOCTOR FATE

DEX:	7	STR:	4	BODY:	10
INT:	9	WILL:	6	MIND:	7
INFL:	7	AURA:	8	SPIRIT:	8
INITIATIVE:	23/36 HERO POINTS: 150				

- Powers:** *Mystic Link
Invulnerability: 15*, Telekinesis: 10*
- Skills:**
Medicine: 7, Occultist: 16
- Advantages:**
Connections: Justice Society of America (High), Lords of Order (High), Mystical Community (High);
Scholar (Archeology)

•Drawbacks:

Married (Inza Cramer); Secret Identity

•Equipment:

Helmet of Nabu [BODY: 10, INT: 13, WILL: 18, MIND: 14, INFL: 16, AURA: 22, SPIRIT: 22, Awareness: 12, Magic Sense: 12, Sorcery: 40]

Miscellaneous Drawbacks: While Nelson is wearing the helmet, he is possessed by the spirit of Nabu, an ancient Egyptian wizard and Lord of Order. Anyone other than Nelson who attempts to wear the helmet must have a SPIRIT of 6 APs or higher, or he will be driven temporarily insane.

Amulet of Nabu [BODY: 10]

Note: If Dr. Fate is using the Helmet of Nabu without the wearing the Amulet, the Helmet's Sorcery Power is lowered to 30 APs.

•Motivation:

Responsibility of Power

•Alter Ego:

Kent Nelson

•Occupation:

Archeologist

•Wealth:

6

•Height:

6'2"

•Weight:

197 lbs.

•Eyes:

Blue

•Hair:

Blond

•Group Affiliation:

All-Star Squadron, Justice Society of America

Operating Sector:

Salem, Massachusetts

POWERS AND ABILITIES:

Although accounts of his power fluctuate wildly, it is very likely that Dr. Fate is one of the Allies' most powerful operatives. While he is at his peak potential, there appears to be no limit to his might. The following report provides an example.

June 18, 1943. We took 31 operatives into Massachusetts yesterday, hoping to ambush the costumed agent the Amerikaners call Dr. Fate. After more than nine hours of laying traps and preparations outside his stronghold in Salem, we finally caught a glimpse of Fate around 0830. The moment our first operative showed himself and before anyone had a chance to fire, Fate whirled and simply waved his hand, causing all our forces in the area to vanish instantly. I was the only escapee. Later, I received word from another operative on the scene, indicating that Fate had simply teleported all

30 of our agents into detention cells at a local police station, located more than 18 miles from the site of the ambush.

— *Agent 54X1778-23.*

COMMENTS: I understand that some of our upper level field agents are spreading a rumor to the effect that I myself have fled from Dr. Fate on the battlefield. This, of course, is complete nonsense. Those of you who find yourselves imprisoned in Fate's custody should feel free to pass on a personal challenge from myself to him. As long as he guarantees no outside interference, he can select the time and place of battle and I will be there. As for the Major's comments concerning Fate's abilities, I myself have engaged him on several occasions and have found no evidence of any of the extraordinary powers on which our operatives seem to be so fond of blaming their failures. This Dr. Fate schwein possesses super-strength and a degree of invulnerability, certainly. But extraordinary "magical powers"? Never!



The Doctor Fate active during the Second World War was Kent Nelson, the son of a famous archeologist. Nelson gained his magical powers as a boy while exploring an ancient Mesopotamian temple near Ur with his father. During this expedition, Kent stumbled onto the entombed body of a giant ancient wizard named Nabu the Wise, a being composed of pure energy who had actually migrated from the planet Cilea more than 500,000 years earlier. As fate would have it, Kent's entry into Nabu's chamber set off a chain of events that revived the ancient sorcerer but killed Kent's father. With little else left to live for after his father's untimely demise, the younger Nelson decided to accept Nabu's offer of apprenticeship and was magically aged 15 years in the wink of an eye to facilitate his mystical training. Once his apprenticeship was complete, Nelson received a magical helmet and amulet and burst forth upon the world to battle the forces of injustice in the guise of Dr. Fate.

A couple of years after he first assumed the Dr. Fate identity, Kent Nelson

learned that he was actually losing control of his body whenever he donned Nabu's mystical helmet and that Nabu himself was controlling Fate's actions. For this reason, Nelson was loath to use the helmet during most of the war years and replaced it with smaller and lighter headgear of his own design. Without the mystic helmet, Doctor Fate's powers were diminished considerably, leading to the Nazis' confusion seen above.



DOCTOR MID-NITE

DEX:	7	STR:	4	BODY:	5
INT:	8	WILL:	6	MIND:	6
INFL:	5	AURA:	6	SPIRIT:	7
INITIATIVE:	24	HERO POINTS:	75		

•Powers:

Ultra Vision: 9

•Skills:

Acrobatics: 4, Detective: 6,
Gadgetry: 6, Martial Artist: 7,
Medicine: 10, Scientist: 6, Thief: 5

•Advantages:

Connection: Justice Society of
America (High);
Lightning Reflexes; Pet (owl)

•Drawbacks:

Serious Physical Restriction: Dr. Mid
Nite cannot see in daylight with
out special infrared glasses or
goggles;

Secret Identity

•Equipment:

Blackout Bombs (x6) [BODY: 1,
Darkness: 5, Fog: 10]

Miscellaneous Drawbacks: The
Blackout Bombs cover a volume
of 10 APs (equal to the Bomb's
Fog Power) and fill that volume
with the Darkness Power rated at
5 APs.

Goggles [BODY: 1]

Bonus: Dr. Mid-Nite wears special
goggles that allow him to over-
come his handicap of blindness
in daylight. The glasses he wears
as Dr. Charles McNider have a
modified version of the lenses in
the goggles.

•Motivation: Upholding the Good

•**Alter Ego:** Dr. Charles McNider

•**Occupation:** Physician

•**Wealth:** 5

•**Height:** 5'11"

•**Weight:** 179 lbs.

•**Eyes:** Blue

•**Hair:** Blond

•**Group Affiliation:** All-Star Squad-
ron, Justice Society of America

Operating Sector: American East
Coast

POWERS AND ABILITIES: Doctor Mid-Nite betrays his favored tactics with the code-name he has chosen. The Doctor clearly prefers to operate at night. When fighting during the day, he re-creates night conditions by blacking out large areas of the battlefield with special gas grenades. Since the Doctor himself is not hampered by these grenades, our operatives have concluded that there is some sort of special sighting equipment built into his headgear that allows him to penetrate the grenades' darkness fields. Take away the Doctor's special equipment and you are left with an acceptable hand-to-hand fighter — competent, but careful.

COMMENTS: Doctor Mid-Nite is not much of a fighter; he clearly finds the rush of battle distasteful. When facing him, concern yourself with his cunning and resourcefulness more than his battle prowess. The Doctor has a certain reputation for appearing unexpectedly and delivering a punishing blow to an unwary enemy.

While treating an important witness against a top New York mobster, Dr. Charles McNider was caught in a bomb blast meant to silence his patient. Although he survived the blast otherwise unharmed, McNider was blinded by the attack, seemingly ending his medical career. But sometime later, McNider discovered that he regained his sight in darkness and was only incapable of seeing in daylight, much like an owl. This discovery led him to create the costumed identity of Dr. Mid-Nite in order to topple the mobster his patient had betrayed earlier.



DOCTOR OCCULT

DEX:	6	STR:	4	BODY:	5
INT:	8	WILL:	7	MIND:	8
INFL:	9	AURA:	10	SPIRIT:	9
INITIATIVE:	23	HERO POINTS:	85		

•Powers: *Mystic Link

Dimension Travel: 7, Hypnotism: 9*, Illusion: 7*, Invisibility: 7*, Telekinesis: 9*

•Skills:

Detective: 11, Occultist: 11

•Advantages:

Area Knowledge (Astral Plane); Buddy (Rose Psychic); Connections: Mystical Community (High), the Seven (High); Genius; Iron Nerves; Sharp Eye

•Drawbacks:

Dark Secret

•Equipment:

Symbol of the Seven [BODY: 4, SPIRIT: 5, Mystic Link (Reflection/Deflection): 7, Exorcism: 11]

Psionic Sensor [BODY: 3, Detect (evil thought waves): 9, R#: 3]

•Motivation: Responsibility of Power

•Alter Ego: Unknown

•Occupation: Private Investigator

•Wealth: 5

•Height: 6'1"

•Weight: 189 lbs.

•Eyes: Gray •Hair: Black

•Group Affiliation: All-Star Squadron

•Operating Sector: American East Coast

POWERS AND ABILITIES: So far, we are not even sure a hero by the name of Doctor Occult actually exists. None of our operatives has ever encountered him, although we have seen a figure fitting his description occasionally entering All-Star Squadron headquarters in New York, and we have often captured Allied intelligence mentioning Occult and discussing his prowess. Our best information leads us to believe that if Doctor Occult does exist, he is some sort of mystic troubleshooter. Allied intelligence seems to indicate

that he has been given the special task of tracking our own forays into the field of magic and keeping his superiors posted regarding our progress.

COMMENTS: I myself am convinced that Doctor Occult is a myth. I know that some of our scientists have begun dabbling in magic, and our efforts have so far failed to attract the attention of any Allied agents. With this in mind, it is hard to believe the Allies have a special operative assigned to monitor our experiments in the mystic arts. It is likely that Doctor Occult is part of a disinformation campaign on the part of the American War Department. Any time we spend tracking him down is almost certainly wasted. ✖

Contrary to the beliefs of the German High Command, Doctor Occult is more than a myth. Only the fact that he spends so much of his time dealing with crises in the mystic world keeps him from taking a more active role in the anti-sabotage campaign.

Richard Occult is a New York private investigator, who specializes in cases involving supernatural and paranormal phenomena. He learned mystical powers and received a formidable arsenal of mystic weaponry from a cult of mysterious mages known as the Seven during his youth.



DOLL MAN

DEX:	6	STR:	4	BODY:	5
INT:	9	WILL:	9	MIND:	7
INFL:	6	AURA:	5	SPIRIT:	6
INITIATIVE:	23	HERO POINTS:	50		

•Powers:

Shrinking: 7

•Skills:

Acrobatics: 3, Gadgetry: 7, Martial Artist: 6, Scientist: 9

•Limitation:

Miscellaneous: Doll Man must use all 7 APs of Shrinking each time he uses his Power; he cannot choose to use less than 7 APs.

•Advantages:

Connection: Freedom Fighters (High); Genius; Insta-Change; Scholar (Chemistry)

•Drawbacks:

Secret Identity

•Motivation: Upholding the Good

•Alter Ego: Darrell Dane

•Occupation: Chemist

•Wealth: 6

•Height: 6"

•Weight: 7 1/2 lbs.

•Eyes: Blue •Hair: Black

•Group Affiliation: All-Star Squadron, Freedom Fighters

Operating Sector: American West Coast

POWERS AND ABILITIES: Doll Man is only six inches tall, although he has the strength of an average-sized human. Whether or not Doll Man is permanently stuck at this diminutive height is unknown. Some of our operatives claim to have seen Doll Man grow to full human height, although all such reports are unconfirmed. Doll Man is an excellent hand-to-hand combatant and quite adept at using his small size to gain an enormous combat advantage.

COMMENTS: I will take this opportunity to offer 50,000 marks to the man who can bring me evidence of this schwein's death. Battling against Doll Man is an infuriating experience, somewhat akin to attempting to catch a housefly with your bare hands. His chief tactic is to wear down and avoid his opponents while always searching for an opportune moment to launch a strike of his own. So effective are his techniques that I found myself abandoning all of my training roughly 10 minutes into our encounter and attempting to smash him underfoot like an annoying parasite. ✖

Doll Man is a scientist, Darrell Dane, who discovered a serum that allowed him to contract and expand his body's molecules at will. After using his new powers to save his girlfriend, Martha Roberts, from a gang of syndicate thugs, Darrell decided to fight crime full-time as Doll Man.

FIREBRAND ONE

DEX: 7 STR: 5 BODY: 5
INT: 5 WILL: 5 MIND: 5
INFL: 7 AURA: 6 SPIRIT: 5
INITIATIVE: 23 HERO POINTS: 40

•Skills: *linked

Acrobatics: 7*, Charisma: 7,
Martial Artist: 7*, Military
Science: 4, Thief: 5,
Vehicles: 5, Weaponry: 5

•Advantages:

Attractive; Buddy ("Slugger" Dunn);
Connections: Freedom Fighters
(High), U.S. Armed Forces
(Pacific Theater/Low);
Intensive Training; Lightning
Reflexes; Rank (Ensign)

•Drawbacks:

Secret Identity

•Motivation: Thrill of Adventure

•Alter Ego: Rodney Reilly

•Occupation: Playboy

•Wealth: 11

•Height: 6'0"

•Weight: 185 lbs.

•Eyes: Blue •Hair: Brown

•Group Affiliation: All-Star Squadron, Freedom Fighters

•Operating Sector: American West Coast

POWERS AND ABILITIES:

To date, we have seen no evidence that suggests that this Firebrand has any sort of metahuman powers or abilities. He has been well-trained in the martial arts, but his fighting style is very unorthodox, consisting of more taunts and parries than punches and kicks. In all, he is rather difficult to size up. Caution is advised.

COMMENTS:

I almost pity this Amerikaner. He seems to believe he is living in a perpetual Death Mayhew film. If the Allies have assigned him any duty more important than monitoring the Hitler Youth, their commanders are every bit as foolish as our propagandists claim. Dogs

of this sort are best dealt with swiftly and severely, although you should strive to keep your victories as unimpressive as possible. Once they catch wind of his incompetence, the Allied leaders might be tempted to give him a rifle and send him to the front, where he will finally be in a position to benefit their cause for real.

The first Firebrand is actually millionaire playboy Rod Reilly. Reilly created his costumed crime-fighting identity as a means of relieving the tedium of his upper-class existence. Firebrand was trained in personal combat by his valet, ex-boxing champ "Slugger" Dunn.

Shortly after the Second World War broke out in Europe, Rod Reilly hung up his Firebrand costume and enlisted in the U.S. Navy. His first posting was aboard the U.S.S. Arizona, which was sunk during the Japanese raid on Pearl Harbor. Reilly sustained critical injuries during the infamous sneak attack. Once his injuries healed, Rod renewed the role of Firebrand and joined

the Freedom Fighters to battle Nazi saboteurs on the West Coast.

FIREBRAND TWO

DEX: 6 STR: 4 BODY: 4
INT: 7 WILL: 7 MIND: 5
INFL: 6 AURA: 5 SPIRIT: 5
INITIATIVE: 19 HERO POINTS: 50

•Powers:

Flame Being: 4, Flame Control: 9,
Flame Immunity: 9, Flame Project: 9,
Flight: 8

•Skills:

Charisma: 6, Scientist: 5

•Advantages:

Connection: Freedom Fighters (Low);
Rich Family; Scholar (Vulcanology)

•Drawbacks:

Secret Identity

•Motivation: Upholding the Good

•Alter Ego: Danette Reilly

•Occupation: Debutante/Vulcanologist

•Wealth: 7

•Height: 5'5"

•Weight: 118 lbs.

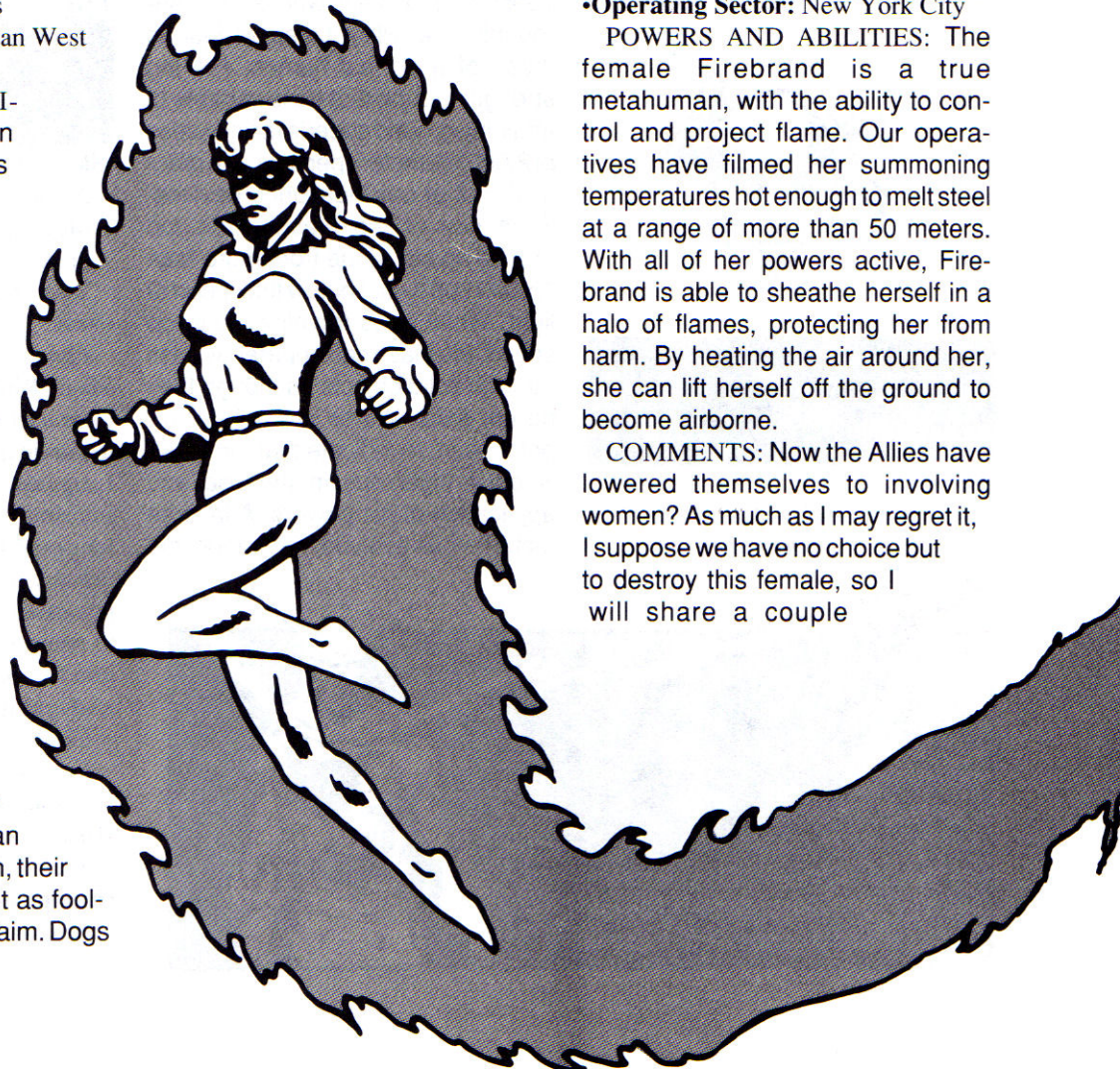
•Eyes: Blue •Hair: Red

•Group Affiliation: All-Star Squadron

•Operating Sector: New York City

POWERS AND ABILITIES: The female Firebrand is a true metahuman, with the ability to control and project flame. Our operatives have filmed her summoning temperatures hot enough to melt steel at a range of more than 50 meters. With all of her powers active, Firebrand is able to sheathe herself in a halo of flames, protecting her from harm. By heating the air around her, she can lift herself off the ground to become airborne.

COMMENTS: Now the Allies have lowered themselves to involving women? As much as I may regret it, I suppose we have no choice but to destroy this female, so I will share a couple



thoughts with you. Firebrand has far too much confidence in her abilities. If you can somehow isolate her from her colleagues, she would be an ideal ambush target. Engage her with only a token force early and continue to escalate the battle until the odds turn overwhelmingly in your favor. By the time she realizes she is outgunned, it will be too late. ✖

The female Firebrand is Danette Reilly, the sister of Rod Reilly, her male counterpart. Just before the Japanese raid on Pearl Harbor, Danette was researching a volcanic island that had mysteriously appeared just north of Hawaii. While visiting this island, she gained her superhuman powers after falling into a pool of artificial lava created by the time-traveling supercriminal, Per Degaton.

After she discovered that her brother Rod had been a costumed hero, Danette decided to use her new abilities to fill in as Firebrand while Rod was in the hospital recovering from the wounds he had received at Pearl Harbor. She continued as Firebrand even after he recovered.



THE FLASH

DEX:	7	STR:	4	BODY:	7
INT:	6	WILL:	5	MIND:	6
INFL:	5	AURA:	6	SPIRIT:	5
INITIATIVE:	44	HERO POINTS:	75		

•Powers:

Air Control: 7, Dimension Travel: 8, Dispersal: 12, Superspeed: 24

•Skills:

Gadgetry: 7, Scientist: 7

•Limitations:

Miscellaneous: Air Control, Dimension Travel, and Dispersal can only be used when Superspeed is in effect.

•Advantages:

Area Knowledge (Keystone City); Connections: Justice Society of America (High), Keystone Research Laboratories (High); Lightning Reflexes

•Drawbacks:

Married (Joan Garrick); Secret Identity

•Motivation: Upholding the Good

•Alter Ego: Jay Garrick

•Occupation: Research Scientist

•Wealth: 6

•Height: 5'11"

•Weight: 179 lbs.

•Eyes: Blue

•Hair: Brown

•Group Affiliation: All-Star Squadron, Justice Society of America

•Operating Sector: Keystone City

POWERS AND ABILITIES: Somehow, the Flash's reflexes have been boosted to a point where they are roughly one billion times as fast as those of a normal human. His leg strength is such that he is capable of attaining ground speeds far in excess of 2,000 kilometers per hour, the practical limit of our measuring devices. Estimates of the Flash's true top ground speed range from more than 15,000 kph to just below the speed of light. While he is traveling near top speed, the Flash can apparently pass through solid objects as though they do not exist. Worse still, all our reports seem to indicate that the Flash is quite ingenious in the use and application of his powers. A favorite tactic he has evolved is to control the

vacuum he leaves in his wake while running at immeasurable speeds, using it to form a small whirlwind to buffet and disorient opponents.

COMMENTS: The Flash is by far one of the most dangerous of all Allied operatives. You simply cannot crush what you cannot see. Our scientists in Düsseldorf are currently devising an array of proximity weapons capable of grounding this schwein once and for all. Until these weapons have been perfected, avoid him at all costs. ✖

While a student at Midwestern University in Keystone City, "Leadfoot" Jay Garrick accidentally inhaled the fumes of an experimental form of "hard water," activating his meta-gene and endowing him with superspeed powers. When he later learned that his fiancée's father had been kidnapped, Garrick created the identity of the Flash and rescued him.

The Flash was one of the founding members of the Justice Society of America and served as its first Chairman.

THE FLYING FOX

DEX:	7	STR:	4	BODY:	5
INT:	6	WILL:	8	MIND:	8
INFL:	7	AURA:	8	SPIRIT:	8
INITIATIVE:	24	HERO POINTS:	40		

•Skills: *linked

Acrobatics: 7*, Martial Artist: 7*, Medicine: 4, Military Science (Tracking): 6*, Occultist: 7*, Thief (Stealth): 7*

•Note:

Flying Fox has memorized several Magic Rituals (see pages 60-61 of the *Character Handbook*), which allow him to mimic the Chameleon, Comprehend Languages, Flame Project, Illusion, and Invisibility Powers, each at 8 APs. As long as he is free to move about, he may use any of these Rituals as though he possessed these Powers without having to make a separate Occultist Skill Action Check.

•Advantages:

Connection: Quontauka Tribe (High); Intensive Training; Lightning Reflexes

•Drawbacks:

Secret Identity

•Equipment:

MAGICAL CLOAK [Body: 9,



Mystic Link (Flight): 7]

- Motivation:** Responsibility of Power
- Alter Ego:** Unknown
- Occupation:** Apprentice Shaman
- Wealth:** 0
- Height:** 5'10"
- Weight:** 128 lbs.
- Eyes:** Brown •**Hair:** Black
- Group Affiliation:** All-Star Squadron, Young All-Stars
- Operating Sector:** New York City

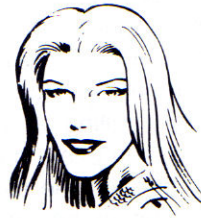
POWERS AND ABILITIES: So far, the Flying Fox's exact capabilities remain a mystery. Our operatives are 75% certain that his abilities are magical in origin, although even this fact is disputed by some. Most of our sources credit him with the power to hurl small fireballs, and some claim he is capable of rendering himself invisible. His code-name and some captured Allied newsreel footage both seem to indicate that he is capable of flight, but we have no clue whether this ability is magical or metahuman in nature.

COMMENTS: Flying Fox is a young and inexperienced hero. Although I have never encountered him myself, I have read reports that lead me to believe that we have probably witnessed the full brunt of his powers. If he has other abilities, it is difficult to understand why he has yet to use them with any consistency. ✚

The Flying Fox is the son and heir to the chief of a hidden Indian tribe residing in northwestern Canada. Shortly after the Japanese attack on Pearl Harbor, Flying Fox's tribe was contacted by Nazi secret agents, who hoped to persuade the tribe to conduct a guerrilla war against the Canadian government. When Flying Fox's father refused, the Nazis killed both the father and the son, then fled.

In the aftermath of this incident, Flying Fox's grandfather, the tribe's shaman, performed an elaborate mystic ceremony over his grandson's body, restoring him to life. The resurrected Fox was given some brief training in shamanistic rituals, presented with a magical cape that served as a tribal heirloom, and sent off to the United States to join the war against the Axis.

Flying Fox's true name has never been revealed.



FURY

DEX: 8/10	STR: 7/10	BODY: 7/8
INT: 5	WILL: 6	MIND: 5
INFL: 6	AURA: 6	SPIRIT: 7
INITIATIVE: 19/21 HERO POINTS: 45		

•Powers:

Jumping: 5, Running: 7

•Skills:

Charisma: 7

•Advantages:

Area Knowledge (Greek Countryside);
Connection: Greek Resistance (Low)

•Drawbacks:

Secret Identity; Serious Rage: When Fury's Rage is triggered, she transforms into a being known as the Blood Avenger. While in this state, her DEX becomes 12, her STR is 16, and her BODY is 15. The Blood Avenger has a Catastrophic Irrational Attraction to killing men and will go on a rampage any time she manages to break free from Fury's persona. Fury was cured of this condition in May 1942 (including the Serious Rage Drawback itself), at which point her Physical Attributes increased to the higher values noted previously.

•Equipment:

BATTLE ARMOR [BODY: 9]

•Motivation:

Seeking Justice
Fury is one of the few special exceptions to the rule prohibiting Golden Age characters from selecting this Motivation.

•Alter Ego:

Helena Kosmatos

•Occupation:

Student

•Wealth:

3

•Height:

5'6"

•Weight:

118 lbs.

•Eyes:

Blue

•Hair:

Blond

•Group Affiliation:

All-Star Squadron, Young All-Stars

•Operating Sector:

New York City

POWERS AND ABILITIES: Fury is a most formidable operative. Many of our agents who have confronted her have been lulled into a false

sense of security once they discovered they were facing a young girl, only to be surprised by her overwhelming might. So far, we are certain that she is capable of crushing rocks in her bare hands as though they were sponges and that nothing less than an anti-tank round or a 20 mm shell will penetrate her armored uniform. In addition, Fury seems to cover distances of more than 50 meters with a single leap and can probably run at speeds up to 150 kilometers per hour.

COMMENTS: This report comes from my ex-Chief of Staff, the late Major Stahler:

Fury is a woman and like all women, she is weak. The first and only time I witnessed her in action, she retreated from the battlefield with tears in her eyes. Seize the initiative and back her into a corner. Before long, her resolve will give way and she will beat a hasty retreat, sobbing and screaming. ✚

The Golden Age Fury was a young woman named Helena Kosmatos. While fighting with the Greek resistance in 1941, Helena's father was killed by Italian fascists. Helena's emotional need to avenge her father's death after this incident was so great that she attracted the attention of the three Furies of Myth, the legendary avengers of the ancient Greek gods. In return for some of the Furies' power, Helena promised the creatures she would go forth and avenge Nazi atrocities.

THE GREEN LANTERN

DEX: 6	STR: 4	BODY: 10(5)
INT: 6	WILL: 24	MIND: 8
INFL: 5	AURA: 6	SPIRIT: 6
INITIATIVE: 19 HERO POINTS: 85		

•Skills:

Gadgetry: 3, Martial Artist: 5, Scientist: 3

•Advantages:

Buddy (Doiby Dickles);

Connections: Broadcasting Industry (High), Justice Society of America (High)

•Drawbacks:

Secret Identity

•Equipment:

POWER RING [BODY: 24, SPIRIT: 24,

Animate Objects: 15,
Dispersal: 10, Flight: 15,
Force Manipulation: 24,
Omni-Power: 12, Sealed
Systems: 15, Skin Armor: 4]

Bonuses: All of the Power Ring's abilities are magical in nature; Green Lantern's BODY is 10 APs while he wears the Power Ring and 5 APs while he is not wearing it; the Power Ring's Skin Armor Power does not have to be activated at its full AP value: Green Lantern loses 1 AP of both Force Manipulation and Omni-Power for each AP of Skin Armor in use; the Animate Objects Power can only be used on metals and metallic objects.

Miscellaneous Drawbacks: The Power Ring is completely useless against wood and wooden objects; the Power Ring's BODY and SPIRIT are only 12 APs when it is not being worn; the Power Ring must be recharged using the mystical lantern once every 24 hours.

Mystical Lantern [Body: 20, Spirit: 20,
Energy Absorption: 15,
Invisibility: 15]

- Motivation:** Responsibility of Power
- Alter Ego:** Alan Scott
- Occupation:** Broadcasting Executive
- Wealth:** 8
- Height:** 6'0"
- Weight:** 201 lbs.
- Eyes:** Blue •**Hair:** Blond
- Group Affiliation:** All-Star Squadron, Justice Society of America

Operating Sector: Gotham City

POWERS AND ABILITIES: The Green Lantern wears a magical ring that gives him the power to project a strange beam of green force that he can move and shape at will. He might use this force to form a giant green hand, for example, and then use that hand to crush an enemy. Or he might form a giant green fan that he will use to disperse smoke or gas. Somehow, the ring's energy also serves to protect the Green Lantern from physical harm. One of our operatives claims to have struck him at point blank range with a small anti-tank round, only to see the shell

burst harmlessly on his chest. Another claims to have seen the Green Lantern throw himself on a live hand grenade and emerge from its blast unscathed. By calling on the ring's power, the Green Lantern can propel himself through the air at very high speeds. So far, he can outrace any aircraft in the Luftwaffe.

COMMENTS: Never having engaged the Green Lantern personally, there is little I can add. This report, which I discovered in my papers early this morning, seems interesting:

While Green Lantern was busy fending off three ME-109s, I saw operative 40722 sneak up and strike him from behind with what appeared to be a fragment of a smashed wooden packing crate. Although 40722 was probably only attempting to capture the Green Lantern's attention, his blow unexpectedly brought the Amerikaner crashing down to his knees, despite the fact that I had just seen machine gun bullets from strafing fighters bounce off the Green Lantern's chest. Unfortunately, 40722 was liquidated by the Flash before he had an opportunity to finish off his surprised victim.

— Operative XM7736

Engineer Alan Scott became the Golden Age Green Lantern when he inherited a mysterious magic lamp that spoke with a voice, promising to bring its owner great power. At the behest of the voice, Scott forged a ring from the lamp's metal and fashioned his costumed identity to fight crime.



THE GUARDIAN

DEX:	8	STR:	5	BODY:	6
INT:	5	WILL:	6	MIND:	5
INFL:	5	AURA:	5	SPIRIT:	6
INITIATIVE:	22	HERO POINTS:	40		

•**Skills:** *linked

Acrobatics: 8*, Detective: 7,
Martial Artist: 8*, Thief: 8*,
Vehicles: 8*, Weaponry: 8*

•Advantages:

Area Knowledge (Suicide Slum);
Connections: Newsboy Legion
(High), Metropolis Police Department (Low);
Intensive Training;
Lightning Reflexes

•Drawbacks:

Secret Identity

•Equipment:

Shield [BODY: 14, EV: 8]

Note: The Guardian can use the shield as a makeshift club or use it to perform the Block maneuver (see the *Rules Manual*, page 23).

•**Motivation:** Upholding the Good

•**Alter Ego:** James Harper

•**Occupation:** Policeman

•**Wealth:** 5

•**Height:** 6'0"

•**Weight:** 201 lbs.

•**Eyes:** Blue •**Hair:** Blond

•**Group Affiliation:** All-Star Squadron

•**Operating Sector:** Metropolis

POWERS AND ABILITIES: The Guardian has no metahuman powers, although he is an expertly trained hand-to-hand fighter and acrobat. In battle, he wields a curious shield, which he uses as both a weapon and as a form of protection. In all, the Guardian is a somewhat formidable and dangerous opponent, though our best operatives will be able to handle any threat he poses.

COMMENTS: Although I was not aware of his code-name until just now, I am sure that I have encountered this Amerikaner on at least two occasions. During both incidents, rather than face me, he chose to hide behind a gang of scruffy American children who emerged from the slums to defend him. I found his training quite primitive, rather like that of a foot soldier or police officer. Perhaps beneath his mask, this so-called Guardian is an American infantryman who was removed from the field army due to cowardice.

The Guardian is Jim Harper, a young man who grew up in Metropolis's tough Suicide Slum neighborhood. Vowing to fight against the crime and poverty that crippled the slums, Harper became a police officer shortly after he graduated from high school.

One evening, while tracking down some mobsters, Harper was forced to borrow a costume, helmet, and shield from a Suicide Slum costume shop in order to protect himself from the mobsters' gunfire. When he noticed the effect on neighborhood morale after he was mistaken for a mystery-man while arresting the mobsters, Harper decided to continue his costumed crime-fighting exploits.

Shortly after he began his career as the Guardian, Jim Harper became the unofficial big brother of the so-called News-boy Legion, a Metropolitan youth gang.



HAWKMAN

DEX:	8	STR:	5	BODY:	6
INT:	8	WILL:	7	MIND:	7
INFL:	6	AURA:	7	SPIRIT:	7
INITIATIVE:	26	HERO POINTS:	75		

•Powers:

Speak With Animals: 4,
Telescopic Vision: 3

•Skills:

Charisma: 7, Gadgetry: 7, Martial Artist: 8, Scientist: 5, Weaponry: 12

•Limitations:

Power Restriction: Speak With Animals only works on birds.

•Advantages:

Connections: Justice Society of America (High); Genius; Leadership; Lightning Reflexes; Scholar (Archeology, Ancient Weapons); Sharp Eye

•Drawbacks:

Secret Identity

•Equipment:

NINTH METAL BELT [BODY: 5, Gravity Decrease: 8]

Limitation: The belt's Gravity Decrease Power is only usable on the wearer and any objects he is holding.

Wings [STR: 5, BODY: 6, Flight: 8]

Limitation: The wings' Flight Power only works if the user is wearing a Ninth Metal Belt.

Mace [BODY: 8, EV: 4]

•**Motivation:** Upholding the Good

•**Alter Ego:** Carter Hall

•**Occupation:** Archeologist

•**Wealth:** 10

•**Height:** 6'1"

•**Weight:** 195 lbs.

•**Eyes:** Blue

•**Hair:** Blond

•**Group Affiliation:** All-Star Squadron, Justice Society of America

•**Operating Sector:** New York City



HAWKGIRL

DEX:	8	STR:	4	BODY:	5
INT:	7	WILL:	7	MIND:	7
INFL:	7	AURA:	7	SPIRIT:	7
INITIATIVE:	26	HERO POINTS:	55		

•Powers:

Speak With Animals: 4,
Telescopic Vision: 3

•Skills:

Gadgetry: 5, Martial Artist: 7,
Scientist: 5, Weaponry: 9

•Limitations:

Power Restriction: Speak With Animals only works on birds.

•Advantages:

Connection: Justice Society of America (High);
Lightning Reflexes; Scholar (Archeology, Ancient Weapons); Sharp Eye

•Drawbacks:

Secret Identity

•Equipment:

NINTH METAL BELT [BODY: 5, Gravity Decrease: 8]

Limitation: The belt's Gravity Decrease Power is only usable on the wearer and any objects he is holding.

Wings [STR: 5, BODY: 6, Flight: 8]

Limitation: The wings' Flight Power only works if the user is wearing a Ninth Metal Belt.

Crossbow [BODY: 3, EV: 3, Ammo: 1, Range: 5, R#: 2]

•**Motivation:** Upholding the Good

•**Alter Ego:** Shiera Sanders

•**Occupation:** Archeologist

•**Wealth:** 10

•**Height:** 5'4"

•**Weight:** 114 lbs.

•**Eyes:** Brown •**Hair:** Brown

•**Group Affiliation:** All-Star Squadron

•**Operating Sector:** New York City

POWERS AND ABILITIES: These two both wear prosthetic wings that allow them to soar at speeds of more than 250 kilometers per hour when diving. Both are highly trained in aerial combat maneuvers and air-to-air techniques, allowing them to use their airborne capabilities to their greatest possible advantage. Both Hawkman and Hawkgirl carry a variety of archaic melee weapons and sonic signaling devices, allowing them to summon and control various forms of bird life.

COMMENTS: Liquidating Hawkman would prove a serious blow to the Allied war effort. As the leader of the accursed Justice Society of America, his death would have a profound impact on American morale. Do not make the mistake of using the woman to get at her mate. Not only is Hawkgirl a very capable operative in her own right, but any threat aimed in her general direction seems to instill a berserk intensity in the male. Always handle these two as a pair. ☩

Hawkman and Hawkgirl are Carter Hall and Shiera Sanders, the modern reincarnations of Prince Khufu and Princess Shiera of ancient Egypt. An archeologist, Hall one day came to possess the knife that was used to murder his earlier incarnation. The knife triggered Hall's subconscious memories of his previous life and brought them to the surface. In a dream, Hall realized that he had been reincarnated by the Egyptian gods in order to battle the reincarnation of his ancient enemy, Hath-Set, who was living in the guise of mad scientist Anton Hador. To aid him in his struggle against Hador, Hall designed and built the mysterious Ninth Metal belt and wings that allowed him to fly like a hawk.

During the first of many ensuing battles with Hador, Hall encountered the reincarnated spirit of his previous incarnation's wife, Shiera, in the form of fellow archeologist Shiera Sanders. After Shiera learned that Hall was se-

cretly Hawkman, she created a costume similar to his and began to fight at his side as Hawkgirl.



HOURLMAN

DEX:	6	STR:	4	BODY:	5
INT:	5	WILL:	5	MIND:	4
INFL:	5	AURA:	4	SPIRIT:	6
INITIATIVE:	16	HERO POINTS:	75		

•Skills:

Gadgetry: 7, Scientist: 7

•Advantages:

Area Knowledge (New York City);
Connections: Justice Society of
America (High);
Genius; Scholar (Chemistry)

•Drawbacks:

Serious Irrational Attraction to
Miraclo; Secret Identity

•Equipment:

MIRACLO PILLS [STR: 9, BODY: 9,
Running: 7, R#: 3]

Limitations: The effects of Miraclo
last for only one hour (10 APs of
time), and the user must wait one
hour before taking another dose;
long term use of Miraclo causes
the user to develop a Serious Irra-
tional Attraction to the drug.

•Motivation: Upholding the Good

•Alter Ego: Rex Tyler

•Occupation: Chemist

•Wealth: 5

•Height: 5'10"

•Weight: 181 lbs.

•Eyes: Blue •Hair: Brown

•Group Affiliation: All-Star Squad- ron, Justice Society of America

Operating Sector: New York City

POWERS AND ABILITIES: Hourman is apparently a true metahuman, possessing heightened strength and stamina. His skin is impervious to anything less than a direct hit from an MG42. His powerful legs enable him to attain ground speeds in excess of 75 kilometers per hour. Despite these somewhat

formidable capabilities, Hourman is not a very impressive combatant, due to an apparent lack of training. A cautious operative with the appropriate skills should easily overcome him.

COMMENTS: I recognize this one. He is powerful, but clumsy. Relentlessly attack him from multiple directions, and you should easily confuse and unbalance him. Although he bellows and blusters as he fights, he is usually the first Amerikaner to retreat from the battlefield. 

Rex "Tick-Tock" Tyler created the special Miraclo tablets that allowed him to become Hourman while he was working as a chemist at the Bannermain Chemical Company in New York City. In his first outing as a costumed crime fighter, Hourman tracked down a ring of thieves.

Two or three years into his career, Rex discovered that he was beginning to develop a physical dependency on Miraclo. Throughout the Second World War, he experimented with various methods of eliminating this side-effect.



THE HUMAN BOMB

DEX:	6	STR:	4	BODY:	8
INT:	8	WILL:	7	MIND:	7
INFL:	5	AURA:	5	SPIRIT:	7
INITIATIVE:	21	HERO POINTS:	40		

•Powers:

Bomb: 9

•Skills:

Gadgetry: 7, Martial Artist: 5,
Military Science (Demolitions): 10,
Scientist: 7

•Limitations:

The Human Bomb's Bomb Power is Always On, meaning that whenever he touches anything, the object explodes, whether the Human Bomb wills it or not.

•Advantages:

Connections: U.S. Government
(Low); Genius; Scholar (Chemistry)

•Drawbacks:

Secret Identity

•Equipment:

FIBRO-WAX SUIT [BODY: 8]

Note: Fibro-Wax is the only substance that does not explode when placed in contact with the Human Bomb's body. In battle, the Human Bomb wears a suit of Fibro-Wax and takes off one his gloves when he wants to use his Power.

•Motivation: Upholding the Good

•Alter Ego: Roy Lincoln

•Occupation: Chemist

•Wealth: 6

•Height: 6'0"

•Weight: 182 lbs.

•Eyes: Blue •Hair: Black

•Group Affiliation: All-Star Squad- ron, Freedom Fighters

•Operating Sector: Washington, D.C. American West Coast

POWERS AND ABILITIES: This Amerikaner possesses one of the most curious metahuman abilities we have encountered. Apparently, his mere touch causes any object to explode with an intensity nearly equal to that of a 250-kilogram demolition bomb. Although our scientists theorize that this ability will not affect complex organic molecules, such as those comprising human flesh, we have yet to confirm their suspicions.

COMMENTS: I myself was once floored by an explosion created by the Human Bomb, even though I was standing more than 20 meters from ground zero. Although the Human Bomb's abilities are rather indiscriminate, most of the Allied operatives who frequently accompany him have been trained to base their maneuvers around the Human Bomb's explosions. For this reason, I would recommend that anyone confronting the Human Bomb should make him a target of the highest priority. 

Roy Lincoln was a chemist working on a top-secret explosive agent known as 27-QRX for the Allied war effort. When his lab was attacked by Nazi infiltrators, Roy was forced to swallow his experimental chemical in order to prevent it from falling into enemy hands, an act that turned him into the Human Bomb.

Roy is a close friend of Darrell Dane (the Doll Man), who helped Lincoln design and build the Human Bomb's protective suit.



"IRON" MUNRO

DEX:	10	STR:	13	BODY:	11
INT:	5	WILL:	5	MIND:	5
INFL:	6	AURA:	6	SPIRIT:	6
INITIATIVE:	23	HERO POINTS:	45		

•Powers:

Invulnerability: 15, Jumping: 7, Running: 7

•Skills:

Charisma: 7, Gadgetry: 3

•Advantages:

Lightning Reflexes;
Scholar (Automobiles)

•Motivation: Upholding the Good

•Alter Ego: Arnold Munro

•Occupation: Student

•Wealth: 3

•Height: 5'10"

•Weight: 162 lbs.

•Eyes: Blue •Hair: Black, with white streak

•Group Affiliation: All-Star Squadron, Young All-Stars

•Operating Sector: New York City/Indian Creek, Colorado

POWERS AND ABILITIES: At present, this boy may be one of the most potent metahumans on the planet. At the age of only 17, he has demonstrated the ability to lift a transport aircraft off the ground and over his head. His powerful leg muscles enable him to attain ground speeds of more than 100 kilometers per hour and clear more than 200 meters in a single leap. As the boy grows, these abilities will almost certainly continue to develop. Munro's only weakness lies in the fact that he is obviously lacking in even basic combat training, although he gains valuable experience with each engagement.

COMMENTS: Despite ail of Übermensch's reports to the contrary, I am of the mind that this boy may be one of the Allies' most dangerous operatives. Since I am now laying down plans for an operation aimed at eliminating Munro before his capabilities have a chance to develop any further, all of you are

hereby advised that Munro and his companions are completely off limits until further notice. Should you find yourself in an unexpected confrontation with Munro, you are to scrub your mission immediately unless you receive orders to the contrary directly from me or a member of my staff. ☘

Arnold Munro is the illegitimate son of Hugo Danner, a metahuman who was secretly active during the period just before, during, and after World War I. From his father, Munro inherited tremendous speed, agility, and strength, but he kept his abilities a secret at his mother's request. Arnold was finally forced to reveal his powers when he attempted to rescue T.N.T. and Dan the Dyna-Mite (see page 69) from Nazi saboteurs who were trying to destroy a dam near Munro's home town of Indian Creek, Colorado. T.N.T. perished, but Munro managed to save Dyna-Mite's life. His secret out, "Iron" Munro accompanied Dyna-Mite to New York, where he became a member of the fledgling Young All-Stars.



THE JESTER

DEX:	8	STR:	4	BODY:	5
INT:	7	WILL:	7	MIND:	5
INFL:	7	AURA:	6	SPIRIT:	6
INITIATIVE:	24	HERO POINTS:	40		

•Skills: *linked

Acrobatics: 8*, Charisma: 9, Detective: 7*, Martial Artist: 7, Thief: 8*, Vehicles: 8*, Weaponry: 8*

•Advantages:

Area Knowledge (New York City); Connections: New York Police Department (Low); Scholar (Jokes & Gags)

•Drawbacks:

Catastrophic Irrational Attraction to playing practical jokes on criminals;
Secret Identity

•Motivation: Thrill of Adventure

•Alter Ego: Charles Lane

•Occupation: Policeman

•Wealth: 5

•Height: 5'11"

•Weight: 179 lbs.

•Eyes: Blue •Hair: Black

•Group Affiliation: All-Star Squadron, Freedom Fighters

•Operating Sector: New York City/American West Coast

POWERS AND ABILITIES: The Jester possesses no metahuman capabilities. His sole assets are his excellent hand-to-hand training and acrobatic conditioning. Many of our operatives have reported that the Jester has a penchant for telegraphing his imminent appearances with a distinctive high-pitched laugh.

COMMENTS: Mein Gott, I have grown to hate this Amerikaner pig. He is, by far, the luckiest man I have ever encountered. He repeatedly insists on confronting my operatives and myself armed only with banana peels, cream pies, and yo-yos. In his hands, these absurd weapons are often extremely effective. I would truly love to stifle that infuriating laugh of his with a vivid description of his fate, should I ever get my hands on him. ☘

The Jester is actually police officer Chuck Lane, a direct descendant of an infamous medieval court jester. Exactly why Officer Lane decided to begin his career as a costumed crime fighter has never been revealed.



JOHNNY QUICK

DEX:	7	STR:	4	BODY:	7
INT:	4	WILL:	4	MIND:	5
INFL:	6	AURA:	5	SPIRIT:	6
INITIATIVE:	37	HERO POINTS:	45		

•Powers:

Dispersal: 9, Flight: 12, Superspeed: 18

•Skills:

Artist (Photographer): 4, Detective: 3

•Limitations:

Miscellaneous: Johnny must say the formula "3X2(9YZ)4A" aloud to begin using his Superspeed, and

the formula "Z₂5Y(2AB)6" to stop using his Superspeed;

Power Restriction: Johnny must run at full speed for at least one phase before he can use his Flight or Dispersal Powers.

•**Advantages:**

Buddy (Tubby Watts);

Connection: Sees All Tells All News (High);

Lightning Reflexes

•**Drawbacks:**

Married (Liberty Belle, Spring 1942 and later);

Secret Identity

•**Motivation:** Thrill of Adventure

•**Alter Ego:** John Chambers

•**Occupation:** Newsreel Photographer

•**Wealth:** 4

•**Height:** 5'11"

•**Weight:** 170 lbs.

•**Eyes:** Blue •**Hair:** Blond

•**Group Affiliation:** All-Star Squadron

•**Operating Sector:** New York City

POWERS AND ABILITIES:

Johnny Quick possesses many of the same metahuman abilities as the Flash, although at a somewhat lower level of effectiveness. He can attain enormous ground speeds, and he can pass through solid objects as if they were not there. A study of films shot by our operatives and American newsreel crews has recently revealed that Johnny Quick always speaks the words "three-ex-two-nine-why-zee-foray" just before exercising his abilities. Believing these words to be some sort of speed formula, we have extensively experimented with the saying ourselves, to no apparent effect. Since we have yet to record the Flash performing this ritual, we now believe that there is no connection between the saying and Quick's metahuman abilities.

