

CARTOON ACTION HOUR

SEASON 3



THE DARK BRIGADE
Deluxe Series Book by Eddy Webb

RAIN



The **DARK**
BRIGADE

The logo is rendered in a stylized, gothic font with a white fill and a thick black outline. The word "the" is in a smaller, lowercase font to the left of the "D". The "D" contains a shield with a sword. The "A" in "DARK" contains a skull. The "B" in "BRIGADE" contains a skull. The entire logo is set against a dark blue background with a faint hexagonal pattern.

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Channel Guide

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Background

Despite having only one season, the *Dark Brigade* boasts an intriguing and tumultuous history.

Frank Alberti

In 1984, the success of joint cartoon, comic, and toy line ventures such as *Warriors of the Cosmos* was being fully realized. Col. Frank Alberti had just retired from active service, and since he was a good cartoonist in his time with the military, he decided to try his hand at a fanciful military action comic. Rather than using real terrorists or enemy countries, though, he decided to anthropomorphize them into classic monsters from myth. He approached a number of cartoon studios with the idea. Many of them passed, claiming that the series was “too dark.” After a series of refusals, a small, struggling studio called Pow! Animation took a look at Alberti’s treatment. The president, John Schroeder, liked the idea of soldiers fighting monsters, but started proposing changes in order to have the cartoon appeal to a wider audience. Creative arguments ensued, until Schroeder offered to buy the rights to *Monster Squad* outright. Alberti, tired of the rejections, agreed to sell the cartoon rights, and the deal was signed.

Pow! Animation

Pow! quickly started to revise the idea into a full series. Many American-centric details were tossed out, and some of the more realistic elements eliminated. Strangely enough, the monsters themselves were never actually written out, but the main antagonist (who, at the time, was called “Major Sin”) was made into a cybernetic vampire, to tone the character down some. A pilot was put together, and rejected by all of the major television networks. Another attempt was tried, and another, and another. Finally, in late 1985, one network agreed to one season of *Monster Squad*, on the condition that the word “monster” was

taken out of the title. Pow! agreed, and the *Dark Brigade* was born.

By this time, Alberti had caught wind of the deal, and offered to sell Schroeder his comic and toy rights, on the condition that he was made into a creative consultant for the entire *Dark Brigade* franchise. A number of contracts were drawn up and rejected by either side, but soon it was agreed that he would be a consultant for the toy line with Blappo Toys, and have full creative control over the comic line, but no input into the cartoon itself.

The Two Brigades

The first tussle over creative differences should have been a hint for Alberti and Schroeder. Very early on, the cartoon writers had a very different vision of the series than Alberti did. Although many of the reasons for the changes had to do with different standards in each medium, the cartoon got more mainstream pressure from parent’s groups, and quickly started adapting a more conservative stance than the comic. Elements such as Tasha’s defection, while major subplots in the comic, barely surfaced in the cartoon. Conversely, the cartoon series spent more time making the villains much more classically evil, while the comic gave them a slightly grey morality.

One review of both the comic and the series referred to the disparity as the “two Brigades” - Pow’s Brigade was a much more black and white, in your face, action-oriented romp, while Alberti’s Brigade was psychological, a bit more realistic, and made some strong statements about the nature of the Cold War. The cartoon did well with the young adult market, while the comic actually appealed to the 18 and over dynamic. Despite the diversity of the visions, the *Dark Brigade* was doing better than expected, but the parent’s groups were still a thorn to both lines.

The Movie

After a successful season of the cartoon, Schroeder was discovered to have strong ties with the Mob, and was let go from Pow! in 1987. The new

president, Michael Turner, was much more accommodating to Alberti's vision, but realized that Schroeder's scandal could negatively affect Pow's reputation. He proposed a gamble - to have Alberti act as the executive producer on a *Dark Brigade* movie, "Darkness Unleashed," combining the appeal of both the cartoon and the comic into one big production. Turner borrowed from a number of investors to make the movie as big as he could, hoping to boost both lines.

The gamble failed. The pressure of the parent's groups was recharged by the Schroeder scandal, reaffirming to the fickle public that the *Dark Brigade* was a road to immorality. The movie was boycotted in a number of theaters, and despite the fact that it is seen as one of the better cartoon movies of the period, failed to pull in enough money at the box office. Turner and Alberti went broke, and "Dark Brigade" was taken off of the air.

Rebirth

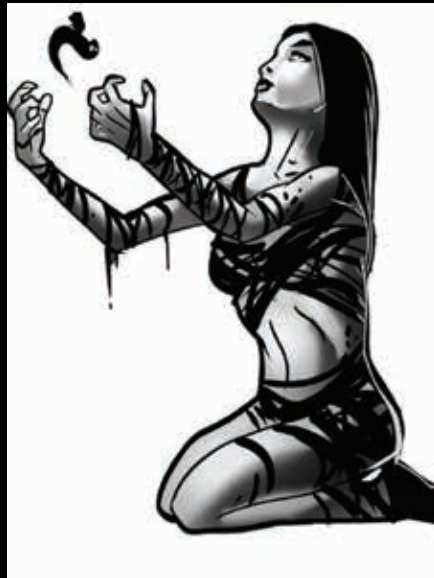
Right around the mid-1990's, a small comic producer secured the rights to re-release the "Dark Brigade" comic in a series of compilations. This

sparked a renewed interest in the series, and by the late '90s, *Dark Brigade* fan sites had boomed. One particularly interesting phenomenon was the prevalence of *Dark Brigade* fan fiction - many amateur Internet authors combined the best (and sometimes, the worst) elements of both the comic and the cartoon into a sort of hybrid continuity.

In 2001, rumors began circulating about Alberti working on a new cartoon project, called *Dark Brigade Extreme* - an updated *Dark Brigade* for the new millennium, picking up after the "Darkness Unleashed" movie. It ultimately fell through.

The Movie (Again)

Geekdom exploded with excitement (or a sense of doom and gloom among the more cynical types) in August of 2013, when it was announced that Bravado Pictures picked up the rights to develop a big-budget live-action *Dark Brigade* movie. In the months to come, various websites and magazines continued to report news about the script, casting choices and more. Filming is set to begin in July 2014.



The comicbook versions of Lord Syn, Lillith and Warfang.

The Series

Imagine our world, around 1986. Imagine that beneath the surface of MTV, Hulkamania and break-dancing, the enemies of man move in secret. Vampires, wolfmen, zombies, ghouls, and goblins are not a myth, but a deadly reality. Imagine that they have united, and now work together in a sinister brotherhood, a militant organization dedicated to taking over the world and turning humanity into an endless food supply. You are the only force on Earth that can stop them.

The Dark Brigade – a heroic, covert military force dedicated to defending humanity from the Brotherhood of Death. Given UN sanction, they scour the globe for the best and brightest soldiers and scientists while struggling against the vile forces of the dread Lord Syn, their own former commander. The Brigade grapples with forces that appear from the shadows in this deadly war for our survival - allies such as the militant female underground forces of EVE X, and adversaries like the ancient and cryptic Order of Charr.

Our last stand is here. Our time to fight is now. How will you fare against the darkness unleashed?

Themes

Darkness Unleashed is a combination of military action and horror. While many of the usual conventions of retro-toons apply to Darkness Unleashed, there are also a number of unique elements that deserve special consideration.

Humanity against the Supernatural

There is no problem, no matter how bizarre or unusual, that cannot be solved with intelligence, science, and courage. Supernatural powers or super-science alone won't stop the forces of darkness - the human spirit can conquer anything.

Military Action

While this game isn't intended as an accurate representation of the military, there is a military structure that offers a different personal dynamic than a group of teenagers, a team of superheroes, or a traditional "adventuring party" does. That means that you might have people reporting to you (and you will always have people to report to), and orders are orders.

'80s Super-science

The science of Darkness Unleashed should be incredible, but not outlandish. Handheld computer links that use satellites to access computer files are certainly possible, but hyperspace starships are right out. And what's an evil vampire lord without his death ray?

Secrecy

The Dark Brigade is a secret military unit. Despite the fact that they have running laser battles with hordes of zombies, the entire affair always manages to be hushed up. However, there's only so much the United Nations can do - remember to try to keep your missions (and the existence of the supernatural) out of the public eye.





The Dark Brigade

Ten-hut, soldier! You're about to learn the ins and outs of the titular organization. So listen up!

History

The Dark Brigade started life as a tiny branch of the U.S. Army Office of Strategic Services called Special Operations (or OSS-SO). OSS-SO was developed in 1943 to study and analyze the threat that so-called "supernatural forces" might possess to the war effort after a series of impossible U.S. and British re-

ports for the European front. When the war ended, it was minimally staffed and had been coerced to report that "vampires" and "wolfmen" did not exist, and instead were merely stories induced by battle fatigue. The OSS-SO was disbanded when the Office of Strategic Services was dismantled by the President. Remnants of the group were merged into the Army Intelligence Corps in 1962, and the OSS-SO files were sent to the United Nations. A few file clerks and intelligence officers combined and cross-referenced the files with past unusual requests from UN member nations, and became reorganized as the Special Security Committee.

In 1976, Major Steven Syn and Captain Anthony Cannon were ambushed in a night raid on a UN peacekeeping unit in the Middle East - a raid later found to have been carried out by a horde of vampires. Both men filed a detailed report of the incident, but were only ridiculed and threatened with demotion. However, Syn persisted, and soon came to the attention of a UN official from the Special Security Committee. The official showed him the original OSS-SO files that pinpointed vampires as a threat to global security for at least thirty years. With the files as evidence, Syn approached the Secretary-General about turning the Special Security Committee into a workable military unit, designed to analyze and neutralize the threat these supernatural creatures posed to the world. The Secretary-General agreed to the plan, and in 1980, Syn and Cannon were secretly transferred to work directly under him, with Syn as the head of the Special Security Committee and Cannon as his first-in-command. Syn was officially given the title of Special Representative of the Secretary-General on Supernatural Affairs, but he chose to retain his title of General.

The monsters didn't let them wait for long. Cannon was drilling his first recruits on a small series of islands in Lake Erie when they were attacked by gillmen. The soldiers fought well, but were outnumbered and unprepared for the onslaught. However, the timely arrival and help provided by Thomas "Lightning Claw" Dobbs and Christopher "Sharky" Malone turned the tide of the battle in humanity's favor. Cannon was impressed with the two, and Syn immediately recruited them into the unit.

Months went by. Analyzing the data they had accumulated, Syn suspected that there was a central force guiding the monsters. After attempts to uncover that force failed, they soon hit paydirt by intercepting a series of communiqués that revealed the existence of the Brotherhood of Death. He asked for (and got) greater funding for the unit. The Secretary-General, noticing the tendency of the unit to repaint their equipment in dark

colors to better help their night raids, nicknamed the unit the "Dark Brigade" in one of his reports. The name stuck.

In 1985, despite a series of successful missions against the Brotherhood of Death, disaster struck. Syn thought he had discovered the location of a major storehouse for the Brotherhood's supplies in a small South American country called Santa Cisco. He executed a raid to cut off the Brotherhood's South American operations, but unfortunately for Syn, it was a trap. Cannon was nearly killed, while Syn was abducted by Deacon Death and transformed into the diabolical Lord Syn. The rest of the team barely managed to escape Santa Cisco alive.

Cannon, now promoted to General, contacted some of Syn's old UN contacts to impress upon them the Brotherhood's danger to all humanity. The UN member nations convened in a secret session on Christmas Eve, 1985, and unanimously agreed to give the Dark Brigade worldwide discretionary powers as a peacekeeping force. Cannon started to recruit the best and brightest in the world for the Dark Brigade to continue the fight... now against his old mentor and friend.

Mission Protocols

Although the Dark Brigade has global sanctioning and leeway in their mission objectives, there are a number of protocols that they must obey (in rough order of importance):

Protect Humanity

This is the highest rule of the Dark Brigade. If a Dark Brigade mission doesn't help to protect the human race, it has no worth. Planning a raid to get supplies away from the Brotherhood ultimately protects humanity, but blowing up half the town to do it does not. All mission protocols, orders, tactics, and actions should have this rule in mind.

Keep Civilians Unaware of the Threat

Part of the Dark Brigade's protection of humanity is the prevention of widespread panic amongst

civilians. The Brotherhood has operated in secret for years, so the Dark Brigade has to as well.

Capture As Possible, Eliminate As Needed:

The only way to ultimately defeat the Brotherhood is to learn more about them. Whenever possible, the Brigade attempts to capture enemies rather than eliminate them.

Work with Member Nation Governments As Much As Possible

The Brigade works for the UN member nations - they can't just ignore them. If a member nation places restrictions on the Brigade's actions, no matter how confining, they must comply until the Secretary-General orders otherwise.

Civilians, then Mission, then Soldiers, then Equipment

When there are a number of conflicting situations, civilian lives always take priority (after all, the Brigadiers are the good guys). If civilian lives are not in danger, then the mission takes priority, then the lives of the soldiers in the unit, and then salvaging experimental equipment. However, General Cannon considers the lives of his soldiers more important than mission goals, and this sometimes gets him in trouble with the Secretary-General.

Ranks

The Dark Brigade utilizes a flatter command structure than most militaries, one that does not distinguish between commissioned and non-commissioned officers. Assignments are based more on mission needs than rank, so a "mission leader" can be of lower rank than the people he commands. This structure encourages initiative and creativity, and does not generally stand on formality (especially since General Cannon's field promotion to the head of the Dark Brigade).

Morale is kept through the merit-oriented nature of promotions - very few people enter at a high rank, so everyone has to work their way up (though particularly gifted recruits can rise very quickly). The only exception is that former military

personnel can keep their rank (or equivalent) and pay scale with Cannon's permission.

Secretary-General

General [star]

Colonel [eagle]

Major [oak leaf]

Captain [two bars]

Lieutenant [one bar]

Sergeant [3 chevrons]

Corporal [2 chevrons]

Private [1 chevron]

Medals

There are a couple of awards handed out for bravery and exceptional service within the Dark Brigade. Like all UN medals, they consist of a bronze medallion with a raised representation on the front of the UN symbol with the letters "UN" above it and, on the back, the words "IN THE SERVICE OF PEACE" in raised lettering. The ribbons are gray and blue for exceptional service, and black and red for valor.

Allied Groups

EVE X

EVE X is a group with a very long history. They trace their roots to the Knights Templar, where a group of sympathetic women close to the knighthood banded together to hide the Templars and take up their crusade after the order was dissolved. They used white witchcraft and skills taught by the disgraced knights to protect innocents throughout Europe. However, as the world moved on, the fortunes of the women fluctuated, and the issue of their gender made it harder and harder to effect any lasting change. With the coming of the Women's Liberation movement, a cunning Russian diplomatic assistant by the name of Nikita Romanova met with a number of the more radical female knights in the 1920's, and together they formed an underground women's militia called EVE X.

As years passed, new leaders of EVE X came and went, but all took on the name of "Nikita" to honor their founder. In the late '70s, a Duchess named

Lillith became Nikita IV. Lillith had different ideas in mind for EVE X, and over the years the goal of “protect the innocent with the power we have” became “get as much power as you can.” Rather than seeking to change the world for the better, EVE X was changing the world for itself, and became an organization of glorified terrorists.

With Linda Ryan’s successful deposing of Lillith, she (as Nikita V) is pushing the organization back to its roots as protectors of the innocent. However, there

is some resistance from Lillith “hardliners” who still enjoy the prospects of personal power. Combined with the fact that not all of the battles against the Brotherhood of Death involve protecting innocents (or what EVE X considers innocents), EVE X is only an occasional ally, and a conflicted one at that.

