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MODULE

ENFORCERS

TWENTY-FIRST
CENTURY
GAMES

FOR 6-8 CHARACTERS WITH 25-40 TCP'S

THE... END... OF... A... LEGEND...



BY
PAUL
LIDBERG

The End of a Legend!

an adventure for the

ENFORCERS™

role-playing game

by

Paul A. Lidberg

21st Century Games

Newbury Park, CA

I wish to extend my thanks to (not necessarily in order): IBM, Wordperfect Corporation, Jack Kirby, Marvel Comics, Scott Bizar, Ron Glass, Doug Rutledge, my parents, and all the little people who made this possible...

Dedicated to Laura with love from afar.

PAL '88

Art: Majestic Graphics: Albert Deschesne (Art Director), David A. Hernandez, Michael A. Hernandez.

Character Sheets: Albert Deschesne

Spreadsheet and Computer Coordinator: Larry Troth

Editing, Text Design, Typography, and Layout: Albert Deschesne and Larry Troth

Production Coordination, Printing of Cover and Text: Sandy's Printing Services, Glendale CA

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Adventure Introduction

The player characters have heard about him all their lives. He is the hero of heroes in the U.S., if not the world. He is, THE DEFENDER. Having appeared 40 years before in a blaze of glory, he first publicly battled his arch-nemesis, the neo-nazi Doktor Rachen, and his minions to a stand still in front of the Lincoln Memorial in Washington, D.C.

Defender has fought Doktor Rachen off and on for the entire 40 years, always succeeding, and occasionally even incarcerating him.

The Defender – Vital Stats

Name: The Defender

Real Name: Paul J. McClintock

Height: 6' 1" Weight: 210 lbs.

Eyes: Blue Hair: Blond

Origin: Paul was a 98 pound weakling. He had grown up, tried to join sports in high school and was turned down. He also attempted to join the military and was turned down for that too. Paul was a patriot. Nothing meant so much to him as truth, justice, and the American way. When he was first approached for the project that would change his life, he didn't even blink before agreeing to join. Little did he know what was in store for him.

What Paul had volunteered for was an attempt to engineer the human body, giving it super powers. It was hoped that they would be able to create a group of super beings that would tip the balance of world power over to America. Code-named the **U.S.A. Project**, (Ultimate-Secret-Agent Project), they had already failed with several volunteers and it was decided to try a different tact.

They placed Paul in a chamber with a small meteorite that was emitting radiation on a very strange level. To stabilize that radiation, conventional radiation on a more reasonable wavelength was broadcast across the room. After 5 minutes an effect was evident.

Paul's physique began to expand, his muscles gaining in size and power. His body began to radiate a bluish glow. After 25 minutes, the radiation had apparently affected Paul as much as it was going to. The scientists decided to keep him in there for a few more minutes, just in case they encountered a new reaction to the treatment. When Paul had been in the chamber for 30 minutes, his hair started to fall out. At this point, they pulled him out.

Just as he left the chamber, an explosion rocked the building. In rushed Doktor Rachen's 5th Reich Stormtroopers. They were after the meteorite. Several troopers opened fire on Paul and the other men in the room. As the others fell, the bullets bounced off Paul's chest. The troopers' collective jaws dropped! Using the element of surprise fate had gifted him with, Paul grabbed the closest soldier and used him as a club to bowl over the rest. Realizing that they wouldn't be successful, the officer-in-charge threw a grenade toward the meteorite, deciding that if he couldn't have it, no one could.

Reacting purely by reflex, Paul threw himself on the grenade and the meteorite, thereby saving the lives of all in the room. The shock of surviving a grenade blast (without a scratch!) was too much for him and he passed out. Unfortunately, the meteorite was blasted into a million pieces. The explosion had fixed it so that they would never be able to reproduce the conditions that gave Paul his incredible abilities.

When he awoke, he looked in a mirror. He saw that his hair had started to grow back in, but it was blond where it had been dark brown. His eyes had also apparently changed color from green to blue. Over the next few days, he learned about the bizarre powers that he had been gifted with by the radiation.

Powers: Defender has the ability to shrug off large amounts of damage. He can also lift (with proper bracing) approximately 25 tons. He can run at nearly hypersonic speeds, and is very agile. He is an expert with hand to hand combat.

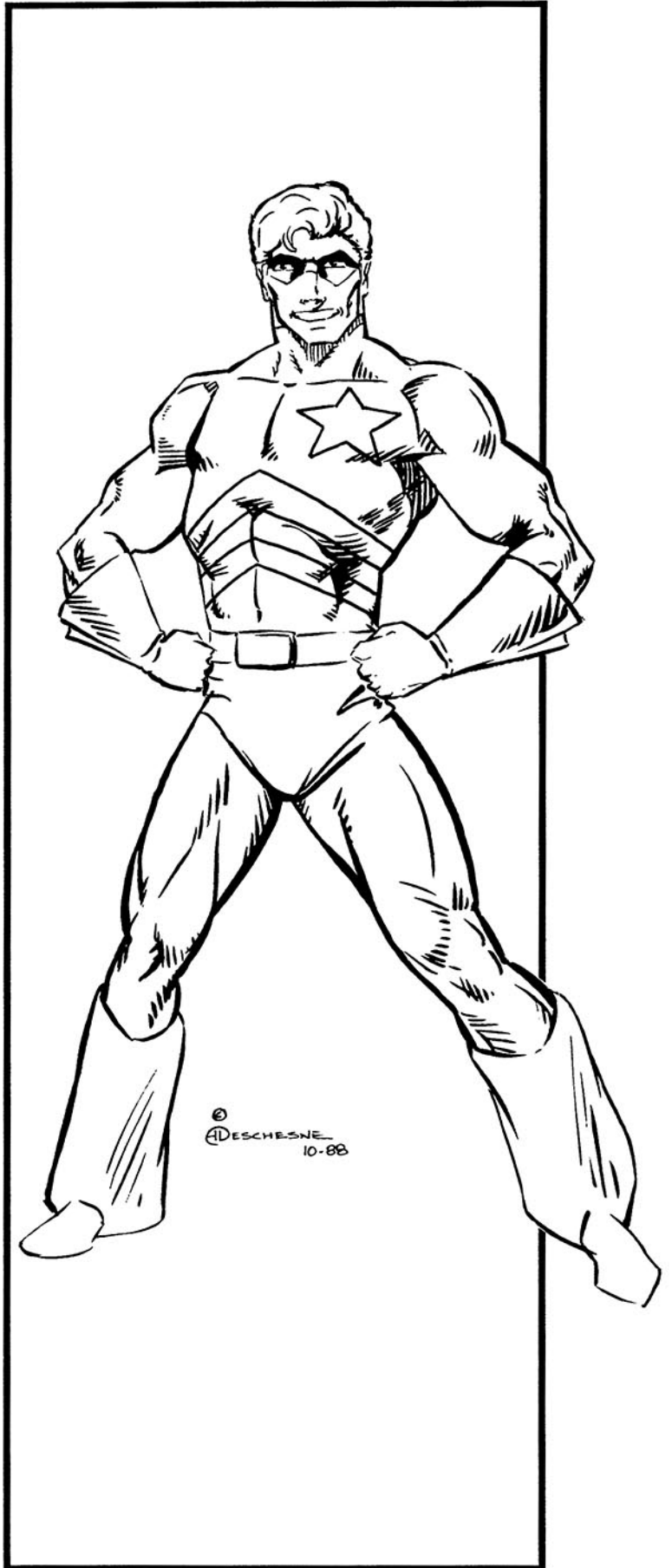
The radiation also has made him age very slowly. Scientists have estimated that his body has only aged 6-8 months in the last 40 years. In addition, he has the ability to heal very quickly.

Code Name: DEFENDER

Real Name: Paul J. McClintock

Experience: 880908 TCPs 112
 Strength: 78 ACPs 35
 Constitution: 37
 Agility/Dexterity: 18 Initiative: 88
 Intelligence: 18
 Comeliness: 18 Danger Sense: 18 %
 Media Rating: 100
 Limb Str. Factor: 48 Detective Score: 14 %
 Healing Rate: 185
 Hit Points: 3377 Energy: 161
 Knockback Factor: 378
 Carrying Capacity: 59319 Magic Save: 100 %
 Winged Flight: 0 Miles per Hour
 Running Speed: 10944 Feet in 15 Seconds
 Running Speed: 497 Miles per Hour
 Air Flight Speed: 0 Miles per Hour
 Space Flight Speed: 0 Miles per Hour

Powers/Weaknesses	BCTH	ABCTH	DAM#	DAM+	EC/U	CPs
Hand to Hand:	50	307	21	37	4	0
Cellular Regeneration:						0
(doesn't regenerate from electric)						
Increased STR: (+5)						1
Training: STR: (+57)						
Training: CON: (+20)						
Animal Weaponry: 15%/DAM+						3
Armor: 0 points						0
Combat Bonus: 96%						12
Defense Bonus: 236%						12
Extra Damage: 0 DAM+						0
Invulnerability: 280 points						7
Speed Increase: 15 X						28
Super Reflexes: 70						7
Willpower: 0%						0
Weight: 210 lbs.						Total CPs used: 77



A Death In The Family – Prologue

Before the first part of the adventure, the heroes should spend a little time patrolling the city, (or whatever it is that the characters usually do!) The GM should have them meet each other (if appropriate) and encourage some role-playing and possibly team work. Get the heroes to realize that they are on the same side, not fighting each other. A quick convenience store robbery is a good way to accomplish this.

The Build Up

The characters are slated to meet their hero, Defender, just before a rally at the Ronald Reagan Sports Arena in the city. The rally is being held to commemorate the defeat of the Entcir and in memorium to the millions who lost their lives in the invasion. The rally is scheduled to begin at noon, the meeting of Defender with the heroes starting at 11:30 AM.

The meeting will take place in the arena manager's office. Regardless of when the heroes arrive, Defender will appear at precisely 11:29. He will greet them with an impressed look if they are early, and one of concern if they are late. Defender will then give them a speech about "truth, justice, and the American Way!"

When asked questions, his answers will be very vague and distant. He will comment on the characters reputations and abilities only to the point of congratulating them on their efforts and urging them to do their best.

When it gets to 11:55 AM, Defender will excuse himself and suggest that the heroes stay around and keep their eyes open. If asked why, he'll mumble something about a bomb threat. If pressed, he'll say he doesn't consider it to be substantiated, but it is best to be on the safe side. Then he'll leave, heading for the arena and the speakers' stand.

If any of the heroes ask to join him on the podium, he'll ask that they don't. He does mention that if time allows, he will introduce them to the crowd at the end of the proceeding.

The Big Moment

At 12:05, just after being introduced by the mayor, Defender will step up to the podium. After the cheering dies down, Defender starts into a moving speech about "God, Mother, Country, Truth, Justice, & the American Way." At approximately 12:11, when Defender has the crowd worked up into a frenzy of patriotism, there is a flash of light toward the ceiling of the sports arena.

Hovering in the middle of the building is a giant hologram of Doktor Rachen, with his assistant Gunter standing behind him. Rachen is seated in his wheelchair. A booming, yet old voice screeches out, "Defender, you've been a thorn in my side for 40 years, but no more! Today I start my conquest of the Earth unopposed! And I start with YOU!"

Just as Rachen announces that, a lightning bolt leaps from the hologram's hand and hits Defender square in the chest. A tremendous boom is heard throughout the arena as it hits Defender. His body flies off the platform and slams back against the wall, 20 feet behind the podium. The hologram of Rachen cackles as it fades out, "I've finally gotten rid of that star-spangled, flag-waving, idiot! Tomorrow, I conquer the world!"

The heroes will notice that there is a reasonably large hole in the ceiling. The shape of a man is visible for just a moment and then it disappears in a flash of light. Heroes taking off after the man will see him flying rapidly away. They will find that he already has too big of a head start. If any of the heroes make a roll vs. Detective Score, they may recognize the rapidly disappearing figure as the super mercenary, Lightnin' Man.

If the heroes search around the area of the hole in the roof, they will find special holographic transmission & receiving gear as well as a hologram projector. This allowed the hologram to be transmitted from a great distance and rebroadcast in the arena. The equipment is very sensitive and will most likely break if handled by someone who is not being very careful. The parts have all been cobbled together from various pieces, with nothing in it more recent than 20 years old. If the character picking it up does not handle it with care, he will cause it to explode (DAM #8, automatic hit).



Stop In The Name Of The Law!

After the heroes have searched the roof, if they do, (and given up any fruitless chase attempt), they return to the rear exit to the sports arena. The police command post has been set up there. A policeman will come up and tell them that **START-MED (Superhero Tactical Action Rescue Team-MEDical division)** has picked up Defender's body. He is being taken to the main Medical Center. The prognosis is not good, seeing as how he lost a lot of blood.

About this time, Defender's erstwhile sidekick, Yankee, appears at the scene. He will be very distraught and want to know if they got the guy that did this to Defender. (Note: If one of the players is using Yankee, then he's been there the whole time. The GM should coach the player on what little he does know. It won't be much, considering that the current Yankee has only been his sidekick for 2 weeks.)