COMMENTS: Despite our High Command's paranoia, I can assure you that Johnny Quick is a myth. Most of our operatives who claim to have faced Quick were unwittingly confronting the Flash, whose enormous speeds confounded their ability to identify him. ⚡

Johnny Quick is no myth. He is really Johnny Chambers, newsreel photogra-

pher for Sees All Tells All News.

An old friend of Chambers', Professor Ezra Gill, discovered the semi-magical formula, "3X2(9YZ)4A," on a piece of papyrus he removed from the ancient tomb of King Amen of Egypt. Just before he died, Gill passed the formula on to Chambers and instructed him in its use. It was Gill's wish that Johnny put the formula to use as a costumed crime fighter, a wish Chambers fulfilled by creating the identity of Johnny Quick.

Despite what the Nazis may believe, there is no connection between Johnny Quick and the Flash.



JOHNNY THUNDER

DEX:	3	STR:	2	BODY:	3
INT:	3	WILL:	4	MIND:	5
INFL:	5	AURA:	6	SPIRIT:	5
INITIATIVE:	13	HERO POINTS:	80		

•**Powers:**

Dumb Luck: 9

•**Skills:**

Animal Handling: 2, Martial Artist: 3

•**Advantages:**

Connections: Badhnisia (High),

Justice Society of America (High)

Sidekick (Thunderbolt)

•**Drawbacks:**

Miscellaneous: Johnny Thunder can summon and control the Thunderbolt when he says the magic words "Cei-U" (pronounced "Say, you!"). For at least the first half of the war, Johnny Thunder was unaware that the phrase "Cei U" was responsible for his control over the Thunderbolt. During this era, Johnny must receive 8 or more RAPs on a Dumb Luck Action Check in order to say the magic word accidentally.

•**Motivation:** Upholding the Good

•**Occupation:** Various

•**Wealth:** 4

•**Height:** 5'11"

•**Weight:** 178 lbs.

•**Eyes:** Blue

•**Hair:** Blond

•**Group Affiliation:** All-Star Squadron, Justice Society of America

•**Operating Sector:** New York City

THUNDERBOLT

DEX:	14	STR:	18	BODY:	13
INT:	8	WILL:	8	MIND:	9
INFL:	9	AURA:	12	SPIRIT:	14
INITIATIVE:	33	HERO POINTS:	SPECIAL		

•**Powers:** **Mystic Link*

Awareness: 10, Flight: 30*,

Invulnerability: 15*, Magic

Sense: 10, Sealed Systems: 20*,

Sorcery: 21

•**Advantages:**

Iron Nerves; Lightning Reflexes;

Miscellaneous: The Thunderbolt draws on Johnny Thunder's supply of Hero Points.

•**Drawbacks:**

Miscellaneous: Unless he is specifically ordered to do something by Johnny Thunder (using his magic word), the Thunderbolt may take no actions.

•**Motivation:** Upholding the Good

•**Occupation:** N/A

•**Wealth:** N/A

•**Height:** Variable

•**Weight:** Variable

•**Eyes:** Red •**Hair:** N/A

•**Group Affiliation:** All-Star Squadron, Justice Society of America

•**Operating Sector:** New York City

POWERS AND ABILITIES: Were it not for the fact that he seems to have some sort of unusual connection with the mystical being known as the Thunderbolt, Johnny Thunder would be beneath our consideration. Ignore him. Thunderbolt, on the other hand, is an extremely potent creature, rivaled in ability only by Doctor Fate and the Spectre. The creature's only weakness appears to be its own stupidity. The Thunderbolt rarely seems to use its powers to their best advantage and apparently has difficulty making all but the simplest decisions.

COMMENTS: Contrary to the Major's remarks, you should not ignore Thunder. He and the Thunderbolt creature are apparently inseparable. Thus, the easiest way to get the creature out of your hair is to get Thunder out of your hair. ⚡

As a child, the almost unbelievably naive Johnny Thunder was kidnapped by monks from the distant land of Badhnisia. They instilled in him the power to summon and command the mystical Thunderbolt, hoping he would one day lead them to glory. Instead, Johnny became a boxing champion, rodeo cowboy, sailor, G-man, and crime fighter, in roughly that order.



JUDOMASTER

DEX:	10	STR:	5	BODY:	6
INT:	6	WILL:	8	MIND:	8
INFL:	7	AURA:	6	SPIRIT:	7
INITIATIVE:	27	HERO POINTS:	45		

•Skills:

Acrobatics: 6, Martial Artist: 9,
Military Science: 6, Thief: 8,
Vehicles: 7, Weaponry: 7

•Advantages:

Connections: U.S. Government
(Low), U.S. Armed Forces
(Pacific Theater/High);
Lightning Reflexes; Rank (Sergeant);
Sidekick (Tiger)

•Drawbacks:

Secret Identity

•Motivation:

Upholding the Good

•Alter Ego:

Irving "Rip" Jagger

•Occupation:

Soldier/Espionage Agent

•Wealth:

5

•Height:

5'11"

•Weight:

190 lbs.

•Eyes:

Blue

•Hair:

Blond

•Group Affiliation:

All-Star Squadron

•Operating Sector:

Pacific Theater of Operations

•Powers:

Connections: U.S. Armed Forces
(Pacific Theater/High);

•Skills:

Acrobatics: 4, Martial Artist: 6,
Thief: 6, Weaponry: 6

•Advantages:

Connection: U.S. Armed Forces
(Pacific Theater/High);

Lightning Reflexes; Scholar
(Nunchakus)

•Drawbacks:

Age (young); Secret Identity

•Equipment:

Nunchakus [BODY: 3, EV: 2]

•Motivation:

Upholding the Good

•Alter Ego:

Unknown

•Occupation:

Student

•Wealth:

3

•Height:

5'0"

•Weight:

111 lbs.

•Eyes:

Brown

•Hair:

Black

•Group Affiliation:

All-Star Squadron

•Operating Sector:

Pacific Theater of Operations

POWERS AND ABILITIES:

This Amerikaner has exhibited a mastery of the martial arts that is quite rare outside the ranks of our Oriental allies. Sources in Japanese intelligence isolate him as one of the best hand-to-hand fighters in the entire world. Judomaster's partner, the boy Tiger, is somewhat less formidable but still quite dangerous.

COMMENTS: I defer to the expertise of our ally, Colonel Fukita of Japanese Special Services:

I am ashamed to admit that I almost admire this American. Judomaster is like a scorpion, a tiger, and a butterfly. When he strikes, he is the scorpion: his blows slice like the scorpion's sting. When he defends, he is the tiger: his eyes burn with fire and his heart is heavy with pride. And when he moves, he is the delicate butterfly: silently gliding on the gentle breeze.

While stationed on a small Pacific island in 1942, Sgt. Rip Jagger risked his life to save a young native villager from the bullet of a Japanese sniper. Later, after Japanese forces invaded the island and killed all the men in Jagger's company, Jagger was hidden from the invaders by the native villagers in gratitude for his earlier act of compassion.

The father of the young girl Jagger had saved was an elderly martial arts master known as the Sensei. While he was hiding from the Japanese soldiers, Jagger became a pupil of the Sensei and a master of the martial arts. When he returned to American-held territory, Jagger became a special operative of

the U.S. armed forces and put his newly acquired abilities to work as Judomaster.

During one of his earliest cases, Judomaster was assisted by a young Japanese boy living in a relocation camp in Wyoming. After he discovered the boy's own proficiency in the martial arts, Judomaster adopted him as a sidekick and gave him the nickname Tiger.



LIBERTY BELLE

DEX:	5	STR:	4	BODY:	5
INT:	7	WILL:	7	MIND:	7
INFL:	7	AURA:	6	SPIRIT:	7
INITIATIVE:	21	HERO POINTS:	55		

•Powers:

Sonic Beam: 8
(Spring of 1942 and later)

•Skills:

Acrobatics: 5, Artist (Writer): 5,
Detective: 5, Martial Artist: 6

•Advantages:

Buddy (Tom Revere);
Connections: Newspaper Industry
(High), Television Industry (High),
U.S. Government (High), White
House (High);

Leadership

•Drawbacks:

Married (Johnny Quick, Spring 1942
and later);

Secret Identity

•Equipment:

BELT BUCKLE

[DEX: 7, STR: 5, BODY: 6]

Limitations: Her belt buckle gives Liberty Belle increased Attributes only when the Liberty Bell is rung in Philadelphia.

The BODY of the belt buckle itself is 7.

•Motivation:

Upholding the Good

•Alter Ego:

Libby Lawrence

•Occupation:

Journalist

•Wealth:

7

•Height:

5'6 1/2"

•Weight:

123 lbs.

•Eyes:

Blue

•Hair:

Blond

•Group Affiliation:

All-Star Squadron
(Permanent Chairperson)

•**Operating Sector:** New York City

POWERS AND ABILITIES: Liberty Belle possesses no metahuman abilities. Although she is certainly a well-trained hand-to-hand fighter, her proficiency is nothing special by our standards. What makes her truly dangerous are her tactical skills and leadership expertise. Her gift for strategy is rarely equaled.

COMMENTS: The Major's comments are several months out of date. After a recent confrontation with Baron Blitzkrieg, Liberty Belle gained the metahuman ability to project beams of sonic force from her hands. Apparently, Blitzkrieg was attempting to kill her with a sonic energy weapon but only succeeded in activating some sort of latent metahuman power. Although we are still uncertain exactly how much energy Liberty Belle is capable of mustering, I myself have seen her blasts shatter a solid wooden door. ☸

Liberty Belle is actually newspaper columnist Libby Lawrence, a descendant of the legendary Miss Liberty, who fought in the American Revolution. After her father was killed in a Nazi air attack on Poland, Libby decided to follow in the footsteps of her ancestor and became a costumed heroine. She chose her code name after a friend, Tom Revere, gave her a tiny model of the Liberty Bell, carved from a piece of the original, that chimed whenever the real Liberty Bell was rung, sending a rush of adrenal energy through Libby's body.



MANHUNTER ONE

DEX:	7	STR:	4	BODY:	6
INT:	8	WILL:	8	MIND:	7
INFL:	7	AURA:	7	SPIRIT:	7
INITIATIVE:	26	HERO POINTS:	45		

•**Skills:** *linked

Acrobatics: 7*, Charisma: 8, Detective: 8*, Martial Artist: 7*, Thief: 7*, Vehicles: 7*, Weaponry: 7*

•**Advantages:**

Connections: Freedom Fighters (High),

Los Angeles Police Department (Low); Lightning Reflexes; Pet (Thor); Scholar (Mobsters — Manhunter has compiled legendary files on all of nation's major organized crime figures); Sharp Eye

•**Drawbacks:**

Secret Identity

•**Pet:**

THOR THE THUNDER DOG

DEX:	5	STR:	2	BODY:	2
INT:	1	WILL:	2	MIND:	2
INFL:	1	AURA:	2	SPIRIT:	4
INITIATIVE:	7	HERO POINTS:	5		

•**Powers:**

Analytic Smell/Tracking
Scent: 7, Claws: 3, Remote Sensing: 20

•**Limitations:**

Remote Sensing is only used to send audio and visual information regarding Richards' activities to the Manhunters' base.

•**Drawbacks:**

Dark Secret
(Unknown to Manhunter, Thor is actually an android)

•**Motivation:** Upholding the Good

•**Alter Ego:** Donald Richards

•**Occupation:** Policeman

•**Wealth:** 5

•**Height:** 6'1"

•**Weight:** 202 lbs.

•**Eyes:** Blue •**Hair:** Red

•**Group Affiliation:** All-Star Squadron

•**Operating Sector:** American West Coast

POWERS AND ABILITIES: Yet another American operative with no metahuman abilities. Manhunter's training is excellent; he is a proficient acrobat and hand-to-hand fighter. Perhaps his most formidable asset is his sharp analytical mind.

COMMENTS: This Manhunter has trained a sickly mutt to fight by his side. Although I have no real respect for the man's skills, I am forced to admit I sometimes admire his determination. The first time I encountered Manhunter, I watched my Chief of Staff shoot him in the back with a P08 at almost point-blank range. The shot appeared to pass so close to his spinal column that I am both surprised and impressed that the Amerikaner ever recovered. ☸

Police Officer Donald "Dan" Richards

was recruited by the mysterious alien Manhunters (see page 12 of the *Background/Roster Book*) after his girlfriend's brother was framed for murder. Making use of the special files he compiled on the American gangland while attending the Police Academy, Richards was able to discover the real murderer and clear his friend's name.



MANHUNTER TWO

DEX:	7	STR:	5	BODY:	5
INT:	9	WILL:	8	MIND:	8
INFL:	8	AURA:	7	SPIRIT:	7
INITIATIVE:	28	HERO POINTS:	45		

•**Skills:** *linked

Acrobatics: 7*, Animal Handling: 7, Detective: 6, Martial Artist: 7*, Military Science (Tracking): 11, Thief: 7*, Vehicles: 7*, Weaponry: 7*

•**Advantages:**

Connections: Empire City Police Department (Low), U.S. Government (High); Connoisseur; Lightning Reflexes; Scholar (Outdoor Survival); Sharp Eye

•**Drawbacks:**

Secret Identity

•**Motivation:** Responsibility of Power

•**Alter Ego:** Paul Kirk

•**Occupation:** Big Game Hunter

•**Wealth:** 8

•**Height:** 5'11"

•**Weight:** 191 lbs.

•**Eyes:** Blue •**Hair:** Brown

•**Group Affiliation:** All-Star Squadron

•**Operating Sector:** Empire City

POWERS AND ABILITIES: Like his namesake, the second Manhunter has no paranormal powers or abilities. He too is a skilled fighter and acrobat. Our operatives report that Manhunter II is an extremely talented pathfinder and outdoorsman.

COMMENTS: Still more living proof of the American belief that a costume makes anyone who wears it twice as formidable. The best thing

our enemies could do with this huge legion of under-powered fighters is to issue them all rifles and ship them off to the front. 

The second Manhunter, Paul Kirk, had no relation to the first. Kirk was a wealthy big game hunter who grew bored hunting elephants and tigers and decided to test his skills hunting criminals. He was recruited by the legendary Manhunters created by the Guardians of the Universe (see *Background/Roster Book*, page 12) and originally wore a costume that closely resembled the androids.

During the latter part of the war, Manhunter hung up his costume and spent much of his time performing secret missions for the U.S. Government behind enemy lines in Germany and Japan.



MIDNIGHT

DEX:	6	STR:	4	BODY:	6
INT:	6	WILL:	7	MIND:	7
INFL:	7	AURA:	7	SPIRIT:	7
INITIATIVE:	23	HERO POINTS:	45		

•Skills:

Artist (Actor): 5, Detective: 8, Martial Artist: 6, Vehicles: 7, Weaponry: 7

•Advantages:

Area Knowledge (New York City); Buddy (Dr. Wackey & Gabby); Connections: UXAM Radio (High); Lightning Reflexes, Sharp Eye

•Drawbacks:

Secret Identity

•Equipment:

.45 Pistol

[BODY: 4, EV: 5, Ammo: 8, R#: 2]

Vacuum Gun

[STR: 8, BODY: 7, EV: 4, R#: 2]

Bonus: The Vacuum Gun shoots a suction cup with a line attached to it: if Midnight rolls his Success Number or greater when using the gun (whether he earns any RAPs or not), the suction cup sticks to its target, and Midnight can reel in the target using the gun's STR.

The line attached to vacuum gun's suction cup is 5 APs long.

•**Motivation:** Upholding the Good

•**Alter Ego:** David Clark

•**Occupation:** Radio Announcer

•**Wealth:** 7

•**Height:** 6'

•**Weight:** 190 lbs.

•**Eyes:** Blue

•**Hair:** Black

•**Group Affiliation:** All-Star Squadron, Freedom Fighters

•**Operating Sector:** New York City

POWERS AND ABILITIES: Not a particularly well-trained fighter, Midnight has no real abilities save good fortune and the fact that he is frequently backed up by other members of the Freedom Fighters. In battle, he wields a peculiar gun that fires darts with a suction cup tip.

COMMENTS: I am beginning to believe that perhaps we should occasionally pour a major commitment of resources into the liquidation of one or two of these weaker operatives. Perhaps the demise of someone like Midnight or the Jester would break morale in the Allied ranks and prompt a large group of the weaker operatives to surrender. 

Midnight is actually Dave Clark, a radio announcer for station UXAM. After Clark filled in for the narrator of *The Man Called Midnight*, a radio show about a costumed crime fighter, he began to entertain ideas about becoming a mystery man himself. When he later learned that a recent catastrophic collapse of a 12-story building was caused by criminal negligence, he had his first case.

Throughout his career, Midnight was frequently aided by a brilliant scientist named Dr. Wackey and Wackey's talking pet monkey, Gabby.

MISS AMERICA

DEX:	6	STR:	4	BODY:	7
INT:	6	WILL:	7	MIND:	7
INFL:	6	AURA:	7	SPIRIT:	7
INITIATIVE:	20	HERO POINTS:	50		

•Powers:

Energy Blast: 9, Matter

Manipulation: 14, Transmutation: 12

•Skills:

Charisma: 7, Martial Artist: 5

•Advantages:

Attractive;

Connections:

New York Newspapers (Low)

•**Motivation:** Upholding the Good

•**Alter Ego:** Joan Dale

•**Occupation:** Newspaper Reporter

•**Wealth:** 6

•**Height:** 5'7"

•**Weight:** 123 lbs.

•**Eyes:** Blue

•**Hair:** Black

•**Group Affiliation:** All-Star Squadron, Justice Society of America

•**Operating Sector:** New York City/Washington, D.C./American West Coast

POWERS AND ABILITIES: Miss America is a true metahuman, with the power to transmute molecular and physical structures. By merely waving her hand, she can turn a block of solid steel into a block of wood or a tree into a sailboat. So far, we have yet to identify any limits on these abilities. One operative reports seeing Miss America turn a PzKw III into a smoldering pile of cardboard. Another watched her turn a Heinkel bomber into a giant paper airplane and then turn each of the crewmen's jackets into parachutes as they plummeted to earth.

COMMENTS: Miss America is another extremely potent Allied operative. Although I have never faced her myself, I have heard more than enough reports about her activities to lead me to believe everything the Major says about her abilities. This is another one we should probably avoid, at least until our scientists have had a chance to analyze her abilities and devise some strategies. 

Joan Dale, a newspaper reporter, went to see a mysterious contact about an important news story one afternoon, only to discover that the contact was actually a government agent who hoped to lure Joan into becoming a test subject for the U.S. Army's mysterious Project M. After she was subdued and captured by her contact, Joan was subjected to some unusual scientific experiments that endowed her with metahuman abilities. After she later escaped from her captors, Joan put these abilities to work as a costumed adventurer, adopting the moniker Miss America.



MISTER AMERICA

DEX:	7	STR:	5	BODY:	5
INT:	7	WILL:	8	MIND:	7
INFL:	7	AURA:	6	SPIRIT:	8
INITIATIVE:	25	HERO POINTS:	40		

•Skills: *linked

Acrobatics: 7*, Artist (Actor): 7*, Detective: 7*, Martial Artist: 7*, Military Science: 7*, Thief: 7*, Vehicles: 7*, Weaponry: 7*

•Advantages:

Buddy (Bob Daley);
Connections:

Street (Low), U.S. Government (High), White House (High);

Intensive Training; Lightning Reflexes; Scholar (Whips)

•Equipment:

Whip [STR: 8, BODY: 8, EV: 3]

CAPE [BODY: 6, Flight: 6]

Limitation: To use the cape's Flight Power, Mr. America must stand on it, as if it were a flying carpet.

•Motivation: Upholding the Good

•Alter Ego: Tex Thomson

•Occupation:

former Special Prosecutor/Private Investigator

•Wealth: 10

•Height: 5' 11 1/2"

•Weight: 187 lbs.

•Eyes: Blue •Hair: Blond (dyed Black as Mister America)

•Group Affiliation: All-Star Squadron

•Operating Sector: American East Coast

POWERS AND ABILITIES: Mr. America possesses no true metahuman abilities, but he is a highly trained hand-to-hand combatant and acrobat. He is also a brilliant detective, an accomplished actor, and a first-class marksman. Perhaps his most impressive talent is his unrivaled mastery of the bullwhip.

COMMENTS: Yes, this schwein's most impressive talent is his unrivaled mastery of the bullwhip. And a squirrel's most impressive talent is its unrivaled mastery of cracking nuts

with its teeth. This is yet another American hero who is not even worth our time, save for the possible propaganda victory we could score by slaying an operative with his code-name. ✖

"Tex" Thomson, an oil magnate, did his part to combat the Axis menace by first working on the staff of a federal Special Prosecutor assigned the task of rounding up saboteurs and later by undertaking secret missions for the U.S. Government. During one such mission, Tex was trapped aboard an exploding freighter and was presumed killed. After he was rescued from the ship's wreckage by Portuguese fisherman, Tex created the costumed identity of Mister America and returned to the United States to battle Nazi spies and saboteurs. In keeping with his patriotic theme, Mister America whistled *Yankee Doodle* as he fought and left red-white-and-blue feathers at the scenes of his handiwork to intimidate future adversaries.

Late in the war, President Roosevelt renamed Tex the "Americommando" and sent him to infiltrate the German Government by masquerading as a Nazi officer.



MISTER TERRIFIC

DEX:	9	STR:	5	BODY:	6
INT:	10	WILL:	9	MIND:	6
INFL:	8	AURA:	7	SPIRIT:	8
INITIATIVE:	31	HERO POINTS:	45		

•Skills: *linked

Acrobatics: 9*, Animal Handling: 8*, Artist: 8*, Charisma: 8*, Detective: 10*, Gadgetry: 10*, Martial Artist: 9*, Military Science: 10*, Scientist: 10*, Thief: 9*, Vehicles: 9*, Weaponry: 9*

•Advantages:

Connections: Justice Society of America (High);
Genius; Intensive Training; Lightning Reflexes; Scholar (Business, English Literature)

•Drawbacks:

Catastrophic Irrational Attraction to fair play (Mr. Terrific never seeks

an unfair advantage over an opponent, for instance);

Secret Identity

•Motivation: Upholding the Good

•Alter Ego: Terrence Sloane

•Occupation: Businessman

•Wealth: 13

•Height: 5' 10"

•Weight: 175 lbs.

•Eyes: Blue

•Hair: Blond

•Group Affiliation: All-Star Squadron, Justice Society of America

•Operating Sector: American East Coast

POWERS AND ABILITIES: From what we have been able to gather, Mister Terrific is an expert at almost everything. He certainly possesses near expert level capabilities in hand-to-hand fighting, acrobatics, medicine, musicianship, business acumen, demolitions, and piloting. Unconfirmed reports add scholarship, science, detective work, security systems, and an almost endless collection of similar abilities to this list. Because of his almost unbelievably wide array of talents, it is our conclusion that Mister Terrific is some sort of true metahuman, with an enhanced ability to pick up new skills and disciplines.

COMMENTS: Mister Terrific is yet another accursed Justice Society member. Anyone hoping to gain my favor might begin by liquidating Mister Terrific as soon as possible. The one time I was temporarily detained by the Justice Society, I was degraded by being forced to suffer through one of his prattling lectures on the virtues of "fair play." ✖

Terry Sloane became famous as a genius at the age of 10. By the age of 12, Terry had graduated from college with several undergraduate degrees, and at age 16, he won three gold medals in the 1932 Olympics. Before he was 20, Terry had already made more than \$1 million in the business world.

As he grew older, Terry began to realize that his successes were becoming too easy. Bored and depressed, he decided to kill himself. Just before he could complete the somber act, Terry rescued a young girl who was trying to commit suicide herself. After he learned that the

girl was driven to despair by her younger brother, who had become a small-time criminal, Terry created the identity of Mister Terrific, the Man of a Thousand Talents, to rescue the boy and restore peace to the neighborhood. Before long, Sloane realized that his costumed exploits were providing him with the challenges he had so desperately sought.

NEPTUNE PERKINS

DEX: 7	STR: 6	BODY: 7
INT: 5	WILL: 5	MIND: 6
INFL: 5	AURA: 5	SPIRIT: 6
INITIATIVE: 17 [17] HERO POINTS: 40		

•Powers:

Speak With Animals: 9,
Water Freedom: 7

•Skills:

Acrobatics: 5, Animal Handling: 5,
Artist (Writer): 3, Vehicles
(Water): 7

•Limitations:

Power Restrictions: Speak With Animals only works on dolphins and whales; Perkins' Water Freedom Power does not allow him to breathe underwater: he must surface every seven minutes or so to catch his breath.

•Advantages:

Area Knowledge (Pacific Ocean);
Scholar (Marine life)

•Drawbacks:

Fatal Vulnerability to lack of contact with salt water;

Public Identity

•Equipment:

SEA SUIT [Body: 8]

Note: The Sea Suit circulates sea water around Nep's body, allowing him to remain out of the ocean for up to 24 hours at a time.

•**Motivation:** Upholding the Good

•**Occupation:** Student/Writer

•**Wealth:** 6

•**Height:** 6'

•**Weight:** 187 lbs.

•**Eyes:** Blue •**Hair:** Black

•**Group Affiliation:** All-Star Squadron, Young All-Stars

•**Operating Sector:** New York City

POWERS AND ABILITIES: Perkins possesses certain metahuman powers that allow him to operate with inhuman efficiency in aquatic environments. Among these

capabilities are webbed hands and feet, increased endurance, a thick sheet of muscle that protects him from depth pressures, and an ability to communicate with certain forms of sea life.

COMMENTS: Another boy trying to do a man's job. Although certainly more physically formidable than many of our enemy's operatives, Perkins seems to be one of the least effective Allied agents. Either he has not been fully trained in the use of his abilities, or he has problems cooperating with his teammates. ✖

Neptune Perkins is the grandson of Arthur Gordon Pym, the legendary Captain Nemo. His mutant powers are the result of his having been conceived in the presence of the power of "the Vrill," an artifact created by a race of aliens known as the Dyzan.



THE PHANTOM LADY

DEX: 6	STR: 4	BODY: 5
INT: 6	WILL: 5	MIND: 6
INFL: 7	AURA: 6	SPIRIT: 6
INITIATIVE: 21 HERO POINTS: 45		

•Skills:

Gadgetry: 4, Martial Artist: 7,
Scientist: 5, Thief (Stealth): 8

•Advantages:

Connections: High Society (Low),
U.S. Government (High),
Freedom Fighters (High);
Connoisseur

•Drawbacks:

Secret Identity

•Equipment:

BLACK LIGHT RAY [Body: 6,
Darkness: 8, Invisibility: 8, R#: 2]
Glasses [Body: 4, Ultra Vision: 7]

•**Motivation:** Upholding the Good

•**Alter Ego:** Sandra Knight

•**Occupation:** Debutante

•**Wealth:** 9

•**Height:** 5'6"

•**Weight:** 128 lbs.

•**Eyes:** Blue •**Hair:** Black

•**Group Affiliation:** All-Star Squadron, Freedom Fighters

•**Operating Sector:** Washington, D.C./
American West Coast

POWERS AND ABILITIES: The so-called Phantom Lady is a well-trained hand-to-hand combatant and athlete. In battle, she wields a strange weapon capable of bathing an area in darkness and obscuring the senses of those trapped in the darkness field. Phantom Lady can also use this weapon to make herself invisible temporarily.

COMMENTS: The Phantom Lady operates with the Freedom Fighters, who are active in and around Los Angeles and San Francisco. She is an expert in hit-and-run tactics, preferring to strike her target and then slip away before the target has an opportunity to retaliate. The Phantom Lady is dangerous, but not overly so. ✖

The Phantom Lady is Sandra Knight, the daughter of U.S. Senator Henry Knight and the cousin of playboy Ted Knight, the Starman. Sandra first became the Phantom Lady in order to foil an attempt to kidnap her father. When she noticed two gunmen standing near the Capitol Building, waiting to kidnap the Senator, Sandra retrieved her black light ray and infrared glasses from the top secret science lab where she worked and used them to dispatch the thugs. Exhilarated by her success, she decided to continue her crime-fighting activities and created the costumed identity of the Phantom Lady.



THE RAY

DEX: 9	STR: 6	BODY: 10
INT: 7	WILL: 7	MIND: 8
INFL: 6	AURA: 6	SPIRIT: 7
INITIATIVE: 22 HERO POINTS: 55		

•Powers:

Energy Blast: 13, Flight: 25,
Lightning: 13

•Skills:

Artist (Writer): 3

•Limitations:

Power Restriction: Some form of light must be present for the Ray to use his Flight Power. The amount of light in the area determines the

speed at which he can fly: moon light provides a speed of 8 APs, overcast daylight a speed of 15 APs, and broad daylight a speed of 25 APs. At night, the Ray frequently rides the beams of spot lights to reach enemy air targets quickly. When he does so, his speed is 20 APs.

•**Advantages:**

Connections: Freedom Fighters (High), Press (Low)

•**Drawbacks:** Secret Identity

•**Motivation:** Upholding the Good

•**Alter Ego:** "Happy" Terrill

•**Occupation:** Reporter

•**Wealth:** 5

•**Height:** 5' 10 1/2"

•**Weight:** 165 lbs.

•**Eyes:** Blue •**Hair:** Blond

•**Group Affiliation:** All-Star Squadron, Freedom Fighters

•**Operating Sector:** New York City/ American West Coast

POWERS AND ABILITIES: With the possible exception of Uncle Sam, the Ray is almost certainly the most powerful member of the West Coast Freedom Fighters. Among his metahuman powers are the abilities to control light and electricity and to project powerful blasts of either energy form from his fingertips. The Ray is also naturally capable of attaining extreme flight speeds.

COMMENTS: At last, an opportunity to discuss an opponent worth my time. The Ray is certainly one of the Allies' 10 or 15 most powerful operatives. It is virtually impossible to defeat him without taking him by surprise and scoring the first blow. Once he gets airborne, you will be lucky to catch another glimpse of him before he has destroyed you. The Ray's major weakness is that he is somewhat easy to mislead. Battle him on your own terms using purposefully misleading tactics, and you certainly have hope for a victory. ✖

"Happy" Terrill received his metahuman abilities when he was struck by lightning while covering the unveiling of an impressive new aircraft for the New York Star. Shortly after his accident, Terrill became the costumed crime fighter known as the Ray.



THE RED BEE

DEX: 7	STR: 5	BODY: 5
INT: 7	WILL: 6	MIND: 6
INFL: 6	AURA: 6	SPIRIT: 6
INITIATIVE: 24	HERO POINTS: 40	

•**Skills:** *linked

Acrobatics: 7*, Animal Handling (Insects): 12, Detective: 7*, Martial Artist: 7*, Thief: 7*, Vehicles: 7*

•**Advantages:**

Area Knowledge (Superior City); Connections: Superior City Police Department (High);

Intensive Training; Lightning Reflexes; Pet (Bees); Scholar (Law, Beekeeping); Sharp Eye

•**Drawbacks:** Secret Identity

•**Equipment:**

BELT BUCKLE [BODY: 6]

Note: Within his belt buckle, the Red Bee keeps a tiny swarm of trained bees that he can unleash and command. Treat the entire swarm as a single character with the following statistics:

BEE SWARM

DEX: 14	STR: 1	BODY: 2
INT: —	WILL: —	MIND: —
INFL: —	AURA: —	SPIRIT: —
INITIATIVE: 14		

•**Motivation:** Upholding the Good

•**Alter Ego:** Richard Raleigh

•**Occupation:** Assistant District Attorney

•**Wealth:** 7

•**Height:** 5' 9 1/2"

•**Weight:** 147 lbs.

•**Eyes:** Blue •**Hair:** Red

•**Group Affiliation:** All-Star Squadron

•**Operating Sector:** Superior City

POWERS AND ABILITIES: The Red Bee is not a particularly skilled hand-to-hand fighter by our standards, nor is he particularly clever. In battle, he likes to annoy his foes by releasing a tiny swarm of trained bees.

COMMENTS: I am not sure the Red Bee is an Allied operative at all. He may well be an escaped lunatic who only believes he is a costumed

hero, much like our own Field Marshal Von Krupp began to believe he was Napoleon just before he died of senility. Baron Blitzkrieg once told me that he had snapped the Red Bee's back, but I have seen the Red Bee myself since then, so the Baron is undoubtedly mistaken. ✖

Behind his mask, the Red Bee is secretly Rick Raleigh, an Assistant District Attorney in the east coast town of Superior City. In his first recorded case, the Red Bee brought down "Boss" Storm, the head of Superior City's underworld.



ROBOTMAN

DEX: 7	STR: 9	BODY: 10
INT: 9	WILL: 7	MIND: 5
INFL: 4	AURA: 4	SPIRIT: 6
INITIATIVE: 20	HERO POINTS: 45	

•**Powers:**

Running: 7, Skin Armor: 3, Telescopic Vision: 6

•**Skills:**

Gadgetry: 10, Scientist: 10

•**Advantage:**

Genius; Scholar (Robotics)

•**Drawbacks:**

Serious Irrational Attraction to restoring his human self

•**Equipment:**

JET PACK [BODY: 4, Flight: 9, R#: 4]

•**Motivation:** Unwanted Power

•**Alter Ego:** Dr. Robert Crane/

Paul Dennis

•**Occupation:** Scientist

•**Wealth:** 7

•**Height:** 6' 1"

•**Weight:** 487 lbs.

•**Eyes:** Red •**Hair:** None

•**Group Affiliation:** All-Star Squadron

•**Operating Sector:** New York City

POWERS AND ABILITIES: Robotman is not a man at all, but an artificial life form possessing remarkable strength and stamina. So far, we are certain that the robot's metallic skin can repel any attack short of a 88 mm armor-piercing shell. Our operatives have recorded Robotman easily lifting a bulldozer over his

head and running at ground speeds of more than 90 kilometers per hour.

COMMENTS: The advantage the Amerikaners have over our own scientists in the field of robotics amazes me. We have built and deployed many robots all over Europe, but none nearly so durable as Robotman. Even more shocking is the robot's amazing programming. He moves, fights, and almost seems to think like a normal man. In battle, it is sometimes difficult for me to remember that I am fighting a mere machine. 

The Robotman shell was originally constructed by Dr. Robert Crane and his assistant, Charles "Chuck" Grayson, an ancestor of the New Titans' Dick Grayson. After a pair thugs broke into Crane's lab one afternoon and fatally wounded Crane himself, Grayson was forced to transplant Crane's brain into the Robotman body. Shortly afterward, Crane joined the All-Star Squadron to help protect the American shores from Nazi saboteurs.



THE SANDMAN

DEX:	7	STR:	4	BODY:	5
INT:	7	WILL:	6	MIND:	7
INFL:	5	AURA:	6	SPIRIT:	6
INITIATIVE:	23	HERO POINTS:	70		

•**Skills:** **linked*

Acrobatics: 7*, Detective: 7*,
Gadgetry: 4, Martial Artist: 7*,
Thief: 7*, Vehicles: 7*,
Weaponry: 7*

•**Advantages:**

Area Knowledge (New York City);
Buddy (Dian Belmont);
Connections: High Society (High),
Justice Society of America (High),
New York Police Department
(Low), Street (Low), U.S. Gov-
ernment (High);
Connoisseur; Intensive Training;
Lightning Reflexes; Sharp Eye;
Sidekick (Sandy the Golden Boy)

•**Drawbacks:**

Guilt (1942 and later, over the death
of Dian Belmont);

Minor Physical Restriction
(weak heart);
Mistrust (first year only);
Secret Identity

•**Equipment:**

Gas Gun [BODY: 4, AV: 10, EV: 10,
Fog: 7, R#: 2]

Bonus: The gas gun fires powerful
sleeping gas cartridges that
attack all targets within range of
the gun's Fog Power with an AV
EV of 10/10.

Wirepoon [STR: 7, BODY: 5,
EV: 5, R#: 2]

Bonus: The Wirepoon fires a sharp
barb attached to swing line 5 APs
long.

GAS MASK [BODY: 4, Sealed Sys-
tems: 10]

Limitation: The Sealed Systems
Power only protects the wearer
against airborne gas attacks.

•**Motivation:** Seeking Justice

The Sandman is another rare exception
to the rule prohibiting Golden Age char-
acters from selecting this Motivation.

•**Alter Ego:** Wesley Dodds

•**Occupation:** Playboy

•**Wealth:** 12

•**Height:** 5'11"

•**Weight:** 172 lbs.

•**Eyes:** Blue •**Hair:** Black

•**Group Affiliation:** All-Star Squad-
ron, Justice Society of America

•**Operating Sector:** New York City



SANDY THE GOLDEN BOY

DEX:	6	STR:	3	BODY:	4
INT:	4	WILL:	4	MIND:	5
INFL:	4	AURA:	3	SPIRIT:	5
INITIATIVE:	18	HERO POINTS:	35		

•**Skills:** **linked*

Acrobatics: 6*, Detective: 4*,
Martial Artist: 6*, Thief: 6*

•**Advantages:**

Intensive Training, Lightning
Reflexes

•**Equipment:**

Wirepoon [STR: 7, BODY: 5,
EV: 5, R#: 2]

Bonus: The Wirepoon fires a sharp
barb attached to swing line 5 APs
long.

•**Motivation:** Thrill of Adventure

•**Alter Ego:** Sandy Hawkins

•**Occupation:** Student

•**Wealth:** 3

•**Height:** 5' 9 1/2"

•**Weight:** 143 lbs.

•**Eyes:** Blue •**Hair:** Blond

•**Group Affiliation:** All-Star Squad-
ron, Young All-Stars

•**Operating Sector:** New York City

POWERS AND ABILITIES: The
Sandman is yet another Allied op-
erative with no metahuman abilities.
He is, however, a highly trained
hand-to-hand fighter and acrobat
and a brilliant detective. In combat,
he wields a pair of unusual pistols.
One fires potent stun gas grenades,
while the other fires a sharp dart
attached to a swing line. Since the
Sandman himself wears an obvious
gas mask, it is likely that such pro-
tection will foil his gas cartridges.

In battle, the Sandman is fre-
quently accompanied by a young
boy named Sandy, who is also a
skilled fighter and acrobat.

COMMENTS: The Sandman is a
rich, pompous fool. Like so many of
the Amerikaners, he is much more
interested in striking dramatic poses
and making clever speeches than in
finishing a battle quickly and effi-
ciently. The fact that the man
chooses to fight in an expensive silk
suit speaks volumes. In battle, it is
obvious that he hopes to intimidate
his foes. Whenever anyone stands
up against him, he quickly becomes
flustered.

As for Sandy, I often wonder if the
American All-Star Squadron has its
own version of the Hitler Youth. 

Wealthy socialite Wesley Dodds be-
came the Sandman after he noticed the
Crimson Avenger battling the Phantom
of the Fair at the 1939 World's Fair in
New York City. After he helped the
Avenger capture the Phantom, he was
so exhilarated by the adventure that he
continued to fight crime in the guise of
the Sandman even though the police
believed he was a criminal for a time.
Whenever he captured a criminal, Dodds
would always leave behind a distinctive

trademark message: "There is no land beyond the law, where tyrants rule with unshakeable power! It's but a dream from which the evil wake to face their fate... their terrifying hour!"

Approximately two years into his career, Sandy Hawkins, the nephew of Dodds' confidante Dian Belmont, began assisting the Sandman in his activities as Sandy the Golden Boy.

This Sandman is in no way connected with the modern Sandman described on page 67 of the *Background/Roster Book*.



SARGON THE SORCERER

DEX: 5	STR: 4	BODY: 5
INT: 7	WILL: 7	MIND: 7
INFL: 8	AURA: 12	SPIRIT: 7
INITIATIVE: 20 HERO POINTS: 45		

•Skills:

Detective: 6, Occultist: 10

•Advantages:

Connections: Mystical Community (High);
Scholar (Archeology, Stage Magic)

•Equipment:

Ruby of Life [BODY: 20, Animate Objects: 10, Ice Control: 10, Plant Control: 10, Sorcery: 10]

Limitation: Sargon must touch an object with the ruby in order to control it.

•Motivation: Upholding the Good

•Alter Ego: John Sargent

•Occupation: Performer

•Wealth: 7

•Height: 5'11"

•Weight: 176 lbs.

•Eyes: Brown •Hair: Brown

•Group Affiliation: All-Star Squadron

•Operating Sector: American East Coast

POWERS AND ABILITIES: Sargon is apparently a true metahuman, possessing an amazing array of powers. All of Sargon's abilities, it seems, are based on the control of molecular structures. In the past, our operatives have witnessed his causing steel ladders to spring to life and attack,

causing brick walls to sprout legs and run away, and causing automobile tires to suddenly unbolt themselves and spring loose. His chosen code-name seems to imply that Sargon's powers are somehow magic-based, although our field operatives are not convinced that this is necessarily true.

COMMENTS: Although I have never encountered Sargon myself, I do know that a man matching his physical description has appeared in the New York area from time to time as a stage magician. This suggests that perhaps Sargon has no real metahuman abilities at all and that all of his stunts are merely carefully arranged stage illusions. ✨

In 1917, the noted archeologist Richard Biddle Sargent discovered the fabled Ruby of Life in a carefully hidden Mexican temple. While on another archeological expedition with his father many years later, Sargent's son, John, found a strange inscription describing the jewel his father had found earlier on another temple wall. By reciting an incantation included in the inscription and grasping the Ruby, John gained the power to control matter magically.

Since he wanted to use his newfound abilities for the good of mankind but believed people would fear him if they suspected he had actual mystical powers, John began a career as a stage magician named Sargon the Sorcerer. His hope is that everyone will make the same mistake as the Nazi reviewer above and accept his powers as carefully arranged stage illusions.



THE SHINING KNIGHT

DEX: 8	STR: 5	BODY: 6
INT: 6	WILL: 7	MIND: 8
INFL: 7	AURA: 7	SPIRIT: 9
INITIATIVE: 23 HERO POINTS: 60		

•Skills:

Animal Handling: 8, Martial Artist: 8, Weaponry (Melee Weapons): 10

•Advantages:

Connections: Seven Soldiers of Victory (High), Court of Camelot (High), British Government (High); Pet (Winged Victory); Scholar (Chivalry, Medieval History)

•Drawbacks:

Miscellaneous: The Shining Knight has stepped into the 20th Century out of the past and is still unfamiliar with many modern customs; Secret Identity

•Equipment:

ENCHANTED ARMOR [BODY: 8, Magic Field: 8]

Limitation: The armor's Magic Field Power only protects the wearer.

Enchanted Sword [BODY: 18, EV: 9]

•Pet:

WINGED VICTORY

DEX: 6	STR: 5	BODY: 7
INT: 3	WILL: 3	MIND: 4
INFL: 5	AURA: 3	SPIRIT: 6
INITIATIVE: 14		

•Powers:

Flight: 8, Running: 5

•Motivation: Upholding the Good

•Alter Ego: Sir Justin/Justin Arthur

•Occupation:

Knight/Assistant Museum Curator

•Wealth: 3

•Height: 6'1"

•Weight: 185 lbs.

•Eyes: Blue

•Hair: Blond

•Group Affiliation: All-Star Squadron, Seven Soldiers of Victory

•Operating Sector: New York City/London, England

POWERS AND ABILITIES: The Shining Knight is a superb combatant and tactician. In battle, he wears medieval armor and carries an ancient long sword. Whether this armor has been reinforced or the Shining Knight is a true metahuman is unknown, but somehow he is impervious to all attacks from anything less than an MG42. His sword has unusual properties as well. Our operatives have seen him use it to cut through solid steel. In the Shining Knight's hands, neither of these objects suffers from the drawbacks normally associated with their medieval counterparts, such as bulk or weight. The Shining Knight often rides into battle on the back of a

genetically engineered winged horse.

COMMENTS: If he were not so formidable in combat, I would insist that this Shining Knight is another escaped lunatic. It is clear from his actions and speech patterns that he actually believes he is a knight of antiquity. Whether this delusion is an attention-getting gimmick or the result of some sort of illness, I cannot say. ☘

The Shining Knight is Sir Justin, a Knight of the Round Table who was trapped in suspended animation after battling an ogre named Blunderbore in the year 565 AD. More than 1,300 years later, Sir Justin was rescued from his fate by a museum curator named Dr. Moresby. After he was revived, the Shining Knight created the identity of Justin Arthur, Moresby's assistant, and began to fight against the Axis menace alongside members of the All-Star Squadron. The Shining Knight was a founding member of the Seven Soldiers of Victory.



THE SPECTRE

DEX:	18	STR:	25	BODY:	25
INT:	19	WILL:	28	MIND:	30
INFL:	20	AURA:	30	SPIRIT:	30
INITIATIVE:	57	HERO POINTS:	350		

•Powers:

Aura of Fear: 12, Awareness: 25, Dimension Travel: 13, Magic Sense: 30, Self Link (Spirit Travel): 35, Sorcery: 45

•Skills:

Occultist: 20

•Advantages:

Connection: Mystical Community (High)

•Drawbacks:

Secret Identity, Strange Appearance

•Motivation:

Upholding the Good during this era/
Seeking Justice later

•Alter Ego:

James Corrigan

•Occupation:

Police Detective

•Wealth:

5

•Height:

6'1"

•Weight:

184 lbs.

•Eyes:

White

•Hair:

Unknown, hooded

•Group Affiliation:

All-Star Squadron, Justice Society of America

•Operating Sector:

New York City

POWERS AND ABILITIES:

Everything we have gathered leads us to

believe that the Spectre is by far the

single most powerful entity on the

entire planet. Clearly some sort of

extra-dimensional being, his powers

are seemingly limitless. We have

documented accounts of the

Spectre's expanding to a height of

500 feet in seconds, knocking a

bomber out of the sky with a wave of

his hand, and vaporizing an entire

division of Japanese soldiers in the

Aleutian islands. Each of these reports

is complemented by hundreds of

similar undocumented accounts.

COMMENTS:

Should the Spectre

make an attempt to interfere with

any of your missions, flee immediately...

if you can. Though I hate to

admit it, we have nothing capable of

dealing with the threat of the Spectre.

There is no sense in wasting

good operatives in future confrontations

with him. Our only cause for

hope is the fortunate lengthy gaps

between his appearances. ☘

After he was shot and killed by a

notorious mobster, Police Detective

Jim Corrigan's spirit was returned to the

Earth and charged by a mysterious

Voice with the task of fighting

injustice and wrongdoing as the

near-omnipotent Spectre.

Since the Second World War, the

Spectre's powers have fluctuated

considerably. See page 28 of the

Background Roster Book for his current

statistics.



STARMAN

DEX:	7	STR:	4	BODY:	5
INT:	6	WILL:	5	MIND:	6
INFL:	5	AURA:	5	SPIRIT:	6
INITIATIVE:	18	HERO POINTS:	70		

•Skills:

Gadgets: 7, Scientist: 5

•Advantages:

Connections: FBI (High), High Society (High), Justice Society of America (High), Freedom Fighters (Low);

Connoisseur; Genius; Scholar (Astronomy)

•Drawbacks:

Secret Identity

•Equipment:

Gravity Rod [BODY: 8, Gravity

Decrease: 10, Gravity

Increase: 10, Flight: 12, R#: 2]

Cosmic Rod [BODY: 10, Attraction/

Repulsion: 15, Energy Blast: 13,

Flame Project: 13, Flight: 13,

Gravity Decrease: 15, Reflection/

Deflection: 7, Skin Armor: 3]

•Motivation:

Upholding the Good

•Alter Ego:

Theodore Knight

•Occupation:

Playboy

•Wealth:

13

•Height:

6'

•Weight:

177 lbs.

•Eyes:

Blue

•Hair:

Brown

•Group Affiliation:

All-Star Squadron, Justice Society of America

•Operating Sector:

New York City

POWERS AND ABILITIES:

Starman is not a true metahuman

and possesses no extraordinary

abilities. In combat, he wields a

powerful weapon known as the

cosmic rod, which allows him to

perform various superhuman feats.

From what we have been able to

gather, the cosmic rod can alter

local gravity fields, influencing

the trajectory of projectiles, and

can fire a burst of flaming energy.

By grasping the cosmic rod,

Starman can fly at extreme

speeds. Whether or not Starman

himself built the cosmic rod is

still unknown.

COMMENTS:

Although this

schwein is certainly an insolent

dolt, the sheer power that is at

his disposal makes him dangerous.

