

CARTOON ACTION HOUR

SEASON 3



IRON WOLVES

Series Book by Eddy Webb



IRON WOLVES

"Metal parts. Real cops."

Credits

Created and Written by

Eddy Webb

Character Stats by

Barak Blackburn

Artwork by

Nolan Segrest

Graphic Design by

Cynthia Celeste Miller

Editing by

Norbert Franz

Channel Guide

Cartoon Background	4
The Series	4
The Heroes	6
The Villains	7
Starships	8
Playsets	9
Episodes	10
PC Guidelines	11
Ready-To-Use PCs	13
Hero & Villain GMC Write-Ups	16
Playset Write-Ups	19



www.spectrum-games.com
2807 Grand Ave., Parsons, Kansas 67357

Cartoon Action Hour is copyright 2014 by Spectrum Games. All Rights Reserved. Iron Wolves is owned by Eddy Webb and used by Spectrum Games with permission. This material (art, logos, illustrations, character concepts, text and game mechanics) is protected by the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written consent of Spectrum Games or Eddy Webb except for the purposes of reviews and for the character stats, which may be reproduced for personal use only. Failure to abide by these rules will result in a painfully infuriating, extended visit to your house from Kargorr. You've been warned. The reference to any companies or products in this book is not meant to challenge the trademarks or copyrights concerned.



Cartoon Background



A thousand years into the future, humanity has reached the furthest stars. Queen Pin and her notorious gang of mobsters strike terror into the hearts of innocent citizens. Thankfully, the Galactic Bureau of Justice have created a special unit of crime-busting agents dedicated to bringing down Queen Pin's mob. Undergoing an experimental procedure, they replace parts of their bodies with metal, giving them amazing powers. Wielding their new abilities, they fight for justice. Metal parts. Real cops.

They are the Iron Wolves!

In September of 1988, these words were first heard by children all over the nation, enticing them with tales of two-fisted justice against evil galactic mobsters. Lance Cambone, a retired police officer, was inspired by the various anime space operas being brought to America, such as *Star Blazers*, *Robotech*, and *Voltron*. He came up with the idea of cybernetic federal agents to help teach children about the importance of following the law and fighting against crime. Toy Celebration, an up-and-coming toy manufacturer, had an idea for action figures to mix and match limbs an exciting new innovation at the time. Bizarre aliens and exciting space-age vehicles contributed to the unusual combination of Prohibition-era style and space opera fun. These factors worked together to make *Iron Wolves* a memorable, if unfortunately short-lived, entry into the canon of Saturday morning action-adventure cartoons.



The Series



A Thousand Years into the Future

Space Year 2989. The human race has explored far beyond Earth, colonizing dozens of worlds all over the galaxy. They have forged diplomatic relations with a variety of alien races to create the Galactic Union, a democratic coalition of planets dedicated to peace, justice, and harmony. At the Union's inception, a dangerously aggressive race of humanoid bee people called the Pollarians tried to overthrow the nascent organization. For years the Union fought legions of the Pollarians' drone ships, but in the end they were defeated. Their ruler, Queen Pin, was placed in the most secure correctional facility ever made: Penal Planet Gamma-Four.

And yet, Queen Pin managed to escape, along with some of the most notorious criminals who ever lived (the number was vague so the writers could introduce more characters as the series went on). They formed an organized criminal enterprise, and the Pollarian monarch once again thirsted for galactic conquest this time, with an army of goons and henchmen at her beck and call. The peacekeeping arm of the Union, the Galactic Bureau of Justice, needed to create a special taskforce. They asked Major "Iron" Will Powers to head up the team, and he recruited the bravest and most talented agents the GBJ had to offer. All of them agreed to have parts of their body replaced with cybernetic implants, allowing them to not only survive the vacuum of space, but also take on an array of amazing powers. Now the Iron Wolves are ready to take on Queen Pin's mob and bring her gang to justice!



Tropes



- The Galactic Union has a 1920s sense of style, but done in a futuristic way. Aliens run speakeasies, hover cars have massive running boards, laser rifles carry huge clips, and males of every species wear snappy hats.
- There is a large number of alien species, but each race is either a good guy race or a bad guy race. Humans are generally good guys, although there are exceptions.
- No one ever has problems breathing in space. Even without any kind of space suit.

The Galaxy

There are dozens of planets in the galaxy, all teeming with a wide variety of alien life. These are just a few examples.

Humanity

One of the most prevalent races in the Union, humans are adventurers, explorers, and entrepreneurs. They brought the ideals of democracy and justice to the galaxy, and as such hold a special place in the Union. Since their emigration from Earth, they have come to live on many of the planets in the Union, and have helped to terraform a number of new planets as well. Around Earth, the Galactic Bureau of Justice has a space station that they use as a base of operations for their special taskforces. The Iron Wolves now use it, giving it the nickname WolfHaven. Here they train their recruits, store their starships (collectively known as the WolfPack), and plan their operations against Queen Pin and her gang. Sometimes it is also used as a detention center for dangerous criminals, and a meeting place

for important diplomats from off-world. A few voices on Earth have raised concerns about the potentially disastrous mix of Iron Wolves, criminals, and diplomats all on one station, but thus far the success of Major Powers and his team have proven the success of the WolfHaven.