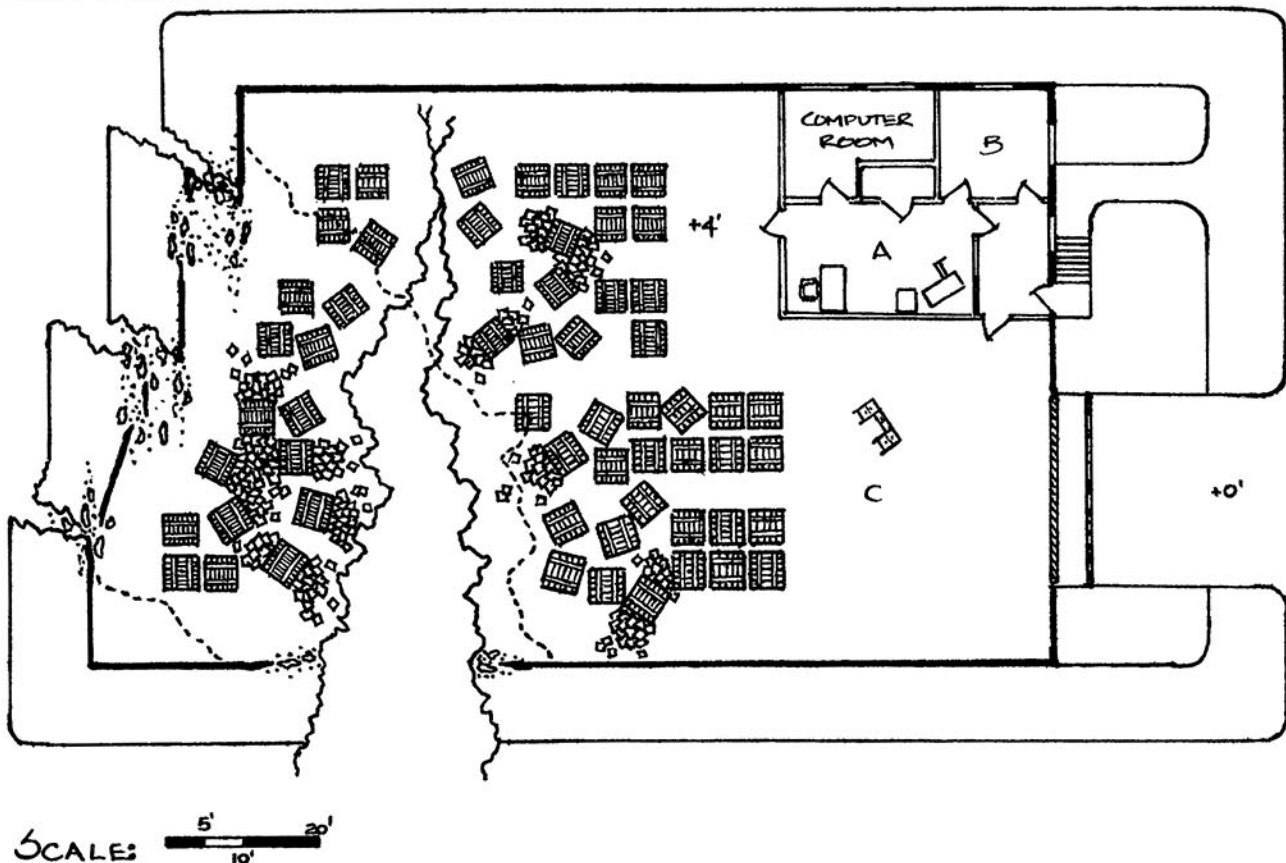
Once Yankee hears that Lightnin' Man was seen on the roof, he will have an idea. (If no one was able to figure out who it was, Yankee will be able to identify him from the description.) Using knowledge gleaned from Defender's data banks, Yankee had been about to go after Lightnin' Man on suspicion of gun running. He will ask the other heroes to join him in exacting some revenge. Most likely, they will accept.

Lightnin' Man is currently based in a warehouse in The Zone, that area of L.A. that's still left over from the tumultuous 'Quake of 2011. See *Expanded Timeline for Enforcers*. It is currently inhabited by underworld types i.e. bums, game designers, and supervillains. This is where Yankee wants to lead the heroes.

The Warehouse Layout & Specs

This warehouse used to be used by a comic book distributor before the quake, and much of the stock was abandoned as being too costly to salvage. As a result, there are large stacks of rotting paper all over the floor. The roof has caved in near the back of the building. The floor has a very large crack running through the middle of it, the hole beneath it extends down to the sewers.

Lightnin' Man and his buddies are set up in the old offices of the warehouse. If the heroes are stealthy, the attack will not be detected, as Lightnin' Man is sure that he was not seen, (none of the the press reports of the attack identified him as the assailant.) The 3 of them are in the office, playing poker. There is a large quantity of money on the table. It is probably the money they were paid for their part in the attack on Defender. In piles around the table are several hundred empty beer cans as well as a mostly empty twelve pack on the table.



Key to Warehouse Diagram

A. This is the original front office for the distributor. It contains the remains of a desk and a file cabinet. The file cabinet has been emptied and discarded in the corner. On the floor is a telephone. It appears to be broken but on closer examination, it can be made to function.

B. This was the manager's office. The desk that was here before has been discarded into the main warehouse. This is where the villains will be set up. There is a card table, three chairs, and a cooler with beer in it. The table has a collection of cards, money, pretzels, and beer cans on it. If attacked, Lightnin' Man will probably try to take as much of the money off the table as possible.

C. This was the main warehouse area. The ceiling to the rear is collapsing, with a major hole opening to the sky. A very large (20') crack runs across the middle of the room. It leads to the sewers.



Tactics and Scenario

When the attack occurs, Lightnin' Man will most likely blast his way to the warehouse, where he will have more maneuvering space. The other villains will just try to hold their own until they can get to open ground.

Once the bad guys have been vanquished, (if they survive), the heroes will wish to question them. None of the bad guys has any clue as to where Rachen's base is, but they will try to pretend to that knowledge, hoping to cut a deal with the heroes. Severe beatings will solve this problem.

They only know of a strange call Lightnin' Man received last week from Rachen, asking for help in this matter. Lightnin' Man was paid 1 million Credits for his part in the assassination. Lightnin' Man, by the way is very proud of his attack and will often make snide comments to Yankee about Defender. If Yankee is a NPC, then he will in all likelihood attack Lightnin' Man with all his might, trying his damndest to kill him.

If any of the villains are captured, he will be unable to inform the heroes as to the location of Rachen's base. No amount of coercion will change this fact. This being due to the fact that they don't know where it is and have never even met him, with the sole exception of Lightnin' Man who has worked with Rachen off and on over the last few years. He, however, doesn't know where the base is either.

In The Home Of A Real American!

After defeating Lightnin' Man and his cronies, as well as searching the warehouse for any possible clues, the heroes will be at an impasse. They most likely will have no clue as to how to proceed. At this point, Yankee will suggest that they go to Freedom HQ and use the Computer to try to locate Dr. Rachen.

When they arrive, Yankee will let them in. Going to the main wall, he will activate the computer, "General Patton." The General is the newest in self aware computing devices, having been developed by a joint venture of Southrup and ABM. See *General Patton – Specs & Stats*.

Yankee will offer the heroes the run of the place, explaining that while the General is fast, it would still take him a couple hours to digest all the necessary data. (General Patton surveys all known transmissions of radio & television, as well as reading all newspapers and anything else that might be pertinent.)

(The layout for the base is provided for your own personal amusement. If you wish, role play out the heroes trying to keep from getting frustrated by the delay. It could make for some classic scenes.)

It will take approximately 4–6 hours of computer time for General Patton to locate Rachen. Before the General is used to find Rachen, the GM can run the situation described in *Assault on the Emergency Room!* If the GM decides not to, then after the allotted time, the General will announce that Rachen is currently holed up in a castle located in Germany. Yankee will offer the use of Defender's Liberty Jet. It can make very good time to Germany. Then proceed to *European Vacation*.

Freedom HQ – Layout & Specs.

Freedom HQ is located on the 14th and 15th floors of the Crunchy Frog Building in downtown Los Angeles. Crunchy Frog is a manufacturer of role playing games. The owner, Paul Lidberg, is a very patriotic individual who donated the upper two floors to Defender.

A. These are the high security elevators. The only way to this level is to have the code or to have someone on this floor allow you to gain entrance. The code is either 5–8–1945 (V–E Day), or 9–2–1945 (V–J Day).

B. This is the hanger. It spans both floors and has a removable roof as well. The forward and rear walls both move out of the way to allow the Liberty Jet to land.

C. This is the training room that Defender uses to keep in top physical form. It has the capability to project holograms (via Patton) and simulate nearly any combat situation. The process can be controlled from the control room.

D. The reception area. As the heroes come off the elevator, they will be greeted by a cute, young girl seated behind the counter. She is a hologram from Patton. The walls are armored and the whole area can be sealed off from the rest of the building if necessary.

E. This is Defender's office/trophy room. At one end is his desk and files, and at the other are several trophy cases holding all kinds of memorabilia from his past adventures. For example, he has Rachen's first swagger stick, Major Montaine's hat, and a blaster rifle he took from the evil space villain Marv-Ull, who came to Earth from the new Universe. He also has the power gauntlets that belonged to the villain A.C./D.C., who tried to hold California ransom for its electrical supply.

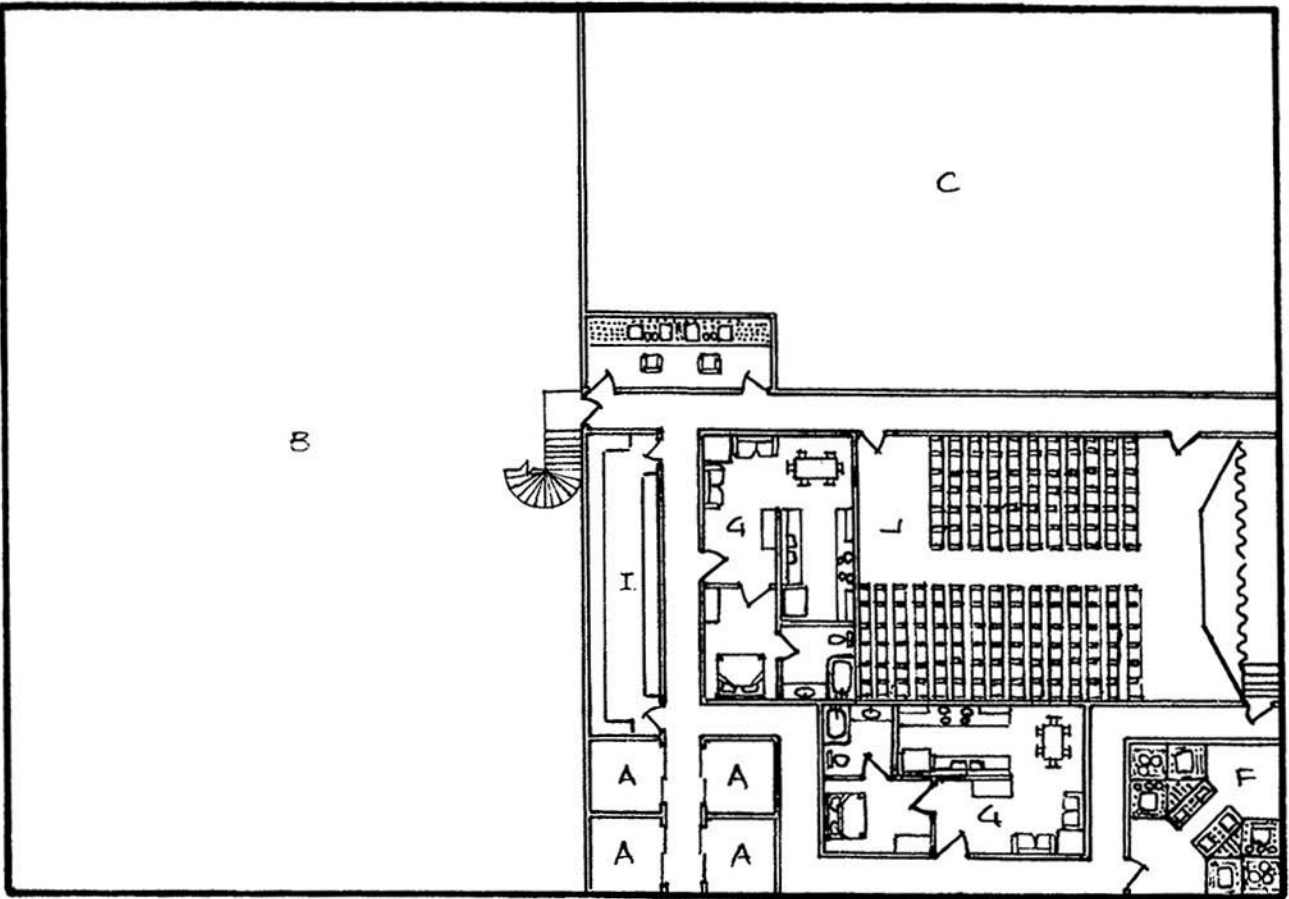
F. This room houses Patton's hardware. It spans both stories and is almost packed full. To enter requires a security code. The code is 11–11–1885, the real Patton's birthday.

G. These are residence apartments that are used by superhero friends of Defender's when they come to town. They are also used by important people that need to be protected. The ones on the 15th floor are bigger and are intended for longer stays.