Our scientists would certainly

relish an opportunity to examine

his cosmic rod. Anyone who can

manage to bring this device back

to the fatherland intact faces an

almost certain promotion. ☘

An amateur inventor and astronomer,

millionaire Ted Knight was given

a non-working prototype of the

Gravity

Rod by his cousin Sandra, a confidante of university professor Abraham Davis, the rod's inventor. After making a few modifications to the rod himself, Knight created the costumed identity of Starman to battle the infamous Brotherhood of the Electron, which was draining New York City of its electricity. Several months later, Ted built his own improved version of the Gravity Rod, which he dubbed the Cosmic Rod.

Starman's cousin Sandra now operates with the Freedom Fighters as the heroine Phantom Lady.



THE STAR-SPANGLED KID

DEX: 7	STR: 4	BODY: 5
INT: 7	WILL: 7	MIND: 6
INFL: 7	AURA: 7	SPIRIT: 7
INITIATIVE: 25 HERO POINTS: 50		

•**Skills:** *linked

Acrobatics: 7*, Martial Artist: 7*, Thief: 7*, Vehicles: 7*

•**Advantages:**

Connections: Justice Society of America (High), Seven Soldiers of Victory (High);
Leadership; Lightning Reflexes;
Scholar (Business);
Sidekick (Stripesy)

•**Drawbacks:**

Age; Secret Identity

•**Motivation:** Upholding the Good

•**Alter Ego:** Sylvester Pemberton, Jr.

•**Occupation:** Student

•**Wealth:** 12

•**Height:** 5'8"

•**Weight:** 136 lbs.

•**Eyes:** Blue •**Hair:** Black

•**Group Affiliation:** All-Star Squadron, Justice Society of America, Seven Soldiers of Victory

•**Operating Sector:** American East Coast

STRIPESEY

DEX: 6	STR: 5	BODY: 6
INT: 8	WILL: 5	MIND: 4
INFL: 4	AURA: 4	SPIRIT: 6
INITIATIVE: 20 HERO POINTS: 35		

•**Skills:** *linked

Gadgetry: 8*, Martial Artist: 6*, Vehicles: 6*

•**Advantages:**

Connections: Seven Soldiers of Victory (High);
Genius; Intensive Training;
Scholar (Auto Mechanics)

•**Equipment:**

STAR-ROCKET RACER [STR: 7, BODY: 9, Flight: 9, Running: 8, R#: 2]

•**Motivation:** Upholding the Good

•**Alter Ego:** Patrick Dugan

•**Occupation:** Chauffeur

•**Wealth:** 5

•**Height:** 6'1"

•**Weight:** 210 lbs.

•**Eyes:** Blue •**Hair:** Red

•**Group Affiliation:** All-Star Squadron, Seven Soldiers of Victory

•**Operating Sector:** American East Coast

POWERS AND ABILITIES: Neither the Star-Spangled Kid nor Stripesy possesses any sort of metahuman powers or capabilities. Both are well-trained hand-to-hand fighters with radically differing styles. The Star-Spangled Kid is a quick, agile fighter, while Stripesy is a powerful, hulking battler. The only piece of special equipment employed by the pair is the so-called Star Rocket Racer, a modified high-speed automobile that is also capable of flight.

COMMENTS: This is another pair of Allied operatives that amazes me. Why our enemies believe that schwein like these have even the slightest chance of defeating our own metahuman operatives is completely beyond my comprehension. Perhaps these two believe they are invincible due to the fact that they have chosen to wrap themselves in their beloved national flag. 

One afternoon, young Sylvester Pemberton, the son of a wealthy New York banker, was watching a patriotic pro-war film when a group of Nazi agents broke into the theater and began a riot. After he and a mechanic named Pat Dugan joined forces to fight off the Nazis, Pemberton decided to continue his battle against the Axis menace as the Star-Spangled Kid. A short time later, Dugan joined the Kid as his sidekick, Stripesy. Both were members of the All-Star Squadron and the Seven Sol-

diers of Victory. Some years after the war, Stripesy retired and the Kid joined the Justice Society.



THE TARANTULA

DEX: 7	STR: 4	BODY: 5
INT: 6	WILL: 6	MIND: 6
INFL: 5	AURA: 5	SPIRIT: 6
INITIATIVE: 22 HERO POINTS: 45		

•**Skills:** *linked

Acrobatics: 7*, Artist (Writer): 4, Detective: 6*, Gadgetry: 5, Martial Artist: 7*, Thief: 7*, Vehicles: 7*, Weaponry: 7*

•**Advantages:**

Connections: Publishing Industry (High), Street (Low);
Intensive Training;
Lightning Reflexes;
Scholar (Spiders, Mystery Novels)

•**Drawbacks:**

Secret Identity

•**Equipment:**

Web Gun [STR: 8, BODY: 4, Glue: 12, R#: 2]

•**Note:** Tarantula can use the web gun's STR to launch a Grappling Attack, or he can use the gun's Glue Power as described on page 27 of the *Character Handbook*. The gun can also be used to fire swing lines 5 APs in length.

BOOTS [BODY: 5, Cling: 4]

•**Motivation:** Thrill of Adventure

•**Alter Ego:** Jonathan Law

•**Occupation:** Novelist

•**Wealth:** 9

•**Height:** 5'10"

•**Weight:** 180 lbs.

•**Eyes:** Blue •**Hair:** Blond

•**Group Affiliation:** All-Star Squadron

•**Operating Sector:** New York City

POWERS AND ABILITIES: Another operative with no true metahuman abilities, the Tarantula relies on a pair of unusual weapons in combat: a pistol he calls the web gun, capable of shooting sticky strands to entangle or hamper a target, and a pair of boots that allow him to cling to vertical or inverted surfaces. Although he is not a very

well-trained hand-to-hand fighter by our standards, the Tarantula is quite proficient in the use of his weaponry and employs both weapons to their greatest advantage.

COMMENTS: This schwein may be the Allies' single least effective operative in the field. After Baron Blitzkrieg returned to Germany with a sample of the Tarantula's webbing last November, our scientists analyzed the substance and easily devised a solvent capable of disintegrating it. Our operatives have all carried a sample of this chemical ever since, effectively preventing the Tarantula from harming them at all. Typically American in his tendency to over-rely on his gadgetry, Tarantula has probably yet to figure out why he is now powerless. ❖

The Tarantula is Jonathan Law, a best-selling mystery novelist. Law first became interested in pursuing a career as a costumed crime fighter after he began researching a book he had hoped to write about New York's mystery-men. Law created his web gun and boots and adopted the identity of the Tarantula for research purposes only. After just a few cases, he began to enjoy his activities, prompting him to make the Tarantula a more permanent fixture in his life.



THE TIGRESS

DEX:	8	STR:	4	BODY:	5
INT:	5	WILL:	6	MIND:	6
INFL:	7	AURA:	6	SPIRIT:	6
INITIATIVE:	24	HERO POINTS:	40		

•Skills:

Acrobatics: 8, Detective: 4,
Gadgetry: 4, Martial Artist: 8,
Military Science (Tracking): 10,
Thief: 9, Vehicles: 6, Weaponry: 8

•Advantages:

Area Knowledge (New York City);
Connections: Street (Low); Lightning
Reflexes; Sharp Eye

•Drawbacks:

Secret Identity

•Equipment:

Crossbow Pistol [Body: 3, EV: 5]

•Motivation:

Thrill of Adventure

•Alter Ego:

Paula Brooks

•Occupation:

Heroine

•Wealth:

4

•Height:

5'6"

•Weight:

119 lbs.

•Eyes:

Green

•Hair:

Black

•Group Affiliation:

All-Star Squadron, Young All-Stars

•Operating Sector:

New York City

POWERS AND ABILITIES:

The Tigress is yet another Allied operative with no apparent metahuman powers. She appears to be a highly trained acrobat, hand-to-hand combatant, and pathfinder.

COMMENTS: The Tigress is the newest Allied operative we have identified. I myself have never encountered her. This is an excerpt from the report filed by Die Grosshorn Eule shortly after her first appearance:

The Tigress is very headstrong and proud but also very foolish. In fact, pride coupled with such meager skills almost implies foolishness. Nothing special as a combatant. No particularly effective weapons. ❖

The Tigress is Paula Brooks, a mysterious young girl from the New York area. Apparently, as she was growing up, Paula began to idolize Paul Kirk, even deducing that he was the second Manhunter, and decided to follow in his footsteps as a costumed hero. Exactly how she acquired her training and weaponry has never been revealed.

It is suspected, although it has never been proven, that the Tigress later became the villainess known as the Huntress, a member of the infamous Injustice Society of the World.



T.N.T. — DECEASED

DEX:	7	STR:	4	BODY:	4
INT:	7	WILL:	6	MIND:	5
INFL:	5	AURA:	5	SPIRIT:	6
INITIATIVE:	21	HERO POINTS:	50		

•Powers:

Bomb: 7

•Skills:

Gadgetry: 7, Martial Artist: 6,
Scientist: 7

•Limitation:

Power Restriction: T.N.T. can only use his Bomb Power when he touches his Dyna-Ring to the one worn by Dyna-Mite.

•Advantages:

Scholar (Chemistry), Sidekick (Dyna-Mite)

•Drawbacks:

Secret Identity

•Equipment:

DYNA-RING [Body: 4]

•Motivation:

Responsibility of Power

•Alter Ego:

Thomas N. (Tex) Thomas

•Occupation:

High School Teacher

•Wealth:

5

•Height:

5'11"

•Weight:

175 lbs.

•Eyes:

Brown

•Hair:

Brown

•Group Affiliation:

All-Star Squadron

•Operating Sector:

Denver, Colorado/
New York City



DAN THE DYNA-MITE

DEX:	5	STR:	3	BODY:	4
INT:	4	WILL:	4	MIND:	5
INFL:	5	AURA:	5	SPIRIT:	5
INITIATIVE:	16	HERO POINTS:	30		

•Powers:

Bomb: 7

•Skills:

*linked

Martial Artist: 5*, Thief (Stealth): 5*

•Limitation:

Power Restriction: Before T.N.T.'s death, Dyna-Mite could only use his Bomb Power when he touched his Dyna-Ring to the one worn by T.N.T. After his mentor's demise, Dyna-Mite's Bomb Power can only be used when he touches his two Dyna-Rings to each other.

•Advantages:

Intensive Training; Rich Family

•Drawbacks:

Age; Secret Identity

•Equipment:

DYNA-RINGS (x2) [Body: 4]

•Motivation:

Upholding the Good

- Alter Ego:** Daniel Dunbar
- Occupation:** Student
- Wealth:** 1
- Height:** 5'5"
- Weight:** 127 lbs.
- Eyes:** Blue •**Hair:** Brown
- Group Affiliation:** All-Star Squadron, Young All-Stars
- Operations Sector:** Denver, Colorado/
New York City

POWERS AND ABILITIES: Since the verdammt T.N.T. was liquidated by Axis Amerika, only the boy Dyna-Mite remains of this duo. When Dyna-Mite touches together two special rings he wears on either hand, he creates an explosion roughly equivalent to that of an offensive hand grenade. Although he has certainly received instruction in the martial arts, he tends to rely on his teammates to protect him in combat.

COMMENTS: So things are growing so desperate in America that the Allied commanders are beginning to dispatch children to intercept our agents. Perhaps some of the things the Führer is saying are not nearly so ridiculous as they sound. Since the boy has clearly entered the war as a combatant, I suppose we have no other choice but to eliminate him. Make sure his death is swift and painless.

Dyna-Mite (Dan Dunbar) and his patron hero T.N.T. (Tex Thomas) received their metahuman powers while they were student and teacher at a high school in Colorado. While working on a chemistry experiment late one afternoon, Dunbar and Thomas somehow absorbed strange chemical compounds into their bodies that allowed each of them to build up powerful charges of static energy, much like electric eels. When the pair touched, using a special metal as a catalyst, they discovered they could release their energies in a powerful burst. Scant days later, T.N.T. and Dan the Dyna-Mite were born.

When T.N.T. was killed by Nazi saboteurs who were attempting to destroy Boulder Dam, Dyna-Mite decided to continue his heroic career alone. Dyna-Mite was one of the founding members of the Young All-Stars branch of the All-Star Squadron.



TSUNAMI

DEX:	7	STR:	8	BODY:	8
INT:	5	WILL:	4	MIND:	5
INFL:	4	AURA:	4	SPIRIT:	5
INITIATIVE: 16 [18] HERO POINTS: 40					

•Powers:

Swimming: 7, Water Control: 13,
Water Freedom: 9

•Skills:

Thief: 5

•Drawbacks:

Secret Identity

•Motivation: Upholding the Good

•Alter Ego: Miya Shimada

•Occupation: Student

•Wealth: 4

•Height: 5'6"

•Weight: 121 lbs.

•Eyes: Brown •Hair: Black

•Group Affiliation: All-Star Squadron, Young All-Stars

•Operating Sector: New York City

POWERS AND ABILITIES: Tsunami is a true metahuman, with the abilities to breathe underwater (as well as on land) and to swim at high speeds. Her most formidable ability is her psychokinetic control over the oceans. Using this power, Tsunami can summon powerful tidal waves up to 30 meters in height and can control their spread. When properly employed, these waves can crush small warships and heavily armored tanks. By pushing her powers to their limits, it is estimated that Tsunami could destroy a coastal village with a single wave.

COMMENTS: Tsunami began the war as a Japanese operative, so we have access to very extensive files cataloging her strengths and weaknesses. Although she has chosen to join our enemies, our best information seems to indicate that Tsunami is still clearly confused by the current political climate. A persuasive operative could possibly lure her back over to the Axis cause.

Tsunami is a young girl named Miya Shimada. Miya is Japanese, but she was

born in the United States. She acquired her powers as part of an experiment conducted in Japan under the direct supervision of Admiral Yamamoto.

Just before the war broke out, Miya was attending school in Japan. When she learned that the U.S. Government was rounding up and detaining Japanese Americans shortly after the Pearl Harbor raid, she chose to turn against her country and joined the Imperial Japanese government as a metahuman operative. After her first clash with the All-Star Squadron, however, Tsunami became appalled by the ruthlessness of her fellow Axis operatives and fled from their service. A few weeks later, she emerged from hiding and joined the All-Star Squadron herself, after deciding to favor her American upbringing over her Japanese heritage.



UNCLE SAM

DEX:	9	STR:	17	BODY:	13
INT:	4	WILL:	11	MIND:	11
INFL:	10	AURA:	12	SPIRIT:	11
INITIATIVE: 25 HERO POINTS: 150					

•Powers:

Dimension Travel: 16,
Invulnerability: 19

•Skills:

Charisma: 12

•Advantages:

Connections: U.S. Government
(High), White House (High);
Leadership; Lightning Reflexes;
Scholar (U.S. History, Patriotism)

•Drawbacks:

Miscellaneous: Uncle Sam's Powers and abilities are somehow tied to the will of the American people. If the people should lose faith in their country, Uncle Sam will fade away until the people call on him again;

Public Identity

•Motivation: Upholding the Good

•Alter Ego: Not Applicable

•Occupation: Spirit of Liberty

•Wealth: Not Applicable

•Height: 6'2"

•Weight: 170 lbs.

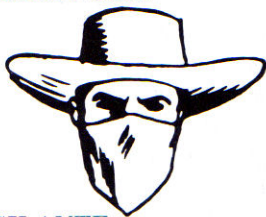
- Eyes:** Blue •**Hair:** White
- Group Affiliation:** All-Star Squadron, Freedom Fighters
- Operating Sector:** American West Coast

POWERS AND ABILITIES: A true metahuman, Uncle Sam is one of the most powerful of all the Allied operatives. His most formidable abilities are his heightened strength and invulnerability. According to all the reports we have received to date, Uncle Sam is easily capable of lifting as much as a destroyer over his head with little effort. Another example of his prowess can be found in some American newsreel footage we have captured, showing Uncle Sam riding atop a Ju87 Stuka, tearing its pilot from the cockpit, and leaping down to Earth without injuring either himself or his captive. At present, we estimate that Uncle Sam may be able to withstand an impact from a 105 mm armor-piercing shell uninjured.

COMMENTS: Apparently, the Amerikaners are as interested in propaganda as we are. Dressing up one of their metahumans as a national symbol is a bit crude, but probably effective. ☸

Uncle Sam is not really a true human. He is the mystical personification of the American spirit. Whenever that spirit is in jeopardy, Uncle Sam appears and comes to its aid. He has previously been incarnated during the American Revolution, the War of 1812, and the first World War.

How or why Uncle Sam was created has never been revealed.



THE VIGILANTE

DEX:	7	STR:	4	BODY:	5
INT:	5	WILL:	7	MIND:	7
INFL:	5	AURA:	5	SPIRIT:	7
INITIATIVE:	21	HERO POINTS:	45		

•Skills:

Animal Handling: 8, Artist (Musician): 4, Detective: 4, Martial Artist: 7, Vehicles: 7, Weaponry: 11

•Advantages:

Connections: Entertainment Industry (Low), Seven Soldiers of Victory (High);

Lightning Reflexes;
Scholar (Cowboy Lore);
Sidekick (Stuff)

•Drawbacks:

Secret Identity

•Equipment:

Six Shooters [BODY: 5, EV: 5,
Ammo: 6, R#: 2]

Lasso [STR: 5, BODY: 7]

Note: The Vigilante's lasso is
3 APs long.

MOTORCYCLE [STR: 6, BODY: 7,
Running: 7, R#: 2]

•Motivation: Upholding the Good

•Alter Ego: Gregory Saunders

•Occupation: Singer/Actor

•Wealth: 6

•Height: 6'

•Weight: 188 lbs.

•Eyes: Hazel •Hair: Black

•Group Affiliation: All-Star Squadron, Seven Soldiers of Victory

•Operating Sector: New York City/ American West

STUFF The CHINATOWN KID

DEX:	6	STR:	3	BODY:	4
INT:	5	WILL:	5	MIND:	5
INFL:	5	AURA:	5	SPIRIT:	6
INITIATIVE:	18	HERO POINTS:	30		

•Skills:

Martial Artist: 6

•Drawbacks:

Age

•Motivation: Upholding the Good

•Alter Ego: Victor Leong

•Occupation: Student

•Wealth: 2

•Height: 4'11"

•Weight: 110 lbs.

•Eyes: Brown •Hair: Black

•Group Affiliation: Seven Soldiers of Victory

•Operating Sector: American West

POWERS AND ABILITIES: The Vigilante is not a true metahuman, but he is an expert marksman, hand-to-hand fighter, motorcyclist, and horseman. In combat, he relies on a pair of old-fashioned Colt .45 caliber revolvers, a hemp lariat, and his training in the Oriental martial arts (Vigilante appears to favor jujitsu). He frequently

makes use of a high-performance motorcycle that he may or may not have constructed himself.

He is sometimes accompanied by a young Oriental called Stuff, who has some skill as a martial artist but poses little real threat.

COMMENTS: I am familiar with the American concept of the cowboy from old Tom Mix movies, and I am amused that this American has chosen to pattern his identity around it. Like the Hollywood cowboys, Vigilante is frequently forced to rely on the cavalry to come to his rescue.

A country and western singer, Greg Saunders created his costumed identity in memory of his grandfather, a famous lawman of the old west. He divides his time between appearing on the radio as the singing Prairie Troubadour and battling crime as the Vigilante. ☸

On one case, the Vigilante met Victor Leong, a youthful Chinese orphan who helped him crack a case, using formidable martial arts talents. Thereafter, Leong occasionally worked with the Vigilante under the unusual code-name Stuff the Chinatown Kid.



THE WHIP

DEX:	7	STR:	4	BODY:	5
INT:	6	WILL:	6	MIND:	5
INFL:	7	AURA:	6	SPIRIT:	6
INITIATIVE:	24	HERO POINTS:	40		

•Skills:

Acrobatics: 4, Animal Handling: 7, Charisma: 7, Detective: 4, Martial Artist: 7, Weaponry (Exotic): 11

•Advantages:

Connections: High Society (Low);
Lightning Reflexes

•Drawbacks:

Secret Identity

•Equipment:

Whip [STR: 7, BODY: 7, EV: 3]

•Motivation: Upholding the Good

•Alter Ego: Rodney Elwood Gaynor

•Occupation: Millionaire

•Wealth: 10



- Height:** 5'10"
- Weight:** 174 lbs.
- Eyes:** Blue •**Hair:** Black
- Group Affiliation:** All-Star Squadron
- Operating Sector:** Seguro, California/New York City

POWERS AND ABILITIES: The Whip is an adequate hand-to-hand fighter and acrobat. As you might guess from his code-name, he has mastered the bullwhip and prefers to use it in combat.

COMMENTS: The *what?*  The Whip is actually Mexican-American millionaire Rodney Elwood Gaynor. While traveling across the American Southwest, Gaynor visited the village of Seguro, California, where he discovered a whip and a uniform belonging to Don Fernando Suarez, the original Whip (known as El Castigo in Spanish), who had operated in the area during the 19th Century, protecting the poor from wealthy landowners. Inspired by Suarez's exploits, Gaynor decided to revive the legends of the Whip and began training to become a costumed crime fighter himself.



WILDCAT

DEX:	8	STR:	4	BODY:	6
INT:	5	WILL:	8	MIND:	7
INFL:	5	AURA:	5	SPIRIT:	8
INITIATIVE:	22	HERO POINTS:	60		

- Skills:** **linked*
Acrobatics: 8*, Martial Artist: 8*, Thief: 8*
- Advantages:**
Area Knowledge (New York City);
Connections: Justice Society of America (High), Street (Low);
Intensive Training;
Lightning Reflexes
- Drawbacks:**
Secret Identity

- Motivation:** Upholding the Good
- Alter Ego:** Theodore Grant
- Occupation:** Prizefighter
- Wealth:** 5
- Height:** 5'8"
- Weight:** 171 lbs.
- Eyes:** Blue •**Hair:** Black
- Group Affiliation:** All-Star Squadron, Justice Society of America
- Operating Sector:** New York City

POWERS AND ABILITIES: Although Wildcat is not a true metahuman, he is probably one of the most skilled hand-to-hand fighters on Earth. On the Allied side, only the Atom and Judomaster possess fighting skills of his caliber. Wildcat is also a skilled acrobat and has smoothly integrated acrobatics into his fighting style.

COMMENTS: Wildcat is one of the few non-metahuman Allied operatives whom I respect. Obviously derived from American boxing, his fighting style displays a great deal of ingenuity and sophistication, making him an opponent worthy of facing most metahumans. 

A boxer himself, Ted Grant was given the training he needed to become the Wildcat by famous boxing legend Joe Morgan, the same man who had trained the Atom. Grant was inspired to become a mystery-man after he heard a group of neighborhood boys discussing the exploits of the Green Lantern.



ZATARA THE MAGICIAN

DEX:	5	STR:	3	BODY:	5
INT:	10	WILL:	7	MIND:	6
INFL:	8	AURA:	14	SPIRIT:	10
INITIATIVE:	23	HERO POINTS:	40		

- Powers:**
Sorcery: 17
- Skills:**
Occultist: 10

- Limitations:**
Miscellaneous: Zatara must speak all of his spells out loud and in backwards English.
- Advantages:**
Connections: Mystical Community (High)
- Motivation:** Upholding the Good
- Alter Ego:** Giovanni (John) Zatara
- Occupation:** Stage Magician
- Wealth:** 4
- Height:** 5' 11"
- Weight:** 170 lbs.
- Eyes:** Blue •**Hair:** Black
- Group Affiliation:** All-Star Squadron
- Operating Sector:** mobile

POWERS AND ABILITIES: Our reports are mixed on this Amerikaner. Several operatives have reported that Zatara possesses a wide variety of metahuman or magical powers, while others insist that he is merely a stage performer. Whichever is the case, he has met with some success in thwarting our efforts and should therefore be approached with extreme caution.

COMMENTS: Zatara is definitely able to call on magical powers, but he is nowhere near as potent as, say, Dr. Fate or the Spectre. I have noticed that Zatara always spouts a stream of gibberish before his powers manifest themselves. Perhaps a sneak attack aimed at silencing this dog before he can utter his spells would be an effective way to eliminate him. 

Zatara is a direct descendant of the notable historical figure, Leonardo da Vinci. His father gave him a box of stage magician's props when he was 15, and the young Zatara quickly became a master of sleight-of-hand. He was not satisfied with mere tricks, however, and he delved into research of true magic, eventually developing a magical technique that involved speaking words backwards. Keeping his true abilities a secret, Zatara began a long, successful career as a stage magician, while using his powers to fight crime and Axis saboteurs on the side.

Golden Age Villains

Needless to say, the home front heroes described in Chapter Three come ready made with their own cast of arch-enemies. Many of the villains described in this chapter are Axis agents, battling for the glory of Germany, Italy and Japan. Others are mere supercriminals of a more conventional sort.

The following entries have been excerpted from the actual data files maintained by the All-Star Squadron during the war, as released through the Freedom of Information Act. The comments included with each entry are those of the Squadron members themselves.

AXIS AMERIKA (Includes *Fledermaus*, *The Great Horned Owl*, *Gudra*, *Kamikaze*, *The Sea Wolf*, *Übermensch* and *Usil*)



FLEDERMAUS — DECEASED

DEX:	6	STR:	3	BODY:	4
INT:	4	WILL:	4	MIND:	4
INFL:	4	AURA:	3	SPIRIT:	5
INITIATIVE:	18	HERO POINTS:	25		

•Skills: *linked

Acrobatics: 6*, Martial Artist: 6*, Thief: 6*, Vehicles: 6*, Weaponry: 6*

•Advantages:

Connection: Axis Amerika (High); Lightning Reflexes

•Drawbacks:

Secret Identity

•Equipment:

Boomerang [STR: 6, BODY: 4, Gliding: 2]

Note: The Boomerang is attached to a swing line that is 4 APs long.

Flash Pellets (x3) [BODY: 1, Flash: 7]

Smoke Pellets (x5) [BODY: 1, Fog: 9]

Stun Pellets (x2) [BODY: 1, EV: 8]

6 AP C Omni-Gadget

•Motivation: Power Lust

•Wealth: 3

•Identity: Unknown

•Height: 5'5"

•Weight: 140 lbs.

•Eyes: Blue •Hair: Red

•Place of Birth: Unknown

•Nationality: presumed German



THE GREAT HORNED OWL (Die Grosshorn Eule)

DEX:	8	STR:	4	BODY:	5
INT:	7	WILL:	7	MIND:	7
INFL:	6	AURA:	5	SPIRIT:	6
INITIATIVE:	25	HERO POINTS:	35		

•Skills: *linked

Acrobatics: 8*, Gadgetry: 7*, Martial Artist: 8*, Thief: 8*, Vehicles: 8*, Weaponry: 8*

•Advantages:

Connection: Axis Amerika (High); Lightning Reflexes; Sidekick (Fledermaus)

•Drawbacks:

Secret Identity

•Equipment:

Boomerang [STR: 6, BODY: 4, Gliding: 2]

Note: The Boomerang is attached to a swing line that is 4 APs long.

Flash Pellets (x3) [BODY: 1, Flash: 7]

Smoke Pellets (x5) [BODY: 1, Fog: 9]

Stun Pellets (x2) [BODY: 1, EV: 8]

6 AP C Omni-Gadget

•Motivation: Power Lust

•Wealth: 5

•Identity: Unknown

•Height: 5'11"

•Weight: 200 lbs.

•Eyes: Blue •Hair: Unknown

•Place of Birth: Unknown

•Nationality: presumed German



GUDRA

DEX:	10	STR:	9	BODY:	9
INT:	5	WILL:	7	MIND:	9
INFL:	9	AURA:	8	SPIRIT:	9
INITIATIVE:	26	HERO POINTS:	60		

•Powers:

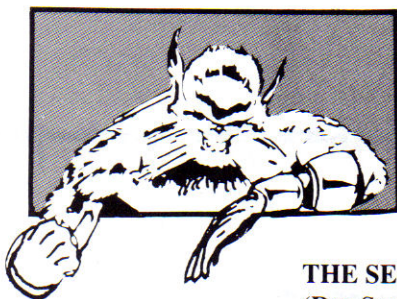
Dimension Travel: 15, Invulnerability: 12

•Skills:

Animal Handling: 8, Weaponry: 10

•Limitations:

Power Restriction: Dimension Travel may only be used to remove the souls of the dead and transport them to Valhalla (Travel Value: 8). Treat this as Banishment, as described on page 48 of the *Character Handbook*.



•Advantages:

Connections: Axis Amerika (High),
Nazi Germany (High),
Valhalla (High);

Lightning Reflexes; Pet (Stormwind)

•Equipment:

Lance [BODY: 13, EV: 6, Energy Blast: 18]
Limitation: The Lance's Energy Blast
Power can only be fired once every five
phases. Gudra automatically declares
Killing Combat when she fires the lance
in this fashion.

•Pet:

STORMWIND

DEX: 5	STR: 5	BODY: 7
INT: 2	WILL: 2	MIND: 4
INFL: 6	AURA: 3	SPIRIT: 8
INITIATIVE: 13		

•Powers:

Flight: 8, Running: 5

•Motivation: Power Lust

•Wealth: 0

•Identity: Unknown

•Height: 6'

•Weight: 140 lbs.

•Eyes: Blue •Hair: Blond

•Place of Birth: Unknown

•Nationality: Unknown

KAMIKAZE

DEX: 6	STR: 4	BODY: 4
INT: 6	WILL: 6	MIND: 4
INFL: 5	AURA: 4	SPIRIT: 6
INITIATIVE: 17 HERO POINTS: 35		

•Skills:

Gadgetry: 6, Military Science: 7,
Thief: 5

•Advantages:

Connections: Imperial Japan (High),
Axis Amerika (High)

•Equipment:

ROCKET ARMOR

[STR: 8, BODY: 9, Flight: 9]

•Motivation: Power Lust

•Wealth: 5

•Identity: Tetsujiro Yoneda

•Height: 5'9"

•Weight: 179 lbs.

•Eyes: Blue •Hair: Black

•Place of Birth: Unknown

•Nationality: Japanese

THE SEA WOLF

(Der See Wulf)

DEX: 11	STR: 7	BODY: 7
INT: 4	WILL: 3	MIND: 5
INFL: 6	AURA: 3	SPIRIT: 7
INITIATIVE: 23 [23] HERO POINTS: 35		

•Powers:

Claws: 8, Swimming: 6,
Water Freedom: 11

•Skills:

Acrobatics: 7

•Advantages:

Connection: Axis Amerika (High);
Lightning Reflexes

•Drawbacks:

Loss Vulnerability: Once Sea Wolf
has been out of the water for 15 min-
utes or more, his DEX, STR, and BODY
each drop by 1 AP. Once he has been
out of water for 30 minutes, each of
these Attributes drops by another AP;
Fatal Vulnerability: Sea Wolf can sur-
vive out of the water for no more than
six hours.

•Motivation: Power Lust

•Wealth: 2

•Identity: Unknown

•Height: 5'9"

•Weight: 170 lbs.

•Eyes: Red •Hair: Brown fur

•Place of Birth: Unknown

•Nationality: presumed German



ÜBERMENSCH

DEX: 9	STR: 12	BODY: 11
INT: 5	WILL: 7	MIND: 9
INFL: 7	AURA: 4	SPIRIT: 8
INITIATIVE: 23 HERO POINTS: 60		

•Powers:

Invulnerability: 14, Jumping: 7,
Running: 6

•Skills:

Charisma (Intimidation): 7, Military
Science: 7

•Advantages:

Connections: Nazi Germany (High),

Axis Amerika (High);

Leadership; Lightning Reflexes

•Motivation: Power Lust

•Wealth: 6

•Identity: Unknown

•Height: 6' 3"

•Weight: 255 lbs.

•Eyes: Brown •Hair: none

•Place of Birth: Unknown

•Nationality: presumed German



USIL

DEX: 7	STR: 4	BODY: 5
INT: 4	WILL: 4	MIND: 4
INFL: 4	AURA: 3	SPIRIT: 4
INITIATIVE: 17 HERO POINTS: 30		

•Skills:

Gadgetry: 6, Martial Artist: 7,
Weaponry: 10

•Advantages:

Connection: Axis Amerika (High)

•Drawbacks:

Secret Identity

•Equipment:

Bow [STR: 7, BODY: 3]

ARROWS (x10) [BODY: 1, EV: 4]

STUN ARROWS (x5)

[BODY: 1, EV: 7]

SMOKE ARROWS (x2)

[BODY: 1, Fog: 9]

GRAPPLING ARROWS (x3)

[STR: 7, BODY: 7/1]

Note: The Grappling Arrow is at-
tached to a swing line that is 4 APs
long. The BODY of the line is 7,
and the arrow has a BODY of 1.

7 AP AC Omni-Arrows (x2)

•Motivation: Power Lust

•Wealth: 6

•Identity: Unknown

•Height: 6'0"

•Weight: 190 lbs.

•Eyes: Blue •Hair: Black

•Place of Birth: Unknown

•Nationality: presumed Italian

FILE NUMBER: T77ZA69B-9A

COMMENTS: Axis Amerika is a
team of seven superhuman spies report-
edly organized by Adolf Hitler himself
and assigned to carry out espionage and
sabotage activities within the U.S.A.
Rumor has it that Hitler made sure that

Axis Amerika included representatives of all three Axis powers. Tsunami, the team's original Japanese member, defected to our side shortly before Axis Amerika undertook its first mission. She was replaced by the armored assassin code-named Kamikaze.

Although it is assumed that Axis Amerika receives all its orders directly from the German High Command in Berlin, the specific officer responsible for issuing these orders is unknown to us, as is the method by which the orders reach the United States.

—*Liberty Belle.*

I'm not really very good at making reports, but I'll try to tell you what I know about Axis Amerika.

The team's leader is Ü bermensch, a big strong joker. Although all of the group's other members have pretty swelled heads, they always do exactly what Ü bermensch tells them to do, probably because he's more powerful than any of them. I kinda get the idea the others are afraid of him. Heck, everybody's afraid of him. I know I am.

Ü bermensch's second-in-command is a tall dame named Gudra. She's a real swell looker, but very dangerous. Gudra rides on a flying horse, just like the Shining Knight's, and carries a spear that fires death rays.

Then there's Sea Wolf. This guy might have the biggest head in Nazi Germany. He's not too bright, but he's fast and I've seen his claws rip through solid steel! Sea Wolf likes to fight underwater.

The weakest members of the team are probably Horned Owl and his kid, Fledermaus. (Hawkman tells me that Fledermaus is German for bat.) These two are sort of like the Nazi equivalent of Sandman and Sandy, but they're not quite as good with their dukes. Although they don't have any real powers, both of them are kinda clever. They're real good at pulling some life-saving gizmo out of nowhere and using it to escape just as you think you're gonna finish 'em off. Oh yeah, I suppose I should say that Fledermaus was pretty clever, since he was accidentally killed in our second fight. Even though he was a Nazi, I felt pretty bad about that.

Tsunami tells me that she knew Kamikaze, the team's Japanese agent, while

she was training in Yokohama. He wears a powerful suit of armor that sorta resembles a big artillery shell. Kamikaze seems to enjoy fighting a lot.

And finally, there's Usil, the team's Italian representative. He carries a bow and a whole quiver full of trick arrows, and he knows how to use 'em.

I dunno, I guess there just isn't much to say. Keep 'em flying and good luck.

—*Iron Munro*

Sea Wolf is a pig.

—*Tsunami*

I'm quite certain that Gudra is one of the Valkyries we encountered over the U.K. in 1940. Her spear supposedly causes instant death to anyone it touches.

—*Green Lantern.*

BARON BLITZKREIG

DEX:	10	STR:	10	BODY:	10
INT:	8	WILL:	7	MIND:	6
INFL:	8	AURA:	7	SPIRIT:	8
INITIATIVE:	26	HERO POINTS:	75		

•Powers:

Flight: 9, Heat Vision: 4,
Power Reserve: 8

•Skills:

Charisma: 9, Military Science: 8,
Vehicles: 6, Weaponry: 6

•Limitations:

Power Restriction: Power Reserve can
augment Baron Blitzkrieg's
STR and Heat Vision only.

•Advantages:

Connections: Nazi Germany (High);
Connoisseur; Leadership

•Drawbacks:

Catastrophic Irrational Fear of being
blinded; Traumatic Flashbacks (trig-
gered by being blinded);
Secret Identity; Strange Appearance
(facial scars)

•Motivation: Power Lust

•Wealth: 11

•Identity: Unknown

•Height: 6'6"

•Weight: 245 lbs.

•Eyes: Blue •Hair: Black

•Place of Birth: Unknown

•Citizenship: Presumed German

FILE NUMBER: GH76YT88-77

COMMENTS: I don't even know why I'm bothering to file this report. Every-
body knows that Baron Blitzkrieg is one
of the top Ratzi saboteurs operating in the
States. But I guess we should get some-

thing official down on paper somewhere,
just in case something happens to all of us
at once.

Blitzkrieg is a top Nazi operative and assassin. He can shoot laser beams out of his eyes, fly, and slug holes through brick walls. I'm not sure how he can pull off all these neat tricks, but a government egg-head once told me that Blitzkrieg had probably gained his powers by learning to tap into the "buried psycho-analogical potentialcy of the human brain," or some-
thing. This guy explained to me that we've all got powers like Blitzkrieg's locked in our noodle somewhere and that all we've gotta do is figure out how to get 'em out. Sounds like a bunch a baloney to me, but Blitzkrieg's punches are sure real enough.

Anyway, next time I see the Baron, I'm gonna take him down good and hard. He almost killed my wife once, and that just doesn't sit too well with me.

—*Johnny Quick*

While we were fighting Blitzkrieg the other day, the Baron was tempo-
rarily blinded by the bright afternoon
sun, an event he greeted with a stream of
incoherent babbling. "No! The acid!
Not the acid!," he cried.

We recently confirmed that Baron Blitzkrieg was once blinded by acid and that he wears that tin hat of his to hide the burns the acid left on his face. Ap-
parently, this event so traumatized him
psychologically that he relives it when-
ever his vision is cut off or obscured.

—*Doctor Mid-Nite.*



BRAIN WAVE

DEX:	4	STR:	2	BODY:	4
INT:	10	WILL:	13	MIND:	12
INFL:	7	AURA:	5	SPIRIT:	5
INITIATIVE:	21	HERO POINTS:	50		

•Powers:

Control: 8, Hypnotism: 11, Illusion:
11, Mental Blast: 10,
Mental Shield: 6

•**Skills:**

Charisma: 7, Gadgetry: 9, Scientist: 39

•**Advantages:**

Connections: Underworld (High);
Genius; Leadership;
Scholar (Psychiatry)

•**Drawbacks:**

Minor Physical Restriction (Brain
Wave suffers from myopia and
finds it difficult to see without
his thick glasses)

•**Motivation:** Power Lust

•**Wealth:** 9

•**Identity:** Henry King

•**Height:** 5'7"

•**Weight:** 128 lbs.

•**Eyes:** Blue •**Hair:** Bald

•**Place of Birth:** Sharktooth Bay

•**Citizenship:** U.S.A.

FILE NUMBER: FFH7789S-99

COMMENTS: Brain Wave is actually a fella named Henry King. King was born with the mutant ability to project three-dimensional psychic images from his abnormally developed brain. A scientific genius, he later learned how to use his mental might to hypnotize and control his enemies.

Although Brain Wave has no connection with the Nazi empire, his goals frequently overlap those of the Axis powers. Most of Brain Wave's schemes are aimed at destroying America's mystery-men, allowing him to launch his own attempt to dominate the Earth. These schemes are always remarkably subtle and often very clever... but never quite clever enough.

—Green Lantern

CAPTAIN NAZI

DEX:	12	STR:	16	BODY:	15
INT:	11	WILL:	11	MIND:	12
INFL:	9	AURA:	9	SPIRIT:	9
INITIATIVE:	32	HERO POINTS:	70		

•**Powers:**

Invulnerability: 17

•**Skills:**

Military Science: 11, Scientist: 9,
Thief: 9, Vehicles: 9, Weaponry: 9

•**Advantages:**

Connections: Nazi Germany (High);
Leadership

•**Equipment:**

FLYING GAS

[BODY: 0, Flight: 9, R#: 4]

Note: By regularly exposing himself to this gas, Captain Nazi gains the Flight Power rated at 9 APs. Each time he uses the Flight Power, the Captain must make a Reliability Check against the gas' R# of 4. When one of these Reliability rolls fails, the effects of the gas have worn off and Captain Nazi must expose himself to the gas again to regain his Power.

•**Motivation:** Power Lust

•**Wealth:** 11

•**Identity:** Albrecht Krieger?

•**Height:** 6'4"

•**Weight:** 205 lbs.

•**Eyes:** Blue •**Hair:** Blond

•**Place of Birth:** Hannover, Germany?

•**Citizenship:** presumed German

FILE NUMBER: HHJ879MZ-55

COMMENTS: Until now, the identity and origin of Captain Nazi have been complete mysteries to us all. Recently, however, an Allied operative in Berlin code-named the Unknown Soldier captured important German records and relayed the following report.

"Captain Nazi is a kraut by the name of Albrecht Krieger. Krieger's father was some sort of big shot scientist in Hitler's R&D Korps. Apparently, Krieger's strength and invulnerability powers are derived from a chemical compound invented by his father, which the Nazis have nick-named 'miracle food.' Krieger's flight power is derived from the Zyphlon 227 gas invented by French scientists. At present, it appears as though complete command over all sabotage operations in the United States has been turned over to Krieger, who answers only to Hitler himself. Rumor has it that the Führer is beginning to tire of Captain Nazi's obvious insolence and plans to liquidate the Captain as soon as a politically expedient opportunity presents itself."

—Liberty Belle

CYCLOTRON—PRESUMED DECEASED

DEX:	6	STR:	9	BODY:	9
INT:	10	WILL:	8	MIND:	5
INFL:	7	AURA:	6	SPIRIT:	6
INITIATIVE:	23	HERO POINTS:	35		

•**Powers:**

Energy Blast: 11, Flight: 11

•**Skills:**

Charisma: 7, Gadgetry: 8, Scientist: 8

•**Bonus:**

Miscellaneous: Cyclotron had the Power to release all of the atomic energy in his body simultaneously, resulting in a powerful nuclear explosion. When he chose to employ this ability, Cyclotron was killed instantly and everything in his vicinity was affected as though an atomic bomb had been exploded.

•**Advantages:**

Connections: Firebrand II (Low),
Scientific Community (Low);
Genius; Scholar (Atomic Energy)

•**Drawbacks:**

Guilt; Secret Identity

•**Motivation:** Unwanted Power

•**Wealth:** 8

•**Identity:** Dr. Terry Curtis

•**Height:** 5'11"

•**Weight:** 182 lbs.

•**Eyes:** Blue •**Hair:** Brown

•**Place of Birth:** Long Island, New York

•**Citizenship:** U.S.A.

FILE NUMBER: FAASRD90-HJ

COMMENTS: Cyclotron was a man named Terry Curtis, a kind man with a good heart. A research scientist, Terry unlocked the secrets of atomic energy as early as 1939 but steadfastly refused to turn his discoveries over to the federal government because of their horrible military implications.

Shortly after he began his work, Terry discovered that his experiments had infected himself and his infant daughter with an odd form of radiation sickness. A few months later, Terry was contacted by the supercriminal Ultra-Humanite, who promised to cure the strange sickness in exchange for Curtis' cooperation in a future scheme. Surprisingly, Ultra fulfilled his part of this bargain and used his scientific knowledge to cure Terry's daughter and to transform the radiation contaminating Terry himself into a form that Terry could biologically control, thus giving birth to Cyclotron. In return for these services, Ultra demanded that Terry use his newfound powers to steal an ancient magical artifact known as the Hammer of Thor.

After Terry accidentally killed a police officer while attempting to steal the artifact, he became consumed with guilt and resolved to put an end to the Ultra-Humanite, despite their bargain. When

the two were finally reunited after the attempted theft, Terry grabbed the criminal and flew up into the stratosphere, releasing all of Cyclotron's energy simultaneously, killing the pair of them. I knew Terry before the experiments and before the sickness, and I know that he would never have cooperated with a criminal like the Ultra-Humanite without these sorts of pressures bearing down on him. I know that this isn't really an important detail, but I felt it should be included in Cyclotron's official file. Terry was a good man and I'll miss him

—*Firebrand II*

DEATHBOLT

DEX:	7	STR:	4	BODY:	5
INT:	3	WILL:	4	MIND:	4
INFL:	4	AURA:	4	SPIRIT:	4
INITIATIVE:	14	HERO POINTS:	30		

•Powers:

Lightning: 13

•Skills:

Thief: 5, Vehicles: 5

•Advantages:

Connections: Underworld (Low),
Street (Low)

•Drawbacks:

Secret Identity

•Motivation: Mercenary

•Wealth: 5

•Identity: Jake Simmons

•Height: 5'11"

•Weight: 182 lbs.

•Eyes: Blue •Hair: Brown

•Place of Birth: Metropolis

•Citizenship: U.S.A.

FILE NUMBER: DDDGHOPP-55

COMMENTS: Deathbolt is a cheap hood named Jake Simmons. While on the run from the Arizona police in a stolen biplane, Simmons crash-landed over Meteor Crater, fatally injuring himself. But before he died, Simmons was discovered by the Ultra-Humanite, who repaired his damaged body and endowed him with the ability to produce powerful bolts of electrical energy from his fingertips. Simmons has fought at the Ultra-Humanite's side under the code-name Deathbolt ever since.

—*Amazing-Man*

THE DRAGON KING

DEX:	8	STR:	4	BODY:	5
INT:	7	WILL:	6	MIND:	7
INFL:	7	AURA:	8	SPIRIT:	7
INITIATIVE:	26	HERO POINTS:	70		

•Skills:

Acrobatics: 5, Charisma: 8,
Gadgetry: 7, Martial Artist: 8,
Occultist: 8, Scientist: 7, Thief: 7,
Weaponry: 8

•Advantages:

Connections: Adolf Hitler (Low),
Imperial Japan (High);
Leadership; Lightning Reflexes

•Drawbacks:

Secret Identity

•Equipment:

MYSTIC BARRIER MACHINE

[BODY: 10, SPIRIT: 10,
Control: 30]

Limitation: The Machine's Control Power has a range of 20 APs and only affects characters who possess the meta-gene. Note: The machine is powered by the Spear of Destiny and the Holy Grail (see page 38 for more details).

Taisho Pistol [BODY: 4, EV: 5,
Range: 4, Ammo: 8, R#: 2]

•Motivation: Power Lust

•Wealth: 8

•Identity: Unknown

•Height: 5'11"

•Weight: 184 lbs.

•Eyes: Brown •Hair: Unknown

•Place of Birth: Unknown

•Citizenship: presumed Japanese

FILE NUMBER: HHFU8889-L8

COMMENTS: Although I have yet to ascertain his true identity, I am quite certain that Dragon King was a member of the infamous Japanese Black Dragon Society, undoubtedly the source of much of the information he needed to secure the Holy Grail.

—*Doctor Occult*

The Dragon King is a highly skilled martial artist and scientist. My contacts tell me that he holds a very high rank in the Imperial Japanese Government and that he is personally in charge of overseeing any special stratagems the Imperial forces launch against the Allies. Reputedly, there is not a single living soul who is aware of the Dragon King's actual identity.

Recently, I have heard rumors indicating that the Dragon King is based in a huge fortress located in southern Hokkaido, but I have been unable to confirm them.

—*Judomaster*

If the rumors coming out of Burma are true and the Dragon King himself was primarily responsible for the design of the K887 nerve agent, he is unquestionably a master chemist.

—*Hourman*

THE DUMMY

DEX:	6	STR:	2	BODY:	3
INT:	8	WILL:	7	MIND:	6
INFL:	6	AURA:	5	SPIRIT:	4
INITIATIVE:	20	HERO POINTS:	40		

•Skills:

Gadgetry: 8, Scientist: 6, Thief: 8

•Advantages:

Connections: Underworld (High);
Genius; Leadership

•Drawbacks:

Strange Appearance

•Equipment:

Cane [BODY: 4, Energy Blast: 8, R#: 2]
Pistol [BODY: 4, EV: 5, Ammo: 8,
Range: 4, R#: 2]

•Motivation: Mercenary

•Wealth: 7

•Identity: Unavailable

•Height: 3'1"

•Weight: 69 lbs.

•Eyes: Brown •Hair: Brown

•Place of Birth: Unavailable

•Citizenship: U.S.A.

FILE NUMBER: DDQUIO90-77

COMMENTS: This hombre is a crafty little devil. He heads up a whole gang of outlaws that stretches from New York City plum out to the West Coast. He usually sets his sights on robbing banks and rustling jewels, but you're bound to find him wherever and whenever there's trouble brewing.

By himself, the Dummy's not very dangerous. But he rarely goes anyplace without surrounding himself with plenty of big, tough varmints. If you ever come across this polecat, remember that he always keeps a carefully hidden card up his sleeve.

