

AGAINST THE AXIS

The **STARK CITY** World War Two
Sourcebook



ICONS
SUPERPOWERED ROLEPLAYING
COMPATIBLE

AGAINST THE AXIS

BY STEVE PERRIN

Dedication: This one is for Roy Thomas

Special Thanks to:

**Allan "Watchman" Wilson
Andrew "Doktor Severen" Cator
Clint "Zoot" Warlick
David "Diamond Jim" Berge
David "Fletcher the Bowman" Myers
Dennis "Giant" and "Liberty Girl" Mallonee
Michael Finn "Escher" Glenn
Rollin "Paper Tiger" Baker
Sheryl "Sister Steel" Cascadden**

And "Banzai" to Walt Robillard, who made sure the Japanese names approach proper Japanese usage of the period. Any continuing mistakes are purely my own.

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Britannia , Dark Malice , Diamond Jim , Doctor Arcane , Eric Schaedel , Fletcher the Bowman,
Gewitterhuf , Giant , Kriegerin (aka Golden Warrior) , Lord Arcane , Minuteman,
Miranda the Mermaid , The Order of the Serpent , Roland Hunter , Tigress , Ubermann**

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OPENING SHOTS

Norway, May 8, 1940. The Nazi surprise attack continues North as desperate Norwegian and British forces try to stem the onslaught. On a bluff overlooking the point of one of the smaller Norwegian fjords stands an ancient wooden church. No defenders tried to defend it, but it has been infested by Nazi aggressors, including some with very special skills.

On the slopes above the church four very special Allied agents look down at the clearing that holds the building, several German soldiers, their specialized vehicles, and two unique Nazi operatives.

Roland Hunter: Looks like a couple of platoons of Thule special forces. They're more interested in the church than guarding their flanks.

Britannia: There is power in that building. Power that has nothing to do with the cross on the steeple.

Doctor Arcane: That building has been built, demolished, and built again for more than a thousand years. Before it was Lutheran, before it was Catholic, it was dedicated to the Vanir gods. Freyr, Freyja, and their father, Niord the sea god. They still have a presence.

Giant: I see Monokel and Totenkanz. Any idea who is inside the church?

Doctor Arcane: They got here ahead of us; I can't put a scan inside without alerting some of their own sorcerers. Ow –

Sentinel (A telepathic message suddenly appearing in Doctor Arcane's mind): They can't detect me. There are four of the Thule sorcerers inside, and they've started a ritual to activate the artifacts.

Doctor Arcane: Telepathic message from the Sentinel. They've started a ritual inside.

Giant: Sentinel? Where did he come from?

Roland Hunter: Where he always comes from. Never mind. We need to get inside, now.

Britannia: Then forward, my friends. (She leaps to her feet and her lion head staff roaring, flies at the defending German forces) England and St. George!

Doctor Arcane stands and recites a formula in Latin. Suddenly there are twenty Britannias attacking the German soldiers, though only one is real. Giant grows to his 20 foot size and follows his British companion down the hill. Roland Hunter sights in on Monokel and the German operative is knocked off his feet by the power of the rifle bullet slamming into his body armor. From another spot on the slope, the colorful costume of the Sentinel appears as he takes to the air and sends a blast of energy at the gunner of the strange weapon affixed to the Nazi half track.

Totenkanz leaps balletically at Giant and pirouettes away from his giant fist, missing in turn with his necromantically glowing hand.

Giant: Looks like our war is starting in style.

INTRODUCTION

Welcome to the tangled coils of the Golden Age of Comics, where monocle-wearing Nazis and coke-bottle-glassed Japanese scheme mad schemes to destroy Western Democracy and Conquer the World. Note that the phrase "Golden Age" refers only to the comics that debuted and flourished during this period. This time of dictators, aggression, and genocide was hardly "Golden," for the world that had to live through it.

This book introduces you to the events and conventions of a world embroiled in war, with the villains everybody loves to hate (but their uniforms are cool) and a conflict that, on its surface, is good vs evil, democracy vs tyranny, and freedom vs oppression. You are on the right side. If the Axis of Nazi Germany, Fascist Italy, and Imperial Japan wins, the world descends into a Dark Age of totalitarian terror.

In this world, bank robbers are not oppressed minorities trying to strike back against authority figures and redistribute the wealth. They are traitorous scum sabotaging the war

effort by taking America's money out of the system where it cannot be used to win the war.

To this we add amateur sorcerers trying to unleash Knowledge Man Was Never Meant to Know, underground empires with Ancient Alien Science, Alien Sorcerers secretly manipulating the Nazis, Mad Science that refuses to believe that dead is Dead, and Ancient Pantheons trying to carve out new Kingdoms from the flesh of conquered nations.

In short, welcome to a pulp action world of brilliantly clad (and khaki clad) superheroes and super villains whose conspiracies leave only you and your companions still standing to take the actions that Save, or Destroy, the World.

Join us for the story of Stark City and the Second World War. Steel your resolve and gird your loins, and prepare for the greatest crusade of the 20th century and all the millennia before.

Join the battle Against the Axis.

LIVING THE FORTIES

Stuff is cheap from a 21st century point of view. A loaf of bread can be as little as 10 cents. Sixty-four page comic books are 10 cents. Monthly rent on a small apartment can be as little as \$10.00. Of course, earning as much as \$100.00 a month is living easy. The country still recovers from the Great Depression and among the things depressed are wages and living expenses.

Telephones are owned by the telephone company, come out of the wall on wires, and are bulky. Rural areas are still just getting telephones. Many telephones are on party lines, where a half dozen households share the same line. Car phones exist for the well-to-do. Portable two-way radios are available, but the large batteries make them awkward.

Electricity is pretty common thanks to the efforts of the WPA, but can't be counted on to

be available everywhere. Indoor plumbing has the same availability.

Television is just getting started, and the war shoves its development back until the war is over. Radios, on the other hand, are ubiquitous, but only in the home and certain offices. Transistors are brand new and most of their utility is still just dreams. Vacuum tubes power radios and televisions, but they are fragile and prone to breakage. Records are large and equally fragile. Vinyl records are not yet available. Recording machines are likely to be wire recorders.

Milk, bread, and a lot of other commodities are delivered to your door. One of those commodities is ice, for your icebox. Powered refrigerators are another recent development. Every small town has at least one icehouse.