Pollarians

A race of bipedal insects, originally from the Hive of Pollaria. Comprised of a heavily-regimented caste society, these aggressive insectoid warriors had originally conquered a number of planets, creating the Pollarian Empire. However, their conflict with the Planetary Union lost them their blood-soaked acquisitions, and many of the formerly Imperial planets now claim membership in the Union. The high caste of royal Pollarians are clever, vicious creatures that think nothing of sacrificing large numbers of sentient creatures to accomplish their goals. The majority of Pollarians, however, are of the worker caste, simple creatures who live only to work at the direction of their leaders. Workers have a full set of wings which allows them limited flight, although the so-called royalty do not.

The notorious Queen Pin is the current monarch-in-exile of the Pollarians. A number of workers have gone with her to act as loyal servants in her mob, but some of the royal Pollarians seek to overthrow her, creating a new Pollarian Empire in their own image.

Siminoids

Originally hailing from the planet of Simar, the Siminoids are a diminutive race of monkey-like aliens. Their positive demeanor is as much a credit to the Union as their sophisticated grasp of technology. Although they understand many of the common languages of the galaxy, Siminoids cannot speak them, instead relying on a mild telepathic ability to broadcast their thoughts to nearby sentients. They like making noise, however, so they will often click and chatter while communicating, in emulation of language. Siminoids are welcomed all over the galaxy as mechanics, inventors, and scientists.

Robots

While not a literal alien race, robots are common in just about every part of the galaxy. Shortly after the Union's creation, the Congress passed a law that granted personal rights and autonomy to self-aware robots. While some people refuse to treat robots like other sentient life forms, many have embraced the law, and free robots are welcome on many worlds and in all walks of life. (Sentient robots are made just like any other *Cartoon Action Hour* character.)



Major "Iron" Will Powers

The creator and boss of the Iron Wolves, Major William Powers is a respected agent of the GBJ. When he was a younger agent, a firefight during the Pollarian invasion left him critically wounded, and he has a number of antiquated cybernetic implants as a result. They sometimes seize up on him, forcing him out of his work as a field agent and into a desk job as supervisor and support for the team. Regardless, he runs WolfHaven with crack efficiency, and his experience and advice are huge assets to the Iron Wolves.

Monkey Wrench

Monkey Wrench is the Siminoid mechanic and unofficial mascot of the Iron Wolves. She fixes the WolfPack ships as well as most of the Iron Wolves' (unimplanted) weapons. She keeps trying to fix Major Powers cybernetics as well, but he constantly refuses. She wears a pair of overalls and has a belt bristling with strange and unusual tools.



The Villains

Queen Pin

Queen Pin is the most notorious criminal in the Union. She is Galactic Public Enemy Number One, both for her actions during the Pollarian Invasion and her crimes since breaking out and forming the Queen Pin mob. She is beautiful, ruthless, arrogant, and will stop at nothing to rule the galaxy. Simply put, she is the reason why the Iron Wolves were created.

As one of the Pollarian royalty, she does not have wings that allow her to fly. However, if she eats some of the Pollarian Royal Jelly, she turns into a massive and terrifying warrior. She is also never without a weapon about her person.



Lucky SL-0TS

Lucky is Queen Pin's second-in-command, a free-will gambling robot that has been banned from a number of casinos all over the galaxy for cheating. Originally a navigation robot, Lucky was never programmed with speech centers. Instead, his faceplate is a video screen that he uses for communication and to display images and information. Lucky is Queen Pin's most loyal henchman, and often acts as internal discipline within the mob a silent and terrifying boogiemanager amongst a den of thieves. Whenever three cherries show up on Lucky's faceplate, someone else's day is about to get very unlucky.

Nine Lives

The other of Queen Pin's Beast Men, Nine Lives is one of the last remaining Felids from the planet Felidae, a race of humanoid felines that collaborated with the Pollarians. He works with Snake Eye as the assassin's weapons expert and technician, finding and maintaining all sorts of exotic weaponry. He has since started providing his services to the other henchmen in Queen Pin's mob, but he makes sure to save all his best work

Pollarian Workers

Creatures of few words and even fewer thoughts, the Pollarian workers are the Goons of Queen Pin's mob. Their lack of effective combat tactics and inability to enact complex plans are balanced by their sheer numbers.

Queen Pin doesn't send her workers on important jobs, but they're very useful at slowing the Iron Wolves down while her real plan is underway.

for Snake Eye. Nine Lives earned his name from years of close calls working with Snake Eye, always seemingly one step ahead of disaster. He has a techpack on his back containing a wide variety of weapons, including his own Multi-Ray.



Biggy Shott

It's easy to dismiss Biggy Shott. He's a hulking monstrosity of an alien, seven feet of solid Pollarian muscle with just enough brain matter to grunt and punch things. But this freak Pollarian worker is so stupid he literally doesn't understand pain, and it would take an entire starship to stop

him once he goes on a rampage. He follows Queen Pin blindly, sometimes a little too blindly. He's also very literal, and has trouble following complex plans. But if you point something out and say "Biggy, destroy!," his massive fists can perform the job with gusto.