—*Vigilante*



THE FIDDLER

DEX:	5	STR:	2	BODY:	4
INT:	7	WILL:	4	MIND:	6
INFL:	6	AURA:	5	SPIRIT:	4
INITIATIVE:	18	HERO POINTS:	40		

•Skills:

Artist (Musician): 10, Gadgetry: 5,
Occultist: 4, Thief: 5, Vehicles: 5

•Advantages:

Connections: Underworld (Low);
Scholar (Music)

•Drawbacks:

Serious Irrational Attraction to committing crimes with music motifs

•Equipment:

Hypnotism Fiddle [BODY: 3, Control: 10, Hypnotism: 10]

Force Field Fiddle [BODY: 3, Force Field: 12]

Shatter Fiddle

[BODY: 3, Sonic Beam: 9]

10 AP C Omni-Fiddles (x2)

FIDDLE CAR [STR: 7, BODY: 8,
Running: 7, R#: 2]

•Motivation: Mercenary

•Wealth: 6

•Identity: Isaac Bowin

•Height: 6'1"

•Weight: 176 lbs.

•Eyes: Blue •Hair: White

•Place of Birth: Keystone City

•Citizenship: U.S.A.

FILE NUMBER: CCVB9879-HH

COMMENTS: Isaac Bowin learned how to use sonic vibrations to manipulate the forces of nature from a Hindu fakir he encountered in an Indian prison. After he had mastered all the secrets that the fakir had taught him, Bowin killed his mentor and returned to the United States as the Fiddler.

There's a strange pattern to the Fiddler's crimes. Although you'd expect a thief with his abilities to go after the biggest score he could get his hands on, Bowin makes a conscious effort to tailor his crimes around the motifs of music and musical instruments. He might ignore an exhibit of priceless gems or an armored car containing mil-

lions of dollars in cash, for example, to steal a Beethoven manuscript or a Stradivarius violin.

Lately, Bowin has been using a number of different violins, each specialized to perform a certain task. It is likely, therefore, that he has incorporated some sort of technology into his instruments that enhances the skills he learned from the fakir. Exactly how much of Bowin's power is due to natural skill and how much is owed to his specialized weaponry remains uncertain.

—The Flash



THE GAMBLER

DEX:	5	STR:	3	BODY:	4
INT:	8	WILL:	8	MIND:	6
INFL:	7	AURA:	6	SPIRIT:	6
INITIATIVE:	20	HERO POINTS:	40		

•Skills:

Artist (Actor): 9, Charisma: 7,
Gadgetry: 5, Thief: 9, Weaponry: 8

•Advantages:

Connections: Underworld (High);
Luck; Scholar (Disguise)

•Equipment:

Derringer [BODY: 4, EV: 5/10,

Fog: 12/10, Ammo: 5, R#: 2]

Limitations: The Derringer can fire normal bullets (EV of 5 APs), smoke capsules (Fog Power of 12 APs), or ammonia gas capsules (EV of 10 APs, affecting everyone in an area blanketed by the Fog Power rated at 10 APs).

Throwing Knives (x10)

[BODY: 5, EV: 4]

Note: The Gambler keeps these specially designed throwing knives concealed in his coat.

•Motivation: Mercenary

•Wealth: 7

•Identity: Steven Sharpe III

•Height: 5'7"

•Weight: 151 lbs.

•Eyes: Blue •Hair: White

•Place of Birth: Gotham City

•Citizenship: U.S.A.

FILE NUMBER: DDIO987UI-8D

COMMENTS: After the last time I

captured him and returned him to Gotham Penitentiary, the Gambler finally broke down and told me his story. Apparently, his real name is Steven Sharpe. Just after he graduated from high school, Sharpe asked his sweetheart, Helen, to marry him, but Helen accepted only on the condition that Sharpe prove to her before the ceremony that he was not a habitual gambler, like his notorious grandfather. Just before he was about to do so, however, Sharpe discovered that Helen had run off with a young punk from the neighborhood who had won a fortune gambling on the lottery. Crushed, Sharpe almost immediately resolved to become an outlaw.

The Gambler is a particularly dangerous opponent for a couple of reasons. Just before he began his criminal career, Sharpe spent some time in the circus, mastering the art of disguise. If given enough time to prepare, he can now change his appearance so completely that he is virtually impossible to recognize. Furthermore, Sharpe is extremely clever. His strategies are generally novel and unexpected.

—Green Lantern



THE HARLEQUIN

DEX:	6	STR:	3	BODY:	4
INT:	5	WILL:	5	MIND:	5
INFL:	6	AURA:	5	SPIRIT:	6
INITIATIVE:	19	HERO POINTS:	40		

•Skills:

Artist (Actor): 5, Charisma: 7,
Gadgetry: 5, Martial Artist: 6,
Thief: 6, Weaponry: 6

•Advantages:

Connections: Green Lantern (Low),
Radio Industry (High), Underworld (Low); Scholar (Mandolin Club)

•Drawbacks:

Catastrophic Irrational Attraction to Green Lantern (Harlequin is in love with Green Lantern and commits her crimes to attract his attention); Secret Identity (Harlequin is actually Alan Scott's secretary, Molly Mayne)

•Equipment:

Glasses [Body: 4, Hypnosis: 11, Illusion: 11, Lightning: 11, R#: 2]
Mandolin [Body: 5, EV: 3]
Note: The Harlequin uses the mandolin as a club. When using the instrument in this fashion, her Weaponry score is increased to 9 APs, due to her Scholar Advantage.

•Motivation: Thrill Seeker

•Wealth: 5

•Identity: Unknown

•Height: 5'7"

•Weight: 120 lbs.

•Eyes: Green •Hair: Red

•Place of Birth: Gotham City

•Citizenship: U.S.A.

FILE NUMBER: YYU89912-44

COMMENTS: Harlequin is one of the most mysterious adversaries I've ever faced. So far, all I know of her background consists entirely of a couple of scattered clues. The story behind how I first came to encounter the Harlequin is equally strange. Last year, I was approached by radio station WXYZ in Gotham City and asked to provide my voice for a Green Lantern radio play. In the play's scripts, my imaginary arch-enemy was a young villainess called the Harlequin. Shortly after the radio series began to air, oddly enough, a "real" Harlequin with powers and abilities similar to those of her fictional counterpart appeared on the streets of Gotham City.

Although she has committed some serious crimes, it's obvious that the Harlequin doesn't really intend to hurt anyone. In the past, I've seen her go out of her way to take special care to avoid injuring both bystanders and law enforcement officials. In fact, I'm not really sure why she commits her crimes. I guess we'll just have to wait until we get some more information.

—Green Lantern

IAN KARKULL

DEX: 6	STR: 3	BODY: 3
INT: 9	WILL: 9	MIND: 8
INFL: 8	AURA: 7	SPIRIT: 11
INITIATIVE: 23/26 HERO POINTS: 70		

•Powers:

Sorcery: 20

•Skills:

Gadgetry: 13, Occultist: 11,
Scientist: 15, Thief: 6

•Advantages:

Area Knowledge (Ragnor);
Connections: Underworld (High);
Genius; Scholar (Archeology, Magic Rites of Ancient Ragnor)

•Equipment:

SHADOW FORM DEVICE [DEX: 9, BODY: 13, Dispersal: 9, Darkness: 9, Growth: 8, Magic Field: 7, Two-Dimensional: 13]

Bonuses: When he turns on the device, Karkull turns into a powerful shadow creature. If he desires, Karkull can use the device to turn others into shadow creatures as well. The AV/ EV of such an attempt is the device's APs of the Two-Dimensional Power, the OV/RV is the target's BODY/BODY and the target can be up to 20 APs distant.

•Motivation: Psychopath

•Wealth: 9

•Identity: Ian Karkull

•Height: 5'9"

•Weight: 161 lbs.

•Eyes: Brown •Hair: Bald

•Place of Birth: Long Island, NY

•Citizenship: U.S.A.

FILE NUMBER: BBC558748-PP

COMMENTS: This vermin is one of the many reprehensible things that have chosen to take human form. During our last encounter, I probed deep into his mind and learned his story.

Not more than 10 years ago, Karkull and his one-time partner, Everett Dahlen, were archeologists exploring the Sahara. During one of many expeditions into the open desert, the pair stumbled across the lost city of Ragnor, the capital of an ancient, magic-wielding civilization. Typically discontent with the sheer thrill of discovery, Karkull and Dahlen decided to loot a giant ruby from the Ragnorese ruins and inevitably became locked in combat over its ownership. When the jackal Dahlen finally prevailed in this struggle, he left Karkull to die under the hot desert sun.

Unfortunately for humanity, Karkull was rescued by a band of nomads, and from that day forth, he vowed vengeance on both Dahlen and the world at large. Using his own scientific skills and some of the knowledge he had gleaned from the Ragnorese ruins,

Karkull built an extremely formidable device, capable of turning a man into a potent shadow beast. Even more disquieting is the fact Karkull has somehow managed to unlock the secrets of the ancient Ragnorese sorcery.

Although Karkull truly believes in his own mind that it was Dahlen's betrayal that made him a criminal, my probe revealed that the worm of evil had been chewing on Karkull's soul for many years prior to the discovery of Ragnor. It was only a matter of time before one so obviously cruel and heartless would experience such an epiphany.



—Doctor Fate

THE ICICLE

DEX: 6	STR: 2	BODY: 3
INT: 8	WILL: 7	MIND: 4
INFL: 4	AURA: 4	SPIRIT: 4
INITIATIVE: 18 HERO POINTS: 40		

•Skills:

Gadgetry: 9, Scientist: 11, Thief: 5

•Advantages:

Connections: Underworld (Low);
Genius; Scholar (Physics, Thermal Technology)

•Drawbacks:

Secret Identity

•Equipment:

Cold Ray Gun [Body: 4, Glue: 11, Ice Production: 12, Ice Control: 12, R#: 2]

INSULATED SUIT [Body: 7, Cold Immunity: 8]

•Motivation: Mercenary

•Wealth: 8

•Identity: Dr. Joar Makent

•Height: 5'11"

•Weight: 179 lbs.

•Eyes: Blue •Hair: Red

•Place of Birth: Unknown

•Citizenship: Norwegian

FILE NUMBER: YYYU8987-P8

COMMENTS: The Icicle is another run-of-the-mill costumed crook. Beneath his insulated suit and mask, he is none other than Dr. Joar Makent, the noted Norwegian physicist. Apparently Makent decided to become an outlaw after he grew tired of watching others

profit from his brilliant inventions, while he himself received nothing. As the Icicle, Makent now believes he is seizing wealth that is rightfully his.

I first encountered the Icicle back in 1939, when he froze over Gotham harbor. The fact that he murdered an innocent bystander during this case and disguised the man's corpse as that of Makent (in order to throw the authorities off his trail) tells us a couple of things about him. One, he's obviously very clever. And two, he's obviously very ruthless.

Makent has an uncanny ability to survive seemingly fatal accidents. Although I watched him plummet off the 75-story Gotham Tower during our last encounter, I'm sure he'll be back someday.

—Green Lantern

KULAK

DEX:	12	STR:	8	BODY:	20
INT:	15	WILL:	25	MIND:	20
INFL:	18	AURA:	24	SPIRIT:	25
INITIATIVE:	45	HERO POINTS:	200		

•Powers:

Growth: 20, Magic Sense: 20, Sorcery: 42

•Skills:

Occultist: 18

•Limitations:

Miscellaneous: All of Kulak's Powers are directed through the third eye in the center of his forehead.

•Advantages:

Iron Nerves; Scholar (Brztal Lore); Sharp Eye

•Magic Rituals:

Kulak has employed a pair of magic rituals (see the *Character Handbook*, pages 60-61) several times in the past:

1. Whispering Death Ritual

Effect: Causes everyone on a planet to hate each other (Broadcast Empath: 50)

Casting Time: Instantaneous (0 APs)

Necessary Components: None

Special: When Kulak uses the Whispering Death ritual, each AP he adds to the casting time adds +1 AP to the AV/EV of his casting attempt. Thus, by adding 32 APs to the casting time (roughly 400 years), Kulak can boost his AV/EV to 50/50.

2. Summoning Ritual

Effect: Animate Dead: 40 APs

Casting Time: Instantaneous (0 APs)

Necessary Components: None

Special: The Summoning ritual allows Kulak to summon forth the long-dead legions of Brztal. Each warrior has the following statistics:

UNDEAD WARRIOR

DEX:	9	STR:	9	BODY:	9
INT:	1	WILL:	1	MIND:	8
INFL:	5	AURA:	5	SPIRIT:	9
INITIATIVE:	15				

•Skills:

Weaponry: 9

Kulak can summon more than one undead warrior at a time by taking the standard Multi-Attack penalties to his Animate Dead Action Check.

•Motivation: Nihilist

•Wealth: Not Applicable

•Identity: Kulak

•Height: Variable

•Weight: Variable

•Eyes: Blue •Hair: Black

•Place of Birth: Brztal

•Citizenship: Alien

FILE NUMBER: UUHS0NOJ-KK

COMMENTS: Kulak is the most potent adversary the All-Star Squadron has ever faced. The high priest of a now extinct, mystically formidable race, Kulak has roamed the universe for thousands of years, ever searching for new worlds to rend asunder.

At some point in his wanderings, Kulak was somehow imprisoned within the four walls of a carefully hidden tomb on ancient Earth. I first encountered Kulak when a team of archeologists unwittingly released him from this prison just over two years ago. With his access to magical energies eclipsing those wielded by Doctor Fate and almost rivaling my own, I found Kulak the sort of opponent who tests one's soul. Whether or not he will return to test us once again is a secret known only to the Voice.

—The Spectre

KUNG

DEX:	9	STR:	5	BODY:	6
INT:	5	WILL:	9	MIND:	9
INFL:	7	AURA:	7	SPIRIT:	9
INITIATIVE:	25	HERO POINTS:	45		

•Powers:

Shape Change: 9

•Skills: *linked

Acrobatics: 6, Martial Artist: 9*, Military Science: 9, Thief: 9*, Vehicles: 9*, Weaponry: 9*

•Advantages:

Connections: Imperial Japan (High); Intensive Training; Iron Nerves; Lightning Reflexes; Scholar (Samurai lore)

•Drawbacks:

Catastrophic Irrational Attraction to fulfilling samurai code

•Motivation: Power Lust

•Wealth: 6

•Identity: Thomas Morita

•Height: 5'9" •Weight: 159 lbs.

•Eyes: Black •Hair: Black

•Place of Birth: Somewhere in the U.S.A.

•Citizenship: U.S.A.

FILE NUMBER: 7778926H-FF

COMMENTS: Kung is a highly trained assassin who apparently undertakes special missions for the Japanese government. Most recently, he has been located in America, stalking various members of the All-Star Squadron.

Kung is, without a doubt, one of the foremost martial artists in the world today. His skill in personal combat rivals that of Wildcat, the Atom, and even Judomaster. In addition to his fighting skills, Kung has the metahuman ability to assume the physical forms of various animals, a power he uses both offensively and defensively. One of his favorite tactics is to assume the form of local wildlife in order to slip away from the scene of his crimes undetected.

—Liberty Belle

While I was in Tokyo, I trained alongside Kung for a time. His name is Thomas Morita, and like myself, Thomas was a second-generation American.

Currently, Kung is supporting the Axis powers because he blames American racism for the deaths of his parents during the Great Depression. I'm not quite sure how he acquired his unusual powers, though I've heard rumors that they are mystical in nature.

—Tsunami

MEKANIQUE

DEX:	7	STR:	8	BODY:	9
INT:	9	WILL:	6	MIND:	5
INFL:	3	AURA:	3	SPIRIT:	6
INITIATIVE:	19	HERO POINTS:	30		

•Powers:

Force Field: 12, Full Vision: 8,
Invisibility: 6, Lightning: 10

•Skills:

Gadgets: 9, Scientist: 9,
Thief (Security Systems): 9

•Limitations:

Power Restriction: Invisibility may only be used to hide Mekanique from electronic detection devices.

•Advantages:

Connections: Robotman (Low),
Per Degaton (High), Rotwang (High);
Genius;
Scholar (Robotics, Future History)

•Equipment:

REDUCTION MACHINE [BODY: 6,
Shrinking: 8]

Bonus: Shrinking can be used on multiple targets without suffering Multi-Attack penalties.

•Motivation: Power Lust

•Wealth: Not Applicable

•Identity: Not Applicable

•Height: 5' 9"

•Weight: 278 lbs.

•Eyes: Red •Hair: None

•Place of Birth: Not Applicable

•Nationality: Not Applicable

FILE NUMBER: RM1975JB-NR

COMMENTS: Mekanique was a robot in the shape of a female humanoid who suddenly appeared at All-Star Squadron headquarters in early April 1942. She blasted Firebrand and then took on several other All-Stars who were present before being subdued by Doctor Fate. Fate probably would have smashed her to bits right then and there if Robotman hadn't intervened, saying that she had just as much right to exist as anybody else. Johnny Quick told me later on that Rob had been acting pretty sensitive about his, um, robotness (?) just before then, so I guess he was pretty miffed when everybody started treating this other robot like a pile of walking scrap metal.

Robotman took her back to his lab, where he and his pal, Chuck Grayson, redesigned and rebuilt her. There was a bit of a scuffle between Rob and the All-Stars who went to take her into custody,

but after Mekanique helped to save the lives of a young girl and Admiral Higby, one of the U.S. Navy's top strategists, we were convinced that she was on the level. Boy, were we wrong!

For the next few months, Mekanique sort of hung around with Robotman. I think he might have even been sweet on her. We didn't pay her much attention, even though Fury kept having nightmares about a giant Mekanique wiping out the entire Squadron. Little did we know just how close that dream would come to really happening!

During one of our recent big meetings of the entire Squadron membership, we all started to shrink without warning! Within moments, we were all just a few inches high and being sucked by a vacuum into the basement, where Mekanique had constructed an elaborate model of a futuristic city at the same scale that we had shrunk to. At our small size, Mekanique probably would have snuffed us if the Young All-Stars hadn't saved our bacon. Since they were outside the Periscope when the shrinking machine hit us, they had remained at their full size.

To make a long story short, the Young All-Stars trounced Mekanique and restored us to full size. Funny thing though..., when we were cleaning up the debris afterwards, nobody turned up any sign of Mekanique's head. I hope that doesn't mean that she'll be back some day.

—The Atom

NIGHT (NACHT)

DEX:	6	STR:	3	BODY:	4
INT:	4	WILL:	4	MIND:	4
INFL:	5	AURA:	4	SPIRIT:	4
INITIATIVE:	15	HERO POINTS:	40		

•Powers:

Darkness: 14, Mystic Freeze: 14,
Sensory Block: 14

•Skills:

Thief: 6

•Bonus:

Miscellaneous: All three of Night's Powers function simultaneously (any target she chooses in the area blanketed by her Darkness Power can be subjected to Mystic Freeze and/or Sensory Block).

•Advantages:

Connections: Nazi Germany (High)

•Drawbacks:

Secret Identity

•Motivation: Power Lust

•Wealth: 6

•Identity: Unknown

•Height: 5' 5"

•Weight: 124 lbs.

•Eyes: Blue •Hair: Black

•Place of Birth: Unknown

•Citizenship: presumed German

FOG (NEBEL)

DEX:	6	STR:	4	BODY:	5
INT:	4	WILL:	3	MIND:	4
INFL:	5	AURA:	4	SPIRIT:	4
INITIATIVE:	15	HERO POINTS:	40		

•Powers:

Dispersal: 9, Self Link (Fog): 16

•Skills:

Thief: 6

•Bonus:

Miscellaneous: Fog can use his Self Link (Fog) Power to asphyxiate a victim by replacing all of the oxygen in the victim's vicinity. Use Fog's APs of Self Link as the AV/EV of this attack, but assess a +2 Column Shift modifier to the target's OV/RV, since this tactic is a Difficult action.

•Advantages:

Connections: Nazi Germany (Low)

•Motivation: Power Lust

•Wealth: 6

•Identity: Unknown

•Height: 5' 9 1/2"

•Weight: 165 lbs.

•Eyes: Unknown Hair: Gray

•Place of Birth: Unknown

•Citizenship: presumed German

FILE NUMBER: GGHS889-UU

COMMENTS: Night and Fog are a pair of Ratzî metahuman assassins. Night, the woman, can emit some sort of strange darkness field, capable of temporarily paralyzing those who touch it. Fog, the man, can turn his body into a gaseous substance, allowing him to pass through tiny apertures and choke opponents by surrounding them with non-breathable air.

As yet, we're still unsure exactly where this duo comes from and what tasks they've been assigned to perform. Apparently, they owe their existence to one of the Führer's little propaganda speeches (you

know, the one about enemies of the Reich “dissolving into the night and fog”). I myself can testify to the pair’s effectiveness. During our first and only encounter, I was temporarily frozen by Night’s darkness field and would have wound up pushing up the daisies if it weren’t for a timely Squadron rescue.

—Hourman



PER DEGATON

DEX: 7 STR: 4 BODY: 5
INT: 9 WILL: 10 MIND: 6
INFL: 9 AURA: 7 SPIRIT: 8
INITIATIVE: 27 HERO POINTS: 60

•Skills:

Charisma: 9, Detective: 9, Gadgetry: 9, Martial Artist: 6, Military Science: 9, Scientist: 9, Thief: 7, Vehicles: 7, Weaponry: 7

•Advantages:

Connections: Scientific Community (Low), Underworld (High);
Genius; Iron Nerves;
Leadership; Sharp Eye

•Drawbacks:

Miscellaneous: Each time one of Degaton’s schemes fails and all the damage he has inflicted on the time line is repaired, he instantly loses all of his memories regarding time travel and his criminal activities. After about three months, these memories begin to return, allowing him to start hatching a new plot.

•Equipment:

TIME MACHINE [BODY: 13, Time Travel: 35]

Bonus: Unlike the Power described on page 45 of the *Character Handbook*, Degaton’s time machine actually enables him to travel up and down his own time line, allowing him to change the future by manipulating the past.

Note: Each time Degaton was defeated, the time machine was taken away from him, but he always succeeded in building a new one. Assume that Degaton can build a time machine matching this description in roughly six months after

his memory returns, with no Gadgetry or Wealth Checks necessary.

Sword [BODY: 6, EV: 4]

Pistol [BODY: 4, EV: 5, Ammo: 8, Range: 4, R#: 2]

•Motivation: Power Lust

•Wealth: 5

•Identity: Per Degaton

•Height: 5’4”

•Weight: 135 lbs.

•Eyes: Blue •Hair: Red

•Place of Birth: Metropolis

•Citizenship: U.S.A.

FILE NUMBER: FFHU87MN-4D

COMMENTS: Other than the fact that he hails from the not-too-distant future, little is known of Per Degaton and his background.

At some point, Degaton will time travel to 1941 and attempt to alter the outcome of the Second World War by influencing American strategy. This scheme was (will be?) foiled by the Justice Society, and Degaton was returned to his proper time.

In 1942, Degaton again entered our era, this time hoping to blackmail both the Axis and the Allies by threatening the world with strange futuristic weapons. But again, he was handily defeated by the JSA, this time in cooperation with a group of time-traveling heroes from Degaton’s own age.

—Doctor Mid-Nite

PHANTOM OF THE FAIR

DEX: 8 STR: 8 BODY: 9
INT: 4 WILL: 8 MIND: 5
INFL: 7 AURA: 4 SPIRIT: 5
INITIATIVE: 21 HERO POINTS: 40

•Powers:

Jumping: 4

•Skills:

Gadgetry: 8, Military Science: 8, Thief: 8

•Advantages:

Area Knowledge (Perisphere, 1939-1940 World’s Fair Grounds);
Lightning Reflexes

•Drawbacks:

Secret Identity

•Equipment:

COSTUME [DEX: 8, STR: 8, BODY: 9, Jumping: 4] ?

Note: It is possible that the Phantom’s unusual abilities are the result of special devices built into his costume. In

this case, the Phantom’s DEX, STR, and BODY are 6, 4, and 4, respectively, and he does not possess the Jumping Power.

•Motivation: Apparent Psychopath

•Wealth: 3 ?

•Identity: Unknown

•Height: Unknown

•Weight: Unknown

•Eyes: Unknown

•Hair: Unknown

•Place of Birth: Unknown

•Citizenship: Unknown

FILE NUMBER: UUIOS78S8-D4

COMMENTS: The Phantom is a mysterious evildoer who plagued the good citizens visiting the New York World’s Fair in 1939 and 1940. Although the Phantom’s true identity and motives have never been uncovered, I personally suspect he was some sort of Axis saboteur who hoped to cripple Western morale by murdering King George and Queen Elizabeth in front of a crowd of more than 100,000 people.

In combat, the Phantom was a most capable opponent — fleet, powerful, and altogether inhuman. I myself saw him snap an steel girder in two.

Although our paths haven’t crossed for several years now, I have a strong suspicion that the Phantom and I will meet again someday.

—The Crimson Avenger

In essence, the Phantom haunted the World’s Fair, apparently taking his stylistic cues from Lon Chaney. I tend to agree with the Crimson Avenger: the Phantom was probably an Axis saboteur who was hiding behind all the theatrics as a cover.

The Crimson Avenger forgot to mention that the Phantom is apparently an expert electrical engineer. During the fair, he demonstrated the ability to turn Elektro, the G.E. demonstration robot, into a raging killer.

—The Sandman

THE RED PANZER

DEX: 5 STR: 3 BODY: 3
INT: 8 WILL: 7 MIND: 7
INFL: 5 AURA: 4 SPIRIT: 6
INITIATIVE: 16/21 HERO POINTS: 35

•Skills:

Gadgetry: 9, Military Science: 8, Scientist: 6, Vehicles: 5, Weaponry: 8

•**Advantages:**

Connections: Nazi Germany (Low);
Genius

•**Drawbacks:**

Age; Minor Physical Restriction
(the Red Panzer has only one eye);
Serious Psychological Instability (the
Red Panzer has an unreason-
ing hatred of women);
Strange Appearance; Unluck

•**Equipment:**

ARMOR [DEX: 10, STR: 7, BODY: 8,
Flight: 10, Projectile
Weapons: 9, Heat Vision: 7]
TIME SCANNER [BODY: 7,
Precognition: 18, R#: 5]

Limitation: When the Time Scanner
fails a reliability roll, its Precognition
Power shows a false view of the fu-
ture, rather than breaking down com-
pletely.

•**Motivation:** Power Lust

•**Wealth:** 5

•**Identity:** Helmut Streicher

•**Height:** 6' 2"

•**Weight:** 205 lbs.

•**Eyes:** Blue •**Hair:** White

•**Place of Birth:** Unknown

•**Nationality:** presumed German

FILE NUMBER: RDWTE229-NC

COMMENTS: From what he told us
under interrogation after his first cap-
ture, the Red Panzer was once a scientist
for the Abwehr (the espionage division
of the Nazi High Command), sent to the
U.S. to supply spies with advanced se-
cret weapons. According to the Panzer,
he built a "time scanner" that predicted
that the Allies would win the war, so he
created his special suit of armor in an
effort to change that outcome. He also
bragged that he would one day over-
throw Adolf Hitler and become master
of the world, but I suspect that this is
simply his own delusions, not anything
that he saw in his machine's "future."

His suit apparently allows him to fly
by creating a powerful magnetic repul-
sion and contains a 75 mm howitzer
concealed in one of its arms. The Red
Panzer has only one eye, and his helmet
contains a powerful laser in place of the
missing eye. The Red Panzer recently
escaped from prison, apparently with
the help of the Fifth Column.

—Miss Liberty



THE SHADE

DEX:	7	STR:	3	BODY:	4
INT:	9	WILL:	7	MIND:	7
INFL:	7	AURA:	5	SPIRIT:	4
INITIATIVE:	23	HERO POINTS:	40		

•**Skills:**

Charisma: 7, Gadgetry: 8,
Scientist: 5, Thief: 8

•**Advantages:**

Connections: Underworld (High);
Scholar (Darkness technology);
Sharp Eye

•**Drawbacks:**

Secret Identity

•**Equipment:**

Cane [BODY: 8, Darkness: 15,
Force Field: 18]

Miscellaneous Drawback: Anyone
attempting to use the cane without
wearing special gloves (below) is
Physically attacked with an AV/EV
of 15/15.

GLOVES [BODY: 7]

Note: These special gloves allow
Shade to use his cane safely.

CONTACT LENSES [BODY: 1,
Ultra Vision: 8]

Note: Shade wears special contact lenses
to penetrate his own darkness fields.

•**Motivation:** Mercenary

•**Wealth:** 8

Identity: Unknown

Height: 6' 2"

Weight: 170 lbs.

Eyes: Gray •**Hair:** White

Place of Birth: Unknown

Citizenship: presumed U.S.A.

FILE NUMBER: 666798FF7-FF

COMMENTS: Shade is one of the
newest members of Keystone City's
expanding criminal fraternity. So far, I
have encountered him on two occa-
sions. Our first clash came during the
infamous Black Friday, on which Shade
and his henchmen blanketed all of Key-
stone City in total darkness. Our second
meeting came just a few months later
when Shade attempted to rob the guests
at a local society ball.

So far, both myself and the Keystone

City police department have been un-
able to uncover any clues about the
Shade's true identity or origin. We do
know, however, that Shade has estab-
lished a number of hideouts in and
around cities all over the Midwest and
that he maintains extensive contacts
within the criminal underworld.

—The Flash

SOLOMON GRUNDY

DEX:	6	STR:	17	BODY:	14
INT:	1	WILL:	2	MIND:	9
INFL:	5	AURA:	2	SPIRIT:	7
INITIATIVE:	12	HERO POINTS:	70		

•**Powers:**

Invulnerability: 20, Regeneration: 4

•**Advantages:**

Area Knowledge (Slaughter Swamp)

•**Drawbacks:**

Serious Rage; Strange Appearance

•**Motivation:** Nihilist

•**Wealth:** Not Applicable

•**Identity:** Solomon Grundy

•**Height:** 7' 5"

•**Weight:** 517 lbs.

•**Eyes:** White •**Hair:** White

•**Place of Birth:** Slaughter Swamp,
Gotham City

•**Citizenship:** Not Applicable

FILE NUMBER: GGHFF789-77

COMMENTS: This abomination is one
of the evil powers' cruelest jokes — a
shabby mockery of God's image, spawned
from sludge and filth and sent forth on a
single-minded mission of destruction.

Grundy, as it has taken to calling
itself, is a mindless and powerful brute,
interested only in slaughter and spread-
ing terror. The fact that it can utter only
a few words at a time is a significant
clue to its true nature. That it so closely
resembles a human being is perhaps
even more significant.

—Doctor Fate

I'm not sure exactly how much of this
is true, but this is the story behind
Solomon Grundy I've managed to piece
together so far:

Apparently, Grundy was formed in
Slaughter Swamp just outside of Gotham
City from bits of rotting vegetable mat-
ter and the bones of Cyrus Gold, a
notorious murderer interred in the
swamp more than 50 years ago. The
exact process behind Grundy's creation

remains a complete mystery. Shortly after it was formed, the beast acquired its clothing by killing a couple of escaped criminals hiding in the swamp and stealing their personal effects. In addition to its garb, these criminals also provided Grundy with his name when they recited the old nursery rhyme "Solomon Grundy, born on a Monday."

Although the creature retains none of Cyrus Gold's memories or skills, it does seem to possess Gold's reputed love of murder and mayhem. Nothing else seems to satisfy the beast's cravings.

Despite appearances, Grundy is not invincible. I once almost destroyed it by hurling it in front of a speeding freight train, though the creature apparently reformed shortly after impact.

—Green Lantern



THE SPORTSMASTER

DEX: 8	STR: 5	BODY: 6
INT: 4	WILL: 4	MIND: 4
INFL: 4	AURA: 4	SPIRIT: 5
INITIATIVE: 20 HERO POINTS: 40		

•Skills:

Acrobatics: 6, Gadgetry: 6,
Martial Artist: 8, Thief: 8,
Vehicles: 6, Weaponry: 8

•Advantages:

Connections: Professional Sports
Community(Low), Underworld(Low);
Lightning Reflexes; Scholar(Sports)

•Drawbacks:

Catastrophic Irrational Attraction to
winning; Serious Irrational Attraction
to committing crimes with a sports
motif; Secret Identity

•Equipment:

CHEST PROTECTOR [BODY: 8]
Bat [BODY: 5 EV: 3]
Exploding Balls (x4)
[BODY: 5, EV: 10]

Note: Sportsmaster receives a +2 Column Shift Bonus to his AV when using bat and balls, due to his Scholar (Sports) Advantage. By hitting them with the bat, Sportsmaster can use the balls to attack targets at a distance of up to 6APs.

9 AP C Omni-Gadgets (x3)

Note: Each time he is encountered, Sportsmaster has access to new gimmicked sporting equipment.

•Motivation: Mercenary

•Wealth: 6

Identity: "Crusher" Crock

Height: 6'2"

Weight: 197 lbs.

Eyes: Blue

Hair: Red

Place of Birth: Forest Lake, Minnesota

Citizenship: U.S.A.

FILE NUMBER: UDD78H7-DQ

COMMENTS: This joker is actually "Crusher" Crock, the Olympic athlete and professional football, baseball, and basketball star. After Crock crippled some guy for life during a pro football game and was banned from all pro sports for life, he decided to use his athletic skills to hustle up a living as a gangster. In his first outing, he was collared by Green Lantern while trying to rob the spectators at a Gotham City polo match.

After a brief stint in the big house, Crock re-emerged with a costume and a couple of trick bowling balls and started calling himself the Sportsmaster. In his most recent outing, he tried to blackmail Gotham City by setting off a series of explosions at local sporting events, but GL pasted him again. I can't say for certain, but I suppose he's back in the hooch.

According to Green Lantern, you can always be sure you're fighting the Sportsmaster by calling him a loser. If you get his goat, you know you've got your man.

—Johnny Quick

SUMO THE SAMURAI

DEX: 9	STR: 8	BODY: 8
INT: 4	WILL: 7	MIND: 7
INFL: 6	AURA: 3	SPIRIT: 8
INITIATIVE: 23 HERO POINTS: 30		

•Skills:

Martial Artist: 9, Military Science: 7,
Thief: 7, Weaponry: 9

•Advantages:

Connection: Imperial Japan (High);
Lightning Reflexes

•Drawbacks:

Miscellaneous: Sumo must abide by the "warrior's code" and cannot resort to treachery.

•Equipment:

Sword [BODY: 6, EV: 10]

•Motivation: Power Lust

•Wealth: 5

•Identity: Sumo (last name unknown)

•Height: 6' 7"

•Weight: 300 lbs.

•Eyes: Brown •Hair: Black

•Place of Birth: Osaka, Japan

•Nationality: Japanese

FILE NUMBER: NCC1701D-JP

COMMENTS: Sumo trained to be a samurai under a master known only as the Enlightened One. The Enlightened One administered a serum called the Potion of Power to Sumo, which caused him to grow in size and gave him heightened senses and tremendous strength. He was chosen by Hirohito himself to be an agent in America.

—Tsunami

Even though he's on the wrong side of the fence, Sumo is an honorable man. He saved the lives of myself, Amazing-Man, Firebrand, and the Guardian because of a vow he had made against treachery.

—Liberty Belle

THE THINKER

DEX: 4	STR: 2	BODY: 3
INT: 9	WILL: 8	MIND: 8
INFL: 5	AURA: 4	SPIRIT: 4
INITIATIVE: 18/21 HERO POINTS: 45		

•Skills: *linked

Detective: 8, Gadgetry: 9*,
Scientist: 9*, Thief: 7

•Advantages:

Connections: Underworld (High);
Genius; Leadership; Scholar (Law,
Crime)

•Equipment:

THINKING CAP [BODY: 8, INT: 12,
WILL: 12, MIND: 12,
Control: 11, Illusion: 9,
Matter Manipulation: 13,
Telekinesis: 7,
Teleportation: 15]

Bonus: When the Thinker wears his Thinking Cap, his linked Gadgetry and Scientist Skills are improved to 12 APs.

•Motivation: Mercenary

•Wealth: 10

•Identity: Clifford Devoe

•Height: 6'1"

•Weight: 173 lbs.

•Eyes: Brown •Hair: White

•Place of Birth: Keystone City

•Citizenship: U.S.A.

FILE NUMBER: R67RJJK7-9A

COMMENTS: The Thinker's story is really sorta tragic. Beneath his electronically enhanced brain helmet, the Thinker is none other than Clifford Devoe, the most celebrated District Attorney in Keystone City's history. Apparently, Devoe became so distraught by his failure to secure a conviction in the infamous Hunk Norvock bootlegging case that he decided crime really does pay and turned to a life of crime himself. Rumor has it that Devoe went right to Norvock and struck an interesting bargain: in return for piles of cold cash, Devoe would use his outstanding intellect to perform any seemingly impossible tasks Norvock's mob needed to execute in order to remain in business.

Shortly after this meeting, assuming such a meeting actually took place, Devoe began committing crimes for the mob under the alias of the Thinker. Before beginning his crime spree, Devoe devised a complex psycho-electric helmet that vastly enhanced his brain power and reflexes.

Today, the Thinker is still at large, having recently escaped from federal prison. Anyone who comes up against him would be well advised to be extremely cautious. He is very easy to underestimate.

—*The Atom*

THE ULTRA-HUMANITE

DEX:	4	STR:	3	BODY:	4
INT:	14	WILL:	10	MIND:	10
INFL:	9	AURA:	6	SPIRIT:	10
INITIATIVE:	27/26	HERO POINTS:	70		

•Skills:

Charisma: 9, Gadgetry: 15,
Medicine: 13, Scientist: 15

•Advantages:

Attractive (in Winters' body only);
Connections: Underworld (High);
Genius; Leadership; Scholar
(Physics, Robotics); Sharp Eye

•Equipment:

DINOSAUR BODY [DEX: 3,
STR: 10, BODY: 10, Extra
Limb (tail): 8, Growth: 9]
Limitation: Growth is Always On
and is already calculated into the
statistics.

•Motivation: Power Lust

•Wealth: 10

•**Identity:** Unknown/Dolores Winters

•**Height:** 5'8"

•**Weight:** 123 lbs.

•**Eyes:** Blue •**Hair:** Dark Brown

•**Place of Birth:** Unknown

•**Citizenship:** Unknown

FILE NUMBER: NNVHU789-77

COMMENTS: When we first encountered him, the Ultra-Humanite was a crippled, balding scientist of unknown origins. After a couple of cracks at dominating the world, Ultra was seemingly killed by one of his own backfiring super-weapons.

But just a couple of months later, the Ultra-Humanite returned in the body of film actress Dolores Winters. Apparently, Ultra's scientific genius had somehow enabled him to transplant his own criminal brain into Winters' young body. Once he was comfortable in his new form, Ultra began implementing a scheme to extort millions of dollars from the Allied governments through extortion and sabotage. He (she?) was aided in these efforts by a pair of super-criminals of his own creation, Cyclotron and Deathbolt.

At the end of this encounter, the Ultra-Humanite was apparently killed by his underling, Cyclotron, who sacrificed his own life in an attempt to destroy his former master.

Without a doubt, the Ultra-Humanite is one of the most dangerous and resourceful foes the Squadron has ever encountered. His mastery of science and technology is absolutely unrivaled; his intellect may be one of the most formidable on the planet. In the past, Ultra has demonstrated the ability to construct potent weapons and devices with a extraordinary array of capabilities. Of pressing concern is his recent brain-switching stunt. If this capability is within Ultra's grasp, then what's to say he will not transplant his brain into yet another body, hoping to catch us off-guard?

—*Starman*

Boy, you can say that again! Us Young All-Stars were at Project M last week, trying to find a cure for Fury's "Blood Avenger" problem when Deathbolt busted in and plopped Ultra's brain into a living Tyrannosaurus Rex dinosaur that had been found in the Pacific! Needless to say, all hell broke loose and we

had a real rough time of it. After tracking Ultra to his lair, we found the dinosaur's dead body, but there was no way to tell if Ultra was in it when it croaked or whether he escaped again.

—*Dyna-Mite*

VANDAL SAVAGE

DEX:	7	STR:	4	BODY:	8
INT:	10	WILL:	10	MIND:	8
INFL:	9	AURA:	7	SPIRIT:	8
INITIATIVE:	28	HERO POINTS:	65		

•Powers:

Invulnerability: 16

•Skills:

Charisma: 8, Detective: 9,
Gadgetry: 7, Martial Artist: 8,
Military Science: 10, Occultist: 6,
Scientist: 7, Thief: 7, Weaponry: 6

•Advantages:

Connections: Business Community
(High);
Connoisseur; Genius;
Scholar (Business, History, Political
Science);
Sharp Eye

•Motivation: Power Lust

•Wealth: 16

•Identity: Vandal Adg

•Height: 5'10"

•Weight: 176 lbs.

•Eyes: Brown •Hair: Black

•Place of Birth: Unknown

•Citizenship: None

FILE NUMBER: YYUSHJD6-90

COMMENTS: Yes, I'm well aware of the questionable ethics, but I'm afraid curiosity finally got the better of me. During our last encounter, I used my Power Ring to look into the past in order to glean some insight into Vandal Savage's personal history. I must admit that I was startled by what I discovered.

Savage really is several thousand years old, like he claims. Originally known as Vandal Adg, he began life as a Cro-Magnon tribal chieftain. While leading a hunting expedition one afternoon, Adg was irradiated by a stray meteor and endowed with the power of immortality. Since that time, he has adopted new identities and backgrounds every 30 years or so, always taking care to update his education with each new age of scientific and philosophical development. Numbered among his many incarnations have actually been several

of the most important figures in human history — the first king of Sumeria; Cheops, builder of the Great Pyramids; Julius Caesar; Genghis Khan; an adviser to William the Conqueror; an adviser to Napoleon Bonaparte; and so on.

From the little information I've been able to gather, I've decided that it's likely Savage has adopted his current identity as an outlaw in order to combat a creeping sense of boredom that has finally begun to plague him after more than 50,000 years of life.

—Green Lantern

THE WIZARD

DEX:	4	STR:	3	BODY:	4
INT:	8	WILL:	7	MIND:	5
INFL:	8	AURA:	12	SPIRIT:	9
INITIATIVE:	20	HERO POINTS:	45		

•Powers:

Hypnosis: 10, Illusion: 13,
Spirit Travel: 13

•Skills:

Occultist: 7, Thief: 3

•Advantages:

Connections: Underworld (High);
Leadership

•Motivation: Power Lust

•Wealth: 6

•Identity: William Asmodeus Zard

•Height: 6'

•Weight: 182 lbs.

•Eyes: Blue •Hair: Black

•Place of Birth: Unknown

•Citizenship: U.S.A.

FILE NUMBER: CCB788YT-88

COMMENTS: I've finally had an opportunity to complete my investigation of William Asmodeus Zard. Here's what I have to report:

In his youth, Zard was a two-bit gunman for hire. Somewhat brighter than most young men fitting into this category, Zard paid close attention to some of the stories about the first metahuman criminals that reached his ear during a short prison stretch. Resolving to become such a criminal himself, Zard traveled to Tibet after his release and began to study the mystical arts under certain Tibetan lamas. During his stay in the Himalayas, Zard learned the fundamentals behind the disciplines of astral projection, hypnosis, and illusion.

After he finished his crash course in simple sorcery, of course, Zard returned

to America and renewed his life of crime as the Wizard. Ever since he adopted his new identity, his exploits have been well documented: the daring thefts, the battles with the JSA, etc.

Although Zard certainly possesses at least a smattering of expertise in the arcane arts, he poses more of a danger to himself than he does to all the members of the All-Star Squadron together. Magic is a tricky thing, and ultimately it is rarely kind to men like William Zard.

—Doctor Occult

WOTAN

DEX:	4	STR:	3	BODY:	4
INT:	10	WILL:	10	MIND:	9
INFL:	10	AURA:	13	SPIRIT:	16
INITIATIVE:	24	HERO POINTS:	75		

•Powers:

Awareness: 9, Magic Sense: 12,
Sorcery: 30

•Skills:

Gadgetry: 10, Occultist: 11,
Scientist: 11

•Advantages:

Connections: Adolf Hitler (High);
Genius; Leadership

•Motivation: Power Lust

•Wealth: 10

•Identity: Wotan

•Height: 5'10 1/2"

•Weight: 151 lbs.

•Eyes: Green •Hair: Green

•Place of Birth: Unknown

•Citizenship: Unknown

FILE NUMBER: GGFY7780-51

COMMENTS: Wotan is an unholy monster, yet another enemy of all that is bright and true. I know not from whence he comes or how he came to plague the Earth, but those who would believe the boasts of a liar would repeat that he is an accomplished technocrat from a far-off world who came to this planet in search of wealth and power.

I have battled Wotan longer than I have known any other foe. And yet over all these years, he has apparently learned nothing. The whelp still has the audacity to believe one can combine the forces of science and magic.

—Doctor Fate

So far, the Squadron has run up against Wotan on two occasions. During the first, he teamed with Ian Karkull to blackmail the entire globe under the

threat of imminent destruction. During the second, he joined forces with Per Degaton to attempt a conquest of Britain. On both occasions, Wotan and his allies were handily defeated by Doctor Fate and the Spectre.

—Liberty Belle

ZYKLON

DEX:	8	STR:	4	BODY:	7
INT:	5	WILL:	6	MIND:	6
INFL:	4	AURA:	4	SPIRIT:	6
INITIATIVE:	33	HERO POINTS:	45		

•Powers:

Superspeed: 14

•Skills:

Military Science: 7, Thief: 7,
Weaponry: 6

•Advantages:

Connections: Nazi Germany (High);
Lightning Reflexes

•Drawbacks:

Secret Identity

•Motivation: Power Lust

•Wealth: 7

•Identity: Unknown

•Height: 5' 10"

•Weight: 170 lbs.

•Eyes: Unknown

•Hair: Unknown

•Place of Birth: Unknown

•Nationality: presumed German

FILE NUMBER: XGP20K7L-BH

COMMENTS: Zyklon is the Ratzis' answer to the Flash, although the krauts haven't come close to giving him the Flash's speed. Zyklon is one of Baron Blitzkrieg's flunkies and assisted him during his attempt to destroy Philadelphia using the power hidden in the Liberty Bell. Johnny Quick tried to take out Zyklon, but the rat beat him up pretty bad and then got away. We haven't seen him since.

—Mr. Terrific

During his fight with Johnny Quick, Zyklon alluded to the fact that he had received his powers from German scientists, who had not "yet" been able to duplicate Johnny's power of flight. Perhaps the reason he hasn't been spotted for several months is because he's back in Germany, having more work done on his powers.

—Liberty Belle

The next time Zyklon shows up, he's mine.

—Johnny Quick

Action on the War Front

The next two chapters deal with the shooting war in Europe and Asia. Like the war in America, these struggles had unforgettable heroes and villains: the crew of the Haunted Tank, the despicable Death Mayhew, Gravedigger, the Iron Major, Sgt. Rock, and others.

This chapter contains information for re-creating all the action on the war front in DC HEROES adventures.

Creating War Front Heroes

As you undoubtedly remember from Chapter Two, the heroes of war front adventures serve in the Allied armed forces. Unlike the typical DC HEROES player character, these heroes rarely possess any unusual powers or abilities. They do not wear capes or costumes, and they do not deliver flashy soliloquies. They are only interested in doing their jobs as best they can and in ending the war as quickly as possible. Unlike their home front counterparts, they know that battle is never exciting or glorious. Sgt. Rock and Lt. Johnny Cloud experience a side of the war every day that Wildcat and Johnny Quick never see: the brutality, the inhumanity, and the slaughter.

None of this is meant to suggest that the heroes of DC war comics are at all ordinary, however. Each has some special skill or character feature that sets him apart from all the others. The Unknown Soldier has unparalleled skills in the art of disguise, the Viking Commando has a unique personal history, and the crew members serving with the Haunted Tank have, well, a haunted tank. In fact, the first step for a DC HEROES player creating his own war front hero is to come up with a similarly unique character hook of his own. Most of the war front heroes are normal soldiers, only one of millions serving with the Allied forces. But nothing says there has to be anything normal about their backgrounds. DC war comics describe the adventures of soldiers who have befriended ghosts and dinosaurs, soldiers who are monsters, soldiers who have been catapulted into the war from out of the past, soldiers who are children and soldiers who are robots.

The only common characteristic shared by all the DC war

heroes is their carefully cultivated pragmatism. These men have seen the war first-hand and are intimately familiar with its horrors. Since they are generally accompanied by death and destruction, even their great victories sometimes seem shallow or empty. The typical grunt in Easy Company sometimes wonders if the war will ever end and gave up any attempt to understand the conflict long ago.

When creating war front heroes, use the rules found on pages 3-10 of the *Character Handbook*, amended as follows.