The Order of the Peaceful Dragon

A secret monastery of Buddhist and Taoist monks from all over Asia, the Order of the Peaceful Dragon has existed for thousands of years

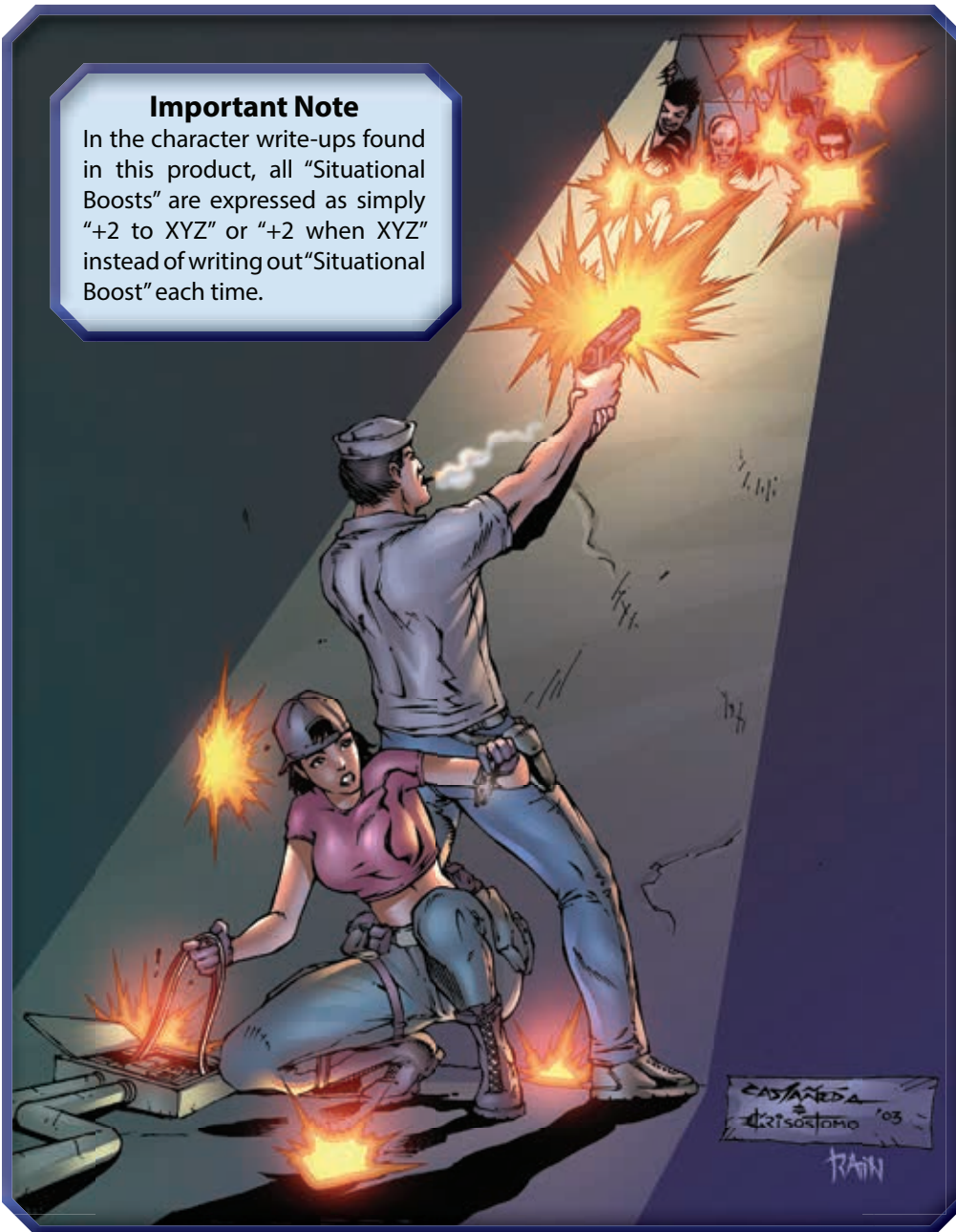
as a force to protect the downtrodden of Asia from the evil plans of the Order of Charr. Unlike most Western countries, many Asians still have a strong belief in the supernatural, so the Dragon has always existed in some form. It is only recently that the Hong Kong and Tokyo chapters of the Dragon have started to make their way out into the Western world, and they are still discussing the impact that the Brotherhood of Death has on their mission. Susan Watanabe is trying to convince them to act with the Dark Brigade, but it is difficult to convince the Dragon to shed their strong anti-American sentiment (despite the global makeup of the Brigade).

Major Dark Brigade Characters

Historically, the following characters were the protagonists of the series. However, in the game, this doesn’t have to be the case. If the players would rather play their own characters, the ones listed here can be used as GMCs or phased out altogether.

Important Note

In the character write-ups found in this product, all “Situational Boosts” are expressed as simply “+2 to XYZ” or “+2 when XYZ” instead of writing out “Situational Boost” each time.



GENERAL ANTHONY CANNON

- ☐☐The Leader of Dark Brigade
- ☐Knowledge of the Supernatural
- ☐History with Lord Syn



"SUN GUN" 3 (Accessory, Action Feature, +2 vs Undead)

LEADERSHIP 5

HI-LEVEL TOP SECRET GOVERNMENT CLEARANCE 4

SPECIAL FORCES MEMBER 4

BRILLIANT TACTICIAN AND STRATEGIST 3

MACHETE 2 (+1 vs Goons, Area vs Goons Only!)

DRIVING 2 (+2 with Bushhog)

BUSHHOG 5 (Vehicle, Major)*

* See sidebar for vehicle stats

BUSHHOG

- ☐☐Armored ATV
- ☐General Cannon's Vehicle of Choice
- ☐Larger on the Inside (Gear Storage and Transport)

HIGHLY MANEUVERABLE 5

FRONT-MOUNTED DB-25

LASER RIFLE 3 (Area, Big Attack)

FAST 3 (Mode of Travel: Land)

Background

Anthony Cannon served for twenty years as part of a United Nations peacekeeping force with his best friend, Steven Syn. Each had saved the other's life a dozen times over and they were closer than brothers, so when Syn was promoted to General, Cannon agreed to become the Brigade's first-in-command. Between them, they masterminded a series of well-executed military strikes in an attempt to cripple the Brotherhood.

Then, the unthinkable happened. During a particularly violent battle, Cannon was knocked unconscious, and Syn was taken by the undead. General Syn, now calling himself Lord Syn, turned on the Dark Brigade with all of his skills and expertise, as fearsome as they were once heroic. Cannon never forgave himself for the loss of his best friend.

Since then, Cannon has led the Dark Brigade with an intensity only matched by its former leader. Despite the UN's opinions that General Cannon was second in ability to Syn, he has pulled off some impressive victories against the Brotherhood, saving humanity on more than one occasion. His thoughts are on only one goal - the total destruction of the Brotherhood and Lord Syn.

Personality

General Cannon never leaves a job half finished. He knows all about the tenacity of the enemies of mankind, and won't believe an enemy is dead until he sees it himself. He keeps the respect and admiration of his team by leading from the front, never asking anyone on his team to do something that he wouldn't do himself. If the UN thinks that General Cannon has any fault as a commander, it's his aversion to paperwork, and his frustrating capacity to generate unusual tactics to get the job done (although it's a trait he's had to learn to outwit his old friend, Lord Syn). Deep down, Cannon is aloof and relies on Lightning Claw to bring a human touch to his command. The two could be true brothers-in-arms, if Cannon can overcome his guilt and fear surrounding his friendship with Stephen Syn.

Notes

SPECIAL FORCES covers a whole lot: shooting, melee, sneaking around, ambush, etc., etc... Most Dark Brigade characters will likely have one Trait similar to this that will cover a lot of what they do.

THOMAS "LIGHTNING CLAW" DOBBS

- ☐☐ "The Lightning Claw"
- ☐ Spiritual Soldier
- ☐ Archenemy of Warfang



"HAND OF THE GREAT SPIRIT" 5 (Accessory, Action Feature)

CHOSEN OF THE GREAT SPIRIT 5

SPECIAL FORCES 4 (-2 When in a leadership position)

KNOWLEDGE OF THE SUPERNATURAL 4

STRONG 3

TOUGH 3

Notes

"The Lightning Claw" Signature Quality represents an attack that is a combination of his raw strength, precision, and disruption of the spiritual centers of his target. In appearance it looks like an odd martial arts strike, as Thomas jabs his opponent with his fingers in a claw-like formation, causing a small burst of energy to erupt from where his blows hit. HAND OF THE GREAT SPIRIT is a special hand weapon that, according to legend, was crafted by the Great Spirit himself. This S-shaped silver weapon is edged on each end and tapered to two points, allowing for lightning quick attacks. It is also perfectly balanced, and can be used as a throwing weapon, despite its size.

Background

Thomas was born to a Diné (Navajo) father and a Sioux mother who had met at a multi-tribal gathering in Arizona. His father was one of the Navajo Code Talkers in WWII assigned to handling OSS-SO communications, and shortly after Thomas' birth was "reassigned" after the breakup of OSS-SO. Thomas was raised by his mother in the ways of the Sioux, but before he entered the military, his father came back. After an emotional conversation with his wife, he left only a handful of cryptic reports about man-beasts and twisted, tattooed men. When his mother showed them to Thomas, she told him of the Sioux legend of the Great Spirit: for centuries, their tribes had fought wars on this world and the next against monsters. Each generation, one warrior was born to serve as the Great Spirit's right hand. This warrior, known as the Lightning Claw, gives his life to save others from the monsters.

Thomas Dobbs was in the Far East serving in the Special Forces when he heard a voice in his mind that rumbled like thunder, calling him to his destiny. It was then that he knew that the Great Spirit had chosen him for a special purpose. He took a furlough for religious reasons and returned to America to become one with the Great Spirit, to become the Lightning Claw.

Using his father's contacts and the help of his friend "Sharky" Malone, he traced back the remnants of OSS-SO. He found the location of Syn's training compound in Lake Erie in the midst of the organization's first great battle, and helped turn the tide in the Brigade's favor. After that, Thomas and Sharky joined the Dark Brigade.

Personality

Thomas Dobbs, despite being the greatest spiritual warrior of all of the Native American tribes, is a very humble man. He prefers to be called Thomas by most everyone, and he has a quiet sense of humor that puts people at ease. Though his gifts as a leader make him indispensable to General Cannon, he is uncomfortable issuing orders and being in command.

NIKITA V

- ☐☐Head of EVE X
- ☐Enchanted Bullets
- ☐Jill of All Trades



STAFF 4 (Oomph Powered 1, +2 to Assist Others, Disadvantage - All nearby supernatural creatures will be alerted to any usage)
.45 DESERT EAGLE 4 (Accessory)
DEADLY COMBATANT 4
BRILLIANT INTELLECT 3 (Versatile: Computers [+2 hacking], Arcane Knowledge [Deactivate effective against supernatural Traits])
ACROBATIC 2
ARCANE TRAINING 2
STEALTHY 2

Notes

Nikita's staff is a focus for her limited magical abilities, all of which stem from "life magic." She frequently uses it for a "Life Shield" and as a "Life Gift". Mechanically, the latter allows her to Link the staff for a +2 bonus to assist a teammate.

Background

Linda Ryan was the daughter of Charles Ryan, owner of PetroCo, one of the largest petroleum companies in England. Even at an early age, when her mother divorced Charles, she hated everything to do with PetroCo. She ran away when she was a teenager, and spent much of her time learning about life from the School of Hard Knocks. Duchess Lillith (then called Nikita IV) discovered her, and her passion and anger was quickly focused into a deadly force for EVE X. She learned a diverse array of skills in her personal war with PetroCo, especially computer hacking and life magic. When asked about the goals of EVE X, Lillith always just referred to it as an underground, all-female militia, but after a few missions (and a number of successes against PetroCo), she started to suspect that EVE X was actually a terrorist group.

In 1985, Lillith declared that EVE X was going to side with another terrorist organization called the Brotherhood of Death. Linda had meanwhile discovered the true purpose and calling for EVE X, and decided that she would fight against the corruption of the militia. She challenged Lillith to one-on-one combat, and successfully won the right to lead EVE X. In the tradition of the militia, she called herself Nikita V.

Soon afterwards, Duchess Lillith assisted in the creation of Lord Syn, while Nikita V helped General Cannon with her computer savvy and mystical knowledge. She is now one of General Cannon's closest advisors, but her leadership over EVE X is only nominal - she can't always get them to cooperate with the Dark Brigade, and hidden factions of Duchess Lillith's black witches are an insidious threat.

Personality

Nikita V is extremely high energy. She barely sleeps unless exhausted by magical exertions, and is always doing something. She's usually bouncy and cheerful, but can become very cold when on assignment. Her incredible intellect makes her a great con-tribution to the Brigade, but her leadership of EVE X is causing her to become arrogant. She is extremely disinterested in men and romantic relationships, although rumors have circulated about her and General Cannon. Even though the "V" is the Roman numeral for five, she prefers to have it pronounced "vee."

CHRISTOPHER "SHARKY" MALONE

- At Home On The Water
- Hatred (Fear) of Gillmen
- Angry



NAVY SEAL 4 (+2 when people "forget" that SEAL means Sea, Air, and Land)
SILVERED BOWIE KNIFE 4
"HOT SHOT" 3 (+2 vs Gillmen)
VICIOUS COMBATANT 3 (+2 in or on the water)
LOYAL 3
TOUGH 3
SERVICE PISTOL 2
AQUASTRIKE 5 (Vehicle, Major)*

* See sidebar for vehicle stats

AQUASTRIKE

- Combat Speedboat
- Sharky's Signature Vehicle
- Runs fast, runs hot!

REALLY FAST 5 (Mode of Travel: Water, -2 after "Runs Fast, Runs Hot" is used for the rest of the Scene)
MACHINE GUNS 3 (Area, Big Attack)
ARMORED 3
CATCHING AIR 2 (Air, One-Shot)
"DIVE, DIVE!" 2 (Mode of Travel: Underwater, One-Shot)

Background

Born with his twin sister Christina on a San Diego naval base, Christopher Malone fell in love with the ocean at a very young age. Even as a child he was always canoeing, skiing, diving, and surfing. His sister wasn't quite as obsessed with water, but they were still often inseparable. He went to college to be a marine biologist, and the two shared an apartment while she studied English Literature. One night, Sharky and Christina were on a late night trip on Sharky's boat to collect biological samples. Under the new moon, a gillman, looking for food, attacked them. Christopher tried to protect his sister, but she was dragged off and never seen again.

Within the week, Christopher had quit college and joined the US Navy, vowing to never be weak and helpless again. He was given the nickname "Sharky" because of his aggressiveness during underwater training exercises and viciousness in combat. While almost disturbing to his superiors, it earned him a berth with the Navy SEALs, and it was on a UN mission that he met his only real friend, Thomas Dobbs. Both men were driven to fight the forces of evil in their midst, and when they discovered and assisted the Dark Brigade in Lake Erie, they knew they finally had allies in their fight.

Personality

Sharky never smiles. He has a perpetual snarl on his face, and is quick to point out the flaws in a proposed plan. He is always on edge, only ever relaxing when he's on the water or diving. Despite his gruff exterior, he is a dedicated professional through and through, never disobeying a direct order. He also cares for his team, and will not flinch from danger for them, whatever the odds. The only person who seems to understand him is Lightning Claw.

Notes

SEALs are as specialized as they come: demolitions, stealth, knowledge of weapons, etc. Aboard the Aquastrike, Sharky has a stash of Aquatic Accessories, from the RAW (Reinforced Airpocket Wetsuit) to Electro Gills. Mechanically, they don't do much, but they do let him fight in the water. Plus, the GM might grant him a small +1 bonus to certain checks in which these accessories would be helpful. Those of you keeping track at home will notice that Sharky has a bit more points than other characters, to which I say: he's the water-based character, he needs a break!

SUSAN "SUZIE" WATANABE

- Top of Her Class
- "I Read About That Once"
- Connected to the Order of the Peaceful Dragon



"DRAGON STRIKE" KARATE CHOP 5 (Action Feature)
BLACK BELT 4
EXTENSIVE PARAPSYCHOLOGY STUDIES 4
INFORMATION SPONGE 4
MULTI-TASKER 3
PILOT 3

Notes

None

Background

Suzie's father, Takashi Watanabe, was the former head of the Tokyo chapter of the Order of the Peaceful Dragon. His wife, Sandra, was an American diplomat, and after they met, they were quickly married and moved to Ohio. As Suzie was growing up, she developed a keen interest in the occult and mysticism but her father always forbade her from studying it. Suzie spent much of her high school life sneaking off to libraries and occult bookstores to learn as much as she could, and when her grades allowed her to get a scholarship at any school in the United States, she moved to California to get a degree in psychology, with a minor in parapsychology.

During her college years, she found out about her father's ties to the Order of the Peaceful Dragon. She confronted her father about belonging to the ancient secret society, and he confessed that he had forbidden her from studying the occult so that she would not be forced to live the same life as him. He explained to her the evils of the Order of Charr, and begged her not to pursue her studies further. The revelation that the supernatural did exist, however, encouraged her to study harder.

When she graduated at the top of her class, an FBI recruiter approached her. She spent a year in the FBI as a profiler, but after some time on more unusual cases, she was quietly approached by General Cannon to leave the FBI and join the Dark Brigade - her knowledge of the supernatural was unsurpassed, and Cannon impressed upon her how important her skills were to defeating the Brotherhood of Death. After some debate, Suzie agreed to join.

Now Suzie is trying to convince her father to contact his friends in Tokyo and have the Dragon fight alongside the Dark Brigade, but her father is reluctant to re-establish contact.