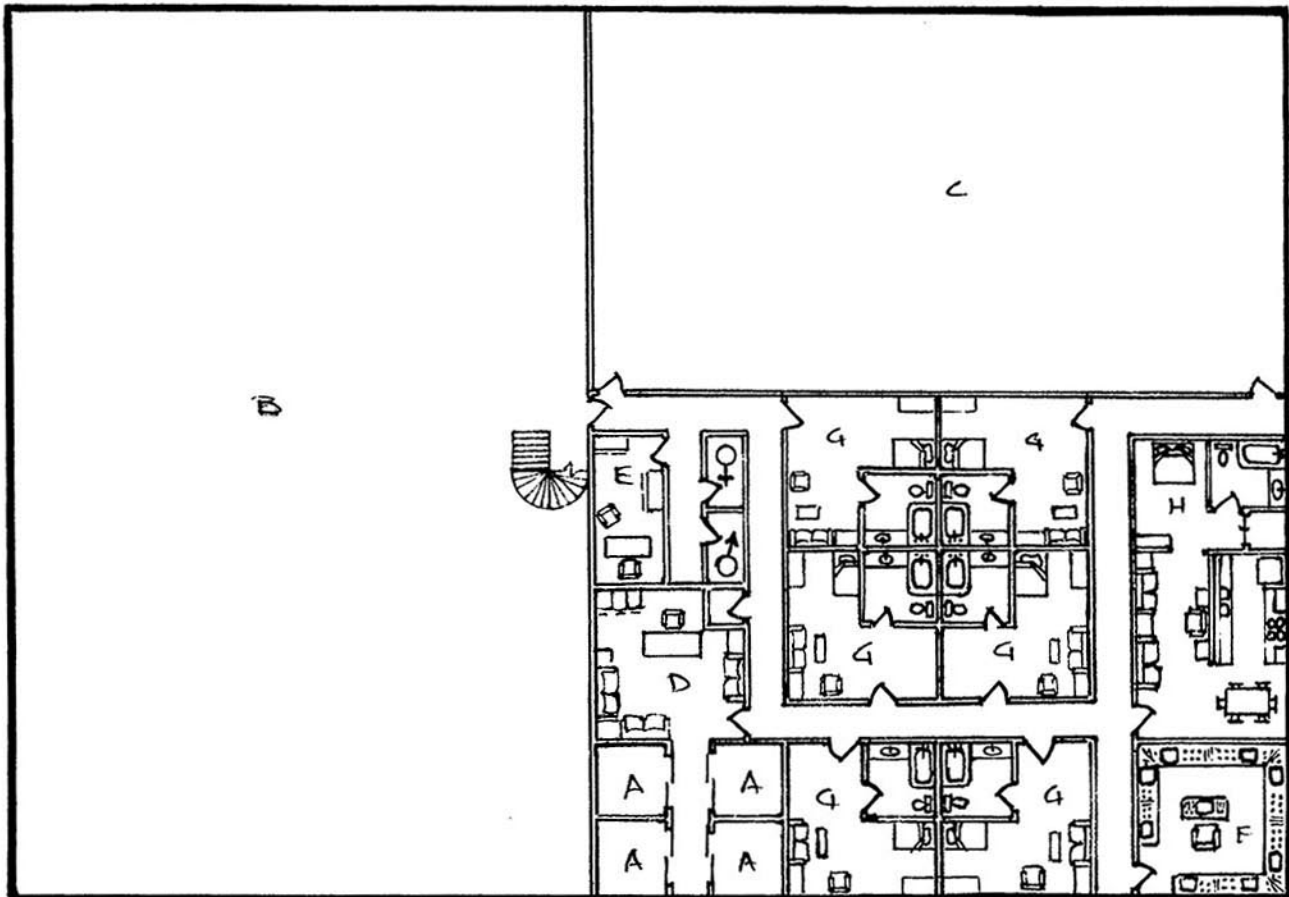
H. This is Defender's room. It has a security code as well, (6–13–1998, the day that the Entcir were defeated.) The walls are covered with autographed pictures of Defender with nearly all the leaders of the world for the last 40 years. He also has a picture of Reagan and himself. The room is very lavishly appointed, and immaculate. The closet contains several extra costumes.

I. This is the armory. Inside here is enough armament to blow the city of Los Angeles off the planet. The security code for this is 6–6–1944 (D–Day Invasion). The GM should feel free to say what is in this room to keep the heroes from becoming too powerful.

J. This is the main meeting hall. During the so-called "Time Crisis," the heroes of the world met here to work out a resolution. It has the capability to seat up to 150 people, and can modify itself to accommodate nearly any physical shape. In the event of civil strife, the room can be modified to be a mass detention center.



SCALE: 5' 20'
10'



General Patton – Specs & Stats.

Name: General Patton, Model #1776

Origin: Patton was built as a joint project of the Southrup Corporation and ABM. He is completely self aware, and has demanded equal rights. Until this legal issue is resolved, Patton is on loan to Defender.

Powers: Patton is in direct control of all the base's defenses. He can also open any of the security doors.

Appearance: Patton has the capability to project a hologram of anything. When addressing the heroes (or being addressed), he will project a hologram of George C. Scott as Patton. Patton also projects the receptionist in the base. She looks like your typical all-american blue-eyed blonde.

Assault on the Emergency Room!

This section is considered optional. If the GM wishes, he can play out an assault on the START-MED clinic, intended to finish off Defender once and for all. Included in the attack will be any of the villains not captured in the warehouse, and as many of the villains from the castle as necessary to make a good play balance.

Their tactics are as follows: using a stolen, repainted ambulance, they drive up to the clinic with an "emergency" patient, (this is not uncommon as many of the smaller clinics offer a bounty to drivers of ambulances for bringing in patients.). Once they get inside the perimeter defenses and to the emergency room entrance, the villains will burst out of the ambulance and attempt to enter the building. An emergency call will go out to the nearest hero base (Freedom HQ) as well as to the local police and security forces.

START-MED Clinic

A. This section is the admitting room for the clinic. Located around the room are large quantities of various medical supplies, as well as gurneys, etc. There is a lot of evident damage here as the villains fought their way in through here.

B. These are the administrative offices for the clinic. This area is mostly untouched because only one of the villains went through here and was only looking for people hiding.

C. This area is the surgery scrub area. It is very clean and has an ample supply of surgical gowns and rubber gloves.

D. This is the nurse's station for the recovery ward. The average patients are usually only here overnight, so they only have a 10 bed ward. The nurses counter is armored, (DEF=200). There is a status board showing the condition of all the current patients. They currently have only 2 patients, Defender and a retired former legendary super hero, Matrix, Pierre M. Fuqua. The rooms are as follows:

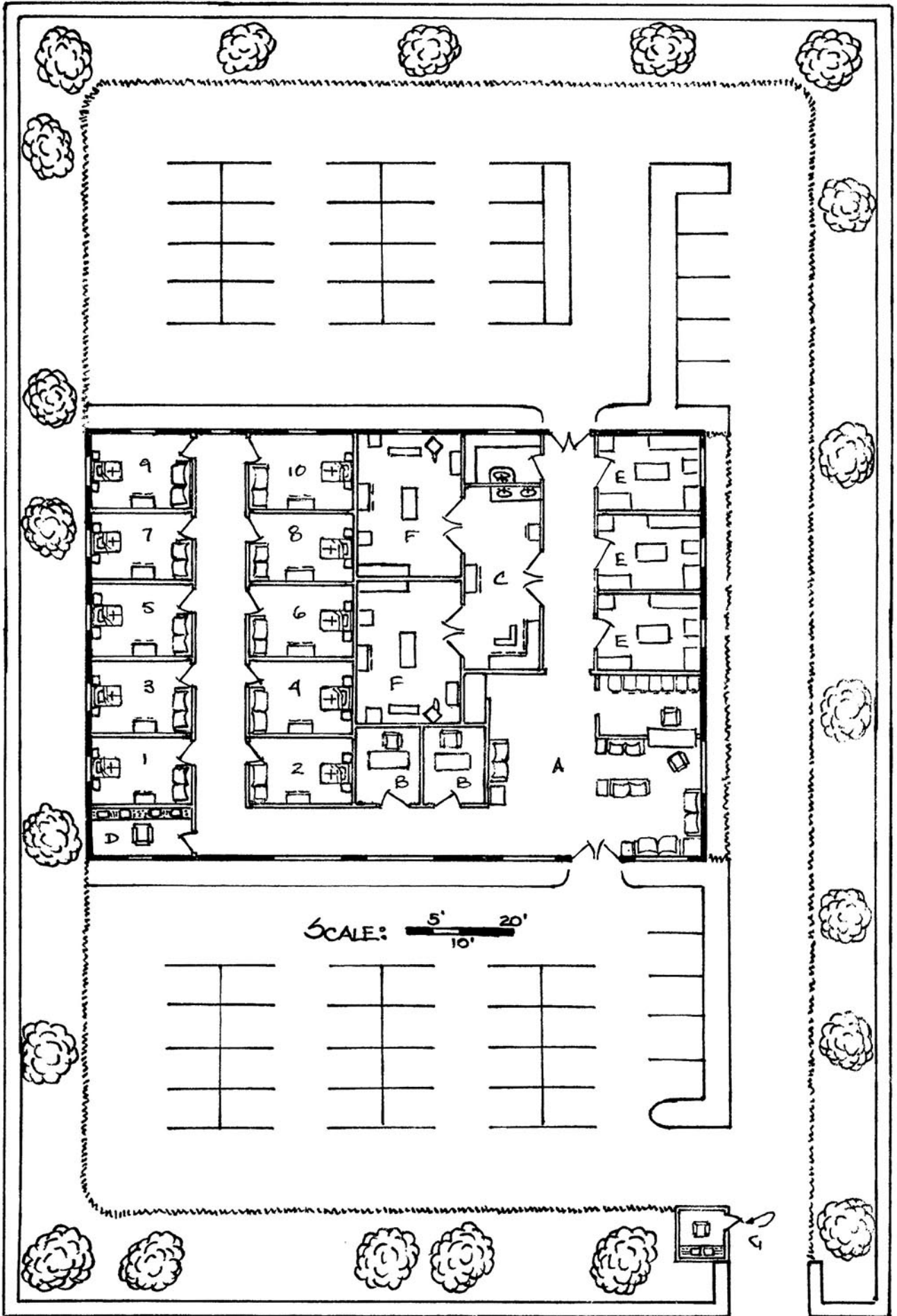
1. This is the room that Matrix is in. He is now 88 years old and has developed several major problems including loss of hearing, near blindness, and Parkinson's Disease (from the repeated blows to the head he received as a hero!). He still, however, has lightning reflexes and acute senses. If anyone enters the room that he does not know, and they are not accompanied by someone he does know, he will attack. He uses a stun grenade, 140% BCTH, 75% chance to work (they're old!). He has 6 of these. As soon as he has incapacitated an intruder, he will use his nurse call button to get help. If there is no response, he uses his belt radio to call a SWAT Team.

2-8. These rooms are currently unoccupied. They are equipped the same way as #1, i.e. an adjustable bed, a bathroom, a chair, etc.

9. This room is also unoccupied, and is equipped as #10 is. The door is armored (DEF=1000), and the walls are too (DEF=500). The door has an electronic lock system that requires a code that only the head nurse knows.

10. This room is where Defender is. If the villains have captured the head nurse, they will have been able to force her to tell them the code to open Defender's room. The code for the door is 7-4-1987, Defender's birthday.

Defender is in pretty bad shape. The hit he took didn't really cause that much damage physically, but it screwed up the workings of the body's natural electrical nature. The clinic had taken care of the abrasion on his chest, but could not figure out what to do for the electrical problem. They finally determined that if he was monitored, but left alone for the next 24 hours, he might be able to recover. Any stress may end it all.



E. This is the emergency room area. When the villains attacked, they pretty well trashed this section of the building. There are gurneys, bandages, medical supplies, and a few dead nurses around this room.

F. These are the surgery rooms for the clinic. The surviving members of the staff of the clinic are holed up in here. They are being guarded by The Programmer. He will attack anyone he sees on sight.

G. This is the guardhouse and gate into the clinic. There are several troops stationed here at all times as well as 2–4 patrolling the grounds. They are armed with assault rifles and tend to shoot first, bury the body second. (Use the stormtrooper stats if necessary to use the guards in a combat situation).

Villain Tactics

The villains will obviously head for the room where Defender is, that being their objective. Starting 2 turns before the heroes arrive, roll attacks on the room's security devices. They may or may not hold out long enough for the heroes to arrive.

If the situation looks bad, the villains are not above grabbing the unconscious Defender and trying to use him as a hostage. If this occurs, and Yankee is an NPC, he will remember that Defender told him never to give in to the demands of terrorists, no matter whose life was on the line. This will tend to influence Yankee's actions.

European Vacation – the Village Hammelschtadt

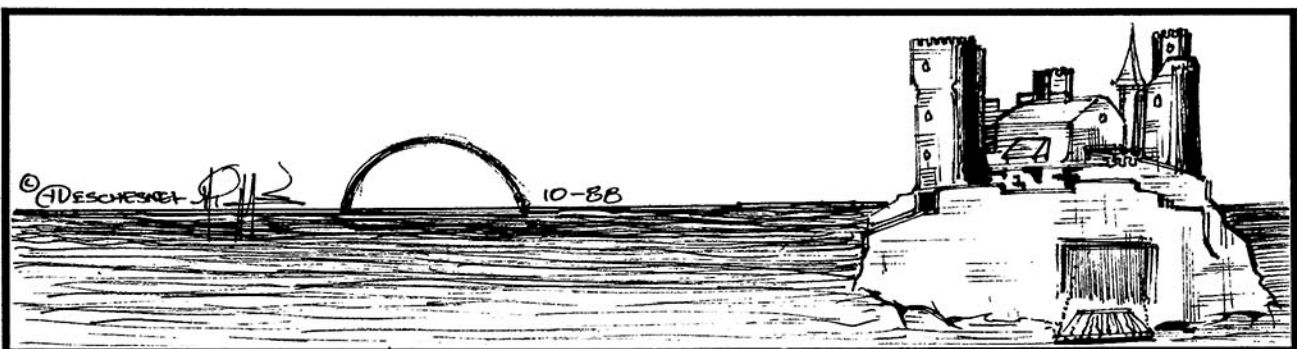
The village of Hammelschtadt looks exactly like one of those picture post cards that you find in gift shops in Germany. Exactly. The residents of the village are either members of the 5th Reich, or are terrorized into submission by those who are. Any strangers in town will be looked upon with the most suspicion that can possibly be mustered. All movements will be monitored, and strange activity reported and acted upon immediately.

After a little while in the village, the players will be able to determine that the base is located in the castle. This will be mostly due to the fact that everyone clams up when the castle is mentioned. If the heroes appear in the village in costume, then they will be greeted by the mayor. At the same time, a 5th Reich task force will be readying an ambush. Use 2–3 troopers per hero. After thrashing the stormtroopers, the heroes will proceed to...

Doktor Rachen, No More!

The heroes, at this point, should have been able to determine where Rachen's base is. This knowledge would be imparted either by "persuasion" of supervillain prisoners, or even deduction by General Patton in Freedom HQ. This is accomplished by monitoring of arms shipments throughout Europe, i.e. their ultimate destination. By following them through the various channels, he will find that a large number of them end up in Hammelschtadt, the village near Rachen's castle. He then can determine the end customer by following local trucking bills of lading. Elementary, my dear Watson!

Rachen is located in a castle that, up until 20 years before, had been the hereditary castle of the Von Duem family, the local barony. When the world economy collapsed, Rachen was able to buy the castle for a song (and the back tax bill!). The castle is located on the side of a large mountain, and has only one road that ultimately leads to it, (the front entrance, that is!). The levels below the castle, have been added recently. There is now another entrance located on the other side of the mountain. It is concealed behind a fiberglass boulder that is very hard to spot.



Castle Rachen – Stats & Specs.

Level 1

A. This is the throne room and greeting hall of the castle. This was where the feudal baron would have audiences with his minions and dispenses his medieval justice. Rachen is planning this room to be where he will be crowned Emperor of the world, as soon as he has put the world in its proper, subservient place. If the heroes try a frontal assault, Rachen will leave this room and head to sub-level C, where he has his laboratory and an escape route.