STEP 1: During this step, the GM should advise the players regarding which theater of operations (European, Pacific, African, and so on) his campaign is set in and should indicate whether or not there are any special restrictions on the branches of the armed forces in which the players' characters may serve (examples: "the heroes are all in the Marine Corps," "the characters are all OSS Agents," "only one character can be in the Navy," etc.).

STEP 2: This is the step in which the player should attempt to devise his unique character feature, briefly discussed above. If the player is having problems coming up with something, look to the descriptions of the war front heroes from DC Comics found in the next chapter for examples. Here are a few other possibilities.

- Your soldier is immortal. He has somehow been cursed to wander the Earth and fight wars for all eternity. (You decide how he acquired this ability.) He has already served as a Roman legionnaire, a Napoleonic fusilier, a Civil War cavalry officer, a World War I fighter pilot, and so on.

- Your soldier commands a PT Boat in the Pacific and has befriended a dolphin that frequently gets him out of trouble and helps him battle the Japanese navy.

- Your soldier, a Private, is a brilliant strategist who serves under an incompetent Lieutenant. In every adventure, the Lieutenant issues a bone-headed plan that the Private then modifies, behind the scenes, to guarantee its success. Needless to say, the Lieutenant always gets all the credit for the big victories, while the Private remains an unsung hero.

- Your soldier has an identical twin brother who serves alongside him. Outsiders confuse one brother for the other, an important part of almost every adventure in which the pair is involved. Their arch-enemies, of course, are a pair of identical twin Nazis.

STEP 3: war front heroes are normally generated using 350 Hero Points, instead of the standard 450. Since almost all

war front heroes are normal men, the character's DEX, STR, and BODY are limited to 10, 5, and 6 APs, respectively, unless the player comes up with an appropriate character feature that would logically allow the character to exceed these limits. (If a soldier is a vampire, for instance, superhuman strength is not unreasonable.) In any case, none of the other Attributes is limited in any way. Carefully re-read the Attribute descriptions found on page 4 of the *Character Handbook* before making your purchases.

Do not use the Golden Age Attribute AP Purchase Chart when creating war front heroes. Use the normal AP Purchase Chart on page 11 of the *Character Handbook*.

STEP 4: Unless appropriate for the character feature chosen in Step 1, the player cannot purchase any Powers for his hero. Even if a requisite character feature has been invented, the GM must explicitly approve all Power purchases. Add 1 to the Factor Cost of any Powers the GM allows the player to purchase.

Skills are purchased normally, but there are a few differences for war front heroes. All war front heroes automatically receive the Military Science and Weaponry Skills, rated at 3 APs each, due to their basic military training. Additional APs of Military Science or Weaponry may be purchased by subtracting 16 Hero Points from the normal cost for Military Science or by subtracting 12 Hero Points from the normal cost for Weaponry. In other words, purchasing Military Science at 9 APs would cost 80 Hero Points rather than 96, while purchasing Weaponry at 9 APs would cost 60 Hero Points rather than 72. Players are still allowed to link Skills as described on page 5 of the *Character Handbook* and still receive the Factor Cost bonus when purchasing linked APs of Military Science or Weaponry.

If a player wishes to purchase higher APs of individual Subskills of either Military Science or Weaponry, he may do so normally (the 16 or 12 Hero Points are not subtracted), and the hero is still considered to have 3 APs of any Subskills that were not purchased at a higher level.

The Military Science Skill has been specially expanded for World War II campaigns as follows. It is up to the GM whether or not to use this expanded Skill in non-World War II adventures.

Military Science

Link: INT Range: Self

Type: Dice

Base Cost: 10 Factor Cost: 8

Military Science possesses six basic Subskills: Camouflage, Cartography, Demolition, Tracking, Danger Recognition, and Field Command. Tracking and Field Command are the only Subskills of Military Science that may be attempted through Unskilled Use.

Camouflage enables a Character to alter the appearance of objects and equipment in an effort to conceal them from view. Perception Checks made in an attempt to spot Camouflaged items have their OV increased by the Camouflaging character's APs of Skill.

Cartography enables a character to draw and interpret

complex maps and charts. An interpretive Cartography attempt is an Automatic Action, provided that the map's legend is in a language known to the user. If the map is in an unknown but recognizable language, the attempt is a Dice Action with an OV/RV of 4/4. If the nature of the map is completely alien to the reader, the OV/RV is 10/10.

RAPs earned on Dice Action Cartography attempts are treated as Knowledge Points. 1 RAP indicates a vague understanding of the map; Half RV RAPs indicate a general knowledge of the map's purpose; and Full RV RAPs indicate a correct interpretation of every symbol and relationship depicted on the map.

In any case, the amount of information gained through a Cartography attempt is limited by the map's detail and accuracy. Very little could be learned about an individual city, for example, from a map of the entire United States.

Making a map is an Automatic Action for a character with the Cartography Subskill. The time required to do so is equal to 5 APs plus the APs of information contained in the map. A map containing only 1 AP of information is a very rough sketch, while an 8-AP map is a highly accurate topographic map featuring buildings (represented in exact scale and providing information regarding the building's construction), the local soil types, and the native vegetation.

Demolition enables a character to work safely with explosives and to achieve desired effects from an explosive charge, provided the charge is sufficiently powerful. In a Demolition attempt, the AV is equal to the user's APs of Skill and the EV is equal to the explosive's APs of the Bomb Power.

A character using the Demolition Subskill must work with the explosive charge for roughly four minutes (6 APs) in order to achieve the desired result. A character spending less time subtracts a number of APs from his AV equal to the mandatory time that was not spent (spending only two minutes, for example, subtracts 5 from the AV).

Tracking gives a character the ability to follow the trail of another character. The AV/EV of a Tracking attempt is equal to the tracker's APs of Skill. The OV/RV is equal to the quarry's DEX/DEX.

The OV of a Tracking attempt receives a +1 Column Shift modifier if the quarry is a character without the Tracking Subskill who is consciously attempting to conceal his path. If more than one character is being Tracked simultaneously, the OV/RV of the attempt equals the lowest DEX/DEX of all the characters being tracked.

A quarry with the Tracking Subskill may make a special effort to conceal his own trail and those of his companions, substituting his APs of Tracking for DEX/DEX when computing the OV/RV of the attempt. Characters operating in this fashion do not have to obscure their trails at their full AP values. Instead, they may choose a lower value, in order to lead a tracker and obscure their own Skill level.

Positive RAPs on any Tracking attempt indicate the distance over which the tracker may follow the quarry's trail. At the end of this distance, the tracker must make another Tracking Check to pick up the trail again.

The OV of a Tracking attempt is modified by environmen-

tal circumstances, according to the **Universal Modifiers Table**. Tracking a quarry through fresh mud or snow is an Easy action, while following a character at night over concrete in a blinding rainstorm is Beyond the Limit.

Danger Recognition allows a character to avoid an ambush by identifying and recognizing subtle peculiarities in the battlefield environment. The APs of the Danger Recognition Subskill act as a character's AV/EV when rolling to avoid the effects of surprise (see page 24 of the *Rules Manual*).

In addition, Danger Recognition functions exactly like the Danger Sense Power (see page 34 of the *Character Handbook*) whenever the Skilled character is operating on a military battlefield. In other words, Sgt. Rock can use his Danger Recognition Subskill to realize that there are German land mines on the road up ahead of him, but a superhero would need the actual Danger Sense Power to detect the presence of supervillains in the area. Sgt. Rock likes to refer to his Danger Recognition Subskill as his "combat antenna."

Field Command enables a character to lead troops in battle. The Field Command Subskill dictates the number of Hero Points a troop commander may spend to affect units' dice rolls, as discussed in the rules for field battles found on page 91.

The Electronic Countermeasures Subskill is not available to characters in a World War II campaign.

STEP 5: Two of the new Advantages introduced in Chapter Two are also available to war front heroes: Free Access and Rank. In fact, all war front heroes must purchase the Rank advantage, although they pay fewer Hero Points for their Rank than their home front counterparts do. Use the following substitute Rank Table when generating war front heroes.



War Front Rank Table

Army Rank	Navy Rank	HP Cost
Private	Seaman	0
Corporal	Petty Officer	5
Sergeant	Chief Petty Officer	10
Lieutenant	Ensign	15
Captain	Lieutenant	25
Major	Commander	30
Colonel	Captain	35
General	Admiral	40

When creating war front characters, you should also take a look at the notes on war-era Connections found on page 32.

Gadgets

Every war front hero automatically receives, at no cost, any and all articles of general-issue equipment that the player desires. General-issue equipment includes pistols, rifles, hand grenades, bayonets, and entrenching tools. Any character who wishes to begin play with more exceptional equipment (bazookas, flamethrowers, tank, PT boats, fighter planes, and so on) must purchase the Gadget Advantage, as outlined

on page 16 of the *Character Handbook*. The Hero Point Cost of a vehicle, such as a tank or bomber, may be equally divided among its crew members. Statistics for all of these items, and the number of Hero Points a player must pay to purchase them, are in *Appendix A*.

STEP 6: A war front hero's Wealth rating is entirely based on his rank. Soldiers receive this Wealth rating automatically and do not spend Hero Points to acquire it.



War Front Wealth Table

Army Rank	Navy Rank	Wealth (APs)
Private	Seaman	1
Corporal	Petty Officer	2
Sergeant	Chief Petty Officer	3
Lieutenant	Ensign	4
Captain	Lieutenant	5
Major	Commander	6
Colonel	Captain	7
General	Admiral	8

Although all soldiers have a Wealth rating, opportunities to use this rating will undoubtedly be severely limited in most war front adventures. A patrol sergeant who is having problems routing a German squad off a key crossroads cannot simply pull a wad of bills out of his pocket and purchase a howitzer.

STEP 8: As members of the armed forces, all war front characters have a sort of built-in Drawback. After all, they are subject to orders from their superiors, and their behavior is both highly regimented and governed by a strict code. War front heroes receive no Hero Point bonus for this Drawback. The free Skills, Gadgets and Wealth rating they receive (see Steps 4, 5 and 6) compensate for it.

STEP 9: Most of the standard Motivations are open to war front characters, although they need to be reinterpreted just a tad.

Upholding the Good: Soldiers who Uphold the Good are fighting the war out of a sense of patriotism and duty, but their own principles prevent them from taking human life. Such characters fight on the front lines alongside the troops and are not cowards, but they would rather be killed themselves than to kill another human being. Typically, their specialty consists of devising clever plans for seizing their objectives without causing any permanent harm to enemy soldiers.

This is a very rare Motivation on the war front.

Responsibility of Power: These characters fight because they feel it is their responsibility to do so. In their eyes, winning the war is a job to be done. The sooner the job has been completed, the sooner they can go home and resume their normal lives. Soldiers with the Responsibility of Power Motivation are usually patriotic and determined.

This is the most common Motivation in war front comics. Sgt. Rock, Jeb Stuart, Gravedigger, and the Unknown Soldier all feel the Responsibility of Power.

Seeking Justice: Soldiers with this Motivation have a personal stake in the war: a family member was killed by the Nazis, the soldier's homeland has been invaded by Japanese troops, or something along these lines. This form of Seeking Justice maintains the eye-for-an-eye equation that is a part of the standard Motivation described on page 9 of the *Character Handbook*. War front characters who Seek Justice are usually a lot less squeamish about inflicting casualties on an enemy than any of their counterparts with other Motivations.

Blackhawk is an example of a war front hero who Seeks Justice. Many of his exploits are centered on avenging the Nazi invasion of his homeland, which began the war in 1939.

Thrill of Adventure: This Motivation is not available to war front heroes. One thing all the DC war veterans would agree on is that there is nothing fun about war.

Unwanted Power: This is another Motivation that appears very rarely in DC war comics but is still available as an option. It is used to represent heroes who have been forced to participate in the war against their will. A soldier built around the first sample character feature discussed on page xxx might be motivated by Unwanted Power: he does not really want to fight, but his strange curse compels him.

Several members of the Creature Commandos have this Motivation.

Military Organization

As stated previously, every war front character must purchase the Rank Advantage. In order to give you some idea where a rank will place each character within the chain of command, here is a brief overview of the organization of the American armed forces during World War II. After all, everybody knows that Sgt. Rock serves with the legendary Easy Company. But what exactly is a "company"? How many men does Rock actually command?

Army. The largest maneuver formation employed during the Second World War was an army, consisting of approximately 150,000 soldiers. Multiple armies were sometimes combined under a single command known as an army group. Armies and army groups were both commanded by high-ranking generals.

Corps. Each army was made up of three or four smaller organizations known as corps. Corps were also commanded by high-ranking generals.

Division. Each corps was made up of three or four smaller units, known as divisions. The division level is where an army's organization begins to diversify a bit. The most common types of divisions were armored divisions, with a large number of tanks and other armored vehicles, infantry divisions, made up primarily of foot soldiers, and airborne divisions, in which most of the men and equipment could launch or support a paratroop drop. A typical corps contained armored and infantry divisions. Airborne divisions generally operated as separate units and were not part of any corps. All divisions were typically commanded by one-star generals.

Regiment. Each division consisted of three or four regiments, each commanded by a colonel.

Battalion. Each regiment consisted of three or four battalions, each commanded by a major.

Company. Each battalion consisted of between three and five companies, each commanded by a captain. Each company within a battalion generally had its own letter designation: Alpha Company, Bravo Company, Charlie Company, Delta Company, Easy Company, and so on. All formations higher than the company level generally received numeric designations: 3rd Army, 101st Airborne Division, XII Infantry Corps, 401st Infantry Battalion, and so forth.

Platoon. Each company consisted of three or four platoons. Each infantry platoon was commanded by a lieutenant. An armored platoon was commanded by a captain and generally consisted of four tanks, each of which was commanded by a lieutenant and crewed by sergeants. Armored units were not broken down any further than the platoon level.

Squad. Finally, each infantry or airborne platoon consisted of four squads of 12 soldiers each, commanded by a sergeant. This is where Sgt. Rock fits in. Although Rock serves with Easy Company, he does not actually command all of Easy. Instead, he is a squad leader in one of Easy's platoons. Rock's Easy Company is also not the only Easy in the whole American Army. In fact, many infantry battalions have their own Easy Companies.

Although all of the designations presented above specifically detail the American system of organization, all of the major combatants, Axis and Allied, had systems that were similar enough in nature that you can easily get away with using this simplified structure for all the armies appearing in your campaign.

For war front characters serving with the Army Air Corps (the World War II equivalent of the modern Air Force) or the Navy, the chain of command is not nearly as easy to define. In the Air Corps, each pilot was generally a lieutenant or a captain. Majors or colonels usually commanded squadrons of 20 aircraft, while generals commanded wings consisting of five or ten squadrons. In the Navy, a fleet, made up of several ships, was commanded by an admiral. Each ship in the fleet was commanded by its own captain. On each ship, the captain had his own staff made up of lower-ranking officers, ensign level and higher; while the enlisted men, of rank chief petty officer and lower, were the actual sailors who scrubbed the decks, loaded the guns, and so on.

War Front Genre Rules

When running any war front adventure, it is necessary to use the special Genre Rules found on page 66 of the *Rules Manual*. Essentially, DC's war front comics all fit in a single special genre with the following parameters.

Killing Combat: Yes. Attacks with guns, knives, bombs, and all other deadly weapons are automatically considered Killing Combat, whether the attacker actually announces his intention to enter Killing Combat or not.

Hero Points: Unlimited. The expenditure of Hero Points is subject only to the usual limits described in both the *Read Me First* book and the *Rules Manual*. Sgt. Rock and his colleagues often perform amazing stunts that real soldiers could never hope to duplicate. If the GM would like to run a more realistic campaign that is closer to the World War II that



Field Battle Table

actually happened, feel free to implement some of the limitations on Hero Point expenditure described on page 66 of the *Rules Manual*.

Pushing: 4 APs. The maximum number of APs that may be gained by Pushing an Automatic Power or Attribute is 4.

Recovery: 48 hours. Characters who have had any of their Current Conditions (BODY, MIND, or SPIRIT) reduced below 0 must wait 48 hours of game time before making a Resting Recovery Check, as opposed to the usual 24 hours.

Other: B, C, E. In combat, Devastating Attacks are not allowed, but Critical Blows may be employed normally. A single character can affect a maximum of two opponents with a Multi-Attack, unless that character is using a weapon with its own Acting Value, in which case the maximum number of targets is unlimited. A character may temporarily ignore the Multi-Attack limit by spending 5 Hero Points. Characters who initiate Killing Combat do not suffer the Standard Award penalties described on page 53 of the *Rules Manual*.

Special. Any character employing a weapon has the option of spending 5 Hero Points to ignore that weapon's Range or Ammo limitations temporarily. These 5 Hero Points instantly and completely reload a weapon or allow the character employing the weapon to make a single attack that is limited in range only by his line of sight. In other words, Jeb Stuart can spend 20 Hero Points (5 to ignore the Multi-Attack limit and 15 to reload three times instantaneously) to Multi-Attack four tanks in a single phase, without reloading the Haunted Tank's main gun. Sgt. Rock can keep firing his Thompson SMG without stopping for a phase to reload as long as he does not run out of Hero Points. Similarly, Zack can spend 5 Hero Points to shoot down an enemy bomber with his bazooka even though the plane is well out of the bazooka's range.

Field Battles

Combat in DC HEROES is normally simulated on a very small scale: each player represents a single character, and there are generally no more than 15 or 20 combatants involved in a single fight. Battles that crop up in war front adventures, however, are sometimes much larger affairs. What does the GM do when an entire battalion of Allied troops attacks a German tank division?

Fortunately, the DC HEROES system is flexible enough to handle these sorts of situations. A combat between large numbers of soldiers is known as a field battle. Using the Team Attack and Multi-Attack options, combat values for entire units of soldiers can be calculated, allowing the GM to treat each unit as a single character. The following table provides these combat values.

To pit an American tank company against a German

Unit	AV/OV	EV	RV
Allied Infantry Platoon	13	16	13
Axis Infantry Platoon	12	15	12
Allied Tank Platoon	10	19	19
Axis Tank Platoon	9	19	19
Allied Infantry Company	19	22	19
Axis Infantry Company	18	21	18
Allied Tank Company	13	25	25
Axis Tank Company	12	25	25
Allied Infantry Battalion	25	28	25
Axis Infantry Battalion	24	27	24
Allied Tank Battalion	19	31	31
Axis Tank Battalion	18	31	31
Allied Infantry Regiment	31	36	31
Axis Infantry Regiment	30	35	30
Allied Tank Regiment	25	41	41
Axis Tank Regiment	24	41	41
Allied Infantry Division	41	46	41
Axis Infantry Division	40	45	40
Allied Tank Division	31	51	51
Axis Tank Division	30	51	51
Allied Corps	51	61	51
Axis Corps	50	60	50
Allied Army	61	71	61
Axis Army	60	70	60

infantry company, for instance, treat each entire unit as separate character: the American company has an AV/EV of 13/25 and an OV/RV of 13/25, while the German company has an AV/EV of 18/21 and an OV/RV of 18/18.

During a field battle, each unit must have a leader. (In our example, the opposing leaders would be the company commanders.) A military unit always acts at the Initiative total of its leader. Leaders with the Military Science (Field Command) Subskill may spend Hero Points to alter their unit's AV, EV, OV, and RV, just as individual characters spend Hero Points to alter their own values. The leader's APs of Field Command is the maximum number of Hero Points he may spend on each combat value during a single phase. Of course, under no circumstances may a leader ever spend enough Hero Points to increase a value by more than double. If our company commander had a Military Science rating of 6 APs, for instance, he could spend 18 Hero Points during a phase to raise his AV, EV, and RV to 19, 31, and 31 respectively.

Once a unit absorbs a number of RAPs of damage equal to its RV, that unit has been defeated and automatically retreats from the battle. There is no equivalent of Last Ditch Defense during field battles.

This raises an important question. Suppose the players' characters are in one of the tanks making up the American tank company in the example. When the entire company takes damage, how do you determine whether or not anything happens to the players' characters? This question is resolved in the following fashion: whenever a military unit sustains RAPs of damage, all important characters and NPCs in that unit are each physically attacked with an AV/EV equal to the RAPs of damage sustained. Characters attacked in this fashion may spend Hero Points to increase their OV/RV as usual or to invoke Last Ditch Defense.

Example of a Field Battle Phase

As before, an American tank company (AV/EV: 13/25, OV/RV: 13/25) is facing off against a German infantry company (AV/EV: 18/22, OV/RV: 18/18). The American commander has a base Initiative rating of 16; the German commander has a base Initiative rating of 9. Both sides roll a 6 on their Initiative die rolls, so the American commander wins the Initiative.

The German commander declares his actions first, and he announces that his unit will fiercely counterattack if it is attacked by the Amerikaner dogs. However, this does not deter the American commander in the least, and he declares that his company will indeed attack the Germans.

Since he has 6 APs of the Military Science (Field Command) Subskill, the American commander spends 6 Hero Points on his unit's Acting Value, increasing his AV/EV to 19/25. The German OV/RV is 18/18. The American commander rolls an 11, receives 1 Column Shift, and inflicts 14 RAPs of damage.

During his turn, the German commander counterattacks. He decides to spend no Hero Points to alter his combat values. The German AV/EV is 18/22. The American OV/RV is 13/25. The German rolls a 13, receives 2 Column Shifts, and inflicts 7 RAPs of damage. Any important NPCs within the tank company are now attacked Physically with an AV/EV of 7/7.

Combining Field Battles and Ordinary Combat

Perhaps the most interesting way to incorporate a Field Battle into a DC HEROES adventure is to combine the battle with ordinary combat involving the players' characters. Here is an example of how this might work.

Easy Company is trying to take a hill that is being held by a German infantry company. Sgt. Rock and his squad (the

players' characters) have been assigned to knock out a key bunker at the foot of the hill to clear the way for the rest of the attacking Americans.

This encounter would be played out by resolving the battle between Rock's men and the bunker defenders using the normal combat rules, while at the same time, the field battle between the two entire companies is resolved using the field battle rules. As long as Rock and his men are still battling outside the bunker, Easy's attack on the hill is a Difficult action (per the Universal Modifiers Table) and Easy receives a +2 Column Shift penalty to its AV/EV when resolving its attacks. Once Rock and his men finally dislodge the last of the bunker's defenders, the path is cleared and the Difficult modifier vanishes.

When resolving a battle in this fashion, the players' characters would not be attacked whenever all of Easy sustained damage. Whether or not Rock and his men are injured in the battle is determined by the outcome of their battle with the bunker's defenders.

Field Battles and Powerful Heroes

Finally, these rules can also be used to resolve a battle between an entire military unit and a single, powerful hero, say the Spectre versus a German tank division. In this case, the entire division attacks the Spectre at the same time (making what is essentially the world's largest Team Attack), while the Spectre must counter-attack the entire division (making a colossal Multi-Attack). When resolving all these attacks, however, assess no bonuses or penalties; the Team Attack and Multi-Attack Column Shifts have already been calculated into the German division's combat values. Use the division's RV as its Resistance Value against any attack the Spectre launches, whether it is Physical, Mental, or Mystical.

Aerial Dogfights

Since there are game statistics for so many fighter pilots in the next chapter (the Blackhawks, Johnny Cloud, and others), here are a few notes on how to conduct an aerial dogfight in DC HEROES.

The general idea in a World War II dogfight was to get behind the enemy's plane and blast it to pieces. Of course, while one pilot was trying to get behind his enemy, the enemy was frequently trying to get behind him as well. The winner of this struggle was usually the pilot with the most skill.

While dogfighting in a DC HEROES adventure, make a



Maneuver Check at the beginning of each combat phase, just after rolling for Initiative. To make a Maneuver Check, each of the pilots makes a Vehicles (Air) Action Check against an OV/RV of 0/0. Any RAPs earned on this Action Check are then allocated to enemy aircraft, in any fashion the pilot desires. In order to attack an enemy aircraft, the pilot must allocate more of his maneuver RAPs to the enemy's aircraft than the enemy allocates to him. The best way to illustrate this system is through an example.

Johnny Cloud is battling three ME-109s. Cloud earns 11 RAPs on his Maneuver Check and the German pilots earn 4, 5, and 5 RAPs. Each of the German pilots allocates all of his RAPs to Cloud, obviously. Cloud, in turn, may decide to allocate 5 RAPs to the first pilot and 6 RAPs to the second pilot, preventing both of them from attacking him during the phase. (Remember, the player must allocate more RAPs to his opponent than his opponent allocated to him in order to attack.) Since Cloud allocated more RAPs toward each of the first two Germans than they allocated to him, he could attack either plane, or Multi-Attack both. In either case, the third German pilot will get to make an attack on Cloud. If Cloud had earned 16 RAPs on his Maneuver Check, he could have allocated the other 5 RAPs to the third German pilot, preventing the pilot from attacking him.

A pilot who is firing at another aircraft uses his APs of the Vehicles Skill as his Acting Value when resolving the shot, not his Weaponry Skill score. (See the *Character Handbook*, page 62.)

War Front Adventures

Since war front adventures are so different from standard DC HEROES superhero scenarios, a couple of design tips are in order.

When designing a DC HEROES adventure for war front heroes, the Gamemaster's goals do not change. He should still try to challenge the players, challenge their characters, and keep everyone interested in the storyline. Challenging the characters in war front adventures uses the same techniques generally used in superhero scenarios: dump the heroes into plenty of challenging combats and force them to make a few dice rolls. Keeping the players interested in a storyline also uses the standard superhero techniques: create interesting villains and plot twists, provide good descriptions of the action, and so on.

The difficulty in creating war front adventures lies in challenging the players themselves. In most superhero scenarios, this is accomplished by providing the players with clues to an important mystery they must solve. In most war front adventures, however, mysteries are out of the question. When Easy Company is ordered to take a hill, everybody knows where the hill is and who is now holding it.

The solution to this problem is to present the players with a tactical mystery. Figuring out who holds the hill is not a problem, but deciding how to take the hill might be. Suppose the German position is surrounded by a high concrete wall. There is absolutely no way to cross this wall without being seen by machine gunners stationed all over the position. But every day, a supply truck rolls up through a gate in the wall and unloads provisions for the German soldiers inside. To complete this adventure, the players must first figure out that the only way to accomplish their mission is to sneak into the back of the supply truck before it enters the German compound. This is a very simple example, but it nicely illustrates the point. In a nutshell, the GM is stacking the adventure's big battle against the players' character while planting clues in the adventure that suggest how the players might use their own wits to overcome their disadvantages.

Another feature of war front adventures that deserves special comment is the very fact that the players' characters are serving in the armed forces. This puts a couple of special tools at the Gamemaster's disposal. Whenever the heroes are in trouble, it is no problem to bring a bring another squad or platoon to the scene to help get them out of a jam. Similarly, whenever the players are beginning to stray off course, it is very easy to have an NPC superior officer appear, to issue some orders and steer them back on course. Although both of these techniques are very useful, they should be used sparingly. Allowing NPCs to do too much of the fighting for the players' characters robs the heroes of much of the adventure's glory and the players of any sense of accomplishment. Similarly, if NPC officers are always going to make all the decisions for the heroes, the players become both irrelevant and frustrated.

As mentioned in Chapter Two, it is a good idea to obtain a few good reference books on World War II before starting a campaign. This is especially true for war front campaigns, which rely much more heavily on the actual battles that were fought in Europe, Africa, and the Pacific. The books listed at the end of Chapter One are highly recommended as good starting points.

The War Front Soldiers

This chapter presents statistics and profiles on many of the celebrated soldiers who fought on the war front, both Allied and Axis. When possible, all of the information in this chapter has been culled from the actual service records kept by the German and American governments.

Our thanks to Mr. Michael Martin at the U.S. Department of Defense and to Herr Heinrich Kaiser at the Bundesrepublik Bibliothek for aiding us in our efforts to secure some of these files.

•Advantages:

Attractive; Connections: French Underground (High); Scholar (Languages, Linguistics)

•Equipment:

.45 Pistol [Body: 4, EV: 5, Ammo: 8, Range: 4, R#: 2]

XF5-F1 GRUMMAN SKY ROCKET (see sidebar on next page)

•Motivation: Seeking Justice

•Wealth: 5

•Rank: Captain

•Serial Number: 559874-321

•Height: 5' 10"

•Weight: 172 lbs.

•Eyes: Blue •Hair: Brown

•Base of Operations: Western Europe

•Nationality: French

Iron Nerves; Leadership; Lightning Reflexes; Scholar (Aircraft Design)

•Equipment:

.45 Pistol [Body: 4, EV: 5, Ammo: 8, Range: 4, R#: 2]

XF5-F1 GRUMMAN SKYROCKET (see sidebar on next page)

•Motivation: Seeking Justice

•Wealth: 6

•Real Name: Janos Prohaska

•Rank: Major

•Serial Number: 666789-445

•Height: 6' 1 1/2"

•Weight: 195 lbs.

•Eyes: Blue •Hair: Black

•Base of Operations: Western Europe

•Nationality: Polish

Allied Soldiers

THE BLACKHAWKS (Include Andre Blanc-Dumont, Blackhawk, Carlo Sirianni, Lady Blackhawk, Olaf Friedriksen, Ritter Hendricksen, and Stanislaus Drozdowski)



ANDRE BLANC-DUMONT

DEX: 6	STR: 4	BODY: 4
INT: 6	WILL: 6	MIND: 4
INFL: 7	AURA: 7	SPIRIT: 6
INITIATIVE: 21	HERO POINTS: 35	

•Skills:

Gadgetry: 4, Martial Artist: 5, Military Science: 7, Thief: 7, Vehicles: 7, Weaponry: 6



BLACKHAWK

DEX: 7	STR: 4	BODY: 5
INT: 7	WILL: 6	MIND: 4
INFL: 7	AURA: 6	SPIRIT: 6
INITIATIVE: 25	HERO POINTS: 45	

•Skills:

Charisma: 7, Gadgetry: 8, Martial Artist: 6, Military Science: 8, Vehicles: 10, Weaponry: 7

•Advantages:

Connections: Allied Armed Forces (European Theater/High), British Government (High), U.S. Army Air Corps (High), U.S. Government (Low);



CARLO (CHUCK) SIRIANNI

DEX: 6	STR: 4	BODY: 4
INT: 6	WILL: 5	MIND: 4
INFL: 5	AURA: 5	SPIRIT: 6
INITIATIVE: 19	HERO POINTS: 35	

•Skills:

Gadgetry: 5, Martial Artist: 5, Military Science: 4, Vehicles: 8, Weaponry: 6

•Advantages:

Connections: Royal Air Force (Low); Scholar (Electronics)

•Equipment:

.45 Pistol [Body: 4, EV: 5, Ammo: 8, Range: 4, R#: 2]

XF5-F1 GRUMMAN SKYROCKET
(see sidebar)

- **Motivation:** Responsibility of Power
- **Wealth:** 5
- **Rank:** Captain
- **Serial Number:** 836578-001
- **Height:** 6'
- **Weight:** 188 lbs.
- **Eyes:** Blue • **Hair:** Brown
- **Base of Operations:** Western Europe
- **Nationality:** American

LADY BLACKHAWK

DEX: 7	STR: 3	BODY: 4
INT: 7	WILL: 6	MIND: 4
INFL: 7	AURA: 6	SPIRIT: 6
INITIATIVE: 23 HERO POINTS: 35		

• **Skills:**

Charisma: 7, Gadgetry: 9,
Martial Artist: 5, Military Science: 5,
Vehicles: 7, Weaponry: 6

• **Advantages:**

Attractive; Connections: U.S. Govern-
ment (High), Communist Party
(High);

Scholar (Aircraft Design & Repair)

• **Equipment:**

.45 Pistol [BODY: 4, EV: 5, Ammo: 8,
Range: 4, R#: 2]

XF5-F1 GRUMMAN SKYROCKET
(see sidebar)

- **Motivation:** Responsibility of Power
- **Wealth:** 5
- **Real Name:** Natalie Reed
- **Rank:** Captain
- **Height:** 5' 9"
- **Weight:** 119 lbs.
- **Eyes:** Brown • **Hair:** Brown
- **Base of Operations:** Western Europe
- **Nationality:** Chinese



OLAF FRIEDRIKSEN

DEX: 7	STR: 4	BODY: 5
INT: 5	WILL: 5	MIND: 4
INFL: 5	AURA: 5	SPIRIT: 6
INITIATIVE: 19 HERO POINTS: 35		

• **Skills:**

Acrobatics: 4, Martial Artist: 6,
Military Science: 5, Vehicles: 8,
Weaponry: 6

• **Advantages:**

Connections: Circus (Low)

• **Equipment:**

.45 Pistol [BODY: 4, EV: 5, Ammo: 8,
Range: 4, R#: 2]

XF5-F1 GRUMMAN SKYROCKET
(see sidebar)

- **Motivation:** Responsibility of Power
- **Wealth:** 5
- **Rank:** Captain
- **Serial Number:** 448903-888
- **Height:** 6' 1"
- **Weight:** 190 lbs.
- **Eyes:** Blue • **Hair:** Blond
- **Base of Operations:** Western Europe
- **Nationality:** Swedish



RITTER HENDRICKSEN

DEX: 6	STR: 4	BODY: 4
INT: 8	WILL: 7	MIND: 4
INFL: 4	AURA: 5	SPIRIT: 6
INITIATIVE: 18 HERO POINTS: 35		

• **Skills:**

Martial Artist: 5, Military Science: 6,
Vehicles: 8, Weaponry: 7

• **Advantages:**

Connections: Dutch Resistance
(High);

Iron Nerves

• **Drawbacks:**

Age (old)

• **Equipment:**

.45 Pistol [BODY: 4, EV: 5, Ammo: 8,
Range: 4, R#: 2]

XF5-F1 GRUMMAN SKYROCKET
(see sidebar)

- **Motivation:** Responsibility of Power
- **Wealth:** 5
- **Rank:** Captain
- **Serial Number:** 998541-687
- **Height:** 5' 9"
- **Weight:** 191 lbs.
- **Eyes:** Blue • **Hair:** Gray
- **Base of Operations:** Western Europe
- **Nationality:** Dutch

XF5-F1 Grumman Skyrocket

During the war, the members of the Blackhawk Squadron all flew a custom-designed experimental fighter craft known as the XF5-F1 Grumman Skyrocket. Among its special features, the Skyrocket boasted a top speed of more than 400 miles per hour, a climb rate of 2,500 feet per minute, a service ceiling of 34,500 feet, and its own individual radar, the first ever mounted in a fighter. The Skyrocket was armed with four .50 caliber machine guns and could hold two 165-pound iron bombs or ten 40-pound anti-runway bomblets under its wings.

XF5-F1 GRUMMAN SKYROCKET
[STR: 5, BODY: 8, EV: 9, Flight: 9, Radar Sense: 13, R#: 2]

165-POUND BOMB (x2) [BODY: 3, Bomb: 10]

40-POUND BOMBLET (x10)
[BODY: 3, Bomb: 8]

Bonus: The Bomblets attack all targets within an 8 AP radius at their full Effect Value.



STANISLAUS DROZDOWSKI

— **DECEASED**

DEX: 6	STR: 5	BODY: 6
INT: 6	WILL: 5	MIND: 4
INFL: 5	AURA: 5	SPIRIT: 6
INITIATIVE: 19 HERO POINTS: 35		

• **Skills:**

Martial Artist: 6, Military Science: 6,
Vehicles: 7, Weaponry: 6

• **Advantages:**

Connections: Polish Resistance
(High)

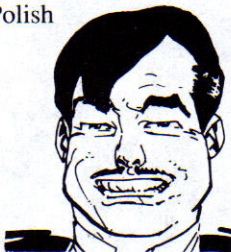
• **Equipment:**

.45 Pistol [BODY: 4, EV: 5, Ammo: 8,
Range: 4, R#: 2]

XF5-F1 GRUMMAN SKYROCKET
(see sidebar)

- **Motivation:** Seeking Justice
- **Wealth:** 5

- Rank:** Captain
- Serial Number:** 7773699-222
- Height:** 6' 4"
- Weight:** 230 lbs.
- Eyes:** Brown •**Hair:** Blond
- Base of Operations:** Western Europe
- Nationality:** Polish



WENG CHAN (CHOP-CHOP)

DEX:	8	STR:	4	BODY:	4
INT:	5	WILL:	6	MIND:	5
INFL:	6	AURA:	5	SPIRIT:	6
INITIATIVE:	23	HERO POINTS:	45		

•Skills:

Martial Artist: 7, Military Science: 5,
Vehicles: 6, Weaponry: 6

•Advantages:

Connection: Chinese Resistance
(High); Lightning Reflexes

•Equipment:

.45 Pistol [BODY: 4, EV: 5, Ammo: 8,
Range: 4, R#: 2]
XF5-F1 GRUMMAN SKYROCKET
(see sidebar on page 95)

•Motivation:

Seeking Justice

•Wealth:

4

•Rank:

Lieutenant

•Serial Number:

883390-022

•Height:

5' 6"

•Weight:

151 lbs.

•Eyes:

Brown •**Hair:** Black

•Base of Operations:

Western Europe

•Nationality:

Chinese

EVALUATIONS: I've volunteered to handle this set of evaluations personally. The Blackhawks are a multi-national, independent squadron of fighter pilots who have banded together to battle the Axis menace in the skies over Europe. All eight of the Blackhawks are unquestionably among the most skilled fighter pilots in active service. Together, they have scored a total of 411 confirmed air victories to date.

When they began operations in 1940, the Blackhawks drew their financial support from the War Department. Later, after Blackhawk leader Janos Prohaska became something of a political liability, the group lost its American backing, turning first to the British, and later to

the Soviets, for replacement funding.

For a time, the Blackhawks operated out of their own specially constructed air base, known as Blackhawk Island, located off the northern coast of Spain. When this base was destroyed by the Germans in early 1943, the Blackhawks began flying out of a variety of Allied air shelters strung across the European Theater of Operations.

The members of the Blackhawks are:

Maj. Janos Prohaska, code-named Blackhawk, is the team's leader and founder. Prohaska is an extremely clever young man with a flair for military tactics. He formed the Blackhawks after his family was killed by the infamous Colonel Von Tepp during the Nazi invasion of Poland in 1939. In 1943, our intelligence officers discovered that Prohaska has been a Trotsky loyalist and a member of the Communist Party since the age of 17.

Capt. Andre Blanc-Dumont was a pilot in the French Air Force and spent some time fighting alongside the Maquisards before joining Prohaska. Andre is another brilliant tactician and fighter pilot. He is also the member of the squadron with whom I'm best acquainted. According to our intelligence reports, Blanc-Dumont is something of a lady's man.

Capt. Carlo Sirianni, or Chuck as he is known to his comrades, is one of the squadron's two American members. He was a rodeo cowboy and a pilot in the R.A.F. before he joined Prohaska's squadron. I understand he is quite congenial.

Capt. Ritter Hendricksen is the squadron's oldest member. Hendricksen is a Dutchman and an experienced combat veteran, who saw plenty of action in World War I. In fact, he claims to have once tangled with Hans von Hammer, the infamous Enemy Ace, in the skies over France. Apparently, Hendricksen is something of a father figure to the squadron's other members, all of whom respect his wisdom and experience.

Capt. Olaf Friedriksen, a Swede, joined the Blackhawks shortly after the Nazi invasion of Norway in 1940. Rumors floating around the intelligence community have it that Olaf was a circus acrobat before joining up with Prohaska, although his proficiency in the cockpit

seems to suggest a military background. By all accounts, Friedriksen is well-mannered and just a bit shy.

Capt. Stanislaus Drozdowski, another Pole, was reportedly a childhood friend of Prohaska. A former circus strong man and University of Warsaw graduate, he served as the squadron's second-in-command. Although unquestionably loyal, Drozdowski is said to have envied his old friend's skills and political power. Drozdowski was killed in a dogfight with the Axis' infamous White Lions in 1943.

Lt. Weng Chan, whom his fellow Blackhawks have chidingly dubbed Chop-Chop, is a former member of the Chinese underground and is reported to be one of the world's foremost experts in the Oriental art of kung-fu. He is also an expert fighter pilot with an easy-going manner and a wonderful sense of humor.

Capt. Natalie Reed, sometimes known as Lady Blackhawk, is a Vassar-educated aviation engineer who has attached herself to the Blackhawks as the squadron's technical expert. A quick scan through her War Department file reveals that with the exception of Prohaska, Reed is undoubtedly the Blackhawks' most clever and dangerous asset.

—President Franklin Delano
Roosevelt (1/11/44)

THE BOY COMMANDOS (Include Alfred Twidgett, Andre Chavard, "Brooklyn", Jan Haasan, and Rip Carter)



ALFRED (ALFY) TWIDGETT

DEX:	5	STR:	3	BODY:	4
INT:	6	WILL:	5	MIND:	5
INFL:	4	AURA:	3	SPIRIT:	6
INITIATIVE:	15	HERO POINTS:	35		

•Skills:

Military Science: 6, Thief
(Stealth): 7, Weaponry: 7

•**Advantages:**

Connections: U.S. Armed Forces (European Theater/High);
Rank (Lieutenant)

•**Drawbacks:**

Age (young)

•**Equipment:**

Thompson SMG [BODY: 4, AV: 5,
EV: 5, Ammo: 5, Range: 5, R#: 3]
Grenades (x3)
[BODY: 6, Bomb: 8, R#: 2]

•**Motivation:** Responsibility of Power

•**Wealth:** 2

•**Rank:** Lieutenant (provisional)

•**Serial Number:** 333820-777

•**Height:** 4' 6"

•**Weight:** 144 lbs.

•**Eyes:** Brown •**Hair:** Red

•**Base of Operations:** Western Europe

•**Nationality:** English



ANDRE CHAVARD

DEX: 5	STR: 3	BODY: 4
INT: 5	WILL: 5	MIND: 5
INFL: 6	AURA: 5	SPIRIT: 6
INITIATIVE: 16 HERO POINTS: 35		

•**Skills:**

Charisma: 6, Military Science: 6,
Thief (Stealth): 7, Weaponry: 6

•**Advantages:**

Attractive; Connections: U.S. Armed
Forces (European Theater/High);
Rank (Lieutenant)

•**Drawbacks:**

Age (young)

•**Equipment:**

Thompson SMG [BODY: 4, AV: 5,
EV: 5, Ammo: 5, Range: 5, R#: 3]
Grenades (x3)
[BODY: 6, Bomb: 8, R#: 2]

•**Motivation:** Responsibility of Power

•**Wealth:** 2

•**Rank:** Lieutenant (provisional)

•**Serial Number:** 229047-388

•**Height:** 4' 10"

•**Weight:** 133 lbs.

•**Eyes:** Blue •**Hair:** Black

•**Base of Operation:** Western Europe

•**Nationality:** French



"BROOKLYN"

DEX: 6	STR: 3	BODY: 4
INT: 4	WILL: 6	MIND: 5
INFL: 6	AURA: 4	SPIRIT: 6
INITIATIVE: 16 HERO POINTS: 35		

•**Skills:**

Charisma: 6, Military Science: 5,
Thief: 7, Weaponry: 6

•**Advantages:**

Connections: U.S. Armed Forces
(European Theater/High);
Gift of Gab; Rank (Lieutenant)

•**Drawbacks:**

Age (young)

•**Equipment:**

Thompson SMG [BODY: 4, AV: 5,
EV: 5, Ammo: 5, Range: 5, R#: 3]
Grenades (x3)
[BODY: 6, Bomb: 8, R#: 2]

•**Motivation:** Responsibility of Power

•**Wealth:** 2

•**Real Name:** Unknown

•**Rank:** Lieutenant (provisional)

•**Serial Number:** 228477-922

•**Height:** 4' 7"

•**Weight:** 131 lbs.

•**Eyes:** Brown •**Hair:** Black

•**Base of Operations:** Western Europe

•**Nationality:** presumed American



JAN HAASAN

DEX: 6	STR: 3	BODY: 4
INT: 5	WILL: 5	MIND: 5
INFL: 4	AURA: 3	SPIRIT: 6
INITIATIVE: 15 HERO POINTS: 35		

•**Skills:**

Military Science: 6, Thief
(Stealth): 7, Weaponry: 7

•**Advantages:**

Connections: U.S. Armed Forces
(European Theater/High);

Rank (Lieutenant)

•**Drawbacks:**

Age (young)

•**Equipment:**

Thompson SMG [BODY: 4, AV: 5,
EV: 5, Ammo: 5, Range: 5, R#: 3]
Grenades (x3)
[BODY: 6, Bomb: 8, R#: 2]

•**Motivation:** Responsibility of Power

•**Wealth:** 2

•**Rank:** Lieutenant (provisional)

•**Serial Number:** 885132-996

•**Height:** 4' 11"

•**Weight:** 124 lbs.

•**Eyes:** Blue •**Hair:** Blond

•**Base of Operation:** Western Europe

•**Nationality:** Dutch



RIP CARTER

DEX: 7	STR: 4	BODY: 5
INT: 7	WILL: 7	MIND: 6
INFL: 7	AURA: 7	SPIRIT: 7
INITIATIVE: 25 HERO POINTS: 60		

•**Skills:**

Martial Artist: 7, Military Science: 8,
Vehicles: 6, Thief (Stealth): 7,
Weaponry: 7

•**Advantages:**

Connections: U.S. Armed Forces (Eu-
ropean Theater/High);
Leadership; Lightning Reflexes;
Rank (Captain); Sharp Eye

•**Equipment:**

.45 Pistol [BODY: 4, EV: 5, Ammo: 8,
Range: 4, R#: 2]
Grenades (x3)
[BODY: 6, Bomb: 8, R#: 2]

•**Motivation:** Responsibility of Power

•**Wealth:** 5

•**Rank:** Captain

•**Serial Number:** 222892-100

•**Height:** 6' 1"

•**Weight:** 195 lbs.

•**Eyes:** Blue •**Hair:** Black

•**Base of Operations:** Western Europe

•**Nationality:** American

EVALUATIONS: The Boy Com-
mandos are certainly some of the most
unorthodox soldiers fighting in this war.

With the exception of their commanding officer, Captain Rip Carter, the oldest Commando is a mere 13 years of age. Even more amazing is the fact that the Commandos have proven themselves one of the most capable covert-operations teams in the entire Allied army. Looking over their file now, I cannot find any account describing the manner in which the Boy Commandos received their official sanction from our leaders. Apparently, the four youngest Commandos were all orphans who were introduced to the armed forces when they served as unofficial "mascots" for an American infantry battalion stationed in England in 1942. The very next entry appearing in the file describes their armed assault upon the infamous "Rat Face Nazi," under the command of Captain Carter, in 1943. Even in my wildest imagination, I cannot even conceive of a plausible set of circumstances capable of filling in the gray area between these two events, so I will offer no speculations.

The five members of the Boy Commandos are:

Captain Rip Carter is the boys' commander and unofficial guardian. He is a highly trained soldier who first distinguished himself with a nice bit of heroism during the Tunisian campaign in 1942. Carter is reputed to be a brilliant tactician and a first-class marksman.

Andre Chavard is a French lad. Carter's evaluations lead me to conclude that Andre is a born leader, a quick thinker and a fearless fighter.

Jan Haasan, apparently, is Dutch. Carter's written accounts of Haasan's exploits are almost unbelievable. From his own reports, I would guess that the lad is somewhat soft-spoken.



"**Brooklyn**," is an irascible American youth who has so far refused to divulge his real name. At the age of 12, Brooklyn has already seen more battlefield horrors than most of our two-term infantry soldiers. Obviously educated on the streets, the boy is by all accounts unusually clever and resourceful.

Alfred Twidgett is a heavy-set English youngster with the heart and mind of a seasoned combat veteran. Like his fellows, he is somewhat undisciplined, although extremely effective.

—Control (7/7/44)

THE CREATURE COMMANDOS

(Include *Dr. Medusa*, *Elliot Taylor*, *Matthew Shrieve*, *Vince Velcro*, *Warren Griffith*, and *Wolf Man*)



DR. MEDUSA

DEX: 5	STR: 3	BODY: 4
INT: 8	WILL: 8	MIND: 6
INFL: 6	AURA: 4	SPIRIT: 5
INITIATIVE: 19 HERO POINTS: 40		

•Skills:

Charisma: 6, Gadgetry: 5, Medicine: 7, Scientist 8

•Advantages:

Connections: U.S. Armed Forces (European Theater/Low); Scholar (Plastic Surgery)

•Motivation: Unwanted Power

•Wealth: 4

•Real Name: Dr. Myrna Rhodes

•Rank: Lieutenant (provisional)

•Serial Number: 4456822-121

•Height: 5' 9"

•Weight: 118 lbs.