Personality

Suzie loves to exercise. Whether it's her brain or her body, she gets great enjoyment out of stretching her limits. She frequently forgets that the people around her can't keep up with her speech (or her athletic abilities), and she often has to be reminded to come back down to everyone else's level. If she does have a sense of humor, it is very dry and subtle - nobody can tell if her comments are to be taken at face value, or contain some hidden barb.

JAMIE MCGRAW

- ☐☐ Scottish
- ☐ Charmer with the Ladies (or so he thinks)
- ☐ Obnoxious
- ☐ "Betcha Didn't See That Coming!"



DISGUISE MASK 5 (Action Feature, Accessory)
ILLICIT CONNECTIONS 4
MASTER OF DISGUISE AND INFILTRATION 4
THIEF 4
FADE INTO THE BACKGROUND 2
"I CAN GET ONE OF THOSE" 1 (Oomph Powered 1; Versatile: Special Weapon [+2 vs specific enemy], Gadget [Deactivate specific Trait])

Notes

Once per session, Jamie has the ability to insert himself into an episode, usually when he peels off his mask, and reveals that he was one the Brotherhood soldiers that no one paid attention to.

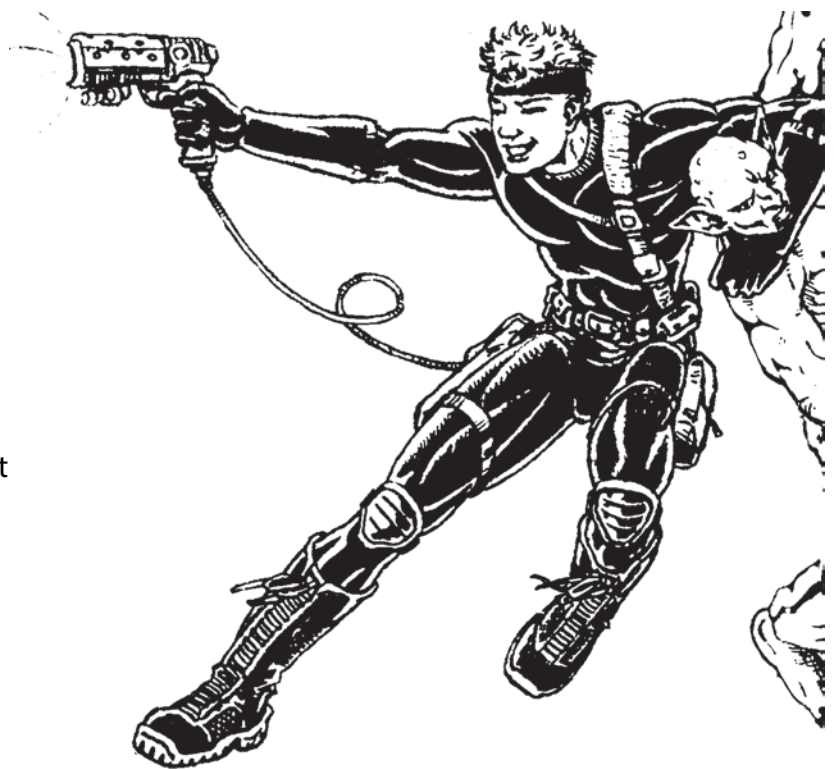
In meta terms, it was a fun way for kids to play with their action figures, and as the kid playing the Brotherhood overwhelmed his best friend playing Dark Brigade, the latter would grab one of the Brotherhood action figures and shout out McGraw's catchphrase "Betcha didn't see that coming" and swap out his McGraw figure!

Background

Jamie McGraw doesn't remember his parents. Even as a child he was a thief, living in the abandoned areas of Edinburgh and stealing what he could to survive. He taught himself how to mimic other people's voices over the phone, in order to set up more and more elaborate schemes. By the time he was 17, he was caught by an old constable, and given a choice - serve time in the military, or go to jail. Jamie quickly signed up to join the Scottish Dragoons, but he was quickly transferred to a training program with MI6 due to his unique collection of aptitudes. For two years Jamie got into trouble time and again breaking regulations, and became a serious disciplinary problem for the British government. When the Dark Brigade was given full global discretionary powers, Jamie was transferred to the Brigade by MI6 "in the interests of expanding the global makeup of the unit" during the Loch Ness affair.

Personality

The first thing people usually notice about Jamie is his clothing - he tends to wear bright clothing when not on assignment, since he usually has to dress inconspicuously. His time as a young thief has given him bad habits, and he occasionally has to fight the urge to steal small, inconsequential objects. As the youngest (and most hormonal) male in the Brigade, his weakness for beautiful women leaves many of the female Brigadiers heading the opposite way when Jamie walks towards them with that gleam in his eye. Jamie is young, brash, egotistical of his skill, and has had very little contact with the supernatural.



TASHA "BOOM-BOOM" BRENDIKOV

- Chip on Her Shoulder
- KGB Legacy
- "In Russia..."



"HIT LIKE A GIRL? I THINK NOT COMRADE!" 5
(Action Feature, One-Shot)
DEMOLITIONS EXPERT 4 (Area, Big Attack)
TOOL KIT 4 (Accessory)
EX-KGB AGENT 4
GREASE MONKEY 4
TINKERER 4
PAST SHROUDED IN SECRECY 2
BISON 5 (Vehicle, Major)*

* See sidebar for vehicle stats

BISON

- APC
 - Boom-Boom's Vehicle of Choice
 - Larger on the Inside (Gear Storage and Transport)
- MOBILE REPAIR BAY 5 (Action Feature)
FRONT-MOUNTED RIFLES 3 (Area, Big Attack)
SURPRISINGLY FAST 3 (Mode of Travel: Land)
"YOU MIGHT GET A LITTLE WET!" 1 (Mode of Travel: Water, One Shot)

Background

Born to KGB spies, it was always assumed that Tasha would enter "the business" when she was old enough, but she never showed an interest in espionage or intelligence gathering. However, the Russia military needed mechanics, and she dutifully joined when she was old enough. When the KGB saw a chance to place a spy in the fledgling Dark Brigade, they sent Tasha over with orders to report what the Americans were developing, counting on her technical skill and her family's history to be a valuable asset in the Cold War. What they didn't expect was Tasha's formal defection to the United States within 24 hours. As soon as Tasha landed in New York, she immediately told Cannon everything, and the Secretary-General granted Tasha protection from Russian reprimand.

Since then, the KGB has been eager to either neutralize Tasha or have her returned to the Soviet Union. No one in the Brigade, not even Cannon, knows why she took the risk she did in defecting. The only hints she has revealed are little more than vague comments about things stirring in the Siberian wastes.

Personality

Tasha hides behind a gutter mouth wrapped in a thick Russian accent. Nothing is ever good enough for her, and when something's not good enough, she'll tell you - loudly. She especially swears at the machines that she works on, and the Dark Brigade garage usually has a steady stream of banging noises and Russian profanity. The only time Boom-Boom is quiet is when there is a bomb to defuse or when someone asks a question about her past, and Cannon and Lightning Claw suspect those two things may be more similar than Tasha will acknowledge.

Notes

Her "In Russia..." Quality is to signify that inevitably, once per session Boom Boom will make some ridiculous remark and one up her Dark Brigade allies (all in fun... maybe?) or make a mistake seem like a happy accident. "In Russia, this is how we open a door." "In Russia, this is how we land the plane." "In Russia, we call this gun a peashooter." and sometimes is a great way for her to seemingly be eliminated only to return for the epic final scene "In Russia, we do not let something like being stuck in coffin at bottom of ocean stop us from helping friends."



Canon Characters



In general, the included “canon” characters were all made with mostly the same rules as players will make their characters with, because this is the players’ series after all. The exception is that the canon characters may have their signature gear (or some features of their gear) given to them for “free”, and also that they have each contributed to the Dark Brigade HQ playset. One of the fun things, of course, is for characters to use the gear associated with a different character. But, because the genre is such that generally characters are identified by their gear as much as anything, this can be done, but at a cost: if they talk to Private Harris, or if General Cannon requires such a gear for a mission, it can be assigned to them, but any such gear will have Fickle attached to it.

Minor Dark Brigade Characters

The following characters were supporting characters throughout the series.

Dr. Stephen Volkhardt: A German inventor obsessed with destroying the monsters in the world, he has developed most of the weaponry that the Dark Brigade uses against the Brotherhood of Death. Even though he is technically a civilian, his hard work and dedication has earned him the honorary rank of Captain.

Sergeant Allen “Sarge” Collins: Former US Special Forces and the first African-American to join the Brigade, Sergeant Collins received two shattered legs in one of the Brigade’s first missions under General Syn. Although his legs were healed, he requires the use of metal braces on his legs to walk. He now teaches unarmed combat at Brigade H.Q., and is the most feared instructor in the Dark Brigade.

Lieutenant Juan “Johnny Rod” Rodriguez: Originally a Spanish race car driver before the Brotherhood of Death slaughtered his pit crew for their prototype racing fuel, Juan now offers his services to the Brigade as the best damn driver on the planet. He can drive anything to anywhere, as fast as you’ll let him. His obsession with science fiction television shows, however, borders on mental illness.

Sergeant Michelle Thomas, M.D.: Medical doctor who spent four years in the US Army before going into a private practice, she has since become the world’s foremost authority on analyzing and curing supernatural diseases. After her help in combating the zombie plague, she joined the Dark Brigade full time. She hates being called “Doc.”

Quartermaster Private Lynn Harris: A spunky Australian girl who has recently joined the Brigade, she’s eager to go out and get involved in the action, but her skills at organization and quick grasp of mechanical devices of all sorts has landed her in what she considers a “dead end assignment.” She’s always eager to listen to stories of previous missions, but despite her frustrations, she performs her duties as quartermaster with efficiency and professionalism.

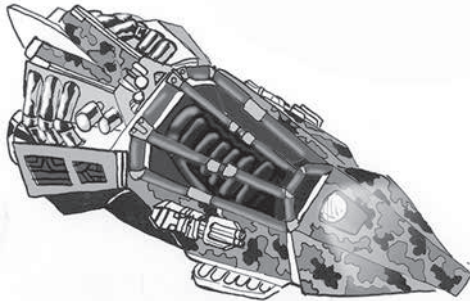
Lieutenant Jean “Operator” Delacroix: A French linguist who can speak a dozen languages fluently, “Operator” is the main point of contact for handling communications and coordinating disparate operations in the field. He gained his nickname for his habit of answering incoming communications, “Operator, how may we direct your call?” in a theatrical French accent.

Vehicles

The Dark Brigade series, like most paramilitary-based properties of the era, featured a plethora of vehicles aimed at grabbing the imaginations of the kids watching it.

Aquastrike, Combat Speedboat

Based off of experimental designs rejected by the US Coast Guard for being too unpredictable, the designs for the Aquastrike landed in the hands of Dr. Volkhardt. The Aquastrike's overcharged engine propels the armored craft at speeds comparable to other speedboats, but is prone to overheating. The front-mounted machine guns are usually enough to slow other boats down, though. "Sharky" Malone's own Aquastrike is painted in the mottled black, gray and dark blue of marine camouflage.



AQUASTRIKE 5 (Major)

- Combat Speedboat
- Sharky's Signature Vehicle
- Runs fast, runs hot!

REALLY FAST 5 (Mode of Travel: Water, -2 after "Runs Fast, Runs Hot" is used for the rest of the Scene)

MACHINE GUNS 3 (Area, Big Attack)

ARMORED 3

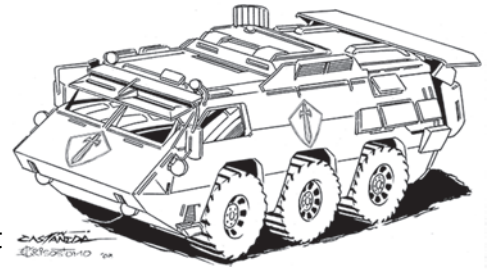
CATCHING AIR 2 (Mode of Travel: Air, One Shot)

"DIVE, DIVE!" 2 (Mode of Travel: Underwater, One-Shot)

Bison, Armored Personnel Carrier

Not much different from a typical US military APC, the Bison just sacrifices some personnel space for storage space, due to the decreased unit size (and increased equipment needs) of the Dark Brigade. There are a couple of Bisons in service - most are black with the Dark Brigade emblem. Cannon originally drove the Bison, and the name came from a personal joke between him and Lightning

Claw. Boom-Boom's has a larger version of her high-tech toolkit built into the back, turning it into a portable repair bay (she is considered to have her High-Tech Tool Kit when in her Bison, even if she doesn't have it with her at the moment).



BISON 5 (Major)

- APC
- Boom-Boom's Vehicle of Choice
- Larger on the Inside (Gear Storage and Transport)

MOBILE REPAIR BAY 5 (Action Feature)

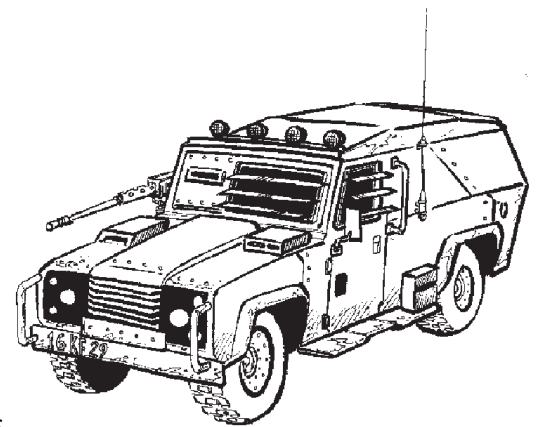
FRONT-MOUNTED RIFLES 3 (Area, Big Attack)

SURPRISINGLY FAST 3 (Mode of Travel: Land)

"YOU MIGHT GET A LITTLE WET!" 1 (Mode of Travel: Water, One Shot)

Bushhog, Armored ATV

The Bushhog is a lightly armored all-terrain vehicle, much like a Range Rover, designed for carrying a driver and passenger, plus



a relatively large amount of equipment. It's usually either a drab green or a light blue and white (the UN colors), but General Cannon's own Bushhog is matte black with the Dark Brigade logo on the side. The Bushhog replaced the Bison as Cannon's vehicle of choice - despite its smaller size, Cannon found its increased speed and maneuverability useful - but both see active service in the Dark Brigade.

BUSHHOG 5 (Major)

- Armored ATV
- General Cannon's Vehicle of Choice
- Larger on the Inside (Gear Storage and Transport)

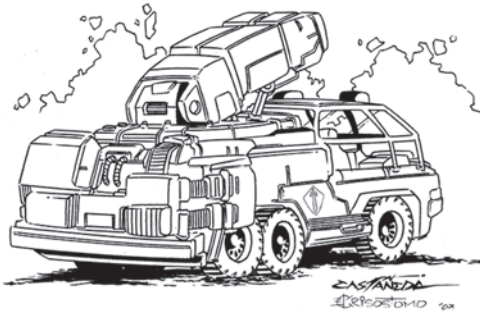
HIGHLY MANEUVERABLE 5

FRONT-MOUNTED DB-25 LASER RIFLE 3 (Area, Big Attack)

FAST 3 (Mode of Travel: Land)

Cheetah, Intercept Vehicle

The Cheetah is essentially nothing more than a frame, a missile launcher, a couple of seats, a steering wheel, and some fiberglass strapped to one of the most powerful engines made for a land vehicle. This vehicle was based off of racing designs created by Johnny Rod, and modified to aid in catching and stopping other vehicles. The Cheetah is designed to work for maximum effectiveness on paved roads - in rough road conditions, the Cheetah sometimes gets hung up or damaged due to its minimal shocks.



CHEETAH 5 (Major)

- Souped-Up by Johnny Rod
- Pursuit Vehicle
- Customized by Johnny Rod

MISSILE LAUNCHER 7 (Action Feature, Area, Big Attack, One-Shot)

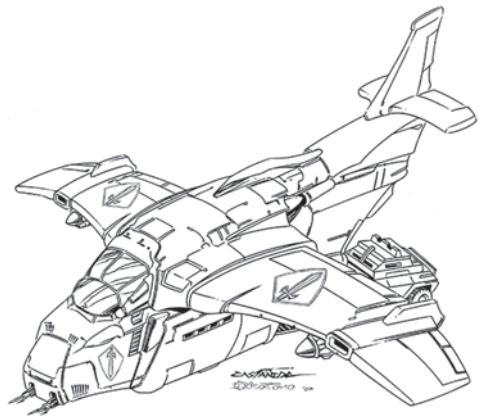
NITROUS 5 (Action Feature, One Shot)

FAST 3 (Mode of Travel: Land, -2 not on paved roads)

Notes: Customized by Johnny Rod is to represent that Johnny is always tinkering with his baby, and Dark Brigade members using the Cheetah will frequently find unusual customizations, be creative!)

