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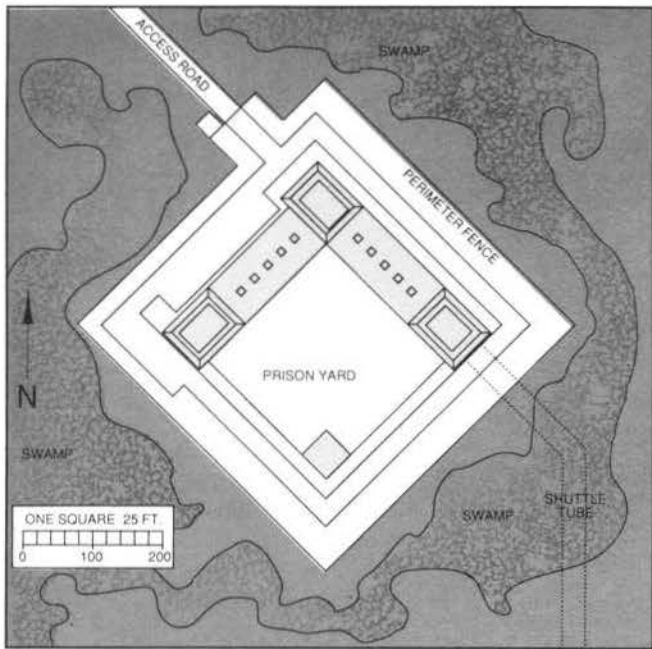
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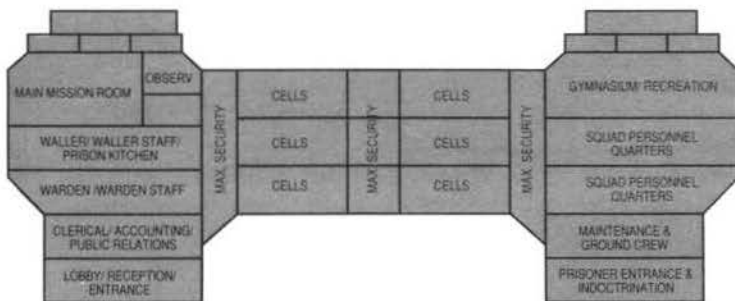


THE BELLE REVE™ SOURCEBOOK

By Steve Crow and Doug Franks

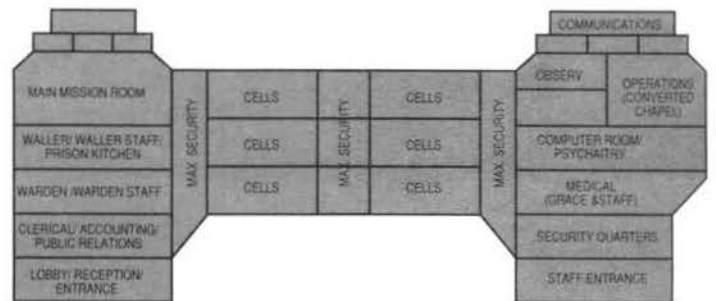


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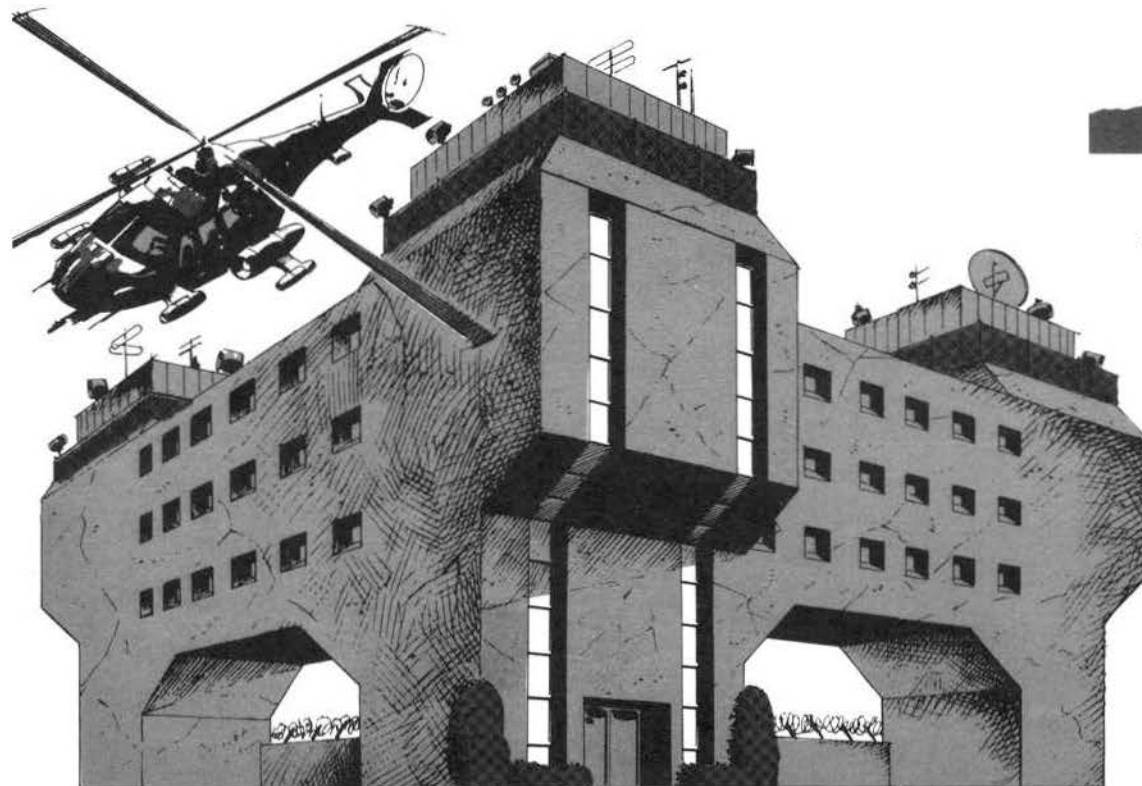
NORTH TOWER

EAST TOWER



NORTH TOWER

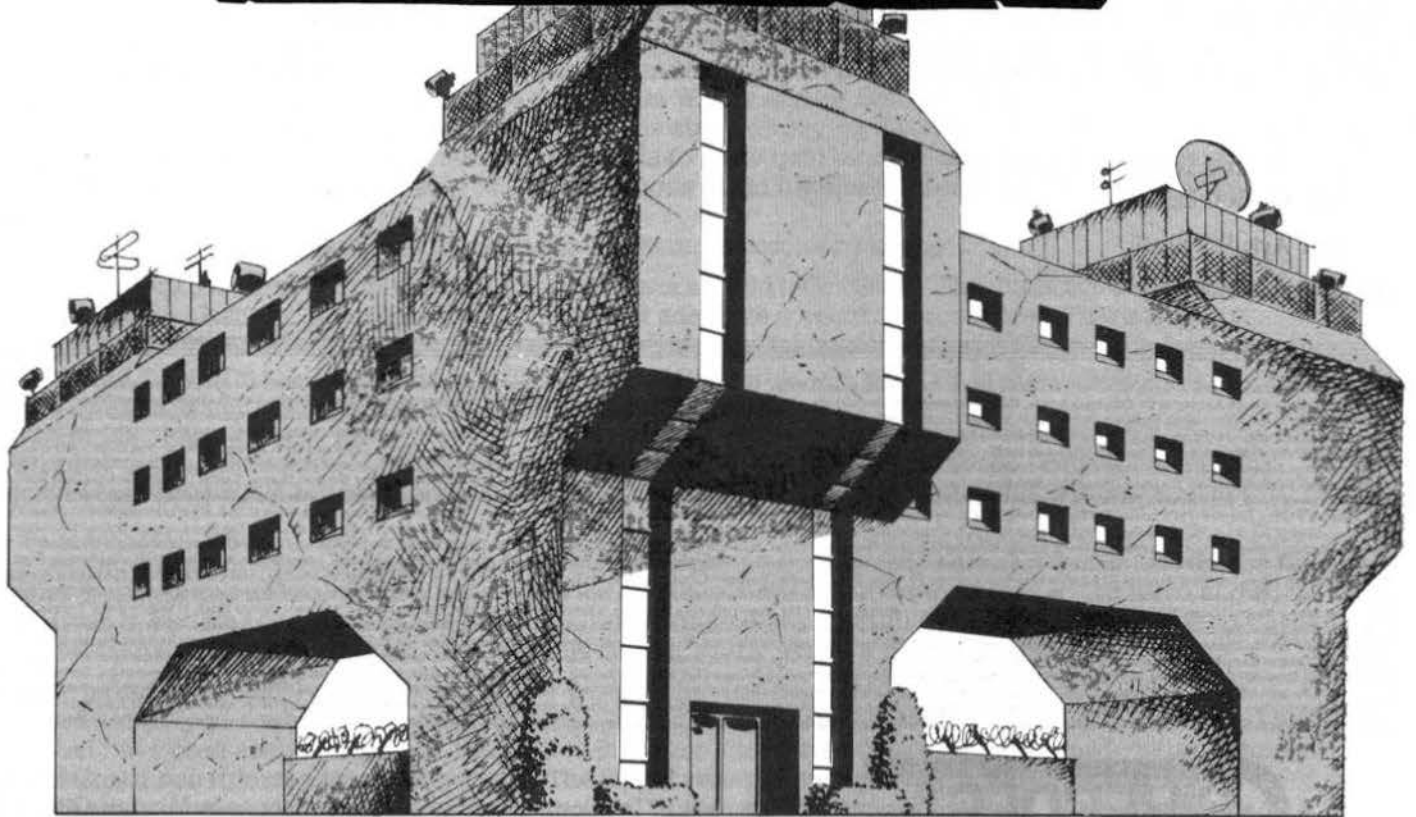
WEST TOWER



LEGEND

- STAIRWAY
- SLANTED ARMORED WINDOW
- ARMORED WINDOW
- ARMORED WINDOW
- DOOR
- COMPUTER CONTROLLED ARMORED DOOR
- ACOUNT. ACCOUNTING
- AST. ASSISTANT
- BATH BATHROOM
- CONFR. CONFERENCE
- DN DOWN
- ELV. ELEVATOR
- EQP. EQUIPMENT
- MAX MAXIMUM SECURITY CELL
- MECH. MECHANICAL
- OBSER. OBSERVATION
- PSCH. PSYCHIATRY
- REC. RECORDS
- SEC. SECURITY
- STOR. STORAGE
- TRANS. TRANSMITTER
- UP UP

THE BELLE REVE™ SOURCEBOOK



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The Belle Reve Sourcebook

Featuring The Suicide Squad

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Memorandum

From: Operative Sarge Steel
To: The President of the United States
Subject: Task Force X a.k.a. the Suicide Squad

As I have indicated in previous discussions with yourself and Amanda Waller, I find Task Force X's existence totally reprehensible and feel that, if revealed, it could pose a grave threat to the American public's belief in its government, and specifically, in your administration.

This report to you, recounting the first year of Task Force X's existence, further supports my original comments. In the last twelve months, the Squad has undertaken ten missions. Of these, four were undertaken solely on the personal initiative of Amanda Waller and/or Colonel Rick Flag and represented serious compromises of the group's security. The other six had varying degrees of success. The Squad's lack of teamwork and organization has posed many threats to their own secrecy, and has cost them success on several occasions. In my opinion, many of these missions could have been accomplished through normal intelligence operations.

In light of these facts, I would like to make the following recommendations:

1. More careful scrutiny of applicants for the program should be initiated. The duplicity of Plastique during Operation Jotunheim demonstrates the lack of adequate screening procedures. There is also a tendency to recruit members that are not particularly needed. During Operation William Hell, for instance, Chronos was given the job of creating a "time-stop" device. I fail to see why the Enchantress, with her vast magical powers, could not have accomplished the same objective.

Security also lapsed due to the presence of the Parasite during Operation Firebreak and with Mr. 104 and the Thinker during Operation Hawk. These individuals were able to circumvent the normal means of coercion (explosive wrist bracelets), and no other methods were taken to maintain their cooperation.

2. Also needed are closer restrictions on Amanda Waller in order to prevent further abuses of Task Force X for her personal use. Mrs. Waller seems to feel that the Squad may be sent on any mission she deems fit, whether or not it has official government approval. She has also appointed members to the team about whom little is known (specifically, the individuals known as Black Orchid, Duchess, and Shade the Changing Man). This represents an unacceptable danger to the security of the program.

3. Debriefing and possibly elimination of any persons having knowledge of Task Force X, as well as increased security in general, must be instituted. Those government missions which the Suicide Squad has completed have been assigned from at least three different Executive offices. The costumed vigilante known as the Batman has information on the group. The Squad recently engaged in a public battle against the Jihad. These examples all represent serious breaches in security. Knowledge of Task Force X must be on a NEED-TO-KNOW basis, or we may soon find the group being casually discussed in lunchrooms throughout Washington and Moscow.

4. Increased security at the Belle Reve facility is required. The so-called Female Furies (whoever they are) were able to teleport in and rescue a dangerous prisoner, G. Gordon Godfrey. The Batman also had little difficulty entering the facility by utilizing means which are still under investigation. Despite Amanda Waller's personal assurances regarding Black Orchid, this particular agent has accessed government computers on several occasions for purposes known only to herself.

If Task Force X is to continue under your sanction, Mr. President, all of the changes mentioned above MUST be made or public knowledge of the group's existence is inevitable.



First File:

Suicide Squad History



Squad was a special squadron of misfit soldiers assigned to the Pacific war front. Many of these soldiers had accepted service with the Squad in lieu of a court-martial. The top brass spent the men's lives with a free hand. Mortality rates were high, while discipline and morale were low.

Late in the war, newly-assigned military officials decided that the Squad deserved a fighting chance. Captain Richard Montgomery Flag (Sr.) was made team commander. Flag was able to whip the Squad into shape, using a unique brand of two-fisted discipline. He managed to win the respect of the hardened losers who made up the Squad, and the mortality rate dropped.

The men of the Squad who survived the war, with some new members, were reactivated during the Korean Conflict. Flag was once more their leader. However, the Squad was given a new purpose when President Truman decided that, with the vast retirement of heroes during the days of the McCarthy hearings, the government itself would have to step in to fight the many villains and spies who were now unopposed by their heroic counterparts.

The Suicide Squad was renamed Task Force X and given the assignment of taking care of national and international crises. The team was under the command of General J.E.B. Stuart, but its mission leader was Flag. During this period, Flag had married Stuart's niece and they had a son, Rick Flag, Jr.

Argent, a second branch of special government operatives, was assigned to handle stateside matters and was quite effective despite its agents' need to operate in absolute secrecy. Both Argent's operatives and their commander, the mysterious O.S.S. supervisor known only as "Control," vanished in the early 1960's. To this day, the government has no knowledge of where any of Argent's members can be found, or even who they were.

Task Force X continued after the end of the Korean war. Rick Flag, Sr. was killed some years later, sacrificing his life in a kamikaze attack against a reactivated Nazi "War Wheel." The members of Task Force X were to be led by a number of commanders after that, until Rick Flag, Jr. took command upon graduating from the military academy.

With the disappearance of Argent and the beginnings of the Cold War in the 1960's, Task Force X was renamed Mission X, reduced to four members, and given primarily non-military assignments. The four members were Rick Flag, Jr., physician Dr. Karin Grace, physicist Jess Bright and astronomer Dr. Hugh Evans. They fought a variety of opponents, ranging from prehistoric dinosaurs to organized crime. The group went public for the first time to worldwide acclaim during this time.

With the reemergence of vigilante heroes in the 1970's, Mission X was considered redundant by many government officials. The team was reassigned to covert operations. Mission X's final mission was a parachute drop into Cambodia. While trapped in the Cambodian Mountains, Bright and Evans were killed and Grace suffered a nervous breakdown. Returning to civilization, the surviving two members, Flag and Grace, were honorably discharged when the Squad was disbanded due to budget cuts. Grace was confined to a military hospital, and Flag volunteered to infiltrate a group of heroes and adventurers being formed by a person calling himself the Immortal Man. This group, nicknamed the Forgotten Heroes, fought several menaces, but disbanded with the death of Immortal Man.

Task Force X was reorganized in the mid-1980's by Amanda Waller, executive assistant to Congressman Marvin Collins. She approached the president with the idea of forming a new Suicide Squad consisting primarily of convicted criminals. In return for a pardon, the criminals would be obliged to undertake an assignment and thereafter maintain secrecy regarding exactly how they had obtained their freedom.

Mrs. Waller was put in charge of Task Force X, and Richard Flag, Jr. was reinstated to act as field commander. With some modifications, Task Force X was given the presidential go-ahead. It was decided that there would be a core group of "battered personalities," heroes whose identities were not known to the public at large and who had personal reasons to seek psychological help. Criminals would be recruited on a limited basis as special abilities were needed.

The Squad's first mission was to eliminate the fiery behemoth called Brimstone. The team has since performed a number of missions assigned by various branches of the government. The group has a relatively large amount of freedom and has undertaken at least two missions on their own authority.

Missions

Following is a list of the various missions that the current Suicide Squad has undertaken during its relatively brief history. All information contained herein is classified top secret and should be restricted to others on a need-to-know basis.

Operation Brimstone ¹

Mission Operatives: Colonel Rick Flag, Jr. (commander), Blockbuster, Bronze Tiger, Captain Boomerang, Deadshot, Enchantress.

Mission Objective: Neutralize and/or eliminate the menace known as Brimstone, based on information from the advance team which gathered data when Brimstone was first sighted in New York.

Mission Report: The Squad intercepted Brimstone near Mount Rushmore. Captain Boomerang and Blockbuster distracted Brimstone, while the Enchantress provided cover by transmuting Brimstone's plasma, allowing Flag and Deadshot to get close enough to the monster to use a specially-created weapon to destroy Brimstone.

Mission Analysis: The advance team of agents and Blockbuster were killed, the former while gathering information in New York, the latter incinerated by Brimstone. The Enchantress attempted to escape, but was stopped by the Bronze Tiger, who was acting as team enforcer. Brimstone was totally destroyed. Overall, the mission was a success with acceptable casualty levels.

Operation Jotunheim ²

Mission Operatives: Colonel Rick Flag, Jr. (commander), Briscoe, Bronze Tiger, Captain Boomerang, Deadshot, Enchantress, Mindboggler, Nemesis, Nightshade, Plastique.

Mission Objectives: 1. Neutralize and/or eliminate the Quraci terrorist group codenamed the Jihad. 2. Destroy the Quraci government's capacity to produce paranormal individuals.

Mission Report: Infiltration of the Jihad was accomplished by Nightshade, in the guise of Jihad member Chimera, and Nemesis, disguised as Colonel Mushtaq, the Jihad's liaison to the Quraci government. Nightshade provided the Squad's transportation into the Jihad's fortress, Jotunheim, where Deadshot, Bronze Tiger, Captain Boomerang, and Enchantress were assigned to seek out and eliminate specific individuals. Meanwhile, Flag attempted to intercept Rustam, the leader of the Jihad, and Mindboggler distracted the regular soldiers stationed there. Plastique was given the task of destroying the laboratories, but she attempted to betray the Squad and join forces with the Jihad. She was intercepted and neutralized by Nemesis. The various assignments were carried out, and the team escaped by stealing a Quraci jet.

Mission Analysis: Mindboggler was killed by enemy fire, and Plastique revealed herself as a traitor. Casualties on the opposing side included Manticore I, Jaculi I and the Djinn. Ravan was crippled, but not killed. Bearing in mind that the Jihad was to later strike in Manhattan, this mission cannot be judged a success. It did, however, prove an excellent test-run for the group as its first official mission.

Special Report ³

Subject: Defense of Belle Reve against the Female Furies.

Report: During the early evening, four female paranormal beings (apparently operatives of the extradimensional being known as Darkseid — see *File #5225B: Superman's Report to the President regarding G. Gordon Godfrey*) teleported into Belle Reve, searching for the imprisoned individual known as G. Gordon Godfrey. Several Suicide Squad members, including Colonel Flag, Bronze Tiger, Nightshade and Nemesis, led a series of resistance actions against the attackers. The Female Furies were able to obtain the prisoner. They were departing the area via teleportation when a concentrated burst of fire caught two of the women, who were apparently fighting between themselves. In the resulting explosion, at least one of them was thrown into the swamp outside the Belle Reve facilities. No bodies were discovered during subsequent searches of the area.

Analysis: There are reports of a similar group of female warriors travelling with the showman/escape artist Mister Miracle several years ago, but the hero proved reluctant to supply any details. His status as a member of Justice League International has made it difficult to employ more persuasive methods.

Indications are that Godfrey was an operative of the being known as Darkseid and was rescued by others from the extradimensional realm known as Apokolips. Recommendations are to upgrade internal security precautions at Belle Reve, bearing in mind the possible use of teleportation abilities and/or devices.

Commentary: A man matching G. Gordon Godfrey's general description was responsible for mass rioting throughout the U.S. during the 1960's. Whether he is simply a convincing demagogue or possesses some paranormal power is unknown, as there was insufficient time to conduct tests before his rescue.

Operation William Hell ⁴

Mission Operatives: Colonel Rick Flag, Jr. (commander), Black Orchid, Bronze Tiger, Captain Boomerang, Chronos, Enchantress, Dr. Karin Grace, Nightshade.

Mission Objective: The neutralization and/or discrediting of W. James Heller, a millionaire attempting to spread racial disquiet in Central City.

Mission Report: Heller's organization was infiltrated by Black Orchid, who was able to ascertain that Heller was William Hell, a vigilante Bowman operating in Central City. Captain Boomerang infiltrated Heller's white supremacy organization. Deadshot appeared at a major meeting disguised as Hell while Heller was also present in his William Hell guise. In an archery challenge, Deadshot was able to outshoot Heller due to his own marksmanship and a time-stop device created by Chronos and powered by the Enchantress. Heller was unmasked, after which Flag and Nightshade faked the Deadshot/William Hell's death by appearing to have one of Heller's men shoot him in the back.

Mission Analysis: Although Heller was discredited, it seems unlikely that criminal charges can be pressed against him, since the fake William Hell did not leave a body. With his wealth, it

seems unlikely that Heller will remain in jail, but it should take him some time to reform any significant power base.

It should be noted that this mission was *not* sanctioned by any U.S. government office. It was, in fact, instigated solely on the authority of Amanda Waller. While the mission was technically a success, it represented a high exposure potential for Task Force X. Further investigation is recommended and steps should be taken to make sure Waller does not assign any more unofficial missions.

Operation Firebreak ⁵

Mission Operatives: Colonel Rick Flag, Jr. (commander), Captain Boomerang, Deadshot, Killer Frost, Multiplex, The Parasite, Slipknot.

Mission Objective: The subdual and capture of Firestorm, the nuclear-powered hero.

Mission Report: Firestorm had began a systematic series of attacks on American and Soviet nuclear weapons capability. The hero had announced his intention to meet with the government in Times Square at a given time. The Squad's interception was relatively easy. The Parasite and Colonel Flag were kept in reserve while the other Squad members attempted to apprehend Firestorm. They came into conflict with Firestorm, Firehawk and the newly-reformed Justice League. Most of the Squad members were defeated by the Justice League, and the Parasite was unleashed on the authority of NSC liason Derek Tolliver to rectify things. Instead, he went berserk. Firestorm, the Batman, Blue Beetle, and Rick Flag (whose Squad connection remained unknown to the other heroes present) were able to recapture the Parasite once more. The League refused to apprehend Firestorm, and Flag was unable to complete the mission.

Mission Analysis: This mission represents the worst failure of the Suicide Squad to date. It resulted in a horrendous breach in security, as the battle was televised live by several news cameras. Only the fact that the majority of the operatives present were well-known Firestorm opponents was able to account for the unusual conglomeration of villains. The death of Multiplex, who had possibilities as a continuing Squad member, was a serious blow. The risk of Parasite at large posed an even more serious threat than the renegade Firestorm.

Operation Firebird ⁶

Mission Operatives: Colonel Rick Flag, Jr. (commander) Deadshot, Enchantress, Nemesis, Nightshade, The Penguin, Black Orchid, Briscoe, Bronze Tiger, Captain Boomerang.

Mission Objective: The rescue of Soviet dissident Zoya Trigorin from a Novogorad "psychiatric hospital" in Siberia.

Mission Report: The Suicide Squad was able to enter the U.S.S.R. via the American embassy and proceed to Novogorad. The plan called for the Enchantress to duplicate Trigorin while the rest of the team made its escape. The Enchantress went on a rampage when Trigorin revealed that she did not wish to be rescued. The team was forced to attempt to escape Russia on foot, and was intercepted by the People's Heroes near Balaklava. Only the timely intervention of Black Orchid, Captain Boomerang, Briscoe and Bronze Tiger allowed the team to escape. Trigorin was killed by a stray bullet and Nemesis was captured.

Mission Analysis: This mission was a complete failure. Nemesis' capture could severely compromise the secrecy of Task Force X vis a vis Soviet intelligence. Although no members of the Squad were specifically identified, it is likely that the KGB may have enough data to conduct covert investigations stateside, further compromising secrecy. On the positive side, however, Trigorin's death has made her a martyr, resulting in a minor propaganda victory for the U.S.

Operation Manhunter ⁷

Mission Operatives: Colonel Rick Flag, Jr. (commander), Bronze Tiger, Captain Boomerang, Deadshot, Dr. Karin Grace, the Privateer, Slipknot.

Mission Objective: Destruction of the Manhunter androids' base of operations.

Mission Report: The Suicide Squad was to deliver a Xyzedium bomb into the center of the Manhunters' headquarters. While the Bronze Tiger, Captain Boomerang, and Deadshot fought a delaying battle against the androids, Colonel Flag, Dr. Grace, and the Privateer were able to deliver the bomb. Grace died in the explosion.