B. This is the courtyard. Any heroes assaulting here will find a large number of stormtroopers here (5 per hero). They open fire immediately.

C. These are the guest rooms. There are a lots of them and all are empty of people. Some of the Troopers are searching this part of the castle, looking for intruders. The rooms are lavishly appointed and unused.

D. These are the corrals. In here are a dozen quality cavalry horse in good health. They are all saddled up because they were headed out for the daily patrol when the alarm sounded.

Level 2

A. These are more guest rooms as in Level 1, C.

B. These are the old towers of the castle. Located in the tops of the towers are 2–4 troopers. They have large, artillery-style laser cannons and will fire on approaching intruders. The cannons have a DAM # of 80.

Sub-Level A & B

These levels are both the same. They are the dorm rooms for the stormtroopers. When an alert is called, the lights go red on the level and the troops have 2 minutes to report to their emergency duty stations. The 2 elevators located at the end of the hall are extra-large and hold up to 30 troops at one time. They are also express and get between floors extremely fast.

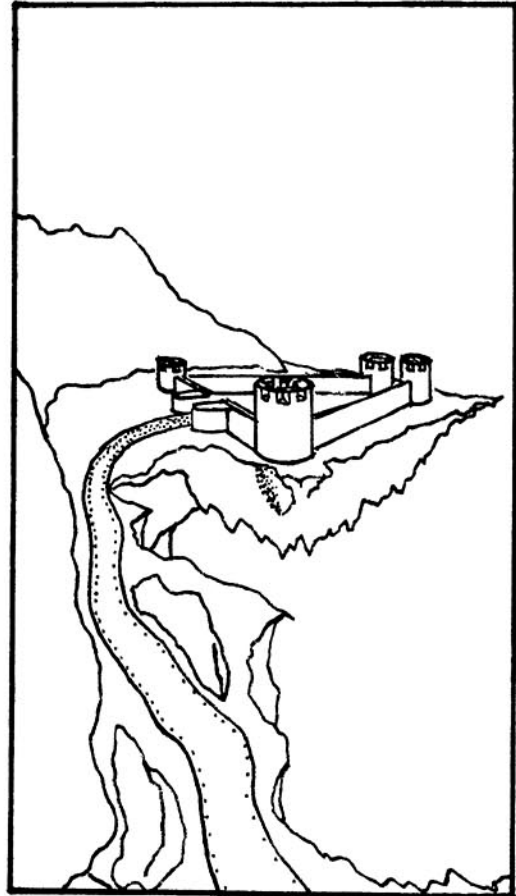
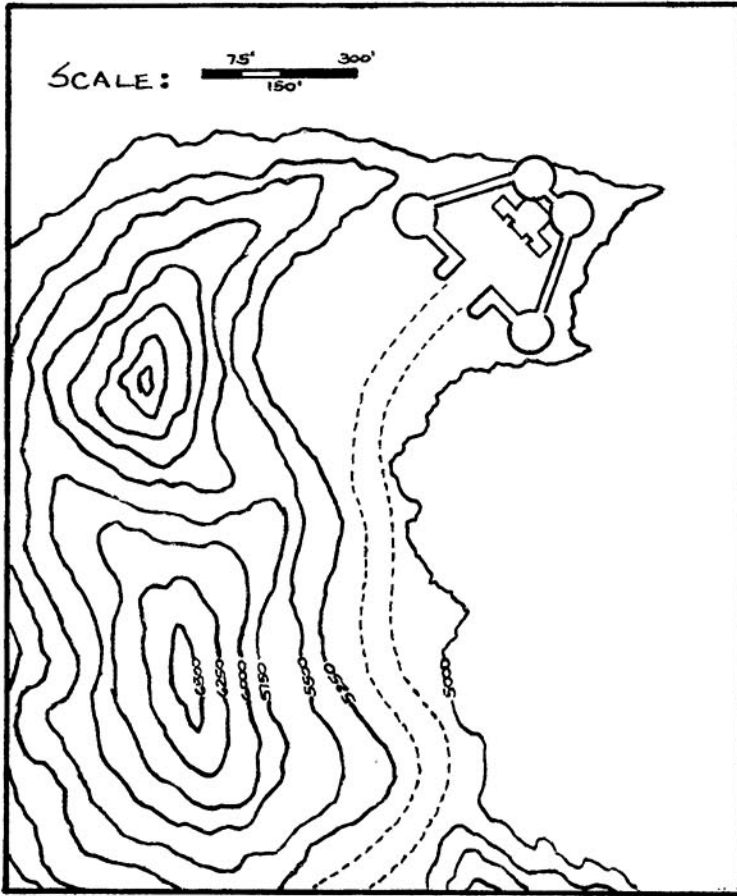
Sub-Level C

This is one giant room. In it is lots of pseudo-scientific gear. (Let your mind run wild and put whatever you feel is necessary to make it the penultimate mad scientist's lab.) The room is also equipped with restraint devices that are capable of holding most heroes. If any of the heroes get captured, they will be held in this lab, drugged until just before this encounter takes place. Toward the rear of the room is an escape tunnel concealed behind a large bank of computer equipment. It has a special speed module that can be attached to Rachen's wheelchair and used for his escape.

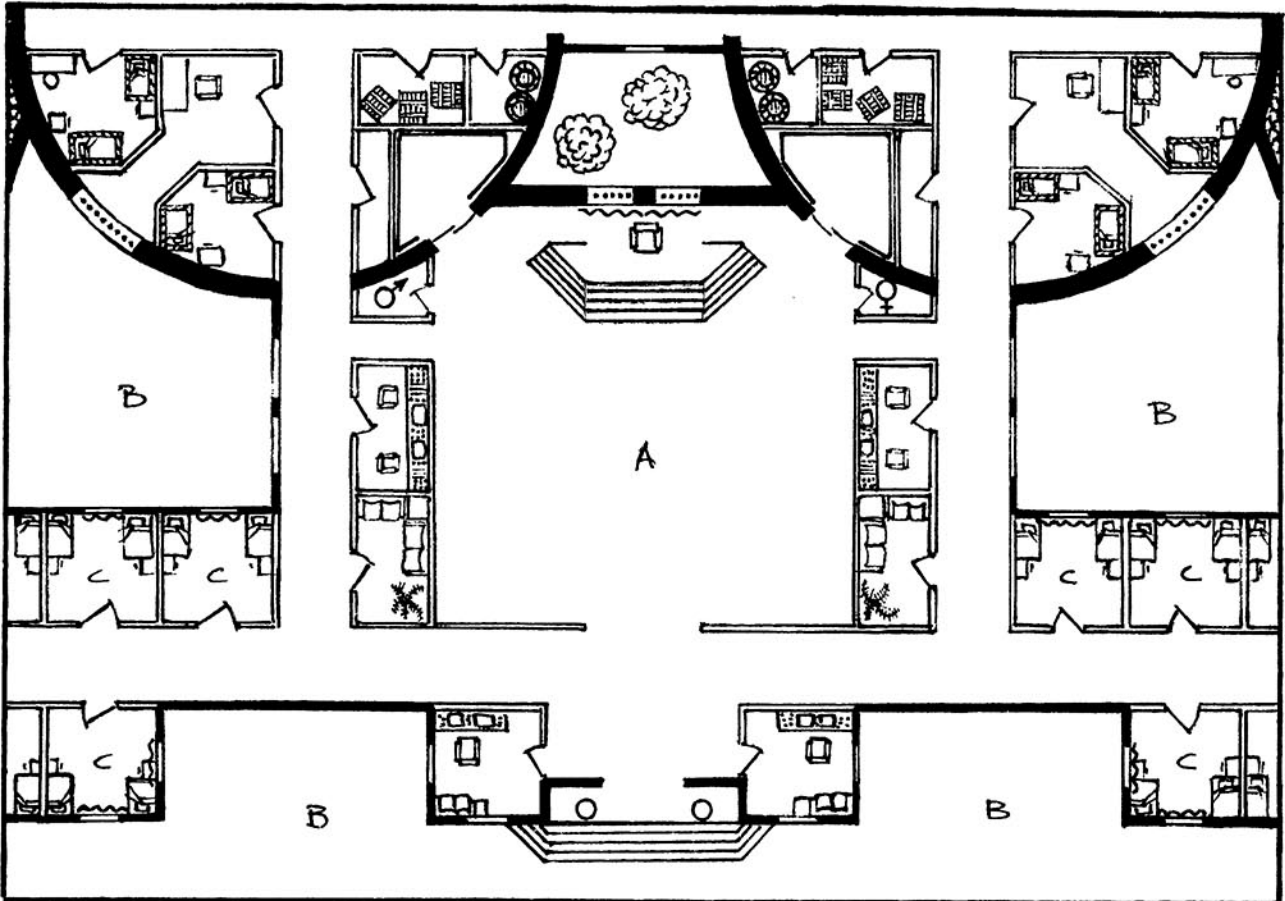
Epilogue

When the heroes get into the castle, their goal will be to capture Rachen. If Defender is dead, and Yankee is along, his goal will be to strangle Rachen with his bare hands. Keep in mind that Rachen goes no where without Gunter. He will always be a force to be reckoned with.

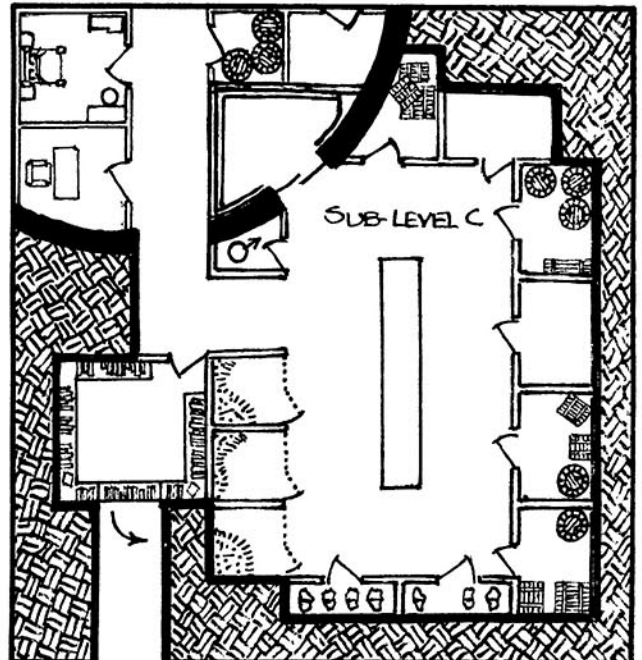
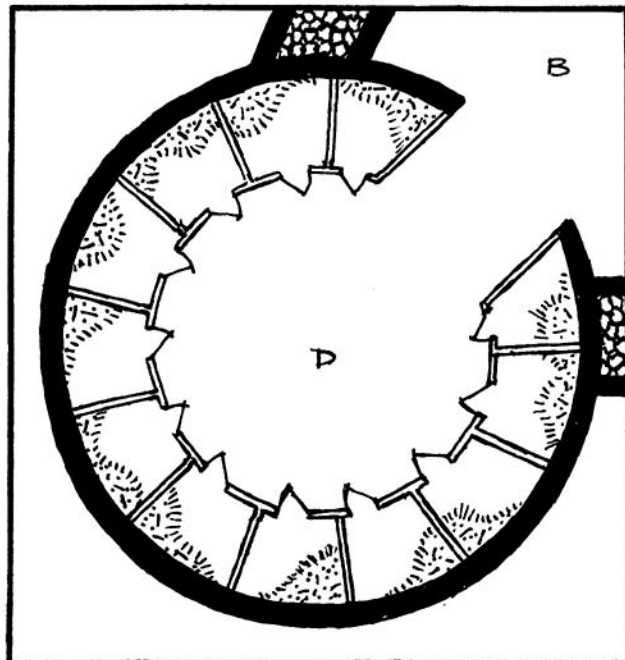
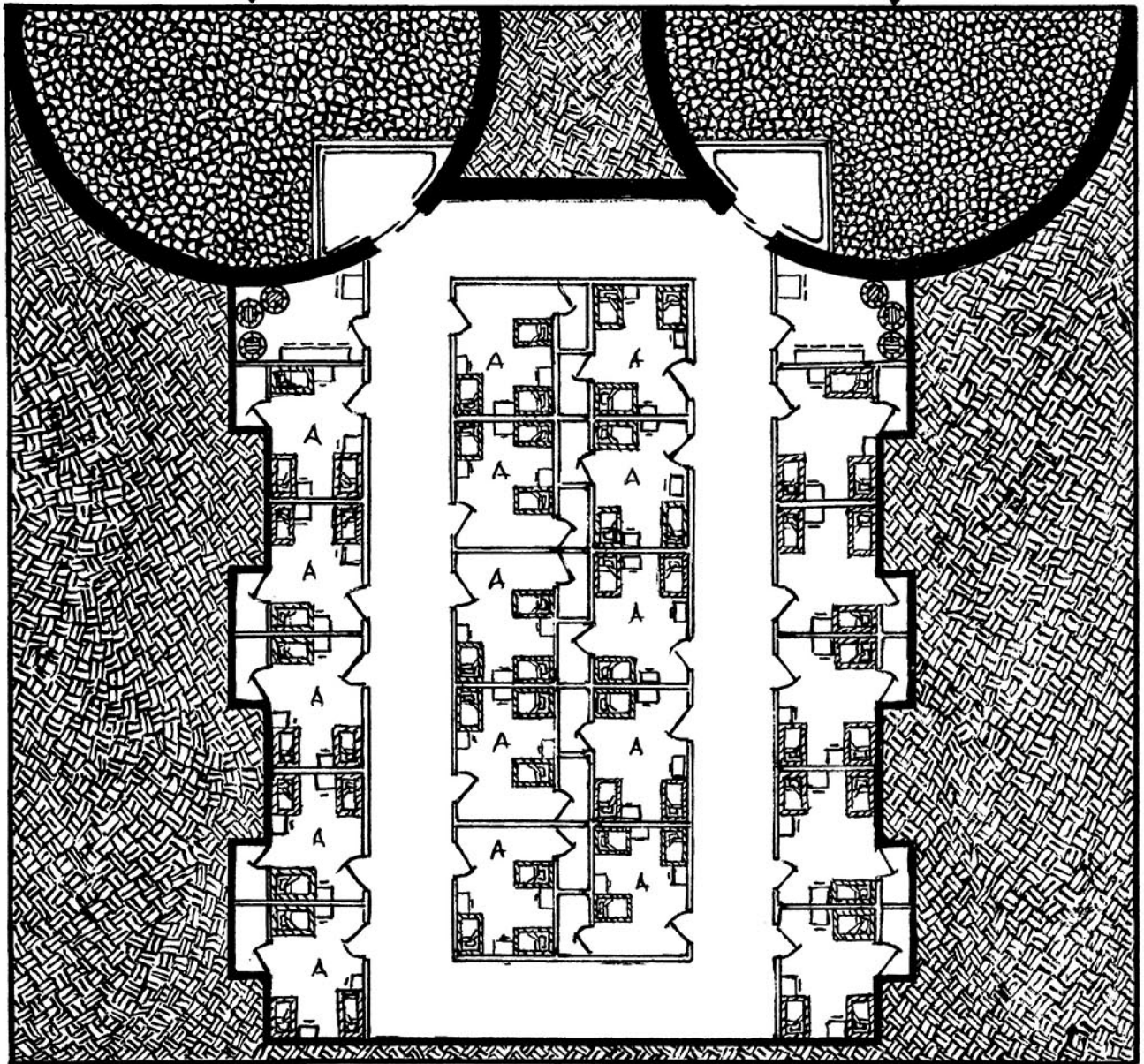