•Eyes: Blue •Hair: Green (snakes)

•Base of Operations: Western Europe

•Nationality: American

ELLIOT (LUCKY) TAYLOR

DEX: 5	STR: 8	BODY: 7
INT: 4	WILL: 4	MIND: 5
INFL: 5	AURA: 2	SPIRIT: 6
INITIATIVE: 14 HERO POINTS: 40		

•Skills:

Military Science: 4, Weaponry: 5

•Advantages:

Connections: U.S. Armed Forces (European Theater/High, Pacific Theater/Low); Rank (Private)

•Drawbacks:

Serious Physical Restriction (Taylor is mute); Strange Appearance

•Motivation: Unwanted Power

•Wealth: 1

•Rank: Private

•Serial Number: 332921-222, USMC

•Height: 8' 1"

•Weight: 486 lbs.

•Eyes: Red •Hair: Black

•Base of Operations: Western Europe

•Nationality: American



MATTHEW SHRIEVE

DEX: 6	STR: 4	BODY: 4
INT: 7	WILL: 6	MIND: 6
INFL: 6	AURA: 5	SPIRIT: 6
INITIATIVE: 21 HERO POINTS: 45		

•Skills:

Martial Artist: 6, Military Science: 7, Thief (Stealth): 6, Vehicles: 6, Weaponry: 7

•Advantages:

Connections: U.S. Armed Forces (European Theater/High); Leadership; Rank (Lieutenant)

•Equipment:

M3 Grease Gun [BODY: 4, AV: 5, EV: 5, Ammo: 5, Range: 5, R#: 3]

Grenades (x2)

[BODY: 6, Bomb: 8, R#: 2]

•Motivation: Responsibility of Power

•Wealth: 4

•Rank: Lieutenant

•Serial Number: 333829-101

•Height: 5' 11"

•Weight: 171 lbs.

•Eyes: Brown •Hair: Brown

•Base of Operations: Western Europe

•Nationality: American



VINCE VELCRO

DEX:	8	STR:	6	BODY:	6
INT:	4	WILL:	4	MIND:	4
INFL:	7	AURA:	7	SPIRIT:	5
INITIATIVE:	19	HERO POINTS:	40		

•Powers:

Claws (fangs): 6; Shape Change: 6

•Skills:

Military Science: 4, Weaponry: 5

•Limitations:

Power Restriction: Velcro can only use his Shape Change Power to assume the form of a man-sized bat. In this form, he has the statistics listed below.

•Advantages:

Connections: U.S. Armed Forces (European Theater/High);
Rank (Sergeant)

•Drawbacks:

Fatal Vulnerability: Velcro must drink blood each day or he will die.

•Motivation: Unwanted Power

•Wealth: 3

BAT

DEX:	10	STR:	4	BODY:	5
INT:	4	WILL:	4	MIND:	4
INFL:	7	AURA:	7	SPIRIT:	5
INITIATIVE:	21				

•Powers:

Claws (fangs): 6, Flight: 6,
Radar Sense: 8

•Rank: Sergeant

•Serial Number: 997114-877

•Height: 5' 11"

•Weight: 182 lbs.

•Eyes: Red •Hair: Black

•Base of Operations: Western Europe

•Nationality: American



WARREN GRIFFITH

DEX:	2	STR:	2	BODY:	3
INT:	4	WILL:	5	MIND:	4
INFL:	3	AURA:	3	SPIRIT:	6
INITIATIVE:	9	HERO POINTS:	40		

•Powers:

Shape Change: 9

•Skills:

Military Science: 4, Weaponry: 4

•Limitations:

Power Restriction: Griffith can only use his Shape Change Power to assume the form of a "wolf man." Furthermore, he has only limited control over his own transformations. Griffith automatically transforms at night and whenever he is under extreme stress (GM's discretion). Otherwise, he must make a successful Acting Check using his INFL/AURA as the AV/EV against an OV/RV of 8/8 (Extreme Action) to trigger a transformation voluntarily. In wolf-man form, Griffith has the statistics that follow.

•Advantages:

Connection: U.S. Armed Forces (European Theater/High); Rank (Private)

•Motivation: Unwanted Power

•Wealth: 1

WOLF MAN

DEX:	9	STR:	6	BODY:	6
INT:	3	WILL:	6	MIND:	4
INFL:	7	AURA:	4	SPIRIT:	7
INITIATIVE:	21				

•Powers:

Analytic Smell/Tracking Scent: 7,
Claws: 6, Jumping: 2, Ultra
Vision: 6

•Skills:

Acrobatics: 3

•Advantages:

Lightning Reflexes

•Drawbacks:

Serious Rage; Minor Physical Restriction (mute); Strange Appearance (As a wolf man, Griffith cannot speak and sometimes becomes wild and unpredictable.)

•Rank: Private

•Serial Number: 449177-387

•Height: 6' 1"

•Weight: 211 lbs.

•Eyes: Red •Hair: Brown (Fur)

•Base of Operations: Western Europe

•Nationality: American

EVALUATIONS: All right, I'm gonna make this short and sweet, if you don't mind. I got much better things to do with my time.

The Creature Commandos are a bunch

of freaks and misfits who were organized into a fighting unit after some screwball in the Pentagon got ahold of all their files and decided that what we all really needed was a "Special Capabilities Covert Operations Force." Unfortunately, I'm the poor S.O.B. from Army Intelligence who got bushwhacked into heading up this sorry outfit.

Since their mobilization, the Commandos have been a part of Project M, an ill-conceived, top-secret experiment in psychological warfare. The M stands for monster. The idea is that confronting the enemy with a whole team full of monsters is going to lower Fritz's morale. In all, we've probably blown better than a million bucks on this screwy plan.

In addition to myself, the only normal Joe in the outfit, there are four Creature Commandos.

Warren Griffith was a 4F Oklahoma farm boy that the eggheads managed to turn into a real werewolf. Before the Commandos were organized, Griffith was declared unfit to serve because of loose screw in his noodle. He's as sloppy a soldier as you'd expect.

Lucky Taylor stepped on a Japanese land mine on Bataan and got himself turned into a Frankenstein by government doctors. Taylor's tough, but stupid. At least he was once a Marine. He's the closest thing to a real soldier that this unit's got.

Vince Velcro is our vampire. Velcro was a Staff Sergeant who ended up doing a 30-year stint in the brig for killing an officer. To escape his sentence, he allowed a bunch of scientists to experiment on his brain. By the time they were finished, Velcro could turn himself into a bat. But now he's gotta drink blood every day to survive.

Doctor Medusa is really Myrna Rhodes, a plastic surgeon. While she was fixing up my face last year, she accidentally inhaled some weird fumes that turned her hair into a bunch of snakes! Needless to say, the feds immediately attached her to the Creature Commandos as a scientific consultant.

Now, whatever happened to all those transfer requests I've been sending in?

—Lt. Matthew Shrieve (1/6/44)

EASY COMPANY (Includes *Bulldozer*, *Farmer Boy*, *4-Eyes*, *Ice Cream Soldier*, *Jackie Johnson*, *Little Sure Shot*, *Long Round*, *Short Round*, *Wildman*, *Worry Wart*, and *Zack Nolan*)



BULLDOZER

DEX:	4	STR:	4	BODY:	5
INT:	4	WILL:	4	MIND:	4
INFL:	4	AURA:	4	SPIRIT:	4
INITIATIVE:	14	HERO POINTS:	30		

- Skills:**
Martial Artist: 5, Military Science: 4, Weaponry: 4
- Advantages:**
Connections: U.S. Armed Forces (European Theater/Low);
Rank (Corporal)
- Equipment:**
.30 Caliber Machine Gun [BODY: 4, AV: 7, EV: 7, Ammo: 12, Range: 7, R#: 3]
Grenades [BODY: 6, Bomb: 8, R#: 2]
- Motivation:** Responsibility of Power
- Wealth:** 2
- Real Name:** Nichols
- Rank:** Corporal
- Serial Number:** 338292-112
- Height:** 6' 4"
- Weight:** 233 lbs.
- Eyes:** Blue •**Hair:** Brown
- Base of Operations:** Western Europe
- Nationality:** American



FARMER BOY

DEX:	3	STR:	3	BODY:	3
INT:	4	WILL:	4	MIND:	4
INFL:	4	AURA:	5	SPIRIT:	4
INITIATIVE:	13	HERO POINTS:	15		

- Skills:**
Martial Artist: 4, Military Science: 4, Weaponry: 3

- Advantages:**
Connections: U.S. Armed Forces (European Theater/Low);
Rank (Private)
- Drawbacks:**
Serious Irrational Attraction to planting flowers on the sites of Easy's battles.
- Equipment:**
M1 Rifle [BODY: 4, EV: 5, Ammo: 12, Range: 6, R#: 2]
Grenades [BODY: 6, Bomb: 8, R#: 2]
- Motivation:** Responsibility of Power
- Wealth:** 1
- Rank:** Private
- Serial Number:** 234065-447
- Height:** 5' 10"
- Weight:** 175 lbs.
- Eyes:** Blue •**Hair:** Blond
- Base of Operations:** Western Europe
- Nationality:** American



4-EYES

DEX:	5	STR:	3	BODY:	3
INT:	6	WILL:	5	MIND:	4
INFL:	4	AURA:	4	SPIRIT:	4
INITIATIVE:	17	HERO POINTS:	20		

- Skills:**
Martial Artist: 4, Military Science: 4, Weaponry: 7
- Advantages:**
Connections: U.S. Armed Forces (European Theater/Low); Rank (Private)
- Drawbacks:**
Minor Physical Restriction (4-Eyes is myopic)
- Equipment:**
M1 Rifle [BODY: 4, EV: 5, Ammo: 12, Range: 6, R#: 2]
Grenades [BODY: 6, Bomb: 8, R#: 2]
- Motivation:** Responsibility of Power
- Wealth:** 1
- Rank:** Private
- Serial Number:** 65132-811
- Height:** 5' 9"
- Weight:** 152 lbs.
- Eyes:** Brown •**Hair:** Brown
- Base of Operations:** Western Europe
- Nationality:** American



ICE CREAM SOLDIER

DEX:	3	STR:	3	BODY:	4
INT:	4	WILL:	4	MIND:	4
INFL:	4	AURA:	4	SPIRIT:	4
INITIATIVE:	13	HERO POINTS:	20		

- Skills:**
Martial Artist: 4, Military Science: 4, Weaponry: 3
- Advantages:**
Connections: U.S. Armed Forces (European Theater/Low);
Rank (Private)
- Equipment:**
M1 Rifle [BODY: 4, EV: 5, Ammo: 12, Range: 6, R#: 2]
Grenades [BODY: 6, Bomb: 8, R#: 2]
- Motivation:** Responsibility of Power
- Wealth:** 1
- Rank:** Private
- Serial Number:** 234324-871
- Height:** 5' 9"
- Weight:** 167 lbs.
- Eyes:** Blue •**Hair:** Blond
- Base of Operations:** Western Europe
- Nationality:** American



JACKIE JOHNSON

DEX:	4	STR:	4	BODY:	4
INT:	3	WILL:	4	MIND:	4
INFL:	4	AURA:	4	SPIRIT:	4
INITIATIVE:	13	HERO POINTS:	20		

- Skills:**
Martial Artist: 6, Military Science: 4, Weaponry: 3
- Advantages:**
Connections: U.S. Armed Forces (European Theater/Low);
Rank (Private); Scholar (Boxing)
- Equipment:**
M1 Rifle [BODY: 4, EV: 5, Ammo: 12, Range: 6, R#: 2]
Grenades [BODY: 6, Bomb: 8, R#: 2]
- Motivation:** Responsibility of Power
- Wealth:** 1
- Rank:** Private
- Serial Number:** 100333-323

- Height:** 6' 3"
- Weight:** 218 lbs.
- Eyes:** Brown **Hair:** Black
- Base of Operations:** Western Europe
- Nationality:** American



LITTLE SURE SHOT

DEX:	4	STR:	3	BODY:	3
INT:	5	WILL:	5	MIND:	4
INFL:	4	AURA:	4	SPIRIT:	4
INITIATIVE:	15	HERO POINTS:	20		

•Skills:

Martial Artist: 4, Military Science: 4,
Weaponry: 5

•Advantages:

Connections: U.S. Armed Forces
(European Theater/Low);
Rank (Corporal); Scholar (Tracking)

•Equipment:

M1 Rifle [BODY: 4, EV: 5, Ammo: 12,
Range: 6, R#: 2]
Grenades [BODY: 6, Bomb: 8, R#: 2]

•Motivation:

Responsibility of Power

•Wealth:

2

•Rank:

Corporal

•Serial Number:

392344-233

•Height:

5' 7"

•Weight:

146 lbs.

•Eyes:

Blue •**Hair:** Black

•Base of Operations:

Western Europe

•Nationality:

American



LONG ROUND

DEX:	4	STR:	3	BODY:	3
INT:	4	WILL:	4	MIND:	4
INFL:	3	AURA:	4	SPIRIT:	4
INITIATIVE:	13	HERO POINTS:	20		

•Skills:

Martial Artist: 4, Military Science: 4,
Weaponry: 5

•Advantages:

Connections: U.S. Armed Forces
(European Theater/Low);
Rank (Private)

•Equipment:

Bazooka [BODY: 4, Bomb: 9,
Ammo: 1, Range: 5, R#: 2]
Grenades [BODY: 6, Bomb: 8, R#: 2]

•Motivation:

Responsibility of Power

•Wealth:

1

•Rank:

Private

•Serial Number:

258949-858

•Height:

6' 3"

•Weight:

179 lbs.

•Eyes:

Brown •**Hair:** Brown

•Base of Operations:

Western Europe

•Nationality:

American



SHORT ROUND

DEX:	3	STR:	3	BODY:	4
INT:	4	WILL:	4	MIND:	4
INFL:	4	AURA:	4	SPIRIT:	4
INITIATIVE:	13	HERO POINTS:	20		

•Skills:

Martial Artist: 4, Military Science: 4,
Weaponry: 3

•Advantages:

Connections: U.S. Armed Forces
(European Theater/Low);
Rank (Private)

•Equipment:

Bazooka Ammo (x12)
Grenades [BODY: 6, Bomb: 8, R#: 2]

•Motivation:

Responsibility of Power

•Wealth:

1

•Rank:

Private

•Serial Number:

523540-490

•Height:

5' 6"

•Weight:

169 lbs.

•Eyes:

Blue •**Hair:** Brown

•Base of Operations:

Western Europe

•Nationality:

American



WILDMAN

DEX:	4	STR:	3	BODY:	4
INT:	4	WILL:	4	MIND:	4
INFL:	4	AURA:	4	SPIRIT:	4
INITIATIVE:	14	HERO POINTS:	20		

•Skills:

Martial Artist: 4, Military Science: 4,
Weaponry: 4

•Advantages:

Connections: U.S. Armed Forces
(European Theater/Low);
Rank (Corporal); Scholar (History)

•Equipment:

M1 Rifle [BODY: 4, EV: 5, Ammo: 12,
Range: 6, R#: 2]
Grenades [BODY: 6, Bomb: 8, R#: 2]

•Motivation:

Responsibility of Power

•Wealth:

2

•Rank:

Corporal

•Serial Number:

984233-144

•Height:

6' 2"

•Weight:

198 lbs.

•Eyes:

Blue •**Hair:** Red

•Base of Operations:

Western Europe

•Nationality:

American



WORRY WART

DEX:	3	STR:	3	BODY:	3
INT:	3	WILL:	3	MIND:	4
INFL:	4	AURA:	3	SPIRIT:	3
INITIATIVE:	12	HERO POINTS:	15		

•Skills:

Martial Artist: 4, Military Science: 3,
Weaponry: 3

•Advantages:

Connections: U.S. Armed Forces
(European Theater/Low);
Rank (Private)

•Equipment:

M1 Rifle [BODY: 4, EV: 5, Ammo: 12,
Range: 6, R#: 2]
Grenades [BODY: 6, Bomb: 8, R#: 2]

•Motivation:

Responsibility of Power

•Wealth:

2

•Rank:

Private

•Serial Number:

234252-325

•Height:

5' 11"

•Weight:

169 lbs.

•Eyes:

Brown •**Hair:** Blond

•Base of Operations:

Western Europe

•Nationality:

American

ZACK NOLAN

DEX:	5	STR:	3	BODY:	5
INT:	5	WILL:	4	MIND:	4
INFL:	4	AURA:	4	SPIRIT:	4
INITIATIVE:	16	HERO POINTS:	30		

•Skills:

Martial Artist: 4, Military Science: 6,
Weaponry: 6

•**Advantages:**

Connections: U.S. Armed Forces (European Theater/Low); Rank (Corporal)

•**Equipment:**

Bazooka [BODY: 4, Bomb: 9, Ammo: 1, Range: 5, R#: 2]
Grenades [BODY: 6, Bomb: 8, R#: 2]

•**Motivation:** Responsibility of Power

•**Wealth:** 2

•**Rank:** Corporal

•**Serial Number:** 555896-661

•**Height:** 6' 2"

•**Weight:** 211 lbs.

•**Eyes:** Blue •**Hair:** Blond

•**Base of Operations:** Western Europe

•**Nationality:** American

EVALUATIONS: Lieutenant, here are those soldier evaluations you wanted. Sorry I couldn't include some of these guys' names. In Easy, we traditionally assign each new recruit a nickname just after he first sees combat. I've been calling these Joes by our pet names for so long now, I don't even remember most of their real names! Next to time you see Pvt. Johnson or Cpl. Nichols, they'll probably be able to help you out.

As for Easy, well, we've fought in North Africa, Sicily, Italy, and now France. Easy's stood against the best the krauts could offer at Kasserine Pass, Messina, Anzio, Monte Cassino, and Normandy. I'm sure you know that we've won a lot of decorations in our day, but you've been around long enough to know that there ain't none of 'em worth spit. There's never been a medal pinned on a man's chest that's helped him do his job. And that's all we're interested in, that and staying alive. And there ain't never been a medal pinned on a man's chest that's turned away a piece of shrapnel, either.

Bulldozer is our .30 caliber man and my ASL. We call him Bulldozer 'cause he's strong as an ox. I once saw him push a five-foot boulder more than two yards.

Zack Nolan was my ASL up through Italy. He doubled as Easy's bazooka man. Right now, Zack is stateside. He lost an arm arm to a kraut mortar barrage at Cassino.

Little Sure Shot is the best point man in the E.T.O. A full-blooded Apache,

his sharp eyes have sure saved my butt more than once.

Wildman is a rifleman. We call him Wildman because he goes wild when we get into combat. He's one of the most fearless Joes I've ever met. I guess he was a high school history teacher back in the States.

Ice Cream Soldier is another rifleman, who sometimes pulls double duty as our radio man. We call him Ice Cream Soldier because he hates the heat and loves the freezing cold. If I remember right, he's a farm boy from Minnesota.

4-Eyes is our sharpshooter. Without his glasses, he's blind as a bat, but he's still the best blessed shot in the theater.

I'm sure you've heard of **Jackie Johnson**, the ex-heavy-weight boxing champ. Jackie's one of our best soldiers. Any top kick would give his eye-teeth for a man like him.

Worry Wart is another of our riflemen. Unfortunately, the kid is absolutely convinced that none of us are gonna get home alive. It's funny, but sometimes I think he might be right.

Farmer Boy is our unofficial agricultural consultant and back-up point man. He's also an excellent shot and a skilled radio operator. He might be Easy's most versatile man.

Long Round and **Short Round** are our new bazooka men. Short Round loads 'em, and Long Round fires 'em. The pair of 'em have been misfits in every outfit they've ever served in, but they fit in just fine with Easy. I wouldn't swap 'em for three men.

—Sgt. Frank Rock (7/4/44)

Shortly after Sgt. Rock completed his evaluations, Ice Cream Soldier and Farmer Boy were killed in action.

So long, fellas. Easy will always remember you.

—Pfc. Jack Johnson (8/28/44)

Role Call:

Some of Easy's Other Veterans

Still Alive (as of 8/14/44):

Canary, Sparrow, Rubber Legs, Troubadour, Gloomy Gus, Sad Sam, Shaker, Timmy, Vic Lester, Everett, Big, Little, Breathless, Sharkey, Loud Mouth, Sunny, Archie, Baggy, Sol, Jonesy, Little Harry, Flag Boy, Duncan, Emmett, Achin', New Boy, Dash, Goldfish, Jockey, Shadow, Smitty, Highboy, Beanpole, Curly, Bear It, Fearful, Man Mountain, Gypsy, Falco

Killed In Action:

Wall, Sid, Mack, Al, Nick Anderson, Nick Barton, Sarge, Corp, First Class, Ed Ritchie, Nick Bates, Phil, Johnny Hayakawa, Benson, Arnie, Buster, Shortie, Big Feller, Sunny, Tin Soldier, Stretch, Billy, Havoc, Levy, Rubber Knee, Penny Ante, David, Mr. Percent, Gin, Glory Boy, Ramrod, Tony Saladino, Rooster, Tulio, Specs, Prince Charming, Henny, Shoot A Million, Little Gripe, Jitterbug Joe, Hank, Dancer, Shaker, Weepy Willie, Olsen, Goldstein, Pop, Crusher Cole, Nick Baxter, Runner Adams, Pedro, Cohen, Lazarus

Wounded In Action:

Skipper, Rabbit's Foot, Wee Willie, Junior, Lonesome, Brass Ring, Danny

Missing In Action:

Sig, the Kid

TYPICAL EASY VETERAN

DEX:	3	STR:	3	BODY:	3
INT:	4	WILL:	4	MIND:	4
INFL:	3	AURA:	3	SPIRIT:	4
INITIATIVE:	12	HERO POINTS:	15		

•Skills:

Martial Artist: 4, Military Science: 3, Weaponry: 3

•Advantages:

Connections: U.S. Armed Forces (European Theater/Low); Rank (Private)

•Equipment:

M1 Rifle [BODY: 4, EV: 5, Ammo: 12, Range: 6, R#: 2]

Grenades [BODY: 6, Bomb: 8, R#: 2]

•Motivation:

 Responsibility of Power

•Wealth:

 1

G.I. ROBOT

DEX:	7	STR:	7	BODY:	11
INT:	7	WILL:	6	MIND:	5
INFL:	4	AURA:	2	SPIRIT:	9
INITIATIVE:	18	HERO POINTS:	50		

•Powers:

Detect (Land Mines): 4, Flame Project: 9, Radar Sense: 12, Sealed Systems: 18, Swimming: 6, Ultra Vision: 8

•Skills:

Gadgetry: 7, Military Science: 9, Weaponry: 9

•Advantages:

Buddy (Sgt. Coker); Connection: U.S. Armed Forces (Pacific Theater/Low);

Pet (Cap)

•Drawbacks:

Miscellaneous: J.A.K.E. is a robot. Although quite sophisticated, he is still unable to feel most human emotions and does not quite understand humanity. Furthermore, J.A.K.E. is not entitled to Recovery Checks. Instead, he must repair himself like a gadget (see the *Rules Manual*, page 36). He may use Last Ditch Defense.

•Equipment:

FINGERTIP WEAPONRY [EV: 9, Ammo: 12, Range: 9, R#: 3]

Note: J.A.K.E. can shoot machine gun bullets, anti-aircraft shells, or tiny torpedoes from his fingers. Each weapon has an EV of 9, an Ammo Rating of 12, and a Range of 9. BOOT JETS [Flight: 9, R#: 4]

•Pet:

CAP — J.A.K.E.'s Robot Dog

DEX:	6	STR:	6	BODY:	7
INT:	4	WILL:	4	MIND:	3
INFL:	1	AURA:	1	SPIRIT:	3
INITIATIVE:	11				

•Powers:

Analytic Smell/Tracking
Scent: 8, Claws: 6

•Motivation: Responsibility of Power

•Wealth: Not Applicable

•Name: J.A.K.E. 2 (Jungle Automatic Killer — Experimental)

•Rank: Not Applicable

•Serial Number: 495205-233

•Height: 6' 6" •Weight: 548 lbs.

•Eyes: Photoelectric •Hair: None

•Base of Operations: Pacific Theater

•Nationality: Not Applicable

EVALUATIONS: J.A.K.E. stands for Jungle Automatic Killer — Experiment-

tal. The first J.A.K.E. robot entered service in February of 1944, ultimately sacrificing itself to protect an entire Allied fleet in September. Within two weeks of its predecessor's demise, a second J.A.K.E. entered service on Tarawa. This newer model remains in action to this day.

In my opinion, the J.A.K.E. project is even more successful than we'd hoped. In the field, all of J.A.K.E.'s built-in weapons perform their assigned functions admirably. On a number of occasions, I've seen J.A.K.E. successfully tackle large formations of enemy troops, planes, and ships single-handedly.

Even more remarkably, J.A.K.E. seems to have developed a sort of rudimentary personality. He knows what we're fighting for as well as any man in this army, and he's willing to make the ultimate sacrifice in order to attain it. In fact, I have to admit that I am beginning to look upon J.A.K.E. as a personal friend. He's certainly saved my bacon enough times to earn my trust.

—Sgt. Coker (1/3/45)

GRAVEDIGGER

DEX:	8	STR:	5	BODY:	5
INT:	6	WILL:	9	MIND:	7
INFL:	7	AURA:	5	SPIRIT:	8
INITIATIVE:	25	HERO POINTS:	65		

•Skills:

Acrobatics: 3, Detective: 6, Martial Artist: 8, Medicine (First Aid): 6, Military Science: 9, Thief: 7, Vehicles: 7, Weaponry: 8

•Advantages:

Connections: U.S. Armed Forces (Home Front/High, European Theater/High);

Iron Nerves; Lightning Reflexes; Sharp Eye

•Drawbacks:

Mistrust (Some Allied leaders mistrust Gravedigger due to an incident in which he was brainwashed by the Nazis and because of their own racist proclivities); Strange Appearance (On one of his earliest missions, Gravedigger's face was scarred by a tank tread)

•Equipment:

Thompson SMG [BODY: 4, AV: 5, EV: 5, Ammo: 5, Range: 5, R#: 3]
Grenades (x4)

[BODY: 6, Bomb: 8, R#: 2]

•Motivation: Seeking Justice

•Wealth: 5

•Real Name: Ulysses Hazard

•Rank: Captain

•Serial Number: 234003-323

•Height: 6' 2"

•Weight: 201 lbs.

•Eyes: Brown •Hair: Black

•Base of Operations: Western Europe

•Nationality: American

EVALUATIONS: I find Ulysses Hazard's life story most interesting. It seems that while growing up in Alabama, Hazard was afflicted by crippling polio. Although it shatters most, the disease had just the opposite effect on Captain Hazard. Instead of prompting him to drift into despair, it instead urged him to marshal his willpower and mount a fierce counterattack. So solid was his determination that after just three years of physical therapy, he had already regained the ability to walk. After six years, he had boosted his strength and agility to a level near human perfection.

After Captain Hazard enlisted in the Army in 1942, his skills were shamefully wasted on a grave-digging detail, the assignment that resulted in his chosen code-name. Of course, it wasn't long before a man of Hazard's grit grew weary of such menial duties and began searching for an opportunity to take a more active role in the war that was beginning to claim the lives of more and more of his friends. In early 1943, Hazard created his own opportunity when he went A.W.O.L., returned to the United States, and successfully penetrated a meeting of the Joint Chiefs of Staff in order to prove his abilities. Suitably impressed, of course, the Chiefs immediately made Hazard a sort of one-man covert-operations force and assigned him to work behind enemy lines. Since drawing this assignment, he has predictably scored many impressive victories.

Currently, Gravedigger is one of the most skilled operatives at our disposal. Between his own covert efforts and those of the Unknown Soldier, we might soon be in a position to seize Hitler's magic spear, perhaps allowing us to launch a metahuman offensive as early as April of 1944.

—Control (11/3/43)

The Haunted Tank

Jeb's tank really is haunted by the ghost of General Stuart. At the beginning of each Haunted Tank adventure, the General usually appears and gives Jeb a cryptic warning regarding the tank crew's immediate future (using his Precognition Power). More than once, this warning has saved the lives of Jeb and his entire crew. Sometimes, the General's ghost even fights alongside Jeb's tank.

General Stuart is not the only ghost who is active in the European Theater of Operations. In fact, he is only one member of a whole family of ghosts, known as the Celebrated Apparitions, who haunt military equipment of all descriptions, belonging to all belligerent nationalities. The leader of the Celebrated Apparitions and the mediator of all disputes between its members is the spirit of Alexander the Great. So far, General Stuart has come into conflict with the ghosts of Alaric the Goth and Attila the Hun, both of whom haunt German tanks, and the ghost of General William Tecumseh Sherman, who tried to replace him as Jeb's guardian after the crew of the Haunted Tank traded in its trusty M3 Stuart tank for an M4 Sherman tank. Assume that all of the other Celebrated Apparitions have statistics identical to Stuart's.

The general's ghost has the following statistics:

GENERAL J.E.B. STUART

DEX: 12 STR: 16 BODY: 16
INT: 11 WILL: 10 MIND: 11
INFL: 11 AURA: 13 SPIRIT: 17
INITIATIVE: 34 HERO POINTS: 100

•Powers:

Growth: 12, Invisibility: 16, Mind Probe: 13, Precognition: 15, Self Link (Spirit Travel): 18

•Skills:

Animal Handling: 9, Detective: 11, Military Science: 13, Weaponry: 9

•Limitations:

Miscellaneous: Stuart can only make himself visible to Jeb Stuart and soldiers who are dying; Power Restrictions: Growth is always on and serves only to make the General a larger target: the Growth bonus to STR and BODY are already reflected in the General's Attributes; Stuart's Self Link (Spirit Travel) Power is always on; Miscellaneous: General Stuart can only render himself corporeal for a single phase at a time, and even then he cannot directly attack one of Jeb's enemies (he might, for instance, slam a mountain and cause a rock slide that prevents Nazi tanks from chasing Jeb, but he cannot smash the tanks themselves); becoming corporeal costs Stuart 15 Hero Points; although his Invisibility makes it difficult to envision, he can be harmed by normal weapons while temporarily assuming corporeal form.

•Advantages:

Leadership; Sharp Eye

•Motivation: Responsibility of Power

•Wealth: Not Applicable



EDDIE CRAIG

DEX: 4 STR: 3 BODY: 3
INT: 4 WILL: 4 MIND: 4
INFL: 4 AURA: 3 SPIRIT: 5
INITIATIVE: 14 HERO POINTS: 20

•Skills:

Martial Artist: 4, Military Science: 4, Vehicles (Land): 6, Weaponry: 4

•Advantages:

Connections: U.S. Armed Forces (European Theater/Low); Rank (Private)

•Equipment:

.45 Pistol [BODY: 4, EV: 5, Ammo: 8, Range: 4, R#: 2]

•Motivation: Responsibility of Power

•Wealth: 3

•Rank: Private

•Serial Number: 254344-434

•Height: 5' 9"

•Weight: 158 lbs.

•Eyes: Brown •Hair: Brown

•Base of Operations: Western Europe

•Nationality: American



THE HAUNTED TANK (Includes Bill Craig, Eddie Craig, Gus Gray, Jeb Stuart and Rick Rawlins)



BILL CRAIG

DEX: 5 STR: 4 BODY: 4
INT: 4 WILL: 5 MIND: 5
INFL: 5 AURA: 4 SPIRIT: 6
INITIATIVE: 16 HERO POINTS: 30

•Skills:

Animal Handling: 5, Gadgetry: 3, Martial Artist: 5, Military Science: 6, Vehicles (Land): 8, Weaponry: 9

•Advantages:

Connections: U.S. Armed Forces (European Theater/Low); Rank (Sergeant); Scholar (Tank Repair)

•Equipment:

.45 Pistol [BODY: 4, EV: 5, Ammo: 8, Range: 4, R#: 2]

•Motivation: Responsibility of Power

•Wealth: 3

•Rank: Sergeant

•Serial Number: 295295-965

•Height: 5' 8"

•Weight: 179 lbs.

•Eyes: Blue •Hair: Brown

•Base of Operations: Western Europe

•Nationality: American

GUS GRAY

DEX: 7 STR: 4 BODY: 5
INT: 5 WILL: 6 MIND: 5
INFL: 5 AURA: 4 SPIRIT: 5
INITIATIVE: 21 HERO POINTS: 30

•Skills:

Acrobatics: 2, Martial Artist: 5, Military Science: 4, Vehicles (Land): 8, Weaponry: 6

•Advantages:

Connections: U.S. Armed Forces (European Theater/Low); Lightning Reflexes; Rank (Corporal); Scholar (Tank Gunnery)

•**Equipment:**

.45 Pistol [BODY: 4, EV: 5, Ammo: 8,
Range: 4, R#: 2]

•**Motivation:** Responsibility of Power

•**Wealth:** 2

•**Rank:** Corporal

•**Serial Number:** 777885-555

•**Height:** 6' 1"

•**Weight:** 210 lbs.

•**Eyes:** Brown •**Hair:** Black

•**Base of Operations:** Western Europe

•**Nationality:** American



JEB STUART

DEX: 6	STR: 4	BODY: 4
INT: 7	WILL: 7	MIND: 6
INFL: 6	AURA: 6	SPIRIT: 7
INITIATIVE: 23		HERO POINTS: 55

•**Skills:**

Gadgets: 4, Martial Artist: 5,
Military Science: 8, Vehicles
(Land): 10, Weaponry: 7

•**Advantages:**

Connections: U.S. Armed Forces
(European Theater/Low);
Leadership; Lightning Reflexes;
Iron Nerves; Rank (Lieutenant);
Scholar (Tank Repair);
Miscellaneous: Jeb has a strange
relationship with the ghost of his
namesake, Confederate General
James Ewell Brown (J.E.B.) Stuart.
Only Jeb can see the general's ghost
and hear the general's advice (see
sidebar).

•**Equipment:**

.45 Pistol [BODY: 4, EV: 5, Ammo: 8,
Range: 4, R#: 2]
M3 STUART TANK (originally)
M4 SHERMAN TANK (later)

•**Motivation:** Responsibility of Power

•**Wealth:** 4

•**Rank:** Lieutenant

•**Serial Number:** 349906-200

•**Height:** 5' 11"

•**Weight:** 180 lbs.

•**Eyes:** Brown •**Hair:** Brown

•**Base of Operations:** Western Europe

•**Nationality:** American

RICK RAWLINS

DEX: 4	STR: 3	BODY: 4
INT: 5	WILL: 5	MIND: 4
INFL: 4	AURA: 3	SPIRIT: 6
INITIATIVE: 15		HERO POINTS: 30

•**Skills:**

Martial Artist: 4, Military Science: 4,
Vehicles (Land): 8, Weaponry: 6

•**Advantages:**

Connections: U.S. Armed Forces
(European Theater/Low);
Rank (Private); Scholar
(Tank Gunnery)

•**Equipment:**

.45 Pistol [BODY: 4, EV: 5, Ammo: 8,
Range: 4, R#: 2]

•**Motivation:** Responsibility of Power

•**Wealth:** 1

•**Rank:** Private

•**Serial Number:** 869699-653

•**Height:** 5' 8"

•**Weight:** 161 lbs.

•**Eyes:** Blue •**Hair:** Blond

•**Base of Operations:** Western Europe

•**Nationality:** American

EVALUATIONS: You can always
spot Jeb Stuart's tank a mile away. Its
the only tin can in the whole European
Theater with the old Stars and Bars
flying over it.

I've had the opportunity to fight along-
side Lt. Stuart and his men in North
Africa, Italy, and Normandy, and I can
tell you that there isn't a single soldier
anywhere who I'd rather see guarding
Easy's flank. Jeb told me that last time
he counted, he and his men had person-
ally destroyed something like 96 enemy
tanks, but that was a couple years ago.
By now, the figure's gotta be well into
the hundreds.

Funny thing about Jeb is, he claims his
tank's haunted. Jeb says that the ghost of
Confederate General J.E.B. Stuart him-
self watches over his crew and gives him
old cavalryman advice on how to deal
with the Nazis. I don't know if I believe
all of that, but I can sure say that the
results speak for themselves.

Jeb's current crewmen are:

Gus Gray, the famous Olympic sprint
champion. Gray's Jeb's second gunner.
He's a real nice fella, real proud.

Rick Rawlins, who's been with Jeb
since tank school. Rick's a primary gun-
ner and a blessed good one. The rumor
on the front is that Rick's eye is so good
he can shoot down enemy artillery shells.
Rick comes from a small town in Ne-
braska. He's a real country kid.

Bill Craig is Jeb's driver. Craig's a
30-year vet. In W.W. I, he served with
the horse cavalry and drove one of the
first American tanks. He's a real down-
to-earth kinda guy. His experience
makes him one hell of a welcome ally.
Eddie Craig, Bill's son, is Jeb's rookie.
He hasn't seen much action yet, but Jeb
says he can already load a 75 mm gun
faster than half the instructors in tank
school. Eddie's a real nice kid. Too bad
he's gotta be over here killing Germans
rather than back home playing football.

—Sgt. Frank Rock 1/14/44

HUNTER'S HELLCATS (Include
Ben Hunter, Brute, Juggler, Snake Oil,
and Swinger)

BEN HUNTER

DEX: 6	STR: 4	BODY: 5
INT: 7	WILL: 6	MIND: 6
INFL: 6	AURA: 6	SPIRIT: 7
INITIATIVE: 21		HERO POINTS: 45

•**Skills:**

Detective: 6, Martial Artist: 6,
Military Science: 7, Thief (Stealth):
7, Vehicles: 6, Weaponry: 6

•**Advantages:**

Connection: U.S. Armed Forces
(European Theater/High);
Leadership; Rank (Lieutenant);
Scholar (Commando Training)

•**Equipment:**

Thompson SMG [BODY: 4, AV: 5,
EV: 5, Ammo: 5, Range: 5, R#: 3]
BAYONET [BODY: 5, EV: 3]
Grenades (x4)
[BODY: 6, Bomb: 8, R#: 2]

•**Motivation:** Responsibility of Power

•**Wealth:** 4

•**Rank:** Lieutenant

•**Serial Number:** 784915-654

•**Height:** 6'

•**Weight:** 198 lbs.

•**Eyes:** Blue •**Hair:** Brown

•**Base of Operations:** Western Europe/
Pacific Theater of Operations

•**Nationality:** American

BRUTE

DEX:	4	STR:	5	BODY:	6
INT:	3	WILL:	5	MIND:	5
INFL:	4	AURA:	3	SPIRIT:	0 7
INITIATIVE:	13	HERO POINTS:	25		

•Skills:

Martial Artist: 6, Military Science: 6,
Thief (Stealth): 4, Weaponry: 5

•Advantages:

Connection: U.S. Armed Forces
(European Theater/Low); Rank
(Private); Scholar (Commando
Training)

•Equipment:

Thompson SMG [BODY: 4, AV: 5,
EV: 5, Ammo: 5, Range: 5, R#: 3]
BAYONET [BODY: 5, EV: 3]
Grenades (x4)
[BODY: 6, Bomb: 8, R#: 2]

•Motivation: Responsibility of Power

•Wealth: 1

•Real Name: Classified

•Rank: Private

•Serial Number: 337749-233

•Height: 6' 6"

•Weight: 270 lbs.

•Eyes: Brown •Hair: Brown

•Base of Operations: Western Europe/ Pacific Theater of Operations

•Nationality: American

JUGGLER

DEX:	7	STR:	4	BODY:	4
INT:	4	WILL:	5	MIND:	5
INFL:	4	AURA:	4	SPIRIT:	7
INITIATIVE:	17	HERO POINTS:	25		

•Skills:

Martial Artist: 6, Military Science: 6,
Thief (Stealth): 4, Weaponry: 5

•Advantages:

Connection: U.S. Armed Forces
(European Theater/Low); Rank
(Private); Scholar (Commando
Training)

•Equipment:

Thompson SMG [BODY: 4, AV: 5,
EV: 5, Ammo: 5, Range: 5, R#: 3]
BAYONET [BODY: 5, EV: 3]
Grenades (x4)
[BODY: 6, Bomb: 8, R#: 2]

•Motivation: Responsibility of Power

•Wealth: 1

•Real Name: Classified

•Rank: Private

•Serial Number: 446473-344

•Height: 5' 11"

•Weight: 173 lbs.

•Eyes: Brown •Hair: Black

•Base of Operations: Western Europe/ Pacific Theater of Operations

•Nationality: American

SNAKE OIL

DEX:	4	STR:	4	BODY:	4
INT:	5	WILL:	6	MIND:	5
INFL:	6	AURA:	6	SPIRIT:	7
INITIATIVE:	15	HERO POINTS:	25		

•Skills:

Charisma: 7, Martial Artist: 6,
Military Science: 6, Thief
(Stealth): 4, Weaponry: 5

•Advantages:

Connection: U.S. Armed Forces (Euro-
pean Theater/Low); Gift of Gab; Rank
(Private); Scholar (Commando Training)

•Equipment:

Thompson SMG [BODY: 4, AV: 5,
EV: 5, Ammo: 5, Range: 5, R#: 3]
BAYONET [BODY: 5, EV: 3]
Grenades (x4)
[BODY: 6, Bomb: 8, R#: 2]

•Motivation: Responsibility of Power

•Wealth: 1

•Real Name: Classified

•Rank: Private

•Serial Number: 651434-375

•Height: 5' 9"

•Weight: 167 lbs.

•Eyes: Blue •Hair: Brown

•Base of Operations: Western Europe/ Pacific Theater of Operations

•Nationality: American

SWINGER

DEX:	6	STR:	4	BODY:	4
INT:	4	WILL:	6	MIND:	5
INFL:	4	AURA:	4	SPIRIT:	7
INITIATIVE:	16	HERO POINTS:	25		

•Skills:

Acrobatics (Climbing): 7, Martial
Artist: 5, Military Science: 6,
Thief: 6, Weaponry: 6

•Advantages:

Connection: U.S. Armed Forces
(European Theater/Low);
Rank (Private); Scholar
(Commando Training)

•Equipment:

Thompson SMG [BODY: 4, AV: 5,
EV: 5, Ammo: 5, Range: 5, R#: 3]
BAYONET [BODY: 5, EV: 3]
Grenades (x4)
[BODY: 6, Bomb: 8, R#: 2]

•Motivation: Responsibility of Power

•Wealth: 1

•Real Name: Classified

•Rank: Private

•Serial Number: 243856-333

•Height: 5' 10"

•Weight: 172 lbs.

•Eyes: Blue •Hair: Black

•Base of Operations: Western Europe/ Pacific Theater of Operations

•Nationality: American

EVALUATIONS: Here's that report
you needed, Phil. Unfortunately, some of
the info you requested is still classified.

The Hellcats are a team of comman-
dos organized by the War Department
brass to undertake specialized raids with
high expected casualty rates. Although
many of our assignments are so-called
"suicide missions," to date we have lost
only a single soldier in combat (code-
named Little Joe, KIAed in Italy). With
the exception of myself, each of the
Hellcats is a convicted criminal who
has agreed to join our outfit in return for
a reduced or suspended sentence. For
this reason, our superiors consider them
all expendable.

At present, there are six Hellcats, but
you should make a note that we tend to
receive a steady stream of additional forces
on a mission-by-mission basis. For secu-
rity reasons, I am not allowed to divulge
the true identities of any of my men.

Brute is our strong man, a rough
character in the truest sense of the word.
I've seen him beat more than one man to
death with his bare hands.

Swinger was a cat burglar in civilian
life. You would be surprised to learn
how often his special talents have saved
our bacon.

Snake Oil is our resident con artist.
Watch your guard whenever he's
around. This guy could sell the Brook-
lyn Bridge to the N.Y.P.D.

Rounding out the group is **Heller**, a
WAC we picked up in Italy. The only
non-criminal in our group, she decided
to tag along in the hope that somewhere
in the Army, she'll run into the guy who
killed her father back in the States.

As for me, I was a homicide detective
back home. Although I didn't envy this
assignment when I drew it, I've got to
admit that I've almost learned to respect
these characters. I don't think you'll
find a finer fighting force anywhere in
the whole stinking army.

—Lt. Benjamin Hunter (4/11/44)

THE LOSERS (Include Gunner, Johnny Cloud, Ona, Sarge and William Storm)

GUNNER

DEX:	7	STR:	3	BODY:	5
INT:	6	WILL:	6	MIND:	6
INFL:	6	AURA:	4	SPIRIT:	7
INITIATIVE:	23	HERO POINTS:	55		

- Skills:**
Martial Artist: 6, Medicine (first Aid): 5, Military Science: 6, Weaponry: 7
- Advantages:**
Connections: U.S. Armed Forces (Pacific Theater/Low); Lightning Reflexes; Pet (Pooch): Rank (Private); Scholar (Jungle Warfare)
- Equipment:**
Thompson SMG [BODY: 4, AV: 5, EV: 5, Ammo: 5, Range: 5, R#: 3]
Grenades [BODY: 6, BOMB: 8, R#: 2]
- Motivation:** Responsibility of Power
- Wealth:** 1
- Rank:** Private
- Serial Number:** 425888-845
- Height:** 5' 10"
- Weight:** 162 lbs.
- Eyes:** Blue •**Hair:** Blond
- Base of Operations:** Western Europe
- Nationality:** American

JOHNNY CLOUD

DEX:	7	STR:	3	BODY:	5
INT:	6	WILL:	8	MIND:	7
INFL:	6	AURA:	6	SPIRIT:	8
INITIATIVE:	23	HERO POINTS:	60		

- Skills:**
Gadgetry: 3, Martial Artist: 6, Military Science: 7, Vehicles (Air): 9, Weaponry: 7
- Advantages:**
Connections: U.S. Armed Forces (European Theater/High); Iron Nerves; Lightning Reflexes; Rank (Lieutenant, later Captain); Scholar (Aircraft Repair); Sharp Eye
- Equipment:**
.45 Pistol [BODY: 4, EV: 5, Ammo: 8, Range: 4, R#: 2]
P-51 MUSTANG FIGHTER [STR: 5, BODY: 7, EV: 8, Flight: 9, R#: 2]
- Motivation:** Responsibility of Power
- Wealth:** 4/5
- Rank:** Lieutenant, later Captain
- Serial Number:** 956555-230
- Height:** 5' 11"
- Weight:** 180

- Eyes:** Brown •**Hair:** Black
- Base of Operations:** Western Europe
- Nationality:** American

ONA

DEX:	6	STR:	2	BODY:	3
INT:	5	WILL:	4	MIND:	5
INFL:	4	AURA:	4	SPIRIT:	6
INITIATIVE:	17	HERO POINTS:	50		

- Skills:**
Martial Artist: 4, Military Science: 3, Weaponry: 3
- Advantages:**
Connections: The Losers (High), Norwegian Resistance (High)
- Drawbacks:**
Guilt
- Equipment:**
M1 Rifle [BODY: 4, EV: 5, Ammo: 12, Range: 6, R#: 2]
Grenades [BODY: 6, Bomb: 8, R#: 2]
- Motivation:** Seeking Justice
- Wealth:** 2
- Rank:** Corporal (provisional)
- Serial Number:** 3691215-182
- Height:** 5' 6"
- Weight:** 115 lbs.
- Eyes:** Blue •**Hair:** Black
- Base of Operation:** Western Europe
- Nationality:** Norwegian

SARGE

DEX:	7	STR:	4	BODY:	5
INT:	6	WILL:	6	MIND:	6
INFL:	6	AURA:	5	SPIRIT:	7
INITIATIVE:	23	HERO POINTS:	60		

- Skills:**
Martial Artist: 6, Medicine (First Aid): 5, Military Science: 6, Weaponry: 7
- Advantages:**
Connections: U.S. Armed Forces (Pacific Theater/Low); Lightning Reflexes; Pet (Pooch); Rank (Sergeant); Scholar (Jungle Warfare)
- Equipment:**
Thompson SMG [BODY: 4, AV: 5, EV: 5, Ammo: 5, Range: 5, R#: 3]
Grenades [BODY: 6, Bomb: 8, R#: 2]
- Pet:**

POOCH

— Gunner & Sarge's Dog

DEX:	7	STR:	2	BODY:	3
INT:	2	WILL:	5	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	5
INITIATIVE:	11				

- Powers:**
Analytic Smell/Tracking
Scent: 8, Claws: 4
- Motivation:** Responsibility of Power
- Wealth:** 3
- Rank:** Sergeant
- Serial Number:** 584655-459
- Height:** 6'
- Weight:** 205 lbs.
- Eyes:** Blue •**Hair:** Red
- Base of Operation:** Western Europe
- Nationality:** American

WILLIAM STORM

DEX:	6	STR:	4	BODY:	5
INT:	7	WILL:	9	MIND:	8
INFL:	7	AURA:	6	SPIRIT:	8
INITIATIVE:	24	HERO POINTS:	65		

- Skills:**
Charisma: 7, Gadgetry: 3, Martial Artist: 7, Medicine (First Aid): 7, Military Science: 8, Vehicles (Water): 10, Weaponry: 8
 - Advantages:**
Connections: U.S. Armed Forces (European Theater/High, Pacific Theater/Low); Iron Nerves; Leadership; Lightning Reflexes; Rank (Captain); Scholar (Navigation, Boat Repair)
 - Drawbacks:**
Serious Physical Restriction (Storm's left leg is artificial, limiting his movement rate to 3 APs per phase); Minor Physical Restriction (Storm has only one eye)
 - Equipment:**
Thompson SMG [BODY: 4, AV: 5, EV: 5, Ammo: 5, Range: 5, R#: 3]
.45 Pistol [BODY: 4, EV: 5, Ammo: 8, Range: 4, R#: 2]
PT BOAT [STR: 7, BODY: 7, EV: 8, Swimming: 6, R#: 2]
Note: The PT Boat carries several torpedoes (see page 120).
 - Motivation:** Responsibility of Power
 - Wealth:** 7
 - Rank:** Captain
 - Serial Number:** 453459-112
 - Height:** 5' 11"
 - Weight:** 167 lbs.
 - Eyes:** Brown •**Hair:** Brown
 - Base of Operations:** Western Europe
 - Nationality:** American
- EVALUATIONS: I'm one of the few guys in the service who's had an opportunity to serve alongside the Losers, so

naturally, I get stuck writing this profile. Oh, well.