Icarus, Air Transport

The Icarus is a large airborne troop transport that can carry 20 troops, gear, and one very large or two large vehicles.



It can go 2500 miles with a full cargo load and maximum fuel - more with less cargo. The Dark Brigade currently only has one Icarus in use, and it is docked at a nearby military airbase - it is just too large and too conspicuous to house at DBHQ on a regular basis.

ICARUS 7 (Major)

- Air Transport
- Huge
- Conspicuous

HEAT SEEKING MISSILES 7 (Action Feature, Area, Big Attack, One-Shot)

MACHINE GUNS 5 (Area, Big Attack)

LONG DISTANCE FLIGHT 5 (Mode of Travel: Air)

Spitfire, Combat Helicopter

Although the Spitfire isn't as fast or as heavily armed as the Icarus, the Spitfire's smaller size and high maneuverability makes it a good vehicle to have in a fight, and its onboard sensor equipment makes it a natural choice for airborne surveillance. The Dark Brigade tends to keep two of these at DBHQ.



SPITFIRE 5 (Major)

- Combat Helicopter
- Airborne Surveillance
- Conspicuous

HEAT SEEKING MISSILES 5 (Action Feature, Area, Big Attack, One-Shot)

MACHINE GUNS 5 (Area, Big Attack)

HIGHLY MANEUVERABLE 5 (Mode of Travel: Air)

HI-TECH SENSORS 5

Dark Brigade HQ

Dark Brigade headquarters (or DBHQ for short) doesn't look like much. On the surface, it appears to be a dairy farm in Westchester County, New York, with acres of woodland, a few clearings, and a small river that leads out to the Atlantic Ocean. However, the farm is actually a covert military base with land and air support, water access, interconnected underground tunnels, and even a small airstrip. The base can support 25 soldiers comfortably, and up to 50 for short periods of time. The facility itself is top secret in nature - nobody but the most highly placed members of the United Nations even know it exists, much less where it is. All of the buildings appear to be made of wood and brick, but the walls and ceilings are actually reinforced steel alloy, and every entrance and exit can be sealed off with heavy steel shutters. The complex is equipped with completely internal utilities, such as power generators, atmospheric recycling, fire extinguishers, and food and water stores. Furthermore, the main computer can seal off every building and room.

Barn A (Laboratory and Infirmary)

The northernmost barn is divided into two halves. The laboratory half is stocked with tons of electronic laboratory equipment, spare components, and the various experimental devices that Dr. Volkhardt is working on. There is also a TEMPEST protected computer terminal here, hardwired into the Central Computer. The other half contains the infirmary, added because of the various unique injuries and illnesses that Brigadiers encounter. It's fully equipped with operating bays and essential medical supplies, and can hold ten patients at one time (more if they're less severely injured). Sgt. Thomas' experiments are also housed in a separate sealed chamber, to which only she has the access codes.

Barn B (Armory)

In the southernmost barn is the armory, containing a large assortment of personal arms to fight evil. This armory stores all of the Brigade's gear, from stakes to Sun Guns to silver daggers. Furthermore, it has a

Dark Brigade Headquarters (Playset)

(45 points, 10 +5 per core member of the Dark Brigade)

HIDDEN 9

SAM (Surface-to-Air Missile) 7 (Action Feature, Area, Big Attack, One-Shot)

ROCKET LAUNCHER 7 (Action Feature, Area, Big Attack)

ULTRAVIOLET LASER CANNONS 7 (Action Feature, Area, Big Attack)

COMPUTER ROOM 3 (Action Feature, +2 to Link for research purposes)

STONE CIRCLE 1 (+2 for Mystical, Arcane Purposes, Meditation, Research)

NOTES: HQ also has the following, but none of which have Traits associated (yet, players can be encouraged to add to the playset, this is their series, after all. Keep in mind, per Playset Creation Rules (page 123, CAH:S3) that The Brotherhood playset will also have a similar amount of points added to it.) LABORATORY, INFIRMARY, ARMORY, BARRACKS, GARAGE, BRIEFING ROOM, COMMUNICATIONS ROOM, POWER ROOM, PRISON, REC ROOM, TRAINING FACILITY. The Action Features: In meta-terms this playset has multiple spring-loaded rockets that can fire; the cannon is a light powered by 3 C-cell batteries; the SAM is a one-shot spring-powered rocket that fires from the silo; and the computer room has a small screen that lights up when a button is pushed, also making cool computer noises!

Also, keep in mind that, unlike characters and vehicles, Playsets can be given more than one Trait with the "Action Feature" Special Rule.

multitude of spare ordinance and non-experimental firearms, should new Brigadiers be assigned to the team or combat occur within the facility. Quartermaster Harris is usually here, looking bored but running a tight ship.

Barracks

There are enough bunks to man thirty Brigadiers and four special suites for commanding officers, visiting dignitaries, and the like. Thomas Dobbs has taken a suite, as has General Cannon (although

under protest). There is a spartan but complete kitchen, and a small mess hall capable of feeding ten soldiers at once.

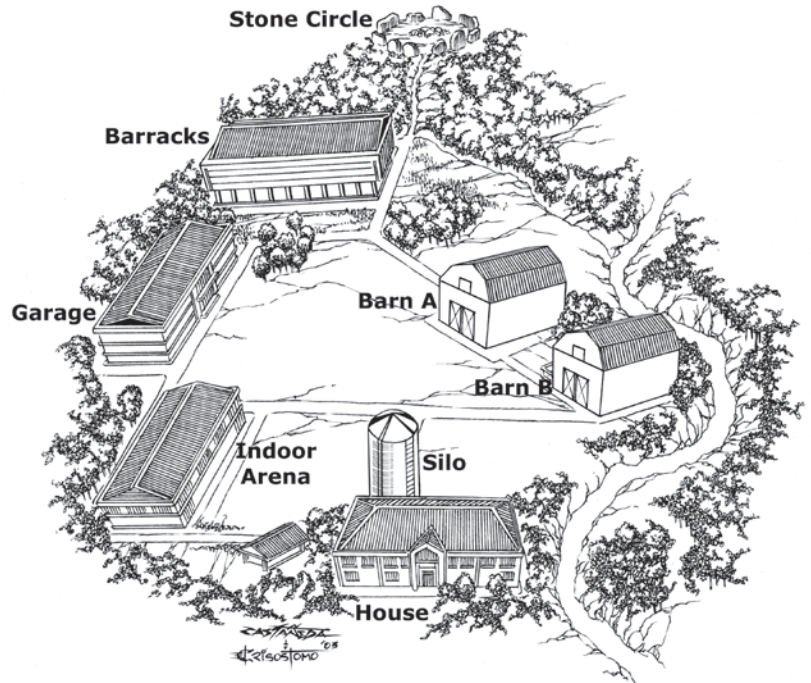
Garage

A fully equipped motor pool, the garage can service the Brigade's vehicles, whether they simply need fuel, a change of tires, or a new transmission. This garage is capable of handling up to three vehicles at once, but water vehicles (like the Aquastrike) need transport into the garage. When not on a mission, Boom-Boom is usually found in here, tinkering around.

House

The main house has a number of specialized rooms within it:

- **Briefing Rooms:** There are three different meeting rooms, each with a different purpose. The first is the situation analysis room, where current hot spots are tracked and cross-referenced with computer files and UN intelligence. The second is a holographic imaging chamber, with which the Brigadiers can accurately recreate three-dimensional images of Brotherhood fortifications and the like. The last is a more traditional meeting room for debriefings and smaller conferences, and doubles as Cannon's office.
- **Communications Room:** This is the Brigade's primary communications facility. Usually staffed by Operator, this room has equipment that allows the Brigadiers to keep tabs on their operatives in the field, wherever in the world they happen to be.
- **Computer Room:** The central computer bank controls all of the systems, files, intelligence and research data in DBHQ. A secondary bank is housed in the tunnels beneath the House, and backups of all data are made on an hourly basis. This computer has links to the United Nation's computer network (via a secure land line), as well as other law enforcement agency databases around the world.



- **Power Room:** This massive generator is built into the foundation of the house. Should external power be cut off, the generator will switch on immediately, causing a minimal loss of electricity. Red lights all over the complex will also light, indicating that they are on backup power. It is capable of running for six months if needed.
- **Prison:** A cluster of four small rooms in the basement, these are designed to hold prisoners. Each cell has a bench and toilet facilities, and a thick Plexiglas door that can be electrified. It can be made completely airtight for undead prisoners, and the walls and doors are almost impossible to beat down.
- **Indoor Arena:** The arena is divided into two parts. The southernmost part is the gym - a large training area fully equipped with sparring mats, target practice bays, combat dummies, and a full-length Olympic swimming pool. When training Brigadiers for missions, the gym can be fitted with special advanced mechanisms to recreate a variety of field conditions. The other half is the recreation room, designed as a place for soldiers to blow off steam. It's full of televisions, pool tables, video game machines, ping-pong tables, and more. A rite of

passage for new recruits is for older Brigadiers to send the cadets to Quartermaster Harris to requisition left-handed darts for the dart board.

Silo

DBHQ has a three-story tall silo that has been converted into a defense tower. Equipped with stairs and an express elevator for fast access, the tower has a very powerful searchlight that can illuminate a one hundred square foot area. The silo also houses several defense systems (all considered to have a Trait rating of 4 for aiming).

- The Rotary Rocket Launcher acts as the first line of defense against enemy attack.
- The Ultraviolet Laser Cannons fire a burst of compressed ultraviolet laser beams, which will inflict a lot of damage as a vehicle class weapon and inflicts catastrophic damage to vampires and zombies.
- Finally, the SAM (Surface-to-Air Missile) Launcher protects the base from air attacks.

Stone Circle: This small clearing north of the base is a wide circle of stone slabs with a crude fire pit dug in the center. The circle was part of the farm before the Dark Brigade moved in. Nikita V asked that the circle not be destroyed, and the base was constructed around it. Nikita and Thomas will occasionally go here to meditate.

Tunnels: Every building in DBHQ is interconnected by a series of twenty-five-foot wide by twenty-foot tall tunnels that are deep under the ground. These tunnels were designed to withstand utter catastrophe, even a direct nuclear strike. Should DBHQ ever take a direct hit with a nuclear warhead, the tunnels could survive the hit and the resulting radiation. There are also enough food and supplies to last for six months with twenty people, a secondary backup generator with which to keep essential systems up and running for six months, the backup computer systems, and a small armory. Each major section of the tunnel can also be sealed

with thick drop-down steel shutters, and made airtight through either of the computer systems.

Other Places

• **Airstrip** - A couple of miles north of the base, there is a large disguised clearing that can act as a short airstrip to airlift equipment for a mission or receive important visitors. Sometimes a couple of Spitfire helicopters are kept here for Brigade use.

• **Portable Rocket Launcher** - DBHQ has a portable, tripod-mounted rocket launcher for its defense. It isn't tied to a specific location, so it can be field-deployed anywhere on the base. It has two rockets, and can rip a vehicle to shreds with ease.

Dark Brigade Weapons

The weapons below are from the Dark Brigade arsenal. More mundane weapons are easily represented using Traits in a straightforward manner during character creation.

These unusual special weapons can be requisitioned as well, on a "per mission" basis. When handing out equipment as the Quartermaster, the One-Shot items can be given more than once, but use common sense. Only one shotgun per character, but possibly a bandolier of holy water!

Sun Gun

The DB-25 is a small UV laser rifle specially designed to work against vampires. Initially requested for development by Steven Syn, he never saw its completion. The prototype wasn't finished until after the birth of Lord Syn, and he was the first to feel the effects of the so-called "Sun Gun", as fired by General Cannon. The DB-25 looks much like a matte black submachine gun, but the barrel is wider, and the magazine is replaced with a detachable cord that leads into a backpack. An LCD readout on the barrel shows how many shots are left.

"SUN GUN" 3 (Accessory, Action Feature, +2 vs Undead)





PC Guidelines



Dark Brigade PCs are, generally speaking, highly trained paramilitary types with access to the best technology the various governments have to offer. But don't get the idea that your PC has to be shoehorned into the "hardened soldier" mold. The truth is that there's room for just about any type of character in Dark Brigade, from spies and occult specialists to trackers and engineers. As long as the character would be a useful asset in this war against the supernatural, there's a place for him or her on the team.

There is no direct system for determining a character's military rank, so feel free to talk to the GM to work something out. The rank mostly affects roleplaying and has no mechanical value. The ranks used are those of the United States Army, despite the fact that characters are brought into the team from any of the military branches.

Keep in mind that the established Dark Brigade characters are GMCs and were thus built using the PC creation rules in a very loose manner. The GM is free to allow you to do the same thing, but don't take advantage of this by attempting to create overly powerful PCs. Generally speaking, though, the GM is encouraged to have the players use the standard PC creation rules in addition to the "Other Rules" found below. It ensures that the characters are balanced and equal to one another.

Star Power: 3

Tier and Trait Points: Human (18 points)

Other Rules:

- **Free Floating Trait:** All PCs have a Trait at rating 4 that defines their specialty (e.g., AIRCRAFT PILOT, DEMOLITIONS, STRATEGIST, RECONNAISSANCE, etc.).
- **Free Trait:** All PCs are issued a comm unit, a small device which allows members to converse at great distances. Treat this as "COMM UNIT 3 (Accessory)".
- **Excessive Trait Ratings:** Due to the fact that the members of Dark Brigade have access to amazing weaponry and equipment, PCs are allowed to have one Trait at rating 6 or two Traits at rating 5. Any Trait with such ratings must represent an item of some sort and may even have the "Accessory" Special Rule. Keep in mind that this doesn't give a PC those Traits automatically. They must still be purchased as normal. This rule simply allows some Traits to be purchased at a higher rating than the series requirement would otherwise allow.

The Brotherhood of Death

Every cartoon needs antagonists... and no other series can claim to have a better group of villains than *Dark Brigade*. The Brotherhood of Death provided the heroes with constant challenges that helped make the series so very memorable.

History

Since a time before recorded history, monsters have existed. We know the tales of vampires and their nightly thirst for sustenance. We are acquainted with the wolfmen and their feral hungers. We have all seen movies with zombie hordes, shambling about in search for victims. We know them... as legends and myths. But they are real.

Often, the monsters were hidden in the shadows, waiting to lunge upon their helpless victims. Sometimes, the denizens of the dark scurry about in conspiracies to topple what civilization man had created. However, as times changed, the monsters adapted. The monsters of the world of the *Dark Brigade* are the same ones we all know and fear so much, but these monsters are far more organized and dangerous than we ever could have imagined.