Mission Analysis: The destruction of the Manhunters' base eliminated a major security risk, due to the base's location in the vicinity of Belle Reve. The loss of Karin Grace was a tragic one, but acceptable bearing in mind what her sacrifice accomplished. Slipknot became the first Squad operative upon whom it was necessary to use the explosive bracelet when he deserted the team. He has since been returned to Belle Reve, and his crippled condition should serve as a deterrent to others who might contemplate deserting a mission.

Special Report ⁸

Subject: Infiltration of Belle Reve by the Batman.

Report: Through means which we have yet to determine, the costumed vigilante known as the Batman was able to enter Belle Reve and gain access to Task Force X's computer systems. He was intercepted by Squad members and security guards, but was apparently released on the authority of Amanda Waller.

Analysis: Mrs. Waller has proven typically stubborn in her refusal to divulge any information regarding what guise the Batman used to gain entry, or why he has taken no steps to reveal the secrets of Belle Reve and its government connections. We suspect that a deal of some kind may have been struck between Waller and the Batman, but Waller refuses to confirm anything.

The elimination of the Batman should be considered in order to plug this immense security leak. Unfortunately, his high profile as a Gotham City crimefighter and part-time member of Justice League International make this not feasible. Scrutiny of the media in Gotham City should be intensified, and steps should be taken to intercept any relevant news releases should the Batman decide to reveal the project's existence.



Operation Cujo ⁹

Mission Operatives: Nightshade (commander), Briscoe, Captain Boomerang, Enchantress, Speedy, Vixen.

Mission Objectives: 1. The elimination of Xavier Cujo, a major cocaine dealer located in Columbia. 2. The destruction of Cujo's stockpile of illegal narcotics and cocaine-processing plant.

Mission Report: Captain Boomerang, Black Orchid, and Vixen infiltrated Cujo's organization, while the rest of the team led an assault on Cujo's main drug manufacturing plant. Both teams' covers were blown, but Cujo was killed and the plant was destroyed.

Mission Analysis: As with the William Hell Mission, the involvement of the Squad in this Drug Enforcement Agency operation was approved only by Mrs. Waller. While the mission was technically a success, and there were no Squad casualties, it represents another example of how Waller's independent attitude poses an ongoing threat to the security of the project.

Operation Hawk¹⁰

Mission Operatives: Colonel Rick Flag, Jr. (commander), Mr. 104, Psi, Thinker, Weasel.

Mission Objective: The rescue of Hawk, a right-wing American vigilante, from Nicaragua before he could be used as a propaganda tool against the U.S.

Mission Report: Flag's team was sent in to rescue Hawk. The group found itself in conflict with the Soviets' Rocket Red Brigade, as well as the newest incarnation of the Doom Patrol. Hawk was rescued by an unidentified fourth party and brought back to the States by Flag, the only surviving member of the team.

Mission Analysis: This operation was poorly planned but surprisingly successful considering the relative (and unexpected) level of opposition. The loss of Mr. 104 and the Weasel were hardly serious blows to the organization, but it is regrettable that Psi was killed, as she would probably have continued with Task Force X.

Operation Nemesis¹¹

Mission Operatives: Colonel Rick Flag, Jr. (commander), Bronze Tiger, Captain Boomerang, Deadshot, Duchess, Javelin, Nightshade, Vixen.

Mission Objective: The rescue of Nemesis from the Soviet prison where he had been held since the termination of *Operation Firebird* (see previous file).

Mission Report: Colonel Flag and Nightshade commandeered the SS-1 and flew to the U.S.S.R., where along with several of their teammates, they attempted to rescue Nemesis. Justice League International was called in by Mrs. Waller to intercept the Squad, and the two groups came into conflict. Nemesis was eventually turned over to the custody of the JLI and the Squad was allowed to go free.

Mission Analysis: This represents another unofficial mission, as Amanda Waller's slackness concerning official approval was used against her by Flag and Nightshade. Since the JLI is now aware of Task Force X's existence as government operatives, the mission should be rated a complete failure. No operatives were killed, but Flag was severely beaten in personal combat with the Batman. Whether this was related to the Batman's prior infiltration of Belle Reve is unknown.

Operation Nightshade¹²

Mission Operatives: Nightshade (commander), Bronze Tiger, Captain Boomerang, Deadshot, Duchess, Enchantress, Vixen.

Mission Objective: The recovery of Eve Eden's brother Larry from the Nightshade Dimension.

Mission Report: Using Nightshade's ability to create warps to her home dimension, Task Force X travelled to the Nightshade Dimension, only to be captured by the Incubus, an evil being that ruled the land. The Incubus had possessed Larry's body and planned to free its demonic sister, the Succubus, by releasing it from the Enchantress and storing it in Nightshade (see *Enchantress, Nightshade*). Nightshade was able to resist the Succubus' influence. Larry's body was shot by Deadshot, which succeeded in killing the Incubus as well. The dimensional realm dissipated with the Incubus' death and the group was thrown into a limbo. They were able to escape with the aid of a humanoid being known as Shade the Changing Man (see individual entry).

Mission Analysis: This report is rendered solely from the testimony of the various participants and should not be construed as bona fide evidence that these events took place.

This mission was so far outside of the range of what Task Force X normally deals with that it is hard to consider it a "success" or "failure." If testimony is to be believed, this

Nightshade Dimension is now in a state of upheaval and its political situation is unknown. Pending the discovery of a means of transportation, the possibility of assisting in the establishment of a democratic system of government should be investigated, as well as the opening of trade. Ms. Eden has expressed reluctance to provide assistance in these endeavors.

Operation Meta¹³

Mission Operatives: Colonel Rick Flag, Jr. (commander), Bronze Tiger, Shade, Duchess, Vixen, Deadshot, Captain Boomerang, Captain Cold.

Mission Objective: To neutralize and/or eliminate Dr. Z.Z., a would-be world conqueror from the extradimensional world known as the Meta-Zone.

Mission Report: The Squad infiltrated the Occult Research Center, a Metan outpost on Earth. Colonel Flag and Shade dealt with Dr. Z.Z. while the rest of the Squad eliminated a group of Metans intending to infiltrate American society.

Mission Analysis: This is the Squad's most successful mission to date, despite its spontaneity and lack of authorization. By killing Dr. Z.Z. and his followers, Colonel Flag and his crew may have prevented a major interdimensional war. There were no Squad casualties, and security was adequately maintained. Further study into Metan presence in the United States has been authorized and is being initiated by several covert agencies.

Special Report¹⁴

Subject: The assault on Manhattan by the terrorist group known as the Jihad (see *Operation Jotunheim*, previous file).

Report: The Jihad launched an assault on New York to gain revenge for its defeat at Jotunheim. Still in the city after *Operation Meta* (see previous report), Colonel Flag mobilized the Suicide Squad to deal with the terrorists. Battles raged throughout the city, but in the end, the Jihad was defeated and the Squad was able to escape before its security was compromised.

Analysis: Although the Squad rose admirably to the challenge, the group should rarely be employed on similar missions in the future. Task Force X was created as a covert operation, not a media event. Their defense action, although hastily put together, was a success, resulting in the capture or elimination of almost the entire Jihad. Although *Operation Jotunheim* was obviously not a success, the resulting New York attack by the Jihad allowed the project to capture and analyze the powers of many of the terrorists.

Missions Endnotes

- ¹ Legends #3
- ² Suicide Squad #1-2
- ³ Suicide Squad #3
- ⁴ Suicide Squad #4
- ⁵ Firestorm #64, Firestorm Annual #5
- ⁶ Suicide Squad #5-7
- ⁷ Suicide Squad #9
- ⁸ Suicide Squad #10
- ⁹ Suicide Squad #11-12
- ¹⁰ Doom Patrol/Suicide Squad Special #1
- ¹¹ Justice League International #13, Suicide Squad #13
- ¹² Suicide Squad #14-16
- ¹³ Suicide Squad #16
- ¹⁴ Suicide Squad #17-18

Third File:

Belle Reve Prison

History

Belle Reve is located in Terrebonne Parish, Louisiana, about fifty miles southwest of New Orleans and ten miles southwest of Houma, the nearest township. There is a single access road leading from Houma to Belle Reve. Security cameras and motion sensors line the road for its last five-mile stretch.

The history of Belle Reve and the land on which it stands are not particularly spectacular. The prison was built on the site of the former DuBois plantation. Near the turn of the 19th Century, Isaiah DuBois had a reputation as a black-hearted skinflint. Brutal beatings of slaves, far beyond the "norms" of the period, were a common occurrence at the DuBois plantation.

DuBois met his death through undisclosed circumstances in 1897. The property proved too expensive to maintain, and a number of subsequent owners either went bankrupt or abandoned the mansion. Despite rumors that the land was jinxed, there continued to be residents on the land until the 1960's, when the property was permanently abandoned.

The government took over ownership of the property and financed construction of a prototype prison/holding facility designed to cope with the increase in the number of paranormal lawbreakers that arose around that time. However, budget cuts caused Belle Reve to remain vacant for years, a testimony to the government's lack of foresight.

When Amanda Waller began examining files while putting together the new Task Force X, she came across records on Belle Reve. She saw that Belle Reve would be a perfect headquarters for her proposed government operatives. It was fully built, could be staffed and occupied on short notice, could support a covert team of operatives, and could provide cover and security.

The government reactivated Belle Reve in the mid-1980's, and over a six-month period, a number of construction teams went to work on the site. A total of twelve teams, working independently, contributed to the work. This division was required to ensure that no individual would possess information that might compromise the base's secrecy. The cover story of Belle Reve as a prison served to explain the highly advanced equipment that was installed at this time.

Facilities

Belle Reve's prison facilities include staff living quarters, completely equipped medical areas, science labs, and high technology security cells. There are enough stored supplies that Belle Reve, when filled to half its prisoner capacity, could function for up to three months if totally cut off from the outside world. There are living quarters for up to sixty staff members, although there are currently only forty guards assigned to Belle Reve. At any given time, there are thirty guards on duty, functioning both as prison staff and Task Force X Ground Crew. The other ten remain on call in New Orleans, but they are otherwise free to take advantage of that town's numerous recreations. Formal security oaths have been obtained from all Belle Reve personnel regarding the secrecy of Task Force X.

Due to Task Force X's very nature, the team must be ready to travel anywhere in the world. Although underground hangar facilities at Belle Reve itself were originally considered, it was finally decided that a separate site would have to be found.

Yeager Base, a small military airfield outside of New Orleans and bordering on the Gulf of Mexico, was chosen.

A pneumatic tube runs from Belle Reve to Yeager airfield. This tube can cover the fifty miles separating the two points in ten minutes. There is only one pneumatic car, which can be operated on automatic by controls at either end.

Yeager itself acts as the launching point for Sheba and the SS-1 transport aircraft (see following section, *Equipment*). There are six mechanics (including Mitch Sekofsky) who work solely at Yeager. Briscoe makes his quarters there (sleeping in Sheba). No other Air Force business is conducted at Yeager. The military, with the exception of very few individuals with the necessary clearance, believes that the site is used for top-secret aircraft testing.

A warehouse belonging to the fictional Hidalgo Shipping Company acts as base for Task Force X's aquatic operations. However, the organization has had no use to date for the various watercraft which are stored there.

Imprisonment

Despite its function as covert headquarters for Task Force X, Belle Reve's primary purpose is to serve as a containment facility for those villains deemed too dangerous for normal prisons. Up to eighty-four occupants can be held in relative security.

The cells are divided into two basic types. The first sixty cells are normal prison facilities. No special measures to hold prisoners have been built into these areas. Each of these cells has a barred cell front, small toilet, and a single padded cot. They are approximately ten by ten feet square.

Prisoners within these cells normally have no extranormal powers that could aid them in an escape attempt. Non-powered criminals such as the Penguin, Chronos, the Thinker, and the Privateer are held in them. To maintain its cover as a facility for dangerous criminals, the government has also accepted a number of noncostumed felons as convicts. These include mob hitmen, professional assassins, and other individuals who have been deemed unsafe to coexist with other prisoners in normal prisons. Criminals being shipped from location to location are occasionally held over temporarily at Belle Reve due to its convenient location in the South Central United States.

The remaining twenty-four cells are devoted to the containment of convicts who are deemed too powerful to be held in normal cells regardless of the level of security. These inmates include such villains as Killer Frost, the Parasite, and Typhoon. Villains with special powers such as shrinking (the Sizematic Twins), dispersal (the Mist), or contortionist abilities (Rag Doll) also receive special treatment.

Each of these cells has been specially converted to hold a particular individual. In the case of the Parasite, a power siphon is hooked up to his body, keeping him in a coma. Typhoon and Killer Frost's cells are environmentally sealed and set to extreme low pressures and subzero temperatures, respectively. Since the Mist can go without oxygen while in his dispersed form, his cell is glass-lined and hermetically sealed. Similar measures are developed as need warrants.

There is no hard and fast rule for modifying cells to accommodate a particular villain. The powers of the individual in question are carefully analyzed, and particular weaknesses are exploited.

Convict Population

The government is extremely careful regarding the selection of prisoners to be interred at Belle Reve. Since the prison is a covert government base, villains who are known gadgeteers (such as Gizmo) or escape artists (like the Spook) are *not* held under any circumstances, since the danger of their escaping and discovering exactly what goes on at Belle Reve is too great.

The government will usually allow a facility that has successfully handled a particular villain in the past to continue handling him/her. Hence, most of the villains who have plagued Gotham City over the years are confined in either Gotham State Penitentiary or Arkham Asylum for the Criminally Insane.

Villains who are not citizens of the U.S., such as Javelin or Jinx, are rarely held. The government considers such villains a security risk.

If given the chance, the government will contain villains, especially those previously unknown, within other Federal facilities for several weeks while they scrutinize the captive and study his/her history. This is done to ensure that a previously-unrevealed power is not used to make an escape from Belle Reve.

Belle Reve does *not* accept deliveries from heroes, a situation of which most heroes are aware. Heroes are to turn their captives over to local or federal authorities for incarceration. Most heroes and heroines accept this condition, since they are more aware than anyone else of what can happen when villains escape. The Batman is the only independently operating vigilante aware of the true nature of Belle Reve.

There is one case in which the government will break the unofficial rules outlined previously, and that is when a convict's services are desired as a recruit for Task Force X. A board made up of Amanda Waller, John Economos, and the acting field leader of the Suicide Squad, go over files of all currently captured villains to determine which ones can be used. The proper federal authorities then request that that villain be transferred to Belle Reve, citing special security measures as a cover story. Since most penitentiaries are state-controlled, very few wardens turn down this offer. Chronos, Penguin, and Javelin were all transferred to Belle Reve in this manner.

Building Specifications

Belle Reve is approximately 250,000 cubic feet in volume. It is four-sided, roughly square in shape, 110 yards per side. The corners are comprised of towers seven stories high. There are two wings to the facility, designated Northwest and Northeast, that run between the north, west, and east towers. Each wing is approximately fifty yards long and three stories high. The two wings literally hang above the ground, suspended between the respective towers. Each wing holds three levels of fourteen cells, each approximately one hundred square feet in area and one thousand cubic feet in volume. In other words, a ten by ten by ten foot cell.

The prison walls, including cell walls, are made of specially reinforced concrete. The cell doors have locks which are controlled by computer and are the closest thing to tamper-proof that technology can currently devise.

Twenty-four of the cells in Belle Reve are modular in design, capable of being modified for prisoners with powers requiring special attention. Each cell is designed to be equipped with technology capable of neutralizing a villain's powers.

Many villains can be neutralized by their particular vulnerabilities. If the Parasite is deprived of energy, he goes into a coma, while Killer Frost enters a state of hibernation at temperatures of zero degrees Fahrenheit or below.

The outside of Belle Reve is ringed with a variety of motion detectors, infrared heat sensors, sound detection devices, searchlights, and so on. There are also video cameras stationed along the access roads at intervals of one hundred yards for five miles out.

Equipment

Belle Reve has a number of computer terminals. The Belle Reve computer has the following statistics:

Belle Reve Computer

DEX:	0	STR:	0	BODY:	7
INT:	5	WILL:	0	MIND:	0
INITIATIVE:	5				
CHARGES:	IPS				
COST:	974 HPs + \$1.16B				

POWERS:

Recall: 27

SKILLS:

Detective (ID Systems, Police Procedures): 7, Scholar (Criminology, Criminal History): 7, Spy (Coding): 5

The Suicide Squad also utilizes a variety of state-of-the-art equipment. Some equipment, such as Sheba, is used for transport, while other items are designed for a variety of purposes. Individual team members rely on their own equipment, while the Ground Crew uses several standard weapons when called upon to defend Belle Reve.

Explosive Bracelet

DEX:	0	STR:	0	BODY:	5
INT:	0				
INITIATIVE:	0				
CHARGES:	1				
COST:	78 HPs + \$1100				

POWERS:

Bomb: 6

The exploding bracelets are used to keep a rein on less trustworthy members of the Suicide Squad. A bracelet is activated after being fastened to the recruit's wrist. If the bracelet moves far enough away from a source transmitter contained in the field commander's communicator, the bracelet detonates. The range can be varied according to the requirements of the particular mission. The bracelet also explodes if the wearer tries to forcibly remove it.

When exploding, the bracelet receives a +4 Column Shift for a Trick Shot to blow off the wearer's hand. The OV is 0, and the RV is the BODY of the victim. If the RAPs received exceed one-fourth of the victim's BODY (round up), s/he loses the hand. When a bracelet blows, the wearer only takes half of the RAPs received in damage to his/her BODY due to the localized effect of the explosion.

Communicators

DEX:	0	STR:	0	BODY:	2
INT:	0	WILL:	0	MIND:	0
INITIATIVE:	0				
CHARGES:	10				
COST:	104 HPs + \$12K				

POWERS:

Super Ventriloquism: 10

SPECIAL:

The field commander's communicator broadcasts a variable-range signal to the explosive bracelets listed previously. If a bracelet moves out of the range, it will automatically detonate.

All Squad operatives are issued with a communicator during mission briefings. They allow the team to contact one another during the course of an operation, but are supposed to be used for emergencies only. The danger of breaking radio silence and thereby compromising the group's security is usually greater than the need for direct communications.

Sheba <i>Attack Helicopter</i>			
DEX:	3	STR:	6
INT:	5	WILL:	0
INITIATIVE:	8		
CHARGES:	30		
COST:	1017 HPs + \$97M		

POWERS:

Flight: 9, Radar Sense: 11,
Super Ventriloquism: 20,
Thermal (IR) Vision: 8, Ultra
Vision: 8

SKILLS:

Thief (Stealth): 6, Vehicles
(Air): 6, Military Science
(Cartography, ECM): 5

ON-BOARD WEAPONS:

30mm Chain Gun			
DEX:	0	STR:	0
INT:	0		
INITIATIVE:	0		
CHARGES:	50		
COST:	99 HPs + \$2400		

POWERS:

Projectile Weapons: 8

Aerial Rockets (8)			
DEX:	0	STR:	0
INT:	0		
INITIATIVE:	0		
CHARGES:	1		
COST:	82 HPs + \$1100		

POWERS:

Bomb: 7

Sidewinder Missiles (2)			
DEX:	8	STR:	3
INT:	8		
INITIATIVE:	8		
CHARGES:	1		
COST:	247 HPs + \$5600		

POWERS:

Bomb: 8, Flight: 7

LIMITATIONS:

Missiles can only be used
against flying opponents.

Sheba is an attack helicopter, designed to exact specifications by Ferris Aircraft. She was constructed in complete secrecy, then shipped to Belle Reve. Sheba is one of the deadliest military aircraft in existence. She has a virtually unlimited flight range, and is capable of reaching anywhere in the world within twenty-four hours. Sheba mounts several weapons: 30mm cannons on anti-personnel and dogfighting use, rockets for structural damage, and air-to-air missiles for extended combat against other airships.

Sheba's design is unique, although it borrows heavily from the basic plans of the Apache Attack Chopper. She mounts heavy weaponry and is rigged for silent running. The on-board

computer has been specially programmed by Briscoe to respond to his verbal commands, which are given in a special "slang" code.

Sheba is intended primarily for combat. She was deployed during *Operations Jotunheim*, *Firebird*, and *Cujo*. She is not used for hauling personnel, but will carry small teams when use of the SS-1 (see individual entry) would not be viable.

SS-1 Transport Jet			
DEX:	0	STR:	10
INT:	3	WILL:	0
INITIATIVE:	3		
CHARGES:	35		
COST:	932 HPs + \$75M		

POWERS:

Flight: 8, Radar Sense: 13,
Sealed Systems: 8, Super
Ventriloquism: 20

SKILLS:

Military Science (Cartogra-
phy, ECM): 5

The SS-1 Transport Jet is employed by the Suicide Squad for handling cargo and transporting personnel to target sites. She has seen relatively little use, as most of the Squad's missions have been covert operations that require them to either take Sheba or civilian airlines (while undercover). The SS-1 was used for an emergency pickup during *Operation Firebird*, and took the team to a landing strip in the U.S.S.R. during the attempted rescue of Nemesis.

Mind-Altering Machine			
DEX:	0	STR:	0
INT:	3	WILL:	0
INITIATIVE:	3		
CHARGES:	20		
COST:	148 HPs + \$3400		

POWERS:

Hypnotism: 8

The Mind-Altering Machine is a device created by Dr. Moon (see individual listing) for Task Force X. It is a variation of the cat-scan device that Moon employed to brainwash Catwoman.

When operated by a Character with the Spy (Brainwashing) Skill, the device can be used to selectively erase memories, using the operator's Brainwashing Skill as the AV and the machine's Hypnotism (8) as the EV. The RAPs represent the amount of knowledge lost. The operator can choose which memories are lost.

The device has only been used on one occasion: to strip the traitor Plastique of her memories of the Squad's activities. Supposedly, the device has not been used since due to protests from Colonel Rick Flag. It is still on hand, ready to be used on those criminals who do not honor the arrangement.

"Baby Huey"			
DEX:	0	STR:	4
INT:	0		
INITIATIVE:	0		
CHARGES:	13		
COST:	441 HPs + \$8.25M		

POWERS:

Bomb: 18, Running: 5

"Baby Huey" is a xyzedium-filled land carrier. Designed by the government, it can be set to self-detonate. The carrier has been used on only one mission: the destruction of the Manhunters' headquarters in Louisiana.

Fourth File:

Core Members

The core of the Suicide Squad consists of individuals who, for one reason or another, have decided to remain with the team on a permanent basis. Some, such as Flag, Nemesis, and Nightshade, serve with the Squad out of a sense of duty. Deadshot seems to stay either because of the challenge or the pay, while Captain Boomerang is forced to serve due to his having proven his likelihood of revealing the Squad's existence when set free.

of the Unknown. Flag entered the Astronaut Training Program, where he met Karin Grace, a flight doctor. The two soon fell in love. They became teammates when General Stuart offered Rick the position of commander of the civilian Suicide Squad.

The Squad successfully completed a number of missions. Their last mission cost the lives of two of their members and caused Karin Grace to have a nervous breakdown. Flag was then assigned by the military to infiltrate the group called the Forgotten Heroes, brought together by the enigmatic Immortal Man.¹ When the group's founder died during the **Crisis on Infinite Earths**, the Forgotten Heroes disbanded the Flag returned to the military.

SQUAD HISTORY:

Colonel Flag was approached by Amanda Waller, who was putting together a new Suicide Squad composed of misfits and convicted criminals. Wishing to continue the tradition of the Squad, Flag accepted her offer to command the team. Since then, Flag has served on almost every mission and helped to defend Belle Reve against the Female Furies. Flag suffered from battle fatigue after the failure of *Operation Firebird*, and Bronze Tiger was briefly appointed Squad Leader. After the team's assault on the Soviet prison holding Nemesis, Flag was badly beaten by the Batman and was subsequently hospitalized. He has since recovered and returned to his place as field commander.

PSYCHOLOGICAL PROFILE

— Dr. Simon LaGrieve

Colonel Flag is deeply scarred by the deaths that have surrounded him. He lost both of his parents, his lover, his first team, and several members of the new Squad, all in violent circumstances. The exorbitant death toll of *Operation Hawk* and the death of Dr. Grace during *Operation Manhunter* have cost him much. During the Hawk mission, he was forced, under the mental programming of the Thinker, to kill a man against his will.

Despite these problems, Colonel Flag still displays many of the qualities necessary to lead the Suicide Squad. With all the losses he has suffered, he seems to believe that the team is all that he has left, and he will take whatever steps he feels are needed to protect it. I only hope that this desire does not reach an extreme.



COL. RICHARD ROGERS FLAG, JR.

DEX:	8	STR:	3	BODY:	5
INT:	8	WILL:	6	MIND:	5
INFL:	6	AURA:	4	SPIRIT:	4
INITIATIVE:	22 (30)		HERO POINTS:	60	

SKILLS: *linked*

Detective: 6, Charisma: 6*, Medicine (First Aid): 3, Military Science: 8*, Scholar (Military Tactics and History): 8*, Thief: 3, Martial Artist 8*, Spy (Brainwashing, Coding, Photo Interpretation): 8*, Vehicles (Land, Air, Water): 8*, Weaponry: 8*

EQUIPMENT:

.45 Automatic

DEX:	0	STR:	0	BODY:	1
INITIATIVE:	0				
CHARGES:	11				
COST:	43 HPs + \$300				

POWERS:

Projectile Weapons: 5

LIMITATIONS:

Serious Irrational Attraction to the safe successful completion of his current mission.

CONNECTIONS:

Forgotten Heroes (High), Task Force X (High), U.S. Armed Forces (High), Challengers of the Unknown (Low)

MOTIVATION:

Responsibility of Power

WEALTH:

Comfortable

JOB:

Field Commander of Suicide Squad

RACE:

Human

PERSONAL HISTORY:

Colonel Rick Flag, Jr. is the son of Richard Montgomery Flag, a captain (later colonel) in the U.S. Army. The senior Flag served as commander of the original Suicide Squad, a team of military misfits formed during World War II. Flag remained the commander of the Squad after the War, but later sacrificed his life to destroy an updated version of the Nazi "War Wheel."