First off, don't let the code-name fool you. These guys are good: damn good. In the last five years, High Command has pulled out 30 or 40 missions planned earlier in the war, but thought impossible, and assigned them to the Losers. It doesn't surprise me that the S.O.B.s have completed every damn one and have never left anybody behind. I'm a pretty choosy guy, but I wouldn't mind fighting alongside these screwballs any day. In fact, you can consider this an official request.

Last time we met, Bill Storm told me the story of how the Losers met and it's interesting enough to bear a repeat. Storm had been recently transferred to the E.T.O., and just a couple days after he arrived, he had another PT Boat blown out from under him. At the same time, Johnny Cloud had just lost a wingman and crashed a plane himself, and Gunner and Sarge had just lost a whole squad of recruits they'd been training. So then, all four of these guys run into each other in France and get to talking about what a bunch a losers they all are. After flappin' their gums for a while, they get so riled up that they decide to go out and do something. Right then and there, the four of them run out and blow up a heavily defended Nazi radar tower — no orders or nothing. During the raid, they discover that when they work together, they're winners. Here we are, over a year later, and they're still a unit. Right now, I don't think the Pentagon would break 'em up for nothing.

So, for the record, the Losers are:

Capt. William Storm was a PT commander in the P.T.O. for a while. I just can't figure out how he managed to lose all them boats and still be up and about. The guy obviously knows what he's doing. He's level-headed, resourceful, and often brilliant. You can always recognize Bill by his eye patch and limp — he once had a tussle with a great white shark back in the Pacific.

Capt. Johnny Cloud is gonna finish out this war America's top fighting ace, and he's just as good on the ground as he is in the air. He's a full-blooded Apache, and not all those "injun tricks" in the westerns are baloney. Anyway, Johnny's a good kid.

Gunner and Sarge are a two-man K9 recon team. These guys learned which end of the gun is which with the Marine Corps on Bataan. Their dog, **Pooch**, has been specially trained to sniff out the enemy, and he's a whole lot smarter than some of the generals I know. Gunner and Sarge both came from the slums in New York, a place that'll give you better instruction in hand-to-hand combat than any boot camp I ever visited.

For a while, Capt. Storm was missing in action, and the Losers were joined by **Ona**, a member of the Norwegian underground. Seems she lost her father to a Nazi bomb and she joined the team because she thought she was a loser, too. She stuck around a while after Storm turned up alive, but she's gone back to Norway the last I heard.

—*The Unknown Soldier* (4/3/44)

MADEMOISELLE MARIE

DEX:	7	STR:	3	BODY:	4
INT:	8	WILL:	8	MIND:	7
INFL:	7	AURA:	7	SPIRIT:	7
INITIATIVE:	26	HERO POINTS:	65		

•Skills:

Artist (Actor): 7, Charisma: 8, Martial Artist: 7, Medicine (First Aid): 7, Military Science: 8, Thief: 8, Vehicles: 6, Weaponry: 7

•Advantages:

Area Knowledge (French Countryside); Connections: French Resistance (High), Allied Armed Forces (High); Iron Nerves; Leadership; Lightning Reflexes

•Equipment:

M3 Grease Gun [BODY: 4, AV: 5, EV: 5, Ammo: 5, Range: 5, R#: 3]
Grenades [BODY: 6, Bomb: 8, R#: 2]

•Motivation: Seeking Justice

•Wealth: 5

•Real Name: Unknown

•Rank: Not Applicable

•Serial Number: Not Applicable

•Height: 5' 1"

•Weight: 97 lbs.

•Eyes: Blue •Hair: Brown

•Base of Operations: France

•Nationality: French

EVALUATIONS: I don't exactly understand why you're asking me to write this profile of Marie. You guys probably know more about her than I

do. But anyway, here goes:

Marie is just swell. Although she's obviously a young woman, she's at least as good a soldier as any man in Easy Company.

She's also one real cool customer. The last time I saw her, the Germans had welded her into a solid steel body suit in order to keep her from revealing some big Nazi secret she'd discovered. Although we eventually rescued her, it took me and Johnny Cloud more than two days to get her back behind Allied lines, and after two whole days in that sweat box, she must've been dying. But the whole trip, I didn't hear a single peep out of her. And ya know, I don't think I was really all that surprised. I could've told the Nazis it was gonna take more than a tin suit to slow down Marie. It's funny too. She's so warm and nice. If I would've met her before the war, I never would've guessed she had the heart of a soldier.

I don't know if you want me to mention the part about Marie heading up the French Resistance here, but I'll go ahead and drop a note in anyway. If it gets in the way, you can always black it out later. Last time I checked, Marie had more than 700 soldiers in her army, fighting all across France. I for one can testify that Marie's people are real life savers. I can't count how many times they've pulled Easy's fat out of the fire.

—*Sgt. Frank Rock* (9/9/44)

THE O.S.S. (Includes "Control", *Falcon*, *Fleur*, *Sorcerer*, and *Kana the Shadow Warrior*)

"CONTROL"

DEX:	5	STR:	3	BODY:	3
INT:	10	WILL:	9	MIND:	9
INFL:	8	AURA:	7	SPIRIT:	7
INITIATIVE:	25	HERO POINTS:	55		

•Skills:

Charisma: 8, Detective: 10, Martial Artist: 5, Military Science: 12, Thief: 8, Vehicles: 5, Weaponry: 5

•Advantages:

Connections: U.S. Government (High), Allied Armed Forces (European Theater/High, Pacific Theater High, Home Front/High); Leadership; Sharp Eye

- Equipment:**
.45 Pistol [BODY: 4, EV: 5, Ammo: 8, Range: 4, R#: 2]
- Motivation:** Responsibility of Power
- Wealth:** 8
- Real Name:** Classified
- Rank:** Classified
- Serial Number:** Classified
- Height:** 6' 1"
- Weight:** 189 lbs.
- Eyes:** Blue •**Hair:** Bald
- Base of Operations:** London/Western Europe
- Nationality:** American

FALCON

DEX:	7	STR:	4	BODY:	5
INT:	8	WILL:	8	MIND:	8
INFL:	7	AURA:	6	SPIRIT:	8
INITIATIVE:	26	HERO POINTS:	55		

- Skills:**
Artist (Actor): 8, Detective: 6, Martial Artist: 7, Military Science: 5, Thief: 8, Weaponry: 7
- Advantages:**
Connections: U.S. Government (High), Allied Armed Forces (High); Iron Nerves; Lightning Reflexes
- Equipment:**
.45 Pistol [BODY: 4, EV: 5, Ammo: 8, Range: 4, R#: 2]
- Motivation:** Responsibility of Power
- Wealth:** 7
- Real Name:** Classified
- Rank:** Classified
- Serial Number:** Classified
- Height:** 6' 2"
- Weight:** 221 lbs.
- Eyes:** Blue •**Hair:** Red
- Base of Operations:** Western Europe
- Nationality:** American

FLEUR

DEX:	6	STR:	3	BODY:	3
INT:	6	WILL:	6	MIND:	7
INFL:	7	AURA:	6	SPIRIT:	7
INITIATIVE:	23	HERO POINTS:	45		

- Skills:**
Artist (Actor): 5, Charisma: 9, Martial Artist: 5, Thief: 7, Weaponry: 6
- Advantages:**
Attractive; Connections: German High Command (Low); Lightning Reflexes
- Equipment:**
P38 Pistol [BODY: 4, EV: 5, Ammo: 8, Range: 4, R#: 2]

- Motivation:** Responsibility of Power
- Wealth:** 6
- Real Name:** Classified
- Rank:** Classified
- Serial Number:** Classified
- Height:** 5' 10"
- Weight:** 108 lbs.
- Eyes:** Blue •**Hair:** Blond
- Base of Operations:** Western Europe
- Nationality:** German

KANA THE SHADOW WARRIOR

DEX:	8	STR:	4	BODY:	5
INT:	6	WILL:	8	MIND:	7
INFL:	7	AURA:	6	SPIRIT:	7
INITIATIVE:	25	HERO POINTS:	55		

- Skills:**
Acrobatics: 3, Martial Artist: 8, Military Science: 6, Thief: 9, Weaponry: 9
- Advantages:**
Connections: Allied Armed Forces (Pacific Theater/High, European Theater/Low), Japanese High Command (Low); Iron Nerves; Lightning Reflexes; Scholar (Oriental Philosophy)
- Equipment:**
Katana [BODY: 6, EV: 5]
Shuriken [BODY: 6, EV: 2, Gliding: 1]
Bonuses: Kana can throw up to four shuriken at a time and may add +1 to his dice roll for each additional shuriken thrown past the first.
Hankyu Bow [BODY: 2, Range: 6]
ARROWS (x20) [BODY: 1, EV: 4]
- Motivation:** Responsibility of Power
- Wealth:** 4
- Real Name:** Classified
- Rank:** Classified
- Serial Number:** Classified
- Height:** 5' 10"
- Weight:** 171 lbs.
- Eyes:** Black •**Hair:** Black
- Base of Operations:** Pacific Rim
- Nationality:** Japanese

SORCERER

DEX:	3	STR:	3	BODY:	3
INT:	9	WILL:	9	MIND:	6
INFL:	7	AURA:	6	SPIRIT:	5
INITIATIVE:	19	HERO POINTS:	35		

- Skills:**
Gadgetry: 8, Science: 8, Vehicles: 3, Weaponry: 3
- Advantages:**
Connections: Allied Armed Forces (High), U.S. Government (High); Genius

- Motivation:** Responsibility of Power
- Wealth:** 7
- Real Name:** Classified
- Rank:** Classified
- Serial Number:** Classified
- Height:** 5' 10"
- Weight:** 151 lbs.
- Eyes:** Brown •**Hair:** Black
- Base of Operations:** London/Western Europe
- Nationality:** American

EVALUATIONS: I established the Office of Strategic Services in 1941. Its purpose is to centralize the intelligence-collection functions of the U.S. forces.

The Special Operations Division of the OSS is based in London and headed by a man known to me as **Control**. The function of the Special Operations Division is to devise and undertake risky espionage missions deep in enemy territory.

Control himself is an ex-OSS field agent. In 1942, he watched the Nazis gun down his wife, Dina, in front of his very eyes, rather than betray OSS secrets. Although I've only met him once or twice, I've always found Control deeply intelligent, although somewhat distant. Of course, this isn't all that surprising. Knowing that each time he sends an operative on a mission, he might be sending the brave lad or lady to meet a fate similar to that which befell his wife would be enough to trouble any man. In any case, I am certainly more than happy with the job he is doing and place my full trust in him.

Currently serving as Control's Director of Research and Development is a man named, or rather code-named, **Sorcerer**. He and I have had many pleasant conversations over the past few months. His knowledge of the sciences is most impressive, and I find his wit most amusing.

Currently, Control employs three special agents.

Falcon is an expert in disguise and infiltration. Although I've never had the pleasure of meeting him, I've formed quite a strong impression of Falcon simply from reading Control's reports. He's obviously skilled, courageous, and if his latest exploit is any indication, rather charming. Control tells me that Falcon always prefers to work alone.

Fleur claims to be the daughter of the notorious Mata Hari. Fleur defected to

our side in 1942. By all accounts, she has all of her mother's infamous skills.

Kana is a Japanese judo expert who has chosen to fight against the Axis. The file I have before me says that Kana has been trained in the art of the Japanese "ninja," although I'm not exactly sure what that means. From Control's reports, I gather that Kana is highly skilled and rather absorbed in his work.

—President Franklin Delano Roosevelt (2/2/44)

SERGEANT ROCK

DEX:	7	STR:	4	BODY:	6
INT:	7	WILL:	10	MIND:	7
INFL:	7	AURA:	7	SPIRIT:	8
INITIATIVE:	25	HERO POINTS:	75		

•Skills:

Martial Artist: 7, Military Science: 10, Thief (Stealth): 7, Vehicles: 7, Weaponry: 10

•Advantages:

Area Knowledge (French Country-side); Connections: U.S. Armed Forces (European Theater/Low); Iron Nerves; Lightning Reflexes; Rank (Sergeant); Scholar (Battle Tactics); Sharp Eye

•Equipment:

Thompson SMG [Body: 4, AV: 5, EV: 5, Ammo: 5, Range: 5, R#: 3]
.45 Pistol [Body: 4, EV: 5, Ammo: 8, Range: 4, R#: 2]
Grenades [Body: 6, Bomb: 8, R#: 2]

•Motivation:

Responsibility of Power

•Wealth:

3

•Rank:

Sergeant

•Serial Number:

536444-292

•Height:

6'

•Weight:

183 lbs.

•Eyes:

Blue

•Hair:

Red

•Base of Operations:

Western Europe

•Nationality:

American

EVALUATION: I heard that Rock was called in to write my evaluation, so I guess turnabout's fair play.

Frank Rock is unquestionably the very finest soldier in the entire United States Army. In fact, Rock's unit is, without a doubt, the very finest squad in the entire world. When this thing is all over and they start pinning medals on our chests, Rock is going to be so loaded down he won't be able to walk.

Actually, when you came to me for this report, you got the right man for the

job. Not only have I fought alongside Rock on a number of occasions, but I've always been so fascinated by his prowess on the battlefield that over the years, I've made an effort to conduct a little research into his past.

Rock is the son of John Michael Rock, a World War I Congressional Medal of Honor winner. He has a sister and a single brother, Mickey, although he once had three brothers. Eddie Rock was killed during airborne training back in the States, and Larry Rock died at the hands of the Nazis earlier this year.

After his stepfather died in a mining accident in 1935, Frank became a prize fighter in order to support his mother and family. When the ring was no longer paying off, he moved on to a job in a steel mill. Like so many of our guys, he and his brothers enlisted the day after Pearl Harbor.

Since putting on his first pair of fatigues, Rock has served in North Africa, Sicily, Italy, and France. He and his men were present at the battles of Kasserine Pass, Messina, Monte Cassino, and Anzio. On D-Day, Rock and Easy Company were some of the first Americans to hit Utah Beach. He even spent some time in the Pacific, where he conducted training missions and led a group of National Guardsmen up Bloody Ridge on Guadalcanal. Anyway, I can't stress Rock's skills enough. If we had just 50 more like him, this whole mess would've ended in '43.

—Lieutenant Jeb Stuart (8/18/44).

THE UNKNOWN SOLDIER

DEX:	7	STR:	4	BODY:	6
INT:	8	WILL:	8	MIND:	7
INFL:	7	AURA:	6	SPIRIT:	7
INITIATIVE:	26	HERO POINTS:	70		

•Skills:

Artist (Actor): 10, Detective: 7, Martial Artist: 8, Military Science: 8, Thief: 9, Vehicles: 7, Weaponry: 7

•Advantages:

Connections: U.S. Armed Forces (European Theater/High), U.S. Government (High); Iron Nerves; Lighting Reflexes; Sharp Eye

•Drawbacks:

Secret Identity; Strange Appearance Beneath his bandages, Unknown Soldier is horribly scarred

•Equipment:

LATEX MASKS

[Body: 1, Chameleon: 8]

Miscellaneous Drawback: The masks tend to make the Unknown Soldier scratch the back of his neck. Those who are aware of this habit receive a -2 Column Shift bonus to the OV/RV of the Perception Check needed to penetrate his disguise.

.45 Pistol [Body: 4, EV: 5, Ammo: 8, Range: 4, R#: 2]

•Motivation:

Responsibility of Power

•Wealth:

5

•Real Name:

Classified

•Rank:

Classified

•Serial Number:

000000-000

•Height:

5' 9"

•Weight:

155 lbs.

•Eyes:

Blue

•Hair:

None

•Base of Operations:

Western Europe

•Nationality:

American

EVALUATION: Discretion dictates that I not reveal the Unknown Soldier's real name, although I suppose I can reveal a few details about his background.

While he was serving with the U.S.M.C. in the Pacific, the Unknown Soldier was hideously disfigured by the same Japanese hand grenade that claimed the life of his brother. It was just shortly after this traumatic incident that the Unknown Soldier began a regimen of personal training that ultimately turned him into one of the most highly skilled operatives in our arsenal. After he began performing a few routine missions for special services, he put this same dedication into teaching himself the art of disguise. By now, his skills are so developed that I don't know of a single man in the world who can recognize him with any consistency, including his own associates.

Currently, the Unknown Soldier is engaged in a lengthy mission to infiltrate the Nazi High Command by hopping from disguise to disguise. Befitting his mysterious nature, not even our own people are always sure of his exact whereabouts. From time to time, he simply emerges behind our lines with some new bit of invaluable intelligence.

Last month, I finally had the pleasure of meeting the Unknown Soldier face-to-face. Once he lets his guard down, he is somewhat cold and distant, although

his acting skills are so formidable that he is easily able to adapt any one of a thousand personalities. In fact, I've noticed that when he becomes particularly flustered, he rapidly runs through several characters, as if even he himself finds his true identity a mystery.

—Control (7/7/44)

THE VIKING COMMANDO

DEX:	7	STR:	5	BODY:	6
INT:	4	WILL:	8	MIND:	7
INFL:	6	AURA:	4	SPIRIT:	7
INITIATIVE:	21	HERO POINTS:	40		

•Skills:

Acrobatics: 2, Animal Handling: 5, Charisma: 5, Martial Artist: 7, Military Science: 6, Thief (Stealth): 5, Weaponry: 9

•Advantages:

Connections: U.S. Armed Forces (European Theater/Low), Valhalla (Low); Iron Nerves; Lightning Reflexes

•Drawbacks:

Miscellaneous: Valoric tends to envision his enemies as 12th Century warriors.

•Equipment:

Iron Fang (magical battle axe)
[BODY: 13, EV: 10]
Thompson SMG [BODY: 4, AV: 5, EV: 5, Ammo: 5, Range: 5, R#: 3]
Grenades (x4)
[BODY: 6, Bomb: 8, R#: 2]

•**Motivation:** Thrill of Adventure (The Viking Commando has this Motivation due to his 12th Century notions of glorious battle. He is the only exception to the rule prohibiting war front characters from selecting this Motivation.)

•**Wealth:** 3

•**Real Name:** Unknown, calls himself Valoric

•**Rank:** Sergeant (provisional)

•**Serial Number:** 435837-344

•**Height:** 6' 5"

•**Weight:** 240 lbs.

•**Eyes:** Blue •**Hair:** Blond

•**Nationality:** presumed Norwegian

EVALUATION: Valoric may be the strangest soldier in our army. I'm not exactly sure where he came from, but I'm certainly glad to have him. Last month, he single-handedly destroyed an entire column of German tanks and

knocked out a Nazi V2 rocket base.

Valoric claims to be an actual 12th Century Viking who has been swept through some sort of "time vortex" to fight Huns of the contemporary variety. Although his amazing skill with the battle axe he insists on carrying sometimes leads me to believe him, I think it far more likely that he is simply an eccentric Norwegian partisan who reached us after working his way through the German lines.

—Major Michael Dobbs (11/17/44)

Axis Personalities

THE IRON MAJOR

DEX:	7	STR:	4	BODY:	5
INT:	6	WILL:	7	MIND:	6
INFL:	7	AURA:	6	SPIRIT:	6
INITIATIVE:	22	HERO POINTS:	60		

•Skills:

Martial Artist: 7, Military Science: 8, Thief: 6, Vehicles: 6, Weaponry: 9

•Advantages:

Connections: Nazi Germany (High); Iron Nerves; Leadership; Scholar (Battle Tactics)

•Drawbacks:

Minor Physical Restriction (metal hand)

•Equipment

METAL HAND [STR: 8, BODY: 13]
Note: The Iron Major can crush or smash small objects with the hand's STR and use the hand to perform Block maneuvers.
P08 Luger [BODY: 4, EV: 5, Ammo: 8, Range: 4, R#: 2]

•**Motivation:** Power Lust

•**Wealth:** 6

•**Real Name:** Classified

•**Rank:** Major

•**Serial Number:** 77HH88FF-8D8

•**Height:** 6'

•**Weight:** 207 lbs.

•**Eyes:** Blue •**Hair:** Blond

•**Base of Operations:** Western Europe

•**Nationality:** German

EVALUATION: The so-called Iron Major grew up in the village of Mannlich, just east of Hamburg. From his earliest youth, he expended all of his time and efforts preparing for a career in the Wehrmacht. He picked up his code-name when he lost his right hand to frostbite after pulling a fellow soldier out of the

frigid Don River, while serving with Von Paulus' 6th Army in 1941. The Major's powerful replacement hand was constructed by Herr Merson himself.

From early 1942 to late 1943, the Iron Major served as the Commandant of the impressive Stalag 9 on the Rhine, near the Forest of Forgotten Skulls. Since early 1944, he has bounced from command to command, filling a wide variety of high level staff positions.

The Iron Major is an excellent soldier: stern, disciplined, and honorable. His only liability is some silly vendetta against an anonymous Amerikaner Sergeant he recently seems to have developed.

—Field Marshal Rudolf Kaltblut

KILLER SHARK

DEX:	7	STR:	7	BODY:	7
INT:	6	WILL:	9	MIND:	6
INFL:	7	AURA:	6	SPIRIT:	7
INITIATIVE:	22	HERO POINTS:	50		

•Skills:

Charisma: 8, Military Science: 8, Thief (Stealth): 6, Vehicles: 7, Weaponry: 7

•Advantages:

Connections: Nazi Germany (High); Leadership; Lightning Reflexes

•Equipment:

P08 Luger [BODY: 4, EV: 5, Ammo: 8, Range: 4, R#: 2]

•**Motivation:** Power Lust

•**Wealth:** 8

•**Real Name:** Ernst Haifisch

•**Rank:** General

•**Serial Number:** 39YT32EE-1F1

•**Height:** 6' 6"

•**Weight:** 285 lbs.

•**Eyes:** Blue •**Hair:** Gray

•**Base of Operations:** Berlin

•**Nationality:** German

EVALUATION: At this time, I can confirm that General Haifisch and the Killer Shark are one and the same and that the General has undergone a biological enhancement process, but I cannot reveal exactly where this treatment took place or who devised it.

As Killer Shark, Haifisch currently serves as the leader of the Führer's personal shock battalion, undertaking special missions that call for a certain, shall we say, political savvy. During his last outing, for instance, Haifisch irrevocably quelled dangerous partisan ac-

tivity in the town of Lorraine, along the Franco-Belgian border.

Throughout his career, the General has repeatedly tangled with the hated Blackhawk Squadron. In fact, Haifisch and Blackhawk have met so often that most of our field commanders shudder when the Führer assigns the Killer Shark to their sectors, knowing full well that the Blackhawks can't be far behind.

—Field Marshal Rudolf Kaltblut

The White Lions

DEATH MAYHEW

DEX: 6	STR: 4	BODY: 5
INT: 8	WILL: 8	MIND: 8
INFL: 9	AURA: 8	SPIRIT: 7
INITIATIVE: 27 HERO POINTS: 40		

•Skills:

Artist (Actor): 6, Charisma: 9,
Martial Artist: 6, Military Science: 7,
Vehicles: 7, Weaponry: 6

•Advantages:

Attractive; Connections: Hollywood
(High), Nazi Germany (High);
Leadership; Lightning Reflexes

•Drawbacks:

Serious Physical Restriction
(Mayhew is slowly dying of cancer)

•Equipment:

P08 Luger [BODY: 4, EV: 5,
Ammo: 8, Range: 4, R#: 2]
FOCKEWULF 190 FIGHTER
PLANE [STR: 5, BODY: 7, EV: 8,
Flight: 9, R#: 2]

•Motivation: Nihilist

•Wealth: 7

•Rank: Colonel (provisional)

•Serial Number: 64CE19DF-8D5

•Height: 6'

•Weight: 183 lbs.

•Eyes: Blue •Hair: Brown

•Base of Operations: Europe

•Nationality: Australian

WHITE LION PILOTS

DEX: 4	STR: 3	BODY: 3
INT: 4	WILL: 4	MIND: 3
INFL: 4	AURA: 3	SPIRIT: 4
INITIATIVE: 12 HERO POINTS: 15		

•Skills:

Martial Artist: 4, Military Science: 4,
Vehicles: 6

•Equipment:

P08 Luger [BODY: 4, EV: 5,
Ammo: 8, Range: 4, R#: 2]
FOCKEWULF 190 FIGHTER
PLANE [STR: 5, BODY: 7,
EV: 8, Flight: 9, R#: 2]

•Motivation: Mercenary

•Wealth: 5

EVALUATION: The White Lions, of course, are the Führer's answer to the Blackhawks: eight of our most skillful pilots, equipped with our best aircraft. Although I suppose a squadron as small as the White Lions has some military value, their real worth lies in the realm of propaganda. For this reason, the Führer personally selected Death Mayhew as the squadron's commander.

Mayhew, I'm sure you all know, is a famous film star in America. Theoretically, our enemies in the West are demoralized by the prospect of their favorite swashbuckler's leading an elite German fighter squadron into battle.

Personally, I never thought much of Mayhew. He's pompous, impudent and plays his cards much too close to his chest for my comfort. I'm still not sure I understand his motives. I keep asking myself what an Australian is doing at the head of the Luftwaffe's most elite unit.

—Field Marshal Rudolf Kaltblut

Axis Soldiers

Ordinary Axis foot soldiers are bound to be the most commonly encountered adversary in any war front campaign. The following statistics may be used for any German or Japanese soldiers who happen to put in an appearance.

AXIS FOOT SOLDIER

DEX: 2	STR: 3	BODY: 2
INT: 2	WILL: 3	MIND: 2
INFL: 2	AURA: 2	SPIRIT: 3
INITIATIVE: 8 HERO POINTS: 10		

•Skills:

Martial Artist: 3, Military Science: 3,
Weaponry: 3

•Advantages:

Connections: Axis Armed Forces (Low)

•Equipment:

Rifle [BODY: 4, EV: 5, Ammo: 12,
Range: 6, R#: 2]
Grenade [BODY: 6, Bomb: 8, R#: 2]

•Motivation: Power Lust

•Wealth: 2

Der Führer

The major menace on the war front, of course, was Adolf Hitler himself. During the war, Sgt. Rock, the Boy Commandos, the Unknown Soldier, Gravedigger, and Jeb Stuart of the Haunted Tank all encountered the Führer in person. Here are his DC HEROES statistics, just in case he pops up in any adventures:

ADOLF HITLER

DEX: 3	STR: 2	BODY: 3
INT: 9	WILL: 10	MIND: 2
INFL: 11	AURA: 9	SPIRIT: 3
INITIATIVE: 23 HERO POINTS: 65		

•Skills:

Charisma: 10

•Advantages:

Leadership

•Drawbacks:

Authority Figure; Serious Psychological Instability

•Equipment:

P08 Luger [BODY: 4, EV: 5, Ammo: 8, Range: 4, R#: 2]

•Motivation: Power Lust/Psychopath

•Wealth: 16

Locations

Here are a few brief descriptions of some of the important locales that frequently crop up in war-era comics, both on the home front and abroad.

The Perisphere

Shortly after it was founded in 1941, the All-Star Squadron established its headquarters in

a building known as the Perisphere, an attraction constructed for the 1939-'40 New York World's Fair. The Perisphere is a 200-foot-diameter hollow sphere that was tailored to the All-Stars' specifications by government engineers. After being damaged several times by Axis villains, the Perisphere has been repeatedly rebuilt by the Squadron members themselves. It currently boasts four living levels and a basement.

Security

The entire Perisphere compound is surrounded by an 11 AP motion-detector security system. Any breach of the security system is instantly displayed on view screens located in the assembly area on the Perisphere's fourth story and in the launch room at the base of the Trylon. Additionally, any breach of security will automatically bring Gernsback to the scene to investigate.

GERNSBACK

DEX:	6	STR:	9	BODY:	10
INT:	3	WILL:	3	MIND:	3
INFL:	—	AURA:	—	SPIRIT:	—
INITIATIVE:	9				

•Powers:

Ultra Vision: 6

•Note:

Gernsback has no personality, and thus no Mystical Attributes. He is completely immune to Mystical Attacks.

Gernsback is the All-Stars' robot. Like the Perisphere, he was an exhibit at the 1939-'40 World's Fair. Robotman found him in a closet shortly after the Squadron moved into the Perisphere and specially modified him to handle compound security. Whenever anyone attempts to enter the Perisphere by the main entrance, he will be challenged by Gernsback,

who will ask the intruder to provide the day's password within five seconds. If the individual fails to provide the password within the allotted time, Gernsback will attempt to restrain him while summoning any All-Stars present.

The Trylon

Located right next to the Perisphere is a 610-foot triangular tower known as the Trylon. Shortly after they moved into the compound, the All-Stars converted the Trylon into a launching pad for the All-Star Special, their specially modified Turbo Plane.

ALL-STAR SPECIAL [STR: 8, BODY: 9, Flight: 9, R#: 2]

The Special can carry up to eight passengers at a time and has a range of 1,000 miles.

Basement

Located beneath the Perisphere is a 40,000-square-foot basement that houses the Squadron's laboratories. Mechanics, Chemistry, Electronics, and Physics facilities are all present. Together, the labs are rated at 11 APs.

Level One

This level houses a huge gymnasium, featuring gymnastics and weight-training equipment, in addition to a small swimming pool.

Level Two

The Sitting Room, Kitchen and Dining areas are all found on Level Two. When not working on official business, this is where the Squadron members spend most of their time. In addition to the central elevator, which reaches all four levels, special isolated stairways lead from this level up to Level Three.

Level Three

Level Three is home to the Perisphere's living quarters. Liberty Belle, Johnny Quick, Robotman, the Shining Knight, Amazing-Man, and Firebrand II all maintain permanent residences here, and four guest rooms stand ready to house any guests or non-resident Squadron members who wish to spend the night.

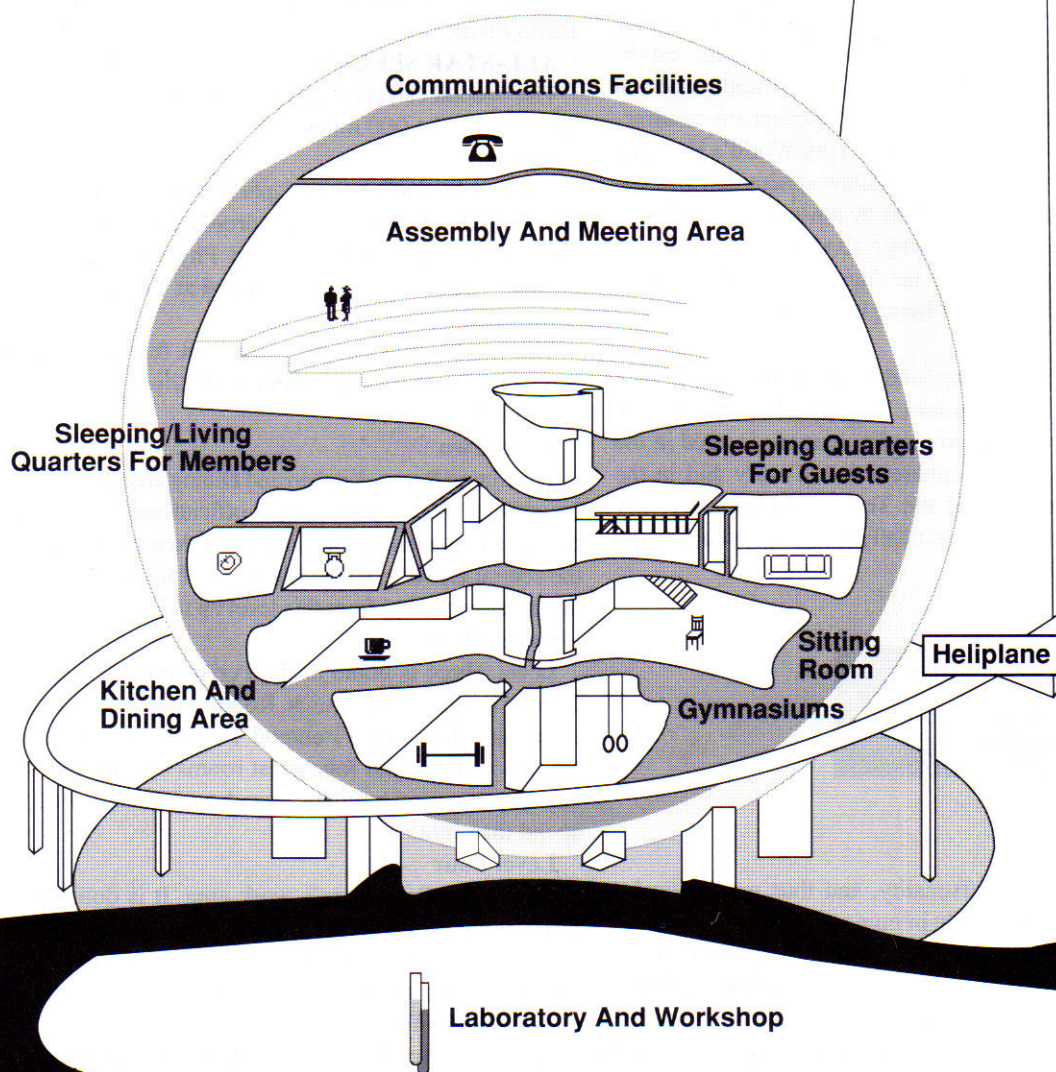
Level Four

This is the Perisphere's work area. It is dominated by a large recessed auditorium, with enough seating space to accommodate 60 Squadron members. Suspended over the auditorium is a massive Zeiss projector, used to project files and film loops for all to see.

Also located on Level Four is an access way to the Trylon, and the Perisphere's video consoles, computers, and communications equipment.

All-Star Squadron Headquarters

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Blackhawk Island

Between 1940 and 1943, the Blackhawk Squadron was based on its own island, located just off the northern coast of Spain. Although the exact details of the island's facilities are still classified, the following features of the island were known:

A runway, control tower, and hangar facility capable of housing and launching all of the squadron's XF5-F1 Grumman Skyrockets.

Full living quarters for all the squadron's members.

A long range search radar (Radar Sense: 16).

A docking facility and loading crane (STR: 10, BODY: 8) for unloading supplies and munitions.

A submarine pen.

Four radar-controlled defensive gun turrets (BODY: 9, AV: 7, EV: 9).

And a sealed munitions-storage facility (BODY: 16).

Late in 1943, the base on Blackhawk Island was destroyed by an experimental German nuclear device.

Dinosaur Island

Located in the Southwestern Pacific Ocean, at the tip of a ringed atoll, is a small uncharted island on which strange thermal currents have kept dinosaurs and cavemen alive.

During World War II, Dinosaur Island became a major battleground. United States special forces invaded the island in 1944 and successfully domesticated a few of its inhabitants, resulting in the infamous "Dinosaur D-Day" invasion of Pattu, during which 15 Tyrannosaurs were debarked from American LSTs to attack Japanese defenders on the beach.

The Fog

Dinosaur Island is completely covered by a thick fog that issues forth from the central volcano. Successfully piloting a plane through this fog without crashing or becoming disoriented is a Difficult task (OV/RV: 4/4). Complicating matters further is the fact that a number of giant pterodactyls swoop through the fog unseen, looking for prey. More than one fighter plane has fallen victim to these ferocious predators.

The Volcano

Standing in the center of Dinosaur Island is a tall volcano. Most of the giant pterodactyls patrolling the island's clouds nest high on the volcano's slopes. Rumor has it that a tribe of cavemen live at the volcano's base, though no one has ever photographed them.

TYPICAL CAVEMAN

DEX:	4	STR:	3	BODY:	4
INT:	2	WILL:	1	MIND:	3
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	8	HERO POINTS:	5		

•Skills:

Thief (Stealth): 5, Weaponry (Club, Spear): 5

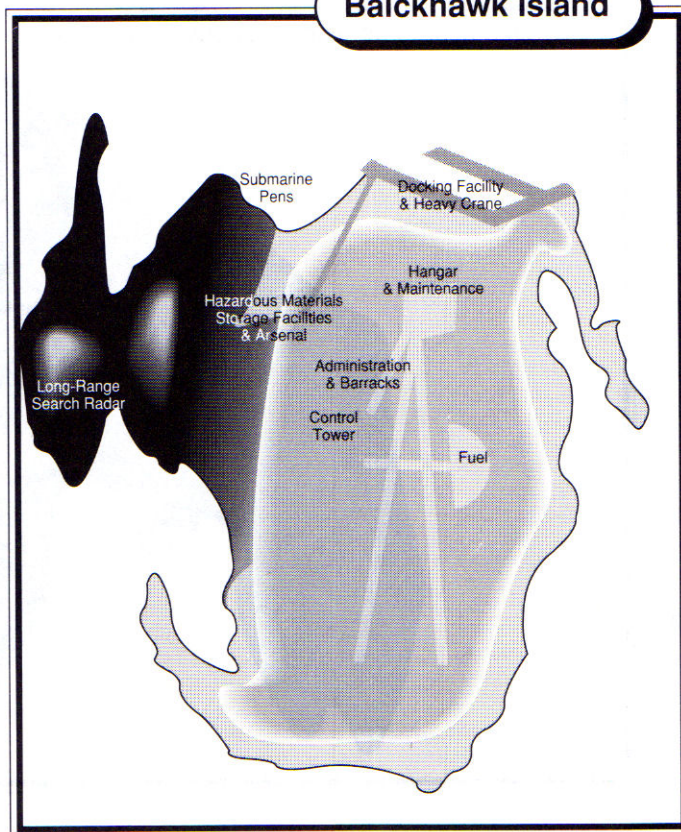
•Equipment:

Club [BODY: 3, EV: 4]

Spear [BODY: 2, EV: 3]

Bonus: The Spear can be thrown a distance equal to the thrower's STR.

Balckhawk Island



The Dinosaurs

As its name implies, Dinosaur Island is inhabited by dozens of species of dinosaur, ranging from the ostrich-sized struthiomimus, to the giant brontosaurus, and from the passive diplodocus to the fierce allosaurus. The following list is just a small sample of the species of dinosaur that have been identified on the island.

ALLOSAURUS

DEX:	5	STR:	8	BODY:	9
INT:	1	WILL:	0	MIND:	1
INFL:	2	AURA:	1	SPIRIT:	1
INITIATIVE:	8				

•Powers:

Claws: 10

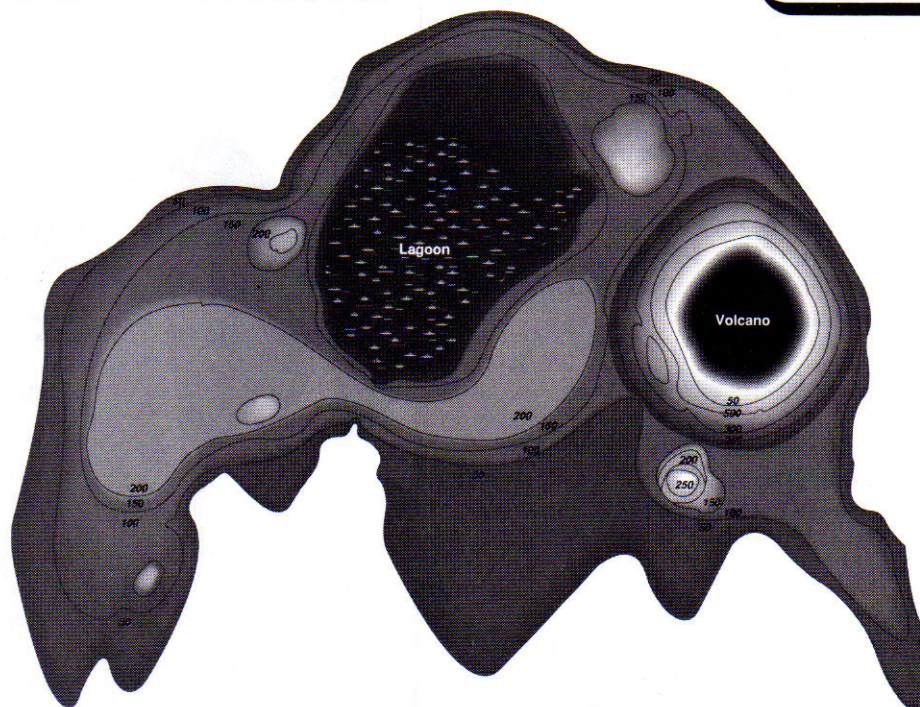
The allosaurus is second in ferocity only to the tyrannosaurus. One of the largest of the meat-eating dinosaurs, the allosaurus has clawed hands that it uses to grab and hold its prey.

BRONTOSAURUS

DEX:	2	STR:	13	BODY:	12
INT:	1	WILL:	0	MIND:	1
INFL:	1	AURA:	1	SPIRIT:	1
INITIATIVE:	4				

The brontosaurus is probably the largest creature that has ever walked on land. Primarily vegetarian, it spends most of its time wading in swamps to help support its tremendous weight. Brontosaurus can weigh up to 85 tons (13 APs).

* Elevation figures done in feet above sea level.



PTEROSAUR

DEX:	5	STR:	2	BODY:	3
INT:	1	WILL:	1	MIND:	2
INFL:	0	AURA:	0	SPIRIT:	1
INITIATIVE:	6				

•Powers:

Gliding: 5, Claws: 4

Pterosaurs are flying dinosaurs, including the pterodactyl. They live primarily near lakes and rivers. Their major food source is fish, but they frequently attack aircraft that fly into the fog surrounding Dinosaur Island.

STEGOSAURUS

DEX:	3	STR:	10	BODY:	7
INT:	1	WILL:	0	MIND:	1
INFL:	0	AURA:	0	SPIRIT:	1
INITIATIVE:	4				

•Powers:

Claws (spiked tail): 8

The stegosaurus, despite its fearsome appearance, is actually a placid herbivore. It has finlike, bony plates along its spine to ward off attackers and a spiked tail to defend itself.

TRICERATOPS

DEX:	4	STR:	6	BODY:	11
INT:	1	WILL:	1	MIND:	2
INFL:	0	AURA:	1	SPIRIT:	1
INITIATIVE:	5				

•Powers:

Claws (horns): 7

Triceratops is the prehistoric predecessor of the modern-day rhinoceros. It gets its name from the three horns that protrude from its forehead. The triceratops' favorite tactic is to make a Charging Attack.

TYRANNOSAURUS REX

DEX:	6	STR:	8	BODY:	10
INT:	1	WILL:	1	MIND:	2
INFL:	1	AURA:	0	SPIRIT:	1
INITIATIVE:	8				

The tyrannosaurus is a huge, voracious creature that rules Dinosaur Island. It will eat anything that its tiny mind can recognize as food.

TYPICAL DINOSAUR

DEX:	2	STR:	7	BODY:	7
INT:	0	WILL:	0	MIND:	1
INFL:	1	AURA:	0	SPIRIT:	1
INITIATIVE:	3				

These statistics can be used for virtually any dinosaur species in the theropod, sauropod, and ornithopod groups. The GM may wish to generate more accurate statistics for specific dinosaurs, based on his own research.

The Giant Ape

Much of the Dinosaur Island is blanketed by heavy jungle. In addition to the many varieties of thunder lizards that inhabit the island, the jungle is also home to a giant white ape. Many people believe that the cavemen rumored to live at the base of the volcano worship this ape and the wreck of an American B-29 bomber as their gods.

GIANT APE

DEX:	7	STR:	12	BODY:	14
INT:	2	WILL:	2	MIND:	2
INFL:	1	AURA:	1	SPIRIT:	4
INITIATIVE:	10				

Hitler's Secret Bunker

During the war years, Adolf Hitler spent almost all his time in a secret bunker located beneath the streets of Berlin. It was in this bunker that Hitler is believed to have met his end in 1945 at the hands of the Unknown Soldier.

The bunker was made up of four levels. The entrance to the bunker was located just outside Hitler's office in the Reichstag, the German parliament building.

Security

The entire bunker is protected by two security systems, each rated at 12 APs. A character who discovers the first only discovers the other if he specifically searches for a backup. Any penetration of the security system is instantly registered in the guard rooms on Levels One and Four and in the Level Four war room.

To guard against security threats, 50 elite stormtroopers are stationed in the bunker at all times (use the standard Axis soldier statistics found on page 112).

Level One

Level One is composed of an entry foyer, the guards' bunk rooms, file vaults, and staff offices. Six soldiers guard the bunker's entrance at all times. Ten soldiers can be found in the bunk room at any time.

Hitler's file vaults house antiquated war plans, as well as secret information on German dissidents.

Level Two

This level houses most of the bunker's living quarters and storage facilities. Three spartan guest rooms line the north wall, while Hitler's opulent bedroom can be found in the west wing. A special hidden passage connects the Führer's chambers with Eva Braun's quarters on the south wall.

Also found on Level Two is the bunker's elaborate dining room and the bunk room housing the personal Hitler Youth brigade stationed in the bunker "to provide the Führer with inspiration." Six guards can be found in each of this level's guard rooms.

Level Three

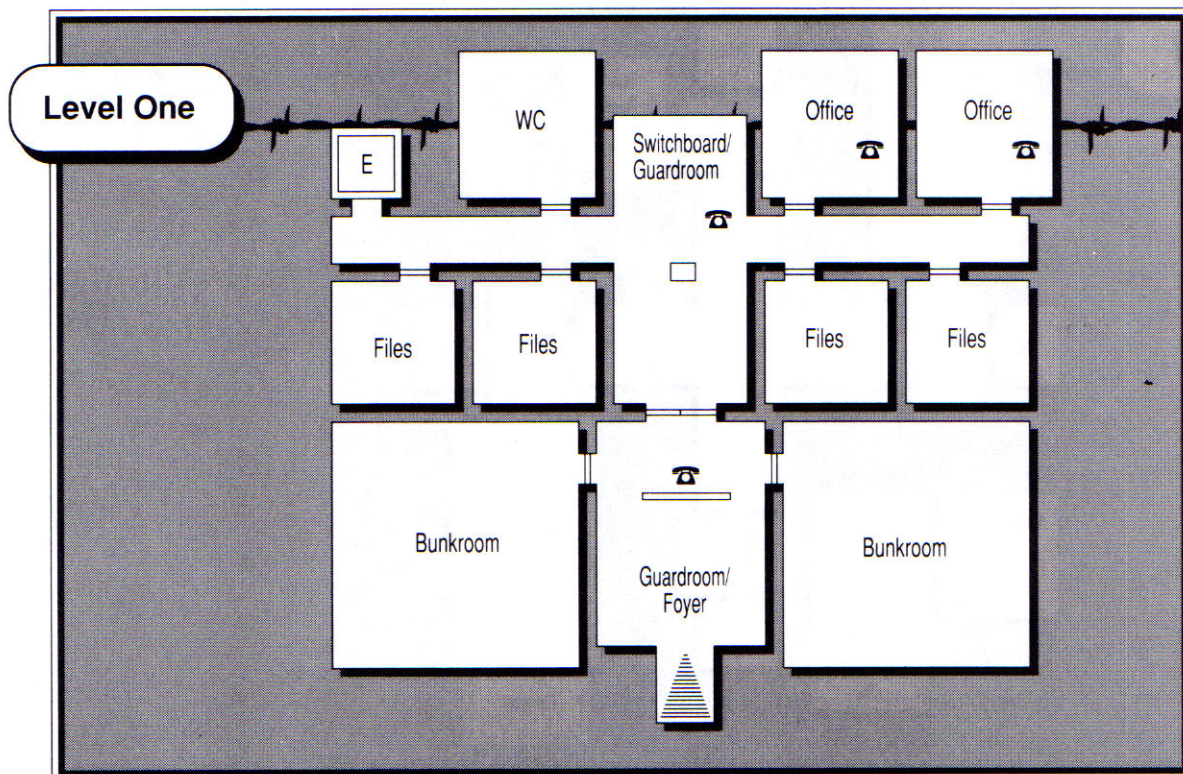
This huge open level acts as both secondary storage space and the bunker's vehicle port. A nine-mile underground tunnel connects this level with an aircraft hangar on the outskirts of Berlin. Generally, several staff cars, four or five trucks, and even a couple of tanks are parked here.