SCALE: 5' 10' 20'



SCALE: 5' 10' 20'



Code Name: Dr. RACHEN

Real Name: Adolph Hammelstadt MD, PhD

Experience: 882000 TCPs 112
 Strength: 7 ACPs 90
 Constitution: 8
 Agility/Dexterity: 8 Initiative: 8
 Intelligence: 98
 Comeliness: 5 Danger Sense: 98 %
 Media Rating: -100
 Limb Str. Factor: 4 Detective Score: 78 %
 Healing Rate: 16
 Hit Points: 334 Energy: 131
 Knockback Factor: 113
 Carrying Capacity: 17 Magic Save: 53 %
 Winged Flight: 0 Miles per Hour
 Running Speed: 138 Feet in 15 Seconds
 Running Speed: 6 Miles per Hour
 Air Flight Speed: 0 Miles per Hour
 Space Flight Speed: 0 Miles per Hour

Powers/Weaknesses	BCTH	ABCTH	DAM#	DAM+	EC/U	CPs
Hand to Hand:	50	430	1	0	1	0
Increased INT: (+30)						6
Vehicle: Wheelchair (60 MPH)						
Force Projection:	15	395	20	0	1	6
Battery: 200 Energy						
Trained Stat: INT: (+50)						
Animal Weaponry: 0%/DAM+ 0						
Armor: 0 points 0						
Combat Bonus: 0% 0						
Defense Bonus: 360% 0						
Extra Damage: 0 DAM+ 0						
Invulnerability: 0 points 0						
Speed Increase: 0 X 0						
Super Reflexes: 0 0						
Willpower: 100% 10						
Weight: 97 lbs Total CPs used: 22						

HISTORY: Adolph worked in a research lab in West Germany, in 1997. The city where he lived was one of the main landing sites during the Entcir invasion. All the residents were taken prisoner and experimented upon by the Entcir in their attempts to discover human weaknesses. The lucky ones, including Adolph's wife & 3 children, died. Adolph didn't. He lived, after a fashion, but was forever confined to a wheelchair. He blamed the new world government for not doing anything to protect them. According to some Top Secret government documents he obtained, it was known by both the Americans and the Soviets at least 3 hours before that the Entcir would be landing there. He would never forget that. And soon, neither would they!

Being a brilliant biochemist, electrical engineer, and about a dozen other major sciences, Adolph decided to exact his revenge upon the world by taking it over. With the aid of his only friend, Gunter, an ex-circus strongman that was mute and not so intelligent, he began to work on his plans.



First, he allied with the founder of the 5th Reich, (the 4th having been destroyed during the invasion by the Entcir, purely by accident!). After reaching the top of its power structure, he framed the founder as a traitor and had him shot. Rachen now controlled a mighty military arm, capable of bringing the world to its knees!

Code Name: GUNTER

Real Name: Gunter Anderson

Experience: 113696 TCPs 40
 Strength: 45 ACPs 19
 Constitution: 29
 Agility/Dexterity: 29 Initiative: 29
 Intelligence: 6
 Comeliness: 5 Danger Sense: 6 %
 Media Rating: -20
 Limb Str. Factor: 37 Detective Score: 4 %
 Healing Rate: 145
 Hit Points: 2394 Energy: 119
 Knockback Factor: 359
 Carrying Capacity: 11390 Magic Save: 40 %
 Winged Flight: 0 Miles per Hour
 Running Speed: 618 Feet in 15 Seconds
 Running Speed: 28 Miles per Hour
 Air Flight Speed: 0 Miles per Hour
 Space Flight Speed: 0 Miles per Hour

Powers/Weaknesses	BCTH	ABCTH	DAM#	DAM+	EC/U	CPs
Hand to Hand:	50	131	12	16	2	0
Increased STR: (+25).....						5
Increased CON: (+10).....						2
Increased ADX: (+10).....						2
Trained Stat: STR: (+3)						
Trained Stat: CON: (+1)						
Trained Stat: ADX: (+2)						
Animal Weaponry: 0%/DAM+						0
Armor: 0 points.....						0
Combat Bonus: 0%.....						0
Defense Bonus: 76%.....						0
Extra Damage: 0 DAM+.....						0
Invulnerability: 480 points.....						12
Speed Increase: 0 X.....						0
Super Reflexes: 0						0
Willpower: 0%.....						0
Weight: 240 lbs.....						Total CPs used: 21

HISTORY: Gunter was a strong man for a circus in Germany. When the Entcir invaded, he was captured. They experimented on him and then let him go when they were attacked by the U.S. He gained his strength in the experiments. Unfortunately, his mind was lost then too.



Code Name: LIGHTNIN' MAN

Real Name: Ron Hubbard

Experience: 273132 TCPS 62
 Strength: 14 ACPs 30
 Constitution: 15
 Agility/Dexterity: 18 Initiative: 48
 Intelligence: 11
 Comeliness: 15 Danger Sense: 11 %
 Media Rating: -15
 Limb Str. Factor: 15 Detective Score: 8 %
 Healing Rate: 60
 Hit Points: 760 Energy: 68
 Knockback Factor: 198
 Carrying Capacity: 274 Magic Save: 54 %
 Winged Flight: 0 Miles per Hour
 Running Speed: 900 Feet in 15 Seconds
 Running Speed: 0 Miles per Hour
 Air Flight Speed: 840 Miles per Hour
 Space Flight Speed: 15120 Miles per Hour

Powers/Weaknesses	BCTH	ABCTH	DAM#	DAM+	EC/U	CPs
Hand to Hand:	50	174	2	3	1	0
Electricity Control:	122	246	38	3	14	11
Flight: x2.....					1/rnd	12
Force Projection:.....					1/10 pts	6
Weakness: Force Projection for defense only.....						-2
Trained Ability: +18 DAM# Electricity Control						
Animal Weaponry: 0%/DAM+						0
Armor: 0 points.....						0
Combat Bonus: 0 %.....						0
Defense Bonus: 120 %.....						0
Extra Damage: 0 DAM+.....						0
Invulnerability: 0 points.....						0
Speed Increase: 2 X.....						2
Super Reflexes: 30						3
Willpower: 0 %.....						0
Weight: 160 lbs.....						

Total CPs used: 32

HISTORY: Ron worked in the Jimmy Carter Memorial Nuclear Power Plant, just outside New York City. He was working as a maintenance technician while going to NYU. One day there was a fateful accident. The reactor started to melt down and all the safety doors closed to contain the radiation. Ron had been in the chamber just outside the reactor. He was bathed in radiation.

Somehow, he didn't die. As the radiation flowed over his body, he felt himself getting stronger and lighter than air. After about 10 minutes, he started to float above the ground. Frustrated, he raised his arms and yelled, "Get me out of here!" Suddenly, 2 lightning bolts leapt out of his hands and connected with the ceiling. As the concrete rained down, bouncing off his chest, Ron floated up and out of the power plant.

Ron flew off to exact his revenge upon the world, only pausing for a moment, to lay waste to both the power plant and the people who had left him in there to die.



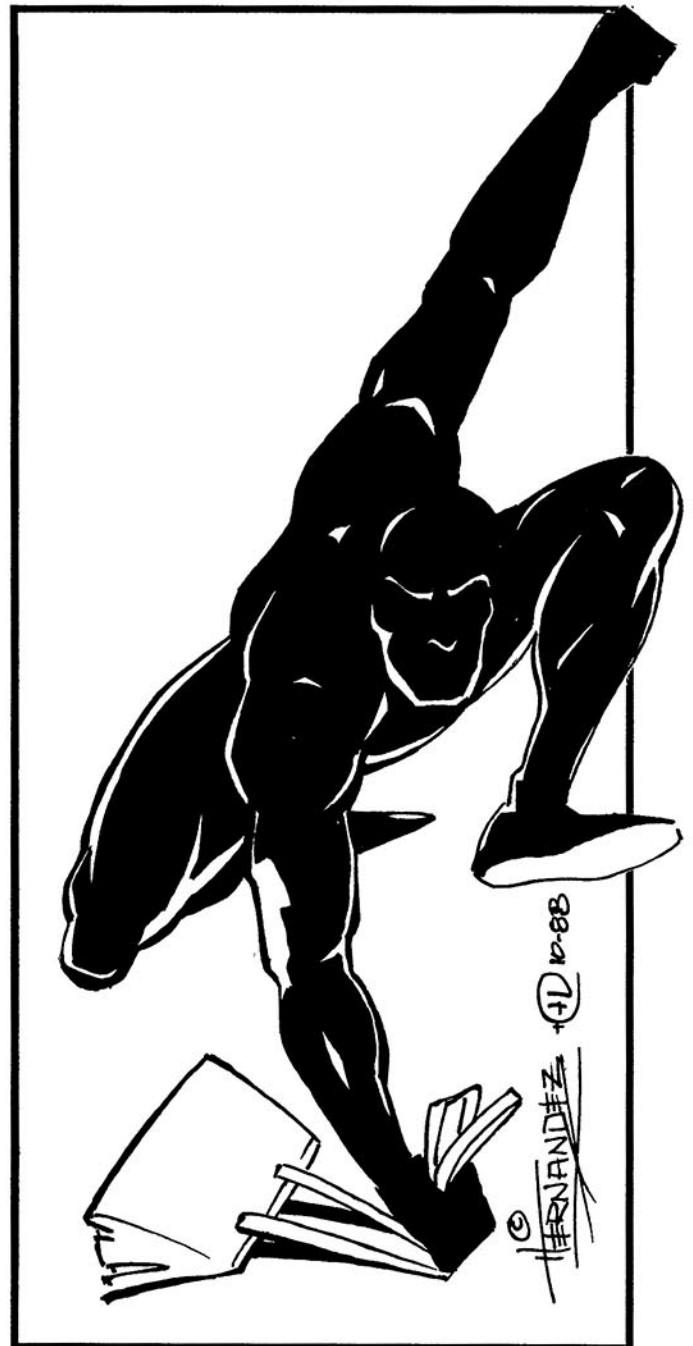
Code Name: *BOUNDER*

Real Name: Park Pieters

Experience: 159736 TCPs 48
 Strength:33 ACPs7
 Constitution:35
 Agility/Dexterity:73 Initiative: 73
 Intelligence:18
 Comeliness:18 Danger Sense: 18 %
 Media Rating:-32
 Limb Str. Factor:45 Detective Score: 14 %
 Healing Rate:175
 Hit Points: 3150 Energy: 169
 Knockback Factor:367
 Carrying Capacity:4492 Magic Save: 57 %
 Winged Flight:0 Miles per Hour
 Running Speed:1074 Feet in 15 Seconds
 Running Speed:48 Miles per Hour
 Air Flight Speed:0 Miles per Hour
 Space Flight Speed:0 Miles per Hour

Powers/Weaknesses	BCTH	ABCTH	DAM#	DAM+	EC/U	CPs
Hand to Hand:	50	191	9	26	2	0
Increased STR: (+15).....						3
Increased CON: (+15).....						3
Increased ADX: (+50).....						10
Trained: CON: (+3)						
Trained: ADX: (+7)						
Animal Weaponry: 0%/DAM+						0
Armor: 0 points.....						0
Combat Bonus:96%.....						12
Defense Bonus: 132%.....						13
Extra Damage: 0 DAM+.....						0
Invulnerability: 0 points.....						0
Speed Increase: 0 X.....						0
Super Reflexes: 0						0
Willpower: 0%.....						0
Weight:210 lbs.....						

Total CPs used: 41



HISTORY: Park was a star gymnast in high school. He won every possible award, all throughout high school and college. He was picked for the U.S. Olympic team for 2040. On the way to the airport, his cab got hit by a bus. He was in a coma for 12 weeks.

By the time he woke up, the Olympics had already been held without him. Park was furious. He had been paralyzed from the waist down by the accident but, due almost solely to willpower, he recovered completely from his injuries.

However, that wasn't good enough. Park knew that he was the best gymnast in the world and he was going to prove it. He trained and trained. He even traveled to Asia to learn from the yogic masters. Soon he was the best. Unfortunately, he was unable to convince the Olympic Committee to give a tryout. As far as they were concerned, he was no longer able to compete due to his injuries. A plan formed in his head.

2 months later, the next U.S. Olympic Gymnastic team trials were held. All the best gymnasts in the country were there and the trials started without a hitch. Halfway through, there was a terrible crash from the ticket office. Then a strangely clad individual swung into the building. He was wearing a highwayman's costume and had a bag of money under his arm. It was Park. He hung his money from the rafters and started into a gymnastic routine. It was the most impressive routine ever seen in the history of the world. Then he announced, "I tried to do this your way, but you wouldn't let me! So I'm gonna do it my way! Stuff you guys!" He then escaped through the air conditioning ducts in the ceiling. Soon he developed a reputation as the most flamboyant thief in the world.