Snake Eye

One of Queen Pin's notorious Beast Men, Snake Eye is an arrogant assassin who kills from the shadows with a wide variety of exotic weapons. No one knows about Snake Eye's past. He has been rumored to be everything from a genetic experiment by the Pollarian Empire to an alien from a parallel universe. No matter where he's from, though, Snake Eye is always a deadly force to be reckoned with, even without weapons. He has an acid spit attack that kills on contact, and he can contort his body to get out of any bonds. His only friend is Nine Lives, his partner for many years before they joined Queen Pin's mob.



Starships are very common all over the galaxy. From small two-seater cruiser models with open tops and invisible force fields all the way to massive mega-cruisers that are like giant buildings in space, most everyone who is a galactic citizen owns or has access to at least one starship. Nearly every vehicle in this series is either a starship or has the capability to be a starship. It's not uncommon to find starships that look like shipping trucks, luxury yachts, or even tanks! Any vehicle in this series also has all the benefits of being a starship (...even if it doesn't make too much sense!).



WolfHaven

WolfHaven is a space station that is located roughly halfway between Earth and the moon. Essentially a city in space, it acts as the headquarters for the Iron Wolves as well as the GBJ's other elite task forces. It has two distinct districts.

The enclosed central district – known as *CivDis* – is reserved for the civilians who visit or reside in the station. The civilians are mostly the members of the taskforces and their families, though more and more people are being allowed in every year, which was a focal point of the episode titled, "Enemy Within". This district contains housing as well as a vibrant marketplace and business district.

The primary district – called *JusDis* (or *Justice District*) – is where the special taskforces (including the Iron Wolves) operate. It has training facilities, administration centers, hangars, armories and much more.

The WolfPack

The Iron Wolves have a very special collection of starships, collectively dubbed The WolfPack. Normally they appear to be high-quality police starships. They have one seat each (for the pilot), but they are fast and sleek looking, able to chase down criminals in a high-speed chase. They also pack not only the standard GBJ attack lasers, but also a unique form of weaponry customized to each Iron Wolf's specialty. For example, an Iron Wolf who is a bluegrass-playing musician (our favorite concept!) might have a sonic cannon mounted to their WolfPack ship.

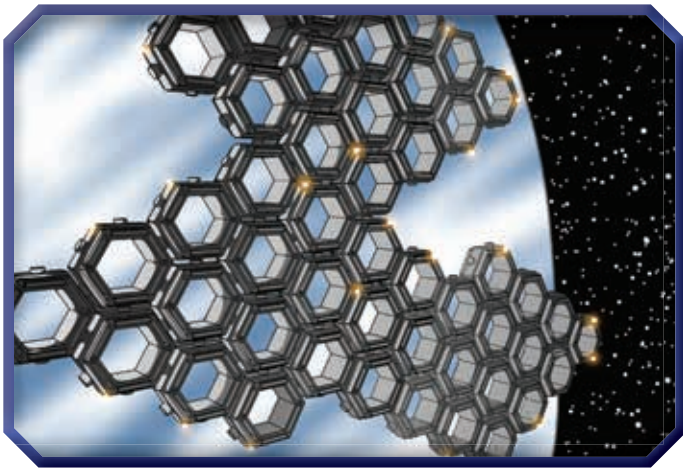
Aside from being fast and packing a punch, however, the WolfPack ships have one more trick. When all of the WolfPack ships are nearby, the leader of the Iron Wolf team can initiate Combiner Mode. The various ships change into new shapes, which are then drawn to each other to form a giant attack robot! This fearsome defender of justice, known as WolfStar, can be controlled by the team to devastating effect. However, the power drain on the ships is considerable: WolfStar can only stay in Combiner Mode for a brief period of time, and it usually takes an entire day to recharge the combiner circuits afterwards (although the WolfPack ships still work as normal after Combiner Mode, it's only the combination circuits that are offline).



The Hive

Orbiting the distant planet of X'vorn'ia is a technological wonder called the Hive. It was constructed by Pollarian workers under the orders of Queen Pin herself. The goal was to erect the ultimate headquarters; a goal in which she succeeded! Everything about it is effective, from its invasion defenses to its advanced communication system. It is, from top to bottom, a formidable lair.

The toy of the Hive is revered among collectors for its quiriness and size. However, with great intentions come terribly executed toy ideas. The Royal Jelly Action Feature looked amazing and terrifyingly creepy on television, as the child playing with the hive pushed the button and the Hive secreted amber ooze the child gladly licked up, and when the child turned towards the camera, his eyes were covered with scalene contacts, giving him the same appearance as the drones in the cartoon. In reality, parents had to fill the Hive with actual honey, and honey when combined with the action figures and playset, made a huge mess.



“The Birth of the Iron Wolves”

Queen Pin calls some of her loyal Pollarian workers to her, and they break her out of Penal Planet Gamma-Four (along with Lucky and Biggy). Major Powers recruits the best and the brightest for his team, and they work together to stop her attempt to knock over Planet Knox, the home of the Galactic Bank and Stock Exchange. However, it turns out to be an elaborate trap once the Iron Wolves arrive and have their first encounter, they discover that Queen Pin has hired the notorious galactic assassins, the Beast Men, to take out the agents of justice with a Quasar Sniper Rifle before they even start!