Not all monsters are social, but those that are tended to work together along racial lines, and it wasn't until the 19th century that the concept of cooperative effort developed. The ghoul Deacon Death, in life a radical and accomplished necromancer in Victorian England, came up with the idea of actually organizing the various supernatural races into one cohesive brotherhood. He formed the Brotherhood of Death with himself as Master, and the group spread terror throughout the late 19th century in their attempts to overthrow the English empire. By the turn of the century, they were defeated by a group of English patriots working in secret, and Deacon Death relocated his forces to a small country named Scallia on the

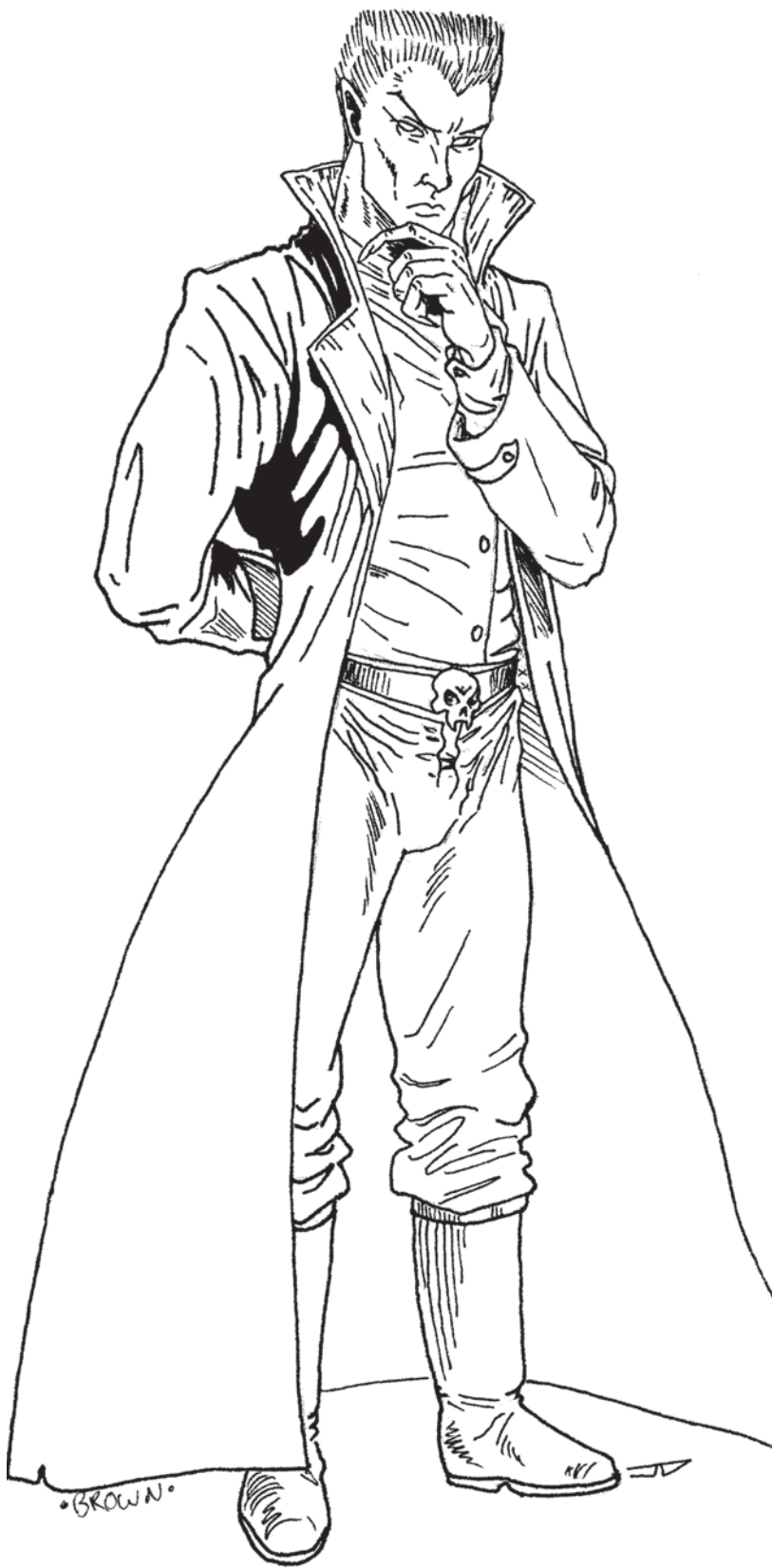
fringes of the Empire. There he sat and waited, and formed new plans.

Deacon Death theorized that only the budding technology of the Industrial Age had helped humanity beat back his onslaught, and sought to turn these tools to his own use. He sent his minions out into the world to learn more (some under the watchful eye of the Haunter), and both World Wars taught him how man uses his machines in war. Undetected, he started gathering arms and technology, but he knew he would need to take control of land to secretly produce weapons on a larger scale.

After World War II, Deacon Death struck. He sent units of monsters to smaller countries all over the world, taking them as staging grounds. In Eastern Europe they did quite well, but their concentrated efforts in Western Europe later met with minimal success. In the early 1960s, Deacon Death turned his attentions to the Americas to gain a foothold in the rapidly expanding global community. In short order, the Brotherhood of Death took control of the government in the South American nation of Santa Cisco, and started converting it into a production facility for the Brotherhood's engines of war.

With the Santa Cisco facilities assisting them, they expanded their theater of operations, making raids in Africa, Asia, Central America, and the Middle East. Where they could, they would set up small storehouses and facilities for supplies, and take over any fledgling human communities near the area. The Brotherhood was expanding, and becoming a serious threat to humanity.

As the 1980s began, the Brotherhood of Death started expanding into the US. Using some older Canadian bases set up by the wolfmen and gillmen, they attempted to take over a small chain of islands in Lake Erie. Purely by accident, they encountered the fledgling *Dark Brigade* and were beaten back. Furious, Deacon Death vowed to destroy this upstart group. For years afterwards, his progress into the US was beaten back time and again by the



Dark Brigade. The burning need for revenge drove Deacon Death mad, and the ground that had been carefully gained over forty years was slowly lost as he threw more and more of his forces into the conflict. It was inconceivable to the ghouls' mind, but humanity was once again beating him back.

That was when he formed his plan to not only steal the leader of the Dark Brigade from them, but also create a general to watch over his invasion of the US. He lured General Syn to his stronghold in Santa Cisco and captured him for the insidious experiment. Combining his mastery of necromantic sorcery with the twisted science of Dr. Gorecraft, they created the world's first cybernetic vampire, Lord Syn. The rest of the Dark Brigade involved in the raid managed to escape, but the damage was done - Syn was no longer leading the Dark Brigade, and was now under the full control of Deacon Death!

For a while.

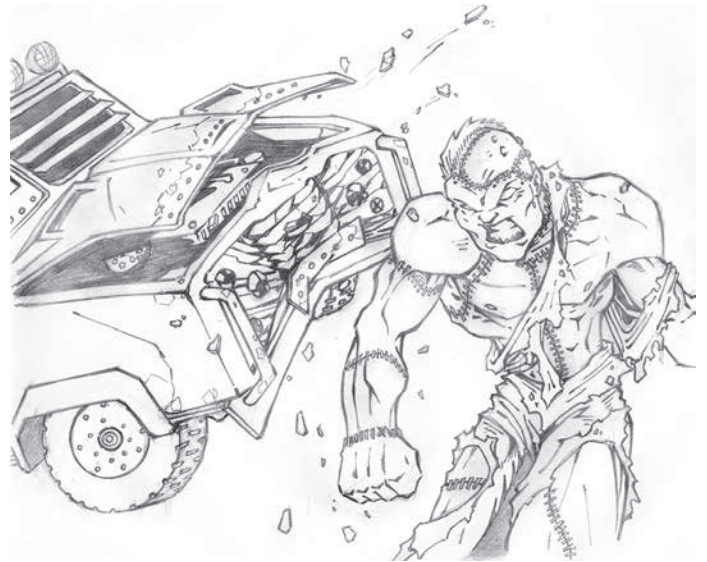
Soon after Lord Syn began to suspect the true extent of his powers, he conspired with the Hunter and Duchess Lillith, and together they overthrew Deacon Death as the leader of the Brotherhood. The Hunter convinced Syn that while Deacon Death's century of experience was invaluable, he was too dangerous to remain free, so the Duchess developed a warding spell to keep him immobilized, and Lord Syn had him encased in concrete and hung upside down, just to be sure. Deacon Death now acts as Syn's reluctant advisor.

Lord Syn has been rapidly recapturing ground and resources lost while under Deacon Death, while expanding his efforts in taking over the world. With Syn's knowledge of the Dark Brigade and military tactics, and the pure mystical might of Duchess Lillith, the Brotherhood of Death has never been more dangerous.

Structure

The Brotherhood itself is organized into small clandestine chapters (called "cells"), each with their own internal manufacturing and logistics capabilities. Each cell is designed around a central warlord, one to a few lieutenants, a number of support troops (comprised of ghouls, wolfmen, witches, gillmen, noble zombies, goblin gangs, and vampires), and a horde of lesser foot troops (such as the gillmen sea serpents, shambling zombies, young wolfmen, lesser vampires, and lesser witches). Just about every major metropolitan area on the planet has at least a small Brotherhood cell nestled deep within its domain. The larger cells usually have some sort of manufacturing or storage capability for weapons and supplies, but these are usually in the more obscure places on the planet. Many cells take their name from the location that they are nearest to, such as the London cell or the Santa Cisco cell.

Leading and directing each cell is the Brotherhood's Central Command. When the series begins, the Central Command is located in Deacon Death's castle in Scallia, but the Central Command moves its base of operations all over the world, as need (and Syn's whim) dictates. From Central Command, Lord Syn and his officers issue orders, craft intricate plans, and hatch diabolical schemes aimed at rending the world's governments asunder. Central Command supplies many things to its cells: leadership and guidance, access to an almost endless supply of inhuman warriors, and a vast communications network stretching all over the planet. Core Command is comprised of Lord Syn, Deacon Death (in a purely advisory role), Duchess Lillith, the Haunter, Commander Warfang, Jas "Scratchy Nose" Borno-Dhull, WauBok, and Erronadu the Wise (who serves as the Brotherhood's ambassador to the Order of Charr). The mad Dr. Gorecraft also attends Core Command meetings on a regular basis, but his inclusion seems to be more at Lord Syn's whim than anything else.



Ranks

The rank structure of the Brotherhood of Death is a strange combination of various Eastern European militaries, British army structure, and the ranking of mystical secret societies. The lowest ranking members are all classified as "Private," but they're broken up into 6 circles within that rank. The ranks above Private are all officer ranks, and most have two grades: the normal rank, and rank major (usually given to the senior-most officer of that rank in that area of command). Commanders tend to lead cells, but sometimes a Colonel can lead either a large cell (like the Santa Cisco cell) or a group of smaller cells in a geographical area. Generals tend to lead entire countries or races, but this is not always true. Originally, the title of the ultimate leader of the Brotherhood of Death was "Master," but Syn changed the title to Lord upon his assumption of control.

Master/Lord
General
Colonel Major
Colonel
Commander Major
Commander
Lieutenant Major
Lieutenant
Private (First Circle through Sixth Circle)

Other Allies

The Order of Charr

The Order of Charr is led by the undead sorcerer Amhotek and his Infernal Council from deep within the jungles of India. At one time, the Order was the most powerful and widespread dark society in the world, but due to the Council's strong dislike (or perhaps fear) of technology and the continual pressure from the Order of the Peaceful Dragon, their stature and influence has declined over the past couple of centuries.

While still retaining most of their might throughout Asia and Africa, in Europe and the Americas the majority of Order operatives have either been destroyed by the Brotherhood of Death or are forced to work with them to pursue their own goals. Erronadu the Wise works as a liaison between the Order and the Brotherhood, in order to decrease misunderstandings (and possibly get back some of the might they lost to the Brotherhood in the first place).



Supernatural Beings

Monsters can be divided into various types, or races. The Brotherhood of Death is believed to be composed of six primary races of monster, while a few rarer races work within and outside of the Brotherhood.

Zombies

The largest supernatural race in the Brotherhood are the zombies. Zombies are divided into two distinct types, shamblers and nobles, both possessed of a craving for human flesh.

Shambler: Shambler zombies are mindless beings with one driving goal: to destroy! Shamblers wobble, limp, and weave toward their victims, tearing at them with their bare hands and dirty fingers. Shamblers aren't intelligent, but they can find hiding places and steer clear of entanglements in an instinctive manner. The shamblers are used by the Brotherhood to assault lightly defended areas, to swarm groups of people, or to spread panic and confusion in civilized areas. The Order of Charr also utilizes shamblers for a variety of purposes.

Noble: The other type of zombie is called a noble zombie, and they are a very different monster. On the surface, the noble zombies seem the same: withering flesh, a limb falling off if overused or struck sharply, and noxious fumes permeating their area. Noble zombies, however, retain a twisted but intact intelligence. Noble zombies can 'live' for a very long time, but the longer they exist, the more trouble they have keeping their bodies from falling apart. Nobles often tie their limbs to themselves with string, cord, or binds, and usually dress in elaborate clothing of fine silks or nice suits in pristine condition, all in a vain attempt to mask their otherwise hideous appearances. The most notable noble zombie in the Brotherhood of Death is the Haunter.

Ghouls

At first sight, the ghoul may be mistaken for the noble zombies, but distinct differences need to be made to truly understand them. Ghouls are green-

gray skinned, smell almost sickeningly sweet and are void of the withering flesh that noble zombies must endure. Ghouls prey on the dead, rather than the living, but it's usually a simple matter to turn the latter into the former. While zombies are created by raising a corpse, ghouls are created by a necromancer siphoning out the life force from a wounded or injured living person. Ghouls vary greatly in their competence and talents, some playing the role of servant to vampires and noble zombies, while others create vast power networks. Ghouls can possess inhuman strength, but this is by far not the norm. Ghouls usually have a deep understanding of magic, and commonly are created when a sorcerer or necromancer attempts to find a way to stay alive forever. Ghouls usually have a natural inclination to follow orders, but the former Master of the Brotherhood of Death, Deacon Death, is a very rare exception.

Gillmen

For thousands of years, Earth's oceans have been the setting for monster attacks. The worst ocean-bound monster threat are the gillmen and their aquatic creatures. Gillmen are predatory amphibians, and can operate for limited periods of time along the shores and coastlines before having to return to the deep. Gillmen have bio-engineered various aquatic creatures for their dastardly purposes. They lead giant octopi and huge sea serpents in attacking the earth's ships, while gillmen-controlled sharks ravage the coasts.



The deep warriors can even live in lakes and rivers, though they have to have special apparatus to do so because of the lack of salt in the water. Gillmen are loyal to the cause but very limited in land battles, and so not seen as widely as the other races. WauBok is the current leader of the gillmen, though there are rumors that the gillmen have some sort of monarchical structure.

Vampires

The term "vampire" represents two main sub-races of monster.

European: The most famous type is the European vampires of legend. They have very distinct family lines, and each family may or may not have all of the abilities of myth and legend, or may have new ones previously unheard of. Some vampires can turn into bats or mist, cannot be seen in mirrors, cannot enter a building unless invited, possess increased strength and resistance to injury, are repelled by holy water and garlic, burn in sunlight, may be immobilized by a stake driven through the heart, and can turn their victims into vampires under their control. European vampires often employ ghouls to attend to their daytime affairs in favor of focusing on their own nightly endeavors. They can become easily distracted by things of great beauty, but each family may find different things enthralling. European vampires are very rarely hideous in appearance and



do not possess the ability to turn into wolves, and also have a difficult time understanding matters of science or modern technology. European vampires may maintain a brood of up to twenty other vampires of lesser stock, but each Master vampire is considered to be the most powerful of the brood. The Brotherhood of Death employs Masters as their field officers, and lesser vampires as foot soldiers.

Asian: The second type is the Asian vampire. These dark, foreboding creatures are the hideous fodder of nightmares all over the Oriental world. Asian vampires have mastered the ability of jumping from one shadow to another, virtually unseen. Unlike their European counterparts, Asian vampires are quite hideous in both appearance and odor. Asian vampires have also forgone the blood hunger of their European cousins, instead surviving on the breath of their victims! By merely sucking in the breath of a target, Asian vampires can steal the life essence out of a person, rendering them an empty shell (which is a perfect candidate for conversion into a ghoul). Also, the Asian vampires have developed their own dark martial art, making them all the more dangerous. Currently, there are no known Asian vampires in the service of the Brotherhood of Death, though some are believed to be members of the Order of Charr.



Wolfmen

Long ago there existed a vast culture of intelligent wolf-like creatures with their own internal laws and beliefs. These wolfmen existed near the tribes of man, usually living in relative peace with them. The wolfmen developed intricate sciences, medicines, and even religion. However, peace would not be their fate, for even in ancient times, animosity existed between wolfmen and the vampires. Where the wolfmen tried to co-exist with the humans, the vampires sought to subjugate the humans. Unfortunately, the vampires proved to be more cunning and manipulative, convincing the humans that the wolfmen were bloodthirsty savages. And so, the wars between man and wolfmen erupted. As time wore on, tales of the half-wolf creatures faded into myth and legend, and all that was once noble in them was consumed by resentment and hatred.

In more recent times, wolfmen marauders under the leadership of Commander Warfang have begun to raid Canada's northernmost cities and towns, equipped with the latest Brotherhood weapons. If the wolfmen have finally settled their ancient rivalry with the vampires, humanity may not survive!

Goblins

For centuries, goblins have existed on the fringe of humanity. Hiding under bridges, in hallowed out trees, and under rotting floors of abandoned buildings, goblins are a mixed bag of hate, repulsion, and terror. Goblins vary in size from quite short and skinny to tall and portly, but they all have an innate ability to hide in the smallest, most unlikely places. They love to hide under the bed or in the closet, occasionally reaching out to bother the children or family pet. Goblins live to cause fear. Goblin skin ranges from a dark olive green to a coal black shade, and they have long, pronounced ears, sharply pointed noses, and often tattoo their bodies in strange tribal patterns. In some ways, the goblins are even more feral than the wolfmen, and a great (albeit mostly nonviolent) rivalry has existed between wolfmen and goblins for ages.