Surgery is messy and often fails. Penicillin is just coming in, and no other antibiotics are known. Doctors make house calls but often have little but advice and aspirin to offer.

Cars are common but not universally used. Horses still have a function in drayage and hauling wagons for knackers and junkmen. Pushcart peddlers are common on city streets, and most city dwellers ride the bus or streetcar, or walk.

America is a very industrial country. Oil and steel are major sectors of the economy and Detroit builds cars found all over the world. Unions are gaining power and correcting many of the outrages that have been part of industrial practices for the last century. The 40 hour work week is getting more common and the incidence of child labor is diminishing.

WORKING WEAR

Men wear suits and ties and hats to all but the grimmest of physical labor jobs. The degree of physical effort called for governs whether they take off their suit coats to do the actual work. Even construction worker foremen and managers are in suits. The difference between "blue collar" workers in work shirts and "white collar" managers is visually distinct.

Women mostly do women's work. Most are homemakers, with the young and enterprising doing secretarial, teaching, and clerical work and branching into journalism and other creative vocations. The Depression has broken down some of the barriers as women found themselves as the breadwinners in broken families. The Roaring Twenties before that had opened up a lot of doors to education and adventurous occupations to women, and only some of those doors slammed shut again with the Depression.

In Stark City, the activities of some adventurous women, including the high flying Redhawk, has opened a few minds, if not doors, to the wasted potential of half the population not contributing to the prosperity of the city.

Recreational clothing is somewhat less formal,

though collared shirts and slacks for men is standard. Bathing suits are getting away from the full body suits of earlier years, but even women's two piece suits rarely show belly buttons, butt cheeks, or much cleavage.

IT'S THE LAW

Civil Rights and law enforcement can be very different in the Golden Age. Police have more leeway and Miranda Rights are not even a gleam in the ACLU's eye (though the ACLU does exist). Enforcement of the law is often in the hands of non-police. In many major cities up until the 1960s, private investigators have the right to make arrests for specific crimes.

WASP male culture is dominant in the circles of power, and citizens who are not male, White, of Anglo-Saxon derivation, and Protestant are generally considered lesser citizens, if not second-class citizens. Irish, Italian, and other Catholic Europeans are making inroads into this attitude, other nationalities and religions are still struggling. How much the GM wants to emphasize this reality is up to the gaming group. Women have only had the vote for 20 years. They are generally considered "the little woman" unless they make a definite point of exceeding those expectations.

Segregation is the accepted law of the land, even in states where it is not the law on the books. The Ku Klux Klan is a racist social club that many politicians make a point of belonging to, whatever their own attitudes. Minorities have to fear the appearance of white-sheeted intruders with lynching ropes. Large cross-burning ceremonies are common and well-attended.

GETTING THERE

Thanks to Henry Ford and his emulators in Detroit, automobiles are omnipresent on the streets of Stark City and other American metropolises. Many of them were built in the 1920s, when more people can afford them, and many makes and models died with their manufacturers in the Depression. Purchase of new cars is only starting to flower again. Once the war starts for America, new car production is cancelled in favor of tanks, warplanes and ships.

The US Navy's experiments with Dirigible Aircraft Carriers have come to an end with the crashes of the *Macon* and *Akron*. The only Navy dirigible to successfully complete its commission, the *Los Angeles*, was to be broken up in 1939 but is purchased by Colter Enterprises "for experimental use." It is noteworthy that the *Macon* and *Akron* (and *Shenandoah*, a non-carrier which suffers a similar fate) are American made from altered German designs. The *Los Angeles* is an unaltered German Zeppelin design built for the US Navy in Germany after WWI.

In 1937 the German-built Hindenburg caught fire in New Jersey, effectively ending trans-oceanic airship travel and airship development by any nation.

For now, multi-engined flying boats, called Clippers, are the only way to cross the ocean by air. Clippers land in Stark Lake and unload at the Gerrisburg docks. Most people still take the ocean liners that ply the Atlantic and Pacific oceans, taking a week or more to cross the ocean.

Land-based air craft are becoming more and more common. There are international carriers landing their planes in the Stark City airport at all daylight hours. The DC3 is becoming ubiquitous around the world, with some competition by three-engine designs from Ford and Junkers. Four-engine land-based airplanes are in development, with the DC4/C54 ready to become the American long haul workhorse of the air during the war. The planned FW200 from Germany is intended as an airliner but is adapted to military use after hostilities start.

STARK CITY BEFORE WORLD WAR II

In 1923, Nikolai Tesla was enticed to Stark City by leading citizen Adrian Colter (Secretly the third Sentinel). With Colter's help, he established a science park to rival Edison's Menlo Park in New Jersey. Discoveries like broadcast power and communication with other planets seem just around the corner.

About the same time as the science park is in full production, the Great Depression strikes the entire world. Thousands of banks crash and millions of workers are out of work. The attention of Tesla and the other scientists he has attracted to Stark City is put towards projects that can employ the most workers. With help from Franklin Delano Roosevelt's New Deal, a series of public work projects are established.

Some of Tesla's work during the Depression is the creation of relatively cheap electric appliances. Most are kludged together by Tesla himself so that he did not have to depend on servants. Colter Enterprises makes a policy of reproducing them for sale at low prices to the people recovering from the Depression.

In 1935, workers on Stark City's new subway system dig up an artifact that incites an attack by other-dimensional forces. The artifact may

have originated from a Vrilya experiment (see below). With the city afraid of any more underground construction, Tesla diverts his attention to devising an above-ground electric train system that proves an example to the rest of the world.

In early 1939, as the clouds of war are gathering in China and Europe, local sports hero Chip Carrington leads an aerial expedition to the Yucatan Peninsula, looking for the fabled Pyramid of the Feathered Serpent. The entire expedition disappears (See *The Great Game* from Fainting Goat for further information).

HELPING HANDS IN STARK CITY

One stand out area of progress comes as a synergy between Tesla's work with electricity and the work coming out of Germany (until the Gestapo stepped on scientific intercourse in 1937) in prosthetics, especially as it applies to the Blue Max project. Mechanical limbs and body augmentations are very possible and even some perfectly sound but adventurous individuals with the wealth or connections to have healthy limbs replaced or augmented have it done.

Since the advent of the Czech-produced Rossum's Robots in 1932, voice-activated and directed android robots have been developed in several nations. Actual artificial intelligence, however, is still outside the grasp of most robot builders, or so it is considered by the general public. There are rumors in high level science circles that Tesla made a breakthrough. Never one to enjoy working with human assistance, he now works entirely with a robot staff.