In the second part of this two-part episode, the Iron Wolves deal with the Beast Men and Queen Pin's goons as she goes for the *real* prize: stealing the Union's new warship! As they struggle against Queen Pin's mob, Monkey Wrench reveals a new project he's been working on: the powerful (but still unstable) Combiner Mode of the WolfPack. Can the Iron Wolves use this new technology to overcome Queen Pin's nefarious scheme?

“Casino Heist”

Lucky SL-0TS has a beef against the Starlight Casino, a legitimate establishment that he used to work at before falling in with Queen Pin. The owner, Bugsy Breem, sent Lucky up the river when he first got busted. Lucky has been itching for revenge ever since, but Queen Pin has a different plan: rob the place blind! Major Powers gets wind of the plan, but Bugsy has no intention of letting coppers into his casino, so they have to use disguises to get in the door, not easy when you're partially metal! Can the Iron Wolves infiltrate Bugsy's corrupt gambling den and stop the heist to nab Lucky?

“Hit on Major Powers!”

Right as the episode starts, a starship appears outside WolfHaven. When the ship asks for Major Powers, it attacks, trying to blow up the whole station! It turns out that Queen Pin has finally had enough of the Iron Wolves, and has put out a one million credit contract. She only wants one thing: Major Powers dead! She sends the Beast Men to fulfill the contract (no point in spending one million credits if you don't *have* to), but quickly all sorts of nefarious alien bounty hunters crawl out of the woodwork to try and collect. Can Major Powers and the Iron Wolves avoid the steady flow of mercenaries in order to stop the Beast Men?



PC Guidelines



All heroes are members of the GBJ Iron Wolves task force, dedicated to taking down Queen Pin and her mob. They have each been modified to have some amount of cybernetic implants in their body, giving them amazing capabilities. Each of their powers is activated by a short verbal passphrase. An Iron Wolf's powerful hand-to-hand attack might be activated by a phrase like “Galactic Power Punch!”

While any number of characters works for an *Iron Wolves* game, five is a classic breakdown of characters. Such concepts may include:

- **Leader:** The person the group turns to for strategy, inspiration, and making hard calls. The Leader never asks someone to do anything he would not do himself.
- **Brain:** The scientist, knowledge base, and overall intelligence of the team. If the Iron Wolves need to know something, they ask the Brain.
- **Muscle:** The strongman and combat expert of the group. Not only does he have strong arms, but he also has a big heart and a small brain.
- **Renegade:** She is a hothead that does not always follow orders, but she fiercely fights for what is right and just.
- **Moral Center:** A sensitive soul who thinks about people. He always speaks for the downtrodden and the weak.

Star Power: 3

Tier and Trait Points: Human; 24

Other Rules:

- Theme Adherence: PCs are members of the Iron Wolves team.
- Required Trait: PCs must spend at least some of their Trait Points on one or more Traits that represent cybernetic body parts. These Traits automatically come with a series-specific Special Rule called “Cybernetics” (see the appropriate sidebar for more information).
- Excessive Trait Ratings: A PC's Traits are normally limited to a maximum rating of 4. However, up to three Traits can have a rating between 5 and 7. Such Traits must represent cybernetics (see below), gear or vehicles.



PC Guidelines (cont.)



- **Gestalt:** Each PC is given 3 free Trait Points to put into the creation of the gestalt known as WolfStar, created from the WolfPack starships (see the next bullet-point). They can agree to spend their regular Trait Points as well, though the amount must be the same for each PC. Page 116 of the CAH:S3 rulebook has everything you need to know about creating gestalts. Unlike standard gestalts, WolfStar must disband after the scene in which it forms. The gestalt cannot reform again until the combiner circuits recharge for roughly one day, though the vehicles themselves can still operate individually.
- **Required Trait:** PCs must spend at least some of their Trait Points on a Trait that represents a one-person starship (using the normal vehicle creation rules). This ship will be part of the WolfPack and will merge with the other vehicles to form WolfStar. One of the vehicle's Standard Qualities must be "Gestalt" (see the sidebar on page 116 of the CAH:S3 rulebook for more information).
- **Free Playset Usage:** PCs have access to WolfHaven, the Iron Wolves' Playset, without paying any points into it.