In the days of Deacon Death's command of the Brotherhood, goblins were never employed. Deacon Death believed them too unstable and disorderly to be trusted. Lord Syn, on the other hand, has no problem using the goblins for his own purpose. Goblin squads are often employed to confuse, confound, and harass the enemy, as well as to perform a variety of small jobs. Much to the goblins' chagrin, Lord Syn has given charge of the goblin forces to Commander Warfang. The most noteworthy goblin in service to the Brotherhood of Death is Jas "Scratchy Nose" Borno-Dhull, who often acts as a sub-commander under Warfang.

Witches

Although not truly a race, those practitioners of dark magical lore that go by the name witch are just as horrific and terrible as any of the monsters. Witches may be male or female, but usually adhere to at least a single school of magical training. Witches might try to further distinguish themselves with titles such as sorcerers, shamans, necromancers, or a variety of other lesser titles, but they are all one and the same. Witches utilize hatred, fear, and shadows to perform their magical acts. Whatever spells are employed, the magic is sure to be ruthless and hate-inspired. Among the Brotherhood of Death, Duchess Lillith is perhaps the best example of a witch. As a former leader of EVE X, Duchess Lillith is renowned as one of the world's foremost witches.



Mummies

Usually associated with the Order of Charr, mummies are wrapped and preserved corpses re-animated by ancient necromantic rituals. Very few outside the Order know the details to this dark rite, and they guard their secrets well. While similar in nature to noble zombies, mummies have a few distinctions - the preserving techniques and wrappings result in a monster stronger than their noble counterparts, but with a lesser strength of will and a severe weakness to fire (their wrappings being highly flammable).



Golems

For ages, magical beings both good and evil have employed golems for their own purposes. Golems come in many forms, from clay to stone to flesh, but all golems maintain the same basic qualities. Golems are huge brutes with awesome raw strength and no sense of pain. Golems have been created to protect people, places, and things, or to destroy them. The Brotherhood of Death employs golems in areas of great importance as sentries, unstoppable destroying machines, and towering enforcers. One notable golem is Von Blood who, unlike a typical golem, seems to possess a keen intellect, although he is incapable of speech.

Major Brotherhood Characters

The characters that follow are the antagonists that made up the core of the Brotherhood of Death.

LORD SYN

- Leader of the Brotherhood of Death
- Unsettling
- History with General Cannon



VAMPIRE 9 (Devastating [Bite], Transform Self: Bat [Minor] and Mist [Moderate], Note - Each alternate form is Oomph powered. Additionally, if subject to being Insta-Defeated, he automatically transforms into mist for no Oomph cost):

TELEPATHY 5 (Can only broadcast and receive speech; Works in any language)

CYBERNETIC ARMOR 5 (Fickle)

DANGER SENSE 5

FORMER HIGHLY DECORATED GENERAL 5

Bat Alternate Form: Bat Small Radar Sense
FLIGHT 3, UNAFFECTED BY NORMAL VAMPIRE WEAKNESSES 3

Mist Alternate Form: Mist Non-Corporeal Disperses
MIST FORM 12

Notes

FORMER HIGHLY DECORATED GENERAL covers a lot of ground: tactical genius, expert with weaponry, leadership, etc. His ARMOR covers only parts of his body, thus being Fickle, in that maybe a shot will hit a protected area, maybe not! His vampiric nature gives him heightened strength, toughness, a devastating bite attack! There is no better Trait name than Mist Form. He turns into mist. He cannot physically affect anything, nor can anything physically affect him.

Background

Now one of the most unspeakably evil beings in existence, Steven Syn was once a career soldier. He rocketed through the US Army ranks, becoming the youngest man to ever earn the title of General before serving for a number of years on a UN peacekeeping force with his best friend, Anthony Cannon. During one of these missions, he discovered the existence of vampires in the Middle East; soon after reporting his findings, he was transferred to the secret UN committee which eventually became the Dark Brigade. His tactical knowledge and strong convictions brought the supernatural terrorist force known as the Brotherhood of Death to its knees.

Deacon Death set an elaborate trap for the general, and soon had him in his power. Using an unholy fusion of black magic and bio-engineering, he created a strange vampire/machine hybrid, using advanced cybernetics to help Syn resist some of the traditional vampiric weaknesses, such as aversion to sunlight. Deacon Death attempted to use the process to bring Syn directly under his control, but underestimated Syn's strength of will and the degree with which his creation would hone a vampire's inherent malevolence. With the help of Duchess Lillith (and tacit assistance from the Haunter), Syn broke Death's hold over him. The Haunter convinced Syn that Death's experience was valuable to the Brotherhood, so Death was encased in a mystically enchanted block of concrete. He also destroyed the notes on the cyber-vampire creation process, assuring that no others were created like him.

He took on the title of Lord, and now controls the Brotherhood of Death with a cybernetic fist.

Personality

Syn is not only a tactical genius, but has a staggering strength of will, due to the cyber-vampire process that left his original personality largely intact. His self-confidence frequently borders on arrogance, but it has also saved him on more than one occasion. He knows that Deacon Death and his supporters would like to see him removed, but his cunning has kept him in control. However, some in the Brotherhood suspect that his inability to kill General Cannon may be a subconscious reluctance to destroy his former best friend. Such detractors quickly find themselves the subject of Dr. Gorecraft's experimentation.

COMMANDER WARFANG

- Wolfman Commando
- Leader of the Pac
- Archenemy of "Lightning Claw" Dobbs



FRENZY 5 (Action Feature, Area [in close combat only])
STRONG 7 (+2 w/ Claws Linked)
TOUGH 7
ASSAULT RIFLE 3 (Accessory, Area)
CLAWS 3
TERRORCYCLE 5 (Vehicle, Major)*

* See sidebar for vehicle stats

TERRORCYCLE

- Armored Motorcycle
- Loud
- Warfang's Preferred Vehicle

FAST AND MANEUVERABLE 5
(Mode of Travel: Land)
MACHINE GUNS 3 (Area, Fickle)
ARMOR 3
CATCHING AIR 1 (Mode of Travel: Air)

Background

Not much is known about the Canadian Warfang. He has been the Commander of the wolfman cell known as the "Pac" for a couple of decades now, and his work has been so exemplary that he's now in charge of all of the wolfmen in the Brotherhood (although he still keeps his rank as Commander, as he still feels that he is the leader of the Pac first). It has been implied that he is somehow related to the members of the Pac, but what that familial relationship might be, no one really knows. Unlike some wolfmen, Warfang never seems to change into a normal "man" state or a "wolf" state, staying permanently in his wolfman form.

Regardless of his mysterious origins, Warfang is a competent commander of the rowdy wolfman forces, and has managed to keep the wolfman/vampire animosity at a low boil to allow the two races to work together, although it's the administration of beatings rather than diplomacy that does it. He also has a strong drive to destroy the Lightning Claw.

Personality

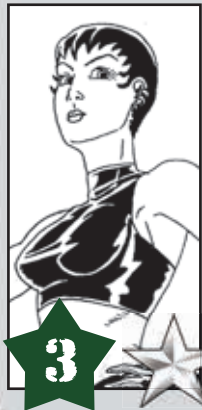
Warfang is a thug. Perhaps a cunning thug, but he delights in tormenting those weaker than him. He has trouble seeing the big picture on plans, but he still commands the Pac (and all other wolfmen) with an iron fist, and his linear take on things is useful to the much more Machiavellian Syn and Deacon Death.

Notes

He can only catch air every other round. Once his machine guns fail their "Fickle" roll, Warfang will frequently leap from the Terrorcycle to engage in melee (maybe using the FAST trait as a Link bonus, revving the engines loudly before leaping off and sending the Terrorcycle into a wall to explode!). He will use his strength to leap great distances, pouncing on his prey. He isn't subtle, but using his Signature Quality, he can be (wolves are great hunters after all).

DUCHESS LILLITH

- ☐☐Corrupt Witch
- ☐Aristocrat
- ☐Former Leader of EVE X



MIND CLOUD 7 (Deactivate - Mental Traits, Devastating)
PSYCHIC BLAST 7 (Devastating, Oomph Powered)
BAD LUCK 7 (Deplete - Physical Traits, Deactivate - Accessories, Action Features, Vehicles)
ARCANE KNOWLEDGE 5
PSYCHIC SHIELD 5

Notes

Her MIND CLOUD can Deactivate aspects of a Trait, so if she were to "attack" General Cannon and his SPECIAL FORCES Trait, Cannon might forget how to do certain things, his ability to lead might be in question., etc. The physical components and aspects of a Trait are unaffected. The converse is true for BAD LUCK, attacking physical Traits. Additionally, BAD LUCK can Deactivate vehicles and equipment.

Background

Duchess Lillith was born to a minor noble family in the tiny country of Scallia. Her parents died while she was still at an early age, and her resolve turned to learning whatever skills it took to punish a heartless world that would take parents away from their child. Her interests turned to the study of black magic, and she quickly became an accomplished witch.

Lillith soon learned of an underground women's militia called EVE X. She joined, but found the organization's emphasis on life and white magic to be repulsive. Still, she carefully maneuvered herself within the organization, and eventually found herself the new leader of EVE X, Nikita IV. She used her position to move the edicts of protecting the innocent to gaining as much power for herself that she could. She taught select acolytes the secret arts of black magic, and her control over the organization grew.

When Lillith learned of the Brotherhood of Death, she offered to have EVE X join forces with the Brotherhood to increase her powerbase. However, a young woman by the name of Linda Ryan challenged her leadership, becoming Nikita V. Nikita IV was just Lillith again, and she fled to the Brotherhood to plan her revenge.

Lillith was granted a high position in the organization, but she craved more control. If she couldn't lead EVE X, she vowed to lead the Brotherhood. When she learned of Deacon Death's desire to convert Steven Syn into a cyber-vampire, she eagerly contributed to the project, but she (like Deacon Death) underestimated Syn's strength of will, and he did not become the willing puppet she had planned. She quickly supported his overthrow of Deacon Death, becoming part of Syn's Central Command. Her position secure, she now manipulates her supporters in EVE X to regain control from Nikita V, and eventually overthrow Syn.

Personality

Lillith is many things - a strong woman, a powerful witch, and a wealthy aristocrat. She is cunning, but due to her relative isolation as a youth, she does not understand people as well as she thinks. She has discovered that she actually prefers the company of monsters to people - they seem to share her directness and aggression.

DEACON DEATH

- ☐☐ Immortal Minister of Menace
- ☐ Former Leader of the Brotherhood
- ☐ Plotting against Lord Syn



TOXIC TOUCH 9 (Devastating)

ARCANE KNOWLEDGE 7

FLESH OF DEATH 7

RAZOR BLADE 5 (Accessory, Ignores all defensive Traits that represent the protection of physical armor, Deactivate - Armor and Physical Protections, Devastating)

ANIMATE THE DEAD 5

CUNNING INTELLECT 5

Notes

Deacon Death is currently a captive of Lord Syn. Most of his Traits are therefore not very applicable, but as a plot element, he is ripe for possibilities. RAZOR BLADE ignores all armor and physical protection, so, any Traits used against it are useless. FLESH OF DEATH indicates that his ghoulish body has been enchanted to be especially resistant to physical damage. When he animates the dead, it is all in the description. Describe the ground breaking apart, and describe newly created ghouls attacking the characters, or protecting the Deacon. You can also just bring in some Ghoul Goons as well!

Background

Deacon Death was originally Deacon Richard. Richard was a man of God, a deacon in a small church in Yorkshire, England, during the 1850s. He tended to his flock of hard-working, blue-collar men and women, but his heart grew bitter towards the nobles who flaunted their wealth while his parish starved. He became a radical, secretly striking with others against the British crown. A fellow radical, a man known only as Damien, started to teach Richard the dark arts of necromancy, and soon Richard learned of a ritual to give him everlasting life. Instead, it ended up purging all of his life energy, turning him into a ghoul. Deacon Death was born.

Deacon Death quickly assembled a cult of radical followers - workers who desired both the power of the aristocracy and of the afterworld. He dubbed his cult of followers after himself, the Brotherhood of Death, and for the early part of the Victorian era, the Brotherhood spread terror throughout England. Eventually, the Brotherhood was beaten back by a secret cabal of English patriots, and Deacon Death was forced to flee into the tiny country of Scallia.

For most of the latter half of the 20th century, Deacon Death led the Brotherhood on campaigns of terror against humanity. When he ran across resistance in the form of the Dark Brigade, the memory of his defeat in England drove him insane, and his usual careful planning was tossed aside in a mad quest for vengeance against General Syn's forces. The eventual creation of Lord Syn was both Death's greatest triumph and greatest failure. After he was deposed as Master of the Brotherhood, he was placed in an enchanted block of concrete to act as Syn's advisor. Deacon Death is playing along, working in secret with the Haunter to eventually overthrow Lord Syn, and regain control of the Brotherhood.

Personality

Deacon Death stopped being human long ago. He has a brilliant mind, and can create plans spanning years in scope. He is a master manipulator as well - despite his hideous appearance, he puts people at ease with a quiet word and empty promises. Although the Haunter has convinced Lord Syn that Deacon Death is powerless in his concrete prison, Death's mind is his most powerful weapon, and is what makes him incredibly dangerous.

THE HAUNTER

- Bodywork
- Snobby British Zombie
- Paranoid



CUNNING TACTICIAN 7
THROWING KNIVES 4 (Action Feature, Area)
STRONG 4
TOUGH 4
REFINED TASTES 2

Notes

After taking his 2nd Setback Token, The Hunter will likely pick up parts of his body that have fallen off and attempt to make his escape. If this proves impossible, allow him to be Defeated, and when no one is the wiser, allow him to activate his Signature Quality. Bodywork describes the fact that not only is he immortal, but can come back from anything. Where they thought his body was, they will find nothing but zombie dust, and you can describe the cut scene where he is digging up old graves and sewing the parts together, checking himself out in his antique, very fancy gilded mirror.

Background

The Hunter was originally an English aristocrat, Sir James Rottenburgh, during the reign of Queen Victoria. Like many members of his family, he went to serve in the Royal Army, but a leg wound eventually forced him to pursue a career as a tactician. He returned to London to visit his family, but Deacon Death had heard of his military skill and planned an ambush. Death's minions attacked and killed the entire family, and Death used his necromantic skill to bring Rottenburgh back as a noble zombie.

Rottenburgh at first lamented his state of undeath, but soon adapted to his new lifestyle and his new title, the Hunter. Being a zombie allowed him full freedom of movement, and he started working with Death on very personal missions. He perfected the art of throwing knives, which he learned from a young Gypsy while in the military, and became the Brotherhood's ultimate tactician and assassin.

After the defeat in England, the Hunter started to grow jealous of the living monsters around him. He heard rumors that Deacon Death had found a ritual to reverse the zombie ritual, making him into a human man that would live forever. When Lord Syn and Lillith moved against Deacon Death, he delayed the zombie forces that would have thwarted their coup. He then convinced Syn to imprison Deacon Death instead of destroying him. The Hunter tried to get the secret of the ritual he craved from the defeated leader, but soon discovered that no such ritual existed.

Now the Hunter is growing paranoid of the brash American vampire. He thinks his tactical advice is being ignored by Lord Syn, and he is starting to reverse his initial conspiracy, working with Deacon Death to eventually place him back in control of the Brotherhood of Death, with the Hunter at his side.

Personality

The Hunter has an insatiable taste for the finer things he enjoyed in his life; fine clothes, fine furniture, and power. His tone is often snobbish and haughty, but behind his foppish, rotting exterior lays a calculating (and extremely paranoid) mind.

VON BLOOD

- Mad Genius
- Mute Golem
- Violent Outbursts
- Hates Crowds



PUNCH 3 (Action Feature, Devastating)
TOUGH 9
STRONG 7
BRILLIANT SURGEON 4
MAD SCIENCE 3

Notes

Von Blood is an interesting mix of brains and brawn, making him a genuinely dangerous foe. Use PUNCH TOUGH and STRONG to keep him in the fight, while his "Mad Genius" Signature Quality can help him will more cerebral tasks.

Background

In 1824, Count Hans Von Blood of Stephensburgh developed an interest in the re-animation of dead flesh. His home, the Von Blood keep, was converted into a laboratory for his studies. He assembled a huge monster from the parts of a dozen men, and Von Blood planned to give his hideous creation life.

As the last of the electrical diodes were connected to the monster and the switch was thrown, his keep was stormed by the villagers of Stephensburgh. Screaming about witchcraft and demonic rituals, they began to destroy his delicate scientific equipment. Von Blood himself was thrown onto the equipment, and powerful electrical current coursed through him and his monster. As the keep collapsed into flames, the Count's story was thought to be over.