Rick Flag, Jr.'s mother died in an automobile accident when the boy was ten years old, leaving him an orphan. He was raised by his godfather, General J.E.B. Stuart, a distinguished World War II vet. Following in his family's military tradition, Rick graduated from the Air Force Academy with top honors. He then became a test pilot, and was stationed at Edwards Air Force Base. There he met Ace Morgan, who later became one of the Challengers

BLACK ORCHID *alias Unknown*

DEX: 10	STR: 11	BODY: 9
INT: 8	WILL: 6	MIND: 5
INFL: 9	AURA: 5	SPIRIT: 6
INITIATIVE: 27 (32) HERO POINTS: 40		

POWERS:

Flight: 9, Force Field: 5, Hypnotism: 5, Invulnerability: 9, Skin Armor: 9

SKILLS: **linked*

Acrobatics (Dodging): 7, Artist (Actor): 9*, Charisma: 6, Martial Artist (Attack Advantage): 5, Detective: 8*, Gadgets: 4, Scholar (Botany, Computers): 8*, Spy (Coding, Photo Interpretation): 8*, Military Science (Cartography, Demolitions, ECM): 6, Thief: 10*

LIMITATIONS:

Power: Force Field can only be used to protect herself.
Serious Irrational Attraction to protecting her secrets.

CONNECTIONS:

Task Force X (High), Underworld (Low), Others (Unknown)

MOTIVATION:

Unknown

WEALTH:

Unknown

JOB:

Crimefighter

RACE:

Human

NOTE:

The Powers and Skills listed are based to some degree on speculation, as Black Orchid has never demonstrated them under measurable circumstances. The origins of her abilities and their true source, are likewise a mystery.

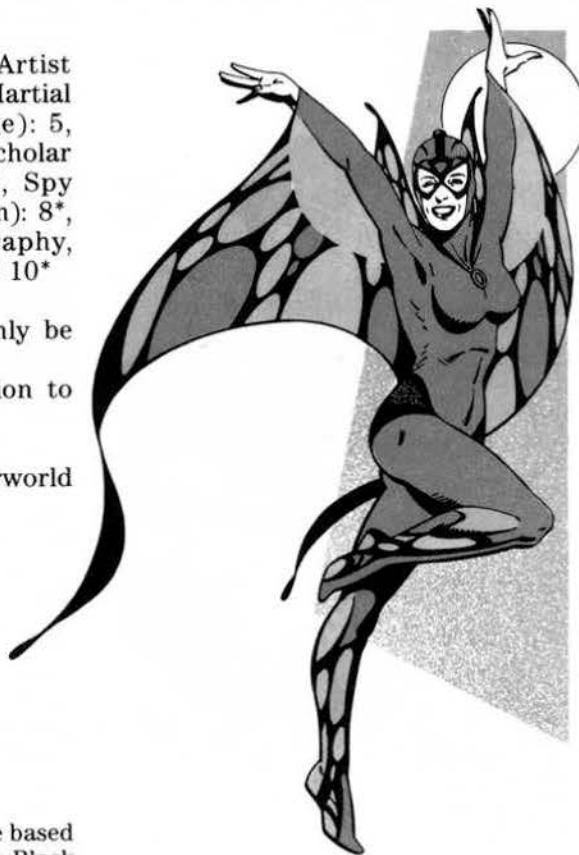
PERSONAL HISTORY:

There are very few documented facts concerning the crimefighter known as the Black Orchid. Amanda Waller, the head of Task Force X, has taken full responsibility for her presence in the Squad. If Mrs. Waller is aware of Black Orchid's background, she has not divulged that information.

The Black Orchid first mysteriously surfaced out of nowhere several years ago.² She battled a number of criminals, but never become involved with paranormally powered villains. Her modus operandi was to scout out crime in advance, using her skills in disguise to infiltrate criminal organizations. She would then don her distinctive costume, and strike with surprise. After defeating

her opponents, she would leave as mysteriously as she came, the only evidence of her involvement being her trademark: a specially scented living black orchid.

Investigators examining this woman's past have had little to go on, and there has been no success to date in uncovering the true identity of the Black Orchid. She is a loner and has never teamed up with other heroes prior to her involvement with Task Force X.

**SQUAD HISTORY:**

Black Orchid's involvement with Task Force X has been sporadic, and only Amanda Waller seems to know how to contact her. She was not present for the team's first two missions, nor was she present when Belle Reve was attacked by the Female Furies. She served as a member of the Advance Team to infiltrate William Heller's organization and went to the aid of the team when it was stranded in the U.S.S.R. during *Operation Firebird*. She was also involved in *Operation Cujo*.

Black Orchid's reasons for aiding Task Force X are unclear. She has been given access to the Squad's computers for business of her own, but only Mrs. Waller seems to know what this entails.

PSYCHOLOGICAL PROFILE

— *Dr. Simon La Grieve*

It seems somewhat unnecessary for me to be making this record, since Black Orchid has refused all of my attempts to get together for any sort of session, or even basic conversation.

However, I can make a few conjectures based on her previous history and what little her fellow Squad members have noted.

She is obsessed with her secret identity, suffering from what I refer to as the "Man of a Thousand Faces Syndrome." I have noted similar symptoms in individuals such as the Batman and other costumed vigilantes. Even her fellow Squad member, Nemesis, tends to make the act of disguise into an extended ritual, existing purely for its own perpetuation. The "disguise ritual" is often representative of deep paranoid traits and may also indicate low self-esteem. The individual in question feels it necessary to assume another identity to make up for his/her perceived inferiority.

Black Orchid's powers are an unusual twist, as most sufferers of the syndrome do not have enhanced abilities. I suspect that Black Orchid gained her powers through an accident, almost certainly some time after she began a career as a crimefighter.

If asked for any suppositions I might make regarding Black Orchid's true identity, I might suggest to the government bureaucrats that they look in their own backyard. The symptoms I have described are commonly found among members of various U.S. intelligence agencies.

BRONZE TIGER *alias Benjamin Turner*

DEX: 11	STR: 5	BODY: 6
INT: 5	WILL: 7	MIND: 5
INFL: 7	AURA: 4	SPIRIT: 4
INITIATIVE: 23 (34) HERO POINTS: 55		

SKILLS: **linked*

Acrobatics: 11*, Charisma: 7*, Martial Artist: 11*, Medicine (First Aid): 3, Military Science (Tracking): 5*, Thief (Stealth): 11*, Scholar (Linguistics/Asian languages): 5*

LIMITATIONS:

Catastrophic Irrational Attraction to avoiding Killing Combat.

CONNECTIONS:

Richard Dragon (High), Task Force X (High), Lady Shiva (Low), Madame Xandadu (Low)

MOTIVATION:

Responsibility of Power

WEALTH:

Comfortable

JOB:

Kung Fu Fighter

RACE:

Human

PERSONAL HISTORY:

Investigation into Ben Turner's past has revealed that his family moved to Japan when he was very young. He studied spiritual and martial arts from a Japanese teacher called O-Sensei and eventually became an expert in many Oriental fighting techniques. While training, he met Richard Dragon and the two became close friends.³

Turner and Dragon joined G.O.O.D. (source of acronym unknown), a spy organization run by Barney Ling that was active in the United States. The two kung fu fighters' first assignment was the disruption of slave trade in the Middle East. The pair continued to have success as G.O.O.D. operatives. Turner became a target of the League of Assassins when he inherited several thousand acres of timber land in the American Northwest. Turner confronted the criminal Professor Ojo, but was brainwashed into becoming a merciless murderer called the Bronze Tiger.

Ojo hired out his new killer to the League of Assassins, where Turner came into conflict with the Batman. When the Bronze Tiger killed for the first time, his disgust with himself overcame the brainwashing. He returned to G.O.O.D.'s employ. Turner later found himself fighting his old friend, Richard Dragon. Dragon had discovered that Barney Ling was responsible for repeated assassination attempts. The brainwashing had reasserted itself, and Turner had assumed the role of Ling's bodyguard. When Turner and Dragon fought, Ling was accidentally pushed out a window. The criminal mastermind was killed, but his body later disappeared.⁴ Dragon began to help Turner free himself from the effects of the brainwashing, but was crippled in an accident and vanished before Turner was cured.

SQUAD HISTORY:

G.O.O.D.'s actions had come to the attention of the government on several occasions. Turner's record was on file and discovered by Amanda Waller when she put together Task Force X. She saw that Turner was a hero who had gone through rough times and could use an opportunity to redeem himself. Waller approached him and offered him the chance to become a member of the Suicide Squad. Turner accepted.

As the Bronze Tiger, Turner participated in the Squad's first mission, *Operation Brimstone*. Although his martial arts prowess was inconsequential against the behemoth, he remained at the side of the Enchantress, guaranteeing that she did not go out of control. Since that time, he has served on most of the Squad's missions. He helped defend Belle Reve against the Female Furies. He acted as field commander during *Operation*

Manhunter when Colonel Flag was declared unfit to command. However, he took the position with reluctance and had no qualms about abandoning the post when Flag resumed command.

PSYCHOLOGICAL PROFILE

— *Dr. Simon LaGrieve*

Benjamin is a true hero, one who has been sorely abused. His early training instilled him with a deep aversion to killing, so much so that even when brainwashed, he has only once taken a life. On one occasion, he left an opponent alive, although badly crippled, when ordered to eliminate him (see files *Operation Jotunheim*, *the Jihad*, *Ravan*).

Benjamin seems to radiate an aura of trust. He often has a soothing effect on the troubled psyche of June Moone (see *Enchantress*), to the point where she will trust him and no one else. Although he has all of the qualities necessary for leadership, he does not seem to want the responsibility. Benjamin feels guilt over all of the death that seems to have followed him, and does not want any more deaths on his hands.

Benjamin has a great sense of duty, more so than perhaps any other member of the Squad. He will never abandon a comrade except when more lives are at stake. This applies even to the criminal members of the Squad, for whom he has very little respect. He seems to feel that, having overcome his own criminal tendencies, others should be able to do so as well.

CAPTAIN BOOMERANG alias George "Digger" Harkness

DEX: 8	STR: 3	BODY: 5
INT: 4	WILL: 5	MIND: 4
INFL: 5	AURA: 4	SPIRIT: 4
INITIATIVE: 17 (20) HERO POINTS: 40		

SKILLS: **linked*

Acrobatics (Dodging): 8*, Charisma: 3, Gadgetry: 8, Martial Artist (Attack Advantage): 3, Thief: 2, Weaponry (Exotic: boomerangs): 10

EQUIPMENT:

Boomerangs (4)

DEX: 0	STR: 5	BODY: 5
INITIATIVE: 0		
CHARGES: 5		
COST: 64 HPs + \$500		

Razorang (1)

DEX: 0	STR: 0	BODY: 5
INITIATIVE: 0		
CHARGES: 4		
COST: 71 HPs + \$500		

POWERS:

Claws: 5

Smokarangs (3)

DEX: 0	STR: 0	BODY: 5
INITIATIVE: 0		
CHARGES: 1		
COST: 80 HPs + \$1200		

POWERS:

Fog: 7

Bafflerangs (2)

DEX: 0	STR: 0	BODY: 5
INITIATIVE: 0		
CHARGES: 1		
COST: 114 HPs + \$1700		

POWERS:

Flash: 7 (5)

Sonic Boomerangs (2)

DEX: 0	STR: 0	BODY: 5
INITIATIVE: 0		
CHARGES: 1		
COST: 196 HPs + \$22K		

POWERS:

Sonic Beam: 7 (10)

SPECIAL:

Captain Boomerang can make up to two attacks with a boomerang: one on the forward half of the throw, and the second as the boomerang returns. Even if he misses the target on the forward throw, he has a chance of completing the attack on the return arc.

If he misses his target accidentally or intentionally (in order to blindside his opponent), he makes a Trick Shot. Combining the two Column Shift penalty of a standard Trick Shot with the one Column Shift bonus for a blindside attack, Harkness receives a total of one Column Shift penalty for a boomerang attack. If the forward throw misses accidentally, he gains at least one additional Column Shift penalty for the return attack. Use the Universal Modifier Chart to determine how difficult it will be for the boomerang to still hit the target.

Some of Captain Boomerang's weapons have a different Effect Value on the return attack than they do on the first attack. The EVs for a second attack are listed parenthetically after the regular APs of the Power.

The second boomerang attack *always* occurs at the end of the combat phase, after all other actions have been completed.

CONNECTIONS:

Criminal Underworld (High), Flash's Rogues' Gallery (High), Secret Society of Super-Villains (High), Task Force X (High)

MOTIVATION:

Mercenary (Greed)

WEALTH:

Comfortable



of honor. He always announces his presence before attacking someone (although he is careful not to attack someone he perceives as a major threat). Since his first betrayal of the Squad, Harkness has made no further attempts to flee New Orleans, despite the fact that he could easily do so. Harkness would rationalize his actions as pure self-interest, but I suspect that he may, in fact, desire the comradeship afforded him by the Suicide Squad.

JOB:
Criminal
RACE:
Human

PERSONAL HISTORY:

George "Digger" Harkness first came to public attention as the employee of the Wiggins Game Company. The toy company's president hired Harkness for his boomerang expertise, unaware that the native Australian was a wanted felon in his home country. Wiggins came up with Harkness' new name, Captain Boomerang, and had their promotions people design a flashy costume.⁵

Harkness proceeded to advertise the Wiggins Boomerang, but was secretly using trick boomerangs to commit robberies. He was confronted by the Flash and defeated. Harkness escaped from custody several times over the years and became one of the Flash's Rogues' Gallery. He was a charter member of the Secret Society of Super-Villains, but left the group when Funky Flashman took control. He fought Batman on several occasions. Australian authorities declined to extradite Harkness, and he remained a federal prisoner until recruited for Task Force X.

SQUAD HISTORY:

George Harkness' file was one of several that Amanda Waller pulled when organizing the new Suicide Squad. He fit the psychological profile and seemed suitable. He participated in the team's first mission against the threat of Brimstone. He was freed upon the successful completion of *Operation Brimstone*, but almost immediately embarked on a robbery spree in New York City. The Suicide Squad was forced to recover him when he threatened

to reveal their existence on national television. The Squad rescued Boomerang from the followers of G. Gordon Godfrey, and he was made a permanent member of the group rather than being allowed to remain free as a security risk.

Since that time, Harkness has been a regular member of the Squad. He has been given a small stipend and an apartment in New Orleans. Captain Boomerang has participated in many Squad missions, in some cases involuntarily (see *Operation Nightshade*). He is the only core member of the Squad still required to wear the restraining explosive bracelet, although Colonel Flag has been known to occasionally remove it on his own authority. There are rumors that Harkness is continuing his criminal career in New Orleans, using the guise of his deceased former ally the Mirror Master, but this has not been proven.

PSYCHOLOGICAL PROFILE:

— *Dr. Simon LaGrieve*

George Harkness is a textbook sociopath. He has no concept of right and wrong, and acts only for his own benefit. He is quick to take offense at insults and will go to great lengths to get revenge. If he objects to his treatment at the hands of his teammates, he will often abandon the offending comrade in a dangerous situation.

Harkness considers himself a ladies' man, although in reality his offensive manner drives most women away. He has a total disrespect for authority figures. He is often cowardly, as his first interest is always himself.

Despite his somewhat loathsome qualities, Harkness seems to have one redeeming feature, and that is his twisted sense

DEADSHOT *alias Floyd Lawton*

DEX: 14	STR: 4	BODY: 5
INT: 8	WILL: 6	MIND: 6
INFL: 3	AURA: 3	SPIRIT: 3
INITIATIVE: 25 (39) HERO POINTS: 65		

SKILLS: **linked*

Gadgetry: 8*, Martial Artist (Attack Advantage): 14*, Thief (Stealth): 7, Scholar (Linguistics/European languages): 8*, Weaponry (Firearms, Heavy Weapons): 14*

EQUIPMENT:

Silenced Wrist Guns

DEX: 0	STR: 0	BODY: 2
INITIATIVE: 0		
CHARGES: 20		
COST: 47 HPs + \$350		

POWERS:

Projectile Weapons: 5

Eye Scope

DEX: 0	STR: 0	BODY: 1
INT: 0	WILL: 0	MIND: 0
INITIATIVE: 0		
CHARGES: 30		
COST: 180 HPs + \$3600		

POWERS:

Thermal Vision: 8, Telescopic Vision: 9

LIMITATIONS:

Minor Irrational Attraction to Killing Combat.
Serious Irrational Attraction to Trick Shots.
Serious Irrational Attraction to Death (Death Wish)

CONNECTIONS:

Gotham Underworld (High), Task Force X (High)

MOTIVATION:

Psychopath (Death Wish)

WEALTH:

Comfortable

JOB:

Hit Man

RACE:

Human

PERSONAL HISTORY:

Floyd Lawton is the son of a wealthy Gotham City family. Bored by his vast wealth, Lawton trained himself to become an incredibly skilled marksman. Wearing a tuxedo and a domino mask, he became Deadshot, a new crimefighter in Gotham City. Lawton attempted to oust the Batman from his role as the revered crime-fighter of Gotham. When Batman had been driven from town, Lawton intended to become the head of Gotham City's underworld.⁶

Lawton's scheme was uncovered, and Batman set him up to confess his plans while Police Commissioner James Gordon listened. Discredited, Lawton was sent to jail. Lawton served out his term, and upon his release, updated his arsenal and hired out his services as a professional assassin.

Deadshot was repeatedly defeated by the Batman. He also fought the new Flash in New York City.⁷ Within days of that last battle, he was contacted in New York State Penitentiary by Colonel Rick Flag, Jr. and given an offer to join Task Force X.

SQUAD HISTORY:

Because of reasons which may be related to his psychological profile (see following), Lawton accepted a full-time position with Task Force X, and has served on the Suicide Squad during most of their missions. He refused to participate in the defense of Belle Reve against the Female Furies, however, saying that "security ain't part of the deal."

Outside of Suicide Squad missions, Lawton has no personal life whatsoever. He lives in the prison facilities (one of the very few members of the team to do so). Lawton recently seems to have developed a mental block against shooting the Batman. With the possibility of the Batman's interference in Squad matters, Deadshot may prove to be a liability in future missions involving the vigilante's opposition.

PSYCHOLOGICAL PROFILE:

— *Dr. Marnie Herrs*

Mr. Lawton is an interesting case. His self-destructive urges seem to be the result of a childhood marked by total parental disinterest. Floyd's parents seemed totally content to let a succession of tutors and nannies raise him. Although they never stinted in his upkeep, displays of love were almost nonexistent.

Because of this treatment, Floyd has very little understanding of his emotions. His only real emotional outlet comes from the perfection of his skill as a marksman. He takes great satisfaction in his excellence at trick shots, to the extent that he never uses anything else against powerful opponents. He has grown so used to using trick shots against the Batman that he can no longer simply shoot the costumed vigilante.

Floyd seems unable to have any kind of normal emotional relationship. He does have some sense of comradery for several other members of the squad, such as Colonel Flag. This is not unusual in small group dynamics during crisis situations. He seems to have no interest whatsoever in members of the opposite sex, probably because his mother was uncaring and later divorced his father. He views all women as "pros" who are only interested in money.

Floyd Lawton is a complex man with complex problems. I believe that deep down, Floyd has a desire to be cured, but does not know how to go about it. I hope that I can provide him with the assistance he needs.

DUCHESS *alias Lashina*

DEX:	7	STR:	7	BODY:	8
INT:	4	WILL:	7	MIND:	5
INFL:	7	AURA:	4	SPIRIT:	5
INITIATIVE:	18 (28)		HERO POINTS: 60		

SKILLS:

Acrobatics: 3, Martial Artist: 10, Charisma: 5, Military Science (Tracking): 5, Thief (Stealth): 5, Weaponry (Firearms): 11

EQUIPMENT:

Mega-Gun

DEX:	0	STR:	0	BODY:	6
INITIATIVE:	0				
CHARGES:	40				
COST:	193 HPs + \$4400				

POWERS:

Bomb: 9, Projectile Weapons: 7

LIMITATIONS:

Miscellaneous: Amnesia

CONNECTIONS:

Task Force X (Low)

MOTIVATION:

Thrill of Adventure

WEALTH:

Comfortable

JOB:

Unknown

RACE:

Human

PERSONAL HISTORY:

Unknown

SQUAD HISTORY:

Little is known of the woman nicknamed "Duchess." She simply walked into Belle Reve several hours after the battle against the Manhunters, carrying the injured Slipknot. She claims to have amnesia. On Amanda Waller's authority, she was put to work as a member of the Suicide Squad. Wielding a firearm of her

own creation, Duchess has participated in *Operations Nemesis*, *Nightshade*, and *Meta*, as well as the defense of New York against the Jihad.

No records have been found of Duchess in any American or friendly intelligence bureau's records. She is obviously a skilled fighter, trained in hand-to-hand fighting and is a crack shot.

PSYCHOLOGICAL REPORT:

— *Dr. Simon LaGrieve*

Duchess is a borderline psychotic, and obtains great pleasure from violence in any form. She is not particularly good at teamwork, but she seems to recognize the value of having someone to guard her back.

All tests seem to indicate that Duchess does suffer from amnesia as she claims. I am not aware of why Mrs. Waller takes the risk of having Duchess on the team.

THE ENCHANTRESS

DEX:	6	STR:	6	BODY:	7
INT:	5	WILL:	8	MIND:	5
INFL:	11	AURA:	14	SPIRIT:	11
INITIATIVE:	22		HERO POINTS: 60		

alias June Moone

DEX:	2	STR:	2	BODY:	2
INT:	3	WILL:	2	MIND:	2
INFL:	4	AURA:	3	SPIRIT:	4
INITIATIVE:	9		HERO POINTS: 10		

POWERS: *As Enchantress Only*

*Mystic Link:

Dispersal: 14*, Flight: 14*, Illusion: 14*, Matter Manipulation: 14*

SKILLS: *As Enchantress Only*

Charisma (Intimidation): 11

SKILLS: *As June Moone Only*

Artist: 5

EQUIPMENT:

Control Necklace and Ring

DEX:	0	STR:	0	BODY:	5
INFL:	0	AURA:	0	SPIRIT:	0
INITIATIVE:	0				
CHARGES:	see below				
COST:	452 HPs + \$25M				

POWERS:

Mystic Link (Control): 20

LIMITATIONS:

Every time the ring and necklace are used to Control the Enchantress, their APs of Control are reduced by one.

LIMITATIONS:

Power: Dispersal cannot be used in combat.

Power: Illusion can only be used to alter her own appearance.

Miscellaneous: The Enchantress has a "good" alter-ego, June Moone. Whenever either persona says the word "enchantress," the personas are switched. The Attributes, Powers and Skills of each have been listed previously.

CONNECTIONS:

The Forgotten Villains (High), Task Force X (High)

MOTIVATION:

Power Lust (Unwanted Power)

WEALTH:

Comfortable

JOB:

Would-Be Universal Conqueror (Artist)

RACE:

Human

PERSONAL HISTORY:

The government has no real knowledge of the origins of the being known as the Enchantress. The following information is collated from statements June Moone has made while under hypnosis and from reports filed by other Squad members. Much of this information is unverifiable and may be incorrect.

June Moone, a freelance artist, was attending a surprise party at a ramshackle building called the Terror Castle when she found herself buffeted by unseen mystical forces. While running away, June found herself in a secret chamber where she confronted a bizarre creature called Dzamor. The entity explained that Moone was destined to enter the chamber and wield great powers. Told to speak the word "enchantress," June found herself transformed into a woman capable of wielding vast mystical powers.⁸

In reality, Dzamor was the guardian of another dimension, where an extradimensional being known as Azhmodeus had been defeated by Dzamor's people. When Azhmodeus's two children, the Incubus and the Succubus, attempted to take control of the dimension, Dzamor magically bonded the Succubus to June Moone. This second persona became the Enchantress.

As the Enchantress, June fought mystical menaces for several years as a force for good. Later, she was told by Dzamor that an upcoming astral alignment would allow her to become omnipotent. She would be able to destroy all evil on Earth, but would also eliminate all scientific laws.

Seduced by power and subconsciously influenced by the Succubus, June attempted to tap the powers of the alignment. She failed to gain universal domination, and the experience caused the Enchantress to become wholly evil. She later organized a group of galactic criminals known as the Forgotten Villains in an effort to take over the galaxy.⁹

The group was defeated by the combined forces of Superman and the Forgotten Heroes, but the Enchantress escaped.

SQUAD HISTORY:

The Enchantress was discovered by the government while her June Moone identity was in control. She was convinced by government operatives that they could provide her with assistance in overcoming her evil side. June Moone joined Task Force X, and her powers were first put to use during *Operation Brimstone*. The Enchantress attempted to rebel, but was knocked unconscious by the Bronze Tiger.

Since that time, the Enchantress' attempted rebellions have nearly caused the team to be killed several times. A necklace provided by Madame Xanadu helped to control the Enchantress for a time, but during *Operation Nightshade*, the Succubus was freed from June Moone's body and mind. The Succubus is now imprisoned within Nightshade's body, while June Moone is freed from its influence. Ms. Moone has remained in the care of Belle Reve's psychiatric staff until she can get her life in order.

PSYCHOLOGICAL PROFILE:

— *Dr. Simon LaGrieve*

Note: This file report was made prior to events in the Nightshade Dimension.

I am not an expert in parapsychology, but I feel that many of June Moone's problems stem from the personality disorder commonly known as schizophrenia. I think it unlikely that we will be able to totally eliminate the "evil" personality. My hope is to integrate the two personalities into one viable persona.