New Special Rule



Cybernetics

As mentioned previously in this supplement, members of the Iron Wolves have some manner of cybernetics to help bolster their effectiveness. Some of these are implants such as cyber eyes or adrenaline boosters. Others, however, are limb replacements such as rocket launcher forearms or robotic feet. Some notes:

- It is entirely possible to give the Trait "Versatile" as well if you want a particular cybernetic feature that is capable of doing a lot of different things.
- Before using a Trait with this Special Rule to make a check, the character must activate the implant/replacement by giving an appropriate verbal command. The GM should give leniency in cases where it doesn't make sense to activate it. It might be one command to activate the Trait for any occasion ("Mechani-legs, do your thing!") or you could ad-lib it every time and tailor it to the specific use ("Bounding jump!", "Top Speed!", "Robo-Kick!"). The choice is yours.
- The associated action figure line featured limbs that were interchangeable with other action figures in the line. Perhaps to encourage sales for the toys, the cartoon occasionally integrated that aspect into the storylines. As such, with the GM's permission, two Iron Wolves can swap cybernetic limbs. Doing so requires an expenditure of one Oomph from both characters and takes them one full turn each. Until they can change back (which doesn't require further Oomph, but does take another turn), a swapped Trait is usable only by the character who now temporarily possesses the limb.
- Cybernetics is one of the three ways a PC can have Trait ratings of 5-7.

Ready-to-Use Player Characters

Here is a complete group of five ready-to-play Iron Wolves.

CAPTAIN TOMMY “FLASH” FLANAGAN

Star Power: 3

Qualities

- The Leader
- Tactical Computer Uplink
- “In a flash” (catchphrase)

Traits

ADRENALINE BOOST 4 (Action Feature, Cybernetics)
 CYBER-CHROME ARMOR 6 (Cybernetics)
 FLASH PISTOL 4 (Accessory)
 TACTICIAN 3
 DETERMINED 2
 WOLFSTAR IV 6 (Shared; 35 Total Points; Disadvantage – cannot merge unless character has access to vehicle)
 “THUNDERHOWL” 4 (Vehicle, Minor)

Note: When activating his adrenaline boost, Flash’s eyes glow red. His action figure had the ability to glow by pressing a button on his back.

“THUNDERHOWL”

- Starship
- Gestalt (see Wolfstar IV)
- Tactical Sensors

PHOTON TORPEDO 1 (Action Feature, Big Attack, One-Shot)
 HIGHLY MANEUVERABLE 4 (Mode of Travel: Space)
 LASER BLAST 2 (Big Attack)
 FAST 2

Note: Thunderhowl’s PHOTON TORPEDO is the classic spring-loaded action feature.

LT. MARIE “DOC” DUPREE

Star Power: 3

Qualities

- The Brain
- A-Ha!
- “Take that!” (catchphrase)

Traits

EMP BLAST 5 (Accessory, Area, Deactivate – used vs. non-cybernetic, mechanical, etc. opponents)
 CYBER-ARM 4 (Cybernetics)
 SMART 4
 TINKERER 4
 TOUGH 1
 WOLFSTAR IV 6 (Shared; 35 Total Points; Disadvantage – cannot merge unless character has access to vehicle)
 “REDMANE” 4 (Vehicle, Minor)

Note: Doc’s cyber-arm allows her to connect to computers and can give her a sixth sense.

“REDMANE”

- Starship
- Gestalt (see Wolfstar IV)
- Onboard Advanced Computer

FORCE FIELD 4 (Action Feature, Deplete – vs. space travel, +2 to Protect/Assist Others)
 QUICK 2 (Mode of Travel: Space)
 LASER BLAST 1 (Big Attack)
 TRACTOR BEAM 1

Note: With the +2 to the FORCE FIELD, link value will be +3, as if the Trait was effectively 6.

SGT. JACKSON "STEEL" WALL

Star Power: 3

Qualities

- The Muscle
- Extra Effort
- Uncanny Inspiration

Traits

POWERED CYBER-SKELETON 6 (Action Feature, Cybernetics)
OT BLITZ 5 (Area, One-Shot)
LASER BAZOOKA 4 (Accessory, Area, Big Attack)
BOOMING VOICE 3
POPULAR 2
WOLFSTAR IV 6 (Shared; 35 Total Points; Disadvantage – cannot merge unless character has access to vehicle)
"FANG" 4 (Vehicle, Minor)

Note: The OT Blitz is a modified move from when Steel Wall played pro football. He moves and attacks, knocking opponents to the ground. His cyber-skeleton makes him stronger, more resistant to damage, and he can make incredible leaps, etc.!

"FANG"

- Starship
- Gestalt (see Wolfstar IV)
- Ramming Speed

ION CANNONS 2 (Action Feature, Big Attack, Devastating)
HEAVILY ARMORED 5
FAST 2 (Mode of Travel: Space)

CPL. HITOMI

Star Power: 3

Qualities

- The Renegade
- Vanish!
- Loyal

Traits

CYBER-HAND 1 (Action Feature, Cybernetics, Versatile; BLAST [Area], FLIGHT; Oomph Powered)
CYBER-OPTICS 4 (Cybernetics, -2 after using her OPTIC BLAST)
OPTIC BLAST 4 (Area, One-Shot)
NINJA 4
NINJA WEAPONS 1 (Accessory)
WOLFSTAR IV 6 (Shared; 35 Total Points; Disadvantage – cannot merge unless character has access to vehicle)
"SHADOW" 4 (Vehicle, Minor)

Note: Hitomi's cyber-optics allow her to see in the dark, analyze data, detect heat sources, and once per episode she can unleash an optic blast, though after doing so, her eyes are less effective.