Tesla could supply domestic and industrial robots to the general public, but decides to

delay production of possible industrial replacement robots to a time when job shortages are not a problem for the general public.

Current construction techniques and materials do not allow for more than human-level physical attributes on human-sized robots, whatever their construction method. This has not stopped various builders from augmenting humanoid robots with built-in weapons and other devices.

THE WORLD WAR AND STARK CITY

As 1939 dawns, America and Stark City look across the Atlantic to Europe and across the Pacific to China and smugly declare themselves isolated from the conflicts that are slowly building in those territories. In December of 1937, the Japanese sink the USN Gunboat *Panay* in Chinese waters but America is satisfied with an apology.

In Europe in March of 1938, Germany annexes Austria in the *Anschluss*. European powers refuse to act and Americans accept that this is just the "unification" of the German peoples. Everyone ignores (or secretly approves) the Nazi attitude toward the Jews since the establishment of the first concentration camp in 1933.

Stories of the Nazi contacts with the Vril-ya and Asgard are generally disregarded or treated as stories of far explorations with no effect on the mundane world. *National Geographic* does an article on Asgard but the Nazis keep them from taking any revelatory photographs.

In February of 1939, the Golden Gate International Exposition opens in San Francisco with displays by many countries with interests in the Pacific, including the Japanese. In April, 1939, the "World of Tomorrow" New York World's Fair opens in Queens, New York. There is no exhibit by Nazi Germany. An attempt by someone calling himself the Master of the Fair to take over the Elektro robot and hold the Fair hostage is foiled by Stark City heroes Doc Bronze and the Sentinel.

In September of 1939, Germany invades Poland and the 2nd Great War begins. Most Americans flaunt their neutrality and consider themselves well out of any foreign conflict. Many of them also keep an eye out over their shoulders and avidly read the war news. Where will the Axis strike next?

EFFECTS OF THE WAR AT HOME

Unlike the wars 21st century Americans are familiar with, the Second World War has a direct effect on the American public, once America joins the war. Many materials are considered "strategic" and are mostly sequestered for the military. Steel, paper, rubber, and most foodstuffs are tightly controlled. For civilians they are only available on a rationed basis and every citizen, including babes in arms, are issued ration stamps to be turned over to purchase the materials. Salvage drives are constant, encouraging the populace to turn in used metal and paper (thus encouraging the scarcity of comic books printed during the war years).

For things like tires and many foods, having the ration stamp does not guarantee the item is actually available. Civilian travel is tightly restricted by gasoline rationing, though vital travelers like doctors (who make house calls as part of their normal practice), police officers, and government-recognized mystery men are given X-coupons, which allow unlimited gasoline buying - if it's available at the pump.



Young men are inducted into the Armed Services if they have not already volunteered. Being young and healthy and male and not in the service is considered suspicious, though of course some healthy-looking men are deferred for various reasons such as having disabling illnesses that are not obvious, being needed for vital war work like industrial production and research, or having connected relatives who can get them deferments.

Even war work is insufficient excuse for a deferment for general industrial purposes as women step up to fill the ranks, creating the Rosie the Riveter archetype that is emblematic of the American female war production population. The Armed Services also multiply the number of women in their ranks tenfold, assigning them to home front clerical duties and rear echelon tasks like chauffeuring generals and typing orders.

WORLD WAR II HERO CREATION

Creating WWII *ICONS* characters is mechanically very much the same as Icons characters for any other era. The difference is in look and feel.

ORIGINS

Origins for WWII characters follow the same rolls presented in *ICONS*, though the probabilities are altered slightly. Whether you use the original Icons dice roll or the one presented in the following Origin table, be sure

to observe the strictures in the Origin descriptions.

CONTINUING CREATION

Powers and Specialties: Once past the Origin table, the usual procedure for creating characters' powers and specialties in Icons works as usual.

Descriptions: The differences between modern day and the Golden Age arise in look and style.

2d6 Roll	Origin
2-5	Trained: In the 1940s, heroes are common who simply put on a mask and went out to right wrongs. Combat training is unlikely to be Oriental Martial Arts and more like Boxing or Wrestling.
6	Transformed: Keep in mind that radiation/nanotech/etc. is much less part of the world view in the 1940s. Transformations tend to be chemical in nature, based on a Jekyll-Hyde concept. Occasional lightning strikes or intense sun beams also work. And magical transformations are always in fashion.
7	Birthright: The concept of "mutant" is less common in the Golden Age. Magical heritages and alien ancestors are much more common.
8-9	Gimmick: Heroes using gimmicks are quite common in the Golden Age. There is much less concentration on complete armor suits and more on single gimmicks like Blackout Bombs, Star Rods, and so forth. Naturally, objects out of mythology or fairy tales are very appropriate.
10	Artificial: Robots are generally big and clunky, and cannot masquerade as human. Magical statues and golems are another matter. Human-looking androids are possible but are limited to human-level physical characteristics.
11-12	Unearthly: The ultimate Unearthly Hero is the original, Superman. In the world presented in this book, obvious aliens are not known, but secret aliens, as well as all the various elemental/magical creatures, are open season. See The Great Game for possible appropriate aliens.

Gadgets, as said before, tend to be hand held and large and complex. Costumes are either form fitting or essentially street clothes with a mask (or even gas mask) to hide the face. Female characters may wear clothing that is a touch risqué for the period, but very little skin is shown in comparison to modern comic book heroines. Wonder Woman is something of an exception, Phantom Lady is a major exception. Hawkgirl's halter top is somewhat racy, but consider that her male partner wears no shirt at all.

The contrasting shorts worn by some classic characters, by the way, are not their underwear. Tights in the Golden Age are not actually skin tight and had to be held to the body. Most dancers wear "dance belts" which simply hold the tights to the crotch so they aren't baggy. Having belts of contrasting or similar color is the choice of the wearer. Modern day Lycra removes the necessity.

Elemental powers tend to be very basic. If your powers are flame-based, it's obvious with one look at the costume. If your hero has a patriotic aspect, he may seem to be wrapped up in an American Flag (or a patriotic Nazi is festooned in swastikas, etc.)