NEMESIS *alias Thomas Tresser*

DEX:	7	STR:	3	BODY:	5
INT:	9	WILL:	6	MIND:	5
INFL:	6	AURA:	3	SPIRIT:	4
INITIATIVE:	22 (29) HERO POINTS: 50				

SKILLS: *linked*

Artist (Actor): 6*, Acrobatics: 7*, Charisma: 6*, Gadgets: 9*, Martial Artist: 7*, Medicine (First Aid): 9*, Military Science: 5, Scientist: 4, Spy: 9*, Thief: 7*, Vehicles (Land, Air, Water): 7*, Weaponry (Firearms): 7*

EQUIPMENT:

Tranquilizer Gun

DEX:	0	STR:	0	BODY:	4
INITIATIVE:	0				
CHARGES:	8				
COST:	118 HPs + \$1400				

POWERS:

Projectile Weapons: 4, Poison Touch (paralytic): 6

Concussion Gun

DEX:	0	STR:	0	BODY:	3
INITIATIVE:	0				
CHARGES:	6				
COST:	45 HPs + \$400				

POWERS:

Super Breath: 5

Quick Change Masks

DEX:	0	STR:	0	BODY:	1
INITIATIVE:	0				
CHARGES:	4				
COST:	44 HPs + \$1800				

SKILLS:

Artist (Actor): 8

LIMITATIONS:

Serious Irrational Attraction to seeking justice.

Minor Irrational Attraction to disguises.

CONNECTIONS:

Justice Department (High), Task Force X (High), U.S. Government (High), Batman (Low)

MOTIVATION:

Seeks Justice

WEALTH:

Comfortable

JOB:

Secret Agent

RACE:

Human

PERSONAL HISTORY:

Thomas Tresser is one of two sons of widower Chester Tresser. Both the sons and the father were friends of Ben Marshall, an agent of the F.B.I. When Chet Tresser died, both of his sons asked Marshall if they could work with him. Both were given F.B.I. training. Tom was a natural inventor, and so was assigned laboratory work. His brother Craig was made a field agent.

Craig was brainwashed by a gang of criminals and programmed to kill Marshall. The plan succeeded, and Craig was killed by a bureau agent. As the brother of an assassin, Tom became an outcast. Calling himself Nemesis and putting his inventive skills to use, Tom tracked down the criminals that had brainwashed his brother and brought them to justice, thus clearing his brother's name.¹⁰

Tom's quest for justice later pitted him against a mysterious organization called the Council. With the aid of the Batman, Nemesis defeated the Council when its leader was killed by one of his underlings. The Council continued under different rulership, causing Nemesis and Batman to join forces once more in order to prevent the assassination of a U.S.

Senator. Nemesis was able to steer a booby-trapped helicopter away from the Senator, but it was remote-controlled into making a crash landing. Batman believed Nemesis had died in the crash, and left Nemesis' trademark, a statue of the scales of Justice, at his grave.

SQUAD HISTORY:

Tresser had been able to escape the helicopter at the last moment by blasting a hole in the roof with one of his weapons. He leaped clear, but not before he was badly wounded by shrapnel. He was found by friends of Ben Marshall, who took him to a hospital where he slowly recuperated from his infected wounds. The government paid for his treatment and when Tresser recovered, he offered them his services to repay his debt. Recognizing his skill as an undercover agent, the government appointed him to Task Force X as a member of the advance team.

Tresser's first mission was the infiltration of the Jihad, but Plastique's betrayal nearly cost him his life. He later helped in the defense of Belle Reve against the Female Furies. He acted as an advance agent once again to rescue a Soviet dissident during *Operation Firebird*, but Nemesis was captured by the People's Heroes and imprisoned.

Tresser was sentenced to death as a spy by the Soviets, but was reprieved when the JLI was convinced by the Suicide Squad to take him into custody (see *Operation Nemesis*). He has since escaped from the JLI Embassy in Moscow and made his way back to the States.

PSYCHOLOGICAL PROFILE:

— *Dr. Marnie Herrs*

Thomas Tresser seems to be a well-adjusted, decent human being. He is driven by a strong sense of justice, which drove him to avenge the death of his brother and mentor at the hands of the Council. It also drives him to remain with Task Force X to pay the debt he feels he owes the government.

The only extraordinary personality trait that Nemesis repeatedly displays is his strange attraction to disguising himself. He frequently greets members of the Belle Reve Ground Staff while wearing their face instead of his own. Somehow, Amanda Waller always seems to recognize Tresser no matter what face he is wearing.

Thomas claims that his constant disguises are simply his way of honing his skills, but I feel that this is only partially correct. His father and brother were killed as part of their role in espionage activities, and it may be that Nemesis subconsciously tries to avoid their fate by seldom appearing as himself. In any case, his obsession does not seem to affect his abilities as an agent and may, in fact, actually increase his effectiveness.



Tresser is probably the most trustworthy member of the Squad, and is unlikely to crack under any pressure. It is hoped that his incarceration in the Soviet prison does not affect his determination and steadfastness.

NIGHTSHADE *alias Eve Eden*

DEX:	7	STR:	4	BODY:	5
INT:	6	WILL:	6	MIND:	4
INFL:	7	AURA:	6	SPIRIT:	5
INITIATIVE: 20 (27) HERO POINTS: 45					

POWERS:

Dimensional Travel: 7, Dispersal: 6, Darkness: 10, Warp: 11

SKILLS: **linked*

Acrobatics: 7*, Charisma: 7*, Martial Artist: 7*, Thief (Stealth): 4

LIMITATIONS:

Power: Cannot use Warp to attack.
Power: Darkness is always centered on herself and cannot be projected.
Power: Dispersal only works in darkness or deep shadows.

Power: Dimensional Travel can only be used to go to and from the Nightshade Dimension.

CONNECTIONS:

Captain Atom (High), Central Bureau of Investigation (High), Task Force X (High), U.S. Government (High), U.S. Air Force (Low)

MOTIVATION:

Seeks Justice

WEALTH:

Affluent

JOB:

Debutante

RACE:

Human

PERSONAL HISTORY:

Eve Eden is the daughter of an extra-dimensional queen who was sent to Earth for safety because of an attack on that realm by a demon called the Incubus. On Earth, her mother married an Earth man, senator-to-be Warren Eden, and had two children, Eve and Larry. When Eve was eight years old, her mother was called back to the Nightshade Dimension that was her home. She had brought her children with her only to find a trap awaiting her. Larry was captured by the Incubus' Incu-demons, and the children's mother was slain. Eve fled to Earth but told Warren Eden (who was unaware of his wife's true nature) nothing of what had happened.

Eve trained herself for years, mastering the use of the darkness powers she had inherited from her mother and preparing

herself for battle. During this time, she became an unofficial member of the Central Bureau of Investigation and fought crime alongside King Faraday under the name of Nightshade.¹¹ Many of these cases have been appended onto the fabricated history of Captain Atom.

SQUAD HISTORY:

When Task Force X was revived by Amanda Waller, Faraday put Nightshade in touch with the team. Eden joined the Suicide Squad, and her first mission was the infiltration of the Jihad as Chimera (see *Operation Jotunheim*). In addition to serving on many of the team's missions, she acted as field commander on *Operation Cujo* during Colonel Flag's absence. She was independently assigned by the CBI to keep tabs on Captain Atom. The two became romantically involved and fought a previously unknown villain, the Ghost.¹²

Nightshade then led the Squad on a rescue mission to the Nightshade Dimension. There they discovered that Larry Eden had become the Incubus, the offspring of an extradimensional demon known as Azhmodeus. The Incubus' spirit was bound into the body of Larry Eden, and the Incubus's sibling, the Succubus, was found to be bound into June Moore and capable of manifesting itself as the Enchantress. The Incubus used its powers to remove the Succubus from June Moore and to bind it to Nightshade, so that the two could mate and return their father to reality. Nightshade was able to resist the Succubus' influence. The Incubus was killed by Deadshot and Larry Eden was put to rest.

PSYCHOLOGICAL PROFILE:

— *Dr. Marnie Herrs*

I have had very little contact with Eve Eden since she is a reasonably well-adjusted individual. Eve suffers from a great deal of guilt she feels over her imagined failures to rescue her brother, Larry. With her mother dead and her father ignoring her, she overcompensated by becoming first a jet-set debutante and then a costumed crimefighter. I believe that she is attempting to gain her father's attention and approval, even though Warren Eden is not aware of Eve's other identity.

Eve is a practicing Catholic and is in fact one of the few Squad members to attend mass with Rev. Craemer. Eve seems extremely comfortable with the Reverend. Craemer has apparently had several intimate discussions with Eve about various facets of her life, but the chaplain has refused to discuss them with me, claiming confessional confidentiality. While I find this somewhat irritating, I must concede that Eve's sessions with Craemer have had a beneficial effect on her self-confidence and self-image.

SHADE THE CHANGING MAN *alias Rac Shade*

DEX:	6	STR:	4	BODY:	4
INT:	5	WILL:	6	MIND:	4
INFL:	7	AURA:	4	SPIRIT:	3
INITIATIVE:		18 (23)		HERO POINTS: 45	

SKILLS:

Charisma: 4, Detective: 6, Gadgetry: 4, Martial Artist: 5, Military Science (ECM): 6, Spy (Coding, Photo Interpretation): 3, Vehicles (Land, Air, Space): 3, Weaponry (Firearms): 4

EQUIPMENT:

Miraco-Vest

DEX:	0	STR:	6	BODY:	8
INT:	0	WILL:	0	MIND:	0
INITIATIVE:		0			
CHARGES:		IPS			
COST:		368 HPs + \$180K			

POWERS:

Aura of Fear: 5, Flight: 4, Force Field: 13

LIMITATIONS:

Power: Aura of Fear can only be used on sentient beings that are feeling the emotions of shock, fear, unease, or so forth. Depending on the victim's mental or emotional state, the Aura of Fear may or may not be effective (GM's call).

Power: Force Field only protects the wearer of the M-Vest and cannot be projected. The wearer may punch through the Force Field for a Physical Attack.

SPECIAL:

Those affected by the M-Vest will see its wearer as a bizarre, distorted sight, with parts of his/her body enlarged and warped.

LIMITATIONS:

Serious Irrational Attraction to proving his innocence to Metan authorities.

Minor Irrational Attraction to keeping the Miraco-Vest.

CONNECTIONS:

Meta-Zone (High), Task Force X (Low)

MOTIVATION:

Seeks Justice

WEALTH:

Struggling

JOB:

Security Agent

RACE:

Human

PERSONAL HISTORY:

All records of Rac Shade's previous history have been transcribed by Shade

himself. He claims to come from another dimension which he identifies as "Meta-Zone." He apparently worked for the single government there as a security agent, and was assigned to Earth several years ago.

During one of his visits to Earth, Shade was framed for crimes against his government and imprisoned. A freak accident allowed him to escape to Earth, where he utilized an "M-Vest" created by a Metan scientist, Dr. Miraco, in an attempt to clear his name. The criminal organization that had framed him, and wished to take over both Earth and Meta, made numerous assassination attempts against him.¹³

Shade was eventually given a chance by his government's president to clear himself, even though Meta's law-enforcement officers were under orders to kill him. Shade's memory of events after this period are somewhat vague, and medical examinations have shown signs of physical trauma to his head.

Government records indicate a number of strange phenomena during the period in which Shade claims to have been active, including a number of attacks by previously-unknown villains. These vanished as mysteriously as they came. Analysis of his M-Vest has revealed a completely alien technology. Whether there is an other-dimensional Metan force attempting to infiltrate the U.S., or if the man known as Rac Shade is a raving lunatic, remains to be seen.

SQUAD HISTORY:

Rac Shade was found floating in a limbo between the Nightshade Dimension and Earth (adding some credence to his story). He was able to somehow combine the power of his M-Vest with Nightshade's shadow abilities and return the Squad to Belle Reve. His story prompted the immediate initiation of *Operation Meta*, where he acted as a Squad operative on the authority of Amanda Waller. Shade then assisted in repelling the Jihad's attack on Manhattan. He seems unable to use the M-Vest to return to Meta-Zone, despite his claims that he could do so in the past. He remains with Task Force X, hoping that the tech team can provide him with a means to return. As a devoted law officer (if that is indeed what he is), he remains a reliable teammate.

PSYCHOLOGICAL PROFILE:

— *Dr. Simon LaGrieve*

I find Shade an interesting study, although I do not have enough information to determine whether or not his story is true. I find him a fairly normal heroic personality, although extra-dimensional psychology is hardly a specialty of mine.

He is extremely glib for a man devoted to such a serious profession as he claims to have practiced. His attitude is more like a movie secret agent's than a hardened professional's.

He has seen much betrayal from those he once trusted. This fellow agent and lover he describes, Mellu, may be a fictional character which he has created to hide a real broken love affair. If we extend this scenario to an extreme, then his entire story of betrayal by his government may be a cover for his own paranoid fantasies. Ironically, this does not seem to interfere with his ability to serve as a member of the Suicide Squad. Although his sense of humor may be annoying to various members, he can probably be relied upon to do his duty.

VIXEN *alias Mari Jiwe Macabe*

DEX:	8	STR:	3	BODY:	4
INT:	4	WILL:	5	MIND:	3
INFL:	8	AURA:	7	SPIRIT:	5
INITIATIVE:	20 (25)		HERO POINTS:	50	

SKILLS: **linked*

Acrobatics: 8*, Artist (Model): 4,
Charisma: 5, Martial Artist: 5,
Scholar (African folklore): 4*

EQUIPMENT:

Tantu Totem

DEX:	0	STR:	0	BODY:	5
INFL:	0	AURA:	4	SPIRIT:	0
INITIATIVE:	0				
CHARGES:	N/A				
COST:	281 HPs + \$36K				

POWERS:

Animal Mimicry: 10, Danger Sense: 6

SKILLS:

Military Science (Tracking): 3,
Thief (Stealth): 8

LIMITATIONS:

Miscellaneous: May only be used by a member of the Jiwe family.

Miscellaneous: Must be used in the cause of justice to bestow full Powers and Skills.
Miscellaneous: Causes wearer to develop a Serious Irrational Attraction to Killing Combat

LIMITATIONS:

Serious Fear of Totem bringing out her "animal side."
Death Guilt (Xavier Cujo).

CONNECTIONS:

Martian Manhunter (High), Task Force X (High), Justice League International (Low)

MOTIVATION:

Unwanted Power

WEALTH:

Affluent

JOB:

Fashion Model

RACE:

Human



PERSONAL HISTORY:

Mari Jiwe is the daughter of Reverend Richard Jiwe, a priest in a small African country. Reverend Jiwe was killed by his half-brother, General Maksai, when he refused to give Maksai the Tantu Totem, a supposedly supernatural artifact. The Tantu Totem is said to endow members of the Jiwe family with the ability to assume the powers of any animal.

Mari's mother had been killed by poachers several years previously. With no family other than the uncle who had murdered her father, Mari fled to America. She set up an identity for herself as Mari Macabe and became a well-known fashion model in New York City.

Mari later managed to recover the Tantu Totem from her uncle. Using its powers, she created a heroic identity for herself as the Vixen. She was only active on two occasions as a solo operator, fighting poachers in India¹⁴ and Admiral Cerebrus.¹⁵

When the Justice League of America was reorganized by Aquaman, she applied for full-time League membership and was accepted. During her time with the JLA, the totem was taken from her by General Maksai, who still sought the power it could endow. The totem would only grant its full power to those who would use it to protect the innocent, and caused Maksai to be transformed into a raging beast. Maksai was killed in battle with Vixen.¹⁶

Vixen continued with that particular incarnation of the JLA until it was disbanded by the Martian Manhunter.¹⁷

She served as a volunteer for a variety of world-aid organizations in Ethiopia for a year, then returned to the U.S. to resume her career as a model.

SQUAD HISTORY:

While working on a photo shoot in the Caribbean, all of the members of a modeling party except Mari were killed by drug smugglers. Mari sought assistance in tracking down the killers from the U.S. Government, who referred her to Amanda Waller. Vixen was offered the chance to avenge her friends by acting as a Squad operative on *Operation Cujo*.

Along with Captain Boomerang and Black Orchid, Vixen infiltrated the drug smugglers' operation. When their cover was blown, Mari followed Cujo, and driven berserk by bloodlust, killed the criminal kingpin. Horrified at the dark side of her nature, Vixen has continued with Task Force X in the hope that its psychiatrists can help her control her "animal side."

PSYCHOLOGICAL PROFILE:

— Dr. Marnie Herrs

Mari is an interesting case study. The deaths of her mother and father at the hands of criminals drives her to compensate by fighting crime. She seems somewhat uncomfortable when fighting highly-powered opponents in exotic settings (such as the entities encountered during *Operation Nightshade*), but her time with the Justice League of America has helped her to adapt.

Whether Mari's animal-like bloodlust is caused by the supposedly mystic talisman she wears or her own subconscious remain to be seen. Mari feels intense guilt over her savage outbursts and often suffers fits of depression afterwards. Ironically, it may have been one such depression that led her to continue as a full-time member of the Squad. I hope that she will eventually accept her new comrades as something other than a way to torment herself for her imagined crimes.

ENDNOTES: Core Members

- 1 Action Comics #552
- 2 Adventure Comics #248
- 3 Richard Dragon, Kung Fu Fighter #1
- 4 DC Comics Presents #39
- 5 Flash #117
- 6 Batman #59
- 7 Legends #1
- 8 Strange Adventures #187
- 9 DC Comics Presents #77
- 10 The Brave & The Bold #166
- 11 Secret Origins #28
- 12 Captain Atom #14
- 13 Shade the Changing Man #1-5
- 14 Action Comics #521
- 15 DC Comics Presents #68
- 16 Justice League of America #239
- 17 Justice League of America #261

Fifth File:

Mission Specialists

The designation "Mission Specialist" is applied to members of the Suicide Squad who have participated only in a single case or two. Some are criminals who decided not to remain with the team and left under the terms of the standard agreement. Others are heroes and heroines who have joined the team briefly for personal reasons, then returned to their normal pursuits.



CAPTAIN COLD *alias Leonard Snart*

DEX: 4	STR: 3	BODY: 5
INT: 6	WILL: 4	MIND: 3
INFL: 3	AURA: 2	SPIRIT: 2
INITIATIVE: 13		HERO POINTS: 45

SKILLS:

Charisma: 3, Gadgetry: 6, Scholar (Cryogenics): 5, Weaponry (Exotic: Cold Gun): 8

EQUIPMENT:

Cold Gun

DEX: 0	STR: 0	BODY: 4
INITIATIVE: 0		
CHARGES: IPS		
COST: 289 HPs + \$115K		

POWERS:

Ice Production: 12, Illusion: 7

LIMITATIONS:

Power: Illusion can only be used to generate optical illusions. The images created by the Cold Gun cannot directly cause damage, although unwary opponents might be tricked into damaging themselves by slamming into a wall, falling off of a building, or some similar accident.

Cold Suit

DEX: 0	STR: 0	BODY: 4
INITIATIVE: 0		
CHARGES: N/A		
COST: 84 HPs + \$2400		

POWERS:

Icing: 8

LIMITATIONS:

Minor Irrational Attraction to cold-motif crimes.

CONNECTIONS:

Flash's Rogues' Gallery (High), Golden Glider (High), Secret Society of Super-Villains (High), Task Force X (Low)

MOTIVATION:

Greed

WEALTH:

Comfortable

JOB:

Criminal

RACE:

Human

HISTORY:

Leonard Snart has a minor criminal record prior to his first appearance as Captain Cold. Snart has bragged that he designed an experimental gun and charged it with radiation from a cyclotron in an attempt to thwart the Flash. Snart's design, combined with the radiation, provided him with a weapon capable of generating extremely cold temperatures.¹

Snart fought the Flash on many occasions and was always defeated by the Scarlet Speedster. Captain Cold was a charter member of the Secret Society of Super-Villains in its first incarnation. He was recently recaptured by the bounty hunter known as Manhunter.²

PSYCHOLOGICAL REPORT:

— *Dr. Andruv Martin*

Snart is a ruthless criminal, always looking out for himself. In many ways, his attitude is similar to Captain Boomerang's, and it is highly recommended that any attempts by the two to join forces be carefully guarded against.

RECRUITED FOR: *Operation Meta*

CHRONOS *alias David Clinton*

DEX: 5	STR: 4	BODY: 5
INT: 9	WILL: 10	MIND: 8
INFL: 5	AURA: 4	SPIRIT: 3
INITIATIVE: 19		HERO POINTS: 45

SKILLS:

Gadgetry: 10, Scholar (Temporal Physics): 12, Scientist: 6, Vehicles (Air): 2, Weaponry: 8

EQUIPMENT:

Exploding Hourglasses (4)

DEX: 0	STR: 0	BODY: 3
INITIATIVE: 0		
CHARGES: 1		
COST: 62 HPs + \$900		

POWERS:

Bomb: 6

SPECIAL:

Range is equal to the thrower's STR.

Wristwatch Shooter

DEX: 0	STR: 0	BODY: 2
INITIATIVE: 0		
CHARGES: 2		
COST: 204 HPs + \$20K		

POWERS:

Projectile Weapons: 8, Poison Touch: 10

Flying Sundial Platform

DEX: 0	STR: 9	BODY: 5
INITIATIVE: 0		
CHARGES: 40		
COST: 340 HPs + \$34K		

POWERS:

Flight: 10, Projectile Weapons: 10

LIMITATIONS:

Catastrophic Irrational Attraction to clock or time-motif crimes.

CONNECTIONS:

Injustice Gang of the World (High), Task Force X (Low)

MOTIVATION:

Greed

WEALTH:

Comfortable

JOB:

Criminal

RACE:

Human

HISTORY:

David Clinton is a petty thief who became obsessed with time while "serving time" in prison.³ Upon his release, he assumed the identity of Chronos, the Time-Thief. Clinton became one of the world's foremost unaccredited experts on temporal physics and adapted many ways to put his discoveries to criminal use. As Chronos, Clinton fought the Atom on many occasions. He later moved to Chicago, which brought him into conflict with the Blue Beetle.⁴

Chronos was captured after his first battle with the Blue Beetle. He was transferred to Belle Reve and recruited to help the Squad's efforts against William Heller. His contribution (a time-stop device) made the mission a success, and he was released from prison. He apparently returned to Chicago, where he was seen battling Blue Beetle again.

PSYCHOLOGICAL REPORT:

— *Dr. Charles Frasnier*

Chronos is cool and collected. He is obsessed with the concept of time and his vast arsenal is consistent with this clock motif. He would probably accept the terms of Task Force X's standard deal, but it is unlikely he would wish to continue as a government agent.

RECRUITED FOR:

Operation William Hell

JAVELIN *alias Unknown*

DEX: 8	STR: 5	BODY: 6
INT: 5	WILL: 4	MIND: 4
INFL: 5	AURA: 4	SPIRIT: 3
INITIATIVE: 18 (26) HERO POINTS: 40		

SKILLS:

Acrobatics (Dodging): 4, Martial Artist 8, Gadgetry: 6, Weaponry (Exotic: javelins): 10

EQUIPMENT:

Javelins (4)

DEX: 0	STR: 6	BODY: 3
INITIATIVE: 0		
CHARGES: 4		
COST: 64 HPs + \$900		

Explosive Javelin

DEX: 0	STR: 0	BODY: 3
INITIATIVE: 0		
CHARGES: 1		
COST: 86 HPs + \$2200		

POWERS:

Bomb: 8

Cluster Javelin

DEX: 0	STR: 0	BODY: 3
INITIATIVE: 0		
CHARGES: 1		
COST: 83 HPs + \$600		

POWERS:

Bomb: 4, Claws: 5

SPECIAL:

The Cluster Javelin is designed to break apart into fragments when it hits its target(s). When used in an Attack, it breaks into 1-10 fragments which make a Multi-Attack against all Characters within the range of its Bomb Power. This Multi-Attack does *not* receive a Column Shift penalty. The AV of the Attack is the APs of Bomb (4), and the EV is the APs of Claws (5).

Jet Boots

DEX: 0	STR: 2	BODY: 3
INITIATIVE: 0		
CHARGES: 10		
COST: 111 HPs + \$3200		

POWERS:

Flight: 8, Flame Project: 3

CONNECTIONS:

European Underworld (Low), Task Force X (Low)

MOTIVATION:

Mercenary

WEALTH:

Comfortable

JOB:

Criminal

RACE:

Human

HISTORY:

Javelin's only criminal appearance in the United States was when he was hired to attack Ferris Aircraft by Jason Block, a Congressman with a grudge against Carl Ferris.⁵ All of his activities prior to that incident were as a criminal mercenary in Europe.

Javelin's assault on Ferris was foiled by Green Lantern. Javelin was put in an American prison, awaiting extradition.

Javelin was transferred to Belle Reve Penitentiary where he was offered and accepted Task Force X's normal deal. While awaiting assignment, Javelin accompanied the team to the Soviet Union in its attempt to recover Nemesis. Javelin has since been transferred back to captivity, while Task Force X awaits a chance to utilize his abilities.

PSYCHOLOGICAL REPORT:

— *Dr. Andruv Martin*

The man known as Javelin is an acceptable security risk. He seems to have little interest in continuing his criminal

career in the United States, and would probably return to Europe after his pardon.

RECRUITED FOR:

Operation Nemesis (unofficial)

KILLER FROST *alias Louise Lincoln*

DEX: 6	STR: 4	BODY: 8
INT: 4	WILL: 3	MIND: 3
INFL: 10	AURA: 6	SPIRIT: 6
INITIATIVE: 20 HERO POINTS: 55		

POWERS:

Flight: 5, Ice Control: 18, Ice Production: 16, Skin Armor: 6, Vampirism: 10

SKILLS:

Gadgetry: 3, Scientist: 6, Scholar (Cryogenics): 7

LIMITATIONS:

Minor Irrational Attraction to killing men.

Power: Vampirism has a range of Touch (use DEX as the AV).

Miscellaneous: Killer Frost goes into a state of hibernation if temperatures reach zero degrees Fahrenheit or lower.

VULNERABILITIES:

Fatal: Extreme subzero temperatures.