"SHADOW"

- Starship
- Gestalt (see Wolfstar IV)
- Surprise Attack

STEALTH FLIGHT 4 (Mode of Travel: Space)
NEGA-RAY 2 (Big Attack, Deactivate)
ACROBATIC 2
LASER BLASTS 1 (Area, Big Attack)

ADAM

Star Power: 3

Qualities

- The Moral Center
- Robot
- Odd Sense of Humor

Traits

NEUTRALIZER 5 (Accessory, Deactivate – vs. Cybernetics)

ROBOTIC BODY 5

“CHIP” 4 (Companion; COMBAT 2, MOVE [Flight] 2, THINK 2)

FULLY CUSTOMIZABLE 4 (Cybernetics)

WOLFSTAR IV 6 (Shared; 35 Total Points; Disadvantage – cannot merge unless character has access to vehicle)

“REX” 5 (Vehicle, Minor)

Note: *Chip* is Adam's robotic wolf cub companion.

“REX”

- Starship
- Gestalt (see Wolfstar IV)
- Tactical Sensors

GADGET UPGRADES 1 (Action Feature, Versatile; LASER

BLAST [Big Attack], EMP [Area])

ARMORED 3

TURBO 3 (Mode of Travel: Space)

WOLFSTAR

Each taskforce has their own Wolfstar ship, with Roman numerical designation, though the toys were crafted in such a way that swapping out ships was possible, and when so doing, they had the designation of both notated “Wolfstar Four Ten Deploy!” (The majority of the ships are from the Wolfstar IV Taskforce, but one member of Wolfstar X was also involved.) Wolfstar I is reserved for Iron Will and his hand-selected team, which could be the PCs in special circumstances. What Wolfstar will the PCs in your series be? Now, that is up to you, and rivalries did exist!

What follows is the stat block for WolfStar IV, the gestalt used by the ready-to-play PCs.

WOLFSTAR IV 6 (Gestalt; 35 Total Points)

Quality

- Gestalt

Traits

WOLFPACK ATTACK “ROAR OF THE WOLF” 11 (Action Feature, Area, Big Attack, Fickle)

WOLFPACK ATTACK “POUNCE” 9

IRON WOLF ARMOR 9

FLIGHT 6 (Mode of Travel: Space)

Note: The Roar of the Wolf is a ranged heavy laser attack accompanied by an awesome roar sound. In toy terms, 1980s electronics were not what they are today, and the ships had to be put together “just right” in order for the sensors to work, thus the Fickle Special Rule. But, when activated, all the ships lit up and emitted the cool noise! Kids frequently took their Wolfstar and battled against the villainous forces of the galaxy, and just at the moment they were ready to attack, they hit the button only to realize the metal contacts were not set perfectly.


**Hero and Villain
GMC Write-Ups**


MONKEY WRENCH

Star Power: 2

Qualities

- Brilliant Mechanic
- Unofficial mascot
- Has a crush on specific PC

Traits

"IF IT'S BROKE I CAN FIX IT" 4
 CYBER-TAIL 4 (Cybernetics)
 AGILE 3
 TOOL-BELT 1 (Comedically Versatile; TOOLS [Deactivate],
 "THIS OUGHTA DO THE TRICK...")

"LUCKY" SL-0TS

Star Power: 3

Qualities

- Second in Command
- Silent and Terrifying
- Robot

Traits

TASERFIST 5 (Action Feature, Deplete – vs. "flesh and
 blood" Traits)
 FULLY CUSTOMIZABLE 5 (Cybernetics)
 ROBOTIC BODY 5
 ADVANCED INTERNAL PROCESSORS 4
 ALWAYS KNOWS THE ODDS 4
 IONIC BLASTER 3 (Area, Accessory)
 "BOXXXKARR" 4 (Vehicle, Minor)

"BOXXXKARR"

- Starship
- Gestalt (Hiveship)
- Probability Sensors

FAST 4 (Mode of Travel: Space)
 HIGHLY MANEUVERABLE 2
 HOT STREAK 2 (Deplete – vs. any movement-based
 vehicular Traits)

MAJOR "IRON" WILL POWERS

Star Power: 3

Qualities

- Founder of the Iron Wolves
- "Old Dog"
- Resilient

Traits

TACTICAL GENIUS 5
 CYBER-ARM 3 (Cybernetics, Fickle)
 CYBER-EYE 3 (Cybernetics, Fickle)
 CYBER-LEGS 3 (Cybernetics, Fickle)
 .50 CALIBER PISTOL 3 (Accessory)
 TOUGH 3
 "AURORA" 5 (Vehicle, Minor)

"AURORA"

- Starship
- Gestalt (Wolfstar I)
- They don't make 'em like this anymore

POWERFUL FLIGHT 5 (Mode of Travel: Space)
 MACHINE GUNS 3 (Area, Big Attack)
 ARMORED 3

BIGGY SHOTT

Star Power: 3

Qualities

- Hulking Monstrosity
- Loyal to the Queen
- "Biggy, destroy!"