Code Name: DESPERADO

Real Name: Bart Masterson

Experience: 111540 TCPs 40
 Strength: 17 ACPs 0
 Constitution: 34
 Agility/Dexterity: 34 Initiative: 34
 Intelligence: 17
 Comeliness: 12 Danger Sense: 17 %
 Media Rating: -25
 Limb Str. Factor: 53 Detective Score: 13 %
 Healing Rate: 204
 Hit Points: 2277 Energy: 112
 Knockback Factor: 373
 Carrying Capacity: 736 Magic Save: 27 %
 Winged Flight: 0 Miles per Hour
 Running Speed: 510 Feet in 15 Seconds
 Running Speed: 23 Miles per Hour
 Air Flight Speed: 0 Miles per Hour
 Space Flight Speed: 0 Miles per Hour

Powers/Weaknesses	BCTH	ABCTH	DAM#	DAM+	EC/U	CPs
Hand to Hand:	50	258	4	9	1	0
Device: Pistol:						-2
Paralysis:	50	258	STUN	STUN	7	8
Increased ADX: (+20)						4
Increased CON: (+20)						4
PET: Horse 3,000 Hits	75	91	10	9	3	2
Trained Stat: CON: (+4)						
Trained Stat: ADX: (+2)						
Animal Weaponry: 0%/DAM+ 0						
Armor: 0 points 0						
Combat Bonus: 200% 25						
Defense Bonus: 0% 0						
Extra Damage: 0 DAM+ 0						
Invulnerability: 0 points 0						
Speed Increase: 0X 0						
Super Reflexes: 0 0						
Willpower: 0% 0						
Weight: 260 lbs. Total CPs used: 41						



HISTORY: Bart was the trickshot artist for a traveling carnival in New Mexico. One night he was heading to his trailer when he heard a commotion. Going around the corner, he found the trapeze artist, Wanda, and her husband, Georgie the Clown, stealing the days money from the head of the carnival. When he arrived, the other two started to treat Bart as if he was in on the plan. The head of the carnival started to scream thief, and Wanda and Georgie ran away. Bart had to run too so that he wouldn't get arrested.

Catching up to the others, he demanded to know what was going on. They told him that unless he went along with their plans, they would pin the entire robbery on him, claiming that he masterminded the whole deal.

Bart was a reluctant villain for a while, but soon grew to love shooting people and getting free money. As of this day, there is very little left of the nice guy that once was Bart Masterson, there is only Desperado!

Code Name: THE PROGRAMMER

Real Name: Chuck Gaydos

Experience:	280928	TCPs	63			
Strength:	15	ACPs	22			
Constitution:	14					
Agility/Dexterity:	18	Initiative:	18			
Intelligence:	50					
Comeliness:	11	Danger Sense:	50 %			
Media Rating:	-11					
Limb Str. Factor:	18	Detective Score:	40 %			
Healing Rate:	70					
Hit Points:	1295	Energy:	107			
Knockback Factor:	274					
Carrying Capacity:	421	Magic Save:	59 %			
Winged Flight:	0	Miles per Hour				
Running Speed:	1836	Feet in 15 seconds				
Running Speed:	83	Miles per Hour				
Air Flight Speed:	210	Miles per Hour				
Space Flight Speed:	3780	Miles per Hour				
Powers/Weaknesses	BCTH	ABCTH	DAM#	DAM+	EC/U	CPs
Hand to Hand:	50	150	3	3	1	0
Electricity Control:	50	150	10	3	2	8
Teleportation:					1/10x	9
Dematerialization:					10/hour	6
Device:						-2
Solid Energy Creations:	50	150	10	3	2	7
Holographic Projection:					7/rnd	6
Device: Vehicle w/2 modes:						-2
Helicopter: Flight:					1/rnd	6
Light cycle: x5 Speed Increase:						8
Weakness: Excessive Violence:						-6
Animal Weaponry:	0 %	DAM+				0
Armor:	0 points					0
Combat Bonus:	0 %					0
Defense Bonus:	88 %					0
Extra Damage:	0 DAM+					0
Invulnerability:	0 points					0
Speed Increase:	5 X				see above	
Super Reflexes:	0					0
Willpower:	0 %					0
Weight:	210 lbs					Total CPs used: 40

HISTORY: Chuck was the computer room supervisor for a small play by mail game company. One day, there was a major sun flare, and the computers all failed. While he was digging inside them to find the problem, the flare subsided. The power came back on and Chuck was sucked into the computer.

After many hair-raising adventures inside the computer, Chuck was able to escape. Unfortunately, when he crossed backover into this world, the process twisted his mind. Chuck now only can think about how to cause mayhem and do evil things.



Code Name: MUSKETEER

Real Name: Scott Bizar

Experience: 282000 TCPs 63
 Strength: 14 ACPs 36
 Constitution: 27
 Agility/Dexterity: 30 Initiative: 30
 Intelligence: 17
 Comeliness: 12 Danger Sense: 17 %
 Media Rating: -30
 Limb Str. Factor: 28 Detective Score: 13 %
 Healing Rate: 108
 Hit Points: 1405 Energy: 98
 Knockback Factor: 230
 Carrying Capacity: 274 Magic Save: 66 %
 Winged Flight: 0 Inches in 15 Seconds
 Running Speed: 1332 Inches in 15 Seconds
 Running Speed: 60 Miles per Hour
 Air Flight Speed: 0 Miles per Hour
 Space Flight Speed: 0 Miles per Hour

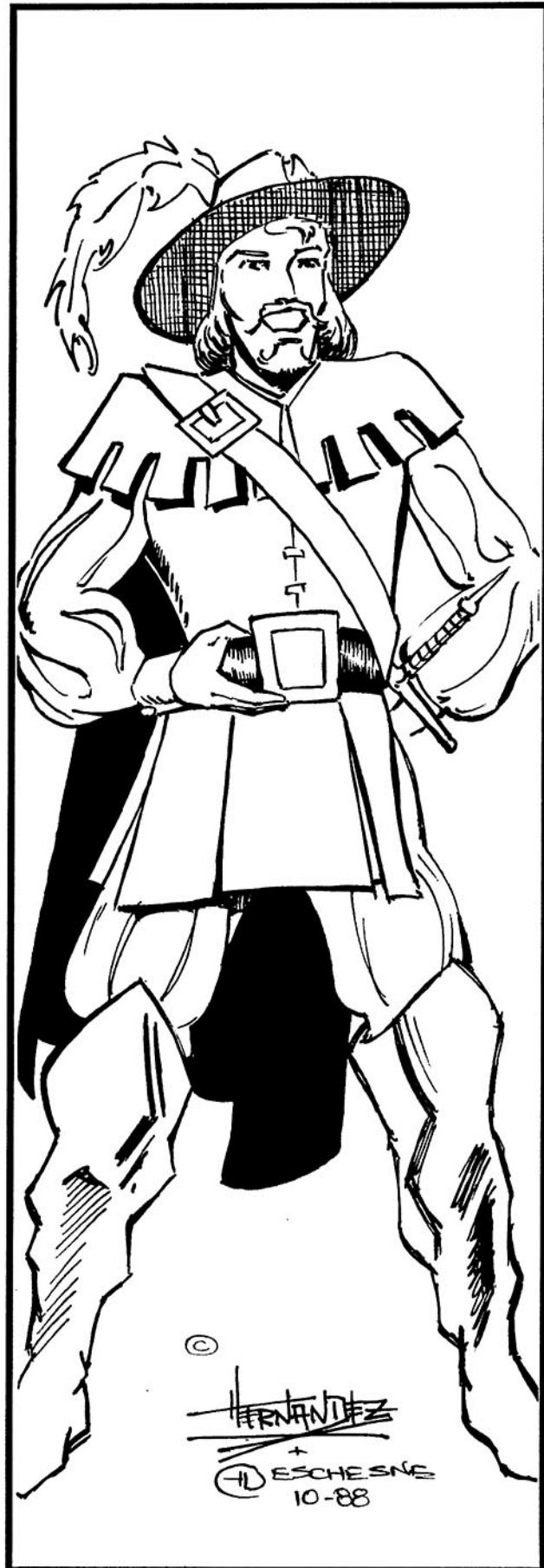
Powers/Weaknesses	BCTH	ABCTH	DAM#	DAM+	EC/U	CPs
Hand to Hand:	50	201	21	27	1	0
Weakness Discovery:						7

Trained Stat: CON: (+16)
 Trained Stat: ADX: (+17)
 Weakness: Excessive Violence: -6
 Animal Weaponry: 0%/DAM+ 0
 Armor: 0 points 0
 Combat Bonus: 0 % 0
 Defense Bonus: 144 % 0
 Extra Damage: 120 DAM+ 24
 Invulnerability: 0 points 0
 Speed Increase: 2 X 2
 Super Reflexes: 0 0
 Willpower: 0 % 0
 Weight: 160 lbs **Total CPs used: 27**

HISTORY: Scott was a big history buff. He was especially interested in that period of history that dealt with the 3 musketeers era and the works of Alexandre Dumas. He led an idillic life, until...

One day, while heading to a movie with his parents, a mugger came out of the alley and demanded their money. As they tried to comply, a cop appeared half a block away and yelled stop. The mugger cursed something about this being a setup, and shot both of Scott's parents. Scott could do nothing. He fell apart.

Several months later he was released from the mental hospital he had been taken to after the death of his parents. They said he was cured. Now he sits, staring vacantly into the window, and says nothing. But occasionally, he dissappears for weeks on end. And when he returns, he is unable to say where he has been.



Code Name: THE ARYAN

Real Name: Eric Schmidt

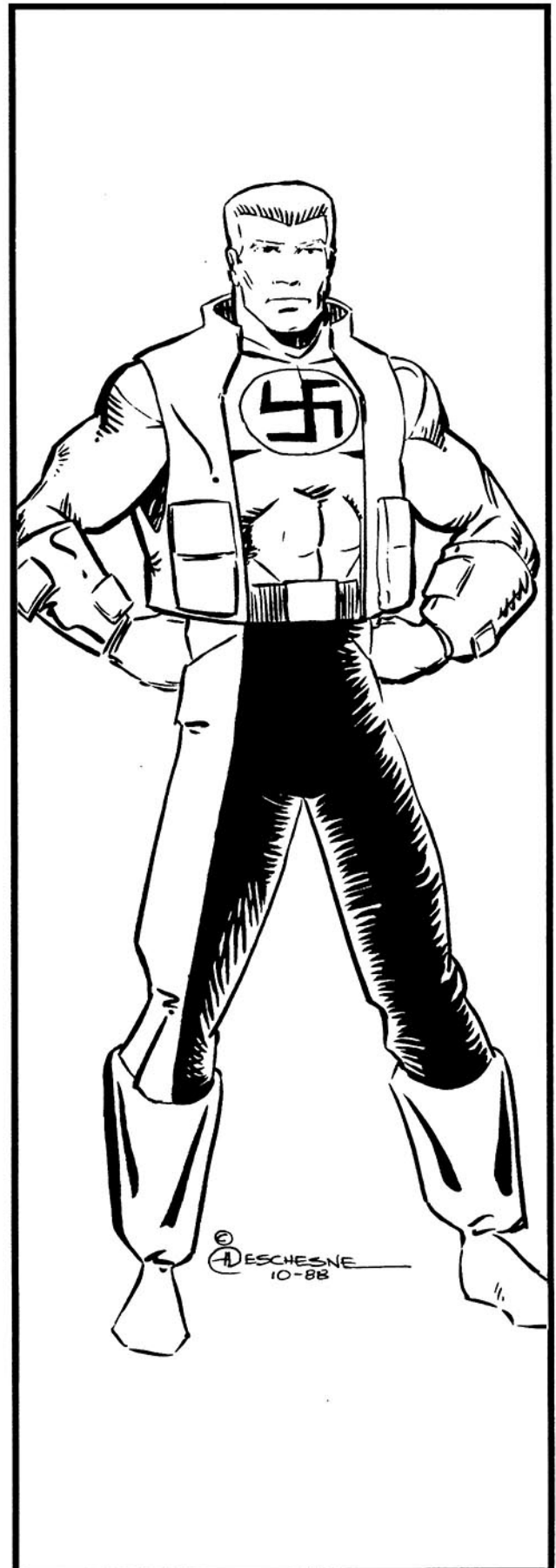
Experience:528936 TCPs 87
 Strength:63 ACPs 77
 Constitution:42
 Agility/Dexterity:18 Initiative: 18
 Intelligence:12
 Comeliness:18 Danger Sense: 12 %
 Media Rating:.....-70
 Limb Str. Factor:54 Detective Score: 9 %
 Healing Rate:210
 Hit Points:.....3120 Energy: 145
 Knockback Factor:.....396
 Carrying Capacity:31255 Magic Save: 116 %
 Winged Flight:0 Miles per Hour
 Running Speed:594 Feet in 15 Seconds
 Running Speed:27 Miles per Hour
 Air Flight Speed:0 Miles per Hour
 Space Flight Speed:.....0 Miles per Hour

Powers/Weaknesses	BCTH	ABCTH	DAM#	DAM+	EC/U	CPs
Hand to Hand:	50	362	17	18	3	0
Increased STR: (+20)						4
Trained Stat: STR: (+25)						
Trained Stat: END: (+27)						
Animal Weaponry:0 %/DAM+						0
Armor:0 points.....						0
Combat Bonus:0 %.....						0
Defense Bonus:308 %.....						0
Extra Damage:.....0 DAM+.....						0
Invulnerability:240 points.....						6
Speed Increase:0 X.....						0
Super Reflexes:0						0
Willpower:.....0 %.....						0
Weight:.....240 lbs.....						Total CPs used: 10

HISTORY: Eric used to be an ordinary schoolboy in Hammelschadt, Germany. Then Rachen took control of the castle overlooking Hammelschadt. After he had been there 2 years, went to the village. He took Eric back to the castle as a "fine example" of aryan genetics.

Once in the castle, Rachen started to experiment on Eric, his goal being to recreate the accident that resulted in the creation of the Defender. After many years of trying, Rachen finally succeeded, to a degree. Eric was indeed strong and tough. However, he did not possess the speed and agility that Defender had. At this point Rachen declared a partial success and stopped messing with Eric's physiology.