Fatal: Must use her Vampirism every 15 APs of time or die (unless in hibernation).

CONNECTIONS:

Firestorm villains (High), Task Force X (Low)

MOTIVATION:

Psychopath

WEALTH:

Comfortable

JOB:

Criminal

RACE:

Human

HISTORY:

Dr. Louise Lincoln was a college classmate of Crystal Frost, the original Killer Frost. The original Frost's powers began to kill her, and she turned to Lincoln, an expert in the field of cryogenics, for help. After Frost's death, Lincoln became obsessed with her deceased friend. Lincoln began to believe that her college friend had deserved to live more than she did herself. Lincoln duplicated the accident that created the first Killer Frost and became the new Killer Frost. Lincoln hated Firestorm and allied herself with Plastique in an attempt to kill him, but both females were defeated when Firehawk intervened.⁶



When Firestorm turned renegade, Lincoln was offered a commuted sentence in return for helping to capture him. The Squad's mission fell apart and the JLI took Frost into custody, returning her to Belle Reve. Since the mission was not successfully completed, her pardon was not offered and she is still imprisoned.

PSYCHOLOGICAL REPORT:

— *Dr. Gregor Meadows*

Although Lincoln is not as insane as her predecessor, she is still mentally unstable. Her personality disorders make her a natural for the Squad, so it is possible that she may be asked to serve in future missions in return for psychiatric treatment.

RECRUITED FOR: *Operation Firebreak*

THE PARASITE <i>alias Rudy Jones</i>			
DEX: 7	STR: 7	BODY: 9	
INT: 3	WILL: 5	MIND: 3	
INFL: 5	AURA: 3	SPIRIT: 3	
INITIATIVE: 15		HERO POINTS: 110	

POWERS:

Mind Drain: 20, Power Drain: 30, Vampirism: 20, Spiritual Drain: 20

SKILLS:

Vehicles (Land): 3

LIMITATIONS:

Power: Powers acquired through Power Drain may only be retained at full strength for 2 APs of time (four phases). He loses 4 APs of acquired Powers per phase thereafter.

Power: Powers and Attributes may only be Drained from living beings. Catastrophic Irrational Attraction to draining life forces from beings around him.

VULNERABILITIES:

Common Miscellaneous: Acquires all Limitations and Vulnerabilities of Powers taken from another Character.

CONNECTIONS:

S.T.A.R. Labs (Low), Task Force X (Low)

MOTIVATION:

Psychopath

WEALTH:

Not Applicable

JOB:

Psychopath

RACE:

Strange Humanoid

HISTORY:

Rudy Jones was working at S.T.A.R. Labs, when he was somehow exposed to radiation from a toxic waste canister which transformed him into an energy-hungry Parasite. He battled Firehawk and Firestorm, but was defeated when the Nuclear Man discovered a fundamental limitation to Jones' powers.⁷

Jones was shipped to Belle Reve for special imprisonment. He was assigned to Task Force X by special order of National Security Council liaison Derek Tolliver when Firestorm turned renegade. On Tolliver's authority, the Parasite was taken on *Operation Firebreak*, then unleashed when it looked like Firestorm was going to escape from the Squad at Times Square.

Jones, energy-starved by his long imprisonment, ignored his orders and went on a rampage. He killed Multiplex and drained powers from most of the Justice League members present. The Parasite was defeated when Firestorm forced him to burn up all of his powers. The Parasite was returned to Belle Reve and is currently imprisoned. He is only allowed to drain enough life energy from rats to keep him alive.

PSYCHOLOGICAL REPORT:

— *Dr. Charles Frasnier*

The Parasite feeds on whatever or whomever he can. This makes him an unreliable teammate at best, and he should not be assigned to any future missions. His current comatose state makes further psychoanalysis impossible.

RECRUITED FOR: *Operation Firebreak*

THE PENGUIN <i>alias Oswald Chesterfield Cobblepot</i>			
DEX: 2	STR: 2	BODY: 4	
INT: 8	WILL: 6	MIND: 6	
INFL: 6	AURA: 3	SPIRIT: 6	
INITIATIVE: 16 (24)		HERO POINTS: 45	

SKILLS:

Gadgetry: 10, Martial Artist: 8, Vehicles: 10, Weaponry: 10, Scholar (Ornithology, Shakespeare): 8

EQUIPMENT:

Omni-Gadgets (3)	
CLASS A:	10
CLASS C:	10
CLASS D:	10
CHARGES:	3
COST: *HPs + \$30K	

NOTE:

The Penguin's Omni-Gadgets are built into his umbrella.

LIMITATIONS:

Serious Irrational Attraction to bird-motif crimes.

CONNECTIONS:

Gotham Underworld (High), Arkham Asylum (Low), Task Force X (Low)

MOTIVATION:

Thrill Seeker

WEALTH:

Affluent

JOB:

Criminal

RACE:

Human

HISTORY:

Oswald Cobblepot's tyrannical mother was obsessed with having her child carry an umbrella because his father had died of pneumonia, supposedly because he had gone out into the rain without an umbrella. When the elder Cobblepot died and the shop he owned was seized by creditors, Oswald was driven to commit crimes. Because of his physical resemblance to a penguin, he was held in disdain by most criminals. Cobblepot adopted the umbrella as a weapon and wore a full-dress suit which accentuated his resemblance to his namesake.⁸ As the Penguin, Cobblepot became a force to be reckoned with in the Gotham City underworld.

The Penguin fought the Batman on many occasions. Over the years, he has occasionally gone into semi-retirement. He has apparently fallen in love with a female bird enthusiast, but was returned to jail for illegally hiring parolees who could not get jobs anywhere else.⁹ Offered a commuted sentence by Task Force X in return for his services, he orchestrated the Squad's assault on a Soviet prison. He remained honest during the mission and was released. He promptly stole a diamond necklace for his fiancée and was recaptured by the new Manhunter.¹⁰

PSYCHOLOGICAL REPORT:

— *Dr. Charles Frasnier*

While the Penguin's lack of physical ability makes it unlikely he will attempt to betray the Squad during a mission, he is extremely wily and therefore should not be underestimated.

RECRUITED FOR: *Operation Firebird*

PLASTIQUE <i>alias Unknown</i>					
DEX:	6	STR:	3	BODY:	5
INT:	5	WILL:	5	MIND:	4
INFL:	5	AURA:	3	SPIRIT:	3
INITIATIVE:	16 (20)		HERO POINTS: 40		

POWERS:

Bomb: 10

SKILLS:

Acrobatics: 3, Charisma: 4, Martial Artist: 4, Spy: 2, Military Science (Demolitions): 5

CONNECTIONS:

Firestorm villains (High), Quebec Separatist Groups (High), Terrorists (Low)

MOTIVATION:

Mercenary

WEALTH:

Comfortable

JOB:

Terrorist

RACE:

Human

HISTORY:

The woman known as Plastique originally came to public attention as a member of a band of extremist French Quebec separatists. Wearing a suit covered with plastic explosives, she attempted to hold a New York skyscraper hostage, only to be defeated by Firestorm.¹¹

While in prison, Plastique was given a special serum, the results of "Project Bomb-Burst." From it, she gained the ability to project explosive force from her fingertips. Now a living bomb, Plastique allied herself with the second Killer Frost (see individual entry) and attempted to

destroy Firestorm. The pair was defeated by the combined forces of Firestorm and Firehawk.¹²

Somehow, Plastique escaped prison again and attempted to simultaneously assassinate the President of the United States and the Prime Minister of Canada.¹³ She was foiled by Captain Atom and sent to Belle Reve. It was decided she would be useful against the Jihad, and was recruited for the assault on the terrorists' mountain fortress. She seemingly accepted the terms, but attempted to betray the Squad once they arrived at the target site. She was foiled by Nemesis and returned to Belle Reve, where she was brainwashed into forgetting Task Force X.

Plastique was later rescued by her terrorist comrades, who apparently disbanded their separatist organization. Plastique now hires out her services. She was recently reported to be active in Cambodia by Captain Atom, but she somehow escaped the hero and is currently on the loose.¹⁴

PSYCHOLOGICAL REPORT:

— *Dr. Simon LaGrieve*

Obviously, Plastique was not the reliable agent Dr. Martin first thought. Her attraction to the violence of terrorism apparently overwhelmed her common sense. This led her to throw in her lot with the Jihad. If she had been approached after the disbanding of her old organization, she might have remained loyal.

RECRUITED FOR: *Operation Jotunheim*

THE PRIVATEER <i>alias Mark Shaw</i>					
DEX:	10	STR:	5	BODY:	6
INT:	6	WILL:	9	MIND:	5
INFL:	9	AURA:	4	SPIRIT:	6
INITIATIVE:	25 (35)		HERO POINTS: 60		

POWERS:

Danger Sense: 5, Directional Hearing: 4, Extended Hearing: 4

SKILLS: *linked*

Acrobatics: 10*, Charisma: 9*, Detective (ID Systems, Law, Police Procedure): 6*, Martial Artist: 10*, Military Science: 6*, Spy (Coding, Photo Interpretation): 6*, Thief: 6, Vehicles: 6, Weaponry: 10*

EQUIPMENT:

Rapier					
DEX:	0	STR:	2	BODY:	1
INITIATIVE:	0				
CHARGES:	30				
COST:	45 HPs + \$350				

POWERS:

Claws: 4

NOTE:

If the flat of the Rapier's blade is used for an attack, the EV is its STR (2); if the point is used, the EV is the APs of Claws (4).

CONNECTIONS:

The Key (Low), The Manhunters (Low), Task Force X (Low)

MOTIVATION:

Seeks Justice

WEALTH:

Struggling

JOB:

Adventurer

RACE:

Human

HISTORY:

Mark Shaw was a district attorney on the East Coast who was frustrated by the lack of justice he perceived in the legal system. Shaw was approached by a group of semi-mythical bounty hunters known as the Manhunters and recruited into their organization.¹⁵

The Manhunters and Shaw fought the original Justice League of America. The League's reports of the Manhunters' goals are somewhat vague and indicate an extraterrestrial nature. In any case, their nature as androids was revealed and Shaw turned against them.¹⁶

Shaw adopted the identity of the Privateer and aided the JLA several times. The brainwashing of the Manhunters soon drove him to commit criminal acts, and he allied himself with Snapper Carr and the Key to create the identity of the Star-Tsar. His plans were thwarted by the Red Tornado.¹⁷

Shaw remained in prison for several years, until it was decided that the Suicide Squad would take on the Manhunters. As an expert on the androids, Shaw was recruited as a Squad member in return for his freedom. His aid was crucial in the Manhunters' defeat, and he decided to take advantage of his pardon to become a freelance bounty hunter.

Shaw has accepted a mission from Mrs. Waller to track down Argent, the missing government covert group which vanished in the late fifties. In addition to this ongoing assignment, he has recently begun operating in New York as a hunter of costumed criminals, once again using the codename Manhunter.¹⁸

PSYCHOLOGICAL REPORT:

— *Dr. Simon LaGrieve*

Shaw is a perfect example of an idealistic young man whose ideals have been misguided. With the help of our psychiatrists, Shaw was cured of the effects of the Manhunters' brainwashing. He has a thirst for excitement that a position as a core member of the Suicide Squad could not satisfy.

RECRUITED FOR: *Operation Manhunter*

SLIPKNOT *alias Unknown*

DEX: 9	STR: 5	BODY: 5
INT: 4	WILL: 4	MIND: 5
INFL: 5	AURA: 5	SPIRIT: 4
INITIATIVE: 18 (24) HERO POINTS: 45		

SKILLS: **linked*

Scholar (Chemistry): 5, Weaponry (Exotic: ropes): 9*, Acrobatics: 9*, Gadgets: 5, Martial Artist: 6

EQUIPMENT:

Slipknot's Ropes

DEX: 0	STR: 9	BODY: 6
INITIATIVE: 0		
CHARGES: 10		
COST: 144 HPs + \$3000		

LIMITATIONS:

Miscellaneous: With the loss of his left hand, Slipknot's DEX and all DEX-linked Skills are reduced 4 APs. His Initiative would now be 13 (19)

CONNECTIONS:

Firestorm villains (High), Task Force X (Low), 2000 Committee (Low)

MOTIVATION:

Greed

WEALTH:

Comfortable

JOB:

Assassin

RACE:

Human

HISTORY:

Little is known of the man who calls himself Slipknot. He was a chemist who developed a super-strong adhesive. Combining his discovery with his acrobatic skills and his mastery of the lariat, he took the codename Slipknot. He was hired by the 2000 Committee to kill Firestorm but was defeated by the Nuclear Man.¹⁹

Slipknot was later recruited by Multiplex to join forces with several other villains to battle Firestorm and the Blue Devil, but the conglomeration of felons was defeated by the heroes.²⁰ Back in jail, Slipknot came to the attention of Task Force X when a team of Firestorm's opponents was assembled to capture the hero when he turned renegade. Slipknot was neutralized by Mister Miracle when the Squad and the new Justice League clashed in Times Square. He was taken into custody by the League, and then returned to Belle Reve.

Slipknot was given a second chance to earn his pardon by participating in *Operation Manhunter*. He believed that the explosive bracelet was a bluff, so he fled and the resulting explosion cost him his left hand. He is in custody of Belle

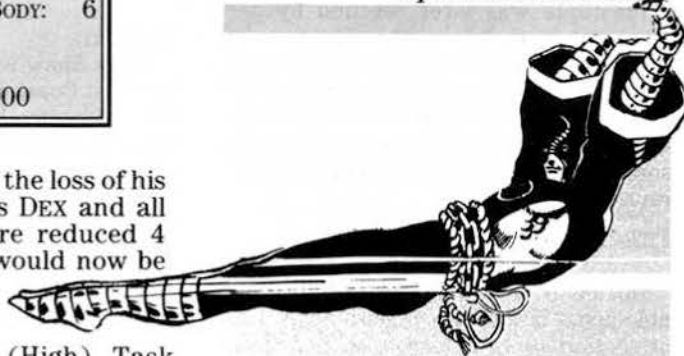
Reve, but his handicapped condition makes it unlikely that he will participate in future missions.

PSYCHOLOGICAL REPORT:

— *Dr. Boo Fuller*

Slipknot is in many ways, an "average" villain. He is an overconfident braggart when on top of the situation, but reverts to cowardice when things go against him. His depression upon his first defeat was so great that he became an alcoholic. In addition to treatment for his injuries, Slipknot is undergoing detoxication therapy.

RECRUITED FOR: *Operation Firebreak*
Operation Manhunter

**SPEEDY** *alias Roy Harper*

DEX: 6	STR: 3	BODY: 5
INT: 4	WILL: 6	MIND: 5
INFL: 5	AURA: 4	SPIRIT: 4
INITIATIVE: 15 (19) HERO POINTS: 50		

SKILLS:

Acrobatics: 4, Detective: 5, Martial Artist: 4, Gadgets: 5, Weaponry (Exotic: bow & arrows): 7

EQUIPMENT:

Bow

DEX: 0	STR: 8	BODY: 5
INITIATIVE: 0		
CHARGES: 50		
COST: 112 HPs + \$2600		

ARROWS:

Bola Arrows (2), Explosive Arrows (1), Grappling Hook Arrows (2), Handcuff Arrows (1), Net Arrows (2), Parachute Arrows (1), Smoke Arrows (3), Stun Arrows (5), Regular Arrows (5)
See the *Hardware Handbook* for more information on Speedy's arrows.

CONNECTIONS:

Green Arrow (High), The New Titans (High), U.S. Government (High), Task Force X (Low), United Nations (Low)

MOTIVATION:

Seeks Justice

WEALTH:

Comfortable

JOB:

Narcotics Agent

RACE:

Human

HISTORY:

The protege of Green Arrow, Speedy was a member of the original Teen Titans. After a personal experience with drug addiction,²¹ he became a government agent working with drug enforcement agencies. He has fought alongside the New Teen Titans occasionally, but primarily does government work now.

When the Drug Enforcement Agency asked Amanda Waller to assist them in putting a major cocaine dealer out of business, Speedy was sent as a liaison. He performed adequately, but the mission affected only a fraction of the total drug trafficking in the States. After the mission, Speedy returned to his normal pursuits.

PSYCHOLOGICAL REPORT:

— *Dr. Simon LaGrieve*

Harper is one of the few heroes that the government trusts as a semi-free agent. The young man had a bad personal experience with drugs several years back, and makes up for it by fighting drug-dealers whenever possible. He was not under examination during his brief time at Belle Reve. A reliable teammate, he has proven his value in many missions prior to his Task Force X involvement.

RECRUITED FOR: *Operation Cujo*

ENDNOTES: Mission Specialists

- Showcase #8
- Manhunter #1
- The Atom #3
- Blue Beetle #10
- Green Lantern #173
- Fury of Firestorm #34-35
- Fury of Firestorm #58
- Detective Comics #58
- Batman Annual #11
- Manhunter #1
- Fury of Firestorm #7
- Fury of Firestorm #35
- Captain Atom #2
- Captain Atom #7-8
- First Issue Special #5
- Justice League of America #143
- Justice League of America #149-150
- Manhunter #1
- Fury of Firestorm #28
- Fury of Firestorm #45-47
- Green Lantern/Green Arrow #85

Sixth File:

Casualties

This section contains those members of the Suicide Squad who have died on missions.

BLOCKBUSTER *alias Mark Desmond*

DEX:	5	STR:	10	BODY:	12
INT:	1	WILL:	4	MIND:	6
INFL:	2	AURA:	2	SPIRIT:	8
INITIATIVE:	8 HERO POINTS: 60				

POWERS:

Growth: 1, Skin Armor: 8

LIMITATIONS:

Miscellaneous: Mute.

Catastrophic Irrational Attraction to hating the Batman.

CONNECTIONS:

Bleak Rock, West Virginia (High),
Bruce Wayne (Low), Task Force X
(Low)

MOTIVATION: Psychopath

WEALTH: Struggling

JOB: Mine Worker

RACE: Human

HISTORY:

A prodigy in the field of chemistry, Mark Desmond was a frail youth who experimented with endocrine treatments in order to increase his musculature. When he drank an untested serum, Desmond's body grew to incredible proportions, but his mind was irreparably damaged, turning him into a mindless brute. Roland, Mark's criminal brother, taught Blockbuster to hate the Batman.¹

Batman eventually defeated Blockbuster and turned him over to S.T.A.R. Labs. Their attempts to cure him failed, and Desmond escaped on several occasions to fight the Batman. He was made a member of the Secret Society of Super-Villains by the Wizard, but the group was defeated by the original Justice League of America and Blockbuster was returned to S.T.A.R.²

Blockbuster escaped shortly thereafter. After another battle with the Batman, Blockbuster found himself in Bleak Rock, West Virginia, where he was befriended by the townspeople after rescuing a group of workers during a mining accident. The Batman tracked Blockbuster down, but left him in Bleak Rock after seeing that Blockbuster, respected as a hero in the small town, was no longer a threat.

When the government investigated reports of a strange, inhumanly strong being in the small coal-mining community, they discovered Blockbuster's presence. Believing himself to be a hero, Blockbuster was easily convinced to battle Brimstone as part of the Suicide Squad. Snatched up by the fiery behemoth during the battle at Mount Rushmore, Blockbuster was instantly incinerated.

PSYCHOLOGICAL REPORT:

— *Dr. Gregor Meadows*

Blockbuster suffers from what we in the psychiatric profession term the Frankenstein Syndrome. When treated as a monster, he acted the part. When welcomed as a friend by the people of Bleak Rock, he became a force for good. He is simple-minded and prone to berserk rages. He should be emotionally handled with care, but his strength should prove a valuable asset to the team in future missions.

OCCURENCE OF DEATH:

Operation Brimstone

MINDBOGGLER *alias Unknown*

DEX:	4	STR:	2	BODY:	3
INT:	6	WILL:	5	MIND:	6
INFL:	4	AURA:	4	SPIRIT:	3
INITIATIVE:	14 HERO POINTS: 40				

POWERS:

Illusion: 12

SKILLS:

Thief (Stealth): 3

LIMITATIONS:

Power: Illusion does not affect beings that Mindboggler is not aware of.

CONNECTIONS:

Assassination Bureau (High), Firestorm villains (High), Task Force X (Low)

MOTIVATION: Mercenary

WEALTH: Struggling

JOB: Assassin, later Secretary

RACE: Human

HISTORY:

The woman known as Mindboggler was an agent of the Breathtaker, the head of the Assassination Bureau, the freelance organization that supplied minor league

villains to organized crime as hired killers. The Bureau was hired by a mysterious covert organization to kill Firestorm. Mindboggler's power proved to be highly effective against the nuclear hero, but he was still able to overcome her control and defeat her.³

Mindboggler, who had worked for the Breathtaker only because her power required periodic recharges, decided to help Firestorm and Firehawk and led them to the headquarters of the organization that had hired her. Firestorm let her go free. Investigation revealed that for several months, Mindboggler tried to live a normal life as a secretary. She later accepted Multiplex's offer to join a group of Firestorm villains that attacked the hero. The group was defeated, and Mindboggler was imprisoned for the first time.⁴

During her imprisonment, she came to the attention of Amanda Waller, and was offered a place in the Suicide Squad for their first official mission against the Jihad. She had expressed some interest in accepting a permanent position with the group once she had proven herself, but she was killed by the Jihad's leader, Rustam, during the course of the operation.

Mindboggler's mind was transferred into a magnetic storage containment unit by the Jihad's scientists, who gained access to what little Mindboggler knew about Task Force X. They reprogrammed her as a fighting unit called Ifrit that was similar in design to the Djinn (see individual file). She was part of the Jihad team that attacked New York City, but was captured by Colonel Flag and is currently being analyzed by our scientists in the hopes that they can return her to a normal semblance of life.

PSYCHOLOGICAL REPORT:

— *Dr. Marnie Herrs*

More of a confused young woman than a hardened criminal, Mindboggler turned to crime when she needed the Breathtaker to stabilize her powers. She tried to go straight on at least one occasion, but she returned to crime because she felt she could not do anything else. It was likely that she would have continued with the Squad if offered the opportunity.

OCCURENCE OF DEATH:

Operation Jotunheim

MR. 104 *alias John Dubrovny*

DEX: 6	STR: 3	BODY: 5
INT: 6	WILL: 4	MIND: 4
INFL: 3	AURA: 3	SPIRIT: 3
INITIATIVE: 15 HERO POINTS: 50		

POWERS:

Molecular Chameleon: 10, Transmutation: 15

NOTE:

Mr. 104 does not need to touch a substance to use Molecular Chameleon to duplicate it.

SKILLS:

Scientist: 6, Scholar (Molecular Engineering): 6

CONNECTIONS:

Task Force X (Low)

MOTIVATION:

Mercenary

WEALTH:

Affluent

JOB:

Engineer

RACE:

Human

HISTORY:

John Dubrovny was a molecular engineer who lived an average life. Considered a nonentity by everyone who knew him, Dubrovny swore to make a name for himself. While experimenting with a way to transmute lead to gold, Dubrovny accidentally discovered a process that allowed him to transform his body into any known element or combination of elements. Naming himself Mr. 103, Dubrovny went on a criminal rampage that brought him into conflict with the original Doom Patrol.⁵

Dubrovny was defeated, and his power was rendered useless by the man known as the Chief. Mr. 103 later found a way to overcome the Chief's treatment and fought the Doom Patrol again. At the end of that battle, the atoms of his body were dissipated into the upper atmosphere.

Dubrovny eventually reformed himself thanks to a surge of electricity from a lightning storm. With the discovery of a new element, Dubrovny now called himself Mr. 104 and battled Robotman and the Changeling, the only survivors of the Doom Patrol.⁶ He was beaten again, and was taken to Belle Reve for incarceration. He accepted the usual Task Force X arrangement for convicted criminals and undertook a Squad mission to Nicaragua. Dubrovny was killed by a member of the Rocket Red Brigade while on this mission.

PSYCHOLOGICAL REPORT:

— *Dr. Charles Frasnier*

Dubrovny has gone from being a nonentity to a frothing-at-the-mouth villain. He has violent mood swings, ranging from

a sulking depression to a maniacal frenzy. Virtually the only consistent emotion he displays is the resentment he feels towards the original Doom Patrol. He is well-versed in the use of his powers, but a coward in the face of any challenge.

OCCURENCE OF DEATH:

Operation Hawk

MULTIPLEX *alias Danton Black*

DEX: 7	STR: 8	BODY: 7
INT: 5	WILL: 3	MIND: 4
INFL: 3	AURA: 2	SPIRIT: 2
INITIATIVE: 15 HERO POINTS: 50		

POWERS:

Energy Absorption: 12, Split: 32, Shrinking: 8

SKILLS:

Charisma: 3, Gadgetry: 4, Scholar (Nuclear Physics): 3, Scientist: 4, Vehicles (Land, Air): 3

LIMITATIONS:

Powers: Can only use Shrinking in conjunction with Split. Every two duploids he creates causes all duploids to Shrink 1 AP, down to a maximum of 8.

Powers: Must have an energy source to use Split. If cut off from the source of energy he is using, all of his duploids will vanish.

CONNECTIONS:

Firestorm villains (High), 2000 Committee (High), Task Force X (Low)

MOTIVATION:

Greed

WEALTH:

Comfortable

JOB:

Engineer

RACE:

Human

HISTORY:

Danton Black was Martin Stein's assistant when Stein was designing the Hudson Nuclear Facility. When the project was near completion, Black claimed that the design work was his. The plant was shut down while his claims were investigated. Black was present at the plant when it exploded, and the resulting radiation transformed him into Multiplex, a being with powers of nuclear fission.⁷ This explosion also may have had some part in the creation of Firestorm, as the Nuclear Man's first recorded appearance was at the Hudson Facility at the time.