Qualities: A Golden Age hero's Qualities tend to be very basic. Motivation might be revenge, a thirst for justice, thrill seeking, or a desire to win the war to protect one's loved ones and/or country, which comes up fairly commonly in Golden Age heroes, particularly the patriotic ones. Catch phrases tend to be either very descriptive of the action being taken ("Flame On!" is a classic example) or an expression of basic philosophy ("This is a job for Superman"). Identity is frequently closely tied to the activities of the costumed hero.

Secret identities are very common and guarded closely. Generally the secret identity is one that allows the hero access to needed information (a Mild Mannered Reporter), but sometimes the hero adopts his costumed identity because he is legally unable to do what must be done in civilian life. Many costumed vigilantes are policemen or district attorneys who feel the constraints of their job keep them from being effective in the enforcing of Justice. And some, like Jack Weston (Minuteman of Fawcett Comics) and Steve Rogers (Marvel's Captain America), are private soldiers who have to sneak away from camp to don their costumes and accomplish their missions.

HOW IT ALL BEGAN

Super powered beings on Earth have been around since pre-history, thanks to the meddling of some do-gooding godlike beings way back in pre history. 60,000 years before the events we commonly refer to as the Second World War, the Prometheans came to Earth. Beings of vast power that had developed in the core of the Milky Way Galaxy, they were working to bring enlightenment to the outer reaches of the galaxy. These reaches were cold and inhospitable to the Prometheans, so they sought helpers who can be uplifted to power and aid them in their civilizing program. On the small blue planet around a common yellow sun about halfway along the Orion Arm, they found humanity, and recognized in the primitive humanoids a flexibility and mutability that was just what they were looking for.

For two centuries they experimented with the human germ plasm. Massive doses of radiation were followed by forced growth and development of the mutant results. They found several potential agents that would meet their needs. Taking the successful candidates off the planet, they left the Earth behind to encourage the growth of Promethean civilization amongst the cold ranges of the galaxy.

Left behind were the unsuccessful (in the eyes of the Prometheans) experiments. Many died almost immediately, or lived lives of distress until they finally joined their fellow failures in death. But there were many who did not meet the demands of the Prometheans, but still had been set upon a path of power and glory. Many of them or their progeny eventually became the pantheons of the slowly developing native

civilizations of the planet. Some strains disappeared into the general DNA of the remaining humans, the chromosomes occasionally recombining in their descendents to bring forth mighty heroes.

One abandoned breeding line has a significant effect on the events of the Second World War.

THE VRIL-YA

This breeding line was initially very promising to the Promethean researcher who developed it, but it took a turn that disappointed him mightily. The experimenter working on this line might have turned the problem around and created the ultimate agents of the Prometheans, but other experimenters had successfully completed their programs and the Prometheans had all the agents they needed, so the experimental program was left to wither as the Prometheans abandoned any further development.

This breeding line is the Vril-ya, a humanoid shape with the addition of wings meant not so much for flight as for absorbing solar energy. With that energy, the Vril-ya should have been able to muster psychic ability of immense power, allowing them to fly - among many other abilities. But the energy absorption is too efficient - Vril-ya died in agony as their neurons overloaded with the solar force. This could have been fixed in another generation, but the Prometheans had no need to continue.

The abandoned Vril-ya, left upon the surface of the Earth as their protective shelters slowly rotted away, sought refuge in caves and rifts in the Earth. Some got sufficiently deep that they were no longer agonized - protected by the thickness of the soil and rock between them and the two-edged solar power that is the source of their power and their agony.

For the next centuries, the Vril-ya developed their underground civilization. As they delved deeper, their power-absorbing wings drew less and less power from solar radiation, but the Vril-ya found they can absorb power from natural radiation in the rocks of the Earth. They developed a method of channeling the radiation through certain rock formations that melded it

VRIL

Vril is a substance refined from radioactive minerals. The Vril-ya have devices that concentrate the radiation into a fluid that can be used for:

- A highly concentrated and powerful fuel for various devices
- Power enhancement to the psychic power of a powered person
- Vril can be accessed by machinery or by psychic power. Some Vril-ya colonies have lost the secret of the technology and rely on "magicians" and "high priests" to summon and convey the power. The Vril fluid can be formed and molded into amulets and other jewelry or artifacts of power with the addition of the molten form of more stable elements like silver and gold, creating various "magic" focuses.
- In some places otherwise inaccessible or unlivable, the Vril-ya of previous eras set machines to harvest and refine the Vril and ship it to various colonies. Some of these miner/processors are currently inoperable because the colonies are dead and the delivery system backed up and broke. Some remote refiners are still operating even though the colonies are dead but the delivery system is still viable. And some feed colonies that have no idea where the Vril is coming from.

into a purified energy source they called Vril.

The Vril-ya cannot tolerate the secondary psychic effects of too many of them in one place, so small bands spread out through the undersurface of the planet, crossing under oceans and settling colonies in locations where they can implant their Vril-creators and flourish. They faced much travail, for the underground has many perils, and many colonies perished over the centuries from volcanic eruptions, drowning from rifts opening in bodies of water overhead, and occasional conflicts with other creatures inhabiting the underground as well as rival colonies.

Sometimes colonies died simply because their genetic heritage was still unstable, and they attempted to colonize with insufficient bio-

diversity in their gene pool - a recessive trait would make them susceptible to a disease or even a minute change of overall temperature, and all died.

Many colonies survived because they raided the basic human (and some altered) tribes on the surface and brought back servitors they called Ana. They bred with these servitors and the progeny that had wings and could manipulate Vril were raised up to be Vril-ya. The others remained Ana, and Ana who manifested powers that were not those of the Vril-ya are officially eliminated. Vril-ya being human, violations of this protocol happen frequently.

By the late 19th century as the dominant cultures on the surface of the Earth reckoned time, very few centers of Vril-ya civilization still exist underground. One is established under the Black Forest in Germany. Another barely persists near the Mound People formations in Illinois. A small, failing, colony hung onto existence under the sea near Cornwall in England, and more prosperous ones near Java in Indonesia and on the Tibetan Plateau maintained their culture, but cannot be considered to be flourishing. Another colony flourished undersea near Cuba, but the inhabitants are barely recognizable as Vril-ya, or even human-derived.

BLACK FOREST VRIL-YA

The German colony is fully aware of how Vril is made and controlled. They disdain all attempts to treat Vril as a magic substance and are strict Vril engineers. The Ana are treated as valued servitors.