Eric then became "The Aryan," vanguard of the new age.



Code Name: STORMTROOPERS

Real Name: Dr. Rachen's Raiders

Experience:840 TCPs4
 Strength:15 ACPs0
 Constitution:15
 Agility/Dexterity:15 Initiative: 15
 Intelligence:15
 Comeliness:15 Danger Sense: 15 %
 Media Rating:-10
 Limb Str. Factor:23 Detective Score: 12 %
 Healing Rate:90
 Hit Points:1262 Energy:70
 Knockback Factor:338
 Carrying Capacity:506 Magic Save: 15 %
 Winged Flight:0 Miles per Hour
 Running Speed:270 Miles per Hour
 Running Speed:12 Feet in 15 Seconds
 Air Flight Speed:0 Miles per Hour
 Space Flight Speed:0 Miles per Hour

Powers/Weaknesses	BCTH	ABCTH	DAM#	DAM+	EC/U	CPs
Hand to Hand:	50	54	3	2	1	0
STORMTROOPER EQUIPMENT:	-2					
Disruption Rifle:	50	129	20	2	10 Shots	4

Armor/Invulnerability: suit
 Animal Weaponry:0%/DAM+0
 Armor:75 points1
 Combat Bonus:0%0
 Defense Bonus:0%0
 Extra Damage:0 DAM+0
 Invulnerability:40 points1
 Speed Increase:0X0
 Super Reflexes:00
 Willpower:0%0
 Weight:275 lbs. **Total CPs used: 4**



Expanded Timeline for Enforcers

1997 – The Entcir occupy Rachen's city in West Germany. After the occupation is complete they establish a laboratory for experimentation in human genetics, using live subjects of course.

1999 – Rachen assumes leadership of the 5th Reich. Next, the world.

2006 – Defender is given his powers. Fights Rachen on the steps of the Lincoln Memorial for the Oamgon Device. Rachen is beaten, but he and Gunter escape.

2010 – Defender recruits the first Yankee.

2011 – The great quake of 2011 hits Los Angeles. The quake registers 9.8 on the richter scale. Severe ground failure occurs in Inglewood and South Los Angeles where the quake was centered. Previously unknown pockets of oil and natural gas come to the surface adding to the destruction. The area is declared permanently unsafe and abandoned.

2012 – Criminal elements move into the destroyed section of Los Angeles. The area is permanently cordoned off by chain link fences, barbed wire, and concrete walls, all in the name of public safety. The local press dubs the area "The Zone".

2013 – The economic crisis caused by the partial destruction of Los Angeles combined with the strains of integrating 5 new under-developed states forces a restructuring of the US economy. The new currency called the Credit (CR) is valued at a level that makes it equivalent to 1.4 1988 dollars.

2015 – The first Yankee dies at the hands of Doktor Rachen. Defender finally succeeds in putting Rachen behind bars. Rachen escapes 3 months later.

2018 – Defender recruits second Yankee.

2020 – Defender battles Major Montane and COMTECH.

2024 – The second Yankee dies in orbit saving the lives of astronauts trapped in a destroyed air-lock.

2038 – Defender recruits Texas hero Scout to be third Yankee.

2043 – Yankee tells defender to run it up his flagpole and leaves. He becomes the hero known as Freedom Fighter.

2046 – Defender recruits current Yankee.

Using This Adventure in a Modern Campaign

In order to use this adventure in a modern campaign, there are only a few things that need to be changed. First, Defender & Rachen were created in the Second World War. The warehouse in The Zone is merely located in one of the seedier sections of town. De-tech the stormtroopers weapons down to simple assault rifles. And, regrettably so, ignore the time line included in this adventure.

Enjoy!



Pre-Generated Characters

The following are pre-generated characters for the use by the players if they are new to the game or wish to start play with a minimum of fuss. With the notable exception of Yankee, none of these are necessary for play. He, being the sidekick of The Defender, would be an interesting challenge for someone to play. If someone decides to play him, he still takes the heroes to the Freedom HQ, and will be coached by the GM as to what he really knows. It won't be much.

Origin: The current Yankee is actually the 4th person to wear the costume. The first 2 are dead, killed in action as delineated below. The 3rd was actually the now well-known hero, Freedom Fighter.

The original Yankee was actually a kid who had grown up idolizing Defender. He had trained and brought his body to physical perfection. In an attempt to get the attention of Defender, he started patrolling the streets of New York, looking for crime where ever he could find it. He was dressed in a Defender T-Shirt and a hood.

After foiling 16 robberies, Defender sought out the original Yankee and decided to team up with him, on the condition that Yankee would stay back when the bad guys were quite obviously more powerful than he could handle. They worked together for a period of 3 years and did a damn fine job ridding the streets of New York of criminals.

Then came the fateful day. Doktor Rachen had publicly challenged Defender and he accepted. Defender told Yankee to stay behind. The Doktor was always coming up with new and more powerful weapons and Defender didn't want to see Yankee get hurt. After Defender left, Yankee used the tracer he had placed on Defender's vehicle to track him to Doktor Rachen's base. Yankee burst in just as the Doktor was about to blast Defender to bits. Without a thought for his own life, Yankee leapt in front of the beam, catching the blast. Defender used the extra moment to gain strength, and lashed out at the Doktor. Destroying the beam, Defender then ran to the fallen Yankee. Unfortunately, Yankee was dead before he even hit the floor.

During the confusion, Doktor Rachen, with the help of Gunter, his faithful servant, was able to escape. Yankee had died a hero's death, but it had to go unsung. If it was admitted that Yankee was dead, Doktor Rachen would have scored a great moral victory against the Defender. The official story was that Yankee had gone back to school to get his college degree and would be back as soon as that was accomplished.

The 2nd Yankee was a kid who had developed superhuman strength and stamina. Defender recruited him and they worked together for many years. He died when the spacesuit he was wearing developed a hole. They had been in orbit, rescuing some astronauts in the space station. Space junk had drifted into their orbit and rammed the airlock. Defender and Yankee had been shuttling back to Earth from the moon when the emergency had occurred. Yankee's space suit got ripped just after he pulled the debris loose from the airlock. Unfortunately they weren't able to get him inside fast enough to save his life.

The 3rd Yankee is the hero now known as Freedom Fighter. He was recruited by Defender soon after his powers appeared. He had been adventuring in Texas as the hero Scout. He stayed with Defender for 5 years and struck out on his own after they had a fight to determine whether he was worthy to wear the uniform of Yankee. He told Defender to run it up his flagpole and stalked off in a huff.

As he headed home, he saw that the convenience store near his home was being robbed. Having thrown his "Yankee" costume in Defender's face, he had to improvise a costume out of a red and white striped shirt, blue jeans, and his old domino mask (from when he was Scout!). He successfully foiled the crime and decided to go off on his own. The only addition to the costume he started with has been a round shield.

The current Yankee is Chuck Matheny. His powers manifested themselves just recently as he was in his 2nd year of college. Practicing swordplay with the SCA (Note: the Student's Conclave for Anarchy), he accidentally/on purpose got hit badly in the back by his opponent, a guy who was jealous of Chuck's ability with swords. He had a bad fall and experienced a flash of pain. This triggered Chuck's abilities.

Chuck lashed out unthinkingly at the jerk who had hit him. The resulting blast nearly killed the guy and decimated the practice room they had been using. Needless to say, Chuck was expelled. Defender recruited him the next day. They have now been together for about 2 weeks.



Code Name: YANKEE

Real Name: Chuck Matheny

Experience: 42000 TCPs 25
 Strength: 33 ACPs 0
 Constitution: 41
 Agility/Dexterity: 36 Initiative: 36
 Intelligence: 15
 Comeliness: 18 Danger Sense: 15 %
 Media Rating: 15
 Limb Str. Factor: 42 Detective Score: 12 %
 Healing Rate: 164
 Hit Points: 2425 Energy: 135
 Knockback Factor: 281
 Carrying Capacity: 3593 Magic Save: 24 %
 Winged Flight: 0 Miles per Hour
 Running Speed: 630 Feet in 15 Seconds
 Running Speed: 28 Miles per Hour
 Air Flight Speed: 1353 Miles per Hour
 Space Flight Speed: 48708 Miles per Hour

Powers/Weaknesses	BCTH	ABCTH	DAM#	DAM+	EC/U	CPs
Hand to Hand:	50	58	8	15	2	0
Energy Bolt:	50	58	10	15	2	5
Flight:					1/rnd	6
Increased STR: (+15)						3
Increased ADX: (+25)						5
Increased END: (+20)						4
Weakness: Excessive Violence						-6
Animal Weaponry:			0 %/DAM+			0
Armor:			0 points			0
Combat Bonus:			0 %			0
Defense Bonus:			0 %			0
Extra Damage:			0 DAM+			0
Invulnerability:			320 points			8
Speed Increase:			0 X			0
Super Reflexes:			0			0
Willpower:			0 %			0
Weight: 160 lbs						Total CPs used: 25

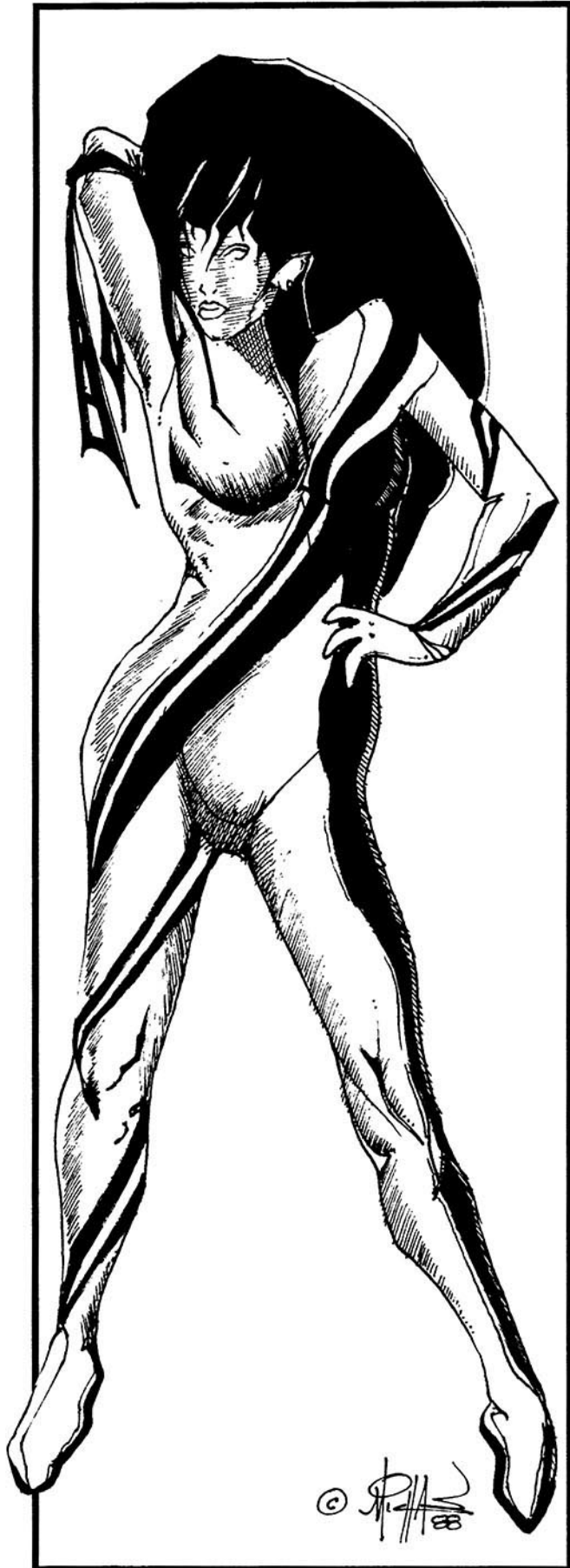


Code Name: QUICKSTEP

Real Name: Leah Northington

Experience:	42000	TCPs	25			
Strength:	11	ACPs	0			
Constitution:	26					
Agility/Dexterity:	31	Initiative:	61			
Intelligence:	25					
Comeliness:	14	Danger Sense:	25 %			
Media Rating:	0					
Limb Str. Factor:	20	Detective Score:	20 %			
Healing Rate:	78					
Hit Points:	1125	Energy:	103			
Knockback Factor:	176					
Carrying Capacity:	99	Magic Save:	27 %			
Winged Flight:	0	Miles per Hour				
Running Speed:	4818	Feet in 15 Seconds				
Running Speed:	219	Miles per Hour				
Air Flight Speed:	0	Miles per Hour				
Space Flight Speed:	0	Miles per Hour				
Powers/Weaknesses	BCTH	ABCTH	DAM#	DAM+	EC/U	CPs
Hand to Hand:	50	59	1	6	1	0
Vibratory Attack:	50	59	10	6	2	6
Increased ADX: (+15)						3
Increased CON: (+10)						2
Increased INT: (+10)						2
Weakness: Allergy: Must take a "speed" Pill						-5
Excessive Violence						-6
Animal Weaponry:	0 %	DAM+				0
Armor:	0	points				0
Combat Bonus:	0 %					0
Defense Bonus:	16 %					2
Extra Damage:	0	DAM+				0
Invulnerability:	0	points				0
Speed Increase:	10 X					18
Super Reflexes:	30					3
Willpower:	0 %					0
Weight:	120 lbs					Total CPs used: 25

HISTORY: Leah was a typical high school honor student. She went to school, got no less than A's, and impressed her parents. When she reached her senior year, the pressure got worse. She was expected to do her high school work as well as taking several college courses.