Traits

THE BIG SHOT 5 (Action Feature)
 MASSIVE 7
 STRONG 5
 TOUGH 5
 INFESTOR (Heavy Machine Gun) 4 (Area)
 "BIG STING" 4 (Vehicle, Minor)

"BIG STING"

- Starship
- Gestalt (Hiveship)
- "For the Queen"

HEAVILY ARMORED 5
 "THE BIG STING" 2 (Deactivate – applied to vehicular Traits,
 One-Shot)
 TURBO 2 (Mode of Travel: Space)

QUEEN PIN

Star Power: 4

Qualities

- Public Enemy Number 1
- Pollarian Royalty
- Has a romantic interest in a specific PC

Traits

CARAPACE 4 (Action Feature)
THE KISS OF THE QUEEN 5 (Transform Others – Major; see “Drone Alternate Form” sidebar for stats)
NEVER WITHOUT A WEAPON 4 (Accessory)
BEAUTIFUL 4
RUTHLESS 4
NOTHING ESCAPES HER NOTICE 3
POLLARIAN TRANSFORMATION 5 (One-Shot, Transform Self – Major; see “Pollarian Transformation” sidebar for alternate form stats)
POLLARIAN ROYAL ATTACK VESSEL 6 (Vehicle, Minor)

Notes: Although technically not a One-Shot Trait, Queen Pin will only use CARAPACE on one individual each episode. The Carapace was a snap-on plastic accessory that came with the Queen Pin action figure, which could be attached to the action figure of the affected character.

POLLARIAN ROYAL ATTACK VESSEL

- Starship
- Gestalt (Hiveship)
- Escape Speed

CHITINOUS ARMOR 6
LASER STING BLASTERS 4 (Big Attack)
POWERFUL FLIGHT 4 (Mode of Travel: Space)

THE HIVESHIP 3 (28 points)

The Hiveship is a gestalt of Queen Pin’s Royal Attack Vessel and 6 drones. However, any drone will do, even a drone created by THE KISS OF THE QUEEN! Each drone is presumed to have placed 3 points into the Gestalt. Because the Gestalt is likely made with Elite Pollarian Drones it is interesting, as the Gestalt can only be formed after the Queen and her drones take 7 Setback Tokens. For dramatic effect, this means that fallen drones can and will be assimilated. Therefore, it is a very creepy transformation sequence. It is also possible that the Hiveship can be made with her other allies.

- Gestalt

POLLARIAN STING 10 (Area, Big Attack)
PSYCHIC SWARM 9 (Area, Devastating)
ARMOR 9
FLIGHT 3 (Mode of Travel: Space)

Drone Alternate Form

These stats are used when characters are transformed by THE KISS OF THE QUEEN. If the transformed character is a PC, the GM should assume control of it, unless all parties are comfortable with the player temporarily taking the role of what is essentially a villain.

Qualities

- Mindless drones loyal to the Queen
- Strong
- Gestalt (Hiveship)

POISONOUS BITE 7 (Devastating)
LEAP 1

Pollarian Transformation

Qualities

- Massive Warrior
- Deadly
- Terrifying

Traits

POUNCE ATTACK 4 (Action Feature)
BRUTALLY STRONG 9 (Devastating)
ENHANCED CARAPACE 5

The Chrysalimax

Once per story-arc, Queen Pin unleashes a very special, very unique gestalt, one that is, in fact, part “Gestalt”, part “Transform Self”, and part “Transform Others”. Narratively, she must have access to her Pollarian Royal Jelly, and she actually assumes her Pollarian transformation first and then devours 6 of her drones, all of whom chant “Yes, my queen” as she does so. After she does this, she begins her most powerful transformation. In this form she will be able to keep going until having 3 Setback Tokens, and the following Traits:

IMMENSELY POWERFUL 9 (Action Feature)
POISON 9 (Devastating)
BRUTAL STRENGTH 9
MASSIVE BITE 9
HYPER-COSMIC LEAP 5 (Mode of Travel: Space)

SNAKE EYE**Star Power: 3****Qualities**

- Arrogant Assassin
- Beast Man
- Mysterious

Traits

VENOMOUS SPIT ATTACK 9 (Action Feature, Devastating, Oomph Powered)
 CONTORTIONIST 7
 EXOTIC WEAPONS 4 (Accessory)
 SILENT KILLER 4
 "SINN" 4 (Vehicle, Minor)

"SINN"

- Starship
- Gestalt (Hiveship)
- Warp Escape

MAGNETIC OVERRIDE 2 (Action Feature)
 STEALTH FLIGHT 4 (Mode of Travel: Space)
 VIPER BITE 2

NINE LIVES**Star Power: 3****Qualities**

- Last remaining Felid
- Weapons Expert
- "What do we have here?"