Multiplex became the Nuclear Man's first opponent, and despite Firestorm's inexperience, Multiplex was easily

defeated. Black later worked for the same covert organization that employed Mindboggler.⁸ Sometime afterwards, he banded together several other Firestorm villains after gaining access to FBI files. He was recaptured at the end of that battle and returned to jail.⁹

When Firestorm turned renegade, the government ordered the Suicide Squad to apprehend him. Multiplex was one of several Firestorm villains that was recruited for the mission. During the battle in Times Square, the Parasite was freed. The green-skinned creature came upon Black, and hungry from his long confinement, absorbed Multiplex's powers, and then his life.

PSYCHOLOGICAL REPORT:

— *Dr. Boo Fuller*

Ironically, Multiplex shows flair as a team player. He has worked with groups before, takes orders well, and his powers are useful both for field combat and infiltration. He is also an unprincipled schemer and should be watched carefully at all times.

OCCURENCE OF DEATH:

Operation Firebreak

PSI *alias Gayle Marsh*

DEX: 7	STR: 8	BODY: 7
INT: 10	WILL: 9	MIND: 13
INFL: 8	AURA: 5	SPIRIT: 5
INITIATIVE: 25 HERO POINTS: 45		

POWERS: *linked*

Empathy: 9*, Flight: 9, Force Shield: 9*, Illusion: 9*, Telekinesis: 9*, Iron Will: 9*, Life Sense: 9*, Telepathy: 10*, Mind Blank: 13*, Mind Probe: 9*

LIMITATIONS:

Miscellaneous: Amnesiac.

VULNERABILITIES:

Attack Vulnerability: -4 Column Shifts versus Control or Hypnotism Attacks

CONNECTIONS:

Power Girl/Supergirl (Low), Task Force X (Low)

MOTIVATION:

Unwanted Power

WEALTH:

Struggling

JOB:

None

RACE:

Human

HISTORY:

Gayle Marsh was a normal child until she reached puberty, when she began to manifest psionic powers. Her family sent



her to the Institute for Higher Psychokinetic Study in Chicago, where they believed she could get help for her unique problems. At the Institute, Gayle came under the influence of Daniel Pendergast, a specialist in psionics who became her guardian after her parents were killed in a car crash.

Pendergast taught Gayle how to use her powers. The doctor believed that Decay, a vast unseen force, was causing corruption and disorder. Pendergast considered Gayle, whom he codenamed Psi, his warrior in the fight against chaos.

Pendergast unleashed Gayle on an unsuspecting Chicago populace, where she came into conflict with Power Girl.¹⁰ Power Girl attempted to convince Gayle that she was wrong to follow Pendergast's orders. Caught between two conflicting influences, Gayle suffered a mental breakdown. She used her powers to transform Pendergast into a living embodiment of Decay when the scientist tried to kill her. Gayle eventually destroyed her mentor and removed herself from the public eye.

Due to her nervous breakdown, Gayle suffered from amnesia. She was located

by the government, who offered to help her regain her memories in return for her assistance in a Suicide Squad mission to Nicaragua. Psi's powers proved indispensable, but she was caught unawares by an energy blast from one of the Rocket Reds and killed.

PSYCHOLOGICAL REPORT:

—*Dr. Marnie Herrs*

Gayle Marsh possesses vast power, but is inexperienced in its use. Stress from prior periods she has spent under another's mental domination have driven her to at least one nervous breakdown, resulting in

her amnesia. She believes she is a heroine, and her chances of betraying a mission are virtually nonexistent

OCCURENCE OF DEATH:

Operation Hawk

THE THINKER <i>alias Clifford Devoe</i>					
DEX:	4	STR:	2	BODY:	4
INT:	9	WILL:	7	MIND:	9
INFL:	5	AURA:	2	SPIRIT:	3
INITIATIVE:	18		HERO POINTS:	55	

SKILLS:

Charisma: 4, Gadgetry: 8, Scientist: 6, Vehicles: 3

EQUIPMENT:

Thinker Helmet					
DEX:	0	STR:	0	BODY:	4
INT:	4	WILL:	5	MIND:	0
INITIATIVE:	0				
CHARGES:	IPS				
COST:	440 HPs + \$10K				

POWERS: *linked*

Control: 5*, Illusion: 5*, Matter Manipulation: 4*, Mental Blast: 9, Teleportation: 5*, Telekinesis: 9

CONNECTIONS:

Injustice Society of the World (High), Keystone City Underworld (Low), Task Force X (Low)

MOTIVATION:

Mercenary

WEALTH:

Affluent

JOB:

Criminal Mastermind

RACE:

Human

HISTORY:

The Thinker was originally Clifford Devoe, a brilliant young district attorney in Keystone City. Devoe became convinced that crime did pay, and offered his services as a mastermind-for-hire to a number of criminal gangs. This brought Devoe into conflict with the original Flash, who defeated Devoe handily.¹¹ During World War II, the Thinker was a member of the original Injustice Society of the World, a conglomeration of villains who fought the JSA on many occasions.

Years later, Devoe was still battling both Flashes (Jay Garrick and Barry Allen). By this time, Devoe had obtained a "thinking cap," which gave him a number of enhanced psionic abilities. Despite the power of the cap and the presence of two allies, the Fiddler and the Shade, Devoe was defeated again.¹²

Devoe returned to crime several times, taking on the Justice Society as a member of a reformed Injustice Society.¹³ He also

fought both Atoms (Al Pratt and Ray Palmer), but continued to be defeated.

While in prison, the Thinker was approached by Task Force X, who wanted his services on a mission to Nicaragua. Now an old man, Devoe claimed to want a pardon so he could live out his life in peace. He acted as Colonel Flag's enforcer to keep the other Squad members in line, but was struck down by a surprise attack from his teammate, the Weasel.

According to Flag's report, Devoe avenged his own death. Flag was forced to don the Thinker's cap to complete the mission, and the helmet, acting on Devoe's last thought, killed the Weasel.

PSYCHOLOGICAL REPORT:

— *Dr. Andrui Martin*

Clifford Devoe is a very tired old man. His constant battles with heroes over the years have taken their toll on him, and he no longer has any desires other than to live in peace his final years. While he is still hale enough to be considered for a field operation, I do not believe that he will continue with the Squad any longer than he must to obtain his pardon.

OCCURENCE OF DEATH:

Operation Hawk

THE WEASEL <i>alias John Monroe</i>					
DEX:	6	STR:	4	BODY:	5
INT:	2	WILL:	3	MIND:	3
INFL:	7	AURA:	2	SPIRIT:	2
INITIATIVE:	15 (22)		HERO POINTS:	35	

SKILLS:

Acrobatics: 7, Charisma (Intimidation): 3, Martial Artist (Attack Advantage): 7

EQUIPMENT:

Weasel Suit					
DEX:	0	STR:	0	BODY:	5
INITIATIVE:	0				
CHARGES:	not applicable				
COST:	123 HPs + \$1600				

POWERS:

Claws: 7, Cling: 4

LIMITATIONS:

Catastrophic Irrational Attraction to Killing Combat.

CONNECTIONS:

Task Force X (Low)

MOTIVATION:

Psychopath

WEALTH:

Comfortable

JOB:

College Professor

RACE:

Human

HISTORY:

John Monroe was a student at Stanford University. Mentally unbalanced, he took offense at fellow students whom he felt ignored him. Monroe was really just such a nonentity that nobody ever noticed him.

Over the years, Monroe's bitterness over his time at Stanford grew. He eventually obtained a teaching position at Vandewater University in Pittsburgh.

Monroe rationalized that some former classmates of his, who had also obtained positions at Vandewater, were scheming to rob him of tenure. Crafting a costume based on one of his old nicknames, Monroe went on a rampage as the Weasel.

Monroe killed three classmates and a night watchman. The Weasel was defeated by Firststorm before he could kill a fourth victim, Professor Martin Stein.¹⁴

The Weasel was judged sane enough to be imprisoned in Belle Reve instead of Arkham Asylum. When the Hawk rescue mission was assembled, Monroe's bloodthirstiness was deemed useful for the assignment at hand. Unfortunately, the Weasel spent most of the mission attacking his teammates and members of the Doom Patrol who were independently trying to free Hawk. Colonel Flag, donning the Thinker's helmet, was forced to blast the Weasel by the Thinker's last mental command to the helmet. The Weasel was instantly killed.

PSYCHOLOGICAL REPORT:

— *Dr. Gregor Meadows*

I cannot in good conscience recommend the Weasel for any mission. His bloodthirstiness makes him a constant danger to friend and foe alike. Like his namesake, he will flee in the face of any remotely overwhelming challenge.

OCCURENCE OF DEATH:

Operation Hawk

ENDNOTES: Casualties

- 1 **Detective Comics #345**
- 2 **Secret Society of Super-Villains Annual #1**
- 3 **Fury of Firestorm #29-31**
- 4 **Fury of Firestorm #45-47**
- 5 **Doom Patrol (first series) #98**
- 6 **Teen Titans Spotlight #9**
- 7 **Firestorm #1**
- 8 **Fury of Firestorm #14-15**
- 9 **Fury of Firestorm #45-47**
- 10 **The Daring New Adventures of Supergirl #1.** (Psi fought Supergirl in the pre-*Crisis* universe)
- 11 **All-Flash #12**
- 12 **Flash #123**
- 13 **All-Star Comics #66**
- 14 **Fury of Firestorm #38-39**

Ground Crew

The core members of the Suicide Squad that go on the field missions are supported by a group of approximately thirty trained individuals. As well as serving as Belle Reve's prison staff, these people serve as the Squad's Ground Crew, provide security for the team's headquarters¹ and do logistical work for missions.

Besides security, which consists of three squadrons of seven men each, there are also eight individuals who have their special roles in the Ground Crew.

Amanda ("the Wall") Waller

HISTORY:

Amanda Blake was born in the Cabrini-Green housing projects in Chicago. She married Joseph Waller at the age of 18 and the couple had five children. The eldest, Joseph, Jr., was shot down by a street junkie, and their oldest daughter, Damita, was raped and mutilated by a street pusher. Joseph, Sr. went after the pusher, and both men were killed in an exchange of gunfire.

Swearing that the streets would not claim any more members of her family, Amanda sent her remaining three children through college, then went to college herself. Upon graduating with a Master's degree in political science, she went to work for an idealistic Congressional candidate and helped him get elected.

While researching a crime control bill, Waller discovered an old file on the original Suicide Squad. Deciding that the government needed a special group of ruthless, expendable agents, she used her influence to get the President to authorize a pilot team.²

Since then, Mrs. Waller has acted as the Operations Supervisor of Task Force X. She briefs teams on their assignments and has the final say on all matters. She answers only to the President. Her responsibilities have recently been broadened to include the supervision of Checkmate, a team of government agents put together to fight terrorist threats.³

PSYCHOLOGICAL REPORT:

— *Dr. Simon LaGrieve*

Amanda Waller has channeled her anger into a driving force. She is an intimidating figure, who has even faced down the Batman. Her strong sense of justice has led her to use the Squad to bust up a drug smuggling organization without government sanction of the mission.⁴ In many ways, Task Force X is held together by her personality and force of will.

Briscoe

HISTORY:

Briscoe is the ace pilot of the Ground Crew. He has served on *Operations Jihad*, *Firebird*, and *Cujo*. He nicknamed the attack helicopter Sheba after his deceased daughter and has made some personal modifications to the aircraft. He speaks in a short, abbreviated manner, which he has also adapted into a code for giving Sheba instructions over his wrist communicator.

PSYCHOLOGICAL REPORT:

— *Dr. Gregor Meadows*

Briscoe's only real love is Sheba. He sleeps in the helicopter even when she is in the Yeager Field hangar. He will not let anyone else fly her, and has modified the controls so that they will only respond to someone else if Briscoe himself has given a proper verbal code.

Dr. Simon LaGrieve

HISTORY:

Dr. La Grieve is the chief psychiatrist at Belle Reve. He supervises all psychotherapy for various inmates, which includes both the Squad members and regular prisoners. A zealous workaholic, he still devotes time to his wife whenever possible.

PSYCHOLOGICAL REPORT:

— *Dr. Andru Martin*

Dr. LaGrieve prefers to take the most serious psychiatric cases at Belle Reve himself, leaving assistants such as Marnie Herrs or myself to deal with the relatively stable members of the group such as Nemesis and Vixen. He can be tough with a patient when necessary, but this is usually just a facade to cover his own deep sense of caring.

Warden John Economos

HISTORY:

John Economos' primary job is supervising the books at Belle Reve, making sure that all financial records are kept in good order. He is superb at maintaining the prison's accounts, but is uncannily poor at keeping his own finances in order.

Economos has been married and divorced several times, and has very little money after paying alimony. No one at Belle Reve is quite sure how many times he has been married, but one of his ex-wives, Yvonne Callendar, works at Belle Reve as Chief Scientist.

PSYCHOLOGICAL REPORT:

— *Dr. Charles Frasnier*

John Economos gives an appearance of being somewhat bewildered, but in fact he is very competent administrator. He has had a great deal of turmoil in his personal life, and compensates by making a herculean effort to keep things running smoothly at Belle Reve.

Dr. Marnie Herrs

HISTORY:

Marnie is Dr. LaGrieve's primary assistant. She recently completed her internship before coming to Belle Reve. While she was in college, she wrote a thesis paper on penal reform that was widely acclaimed in the psychiatric community. LaGrieve is a friend of one of Marnie's college professors and thought the young woman could act effectively as his assistant at Belle Reve.

PSYCHOLOGICAL REPORT:

— *Dr. Simon LaGrieve*

Marnie lacks a certain experienced professionalism. She has become overly interested in Floyd Layton (Deadshot), which may be affecting her objectivity. I am aware of this situation, but have taken no decisive steps to force her to stop seeing Layton. I believe that she will eventually come to her senses. It is in her best interests to overcome this problem on her own.

Florence ("Flo") Crawley

HISTORY:

Flo Crawley is a young black woman who is a computer expert and handles all data storage at Belle Reve. Flo's main reason for requesting assignment to Belle Reve is her desire to become involved in field work. She looks forward to a time when her computer expertise will be required on an assignment. Mrs.

Waller has taken a motherly interest in the younger woman, and has no intention of sending Flo out on any missions.

PSYCHOLOGICAL REPORT: — *Dr. Andru Martin*

Flo has the mentality of a typical "hacker." She tends to forget that others do not know everything she does about computers. Flo often seems unaware of the real world outside of her computers. She gets so involved in her work that she will sometimes forget to eat or coordinate her clothing.

Reverend Richard Craemer

HISTORY:

Reverend Craemer is a middle-aged priest who was assigned to Belle Reve by his superiors, who disapproved of his interest in hands-on preaching to the masses. The Church is unaware of Belle Reve's true nature, although Craemer himself has been briefed on the existence of Task Force X and the Suicide Squad.

PSYCHOLOGICAL REPORT: — *Dr. Boo Fuller*

Reverend Craemer truly cares for others. He realizes that there is very little religious belief among the prisoners and Squad members. Nevertheless, he is still determined to bring spiritual strength to those who wish it. He acts as a confessor for those few practicing Catholics at the prison, most noticeably Eve Eden (Nightshade).

J. Daniel ("Murph") Murphy

HISTORY:

Murphy is a career prison guard, and he is not looking to advance any further than head of Belle Reve Security. He claims to hate his job, but he is aware of his natural affinity for his work.

PSYCHOLOGICAL REPORT: — *Dr. Gregor Meadows*

Murph tries to give an appearance of deeply cynicism, but this may be a facade. I believe that he really does care about the people around him, but he himself may not be aware of it.

Professor Yvonne Callendar

HISTORY:

Prof. Callendar is one of John Economos' ex-wives. She can be very intimidating, as she considers herself far more intelligent than any man she has ever met. Economos was one of the few men who was not scared off by her attitude, but the couple found themselves incompatible and broke up after three months of marriage. Despite their prior marital problems, Economos has a deep respect for Callendar's intellectual abilities and gave her the position of Chief Scientist at Belle Reve.

Her responsibilities include the supervision of those cells which contain paranormally powered prisoners, and the development of new methods of containment for previously-unknown villains.

PSYCHOLOGICAL REPORT: — *Dr. Charles Frasnier*

Ms. Callendar is attracted to men: any men. She admits her tastes are deplorable, and that she finds herself falling for the worst possible people. In spite of her scientific skills, she has been fired from several jobs by male superiors with whom she became romantically involved.

Mitchell ("Mitch") Sekofsky

HISTORY:

Mitch Sekofsky resembles a stereotypical blue collar worker, but he is a brilliant mechanic. He served a term in the Navy and was married several years ago. Shortly after getting divorced, Mitch was assigned by the Navy to Yeager Base as a technical supervisor. His skills so impressed Amanda Waller that she made him supervisor of all operations at Yeager.

PSYCHOLOGICAL REPORT: — *Dr. Marnie Herrs*

Mitch Sekofsky is a homosexual who is comfortable with himself, but he doesn't like what he calls "wackos." He and Briscoe do not get along very well, particularly when Mitch has

tried to keep the helicopter jockey from sleeping in Sheba. Sekofsky comes across as a real tough customer who does not take any grief.

Dr. Karin Grace (deceased)

HISTORY:

While Karin Grace was a medical consultant for the NASA's Astronaut Training Program, she met Rick Flag and the two became romantically involved. When Rick was put in charge of the Suicide Squad, he and Karin both became members.

The other two members of the Squad at that time, Jess Bright and Dr. Hugh Evans, had both fallen in love with Karin. She and Rick did not tell the pair of their relationship, believing it would affect the team's performance. During a mission in Cambodia, Bright and Evans learned the truth about Flag and Karin, then sacrificed their lives so the two lovers could escape. The shock caused Karin to have a nervous breakdown. She spent the next few years in a hospital.⁵

Grace eventually recovered with the help of the man she believed was Mark Shaw. Shaw was actually a Manhunter android who was subverting Grace's loyalties. Karin eventually became a member of Task Force X's Ground Crew. During the assault on the Manhunters' Earth base,⁶ she discovered the truth when the real Mark Shaw confronted his android duplicate. The duplicate was destroyed and Grace sacrificed her life to deliver the bomb that destroyed the Manhunters' Earth base.

PSYCHOLOGICAL REPORT: — *Dr. Simon LaGrieve*

Dr. Grace harbors a deep resentment towards her former lover, Colonel Rick Flag. She feels that he abandoned her after her mental collapse in Cambodia. While she seems to have recovered from the scars of the sacrifices made for her, her mental stability is tenuous at best.

Doctor Moon

HISTORY:

The man known as Dr. Moon has run afoul of the law on many occasions because of his attitude towards unethical experiments. He has no compunctions against conducting research upon living human beings. Scorned by his "legitimate" colleagues, Moon has often hired out his services to criminals. Although not a permanent member of the Ground Crew, Dr. Moon did serve on the team, contributing his skills in brainwashing to aid in the debriefing of the traitorous Plastique.⁷ As with regular mission volunteers, Moon exchanged his services for a complete pardon and was released after the machine was completed and successfully tested.

PSYCHOLOGICAL REPORT: — *Dr. Andru Martin*

Moon considers himself a misunderstood visionary. Despite the fact that there are no records of his studying at any college or university, Moon is a skilled surgeon and an expert on the workings of the human brain. Unfortunately, his skills are not coupled with any compassion for humanity whatsoever.

ENDNOTES: Ground Crew

- ¹ *Suicide Squad* #3 & #10
- ² *Secret Origins* #14
- ³ *Checkmate* #1
- ⁴ *Suicide Squad* #11-12
- ⁵ *Secret Origins* #14
- ⁶ *Suicide Squad* #9
- ⁷ *Suicide Squad* #3

Eighth File:

Opponents

The Suicide Squad has fought a number of opponents during its short existence. Many of these have been near-normal individuals, while others have possessed paranormal powers. The following files list the powers and abilities of the Squad's foes, based on the team's reports and intelligence sources.

BRIMSTONE *no alias; destroyed*

DEX:	6	STR:	20	BODY:	45
INT:	2	WILL:	0	MIND:	0
INFL:	0	AURA:	0	SPIRIT:	0
INITIATIVE:	8 HERO POINTS: 100				

POWERS:

Self Link (Flame Being): 30, Flame Projection: 30, Growth: 8

EQUIPMENT:

Techno-Seed

DEX:	0	STR:	0	BODY:	15
INT:	0	WILL:	0	MIND:	0
INITIATIVE:	0				
CHARGES:	EPS				
COST:	5420 HPs + \$3T				

POWERS:

Magnetic Control: 45

LIMITATIONS:

Power: Can only use Magnetic Control to maintain Brimstone's physical form.

LIMITATIONS:

Power: Flame Projection is a huge flaming sword. It extends 2 APs out from Brimstone's hand.

VULNERABILITIES:

Miscellaneous: If the Techno-Seed is destroyed, Brimstone's body implodes.

CONNECTIONS:

Darkseid (Low)

MOTIVATION:

Psychopath

WEALTH:

Not applicable

JOB:

Not applicable

RACE:

Artificial Life

HISTORY:

Brimstone was a creation of Darkseid. The Lord of Apokolips created his so-called Fallen Angel as the first part of his plan to destroy Earth's heroic legends.¹

Darkseid launched a Techno-Seed into a fusion generator at the New York S.T.A.R. Labs, creating the fiery behemoth. Brimstone went on a rampage through New York, defeating the combined forces of the Justice League of America, Firestorm, and a previously-unknown hero calling himself Cosmic Boy.

Brimstone made his way to Mt. Rushmore in South Dakota, where he attempted to destroy the mountain and the legends it symbolized. He was confronted there by the Suicide Squad. While Captain Boomerang and Blockbuster acted as distractions, Deadshot used an experimental gun to disrupt Brimstone's magnetic fields.

Blockbuster was snatched up by Brimstone and instantly incinerated. Deadshot spotted the Techno-Seed at the location where he was instructed to fire. It is unclear whether the specially-designed gun did the trick, or if the Techno-Seed was destroyed by the shot. Whatever the case, the strategy worked and Brimstone was destroyed.²

Brimstone believed himself to be a fallen angel of an avenging god, cast down to Earth to destroy all false gods and graven idols. Another Brimstone recently appeared in Nevada, but was destroyed by Firestorm and Firehawk.³ Whether or not Darkseid will create the flaming giant a third time is unknown.

The Female Furies

BERNADETH

DEX:	6	STR:	3	BODY:	6
INT:	5	WILL:	4	MIND:	5
INFL:	4	AURA:	4	SPIRIT:	4
INITIATIVE:	15 (21) HERO POINTS: 60				

SKILLS:

Charisma: 3, Martial Artist: 6, Thief (Stealth): 4, Weaponry (Exotic: Fahren Knives): 10

EQUIPMENT:

Fahren Knives (2)

DEX:	0	STR:	0	BODY:	5
INITIATIVE:	0				
CHARGES:	10				
COST:	138 HPs + \$3.8K				

POWERS:

Claws: 8, Flight: 6

CONNECTIONS:

DeSaad (High), Granny Goodness (High), Darkseid (Low)

MOTIVATION:

Psychopath

WEALTH:

Affluent

JOB:

Female Fury

RACE:

Human

LASHINA *alias Duchess*

DEX:	7	STR:	7	BODY:	8
INT:	4	WILL:	7	MIND:	5
INFL:	7	AURA:	4	SPIRIT:	5
INITIATIVE:	18 (28) HERO POINTS: 60				

SKILLS:

Acrobatics: 3, Charisma: 5, Martial Artist: 10, Military Science (Tracking): 5, Thief (Stealth): 5, Weaponry (Firearms, Exotic: Lashes): 11

EQUIPMENT:

Battle Lashes

DEX:	0	STR:	6	BODY:	5
INITIATIVE:	0				
CHARGES:	20				
COST:	96 HPs + \$1300				

POWERS:

Stretching: 2

CONNECTIONS:

Granny Goodness (High), Darkseid (Low), Mr. Miracle (Low)

MOTIVATION:

Thrill Seeker

WEALTH:

Affluent

JOB:

Female Fury

RACE:

Human

MAD HARRIET

DEX:	8	STR:	5	BODY:	7
INT:	3	WILL:	7	MIND:	6
INFL:	8	AURA:	4	SPIRIT:	4
INITIATIVE:	19 (27) HERO POINTS: 55				

SKILLS:

Acrobatics: 8, Charisma (Intimi-

ation): 6, Martial Artist: 8, Weaponry (Exotic: Power Spikes): 8

EQUIPMENT:

Power Spikes

DEX: 0	STR: 0	BODY: 6
INITIATIVE: 0		
CHARGES: 20		
COST: 123 HPs + \$2800		

POWERS:

Claws: 8

LIMITATIONS:

Serious Irrational Attraction to Killing Combat.

CONNECTIONS:

Granny Goodness (High), Darkseid (Low)

MOTIVATION:

Psychopath

WEALTH:

Affluent

JOB:

Female Fury

RACE:

Human

STOMPA

DEX: 5	STR: 7	BODY: 10
INT: 3	WILL: 5	MIND: 4
INFL: 5	AURA: 3	SPIRIT: 3
INITIATIVE: 13 (23) HERO POINTS: 50		

SKILLS:

Martial Artist: 10, Weaponry (Exotic: Boots): 10

EQUIPMENT:

Heavy Matter Boots

DEX: 0	STR: 10	BODY: 8
INITIATIVE: 0		
CHARGES: 20		
COST: 208 HPs + \$18K		

LIMITATIONS:

STR can be used as the EV *only* when kicking.

CONNECTIONS:

Granny Goodness (High), Darkseid (Low)

MOTIVATION:

Thrill Seeker

WEALTH:

Affluent

JOB:

Female Fury

RACE:

Human

HISTORY:

The Female Furies are elite soldiers trained by Granny Goodness to serve Darkseid. They were originally led by Big Barda. When Barda left Apokolips for Earth to be with her future husband, Mister Miracle, the Furies were sent to retrieve their former leader.⁴ The couple earned their freedom from Darkseid, and the help of the Furies in the process. The

Furies returned to Earth with Mr. Miracle and Big Barda, and became members of Miracle's travelling show.