Also located on Level Three is the bunker's Armory.

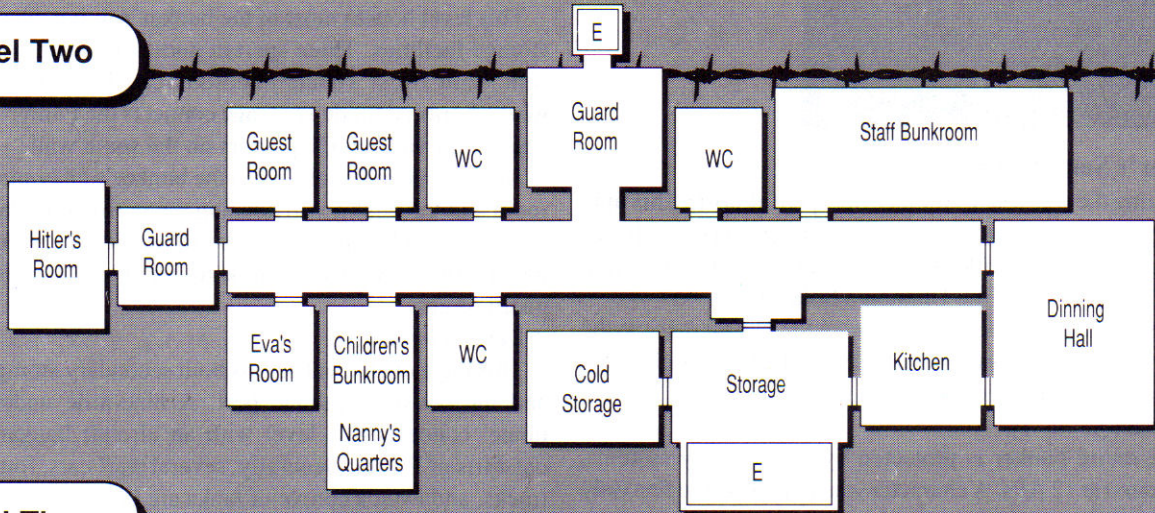
Level Four

This level houses Hitler's secret laboratory (rated at 12 APs), Hitler's inner sanctum, and the bunker's secret interrogation chamber. Also located on Level Four is the Führer's war room, in which he plots his strategies and issues his orders. Television communications link the war room to most of the upper level German field commanders. A private hot line connects the war room with a similar facility maintained by Premier Tojo in Tokyo. Until 1943, Hitler had a similar hookup to Mussolini's headquarters in Rome.

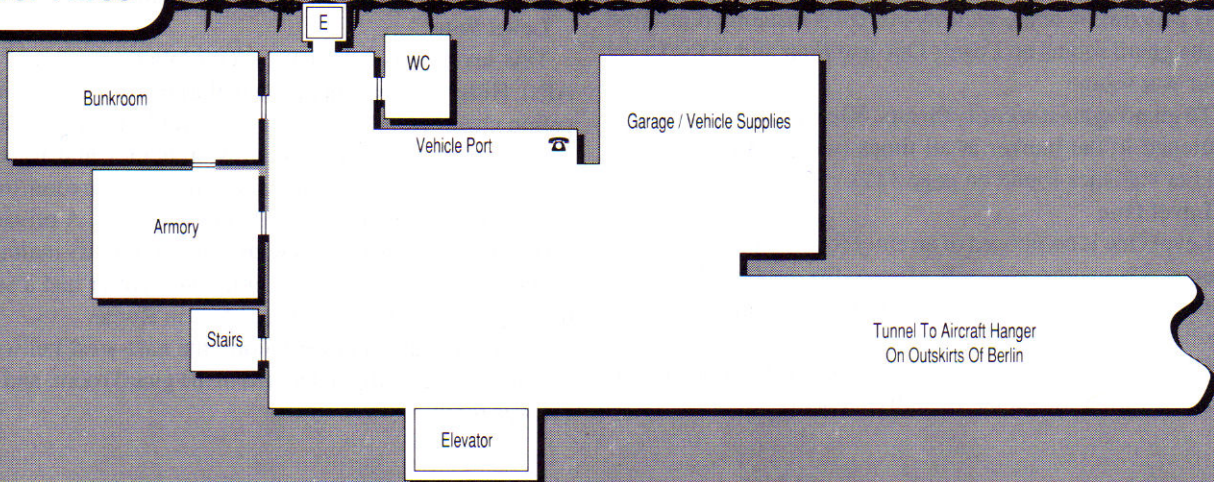
Ten guards are stationed along the east-west hallway on this level, six guards are located in the guard room, and six in the war room.



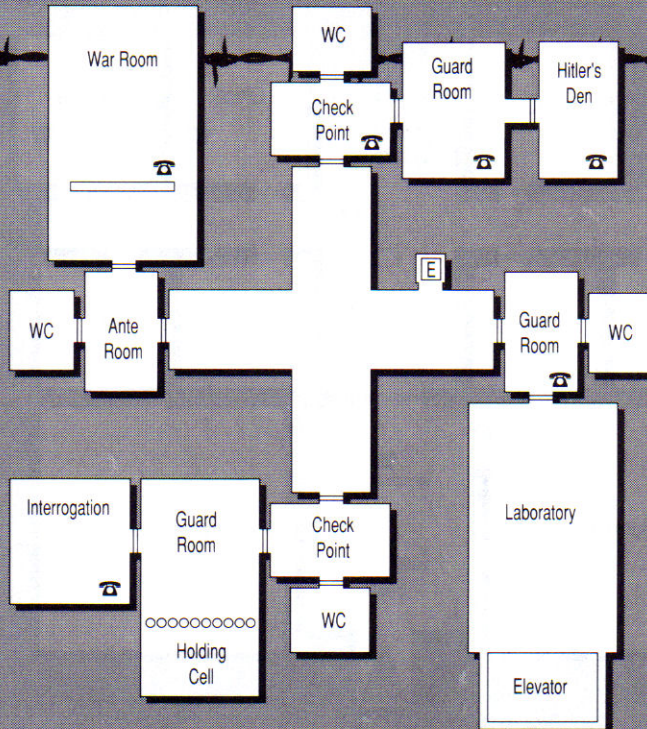
Level Two



Level Three



Level Four



Appendix A: Weapons of War

By necessity, guns, bombs, and weapons of all descriptions are going to play a much bigger role in adventures set during the Second World War than is customary in the typical DC HEROES scenario set in the contemporary era. For this reason, complete game statistics for all sorts of World War II vintage equipment are listed on the following pages.

Although these statistics all describe generic vehicles and weapons, the designations of the actual items they are meant to represent have been included, in order to help the GM spice up his descriptions. In almost any public library, there are at least one or two good reference books with photos and diagrams that can be used to supplement the raw game information presented below.

The Gadget Cost listed after the statistics for each item represents the number of Hero Points that a player must pay to purchase the item using the Gadget advantage, while generating a character. Weapons that have a dagger (†) after the cost can be purchased for free when generating a war front character (see page 36).

Personal Weapons

Rifle [Body: 4, EV: 5, Ammo: 12, Range: 6, R#: 2]

Gadget Cost: 19 Hero Points†

U.S.A.: M1 Garand, M1 Carbine; **U.K.:** Lee-Enfield Mk 1; **U.S.S.R.:** Mosin Nagant M1891-30; **Japan:** Arisaka Meiji 38; **Germany:** Gewehr K98K

Pistol [Body: 4, EV: 5, Ammo: 8, Range: 4, R#: 2]

Gadget Cost: 15 Hero Points†

U.S.A.: .45 M1917; **U.S.S.R.:** Tokarev; **Japan:** Taisho; **Germany:** P08 Luger, Walther P38

Submachine Gun [Body: 4, AV: 5, EV: 5, Ammo: 5, Range: 5, R#: 3]

Note: The advantage of the submachine gun is that its AV allows the user to ignore the war front Genre Rule limiting Multi-Attacks.

Gadget Cost: 18 Hero Points†

U.S.A.: M3 Grease Gun, Thompson SMG; **U.K.:** Sten; **U.S.S.R.:** PPSH-1941; **Japan:** Shiki Kikanshoju 100; **Germany:** MP38 Schmeisser

BAYONET [Body: 5, EV: 3]

Bonus: When attached to a rifle, the bayonet's EV increases to 4 APs.

Gadget Cost: 16 Hero Points

Grenade [Body: 6, Bomb: 8, R#: 2]

Note: Characters with a STR ranging from 2 to 4 APs can throw grenades a distance of 2 APs. With a STR of 5 to 6 APs, a character can throw grenades 3 APs.

Gadget Cost: 34 Hero Points†

U.S.A.: Mark II A1, Mark III A2; **U.K.:** No. 82 (Gammon), No. 75 (Hawkins); **U.S.S.R.:** Model F1, RPG-43; **Japan:** Type 97, Type 91; **Germany:** Stielhandgranate 39, Eihandgranate 39

Major Support Weapons

Light Machine Gun [Body: 4, AV: 7, EV: 7, Ammo: 12, Range: 7, R#: 3]

Gadget Cost: 29 Hero Points

U.S.A.: .30 caliber Johnson M1941; **U.K.:** Bren; **U.S.S.R.:** DP 1928; **Japan:** Nambu; **Germany:** MG 34 bipod, MG 42 bipod

Heavy Machine Gun [Body: 4, AV: 8, EV: 8, Ammo: 12, Range: 8, R#: 3]

Gadget Cost: 34 Hero Points

U.S.A.: .50 caliber M2 HB; **U.K.:** Vickers Mk 1; **U.S.S.R.:** Maxim PM1910; **Japan:** Type 92; **Germany:** MG 34 tripod, MG 42 tripod

Light Anti-Tank Weapon [Body: 4, Bomb: 9, Ammo: 1, Range: 5, R#: 2]

Note: Unless the user spends 5 Hero Points (in accordance with the war front Genre Rules on page 90), it takes one complete phase to reload a bazooka, PIAT, or panzerschreck. Panzerfausts can only be used once.

Gadget Cost: 27 Hero Points

U.S.A.: Bazooka, M9 A1; **U.K.:** PIAT; **U.S.S.R.:** Bazooka; **Germany:** Panzerfaust, Panzerschreck

LIGHT MORTAR [Body: 6, Bomb: 8, Ammo: 1, Range: 7, R#: 2]

Note: A Light Mortar manned by two or more soldiers can fire every phase. A Light Mortar manned by only one man can only fire every other phase, unless the gunner spends 5 Hero Points in accordance with the war front Genre Rules on page 90.

Gadget Cost: 71 Hero Points

U.S.A.: 60 mm M2; **U.K.:** 3 in. Stokes; **U.S.S.R.:** 37 mm, 50 mm PM38; **Japan:** 50 mm Mortar Type 89; **Germany:** 50 mm leichter Granatwerfer

Satchel Charge [Body: 3, Bomb: 10, R#: 2]

Gadget Cost: 34 Hero Points

Flamethrower [Body: 4, Flame Project: 9, Range: 5, R#: 5]

Gadget Cost: 22 Hero Points

U.S.A.: E1 R1, M2-2; **U.K.:** Marsden Mk. I, Lifebuoy; **U.S.S.R.:** ROKS-2, ROKS-3; **Japan:** Model 93, Model 100; **Germany:** Flammenwerfer 35, Klein Verbessert 40

Artillery

LIGHT ARTILLERY [Body: 6, Bomb: 8, Ammo: 1, Range: 7, R#: 2]

Gadget Cost: 71 Hero Points

U.S.A.: 75 mm 1917, **U.K.:** 3.7 in. Pack Howitzer; **U.S.S.R.:** 76.2 mm Model 1933; **Japan:** 75 mm Type 94 Pack Gun; **Germany:** Gebirgsgeschütz 36, 75 mm Feldkanone 16 nA

MEDIUM ARTILLERY [Body: 6, Bomb: 9, Ammo: 1, Range: 7, R#: 2]

Gadget Cost: 76 Hero Points

U.S.A.: 105 mm Howitzer M2 A1; **U.K.:** Mark II, Vickers 105 mm Model 1922; **U.S.S.R.:** 85 mm Model 1943, D-44; **Japan:** 150 mm Type 4; **Germany:** 105 mm leichte Feldhaubitzen 16, 100 mm schwere Kanonen 17/04, 88 mm

HEAVY ARTILLERY [Body: 6, Bomb: 10, Ammo: 1, Range: 12, R#: 2]

Gadget Cost: 118 Hero Points

U.S.A.: 240 mm Howitzer M1, 155 mm Gun M 1918 M1; **U.K.:** 5.5 in. Mk III Gun; **U.S.S.R.:** 152 mm Model 1910/30; **Japan:** 150 mm Type 4; **Germany:** 128 mm Kanone 44, 210 mm Mörser 18

Land Vehicles

JEEP [STR: 4, BODY: 6, Running: 7, R#: 2]

Gadget Cost: 66 Hero Points

U.S.A.: GP (General Purpose); **U.S.S.R.:** GAZ-67B; **Japan:** Kurogane Type 95; **Germany:** Kübelwagen

HALF-TRACK [STR: 6, BODY: 7, Running: 6, R#: 2]

Note: Half-tracks always carry a mounted LMG or HMG, which must be purchased separately. Half-tracks carry up to 12 passengers.

Gadget Cost: 83 Hero Points

U.S.A.: Mack M3; **U.K.:** Bedford BT Traclat; **U.S.S.R.:** GAZ-60, ZIS-42, ZIS-33; **Japan:** HO-HA Type 1; **Germany:** Wehrmachtschlepper, HK 300, SPW 251

ARMORED CAR [STR: 5, BODY: 7, Running: 7; R#: 2]

Note: Armored cars always carry a mounted HMG or Very Light Artillery that must be bought separately.

Gadget Cost: 79 Hero Points

U.S.A.: M8 "Greyhound," White M3; **U.K.:** Daimler, Humber, Morris Mk. I; **U.S.S.R.:** GAZ BA-10M, GAZ BA-64; **Japan:** Type 2592; **Germany:** Mercedes-Benz G 3a/P, Sd Kfz 234/z Puma, PSW 222

LIGHT TANK [STR: 7, BODY: 8, Running: 6, R#: 2]

Note: Light tanks are armed with one mounted LMG or HMG and one mounted Light Artillery, each of which must be purchased separately.

Gadget Cost: 101 Hero Points

U.S.A.: M3 A1 Stuart; **Germany:** Pzkw I, Pzkw II, Pzkw III; **Japan:** Chi-Ha; **U.K.:** Matilda, Valentine

HEAVY TANK [STR: 8, BODY: 9, Running: 6, R#: 2]

Note: Heavy tanks each have two mounted LMGs or HMGs and one mounted Medium Artillery. Each of these weapons must be purchased separately.

Gadget Cost: 104 Hero Points

U.S.A.: M4 A3 Sherman; **U.K.:** Churchill, Cromwell; **U.S.S.R.:** T34; **Germany:** Tiger, Panther

Notes on Tanks

All tanks have the ability to execute a crushing attack, as described on page 121. Unlike most other vehicle-mounted weapons, tank gunners use their Weaponry (Heavy Weapons) Skill as their AV when they fire.

Aircraft

FIGHTER [STR: 5, BODY: 7, EV: 8, Flight: 9, R#: 2]

Gadget Cost: 112 Hero Points

U.S.A.: P38, P40, P51, Corsair; **U.K.:** Spitfire; **Germany:** ME-109, FW-190; **Japan:** Zero

FIGHTER-BOMBER/TORPEDO BOMBER [STR: 5, BODY: 7, EV: 8, Bomb: 10, Flight: 8, R#: 2]

Gadget Cost: 165 Hero Points

U.S.A.: P51; P47, Dauntless, Wildcat; **Germany:** Stuka; **U.K.:** Spitfire; **Japan:** Kate, Val; **U.S.S.R.:** Stormovik

HEAVY BOMBER [STR: 7, BODY: 7, EV: 7, Bomb: 12, Flight: 8, R#: 2]

Miscellaneous Drawback: Heavy Bomber pilots receive a -2 Column Shift penalty to the OV/RV when making the Maneuver Check described on page 93.

Gadget Cost: 198 Hero Points

U.S.A.: B-17, B-29; **U.K.:** Lancaster; **Germany:** JU-88

Atomic Bomb [Body: 8, Bomb: 18, R#: 2]

Gadget Cost: 220 Hero Points*

*The Atomic Bomb may never be purchased for a character using the Gadget Advantage.

Ships

PT BOAT [STR: 7, BODY: 7, EV: 8, Swimming: 6, R#: 2]

Gadget Cost: 132 Hero Points

U.S.A.: Elco, Higgins; **U.K.:** CMB, Vosper, Gray Goose; **Japan:** Shinyo; **Germany:** Schnellboot

DESTROYER [STR: 12, BODY: 12, EV: 12, Range: 12 APs, Swimming: 5, R#: 2]

Gadget Cost: 330 Hero Points

U.S.A.: Selfridge, Gridley, Farragut, Fletcher, Sumner;

U.K.: A1 Class, Tribal, Hunt; **Japan:** Mutsuki, Kagero, Akitsuki; **Germany:** Z1 Class, Z23 Class, T22 Class, Koln

HEAVY CRUISER [STR: 13, BODY: 14, EV: 14, Range: 13 APs, Swimming: 5, R#: 2]

Gadget Cost: 408 Hero Points

U.S.A.: Pensacola, Indianapolis, San Francisco, Wichita;

U.K.: Exeter, Hawkins, Kent; **Japan:** Ashigara, Atogo, Aoba, Tone, Takao; **Germany:** Leipzig, Nurnberg, Admiral Hipper

BATTLESHIP [STR: 14, BODY: 16, EV: 16, Swimming: 4, Range: 14 APs, R#: 2]

Gadget Cost: 516 Hero Points

U.S.A.: Arkansas, Nevada, Missouri, Iowa, North Carolina; **U.K.:** Hood, King George V, Queen Elizabeth, Repulse, Nelson; **Japan:** Yamato, Nagato, Kongo, Musashi, Ise; **Germany:** Bismarck, Lutzow, Scharnhorst

AIRCRAFT CARRIER

[STR: 14, BODY: 14, Swimming: 4, R#: 2]

Note: Most carriers during World War II carried between 25 and 65 fighters or fighter-bombers.

Gadget Cost: 298 Hero Points

U.S.A.: Enterprise, Hornet, Lexington, Yorktown, Essex;

U.K.: Ark Royal, Illustrious, Indomitable, Courageous; **Japan:** Hiryu, Soryu, Kaga, Akagi, Shokaku

SUBMARINE/UNTERSEEBOOTE [STR: 9, BODY: 9, EV: 7, Swimming: 3/6, Sealed Systems: 12, R#: 2]

Limitation: Submarines only travel at their faster Swimming speed when surfaced.

Note: During World War II, submarines could carry and fire up to 10 torpedoes.

Gadget Cost: 252 Hero Points

TORPEDO [BODY: 6, EV: 11, Swimming: 6, R#: 3]

Gadget Cost: 71 Hero Points

DEPTH CHARGE [BODY: 5, Bomb: 9, R#: 3]

Note: The AV/EV of a depth charge attack is the ship captain's APs of the Weaponry (Heavy Weapons) Skill/APs of the charge's Bomb Power; and the OV/RV is the submarine pilot's APs of the Vehicles (Water) Skill/BODY of the submarine. Depth charges explode with their full APs of the Bomb Power when they reach a specified depth. The deeper the target, the longer it will take a depth charge to reach its target depth. This can range from three to five phases.

Gadget Cost: 56 Hero Points

U.S.A.: Gato, Balao; **U.K.:** S Class, T Class, U Class, V

Class; **Japan:** RO-100 Class, I-15 Class; **Germany:** Type VIIc, Type XXI, Type XVIIb

Note on Ships

The Effect Value listed for these vessels assumes a combination of several guns firing in unison. For this reason, all combat ships can ignore the war front Multi-Attack restriction.

Axis Inventions and Programs

This section contains details on the various developmental, experimental, or downright strange weapons and scientific experiments that the Axis deployed during World War II. The GM may want to use some of these in an adventure or use them as inspiration for Axis "terror weapons" of his own.

Germany

The War Wheel: A giant tank resembling a huge spinning wheel, the War Wheel was roughly 150 feet in diameter and featured 14 gun turrets. It was carried to its target by three specially modified zeppelins and manned by 22 men.

After the Blackhawks destroyed the first War Wheel in 1943, a second Wheel was constructed, but it too was later destroyed.

WAR WHEEL [STR: 18, BODY: 19, AV: 5, EV: 16,

Running: 6, Hardened Defenses]

Limitation: The first War Wheel suffered a -3 Column Shift penalty to its RV against electricity-based attacks. The second War Wheel did not have this vulnerability.

Note: The War Wheel's EV represents all of its guns firing in unison. The Wheel commander can use this EV to Multi-Attack as many targets as he would like, despite the war front Multi-Attack genre rule. The Wheel's most feared attack is its crushing (see sidebar).

Multi-Turret: A turtle-shaped walking vehicle built as a replacement for the War Wheel, the Multi-Turret was 40 feet tall and more than 70 feet in diameter. It was armed with eight machine-gun turrets and eight guided-missile launchers. A skilled crew of 15 could bring the Multi-Turret up to a top speed of almost 40 miles per hour.

Like the War Wheels, the Multi-Turret was destroyed by the Blackhawks.

MULTI-TURRET [STR: 17, BODY: 18, AV: 4, EV: 16,

Running: 6]

GUIDED MISSILES (x8) [BODY: 3, AV: 9, EV: 12]

Note: The Multi-Turret's EV represents all of its guns firing in unison. The commander of the Multi-Turret may use this EV to make Multi-Attacks against as many targets as he chooses, despite the war front Multi-Attack genre rule. The Multi-Turret is also capable of making a crushing attack (see sidebar).

Underground Tunneler: In 1943, the Nazis constructed a giant underground tunneling craft while planning an invasion of Britain. The tunneler was a long tubular craft, 20 feet in diameter and more than 60 feet long. The tunneler was another one of the four super-weapons destroyed by the Blackhawks.

UNDERGROUND TUNNELER

[STR: 14, BODY: 14, Digging: 7]

Note: The Underground Tunneler is also capable of carrying out the crushing attack described in the sidebar.

Metal Worm: Yet another replacement for the War Wheel, the Metal Worm was a 200-foot-long, 21-foot-diameter ground vehicle with a crew of more than 50 men. Its armament consisted of 86 linked MG42 machine guns.

The Metal Worm was the forth and final super-weapon that was designed by the infamous Nazi scientist Professor Merson and destroyed by the Blackhawks. It is rumored that Hitler had Merson executed after this final failure.

METAL WORM [STR: 17, BODY: 19, AV: 7, EV: 13,

Running: 4]

Limitation: Because of its gunners' restricted vision, the Metal Worm receives a -2 Column Shift penalty to the OV of any attack it makes against a target located to its side or rear.

Note: The Metal Worm is also capable of conducting a crushing attack (see sidebar below).

Crushing Attacks

Many of the huge ground vehicles developed by the Axis during the war had the ability to roll over large targets, literally crushing anything in their path. In DC HEROES, such an attack is called a crushing attack. The AV of a crushing attack is equal to the driver's APs of the Vehicles (Land) Skill and its EV is the vehicle's STR. If the RAPs gained by this attack equal or exceed the BODY of the target object, the object is crushed, and the vehicle may continue. If the RAPs do not equal or exceed the object's BODY, the vehicle is stopped by the object and is stuck in position until the next phase, when it may attempt the crushing attack again.

A vehicle may never attempt to crush an object that is substantially larger than itself. For instance, a tank may attempt to overrun a shack, but not a four-story building.

Among the vehicles capable of making a crushing attack were tanks, the War Wheel, the Multi-Turret, the Underground Tunneler and the Metal Worm.

Fear-Amplifying Medallion: This device was a 3-inch diameter medallion that emitted low frequency radio waves, which somehow amplified the wearer's natural fears. The Fear-Amplifying Medallion was usually used as an interrogation aid.

FEAR AMPLIFYING MEDALLION

[BODY: 4, Phobia: 12]

Project Übermeister: In mid-1943, German scientists genetically enhanced five German soldiers, then altered their appearances with plastic surgery until all five resembled Adolf Hitler. Four of the Hitlers were then dispatched to assassinate Roosevelt, Churchill, Stalin, and Chiang Kai-shek, while one was kept in reserve. The theory behind the plot was that newsreel cameras would capture each assassination, scoring a decisive propaganda victory for Germany, as the peoples of the Free World watched the German Führer personally liquidating their leaders. Fortunately, the Blackhawks uncovered Project Übermeister and eliminated all of the assassins before any of them could reach their targets.

Before Project Übermeister was perfected, the program produced several mindless rejects, who were later deployed on the front.

ÜBERMEISTER ASSASSIN

DEX:	8	STR:	8	BODY:	7
INT:	3	WILL:	3	MIND:	5
INFL:	4	AURA:	4	SPIRIT:	7
INITIATIVE:	15	HERO POINTS:	30		

•Skills:

Artist (Actor): 5, Thief: 6, Weaponry: 6

•Drawbacks:

Strange Appearance
(The Assassins all resemble Adolf Hitler)

•Equipment:

P08 Luger [BODY: 4, EV: 5, Ammo: 8, Range: 4, R#: 2]

•Motivation: Psychopath

•Wealth: Not Applicable

ÜBERMEISTER REJECTS

DEX:	4	STR:	8	BODY:	8
INT:	1	WILL:	1	MIND:	1
INFL:	2	AURA:	2	SPIRIT:	7
INITIATIVE:	7	HERO POINTS:	15		

•Drawbacks:

Serious Rage

•Motivation: Psychopath

•Wealth: Not Applicable

Bomb Bats: One particularly insidious German weapon was the bomb bat — a normal bat surgically altered to use its natural radar to home in on Allied radio frequencies. Each bat wore a powerful explosive around its neck, which would be detonated as it approached its target.

BAT

DEX:	3	STR:	0	BODY:	1
INT:	0	WILL:	1	MIND:	1
INFL:	1	AURA:	0	SPIRIT:	1
INITIATIVE:	4				

•Powers:

Flight: 3, Radar Sense: 3

•Equipment:

BAT BOMB [BODY: 4, Bomb: 9, R#: 2]

Leipzig Program: In 1942, Heinrich Himmler founded a special commando school that was headed by the infamous Frau Bulle. Leipzig specialized in taking attractive young girls from rural German villages and turning them into hardened killers.

LEIPZIG ASSASSIN

DEX:	6	STR:	3	BODY:	3
INT:	4	WILL:	4	MIND:	4
INFL:	6	AURA:	6	SPIRIT:	4
INITIATIVE:	18	HERO POINTS:	10		

•Skills:

Charisma: 7, Martial Artist: 5, Thief: 6, Weaponry: 6

•Advantages:

Attractive; Connections: Nazi Germany (Low)

•Equipment:

P08 Luger [BODY: 4, EV: 5, Ammo: 8, Range: 4, R#: 2]

Detonation Implants: Top Nazi secret agents frequently had powerful explosives surgically implanted within their chest cavities. If these agents were captured, they could detonate the explosives by striking themselves firmly on the chest. The devices can only be inserted or removed by characters with the Medicine (Surgery) and Military Science (Demolitions) Skills, each rated at 7 APs or more.

DETONATION IMPLANT [Body: 4, Bomb: 7, R#: 2]

Limitation: Any hand-to-hand attack with an initial dice roll of 20 that strikes an agent who has a detonation implant automatically strikes the victim in the chest and accidentally detonates the implant.

Verdoppelung Project: Sometime in 1943, Nazi scientists discovered a nearly foolproof method of using plastic surgery to alter the appearance of specially trained assassins. From that point on, the Nazis began sending out assassins to capture and impersonate famous Allied operatives in order to gain access to Allied leaders. Assume that each Verdoppelung is mimicking the appearance of his chosen victim with the Chameleon Power rated at 9 APs. Most of the Verdoppelungs were specially trained to assume the role of their victim. Treat them as having the Artist (Actor) Subskill at 8 APs when they are using their impersonation skills.

Blitzkrieg Brain: The blitzkrieg brain once belonged to Colonel von Holtzer, an infamous German tank commander. After his physical body was killed when his tank was de-

stroyed battling the Haunted Tank on the Western Front, Nazi scientists saved von Holtzer's brain and encased it in a makeshift metal body. The Blitzkrieg Brain, as the conglomeration was called, was then transferred to key areas in the German line to lead important offensives.

THE BLITZKRIEG BRAIN

DEX:	4	STR:	6	BODY:	8
INT:	8	WILL:	7	MIND:	8
INFL:	7	AURA:	7	SPIRIT:	8
INITIATIVE:	19	HERO POINTS:	40		

•Skills:

Military Science: 8, Weaponry: 5

•Advantages:

Connection: Nazi Germany (Low); Leadership

Inferno: Inferno was a top-secret Nazi super-explosive. Bombs and grenades packed with Inferno have their APs of the Bomb Power increased by 3. When mixed with water, even a tiny sample of Inferno immediately produces a raging blaze (treat as a fire with an AV/EV of 7/7, per page 64 of the *Rules Manual*).

Rabidizine: A biological warfare agent derived from rabid animal saliva, Rabidizine was designed by Josef Mengele. Although the Germans produced gallons of Rabidizine during the war, it was rarely, if ever, employed.

Anyone subjected to Rabidizine is attacked by the Poison Touch Power, rated at 10 APs. This attack is automatically considered Killing Combat.

Hilter's Masterpiece: A deadly chemical agent capable of killing a victim without leaving any trace of physical damage on the corpse, the compound called "Hitler's Masterpiece" was created by Nazi chemists, not by Hilter himself. Nazi scientists built a number of specially modified V2 rockets with the intent of raining gallons of Hitler's Masterpiece down on England, but the program never came to fruition.

HILTER'S MASTERPIECE ROCKET [BODY: 7, Poison Touch: 10, Fog: 16, Flight: 10]

Bonuses: The rocket attacks everything within the area blanketed by its Fog Power with Poison Touch. Anyone examining a victim of the gas must gain Full RV RAPS on a Medicine Action Check against an OV/RV of 7/7 to discover that the deceased was the victim of a chemical attack.

Hell Fog: A crimson gas discovered by Nazi scientists, Hell Fog was capable of instantly dissolving human flesh. It too, was most likely never employed during the war.

Hell Fog Canister [BODY: 3, Cell Rot: 11, Fog: 13]

Bonus: The gas attacks everything blanketed by its Fog Power with Cell Rot.

Mad Music Tower: A high frequency radio transmitter designed to attack certain vulnerable areas in the human brain, the Mad Music Tower was able to drive its targets mad (at least) and was lethal to certain individuals. The Germans built the Mad Music Tower in a churchyard near Voorten, Holland and used it to attack Allied bomber crews.

MAD MUSIC TOWER [BODY: 13, Mind Blast: 7]

Bonus: The Tower's Mind Blast Power has Area Effect and is automatically a Killing Combat Attack. Anyone who suffers RAPs that equal or exceed his MIND in a single phase is not killed by the attack, but merely driven mad (reduce the victim's, INT, WILL and MIND to 1 AP each).

Project Nosferatu: Just before the war ended, Nazi scientists perfected a process by which normal ocean squids were bathed in blood extracted from vampire bats and metamorphosed into unstoppable killers. A fully matured Project Nosferatu squid could suck all the blood out of a man in seconds.

The German High Command hoped to drop thousand of Nosferatu squids onto Allied battle lines, but the plan was foiled by the Unknown Soldier.

NOSFERATU SQUID

DEX:	1	STR:	1	BODY:	2
INT:	1	WILL:	1	MIND:	1
INFL:	1	AURA:	1	SPIRIT:	1
INITIATIVE:	3				

•Powers:

Vampirism: 9

•Limitations:

Miscellaneous: The squid automatically enters Killing Combat whenever it uses its Vampirism Power.

Japan

The Dragon: The Japanese answer to Metal Worm, the Dragon was a 200-foot-long wheeled vehicle that was camouflaged to resemble an Oriental dragon. It was armed with a single giant flame thrower and manned by 19 soldiers.

Like its German counterpart, the Dragon was also destroyed by the Blackhawks.

DRAGON [STR: 17, BODY: 19, Flame Project: 16, Running: 6]

Note: The Dragon is capable of executing a crushing attack as described on page 121.

Battle Robot: After stealing a few of the secrets incorporated into J.A.K.E. from a U.S. Government research facility in San Francisco, the Japanese began building their own combat robots, most of which were constructed to resemble ancient Japanese samurai warriors or sumo wrestlers.

JAPANESE ROBOT

DEX:	7	STR:	7/8†	BODY:	11
INT:	3	WILL:	1	MIND:	1
INFL:	1	AURA:	1	SPIRIT:	5
INITIATIVE:	11	HERO POINTS:	15		

†STR of 7 for samurai, STR of 8 for sumo wrestlers

•Skills:

Weaponry: 7

•Equipment:

Katana (samurai robots only) [BODY: 9, EV: 9]

Appendix B: Gone but Not Forgotten

Attentive readers may have noticed by now that some of the greatest comic book heroes created during the late 1930s and early 1940s were not included in Chapter Three. In fact, all three of DC Comics' flagship characters were created during the era of the Second World War and battled menaces aligned with the Axis Powers in some of their earliest recorded adventures. Unfortunately, all of these stories no longer exist within the current DC continuity and were ignored for the purposes of this book. But as a treat for comics fans, this appendix contains DC HEROES game statistics for the Golden Age versions of Superman, Batman, and Wonder Woman. It might be interesting to compare these early versions of the characters with their modern counterparts, found in the *Background/Roster Book*.

SUPERMAN (as of *Superman* #1)

DEX:	13	STR:	11	BODY:	10
INT:	9	WILL:	12	MIND:	10
INFL:	10	AURA:	8	SPIRIT:	10
INITIATIVE:	36	HERO POINTS:	75		

•Powers:

Extended Hearing: 8, Invulnerability: 13, Jumping: 8, Running: 8, Superspeed: 2, Telescopic Vision: 10, X-Ray Vision: 12

•Skills:

Artist (Writer): 3, Charisma: 12, Scientist: 7

•Advantages:

Area Knowledge (Metropolis); Connections: *Daily Star* (High), Metropolis Police Department (High), Me-

ropolis City Government (High);

Lightning Reflexes; Popularity; Sharp Eye

•Drawbacks:

Secret Identity; Note: at this point in time, kryptonite had not yet been discovered.

•Motivation:

Upholding the Good

•Alter Ego:

Clark Kent/Kal-L

•Occupation:

Newspaper Reporter

•Wealth:

7

As a distant planet was destroyed by old age, a scientist placed his infant son within a hastily devised spaceship, launching it toward Earth.

When the vehicle landed on Earth, a passing motorist, discovering the sleeping babe within, turned the child over to an orphanage. Attendants, unaware the child's physical structure was millions of years more advanced than their own, were astounded at his feats of strength. When he reached maturity, he discovered he could easily: leap one-eighth of a mile; hurdle a 20-story building; raise tremendous weights; run faster than an express train; and that nothing less than a bursting shell could penetrate his skin!

Early, Clark decided he must turn his titanic strength into channels that would benefit mankind. And so was created... *Superman!* Champion of the oppressed, the physical marvel who had sworn to devote his existence to helping those in need!

—Jerome Siegel and Joe Shuster, *Action Comics* #1, June 1938.

BATMAN (as of *Detective Comics* #50)

DEX:	10	STR:	5	BODY:	6
INT:	11	WILL:	12	MIND:	11
INFL:	9	AURA:	8	SPIRIT:	9
INITIATIVE:	34	HERO POINTS:	80		

•Skills: *linked

Acrobatics: 10*, Artist (Actor): 8, Charisma: 10, Detective: 11*, Gadgetry: 11*, Martial Artist: 10*, Military Science: 11*, Scientist: 11*, Thief: 10*, Vehicles: 10*, Weaponry: 10*

•Advantages:

Area Knowledge (Gotham City); Buddy (Alfred Beagle); Connections: Gotham City Police Department (High), Street (High); Connoisseur; Genius; Expansive Headquarters (the Batcave); Intensive Training; Iron Nerves; Leadership; Lightning Reflexes; Sharp Eye; Sidekick (Robin); Unlimited Resources

•Drawbacks:

Mistrust (before *Batman* #7); Secret Identity

•Equipment:

Batarang [BODY: 6, Gliding: 2]

Rope [STR: 7, BODY: 7]

Note: the rope is 4 APs long.

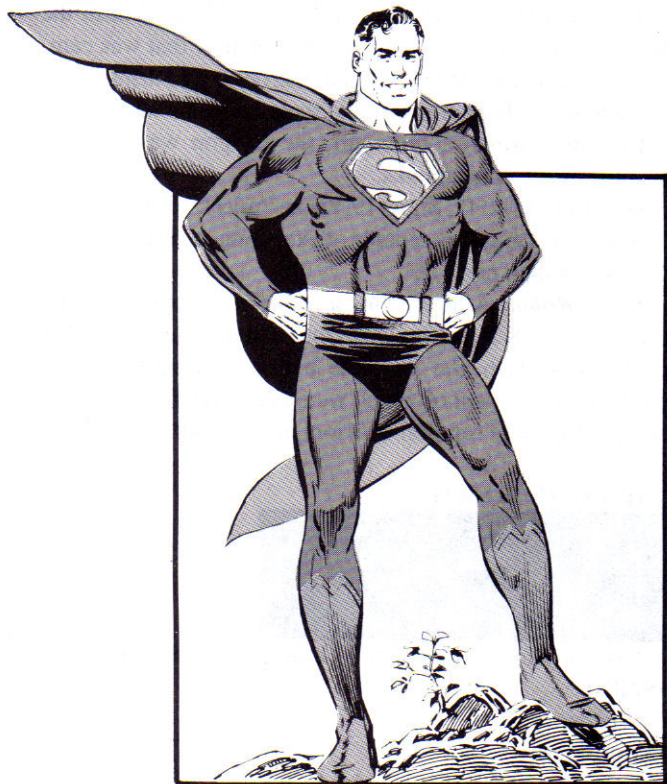
Smoke Capsules (x4) [BODY: 1, Fog: 12]

Knockout Gas Capsules [BODY: 1, EV: 8, Fog: 12]

Radio Transceiver [BODY: 2, Telepathy: 15]

Limitation: Telepathy represents the transceiver's range. 6 AP C Omni-Gadget

BATMOBILE [STR: 7, BODY: 8, Running: 7, R#: 2]



BATPLANE [STR: 5, BODY: 7, EV: 8, Flight: 9, R#: 2]

BATGYRO [STR: 7, BODY: 7, Flight: 8, R#: 2]

•**Motivation:** Seeking Justice

•**Alter Ego:** Bruce Wayne

•**Occupation:** Playboy

•**Wealth:** 18

ROBIN THE BOY WONDER

(as of *Detective Comics* #50)

DEX:	7	STR:	3	BODY:	4
INT:	7	WILL:	4	MIND:	5
INFL:	6	AURA:	5	SPIRIT:	5
INITIATIVE:	24	HERO POINTS:	35		

•**Skills:** *linked

Acrobatics: 7*, Charisma (Persuasion): 7,

Detective: 7*, Martial Artist: 7*, Thief: 7*, Weaponry: 7*

•**Advantages:**

Connection: Batman (High); Gift of Gab; Intensive Training; Lightning Reflexes; Luck; Rich Family (Bruce Wayne)

•**Drawbacks:**

Age (young); Secret Identity; Unluck

•**Equipment:**

Batarang [BODY: 6, Gliding: 2]

Rope [STR: 7, BODY: 7]

Note: the rope is 4 APs long.

Smoke Capsules (x4) [BODY: 1, Fog: 12]

Knockout Gas Capsules [BODY: 1, EV: 8, Fog: 12]

Radio Transceiver [BODY: 2, Telepathy: 15]

Limitation: Telepathy represents the transceiver's range.

6 AP C Omni-Gadget

•**Motivation:** Thrill of Adventure

•**Alter Ego:** Dick Grayson

•**Occupation:** Student

•**Wealth:** 3

One night, some 15 years ago, Thomas Wayne, his wife and his son were walking home from a movie...

Wayne: "W-what is this?"

Mugger: "A stickup, buddy! I'll take that necklace you're wearin', lady!"

Wayne: "Leave her alone, you! Oh....."

Mugger: "You asked for it!" {The mugger shoots Wayne.}

Wife: "Thomas! You've killed him! Help! Police... help!"

Mugger: "This'll shut you up!" {The mugger shoots Wayne's wife.}

The boy's eyes are wide with terror and shock as the horrible scene is spread before him.

Bruce: "Father... mother! ...dead! They're d-dead!"

Days later, a curious and strange scene takes place.

Bruce: "And I swear by the spirits of my parents to avenge their deaths by spending the rest of my life warring on all criminals."

As the years pass, Bruce Wayne prepares himself for his career. He becomes a master scientist. He trains his body to physical perfection until he is able to perform amazing athletic feats.

Bruce: "Dad's estate left me wealthy. I am ready... but first

I must have a disguise. Criminals are a superstitious cowardly lot, so my disguise must be able to strike terror into their hearts. I must be a creature of the night, black, terrible... a... a..."

As if in answer, a huge bat flies in the open window!

Bruce: "A bat! That's it! It's an omen... I shall become a BAT!"

And thus is born this weird figure of the dark... this avenger of evil: the Batman!

—Bob Kane, *Detective Comics* #27, November 1939

WONDER WOMAN (as of *All-Star Comics* #23)

DEX:	12	STR:	8	BODY:	6
INT:	9	WILL:	10	MIND:	10
INFL:	10	AURA:	9	SPIRIT:	10
INITIATIVE:	33	HERO POINTS:	70		

•**Powers:**

Running: 6, Telepathy: 11

•**Skills:**

Acrobatics: 4, Charisma: 10, Vehicles: 10

•**Advantages:**

Area Knowledge (Paradise Island); Connections: Paradise Island (High), U.S. Armed Forces (Home Front/Low); Lightning Reflexes; Sharp Eye

•**Drawbacks:**

Secret Identity; Loss Vulnerability: If Wonder Woman's bracelets are chained together by a man, her STR drops to 4 APs until she is freed.

•**Equipment:**

BRACELETS [BODY: 20]

Lasso of Truth [STR: 12, BODY: 22, Control: 15]

Limitation: Control may only be used to force a captured target to tell the truth.

INVISIBLE AIRPLANE [STR: 8, BODY: 13, Invisibility: 10, Flight: 8, R#: 2]

•**Motivation:** Upholding the Good

•**Alter Ego:** Diana Prince

•**Occupation:**

Nurse, later Army Officer

•**Wealth:** 5

Like the crash of thunder from the sky comes the *Wonder Woman*, to save the world from the hatreds and wars of men in a man-made world! And what a woman! A woman with the eternal beauty of Aphrodite and the wisdom of Athena — yet whose lovely form hides the agility of Mercury and the steel sinews of a Hercules! Who is *Wonder Woman*? Why does she fight for America?

To find the answer, let us go back — back to that mysterious Amazon isle called Paradise Island! To that enlightened land of women floated the unconscious form of a man — Captain Steve Trevor — a U.S. Army Intelligence officer who tried to stop a mystery bomber from raining death on an American army camp. Here on Paradise Island, on which man had never before set foot, the Amazon maid Diana fell in love with Captain Trevor, and decided to bring him back to America and help him wage battle for freedom, democracy, and womankind thru-out the world!

—Charles Moulton, *All-Star Comics* #8, Winter 1941

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How To Use This Book

This book is a supplement for use with the DC HEROES Role-Playing Game, Second Edition. All the statistics and game mechanics contained herein conform to the rules and guidelines for play presented in the Second Edition boxed set, except where specifically noted in the text.

Types of Modules

This book is one of several different types of gaming modules that are available for use with the DC HEROES Role-Playing Game. The specific type can be found on the upper left-hand corner of the front cover, and will be one of the following:

Sourcebook: A sourcebook contains game-related and background material on a certain subject relating to the DC Universe, most often a specific group of heroes, a certain location, or a special genre. GMs who prefer writing their own adventures will find sourcebooks especially helpful, since in addition to Characters' statistics, sourcebooks contain historical, organizational, and reference material about the sourcebook's subject.

Adventure: An adventure contains a full-length scenario for play with a certain hero(es), or teams of heroes. Adventures for individual heroes are called One-On-One adventures and are intended for only two players, one of whom acts as GM.

Match-Play: A Match-Play adventure is also designed for two players, but features a unique system whereby each player alternates between playing a hero and GMing for his or her partner.

Solitaire: A Solitaire is an adventure for one player, where the book acts as GM.

Anthology: Anthologies are collections of shorter adventures, each featuring a different hero or heroes, and each written by a different author.

Changes From Previously Published Materials

There are certain Characters whose statistics are somewhat different in this book from those given in First Edition DC HEROES Role-Playing Game modules, the *Background/Roster Book*, and/or previous Second Edition modules. This is because of the constantly-evolving nature of the DC Universe and new developments which have occurred in the Character's comics. For example, a Character may have gained a new Power or Skill, and that new ability is now included in his or her statistics.

Some Power descriptions in this book may also be different from other descriptions of the same Power. These differences reflect an updated perception of how these Powers work in the DC Universe.

The Gadgetry rules were modified from the First Edition of the DC HEROES Role-Playing Game and the *Hardware Handbook*. Most of the changes should be self-explanatory, with the following exceptions.

A Gadget whose name is in all capitals (BATTLE SUIT, AUTOMOBILE) cannot be taken away in combat, while Gadgets whose names are in upper- and lower-case letters (Pistol, Radio) can be taken away in combat. A Gadget with italicized Attributes (*STR*, *BODY*) can substitute its APs of the Attribute for the user's APs of the Attribute in all situations, while non-italicized Attributes (*STR*, *BODY*) can only be substituted for the user's Attributes in certain situations, depending on the nature

of the Gadget. If a Gadget does not possess Mental and/or Mystical Attributes, it is immune to Mental and/or Mystical Attacks, respectively. The R# listed in a Gadget's statistics represents its Reliability Number. Gadgets with no R# listed are considered to have a Reliability Number of 0. If a Player rolls the Gadget's R# or lower while using the Gadget, the Gadget immediately breaks down and must be repaired.

Adventure Structure

Adventures are divided into the following four sections. In any of these sections, *italicized type* is meant to be read directly to the Players.

GM's Introduction: This section provides the GM with information needed to run the adventure.

Characters: Information concerning both Players' and Non-Player Characters will be found in this section. Occasionally, only modifications to previously published Character information and Hero Points may be listed. See the full description in the *Background/Roster Book* in the DC HEROES Role-Playing Game, Second Edition, boxed set for the rest of that Character's statistics.

Encounters: The bulk of an adventure is a series of Encounters which make up the adventure's storyline. That is, Characters go from situation to situation, each of which is represented by a separate Encounter. Each Encounter is divided into four sections: *Setup*, *Players' Information*, *GM's Information*, and *Troubleshooting*. Brief descriptions, including maps, game mechanics, etc., are often included in the Encounters.

Endgame: This explains the outcome of the adventure and the awards given to the Players. Consequences of incomplete or failed adventures are also mentioned, so that the GM can design further scenarios if desired.

Abbreviations

AP(s)	Attribute Point(s)
AURA	Aura Attribute
AV	Acting Value
BODY	Body Attribute
CS	Column Shift(s)
DEX	Dexterity Attribute
D10	Ten-Sided Die
EV	Effect Value
GM	Gamemaster
HP(s)	Hero Point(s)
INFL	Influence Attribute
INT	Intelligence Attribute
MIND	Mind Attribute
N/A	Not Applicable
NPC(s)	Non-Player Character(s)
OV	Opposing Value
RAP(s)	Result AP(s)
RV	Resistance Value
R#	Reliability Number
SPIRIT	Spirit Attribute
STR	Strength Attribute
WILL	Willpower Attribute
2D10	Two Ten-Sided Dice

A Word About Grammar

The male pronoun (he, his, him) is used in this book as a third-person singular in many instances. This usage is intended as a neuter term, and should be read as "he or she," "his or her," or "him or her" in all instance where it is used to imply a person of either gender. The use of the male pronoun is not intended to exclude women from this game or to suggest their exclusion.

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