Evart Kuechner (actually the alien sorcerer Evvardakych) contacted the colony under the Black Forest in the late 1920s. Evart was just starting up the Thule Society. Kuechner learned enough about tapping Vril to establish the link to Asgard - about which more later.

Among the people working with Kuechner were several scientists looking for "deeper truth." They realized the scientific potential of the substance and commenced work on harnessing the potential to power machines of war.

Both Kuechner and the scientists wore out their welcomes fairly early. Arrogant, demanding, and convinced of their natural superiority, they manage to make the normally pacifistic Vril-ya take action to get the disturbing interlopers out of their lives. The Vril-ya agree to supply a certain amount of Vril every year to keep the Nazis off their backs, and they demonstrate sufficient power to make the Thule Society think twice - at least in the 1930s - about trying to impose more direct control.

The Nazi scientists realize that Vril is the result of some kind of radioactive engineering, and pursue a project to create their own form of atomic energy throughout the war. This has the byproduct of discouraging any German attempts to create atomic bombs because everyone knowledgeable in the technology is working on the power project.

CORNWALL VRIL-YA

The Cornwall area Vril-ya have devolved into Vril-as-magic types. Edward Bulwer-Lytton used information from some of these he contacted in the late 1860s, including stories of ancient Vril-ya using Vril as technology, to create his book, *The Coming Race*. Apparently the Cornwall Vril-ya impressed Bulwer-Lytton immensely, as well as impressing his readers second hand.

The Magus, an always-shrouded figure with the appearance of magical powers, is a Vril-ya from Cornwall who comes to the surface out of curiosity and stays to aid the English against the Germans, possibly because he recognizes that the Germans are tapping the Black Forest colony. The Magus is always shrouded in a massive cloak to keep the effects of the sun off. He still avoids direct sunlight, coming out at night and slinking through shadows. Unlike most of his fellows, he has surveyed the underground comprehensively and can teleport to almost any underground area accessible.

The Cornwall Ana are a strict underclass, but outnumber their Vril-ya "magician" masters by more than 100 to 1.

VRIL-YA OF THE MOUNDS - AND STARK CITY

These Vril-ya have no actual connection to the Mound-Builder Indians save that one reason the Mounds were built where they were is the American Indian tradition of the area being a location of great Power. Any trace of contact between the Mound Builders and the Vril-ya has been lost, if it ever existed.

When Nikolai Tesla detects the presence of energy sources in the region of the Mounds, a team of science heroes burrow into the Vril-ya colony and find it deserted. Some of the Vril-gathering machinery is still running. Later research shows that this colony delved deeply into transdimensional travel. It may explain why Stark City has been such a nexus for other-dimensional incursions.

Some of the collapsed tunnels leading away from the colony may extend under Stark City, perhaps connecting with other Catacombs routes there. The site of the 1930s dimensional attack may have come from their devices planted in one of those remote tunnels.

By the end of the 19th century, the inhabitants of the colony either die off or disappear into some other dimension, or both. The colony's presence is known only to selected members of certain US government agencies and to a handful of Stark City and American heroes, like Doc Bronze and Doctor Arcane. If there were any Ana with this colony, they disappeared with their masters.

INDONESIAN VRIL-YA

The Indonesian colony is known to the German Vril-ya, though contact was broken centuries ago. The Nazis alerted their Japanese co-belligerents, which is why the Empire looks with great interest at the Dutch Indonesian colonies.

The main Under Indonesia colony comes to an abrupt end when their experiments in enhanced Vril touch off the Krakatoa volcano in 1883. The very few survivors scatter to small subsidiary colonies outside the effects of the eruption. Most die later, some few survive. Most of these surviving colonies consist of a

very few Vril-ya and some Ana. In most cases the social barriers between the two are shattered.

The Black Forest Vril-ya have no idea that their fellows in the Pacific set off Krakatoa. On the other hand, if the Japanese can figure out what they did, there are a lot of volcanoes on the Pacific Rim that can explode to the benefit of the Greater East Asian Co-Prosperity Sphere.

CARIBBEAN VRIL-YA

In the Caribbean, near Cuba, a Vril-ya colony mutated into an aquatic culture. They found that deep water is just as good as thick earth as a protection against solar overloading. Their culture is entirely powered by Vril, and they have submarines, smelt metal, and maintain a technological culture. Their wings have developed into manta ray like limbs and they look more like Mantas than people. Any Ana they had have melded into the Vril-ya aquatic genotype.

Early conflict with the Atlantean undersea culture near the Azores made the Caribbean Vril-ya very cautious about any contact with other cultures.

THE MASTER OF THE WORLD - TIBET

In far Tibet, a colony of the Vril-ya established in caves interacted with early human inhabitants - interbreeding and establishing a network of monasteries and fortifications that let the Vril-ya essentially be the true masters of Tibet, with the human Tibetans their Ana. They are ostensibly ruled by the Man with Green Gloves, otherwise known as the Master of the World. He establishes a tentative relationship with Nazi explorers who came looking for enlightenment in the mid 1930s. In fact, he is a Vril-ya/Ana mixed race who lacks the Vril-ya wings and elongated features. His position is that of a "Face" for the Vril-ya, though he conspires to attain a certain amount of real power because the few pure Vril-ya lack interest in any kind of contact with the surface world.

The Tibetan Vril-ya claim dominance over all the other colonies, though there are residents of

the latter who contest that claim. They do know something about every colony, though they have lost telepathic contact with many over the centuries and are not sure of the current status of the still-viable ones. One of their notable achievements is the development of the Yeti race that acts as their bodyguards and defense force. The Master of the World provides the Nazis with all the information they have on other colonies, but does not reveal how they attained that knowledge. In fact, there are generally long range telepaths among the populace of every colony who keep in touch with their distant brothers.

PANTHEONS

The Vrilya are not the only remnants of the Promethean experiments. Other experimental lines developed into bloodlines of power even as the Vrilya explored the underworld and their other fellows died off.

As the "failed" bloodlines meet and combine and part and meet others, certain families develop very great powers and use these powers to awe and exploit the unpowered humans. Some of these Pantheons strut their times upon the stage and die away, not even remembered in hero tales of the people they rule. Some are just a memory but no longer present. Some died in various cataclysms when their peoples clashed with worshippers of other stronger and more vital Pantheons.