The Furies later apparently returned to Apokolips, where they reentered Darkseid's service. They were sent to Belle Reve to recover the mindless husk of Glorious Godfrey, led by Lashina.⁵

In the resulting battle, the participating Squad members fared badly. Bernadeth defeated Nightshade, Lashina beat Nemesis, Stompa conquered the Bronze Tiger, while Mad Harriet decimated several squads of soldiers. The Furies escaped with Godfrey, but Bernadeth, seeking the leadership position, struck out at Lashina when they were departing through a Star Gate. In the resulting explosion, at least one of the combatants was thrown into the swamps outside Belle Reve. An extensive search was made, but no bodies or other remains were found.

GLORIOUS GODFREY *alias G. Gordon Godfrey*

DEX: 3	STR: 3	BODY: 4
INT: 8	WILL: 3	MIND: 4
INFL: 10	AURA: 8	SPIRIT: 5
INITIATIVE: 21 HERO POINTS: 30		

POWERS:

Broadcast Empath: 5

SKILLS:

Charisma (Persuasion): 10, Gadgetry: 5

LIMITATIONS:

Power: Can only use his Broadcast Empath on people who can hear his voice. If his voice is transmitted via radio or TV, anyone who hears it is affected. He receives no penalties for this kind of Multi-Attack.

CONNECTIONS:

Darkseid (High), DeSaad (High), Granny Goodness (Low)

MOTIVATION:

Greed

WEALTH:

Affluent

JOB:

Minion of Darkseid

RACE:

Human

HISTORY:

Possessed of a miraculous voice, Godfrey was sent to Earth to cause dissension and rioting throughout America. Godfrey travelled across the country, preaching the wonders of Anti-Life. Anyone who opposed him was hunted down by his Justifiers, humans wearing mind-control helmets. Godfrey's plans were stopped by a group from New Genesis called the Forever People.⁶

Godfrey was presumably punished after this failure, but the Lord of Apokolips found a new use for his minion when he

attempted to strike down the very concept of heroic legends. Sending Godfrey to Earth in the guise of G. Gordon Godfrey, Darkseid once more spread dissension through the world.⁷

Godfrey recruited thousands to his cause, then attempted to overthrow the government with the aid of Darkseid's warhounds. The plan failed when Godfrey struck a child, freeing the crowd from his charismatic aura. In a last ditch effort, Godfrey donned Dr. Fate's mystic helmet, but the magical backlash seemingly destroyed his mind.⁸

Godfrey was taken to Belle Reve, but was recaptured by the Female Furies, who apparently returned him to Apokolips. Our analysts have theorized that Darkseid planned to restore Godfrey's mind so that he would then be aware of the punishment for failure.⁹

The Jihad

The Jihad is a terrorist team that was brought together by President Marlo of Qurac as a means of creating a viable economic export for his country. Many of the members of the Jihad were given powers by Quraci scientists. Others, such as Ravan and Rustam, are skilled terrorists whose powers and skills are self-developed. The Jihad's headquarters is an abandoned German World War II fortress called Jotunheim, located in a mountain-side in Qurac.

Task Force X gained knowledge of the Jihad's impending first mission, the assassination of the President of the United States. The Suicide Squad was sent to Qurac to neutralize the Jihad.¹⁰

In the battle that followed, three members of the Jihad were killed and Ravan was paralyzed. One member of the Jihad, Chimera, was actually Nightshade working undercover. The leader of the Jihad, Rustam, escaped from Colonel Flag and vowed to reform the Jihad and avenge their loss.¹¹

The Jihad replaced its deceased members with others who had undergone similar augmentation operations, and added newly recruited members as well. The group attacked New York City to strike terror into the hearts of the American people and to avenge their prior defeat. The Suicide Squad fought them again, killing or capturing most of the members of the Jihad. Only Rustam and the entity known as Koshchei the Deathless escaped. Whether a new Jihad will be created remains to be seen.¹²

AGNI <i>alias Unknown</i>					
DEX:	6	STR:	4	BODY:	6
INT:	5	WILL:	5	MIND:	4
INFL:	6	AURA:	4	SPIRIT:	4
INITIATIVE:	17 (21)		HERO POINTS: 40		

POWERS:

Flame Projection: 17, Flame Being: 17

SKILLS:

Charisma (Intimidation): 12, Martial Artist: 4, Military Science: 5, Thief (Stealth): 4, Vehicles (Land, Air): 4, Weaponry: 5

LIMITATIONS:

Power: Agni's first use of Flame Projection must be at 1 AP. Every phase thereafter it increases 2 APs in intensity, up to a maximum of 17 APs.

Power: Flame Being can only be used at the same level as Flame Projection.

CONNECTIONS:

The Jihad (High), Terrorist Organizations (High)

MOTIVATION:

Mercenary

WEALTH:

Comfortable

JOB:

Terrorist

RACE:

Human

HISTORY:

The man known as Agni is a guerrilla fighter who has allied himself with Rustam on at least one prior occasion. It is not known whether his flame powers were given to him by Marlo's scientists, or whether they are natural abilities. Like Rustam, he is a highly skilled terrorist. He uses his powers to the best possible effect when attacking by setting gas tanks on fire, igniting buildings, and generally killing as many innocent civilians as he can.

BADB <i>alias Unknown</i>					
DEX:	3	STR:	2	BODY:	3
INT:	3	WILL:	7	MIND:	5
INFL:	7	AURA:	5	SPIRIT:	4
INITIATIVE:	13		HERO POINTS: 40		

POWERS:

Broadcast Empath: 8, Sonic Beam: 11

SKILLS: *linked*

Charisma (Intimidation): 7*

LIMITATIONS:

Power: Range of Broadcast Empath is 4 APs.



Power: Can only use Broadcast Empath to generate emotions of hatred and rage.

Power: Cannot use Sonic Beam to shatter inanimate objects.

SPECIAL:

Badb suffers no penalties for Multi-Attacks when using her Broadcast Empath Power.

CONNECTIONS:

The Jihad (High), Irish Republican Army (Low)

MOTIVATION:

Psychopath

WEALTH:

Comfortable

JOB:

Terrorist

RACE:

Human

HISTORY:

Badb is a ten-year old Irish girl whose parents were killed by strife in Northern Ireland. Having lived most of her life with the terror of her homeland, she is filled with anger and hate towards the entire world. Her natural empathic powers were augmented to a killing level by the Jihad's scientists.

THE DJINN <i>destroyed</i>					
DEX:	7	STR:	6	BODY:	8
INT:	4	WILL:	6	MIND:	7
INITIATIVE:	11 (19)		HERO POINTS: 45		
CHARGES: 19					
COST: 497 HPS + \$62K					

POWERS:

Dispersal: 6, Lightning: 10

SKILLS:

Martial Artist: 8

EQUIPMENT:

Computer "Bottle"					
DEX:	0	STR:	0	BODY:	4
INITIATIVE: 0					
CHARGES: 19					
COST: 2774 HPs + \$41B					

POWERS:

Force Manipulation: 37

LIMITATIONS:

Power: Force Manipulation can only be used to generate the Djinn's physical form.

LIMITATIONS:

Power: Lightning's range is Touch and can only be used on electrical equipment.

Miscellaneous: When the Djinn is stored in its "bottle," it cannot act independently (Initiative of zero).

VULNERABILITIES:

Miscellaneous: If the Djinn's computer "bottle" is destroyed, it is destroyed as well.

CONNECTIONS:

The Jihad (High)

MOTIVATION:

Programmed

WEALTH:

Not applicable

JOB:

Not applicable

RACE:

Artificial Life

HISTORY:

Djinn was a man whose mind was reduced to a binary code and placed inside a magnetic computer "bottle." It can generate a form of pseudoplasm to create a semi-solid physical body. It was destroyed by the Enchantress when its container was shattered, but it is possible that the Djinn could be recreated.

JACULI I *deceased***JACULI II** *deceased*

DEX: 7	STR: 3	BODY: 4
INT: 3	WILL: 4	MIND: 3
INFL: 7	AURA: 5	SPIRIT: 5
INITIATIVE: 17 (22) HERO POINTS: 30		

POWERS:

Running: 8

SKILLS: *Jaculi I*

Acrobatics: 4, Martial Artist: 5, Weaponry (Exotic: javelins): 7

SKILLS: *Jaculi II*

Acrobatics: 5, Martial Artist: 5, Military Science: 5, Weaponry (Firearms, Heavy Weapons, Exotic: javelins): 7, Thief (Stealth): 3, Vehicles (Land): 3

EQUIPMENT:**Javelins (2)**

DEX: 0	STR: 0	BODY: 4
INITIATIVE: 0		
CHARGES: 4 (1)		
COST: 97 HPs + \$700		

POWERS:

Bomb: 5, Claws: 5

LIMITATIONS:

Miscellaneous: Has only one Charge if Bomb Power is used.

LIMITATIONS:

Power: Jaculi can only Run one phase out of every four phases.

CONNECTIONS: *Jaculi I*

Bedouin Tribes (High), The Jihad (High)

CONNECTIONS: *Jaculi II*

The Jihad (High), Viet Cong (High)

MOTIVATION:

Thrill Seeker (I), Mercenary (II)

WEALTH:

Comfortable

JOB:

Terrorist

RACE:

Human

HISTORY:

The first Jaculi was a youth from a Bedouin tribe who was chosen by Marlo and Rustam to receive speed abilities. Jaculi combined his skill with javelins and his speed power to devastating effect. He was killed by Captain Boomerang during the invasion of Jotunheim.

The second Jaculi was a female soldier recruited from the Viet Cong. Chosen because of her military skills, she was given the same powers as her predecessor. She was killed by Deadshot during the battle in New York.

MANTICORE I *deceased***MANTICORE II** *deceased*

DEX: 8	STR: 5	BODY: 8
INT: 1	WILL: 7	MIND: 8
INFL: 7	AURA: 3	SPIRIT: 2
INITIATIVE: 16 (24) HERO POINTS: 40		

SKILLS:

Acrobatics: 8, Charisma (Intimidation): 10, Martial Artist (Attack Advantage): 8

EQUIPMENT:**Battlesuit**

DEX: 0	STR: 0	BODY: 8
INITIATIVE: 0		
CHARGES: 18		
COST: 339 HPs + \$7.4K		

POWERS:

Bomb: 7, Claws: 8, Projectile Weapons: 8, Skin Armor: 6

LIMITATIONS:

Miscellaneous: The Battlesuit is grafted to Manticore's body, and can only be removed surgically.

LIMITATIONS:

Catastrophic Irrational Attraction to Killing Combat (when drugged, otherwise Serious).

VULNERABILITIES: *Manticore I only*

Attack Vulnerability: -4 Column Shifts on Physical Attacks to unarmored face area.

CONNECTIONS:

The Jihad (High)

MOTIVATION:

Psychopath

WEALTH:

Not applicable

JOB:

Not applicable

RACE:

Strange Humanoid

HISTORY:

The first Manticore was a Greek national before being recruited into the Jihad. He was surgically altered by Quraci

scientists who transformed him into a hulking, orange-skinned creature with rapid-fire claws and a grenade launcher in its tail. Deadshot killed the first Manticore by firing point-blank into its unarmored face.

The second Manticore was a black man who had served as a mercenary in several African bush wars. He was surgically changed using the same process used on the original Manticore. The second Manticore was killed by Duchess, who ripped off its tail and beat it to death.

THE IFRIT *alias Mindboggler*

DEX: 7	STR: 6	BODY: 8
INT: 4	WILL: 6	MIND: 7
INITIATIVE: 11 (18) HERO POINTS: 45		
CHARGES: 19		
COST: 655 HPS + \$71K		

POWERS:

Dispersal: 6, Illusion: 10, Lightning: 10

SKILLS:

Martial Artist: 7

EQUIPMENT:**Computer "Bottle"**

DEX: 0	STR: 0	BODY: 4
INITIATIVE: 0		
CHARGES: 19		
COST: 5724 HPs + \$5.1T		

POWERS:

Force Manipulation: 47

LIMITATIONS:

Power: Force Manipulation can only be used to generate the Ifrut's physical form.

LIMITATIONS:

Power: Lightning's range is Touch and can only be used on electrical equipment.

Miscellaneous: When the Ifrut is stored in her "bottle," she cannot act independently (Initiative of zero).

Catastrophic Irration Attraction to killing Captain Boomerang.

VULNERABILITIES:

Miscellaneous: If the Ifrut's computer "bottle" is destroyed, she is destroyed as well.

CONNECTIONS:

The Jihad (High)

MOTIVATION:

Programmed

WEALTH:

Not applicable

JOB:

Not applicable

RACE:

Artificial Life

HISTORY:

Ifrut is the reconstructed mental essence of Mindboggler, stored in a magnetic bottle similar in design to the

Djinn's. The Jihad reprogrammed her to be completely loyal to their cause. She is aware of Captain Boomerang's role in her death and goes berserk whenever he is present.

Ifrif was part of the Jihad's assault on New York City. Colonel Flag obtained her magnetic storage bottle from Rustam and used it to capture her. She is currently in the custody of Task Force X's science team, who hope to reprogram her to a semblance of her original personality.

KOSCHEI THE DEATHLESS <i>alias Unknown</i>			
DEX: *	STR: *	BODY: *	
INT: *	WILL: *	MIND: *	
INFL: *	AURA: *	SPIRIT: *	
INITIATIVE:	* HERO POINTS:	*	

*None of Koschei's Attributes is known, as s/he has never been seen in the flesh by our operatives.

POWERS:

Unknown

SKILLS: (*theoretical*)

Gadgetry, Scholar (electronics), Scientist

EQUIPMENT:

Zombie Boxes (50)			
DEX: 0	STR: 0	BODY: 4	
INT: 0	WILL: 0	MIND: 0	
INITIATIVE: 0			
CHARGES: 20			
COST: 62 HPs + \$400			

POWERS:

Animate Object: 4

LIMITATIONS:

Power: Animate Objects can only be used on freshly-killed corpses (dead 10 APs of time or less).

Miscellaneous: Zombie Boxes are rendered inoperative if Control Box (following) is deactivated or destroyed.

Control Box			
DEX: 0	STR: 0	BODY: 6	
INT: 0	WILL: 0	MIND: 0	
INITIATIVE: 0			
CHARGES: 50			
COST: 588 HPs + \$145M			

POWERS:

Super Ventriloquism: 23

LIMITATIONS:

Power: Super Ventriloquism can only be used to control the zombies created with the Zombie Boxes (listed previously).

CONNECTIONS:

The Jihad (High), Others (Unknown)

MOTIVATION:

Unknown

WEALTH:

Unknown

JOB:

Unknown

RACE:

Unknown

HISTORY:

Little is known of the man or woman called Koshchei the Deathless. His or her name is taken from a Russian myth about a sorcerer who could not be killed because his soul was protected outside of his body. The Jihad's Koshchei is a technological expert who has devised a means of electronically reviving recently-dead bodies under his/her complete control.

Koshchei is never present in battle with fellow members of the Jihad. S/he has another Jihad member, usually Rustam, kill someone and reanimate the body. Then, the zombie attaches control units to other dead bodies. Soon, Koshchei is controlling an entire army of zombies, using them to maim and destroy at will. The natural fear the living have of the dead helps to increase the terror spread by the other members of the Jihad.

Koschei joined the Jihad after the attack on Jotunheim. Shade the Changing Man's M-Vest somehow shorted out the Zombie Control Boxes, and Koschei was neutralized. Since s/he was not physically present during the battle in New York, Koschei remains at large.

RAVAN			
DEX: 10	STR: 5	BODY: 6	
INT: 4	WILL: 7	MIND: 5	
INFL: 8	AURA: 5	SPIRIT: 4	
INITIATIVE: 22 (32)	HERO POINTS: 45		

SKILLS: *linked

Acrobatics: 10*, Charisma: 8*, Martial Artist: 10*, Military Science (Tracking): 4*, Thief: 10*

EQUIPMENT:

Kris Knife			
DEX: 0	STR: 0	BODY: 3	
INITIATIVE: 0			
CHARGES: N/A			
COST: 55 HPs + \$400			

POWERS:

Claws: 5

Garrote			
DEX: 0	STR: 7	BODY: 2	
INITIATIVE: 0			
CHARGES: 10			
COST: 72 HPs + \$900			

LIMITATIONS:

Miscellaneous: May only be used when Surprise has been achieved.

Exploding Pickaxes (2)			
DEX: 0	STR: 0	BODY: 4	
INITIATIVE: 0			
CHARGES: 10 (1)			
COST: 105 HPs + \$700			

POWERS:

Bomb: 5, Claws: 5

SPECIAL:

Pickaxes may be thrown with a range equal to the thrower's STR.

LIMITATIONS:

Miscellaneous: Are considered to have one Charge when the Bomb Power is used.

Exo-Skeleton			
DEX: 11	STR: 0	BODY: 5	
INITIATIVE: 11			
CHARGES: 40			
COST: 253 HPs + \$18K			

POWERS:

Skin Armor: 2

LIMITATIONS:

Catastrophic Irrational Attraction to Killing Combat.

Miscellaneous: Crippled. Ravan must wear the Exo-Skeleton in order to move. When using it, the suit's DEX is substituted for his own, making his Initiative 23 (33). All Skills linked to DEX remain at their old level.

CONNECTIONS:

The Jihad (High), Thugee cults (High)

MOTIVATION:

Psychopath

WEALTH:

Affluent

JOB:

Assassin

RACE:

Human

HISTORY:

Ravan is the first of a new thugee cult, and is attempting to update the sect's ancient traditional killing methods. Like the ancient thugee assassins, Ravan worships the Hindu goddess Kali, and dedicates his murders to her.

Ravan was attacked by the Bronze Tiger during *Operation Jotunheim*. The Bronze Tiger left Ravan crippled with a broken back, but refused to kill the thugee. With the aid of Koshchei the Deathless, Quraci science was able to devise an exo-suit that has allowed Ravan to move, while enhancing his agility and speed to even greater levels than before he was injured.

During the battle in Manhattan, the Bronze Tiger convinced Ravan that the path Ravan was following was incorrect. Ravan surrendered and is currently imprisoned at Belle Reve. The Bronze

Tiger has sponsored him for Squad membership, but Amanda Waller is biding her time for psychiatric reports to assess Ravan's state of mind.

RUSTAM			
DEX:	8	STR:	4
INT:	6	WILL:	6
INFL:	8	AURA:	5
INITIATIVE:	22 (30)	HERO POINTS:	45

POWERS:

Flame Projection: 12

SKILLS: *linked*

Charisma: 8*, Martial Artist: 8*, Military Science: 8*, Weaponry: 8*, Thief (Stealth): 8*, Vehicles (Land, Air): 8*

LIMITATIONS:

Power: Rustam's Flame Projection is a flaming "sword." He uses it in hand-to-hand combat, using his Martial Artist as the AV.

CONNECTIONS:

The Jihad (High), Quarac Government (High), Terrorist Organizations (High)

MOTIVATION:

Mercenary

WEALTH:

Affluent

JOB:

Leader of the Jihad

RACE:

Human

HISTORY:

Rustam is named for a mythic Persian hero, and has been a professional terrorist for many years. His ability to generate a flaming sword is apparently natural, rather than being the product of scientific alteration. Rustam is a native of Iran or Iraq, and was approached by Marlo to act as leader of the Jihad.

Rick Flag confronted Rustam during the assault on Jotunheim. When the two clashed, Flag shot Rustam in the hand, rendering his flaming sword temporarily useless. The Jihad leader fled from Flag and shot Mindboggler from behind. He was the only member of the Jihad to escape unscathed from the raid and has sworn vengeance upon America, and the Squad in particular.

After trying the Squad in absentia in Qurac, Rustam led the Jihad on its assault on New York City. After killing several people and reactivating them with Koschei's Zombie Boxes, Rustam and Ravan took over a television station and delivered an ultimatum directed towards the Suicide Squad. During the battle that followed, Rustam was confronted by Colonel Flag, but escaped by diving into the East River. Whether or not Rustam survived remains a mystery.

MANHUNTERS					
DEX:	9	STR:	12	BODY:	12
INT:	9	WILL:	9	MIND:	11
INFL:	7	AURA:	7	SPIRIT:	4
INITIATIVE:	25 (31)		HERO POINTS: 90		

POWERS:

Bio-Energy Blast: 35, Illusion: 12

SKILLS:

Detective: 9, Gadgetry: 14, Martial Artist (Attack Advantage): 6, Scientist: 15, Weaponry: 7

EQUIPMENT:

Power Batons					
DEX:	0	STR:	0	BODY:	9
INT:	0	WILL:	0	MIND:	0
INITIATIVE:	0				
CHARGES:	26				
COST:	346 HPs + \$240K				

POWERS:

Bio-Energy Blast: 15

LIMITATIONS:

Power: Illusion can only be used to alter a Manhunter's own appearance.

Power: Built-in Bio-Energy Blast is a self-destruct mechanism and destroys the Manhunter when used.

CONNECTIONS:

Manhunters (High), Guardians of the Universe (Low), Inhabited Planets Everywhere (Low)

MOTIVATION:

Psychopaths

WEALTH:

Affluent

JOB:

Not Applicable

RACE:

Artificial Life

HISTORY:

The Manhunters were the predecessors of the Green Lantern Corps, created by the Guardians of the Universe to act as intergalactic policemen. The androids eventually became convinced that the Guardians were evil and rebelled.

The Manhunters' rebellion was crushed by the Guardians, who stripped them of their powers and exiled them to different planets. This did not deter the Manhunters, however, and they eventually managed to reunite their forces. They attempted to thwart the Guardians whenever they could, but they had little success. They infiltrated many planets, including Earth. Without humanity's knowledge, the Manhunters influenced the course of history in subtle ways. For instance, they were responsible for the creation of both of the costumed vigilantes who were called Manhunter during the 1940's.¹³

The Manhunters came to the attention of the world when one of their human recruits, a public defender named Mark Shaw, was sent to attack the Justice League of America as part of a plan to discredit the Guardians. Shaw failed and later became the Privateer. The Manhunters' plan fell apart.¹⁴

The Manhunters regrouped their forces to plan anew. Luck was with them when a chronicle of the universe written by Harbinger fell into their hands. They used this information to blackmail many of Earth's heroes when a Guardian and his mate came to Earth to select a group of humans destined to be the next step in mankind's evolution.¹⁵

During this event, the Suicide Squad was sent to attack the Manhunters' base in the Louisiana swamps. They were successful in delivering a xzedium bomb to the base, but the mission cost them the life of Ground Crew member Karin Grace.¹⁶ Most of the Manhunters were destroyed in later battles, but a few still survive.

The People's Heroes

BOLSHOI <i>alias Unknown</i>					
DEX:	8	STR:	3	BODY:	5
INT:	4	WILL:	3	MIND:	3
INFL:	4	AURA:	3	SPIRIT:	2
INITIATIVE:	16 (24)		HERO POINTS: 35		

SKILLS: *linked*

Acrobatics: 8*, Martial Artist: 8*

LIMITATIONS:

Miscellaneous: Prejudice.

CONNECTIONS:

Communist Party (High), People's Heroes (High), Soviet Government (High)

MOTIVATION:

Thrill of Adventure

WEALTH:

Comfortable

JOB:

Soviet Hero

RACE:

Human

HAMMER <i>alias Unknown</i>					
DEX:	7	STR:	13	BODY:	16
INT:	4	WILL:	6	MIND:	3
INFL:	6	AURA:	2	SPIRIT:	2
INITIATIVE:	17		HERO POINTS: 45		

SKILLS:

Weaponry (Exotic: hammer): 8

EQUIPMENT:

Power Hammer

DEX: 0 STR: 13 BODY: 9
 INITIATIVE: 0
 CHARGES: 50
 COST: 320 HPs + \$230

CONNECTIONS:

Communist Party (High), People's
 Heroes (High), Soviet Government
 (High)

MOTIVATION:

Responsibility of Power

WEALTH:

Comfortable

JOB:

Soviet Hero;
 co-leader of People's Heroes

RACE:

Human

MOLOTOV *alias Unknown*

DEX: 5 STR: 4 BODY: 6
 INT: 4 WILL: 4 MIND: 3
 INFL: 5 AURA: 3 SPIRIT: 2
 INITIATIVE: 14 HERO POINTS: 40

POWERS:

Self Link (Bomb): 15

SKILLS:

Military Science (Demolition): 7

EQUIPMENT:

Molotov Cocktails

DEX: 0 STR: 0 BODY: 4
 INITIATIVE: 0
 CHARGES: 1
 COST: 94 HPs + \$2400

POWERS:

Bomb: 8

SPECIAL:

Can be thrown with a range
 equal to the thrower's STR.

LIMITATIONS:

Miscellaneous: Molotov can do
 nothing except reform his body
 during the phase after he explodes
 himself using Self Link (Bomb).

CONNECTIONS:

Communist Party (High), People's
 Heroes (High), Soviet Government
 (High)

MOTIVATION:

Thrill Seeker

WEALTH:

Comfortable

JOB:

Soviet Hero

RACE:

Human

PRAVDA *alias Unknown*

DEX: 5 STR: 3 BODY: 4
 INT: 7 WILL: 9 MIND: 9
 INFL: 5 AURA: 4 SPIRIT: 4
 INITIATIVE: 17 HERO POINTS: 45

POWERS:

Hypnotism: 8, Life Sense: 6, Mind
 Blank: 12, Mind Blast: 8, Mind
 Probe: 7, Telepathy: 8

SKILLS:

Charisma: 4, Spy (Brainwash-
 ing): 5

LIMITATIONS:

Powers: Can only implant sugges-
 tions based on the victim's own
 worst fears.