Over a century later, a Brotherhood of Death excavation team unearthed the charred remains of the Von Blood keep, searching for signs of the Count's research. What they found was an undead giant of misshaped, stitched, and rotten flesh infused with the mind of the mad genius. From that day on, the mad golem Von Blood has assisted the Brotherhood in their plans of conquest.

Personality

Von Blood's body doesn't have the capability to speak, so the mind of the mad genius is trapped in a silent, lumbering body. His scientific genius is untouched, however, but due to his inability to communicate, he is often used for his physical prowess instead of his mind. Occasionally, he will have violent, uncontrollable outbursts - usually from too much built-up frustration. He secretly envies Dr. Gorecraft, and is slowly making plans to become the top scientist for the Brotherhood of Death. Since his accident, he is terrified of trying his experiments on himself.



JAS "SCRATCHY NOSE" BORNO-DHULL

- Tricky
- Sniveling Coward
- "Frenemy" Rivalry with Warfang



SHADOW SKULK 7
STICKY FINGERS 5 (Deactivate - Traits with the "Accessory" Special Rule, One-Shot)
THIEF 5
SNEAKY 4
WHATEVER WEAPON IS LYING AROUND 3 (Area)
PILOT 1
VULTURE 5 (Vehicle, Major)*

* See sidebar for vehicle stats

VULTURE

- Attack Aircraft
- Highly Maneuverable
- Scratchy Nose's Preferred Vehicle

VERY FAST 6 (Mode of Travel: Air)

MINI-MISSILES 3
(Action Feature, Area, Big Attack)

ARMORED 3

Background

Jas was born in Canada to the Borno-Dhull family - tall, dusky goblins that are rumored to hail from Africa. Jas was raised in a secretive community of goblins. His pronounced nose frequently dried up in the sun, and his constant irritation with his sensitive skin quickly earned him the nickname "Scratchy Nose." One such tormentor was a young wolfman by the name of Warfang. Although Scratchy Nose knew very little about the wolfman, he started to pick back at him... and got beat up. Jas never got in Warfang's face again, but since then Jas has had a strange sort of friendship with the Pac.

After the Pac joined up with the Brotherhood of Death, Jas discovered that not only was he incredibly good at sneaking into and out of places unseen, but he also found that he loved flying. He was one of the first to try out the new Vultures, and has flown one ever since.

Now, Jas is nominally in charge of all of the goblins in the Brotherhood, but he knows that they're really under Warfang's command, and treats him accordingly. To his face, at least.

Personality

Scratchy Nose is a sniveling coward. The only reason he flies his Vulture into battle is because he thinks he can easily fly away if things get too bad for him. His goblin nature also leads him to occasionally steal small things around him, which usually gets him in trouble. Scratchy Nose knows that Warfang could easily mop the floor with him, so he tries not to win too often in his healthy rivalry with Warfang.

Notes

STICKY FINGERS allows him, between scenes, or in a scene to steal an Accessory from a character. SHADOW SKULK actually allows him to pull shadows around him, making him the perfect character for sneaking around!

WAUBOK

- ☐☐ Leader of the Gillmen
- ☐ Treacherous
- ☐ Is a Soldier At Heart



SONAR GUN 5 (Accessory, Fickle, Area, Deactivate - sound-based Traits)
KNOWLEDGE 5 (Limited to Bodies of Water)
CLAWS 4
LIMITED TELEPATHY 4
RAZOR-SHARP TEETH 4
LEADERSHIP 3 (+2 with Gillmen present)
STRONG 3 (+2 in or near water)
TOUGH 3 (+2 in or near water)
RUTAN THE SEA SERPENT 10 (Accessory, Companion)

RuTan's Functions

COMBAT 5, TOUGHNESS 4, MOVE 3 (Swim)

Notes

His SONAR GUN deafens people, therefore it neutralizes any aspect of any Trait that might require speech or sound or hearing.

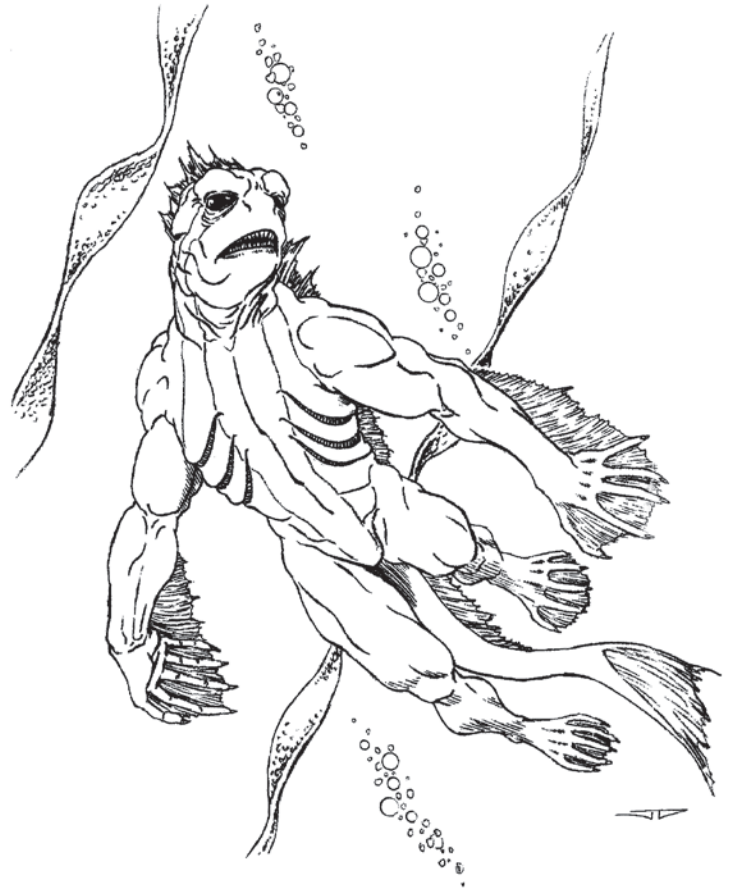
Background

WauBok's from a long line of royal guards - they have served as long as the gillmen have had a king. When WauBok was of age, he was given a special mission as part of the king's Elite Guard - find allies on the surface world, as part of the gillmen's plan to take over. He gladly accepted this task, and after a couple of years and unsuccessful raids, he met with Deacon Death, and an alliance was formed.

Since WauBok has become the leader of the gillmen (in the eyes of the surface world, at least), the king has grown ill, and more and more decisions have been given to WauBok to rule on. WauBok does not wish to become the new king, and does what he can to make sure that the current king remains well. He is respected immensely by his troops, and many wish he would just take the crown for himself.

Personality

WauBok is a soldier, if not a very noble one. His first concern is for his kingdom, then his troops, but beyond that, he's a slippery eel that frequently tries to get the upper hand in any situation. His concern for the king's welfare has distracted him on more than one mission, giving him the appearance of idiocy or incompetence to the rest of the Central Command, but WauBok is much more than a "hammer-headed numbskull."



Minor Brotherhood Characters

The characters in this section weren't major players in the series, but nevertheless served a purpose.

Erronadu the Wise: Erronadu the Wise was a powerful and corrupt sorcerer. He managed to transmute his very magical essence to preserve his life for eternity without becoming a ghoul. Awesomely powerful, unfeeling, and unmerciful, he exists only to subjugate the living and destroy all who oppose them. Erronadu tends to use long, intricately designed plans, and what plan causes him and the Order of Charr to ally with the Brotherhood is unknown at this time.

Dr. Gorecraft: Dr. Gorecraft is an insane scientist that has fallen in with the Brotherhood. He fits in well with the monsters because he follows the discipline of science only for what power it can give to him, and the opportunities to overcome the universal condemnation of his eccentric mix of ancient theories, quirky inventions, and macabre bioscience by mainstream scientists. He is never seen without his white lab coat and electro-goggles.

Pac: Warfang's Pac consists of three other wolfmen. "Loopy" the Loup is a former Mafia hitman who has had too many knocks on the head, and now alternates between stunningly clever attacks and running around in circles, screaming. "Shorty" Ripclaw is the smallest and most craven of the bunch, but has a serious chip on his shoulder from being constantly called a half-goblin. "Daisy" Longstride tries to be the most level-headed of the group, but if someone picks on her southern belle accent, they're likely to get a claw across the face!



Vehicles

As with the Dark Brigade, the Brotherhood also has its fair share of vehicles to choose from.

Skullsplitter, Anti-personnel Tank

A smallish tank, the Skullsplitter is painted in a unique red and grey camouflage, with the Brotherhood of Death logo prominently displayed.



SKULLSPLITTER 5 (Major)

- Anti-Personnel Tank
- Conspicuous
- Faster Than It Looks

CANNON 5 (Action Feature, Area, Big Attack)

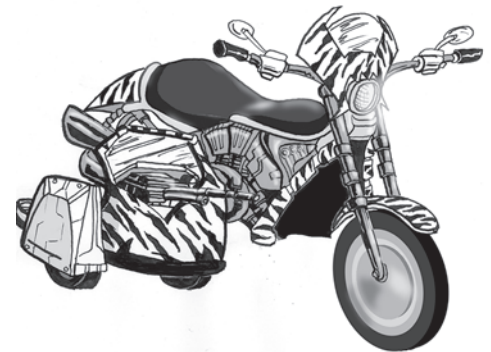
HEAVILY ARMORED 5 (+2 vs crucial checks by attack Traits without the "Big Attack" Special Rule)

CAN GET OVER ANY TERRAIN 3 (Mode of Travel: Land)

"UMMMM... ARE TANKS SUPPOSED TO BE ABLE TO DO THAT?" 1 (Mode of Travel - Air, One-Shot)

Terrorcycle, Armored Motorcycle

The Terrorcycle is an armored motorcycle with a sidecar that is very popular with the wolfmen of the Pac, partially because of the loud noise this gas hog makes when bearing down on an enemy. The two machine guns installed in the front add a little bit of armament, but it's not uncommon for wolfmen to joust from the Terrorcycle!



TERRORCYCLE 5 (Major)

- Armored Motorcycle
- Loud
- Warfang's Preferred Vehicle

FAST AND MANEUVERABLE 5 (Mode of Travel: Land)

MACHINE GUNS 3 (Area, Fickle)

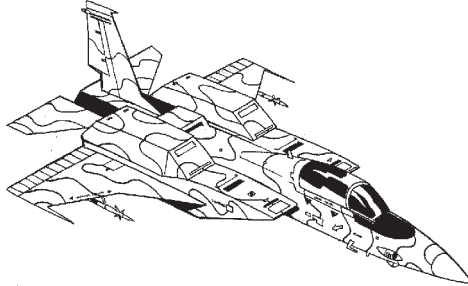
ARMOR 3

CATCHING AIR 1 (Mode of Travel: Air)

Vulture, Attack Aircraft

The Vulture is a small, one man fighter plane, painted in the same distinctive camouflage as the Skullsplitter.

There are usually two or three Vultures on the Death From Above.



VULTURE 5 (Major)

- Attack Aircraft
- Highly Maneuverable
- Scratchy Nose's Preferred Vehicle

VERY FAST 6 (Mode of Travel: Air)

MINI-MISSILES 3 (Action Feature, Area, Big Attack)

ARMORED 3

Death From Above (Mobile Airbase)

The Death From Above is a flying fortress for the Brotherhood! Developed by Deacon Death, the base is a huge flying building! It can carry many troops, and either a couple of very large vehicles (like the Vulture), or a horde or two of Goons. It can stay afloat almost indefinitely, but is not used very often due to its slow speed and low maneuverability.

DEATH FROM ABOVE (Playset)

(45 points; all non-Goon members of the Brotherhood of Death can use it.)

HEAT SEEKING MISSILES 9 (Action Feature, Area, Big Attack)

CLOAKING DEVICE 9 (One Shot)

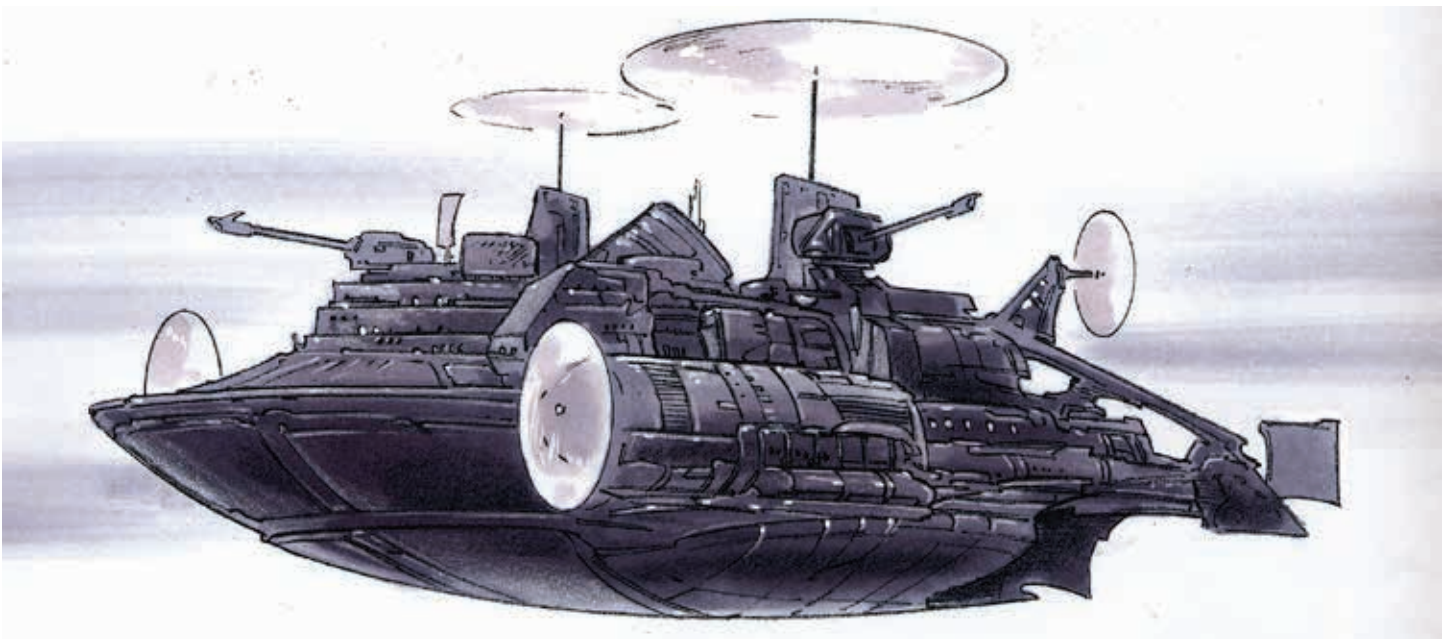
HEAVILY ARMORED 9

MOBILE AIRBASE 9

SECRET DOORS 5 (Action Feature)

AERIAL TROOP DISPATCH 2 (Action Feature)

Notes: This toy is HUGE. Some might consider it a vehicle, but given all the features, it is most definitely a playset. Kids loved flying this in to try and attack the Dark Brigade HQ! When things go south for the Brotherhood (which they always should), they will activate their cloaking device to escape! Other traits the playset might have: HUGE COMPUTER, FORCE FIELD, CARGO HOLD. Also, keep in mind that, unlike characters and vehicles, Playsets can be given more than one Trait with the "Action Feature" Special Rule.



Other Enemies

The back of the CAH: S3 book is chock-full of creatures ready to fight (and be Defeated): Goblins, Zombies, Ghosts, Vampires, etc. For purposes of the *Dark Brigade* series, these enemies are Defeated upon taking two Setback Tokens. Plus, you can arm them (see below). Here are some additional creatures and variants, including Goons!

Arming Non-Goon Enemies

To spice things up, you can always add the following to any enemy: SMG 3 (Area) and BODY ARMOR 3.

NON-GOON ENEMIES

ELITE GILLMAN

(Starts with 2 Setback Tokens)

- Aquatic Monster-Man
- Vicious
- Hates Surface Dwellers

SWIMMING 5

RENDING CLAWS 4

CAMOUFLAGE 3 (-2 outside of water)

LIMITED TELEPATHY 3

RAZOR-SHARP TEETH 3

ELITE GHOUL

(Starts with 2 Setback Tokens)

- Flesh-Hungry Undead
- Unsettling
- Vengeful

STRONG 5

TOUGH 5

LIFE-DRAINING TOUCH 3 (Deplete - Physical Traits)

ELITE WOLFMAN

(Starts with 2 Setback Tokens)

- Vicious Wolfman
- Pack Mentality
- Natural Hunter

CLAWS 4

FAST 4

POUNCE 4

STRONG 4

TOUGH 4

GOON ENEMIES

GOBLIN GOONS

Goon Rating: 0

- Fragile
- Vicious Assault

GILLMAN GOONS

Goon Rating: 1

- Specialist (Aquatic)
- Hard to Defeat

GHOUL GOONS

Goon Rating: 2

- Special Attack (Life-Draining Touch)

ZOMBIE GOONS

Goon Rating: 0

- Vicious Assault

WOLFMAN GOONS

Goon Rating: 2

- Easily Led
- Specialist (Stealth)
- Hard to Defeat



Episode Seeds

To help you get started on your own *Dark Brigade* series, here are a dozen episode seeds and one possible plotline for the movie. The episode seeds presented here assume that the group consists of the members of Dark Brigade given in this supplement as PCs. It's easy enough, however, to alter the information found below so that it better matches player-made PCs instead.