Some of the Pantheons discover methods of contacting and exploring other planes and learn the knack of creating small mini-universes on those other planes that let them establish their Olympuses and Asgards where common folk cannot possibly find them. One particular plane favored by several Pantheons has the quality of negating the effects of aging on human germ plasm. So some Pantheons continued virtually unchanged even as their followers slowly turn away from them to other beliefs and worships or age into extinction.

ASGARD

Even though there is no direct or constant contact between these Pantheons and their former followers, sometimes events on the pantheon plane can have direct corollaries on

the Earth. For instance, the Norse/German pantheon engaged in Ragnarok at the same time as the Earth erupted into The Great War of 1914-1918. Gods and giants died much as the prophecies foretold and Asgard's survivors were left in the ruins of their world just as the German peoples of Germany and Austria had to dig themselves out of the ruins.

When contacted by the Thule Society, the survivors of Asgard and Valhalla, led by Vidar Odinson, joined their former worshippers in creating a New Asgard as part of the Third Reich. Only Vali, Vidar's brother, protests the plan. He is now a frozen statue in Asgard, the last inhabitant of the land he refused to leave.

OLYMPUS

The Olympians faced their own devastation early in the Christian era. Persephone, wife of Hades and daughter of Demeter, became possessed by a spirit of Malice. Through treachery and magical onslaught she robbed the Olympians of their immortality. Almost all of the Olympians died, including Persephone/Dark Malice, but they each left behind artifacts that allow appropriate discoverers to assume the mantles of the gods. The artifacts were scattered by various later events as Byzantines, Bulgars, Armenians, Turks, and others invaded and were driven out, so people who never heard of the Greco-Roman gods might suddenly assume their powers. In this way, Giant gained powers of the unborn son of Zeus/Jupiter that had been imprinted into the harness he wears, found in a temple in Egypt.

GODS OF EGYPT (PESEDJET)

The Egyptian Pantheon was invaded and subsumed on several occasions, with the Olympians, for one, killing their opposite numbers and acquiring their portfolios. Only a few of the original gods remain, maintaining their existence by reincarnation and other circumlocutions of mortality. Prominent among the survivors are Bubastis, who exists among mortals as the sometimes criminal, sometimes heroic, Tigress, and Atpet, the serpent god, who is Tigress's enemy and competes either as a rival gangster or criminal mastermind.

WORLD WAR II TIMELINE

The following is a timeline of mostly true events with a few entries for weird World War II events and some notes on what might be the cause and effect of events in a weird World War.

This timeline is best used in what might be called a "standard" WWII supers campaign. All major historical events happen as they happened in Real World history, and any influence supers have is in making sure that the history happens as we know it.

Generally, Axis supers are assumed to have countered Allied supers and so the world is the same as we all know. This does not necessarily have to happen. Super powered individuals would probably have a major effect on a world-wide conflict. If your gaming group agrees that "anything goes," the following timeline becomes something to compare to, but not a track to follow. It has been annotated at certain critical points (highlighted in colored text) indications of what might be places where the world changed, or might change if the heroes are not up to the challenge.

There are also events that can take the world entirely away from World War II as we know it. What if some extremely super powered individual decided that Hitler is a menace in 1936 and tossed him out a twenty-story window? What if a gang of American heroes stormed the Home Islands of Japan on December 8, 1941 and killed the Emperor? What if super-backed Japanese forces took Hawaii on December 7, 1941, and used it as a platform for constant attacks on the American West Coast? What if Nazi super-assassins killed Churchill? What if Nazis managed to ally with undersea dwellers and destroyed the British fleet from underneath? Or the British allied with those same undersea dwellers and made the Nazi U-Boat fleet essentially useless?

1925-04-15: Alien Shapechanging sorcerer Evarrdakych lands in Germany.

1926-06-23: Evert Kuechner (Evarrdakych) takes over Vrill Society, stays in background. Under his management, the Nazi occult organizations like the moribund Thule Society are centralized over the next four years, with strong connections to Himmler. Hitler tries to keep the occult away from his planning.

1928-03-14: Evert Kuechner finds Black Forest Vrill-ya.

1930-07-23: Thule Society finds Asgard.

1931-09-18: Mukden Incident precipitates Japanese invasion of Manchuria, which they name Manchukuo 6 months later.

1932-10-28: Bill Johnson and Melissa d'Arque discover the tomb of Dark Malice in Egypt. Melissa is possessed by Dark Malice, Bill Johnson assumes the powers of Giant.

1933-01-22: Clinton Avery receives several magical artifacts from his father and becomes Doctor Arcane.

1933-02-15: Madman Giuseppe Zangara attempts to assassinate FDR, kills Stark City mayor Cermak. And did the Stark City heroes have anything to do with foiling the attempt at FDR?

1934-12-25: Kuechner and Vidar of Asgard ushered out of the Black Forest Vrill-ya colony.

1935-01-08: Elvis Presley is born in Tupelo, Missouri.

1935-03-16: Hitler announces German rearmament, defying the Treaty of Versailles.

1935-09-15: Nuremberg laws promulgated, reducing Jews to 2nd class citizens. Much Jewish property confiscated, including artifacts of cabalistic power.

1935-10-03: Italians invade Ethiopia. Is this an attempt to secure holy relics wanted by the Thule Society or its Italian equivalent (also masterminded by Kuechner)?

1935-11-01: Parker Brothers introduces the board game Monopoly.

1936-03-07: Hitler renounces Rhineland provisions of Treaty of Versailles and seizes the territory. French and British agree in acknowledgement of some justice to the claim.

1936-05-05: Katrina "Kathy" Feran acquires the Valkyrie Sword and becomes Kriegerin.

1936-07-17: Start of Spanish Civil War.

1936-08-01: Start of Berlin Olympics, first live television coverage of a sporting event, 1st appearance of Blauer Max Vril-powered battle armor, Kriegerin introduced to world by Hitler.

1936-08-04: Vidar barred from Olympic Strength competition.

1936-09-01: Hitler presents the Einhariar, German supers who gained their powers from artifacts gained through the alliance with Asgard.

1936-10-27: Rome-Berlin Axis is signed. Thule Society is tasked with helping Mussolini find artifacts of Rome's former glory - cautiously and with due deliberation.

1937-02-21: First flight of the Waterman Aerobile flying car. Also called the Arrowplane.

1937-05-06: LZ-126, the German airship Hindenburg burns and crashes at Lakehurst Naval Station in New Jersey at the end of the first trip of its second season of Transatlantic trips.