Code Name: ARMOR-DILLO

Real Name: Sam Houston Irving Thomas

Experience: 42000 TCPs 25
 Strength: 37 ACPs 2
 Constitution: 15
 Agility/Dexterity: 28 Initiative: 28
 Intelligence: 26
 Comeliness: 15 Danger Sense: 26 %
 Media Rating: 0
 Limb Str. Factor: 15 Detective Score: 20 %
 Healing Rate: 60
 Hit Points: 1622 Energy: 116
 Knockback Factor: 276
 Carrying Capacity: 5065 Magic Save: 21 %
 Winged Flight: 0 Miles per Hour
 Running Speed: 558 Feet in 15 seconds
 Running Speed: 25 Miles per Hour
 Air Flight Speed: 0 Miles per Hour
 Space Flight Speed: 0 Miles per Hour

Powers/Weaknesses	BCTH	ABCTH	DAM#	DAM+	EC/U	CPs
Hand to Hand:	50	67	9	13	2	0
Increased ADX: (+10)						2
Increased INT: (+10)						2
Device: Armor:						-3
Energy Bolt:	50	67	10	13	2	5
Mutation: Can Leap 4 times Running speed (feet) in distance						3
Increased STR: (+20)						4
Animal Weaponry: 0 %/DAM+						0
Armor: 300 points						4
Combat Bonus: 0 %						0
Defense Bonus: 8 %						0
Extra Damage: 0 DAM+						0
Invulnerability: 240 points						6
Speed Increase: 0 X						0
Super Reflexes: 0						0
Willpower: 0 %						0
Weight: 195 lbs						Total CPs used: 23

HISTORY: Sam was a dock worker in a warehouse in Dallas, working for COMTECH, a major electronics firm. He had worked there for a long time, and was a trusted employee. He was always on time for work, and didn't drink. In fact, Sam only had one major vice, he liked to gamble. So much so, that he now owed \$5000 to his bookie. And it was due. Yesterday, Sam didn't know what to do. But Sam's bookie did.

The next day, a suit of hi-tech powered armor came into the warehouse. It was placed in the high security section and ignored by everyone. Everyone except the bookie. He was willing to let Sam off the hook in exchange for that power armor (he planned to sell it to some South American revolutionaries).

Sam arranged to be at the warehouse late that evening, to "catch up on some paperwork." After everyone left, he made a call and a truck appeared. They loaded up the truck and Sam accompanied them to their rendezvous.



When they reached there, Sam was double-crossed. When he asked his bookie for the note, he was told that he'd have to get a few more things from the warehouse. When he tried to object, the bookie reminded Sam about the armor and the fact that he'd helped to steal it. There wasn't anything he could do.

Then he got an idea. Acting as if he was giving in to the bookie, he went around the back of the truck. A couple of the workers had apparently opened the crate and there it was. The Armor-Dillo armor, the future of conventional warfare. Without half a thought, he entered the truck and climbed into the armor. Luckily for him the onboard computer was user friendly. After about 2 minutes, Sam knew enough to solve the problem.

Just then, one of the henchmen came around the back to see where he had gotten to. Sam turned and fired the beam weapon. There wasn't enough left to identify the body as human, let alone as a person. Blasting the side of the truck, he made an impressive exit from the truck. Deciding that he couldn't allow the bookie to live, he blasted him as well as the henchmen.

He then proceeded to the nearest police station to turn himself in. The FBI were called in and Sam was sure that his butt was in a sling. Then they called in the president of COMTECH and he knew he was in trouble. Next thing he knew he was hustled out to a car and driven home. He was also told to report to work the next day and say nothing to anyone.

Two days later, he was called to his boss's office. In the office was the president of COMTECH, an FBI man that he had seen before, and a scientist. His boss excused himself. Sam was then told that there were no charges against him because he'd single-handedly taken out one of the biggest gun runners (the bookie) in the U.S.

Then he was asked to wear the armor. When he asked why, they explained that it had apparently bonded itself his nervous system and wouldn't operate for anyone else. He would be part of an ongoing testing and PR program, designed to test the capabilities of the armor and ease public reception of it. Sam accepted, and Armor-Dillo was born.

Code Name: THE OMEGA MAN

Real Name: Mike Morrison

Experience: 110000 TCPs 40
 Strength: 14 ACPs 0
 Constitution: 16
 Agility/Dexterity: 17 Initiative: 17
 Intelligence: 13
 Comeliness: 17 Danger Sense: 13 %
 Media Rating: 0
 Limb Str. Factor: 16 Detective Score: 10 %
 Healing Rate: 64
 Hit Points: 790 Energy: 70
 Knockback Factor: 229
 Carrying Capacity: 274 Magic Save: 19 %
 Winged Flight: 0 Miles per Hour
 Running Speed: 288 Feet in 15 Seconds
 Running Speed: 13 Miles per Hour
 Air Flight Speed: 0 Miles per Hour
 Space Flight Speed: 0 Miles per Hour

Powers/Weaknesses	BCTH	ABCTH	DAM#	DAM+	EC/U	CPs
Hand to Hand:	50	54	2	3	1	0
Paralysis:	50	54	STUN	STUN	7	8
Death:	50	54	NA	NA	20	7
Dematerialization:					10/hour	6
Teleportation:					1/10x	9
Invisibility:					5/md	6
Cellular Regeneration:					0	8
Weakness: Must be in danger for powers to work:						-4
Trained Stat: CON: (+05)						
Trained Stat: ADX: (+05)						
Trained Stat: STR: (+05)						
Trained Stat: INT: (+05)						
Animal Weaponry: 0%/DAM+						0
Armor: 0 points						0
Combat Bonus: 0%						0
Defense Bonus: 0%						0
Extra Damage: 0 DAM+						0
Invulnerability: 0 points						0
Speed Increase: 0X						0
Super Reflexes: 0						0
Willpower: 0%						0
Weight: 190 lbs..... Total CPs used: 40						

HISTORY: Mike was a cop on the Phoenix, Arizona Police Force. He had been such for 12 years. One day he answered a disturbance call at an apartment building. When he got there, he found that he'd arrived in time to see a chair and table come hurtling out the window from the 3rd floor.

Rushing up the stairs, Mike ran to the apartment and bashed in the door. Inside, he could not believe his eyes. An old woman, floating cross-legged in the air, was apparently directing beams of fire and energy at a devil, floating opposite from her. Every time she did,



she appeared to get older. The devil was just hanging there and laughing, totally oblivious to Mike's presence. Occasionally, a beam would bounce into something in the room and throw it out the window.

Finally, it looked as if the old woman had given it her all. The devil started to gather his strength to blast the old lady in 1 shot. Mike, being both a police officer and a gallant gentleman, couldn't allow anything to happen to the old lady. Pulling his back up gun, a .44 auto mag, he opened fire on the devil.

What happened then shocked him even more than before. The bullets struck the devil, causing him to explode! A final shriek was heard "No fair, No fair! You cheated! You got help! I'll get you next time!" and it faded out.

Looking to the old woman, he found that as time went on, her appearance got markedly younger. When she finally opened her eyes, she looked all of 24. "Thank you for your help," she said. "I wouldn't have been able to banish him without it."

"No problem," he replied, trying to be nonchallant about it. "Anything to help out a lady."

"I sense your desire to help the community, and to bring criminals to justice. This is how I will repay you," she said, and then she closed her eyes and started to chant.

"I'm not allowed to accept gifts, if its all the same to you ma'am," said Mike unsteadily, while he wondered why he was lightheaded all of the sudden.

"You now can bring justice to the evildoers of the world," she said as he passed out. When he woke up, he was in his patrol car. Looking at his watch, he saw that it was 5 minutes before he had taken that call, which didn't make any sense at all. Driving quickly to where the call had been/(will be?), he found that there was a park in the place of the building. Deciding that that had been some daydream, he resolved not to fall asleep on duty again.

Later that day, he was called to a robbery in progress. Pulling up in front, he got out of the car and approached the store. When he got inside, he saw the crook still in the process of emptying the safe. At that point, he accidentally knocked over something from a shelf and the crook saw him. Instantly the crook fired, at almost point blank range, directly into Mike's stomach...

...and the bullet passed through him and imbedded itself in the shelf beyond. The shock of seeing that was enough to make the crook drop his weapon and Mike grabbed him.

As the days went by, he discovered other powers the lady had gifted him with. Thus was born The Omega Man, the last face a perpetrator will see before he goes to his just reward.

Code Name: THE KNIGHT

Real Name: Sir Wayne Lowell Ross

Experience:.....	42000	TCPs.....	25			
Strength:.....	35	ACPs.....	0			
Constitution:.....	27					
Agility/Dexterity:.....	17	Initiative:.....	17			
Intelligence:.....	12					
Comeliness:.....	18	Danger Sense:.....	12 %			
Media Rating:.....	0					
Limb Str. Factor:.....	35	Detective Score:.....	9 %			
Healing Rate:.....	135					
Hit Points:.....	1915	Energy:.....	101			
Knockback Factor:.....	315					
Carrying Capacity:.....	5359	Magic Save:.....	19 %			
Winged Flight:.....	90	Miles per Hour				
Running Speed:.....	414	Feet in 15 Seconds				
Running Speed:.....	18	Miles per Hour				
Air Flight Speed:.....	0	Miles per Hour				
Space Flight Speed:.....	0	Miles per Hour				
Powers/Weaknesses	BCTH	ABCTH	DAM#	DAM+	EC/U	CPs
Hand to Hand:	50	77	9	9	2	0
Increased STR: (+20).....						4
Increased CON: (+10).....						2
Increased Senses: Comprehend Lang.....						4
Device:Sword						-2
Energy Bolt:	50	77	10	9	2	5
Paralysis:	50	77	STUN	STUN	7	7
Device:Armor of Invulnerability						-2
PET: Pegasus, wings power 3,000 Hits						
	75	91	10	9	3	4
Weakness: Extra Damage: Magic						-5
Animal Weaponry:.....	0%/DAM+					0
Armor:.....	0 points					0
Combat Bonus:.....	24%					3
Defense Bonus:.....	0%					0
Extra Damage:.....	0 DAM+					0
Invulnerability:.....	200 points					5
Speed Increase:.....	0X					0
Super Reflexes:.....	0					0
Willpower:.....	0%					0
Weight:.....	220 lbs	Total CPs used:	25			

HISTORY: Sir Ross was a knight of King Arthur's Round Table. He had adventured far and wide and felt he had seen all there was to see. One day as he was traveling across France, commenting to himself how bored he was, he came across a strange tower. He approached it and as he came closer, a door appeared near the bottom. Dismounting from his horse, he drew his sword and entered the tower.

He walked for approximately 50 feet and came into a large chamber. It was cluttered to the point of critical mass. Seated at a desk in the middle of the mess was a very old wizened man dressed as a magician. "So, you're bored with life huh? I can send



you someplace where you'll never be bored, I guarantee." he announced. The really funny thing was that the man was speaking in a language that Sir Ross had never heard before, yet he understood it as if he had been speaking it his entire life.

"How do you know these things? And why would you do this for me?" he asked the wizard.

"Because you are a great adventurer! And the world, the future, needs you!" cried the wizard. With that, there was a flash of light and Sir Ross blacked out.

He awoke in 2020, in London, England. He discovered that the wizard had endowed his armor and his blade with special magical properties. People thought he was part of a traveling medieval troupe and therefore helped him out. When they found out who he really was, they suggested he go to the King.

Heading to Buckingham Palace, he had to wait 3 days for an audience. When it was finally granted, it was only in the company of several fancifully dressed individuals (British Superheroes). There he again swore fealty to the King as he had done a 1000 years before. Ever since, he has wandered far and wide in search of adventure and undertaking any quest his king gives him.

Code Name: ATHENA

Real Name: Laura Lindsey

Experience:.....	42000	TCPs.....	25			
Strength:.....	11	ACPs.....	0			
Constitution:.....	33					
Agility/Dexterity:.....	33	Initiative:.....	33			
Intelligence:.....	12					
Comeliness:.....	30	Danger Sense:.....	12 %			
Media Rating:.....	39					
Limb Str. Factor:.....	25	Detective Score:.....	9 %			
Healing Rate:.....	99					
Hit Points:.....	1290	Energy:.....	99			
Knockback Factor:.....	184					
Carrying Capacity:.....	99	Magic Save:.....	21 %			
Winged Flight:.....	0	Miles per Hour				
Running Speed:.....	462	Miles per Hour				
Running Speed:.....	21	Miles per Hour				
Air Flight Speed:.....	363	Miles per Hour				
Space Flight Speed:.....	11979	Miles per Hour				
Powers/Weaknesses	BCTH	ABCTH	DAM#	DAM+	EC/U	CPs
Hand to Hand:	50	57	1	7	1	0
Energy Bolt:	50	57	10	7	2	5
Flight.....					1/rnd	6
Adaptation.....					2/def	4
Increased COM: (+16).....						2
Increased ADX: (+15).....						3
Increased CON: (+15).....						3
Weakness: Extra Damage: HTH.....						-5
Animal Weaponry:.....			0 %/DAM+			0
Armor:.....			0 points			0
Combat Bonus:.....			0 %			0
Defense Bonus:.....			0 %			0
Extra Damage:.....			0 DAM+			0
Invulnerability:.....			280 points			7
Speed Increase:.....			0 X			0
Super Reflexes:.....			0			0
Willpower:.....			0 %			0
Weight:.....			120 lbs			Total CPs used: 25



HISTORY: Laura was a clerk at a department store. She had worked there for quite some time and become a senior clerk. On one rather slow day, she decided to check in the basement on an area that she was technically responsible for.

While down there, she came across several large, old, rusty drums. This was nothing spectacular except that one of them was leaking and she slipped in the puddle, getting covered with a glowing, green liquid. She stood back up and headed for the elevator, intent on getting to a sink.

She got off the elevator on the first floor and suprised a supervillain in the process of robbing the store. He was so suprised that he turned and blasted her, even before it registered that she was just a girl, and therefore no threat to him. Big mistake!

The blast, in combination with the substance in the barrels downstairs had activated Laura's latent genes. She picked herself up off the ground, none the worse for wear and now extremely pissed off, and proceeded to wipe the walls with the supervillain. Fortunately, nearly all the employees had been ordered outside, so no one saw her beat up the supervillain.

Realizing that her clothes were a wreck, she ran to the active wear section and created a costume for her to wear, complete w/ domino mask (from the costume department). Flying quickly home she was able to put together an outfit similar to the one she had been wearing earlier, and snuck back into the store before anyone noticed. She even paid for her costume. Thus Athena was born.

THE END OF A LEGEND

He's been around as long as you can remember.
You've seen his exploits on the news and read about them in comic books.
He's always been everything a hero should be.
He's saved countless lives, righted many wrongs, and saved the world.
His career has been so long everyone thought he was immortal.

In a few short seconds the dreams of millions were shattered.
Before your very eyes America's hero was killed by a savage act of terrorism.
You know who is responsible, and they will pay.
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