To make the series feel more realistic, we recommend using an episode numbering system similar to the one used by many TV series. Each episode is numbered with a three digit number - the first digit is the season number, and the last two reflect the episode number. So, for example, the seventh episode in the second season would be episode 207.

Episodes 101 and 102: "The Beginning" (Parts 1-2)

A brief history of the conflict between the Dark Brigade and the Brotherhood of Death sets the stage for this exciting new action series! Steven Syn, leader of the Dark Brigade, has discovered the location for a major supply storehouse for the Brotherhood of Death, in the small South American country called Santa Cisco. He leads his team into an ambush to take out the storehouse, but it's a trap set by the leader of the Brotherhood of Death, Deacon Death! The team is captured, and General Syn is taken away.

In the next episode, Anthony Cannon rescues the rest of the team, as well as the strange woman named Nikita

V, who seems to have some tie to Duchess Lillith. Together, they try to rescue Syn, only to discover that he's been converted into some sort of cyber-vampire. The Dark Brigade tries desperately to escape before their former leader turns them into a snack!

Notes for running this episode

This is a two part episode. If possible, you should try to have the first half of the episode end on a cliffhanger (such as when the Dark Brigade gets captured) before finishing up next episode. Von Blood, Suzie Watanabe, Jamie McGraw, and Tasha Brendikov aren't available in this episode - they will be available in episodes 103, 104, 105, and 106, respectively. Also, Nikita V won't be available right away, so episode 101 starts with just General Cannon, Lightning Claw, and Sharky Malone. If players want to jump right in without waiting for their "cue," you can either have them write up stats for some of the supporting cast, or use the quick-play rules to make some faceless Dark Brigade troops. You might even let one of them play Steven Syn before he gets captured!



A lot of the first episode should be spent setting up the background of the Dark Brigade and the characters, and using the Goon rules to send waves and waves of zombies and ghouls at the players. A good breakdown is a wave when they approach the storehouse, a couple of waves right outside, and three waves, along with the Central Command characters, when they discover that it's a trap focused on trying to capture them. The second episode should be more open, as the players come up with ways to rescue themselves and Syn, and run into Nikita V (who should get a chance to use her skills in this episode). The PCs should get a chance to go one-on-one with a Central Command character, and hopefully destroying the storehouse in the process.

Episode 103: Strengthening Forces

As Lord Syn literally cements his new position as leader of the Brotherhood, Nikita V tries to convince the rest of EVE X to join the Brigade's fight. Meanwhile, the Dark Brigade hears word that Commander Warfang and his Pac are terrorizing a small village named Stephensburgh. As they investigate, they find that the Brotherhood is trying

to uncover the research of the infamous Von Blood, but they instead find one of his creations - a mad golem made of flesh!

Notes for Running This Episode

The subplot with EVE X is a role-playing opportunity for Nikita V, and should give her more reason to become allied with the Dark Brigade. If Nikita V isn't being played in your series, this can safely be cut out.

This episode should end up with a showdown between the PCs, the four members of the Pac, and Von Blood. If these enemies are too much for the heroes, cut out some of the members of the Pac. If it's too easy of a challenge, have Duchess Lillith sent with them to uncover Von Blood, or maybe have the Pac send a wave of goblins to soften the heroes up.

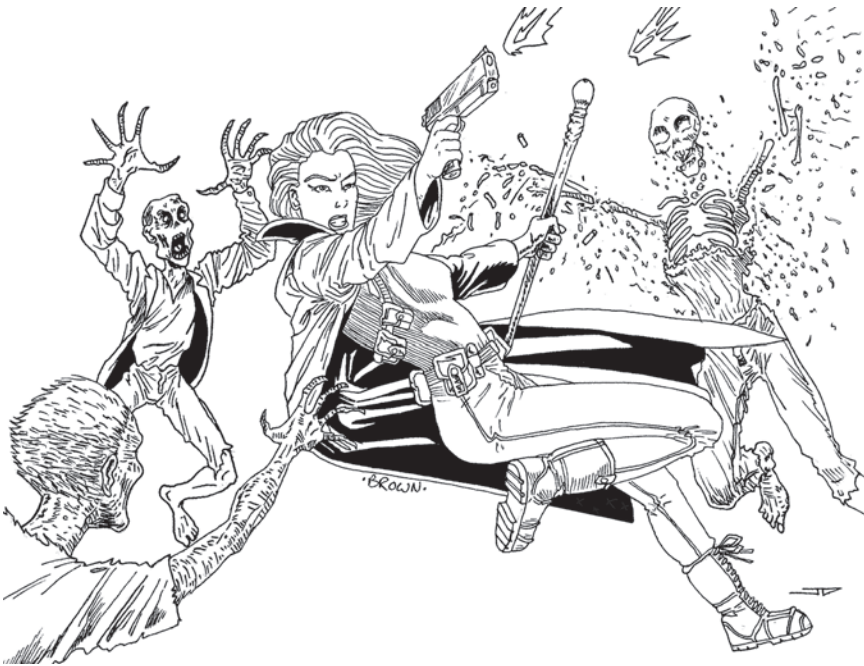
If needed, remind the players of the first mission protocol of the Dark Brigade: "Protect Humanity." Saving the village from the Brotherhood is the highest priority, not capturing the Pac or Von Blood.

Episode 104: "Order of Charr"

General Cannon recruits FBI agent Suzie Watanabe as an expert on the supernatural. Her family, though, is tied to an ancient order of monks dedicated to fighting the monsters of the Orient, known collectively as the Order of Charr. As Lord Syn tries to bring the Order under his sway, the Dark Brigade discovers that the Order is looking for something in the mountains of Tibet - a jade sword that legends say can concentrate life energy into a powerful weapon!

Notes for Running This Episode

Suzie Watanabe is introduced in this episode. Her appearance and her family's ties to the Order of the Peaceful Dragon are designed to introduce the Order of Charr to the series. If Suzie is not being played in this



series, this subplot can be rewritten to find other ways to introduce the Dragon and the Order. If you don't want to use the Order at all, you can have the Central Command investigating the legends of the jade sword instead.

The jade sword is a magical item that projects a powerful energy beam while damaging the user.

JADE SWORD 2 (Wielder may spend 1 Oomph to add 4 to the rating, allowing it to attack from a distance; if he spends a point of Oomph in this way, wielder automatically gains a Setback Token)

Episode 105: "Loch Ness Monsters"

The Dark Brigade is sent to investigate sightings of "Nessie" out at Scotland's Loch Ness, but it's really the rise of the gillmen and their new tidal wave cannon! The Brigade gets help from a strange Scottish MI6 agent, Jamie McGraw.

Notes for Running This Episode

Jamie McGraw is introduced in this episode. If Jamie is not being played in this series, this subplot can be ignored, and MI6 can send a different agent for the duration of this episode to assist the Dark Brigade. Due to the heavily aquatic nature of this episode, it's recommended that Sharky appear, even in a GMC role - his Traits and the Aquastrike will be very valuable.

The gillmen are being led by WauBok, but he most likely won't tangle with the PCs. If they make it through his hordes of gillmen Goons, he'll unleash a few of his water monsters (which can be run as bigger Goons, or full GMCs).

The tidal wave cannon is more of a plot device than a weapon - it makes massive tidal waves that can destroy coastal cities. The Brotherhood plans to use this to terrorize the cities of the world, so destroying the tidal wave cannon should be the Brigade's top priority.

Episode 106: "Foreign Affairs"

The Dark Brigade receives a new recruit - a Russian mechanic named Tasha, whose background General Cannon seems strangely opposed to discussing. Meanwhile, the UN representative of Scallia starts making demands to shut down the Dark Brigade, as a gang of goblins cause havoc with the UN building computers. The Dark Brigade rush out to the UN building to help, while a group of Russian spies try to capture Nikita.

Notes for Running This Episode

Tasha Brendikov is introduced in this episode. If Tasha is not being played in this series, this subplot with the Russians can be ignored, and Nikita can probably substitute her skills against the goblins. The UN representative of Scallia is under the sway of the Brotherhood of Death, and the goblins (led by Scratchy Nose) are trying to cause havoc with the UN's computer files in an effort to embarrass the Dark Brigade, giving credence to the ambassador's demands. If the Brigade tries to confront the ambassador, he will claim diplomatic immunity, and never return (Scallia will send a new representative).

Episode 107: "Deadly Double"

Dr. Gorecraft has created a new invention - the ability to clone anyone with but a small sample of their DNA! Lord Syn gets a sample from General Cannon and replaces him with a clone, in an attempt to destroy the Dark Brigade from within.

Notes for Running This Episode

This is the classic "evil twin" episode structure. If General Cannon is being played as a PC, either choose an appropriate GMC, or ask the player to help you in portraying the clone for you (which can be a lot of fun for the player!)

Start off with what appears to be a routine mission - Commander Warfang and his Pac are found rummaging around on a small island in the Caribbean, looking for an ancient pirate treasure.

The Pac splits up into the island's brush, but whichever one Cannon (or the target chosen by the GM) follows uses a small tranquilizer dart to knock him out, and take a small scratch from Cannon. The clone is quickly made on the Death From Above, and takes the target's place before he can wake up.

The clone is controlled by a special headband that enhances Syn's telepathic skill. Eventually, however, the target will wake up and confront the imposter. If the imposter is destroyed, the headband will short-circuit, destroying itself.

Episode 108: "Von Blood Rampage"

Most of Central Command is off in Scallia, plotting their next move against the Dark Brigade. Von Blood is in Santa Cisco, conducting an experiment on mind control, using some of the poor people there as test subjects. When one of his experiments fails, Von Blood loses control, starting a rampage in the small village. Can the Dark Brigade get there in time to capture Von Blood, before the Brotherhood brings him back to normal?

Notes for Running This Episode

This episode is a nice break from some of the earlier, political episodes. Bring out all the stops for a night of action - a remote village, mind-controlled villagers, and a rampaging golem. As the fight progresses, there's a chance that some backup Goons (or maybe a couple members of the Central Command) may show up.

Depending on how you want to run this, this could be a simple rough-and-tumble romp to duke it out with Von Blood before he gets scooped up by his buddies, or a chance to actually capture a member of the Brotherhood Central Command. If Von Blood is captured, you might want to consider making this a two-part episode, with the Central Command attempting a rescue mission.



Episode 109: "Divide and Conquer"

A number of PetroCo employees in London are being attacked by ghouls (led by Duchess Lillith and the Haunter). The Brotherhood wants PetroCo's new experimental hydro-electric converter. However, as the Dark Brigade investigates, it turns out to be an elaborate plot by Duchess Lillith to use Nikita V's past to split EVE X in two!

Notes for Running This Episode

The hydro-electric converter is a cheap new way to power machines, using water instead of gasoline. The energy potentials for this technology are limitless, but the Brotherhood needs both the prototype and the plans developed by the owner, Charles Ryan.

Charles Ryan is the father of Linda Ryan, a.k.a. Nikita V. One of the secondary goals of the raids is to capture Charles Ryan to force Nikita to hand over leadership of EVE X to Lillith. If no player is playing Nikita V, you can ignore the EVE X subplot with minimal impact to the episode.

Episode 110: "Plague Town"

Deacon Death and the Haunter have developed a nasty disease that makes humans violently ill, causing them to eventually fall into a coma. They inject it into hordes of shamblers, and send them into a small Michigan town to wreak havoc. The Brigade valiantly fights to save the people, but can they find a cure before the town is overrun with plague zombies?

Notes for Running This Episode

The disease is extremely infectious - shortly after the shamblers arrive in town, people are affected by the plague. Everyone that comes into contact with an affected victim must make a check using a Trait that reflects his resilience, stamina or ability to resist diseases. The base difficulty is 2. Failure indicates that the character gains a Setback Token that stays around until a cure has been found. The character must make this check at the beginning of each subsequent scene to avoid taking another Setback Token, but the base difficulty cumulatively increases by 2 with each new check. If the character is Defeated in this way, he is too ill to even move and is out of the episode until something can be done to cleanse him of the sickness.

Finding a cure for the disease should be something of a quest, opening up some fun opportunities for the PCs. If none of the PCs can handle the scenario, use Sgt. Michelle Thomas as a GMC to research the cure, while the PCs save people from the zombies and get her materials for her research.

Episode 111: "Blood in the Water"

A gillman arrives at the Dark Brigade base, asking for amnesty. He tells Sharky that the Order of Charr has information on what happened to his twin sister. He steals an Aquastrike and goes out alone to find the truth, while the gillmen attack oil tankers off the coast of Los Angeles. Can the Dark Brigade defeat the gillmen without Sharky's help? What alliance does WauBok have with the Order of Charr?

Notes for Running This Episode

The Order of Charr has nothing to do with Sharky's sister - WauBok captured her all those years ago, and he is growing tired of the Order's attempts to manipulate the Brotherhood. The entire story is a ploy to pull Sharky away while the gillmen attack.

Obviously, this episode can't be run as written without a PC portraying Sharky, but the setup is the same for any appropriate character. First, the archenemy of the character (or other enemy character) tells the PC that another party has some information pertinent to their background. Second, the PC should take the bait, and go after other party (the Order of Charr makes a good scapegoat, because it's so mysterious). Finally, the enemy attacks, and the skills of the missing PC are needed to defeat the enemy.



Episode 112: "Lightning Strikes"

Lightning Claw goes back to his home in Arizona at the request of the Tribal Council, but Warfang is waiting for him. He challenges the Right Hand of the Great Spirit to honorable combat. Does the devious wolfman have something up his furry sleeve?

Notes for Running This Episode

Warfang has invoked an ancient law between the Great Spirit's warriors and the wolfmen - that any challenge to one-on-one combat, using nothing but your hands, cannot be refused. Warfang plans to cheat to try to take out Lightning Claw, by use of a force-field belt developed by Dr. Gorecraft, which won't allow Lightning Claw to touch him with his powers. Once his powers are expended, Warfang plans to turn off the field and finish off his foe.

This episode obviously is based entirely on Lightning Claw, but it was common to occasionally have an episode here or there that showcased one character's background and abilities.

Episode 113: "Sunblock"

A number of hazardous environmental accidents in South America points to a nefarious scheme - an attempt to cover the entire earth in a thick cloud of gases and block out the sun! Can the Brigade stop the Brotherhood's most ambitious scheme yet?

Notes for Running This Episode

With the sun covered, Lord Syn's forces would be able to move about more freely, thus ensuring his control over the world. This can be run as a heavily scientific game, as the PCs scramble to find ways to reverse the ecological damage.

It wasn't uncommon for 80s cartoons to have one or two "special" episodes with a strong message - environmental disaster and drug use were two of the biggest ones used. One thing to remember about running such an episode is that the fun is the most important aspect, so be willing to sacrifice a bit of the message inherent in the episode to keep the players entertained.

"Darkness Unleashed" or "Dark Brigade: The Movie"

In "Darkness Unleashed", the Dark Brigade movie, the entire landscape of the series changes! Deacon Death, with the help of the Haunter, manipulates Cannon into attacking Lord Syn. Just when Lord Syn is about to escape the Dark Brigade, the Haunter has his shamblers tear Lord Syn apart! He releases Deacon Death from his confinement, and the Brotherhood of Death has a new leader. Meanwhile, Duchess Lillith manages to corrupt several members of EVE X and turn them against Nikita V. EVE X has Nikita's life magic stripped from her, and she is ejected from the society, just Linda Ryan again. As EVE X joins with the Brotherhood of Death, Suzie finds her true destiny as the new leader of the Order of the Peaceful Dragon, but she turns it down to stay with the Brigade. Jamie McGraw and Tasha realize a mutual attraction between them, but Tasha tries to deny it, hoping not to endanger him with her shadowy past. All this while Deacon Death works to complete a powerful spell that will bring about the rise of R'slatz the Demon Ghoul, and plunge the world into eternal night!



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