1937-07-07: Marco Polo Bridge incident starts full scale war between China and Japan.

1937-11-06: Italy joins Germany and Japan in anti-Comintern Pact (establishing Axis powers). Thule Society shares some of their Vril-ya information with their counterparts in

the Black Dragon society.

1938-03-12: Hitler announces Anschluss with Austria.

1938-05-01: Kriegerin almost assassinates Winston Churchill. Britannia, Giant, Roland Hunter, and Doctor Arcane attempt to stop her but a force of German Commandoes and Ubermann interfere on Kriegerin's side. Kriegerin stops herself when she recognizes that Churchill has a Destiny. Churchill asks Britannia, Giant, Hunter, and Arcane to join the Vanguard of Freedom. The existence of this group is kept secret until the Second World War begins and the effect of Nazi supers becomes evident.

1938-08-23: Germany and Soviet Union declare non-aggression pact. They secretly also split up Poland. Japan renounces Anti-Comintern Pact but does not renounce membership in the Axis alliance with Germany and Italy.

1938-10-30: Mercury Theatre on the Air broadcasts "The War of the Worlds" and starts a panic throughout the United States.

1939-03-28: Spanish Civil War ends. German and Italian "advisors," including some supers, are released to re-join their home units.

1939-09-01: Hitler attacks Poland. England and France declare war on Germany. Soviet Union is allowed governance of Eastern Poland under the terms of its non-aggression pact with Germany.

1939-09-10: German leaders begin war-long looting of private collections and national museums of Poland and later other countries of artwork for their own collections and German cultural museums. Some of these objects may be magical focuses of summoning, protecting, or imprisoning ancient evils. Rough handling by the looters might unleash these evils on an already evil-beset world.

1939-10-12: Popular Stark City society figure Mark Colter (son of Adrian) joins the RAF's famous Eagle Squadron. Appearances of the Sentinel in Stark City diminish but do not cease.

1939-11-30: Soviet Union invades Finland. Looking for ancient Finnish magical artifacts?

1940-03-15: Finland capitulates to Soviet Union, surrendering Karelian Isthmus and Rybachiy Peninsula to Soviets. And the coveted artifacts?

1940-05-01: German invasion of Denmark, and then Norway. Part of pact with Vidar to give him his old home territories. He is barely prevented from invading Sweden by political necessity.

1940-05-08: First operation of Vanguard of Freedom as Doctor Arcane, Giant, Roland Hunter, and Britannia attempt to keep Thule Society mages from opening the Vault of the Vanir. Initial Nazi success creates threats in America but the threats are thwarted by Vanguard with the assistance of American heroes Liberty Girl, Fletcher, Sentinel, Minuteman, and Diamond Jim.

1940-05-10: German invasion of Holland, Belgium, and Luxembourg. Winston Churchill named Prime Minister of England.

1940-05-12: German troops cross French border. Early grouping of Vanguard of Freedom consisting of Doctor Arcane, Britannia, and Giant outnumbered and out maneuvered by the Einheriar, Kriegerin, Blue Max, and Vidar. Only the mutual jealousy of the Nazi organizations keeps the fights from being deadly for the Vanguard.

1940-05-26: Start of Dunkerque evacuation. Heavy activity of Vanguard of Freedom protecting the troops with intense contacts with Nazi supers. Vanguard joined by Minuteman, Fletcher, and Diamond Jim and Stark City Heroes Swashbuckler, Redhawk, and Streamliner.

1940-05-28: Germany finishes invasion of Low Countries and continues invasion of France.

1940-06-04: End of Dunkerque evacuation. Desperate supers battle on the beaches as the last boats leave. Independent French-American hero Swashbuckler is badly wounded and is shipped back to states for recovery.

1940-06-10: Italy declares war on France.

1940-06 21: France surrenders to Germany.

1940-07-10: Battle of Britain begins American members of Vanguard of Freedom join the British Eagle Squadron so their presence does not imperil American neutrality. American hero Sentinel "joins" the Vanguard by becoming their official pilot in his secret ID. The American members are known officially as the Freedom Squadron until America enters the war.

1940-07-26: US announces embargo on war trade (metal, oil) with Japan.

1940-08 08: Japan reveals the Kaze Buntai, a group of Japanese supers with airborne powers.

1940-08-15: Eagle Day, hardest day of fighting in the Battle of Britain. If the Germans continue destroying British airfields and military targets, it could be the end of English resistance. What influenced them to stop these attacks?

1940-08-20: Leon Trotsky assassinated in Mexico by Stalinist agent.

1940-09-07: Blitz on London begins. Concentration of German effort in attempt to destroy English morale has the happy effect of concentrating German forces, making easier targets for the Vanguard, as well as the British fighters.

1940-09-16: Selective Service Act goes into effect in USA. Office of Special Forces (OSF) created to recruit supers and devise strategies for supers use in combat.

1940-10-28: Italy invades Greece. Vanguard of Freedom races to Greece to secure power sites against Nazis. Finds German Einheriar and Mussolini's Praetorian Guard ahead of them.

1941-03-11: FDR signs Lend Lease bill giving 50 old naval destroyers and other aid to England in exchange for bases on British Commonwealth islands in the Caribbean and Atlantic coast.

1941-03-15: Corporal Arnold Stone gains density powers while battling against saboteurs.

1941-04-06: As the struggle in Greece and neighboring Yugoslavia grows more intense, Germany officially invades both countries in aid of the flailing Italians.

1941-04-23: Greece surrenders to Germany after Yugoslavia surrenders on the 17th. And what happens to the ancient sites of power? Vanguard of Freedom returns to England to regroup and plan strategy for the future.

1941-05-10: Rudolph Hess flies to Scotland to try to persuade Allied powers to ally with Hitler against Russia. Or is this the first step of a Nazi supers invasion intercepted by the Vanguard of Freedom?

1941-05-20: Germany invades Crete. Vanguard of Freedom returns to battle Einheriar for possession of the Labyrinth.

1941-05-28: British Navy hunts down and sinks the Bismarck. Nazi ploy to suck the Vanguard out of Crete succeeds and Germany drives British defenders out of Crete even as the great battleship is sinking. Einheriar return to Germany with the Horns of the Minotaur.

1941-06-22: Germany invades the Soviet Union. Command of the Eastern Front supers is given to Blue Max and Kriegerin while Vidar is given command of the Western Front and Northern Africa. The two groups engage in constant struggles to have members of the Einheriar assigned to their operations.