Traits

LUCKY 9 (Fickle)
 TECHPACK 5 (Accessory, Versatile; MULTI-RAY [Area], EMP [Deactivate – Cybernetics])
 AGILE 4
 UNDERWORLD CONNECTIONS 4
 FAST 3
 "9 TAIL" 4 (Vehicle, Minor)

"9 TAIL"

- Starship
- Gestalt (Hiveship)
- "See if you like this modification"

HEAVY WEAPONS 4 (Big Attack)
 EVASIVE PROCEDURES 2
 HIGHLY MANEUVERABLE 2 (Mode of Travel: Space)

Goons**POLLARIAN WORKERS**

- Goon Rating: 0
- Special Attack (Swoop Attack)
 - Dependent
 - Vicious Assault

POLLARIAN SOLDIERS

- Goon Rating: 1
- Special Attack (Swoop Attack)
 - Dependent
 - Vicious Assault

ELITE POLLARIAN DRONES

- Goon Rating: 2
- Special Attack (Swoop Attack)
 - Hard to Defeat
 - Vicious Assault

Playset Write-Ups

WOLFHAVEN

(20 Points)

Note: This is the basic Wolfhaven playset; players are encouraged to add their own points to it as well! Every PC who adds to the Wolfhaven adds 5 to the total value of the Hive playset. But, wait, you cry, the Hive is made with more points than Wolfhaven, and the rules on page 123 state that Villainous playsets should be made with the same amount as Heroic playsets.

Tough. No one ever said being an Iron Wolf was gonna be easy.

Traits

SPRAWLING CITY IN SPACE 5

SECRET ROOM 4

SPACE MARKETPLACE 3 (Versatile; WEAPONS [Big Attack], VEHICLES [Vehicle, Minor])

SECRET PASSAGES THROUGH DARK ALLEYS 2

THE HIVE

(35 Points)

POLLARIAN ROYAL JELLY 5 (Action Feature)

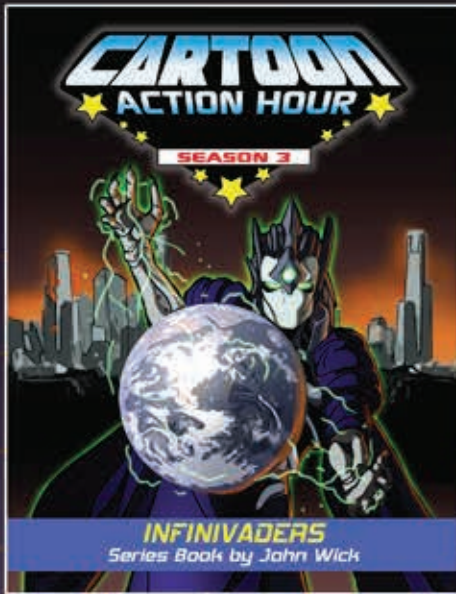
ANTI-INVASION COUNTER-MEASURES 9 (Area, Big Attack, Devastating)

DEFENSE SYSTEM 9

HIVE-MIND COMMUNICATIONS SYSTEM 9

SECRET LAIR FOR QUEEN PIN 5 (Accessory)

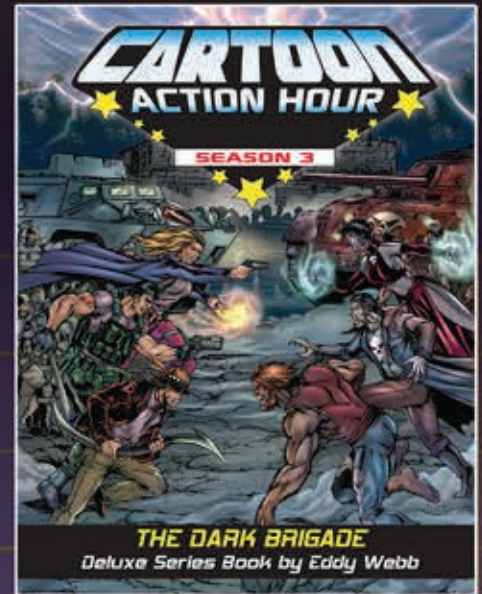
Also Available!



The extra-dimensional conqueror known as Dr. Zen is attempting to merge his darkened world with ours, which will spell doom for us all. Thankfully, heroes have emerged! Armed with objects of power granted to them by the spirits of their various homelands, these brave souls stand at the ready to defend Earth from... the Infinivaders!



A mystical gemstone is discovered that can peer into the souls of those who view it and divine their true nature, bringing it to life in physical form. Those with kind souls became paragons of good, able to call forth noble creatures made of pure light. Those whose souls harbored evil intent were transformed into twisted monsters. Now, the two factions find themselves at odds in a battle for the gemstone!



The elite para-military group known as the Dark Brigade clashes with the vampiric Lord Syn and his vile Brotherhood of Death, as they wage war all over the world in an exciting struggle of good versus evil! It's soldiers versus the supernatural! Dark Brigade last appeared in a series book for the original season of Cartoon Action Hour and has been adapted for Season 3.

And Coming Soon...



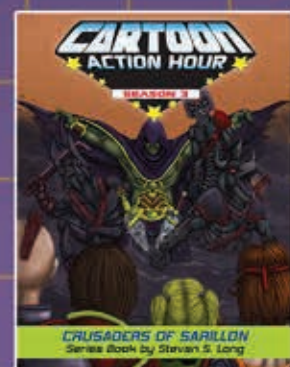
Punk Rock Saves the World



Transbots



Wasteland 2010



Crusaders of Sarillon



www.spectrum-games.com
2807 Grand Ave., Parsons, Kansas 67357