CONNECTIONS:

Communist Party (High), People's
 Heroes (High), Soviet Government
 (High)

MOTIVATION:

Psychopath

WEALTH:

Comfortable

JOB:

Soviet Heroine

RACE:

Human

SICKLE *alias Unknown*

DEX: 10 STR: 5 BODY: 6
 INT: 5 WILL: 5 MIND: 4
 INFL: 6 AURA: 3 SPIRIT: 3
 INITIATIVE: 21 (31) HERO POINTS: 40

SKILLS:

Acrobatics: 5, Charisma: 4, Mar-
 tial Artist: 10, Weaponry (Exotic:
 sickle): 11

EQUIPMENT:

Energized Sickle

DEX: 0 STR: 0 BODY: 9
 INITIATIVE: 0
 CHARGES: 20
 COST: 147 HPs + \$3000

POWERS:

Claws: 6

CONNECTIONS:

Communist Party (High), People's
 Heroes (High), Soviet Government
 (High)

MOTIVATION:

Responsibility of Power

WEALTH:

Comfortable

JOB:

Soviet Heroine;
 co-leader of People's Heroes

RACE:

Human

HISTORY:

The People's Heroes were created by
 Soviet scientists who had studied the
 powers of the Force of July. The Soviet
 group was sent to Mozambique to capture
 the Outsiders. The People's Heroes
 triumphed over the Outsiders, but the
 American heroes escaped imprisonment
 and won a rematch.¹⁷

The Heroes returned to the U.S.S.R.,
 where they found that their fame had
 been eclipsed by their humiliating defeat
 and the creation of the new Rocket Red
 Brigade. When the Suicide Squad was
 attempting to escape from the Soviet
 Union during *Operation Firebird*, the
 People's Heroes intercepted them. The
 Heroes were defeated by the surprise
 arrival of Bronze Tiger, Black Orchid,
 Captain Boomerang, and Sheba.¹⁸

The People's Heroes serve under the
 personal command of the Premier of the
 Union of Soviet Socialist Republics. They
 are rarely sent on covert missions and are
 mostly active in a security capacity within
 the U.S.S.R. It is believed that they
 recently visited the United States,
 attempting to capture Red Star, another
 Soviet hero who wished to defect to the
 U.S. They were confronted by the New
 Titans, but the outcome of that meeting is
 unknown at this time.

WILLIAM HELL *alias William James Heller*

DEX: 6 STR: 4 BODY: 5
 INT: 5 WILL: 6 MIND: 4
 INFL: 7 AURA: 3 SPIRIT: 3
 INITIATIVE: 18 (22) HERO POINTS: 30

SKILLS:

Acrobatics: 4, Animal Handling
 (Riding): 4, Charisma: 6, Gadget-
 ry: 4, Martial Artist: 4, Military
 Science (Tracking): 3, Spy (Con-
 noisseur): 5, Vehicles (Land): 4,
 Weaponry (Exotic: crossbow): 9

EQUIPMENT:

Crossbow

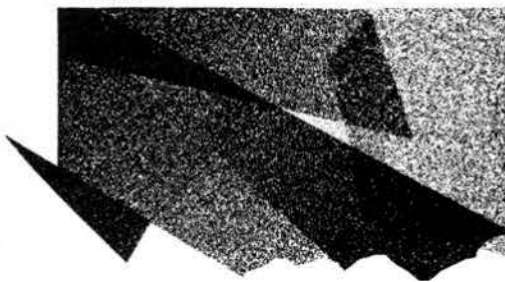
DEX: 0 STR: 8 BODY: 5
 INITIATIVE: 0
 CHARGES: 25
 COST: 112 HPs + \$2600

SPECIAL:

The Crossbow's STR is used
 as range for quarrels, and as
 EV for attacks.

Quarrels (18)

DEX: 0 STR: 0 BODY: 2
 INITIATIVE: 0
 CHARGES: 1
 COST: 8 HPs + \$40



Explosive Quarrels (2)

DEX: 0 STR: 0 BODY: 2
INITIATIVE: 0
CHARGES: 1
COST: 78 HPs + \$2000

POWERS:

Bomb: 8

LIMITATIONS:

Miscellaneous: Racism.

CONNECTIONS:

Aryan Empire (High), Central City Underworld (Low), Ku Klux Klan (Low)

MOTIVATION:

Psychopath

WEALTH:

Multimillionaire

JOB:

Multimillionaire

RACE:

Human

HISTORY:

William Heller's parents were killed during race riots in Gotham City. Heller survived and was brought up by his grandfather, who supported several racist organizations. Heller came to hate people belonging to what he believed were inferior races.

In an attempt to start riots of his own in Central City, Heller created the costumed identity of "William Hell," a crossbow-wielding vigilaturned minority criminals over to the authorities and recruited the whites he captured into his white supremacist group called the Aryan Empire.

When Heller believed his power base was consolidated, he planned to have William Hell speak out in support of the Aryan Empire, after which he would turn his organization loose on the city. However, Amanda Waller discovered Heller's scheme and sent the Suicide Squad in to defuse the situation.

Deadshot impersonated William Hell and confronted Heller at the Aryan Empire meeting. In an archery match, Deadshot proved he was the real Hell thanks to Heller's shot being sabotaged by Squad operatives. The false William Hell claimed that Heller had kidnapped William Hell and was trying to impersonate him for his own gain. Deadshot made a speech encouraging all members of the community to come together, then faked his own death to make William Hell into a martyr.¹⁹

Heller was taken into custody for kidnapping William Hell, but it seems unlikely that charges will be pressed,

since the "victim's" body has disappeared. Nevertheless, Heller was estranged by the community for his part in the death of their "hero."

ENDNOTES: Opponents

- 1 Legends #1
- 2 Legends #3
- 3 Firestorm #76
- 4 Mister Miracle #6
- 5 Suicide Squad #3
- 6 Forever People (original series) #3
- 7 Legends #1
- 8 Legends #6
- 9 Suicide Squad #3
- 10 Suicide Squad #1
- 11 Suicide Squad #2
- 12 Suicide Squad #17-18
- 13 Secret Origins #22
- 14 Justice League of America #141-142
- 15 Millennium #1-8
- 16 Suicide Squad #8
- 17 The Outsiders #10
- 18 Suicide Squad #6-7
- 19 Suicide Squad #4

Appendix:

New Powers

CLAWS

LINK: DEX RANGE: Tough
TYPE: Standard BASE COST: 15

CLAWS allows Characters to make attacks with edged or sharpened weapons, whether natural defense (teeth, tusks, spines, etc.) or manufactured blades. The APs of the power are treated as STR for cutting materials.

DIMENSION TRAVEL

LINK: AURA RANGE: Normal
TYPE: Standard BASE COST: 65

DIMENSION TRAVEL enables a Character to travel between the various dimensions. In the DC Universe, these are separate planes of being that parallel one another but do not connect. A Character with this power can manipulate the dimensional portals in one of three ways:

Banishment: Dimension Travel can strand a target in a dimension of the attacker's choice. After the attacker chooses

the dimension to which s/he is attempting to send the target, make an Action Check using the APs of Dimension Travel as the AV/EV and the target's INFL/ SPIRIT as the OV/RV. If the RAPs are greater than or equal to both the target's SPIRIT and the Travel Value of the dimension (see following), the banishment is successful. The banished Character cannot return on his or her own initiative, unless s/he has the Power of Dimension Travel as well, and s/he rolls successfully against an OV/RV equal to the RAPs of the banishing roll.

A banished Character or object cannot have a weight or volume greater than the APs of the banisher's power. Assume that the INFL and SPIRIT of any inanimate object (with no Mystical Attributes) are equal to zero.

Summoning: Dimension Travel can pull a Character or object from another plane onto the user's own. If the target is unwilling, the OV/RV of any such attempt is equal to the target's INFL/SPIRIT. The RAPs of the roll must equal or exceed both the target's SPIRIT and the Travel Value of the dimension from which the target comes. If the target is willing or inanimate (with no Mystical Attributes), the OV/RV is simply the Travel Value of the dimension, and positive RAPs indicate success.

PROJECTILE WEAPONS

LINK: STR
TYPE: Standard

RANGE: Normal
BASE COST: 15

PROJECTILE WEAPONS allows a Character to fire projectiles at an object. It is most often used as a Gadget Power. For example, a submachine gun has 6 APs of Projectile Weapons enabling it to fire bullets; but a Character based on a porcupine could use Projectile Weapons to throw his/her quills. The APs of the Power are the EV. A Character may substitute his/her DEX for the AV. Projectile Weapons is *not* used for the AV of an Action Check: any weapon without a DEX has an AV of 0.

Most Projectile Weapons have a range, as stated in the *Player's Manual*. Unless otherwise determined, find the range of a weapon by subtracting 3 from the APs of the Power for short range, and adding 1 to the APs of the Power for long range. Medium range is in between the two figures.

Weapons are always used at full power and may not be reduced in STR. Because of this restriction, a Character or Gadget using the Projectile Weapons Power is entering Killing Combat unless the Character declares a Trick Shot.

SELF LINK

LINK: Variable
TYPE: Automatic

RANGE: Self
BASE COST: 25

SELF LINK is not a specific Power, but rather the ability to vary the standard effect of a Power. Self Link allows a Character to assume an actual form related to the Power that is linked to the Self Link.

The Base Cost for the original Power and Self Link to that Power must be paid as one combined price upon initial purchase. APs must be purchased separately for each but not necessarily at the same time.

Powers that can be Self Linked are as follows (GMs may allow others at their own discretion):

PHYSICAL: Acid, Bomb, Darkness, Flame Being, Flash, Fog, Icing and Starbolt.

MENTAL: Air Animation, Earth Animation, Flame Animation, Ice Animation, Warp and Water Animation.

MYSTICAL: Lightning, Plant Growth and Transmutation.

A Character who takes Self Link/Transmutation will be able to alter the elemental composition of his body at will, while a Character with Self Link/Warp is a living space warp. The APs of Self Link indicate the speed a Character can travel in his/her base Power form, the APs of time s/he can stay so transformed, and the APs of effect for Touch attacks.

Example: A Character wishes to be a living bolt of electricity. S/he pays the Base Cost of 10 for Lightning and 25 for Self Link. S/he then pays for 5 APs of Lightning and 7 APs of Self Link. S/he can now touch a person to do 7 APs of electrical damage, or attack at a range of 5 APs. In his/her lightning form s/he can travel 7 APs per round and can stay transformed for up to 7 APs of time.

When invoking the Self Link, the Character also acquires whatever weaknesses are inherent in the form: -4 Column Shifts against opposed elemental forces (i.e. water/ice versus fire, or fire/air versus earth). Wind attacks act in a similar manner against Self Linked Fog Characters, while Self Linked Flash Characters could be automatically deflected by mirrors and opaque energy fields. The GM should feel free to judge any additional results as appropriate.

A Character gets no extra Hero Points for Limitations or Vulnerabilities that he would normally be susceptible to in a particular Self Linked form; s/he has to take the good with the bad. The GM should also put what he feels are reasonable upper limits on the APs of certain types of Self Link.

Powers that are Linked to Attributes may not also be Self Linked.

A banished item or Character may not be summoned onto the plane from which it was banished unless the summoner can make a successful Action Check (i.e. receive positive RAPs) using his/her Dimension Travel APs as the AV/RV and the RAPs of the banishing roll as the OV/RV.

Traveling Dimensions: Make an Action Check with an AV/EV equal to the Character's APs of Dimension Travel, and an OV/RV equal to the Travel Value of the target dimension. One or more RAPs indicate success. The traveler may bring willing companions along, but they must be within 0 APs of distance and their total combined weight in APs cannot exceed the APs of Dimension Travel.

Each dimension described below has its own Travel Value reflecting the difficulty of gaining entrance. Note that there are an almost unlimited number of dimensions in the DC Universe, and GMs are encouraged to fill in planes of their design.

Earth Dimension includes not only the planet Earth, but all of the other planets, solar systems, and galaxies as well. Most of the DC heroes are found in this dimension. **Travel Value: 2**

The Land of the Homo Magi lies on a plane just slightly removed from Earth and is the home of the ancestors of Zatanna. **Travel Value: 4**

The Astral Plane is a grey, formless dimension that seems to be closely intertwined with the other planes. It is inhabited by horrible monsters that sometimes escape to the Earth dimension. It is often visited by Dr. Occult. **Travel Value: 4**

Meta-Zone is the home of Shade the Changing Man. It can only be reached from Earth by first traversing the Zero-Zone (see individual entry). **Travel Value: 6**

The Nightshade Dimension used to be inhabited by a race of humanoid beings with shadow powers. It no longer exists. Anyone who tries to enter this dimension is thrust into the Zero-Zone (see individual entry). **Travel Value: 7**

The Fifth Dimensional Land of Zrfff is the home of Mr. Mxyzptlk. The gnomelike inhabitants of Zrfff consider practical jokes the highest art form possible. **Travel Value: 7**

The Realm of the Just-Dead is a plane where the spirits of the dead rest before continuing on to their final resting places. This plane is where Jim Corrigan's spirit was transformed into the Spectre. **Travel Value: 6**

The Afterworlds are the final resting places of the souls of the dead. **Travel Value: 8**

Earth-C is a dimension whose inhabitants resemble "funny-animal" cartoon characters. It is the home of Captain Carrot and his Amazing Zoo Crew. **Travel Value: 8**

Gemworld is a magical world under the protection of the princess Amethyst, a Lord of Order in human guise. It is also the birthplace of the evil wizard, Mordru. **Travel Value: 8**

The Anti-Matter Universe of Qward is the foul domain of the Anti-Monitor and his minions: the dreaded Weaponers and the fearsome Shadow Demons. **Travel Value: 8**

Limbo is, for the most part, a huge empty space. It's a rotten place to visit, and no one in their right mind wants to live there. A good place to banish people you don't like. **Travel Value: 8**

The Zero-Zone is a dimension that lies between Earth and Meta-Zone (see individual entries). Travellers to this dimension risk entering the Area of Madness and dying of the Screaming Madness. That is, if the strange creatures that exist here don't get them first. **Travel Value: 10**

The Domain of the Lords of Order is a vast plane of white light. The Lords of Order live here (hence the name), and usually severely punish any trespassers. **Travel Value: 16**

The Demon Prison Dimension is a pocket dimension within which the Lords of Order imprisoned most of the ancient demons. It's such a foul, horrible realm that it makes Limbo look like the French Riviera. From time to time, the demons travel from here to other dimensions, but the magic of the Lords of Order prevents them from entering the Earth dimension. This makes them particularly nasty towards any Earth people who invade their realm. **Travel Value: 16**

How To Use This Book

As a Sourcebook on Belle Reve Federal Penitentiary, this book contains game-related and background material on the prison and its most famous inhabitants: the group of misfit heroes codenamed "the Suicide Squad." Gamemasters who prefer writing their own adventures will find this Sourcebook helpful, since in addition to Characters' Backgrounds and Statistics, it includes pertinent information about the Squad, its personnel, and its activities. For example, there are guidelines for selecting villains for Squad service.

There are certain Characters whose Statistics are somewhat different from those given in the *Gamemaster's Manual* and/or in previous modules. This is intentional, because the DC Universe is always evolving and new developments constantly occur. For example, a Character may have gained a new Power or Skill, and that new ability is now reflected in his/her Statistics.

Some Power descriptions in this book, such as Dimension Travel, are also different from other descriptions of the same Power. This is also intentional, as the differences reflect an updated perception of how these Powers operate in the DC Universe.

The New Gadget Box

The Gadgetry rules have undergone some changes. Any Equipment in this book will use the new Gadget format. Given in this section is a brief explanation of this change. For details on the new Gadgetry rules and a list of new Gadgets, refer to the *Hardware Handbook*.

The Gadget Box looks similar to the Character Statistic Box, but there are some important differences.

Gadget Name		
DEX:	STR:	BODY:
INT:	WILL:	MIND:
INFL:	AURA:	SPIRIT:
INITIATIVE:	HERO POINTS:	
CHARGES:		
COST:	HPs + \$	

Omni-Gadgets
CLASS A:
CLASS B:
CLASS C:
CLASS D:
CHARGES:
COST: *HPs + \$

Attributes are listed by class: Physical, Mental, and Mystical. If a Gadget has a value for one Attribute in a class, it must have values for all of them, even if the value is zero. If a Gadget has no Attribute in a particular class, that line will be missing from the box. A Gadget with no Attributes in a class cannot be attacked with a Power in that class.

For example, an enemy could not use Control on Captain Boomerang's Razorang, because the Razorang has only Physical Attributes, and no Mental Attributes.

A Gadget must have more than zero APs in each Mental Attribute in order to have artificial intelligence. In order for a Gadget to have free will, it must have more than zero APs in every Physical, Mental and Mystical Attribute.

Initiative is listed only for those Gadgets that have artificial intelligence or free will, and are able to operate independently. A Gadget that does not have at least one AP of each of the Mental Attributes cannot decide for itself what action to take: thus, it has no Initiative.

Hero Points are only given to Gadgets that possess free will.

Charges are listed as a reminder that this is a Gadget (even if it is a Character with free will), and therefore must have routine maintenance and refueling.

The number of Charges represents the amount of energy in a Gadget's reservoir. *One Charge is expended each time a dice roll is required when the Gadget is using its Attributes, Standard Powers, or Skills. If a Gadget uses Automatic Powers, it burns one Charge for each AP of time its Powers are used.*

Some Gadgets have an external or internal power source. This is indicated by the abbreviation EPS (external power source) or IPS (internal power source). Under certain circumstances, a Gadget's charges will read NA (not applicable). In any of these cases, it is not required to keep track of the charges expended.

Cost is the price in Hero Points and money that a hero must pay for a prototype device of this nature. The Gadgets in this book are in prototype form. For a Character to build a Gadget, s/he must also build or acquire the manufacturing equipment and testing facilities. There is also a certain amount of time required to develop a Gadget. In most cases, it is less trouble to simply buy a ready-made Gadget from a retailer, an inventor, a S.T.A.R. Lab, or from whomever has access to it.

Cash Costs are given using the following abbreviations:

K = thousand	(example: \$15K is \$15,000).
M = million	(example: \$3.4M is \$3,400,000).
B = billion	(example: \$4.56B is \$4,560,000,000).
T = trillion	(example: \$56T is \$56,000,000,000,000).
Q = quadrillion	(example: \$9.23Q is \$9,230,000,000,000,000).
QN = quintillion	(example: 2.037QN is \$2,037,000,000,000,000,000).

Omni-Gadgets are Gadgets whose exact Powers and Attributes are unknown until their moment of use. They have their own boxes. If a class of Attributes is not listed for an Omni-Gadget, the Gadget does not have that category of Attributes and cannot be attacked with Powers that affect them.

When an Omni-Gadget is not functioning, its BODY is the number of APs assigned to Class A. An Omni-Gadget's classes indicate the type(s) of device that the Omni-Gadget can turn into.

Omni-Gadget Classes

Class A	Physical Attributes (DEX, STR, BODY)
Class B	Mental Attributes (INT, WILL, MIND)
Class C	Powers
Class D	Ability to substitute its own APs for its user's Attributes

All Omni-Gadgets must possess Class A. The inventor may assign zero APs to Class A if s/he wishes. Omni-Gadgets never possess Skills or Mystical Attributes. In addition, if a Gadgeteer anticipates the need for Mental Powers, s/he requires a Omni-Gadget with Class B. *Omni-Gadgets never possess Mystical Powers.*

Converting "New" Gadgets to "Old" Gadgets

Because of the differences in the underlying principles of the old Gadgetry rules and the new, especially in the areas of Attribute use and energy supply, it is impossible to develop an exact conversion method. If you do not have the *Hardware Handbook* or prefer to use the original Gadgetry rules, use the process outlined below to convert the new Gadgets in this book to the old rules.

1. Leave all Attribute, Power, and/or Skill scores as they appear in the new Statistics. You need only to convert Charges to Uses and Durations.
2. Count the number of Attributes, Powers, and Skills the Gadget must constantly use to fulfill its purpose.
3. Divide the number of Charges by the total from Step 2. The result is the Gadget's Duration.
4. Count the number of Attributes, Powers, and/or Skills the Gadget does *not* use constantly to fulfill its purpose. This is the number of Uses.
5. Adjust these numbers as you feel is appropriate.

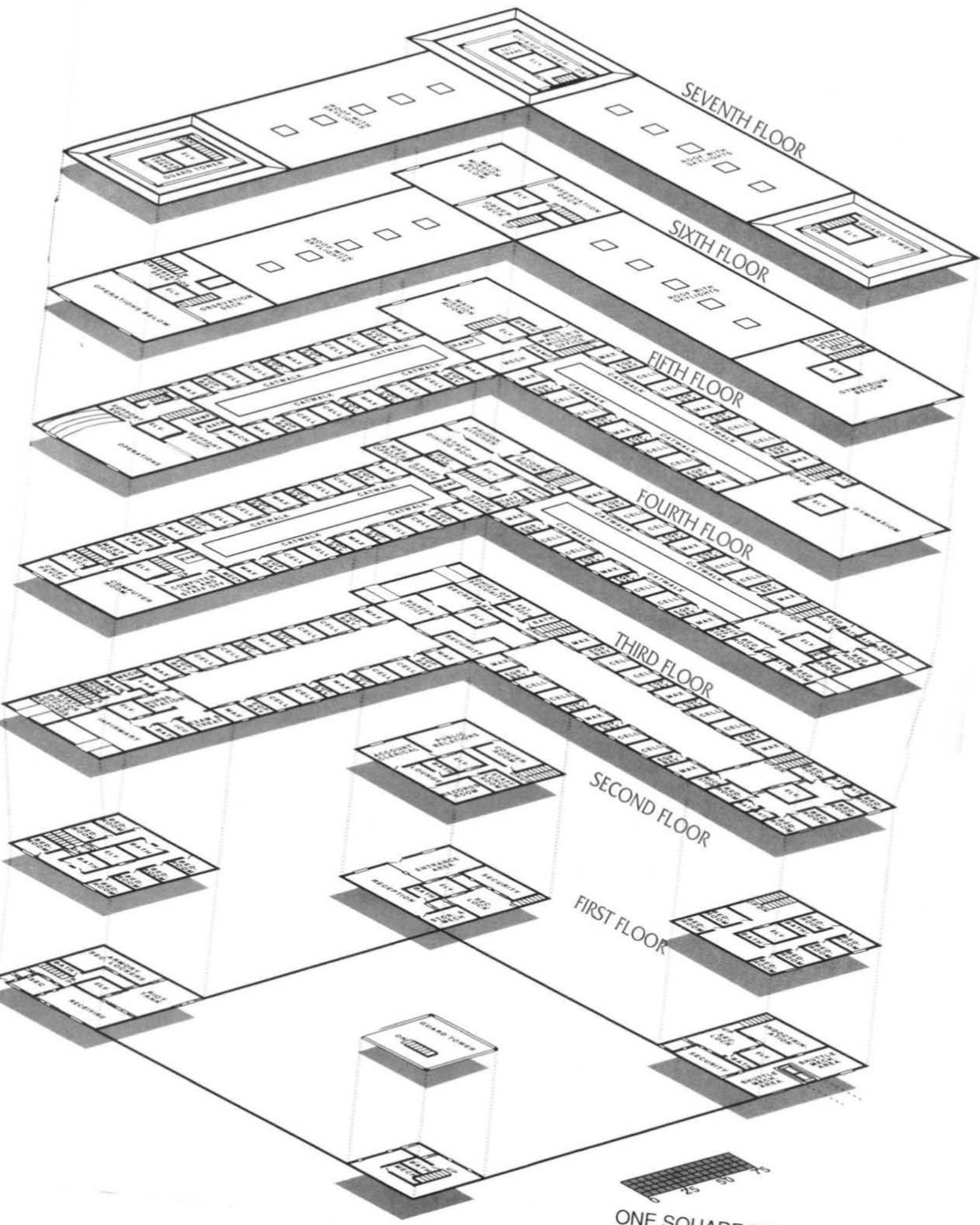
Column Shifts

A **negative** (-) Column Shift to the OV of an Action Check is to the *left* on the Action Table and makes an action easier.

A **positive** (+) Column Shift to the OV of an action is to the *right* on the Action Table and makes an action more difficult.

Abbreviations

AP	Attribute Point
AURA	Aura Attribute
AV	Acting Value
BODY	Body Attribute
CS	Column Shift(s)
DEX	Dexterity Attribute
EPS	External Power Source
EV	Effect Value
GM	Gamemaster
HP(s)	Hero Point(s)
INFL	Influence Attribute
INT	Intelligence Attribute
IPS	Internal Power Source
MIND	Mind Attribute
NA	Not Applicable
NPC(s)	Non-Player Character(s)
OV	Opposing Value
RAP(s)	Result Attribute Point(s)
RV	Resistance Value
SPIRIT	Spirit Attribute
STR	Strength Attribute
WILL	Willpower Attribute





Office of the Warden
Belle Reve™ Federal Penitentiary
Terrebone Parish, Louisiana

FOR YOUR EYES ONLY

To: The President of the United States of America
From: John Economos™
Subject: Task Force X™

Sir:

The enclosed files report on the status of the personnel and facilities at the Belle Reve Federal Penitentiary. The documents describe those accommodations designed for the containment and holding of prisoners with paranormal powers. For your reference, maps and layouts of the prison grounds and surrounding areas are provided.

The reports are primarily intended to update you on the current standing of the branch of Task Force X known as the Suicide Squad™. Complete psychological, historical, and power evaluations on all Squad personnel are included. I would personally bring to your attention those files on Amanda Waller™, Colonel Rick Flag™, Captain Boomerang™, Bronze Tiger™, and Nightshade™. These individuals have formed the core of the Squad, and are largely responsible for the success of several important missions.

The Squad's history has been updated, and specific details of all missions are enclosed. These include its recent foray into the Nightshade Dimension™ and the Squad's successful defeat of the terrorist group called the Jihad™ in New York.

When you have completed reading these files, please destroy them in accordance with Standing Order TFX-PA1. Thank you.

Signed,

John Economos
Warden, Belle Reve

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