1941-07-05: American troops take over Iceland, reinforced by several Stark City supers led by Doc Bronze who thwart a Nazi attempt to gain the secrets of the Cold Volcano.

1941-07-14: Sgt Stonewall (Arnold Stone) becomes the first member of the US Army's Ultimate Defense Regiment.

1941-08-09: Churchill and Roosevelt meet in Atlantic Conference in Placentia Bay, Newfoundland and come to the agreement that

becomes the Atlantic Charter. An ad hoc attempt by a Nazi U-boat wolfpack to sink the conference is stopped by the Vanguard of Freedom and some Canadian heroes.

1941-10-17: General Hidecki Tojo becomes Premier of Japan. Swords of Amaterasu, led by the Sun Goddess herself, are introduced as the Defenders of the Imperial Throne. It is rumored that every member of the organization is related to the Japanese Imperial family, though no formal statement or proof has ever been offered.

1941-12-07: Pearl Harbor Appearance of Vanguard of Freedom in the skies over Hawaii persuades Japanese Admiral to break off attack after 2nd wave.

1941-12-10: Japanese Kaze Buntai prevents B-17 piloted by Colin Kelly from sinking battlecruiser Haruna.

1941-12-11: Germany and Italy declare war on the United States and what (or who) prompted Hitler to get involved in a war with America?

1941-12-14: Germany fails to capture Moscow because its super troops are sidelined by Baba Yaga.

1941-12-25: Hong Kong surrenders to Japan.

1942-01-01: United Nations declaration signed by US, UK, and USSR and 22 others. Pledges United Front vs Axis. Unless someone interferes?

1941-01-02: Manila falls to Japan.

1942-01-13: Operation Paukenschlag, Hitler stations 5 U-Boats off the East Coast of the USA and sends in how many agents to commit sabotage?

1942-01-16: Actress Carole Lombard dies in plane crash on way to War Bond drive or is she saved by an American super on the plane?

1942-01-28: "Sighted sub, sank same" message sent by Naval Patrol pilot Donald Francis Mason. No Nazi sub is actually sunk. What happened?

1942-01-31: End of Rio Conference, Latin American Countries, except for Chile and Argentina, side against Axis **Unless, of course, an Axis plot derails this effort.**

1942-02-02: Automobile rationing in the US.

1942-02-09: French Ocean liner Normandie burns and capsizes in New York Harbor **Accident? Or Axis plot?**

1942-02-13: Japanese submarine I-17 shells oil tank farm at Goleta, California, **and how many Japanese supers cause general devastation?**

1942-02-16: US requires all men between 20 and 44 to register for draft. **Office of Special Forces (SupersDepartment) asks all American Mystery Men to register.**

1942-02-18: Free French submarine cruiser Surcouf accidentally rammed and sunk in Gulf of Mexico by US Freighter **Accidentally?**

1942-02-19: FDR signs Executive Order 9066 which sends 112,000 Japanese Americans into internment camps for the duration.

1942-02-25: Race riots in Detroit over Black workers being housed in Polish neighborhoods.

1942-02-27: Battle of the Java Sea - All Allied naval assets in Indonesia area sunk by Japanese Navy.

1942-03-15: Mussolini announces the creation of the Praetorian Guard, a group of Italian supers under the leadership of the 11th Count Malocchio. They are assembled as a guard of honor for Il Duce and see almost no service until the Battle for Sicily.

1942-03-18: Alaska-Canada highway completed.

1942-03-27: Japanese investigators find some of the last refuges of Indonesian Vril-ya. Vril and some secrets are obtained. Vril-ya slaughtered.

1942-04-09: Last American troops in Bataan surrender, start of Bataan Death March.

1942-04-16: Doolittle raid on Japan **including some supers?**

1942-05-06: End of Bataan Death March - 24,000 American troops die enroute. Corrigidor in Phillipines surrenders to Japan. Sugar rationed in USA.

1942-05-08: End of Battle of Coral Sea - Japanese turned away from invading Austrailia.

1942-05-15: Gas and bicycles rationed in USA.

1942-06-07: End of Battle of Midway - total victory for USA, sinking four Japanese carriers and losing one. Japanese invade Aleutian Islands, capturing Attu and Siska.

1942-06-20: Japanese submarine I-25 shells a wireless station on Estewan Point, Vancouver, British Columbia.

1942-06-21: After beating off an epic siege in the previous year, British garrison at Tobruk surrenders to Germans and Italians. Japanese submarine I-25 shells Fort Stevens, Oregon.

1942-07-22: Gasoline rationing cards issued (Government recognized supers get X-cards allowing unlimited gas).

1942-07-27: Churchill and FDR end meeting in Washington. FBI announces capture of 8 Nazi saboteurs dropped off by U-Boat **and big battle between Allied and Axis supers?**

1942-08-07: US Marines capture island of Guadalcanal.

1942-08-09: US Navy caught flat-footed and loses four cruisers (and Australians lose one) vs Japanese in Battle of Savo Island.

1942-08-12: Churchill meets with Stalin in Moscow **unless intercepted?**

1942-08-16: US Navy Blimp L-8 crashes in California. Its engines are shut off and the crew is missing and never found.

1942-09-09: Japanese submarine cruiser I-25 uses float plane to fire bomb Oregon forest in

hope of starting forest fires.

1942-09-15: Farm machines rationed.

1942-09-29: Japanese submarine cruiser I-25 again uses float plane to bomb Oregon forest in hope of starting forest fires.

1942-10-02: First US jet plane flies [Super-genius heroes develop jet transport for their missions?](#)

1942-10-22: Fuel oil rationed. [Nazi saboteurs attempt to re-create Fimbulwinter to freeze the United States?](#)

1942-10-31: Stalingrad falls to Germans.

1942-11-08: American forces invade Algeria and Morocco.

1942-11-11: Germans occupy all of Vichy France except naval base at Toulon.

1942-11-13: USS Juneau sunk by I-25 while trying to get to port for repairs from battles off Guadalcanal. The five Sullivan brothers die in the sinking.

1942-11-22: Germans surrounded at Stalingrad. Goering vows to re-supply them by air.

1942-11-27: French fleet scuttled at Toulon to avoid German capture. [Allied supers rescue ships, or stop Axis takeover?](#)

1942-11-29: Coffee rationed.

1942-12-18: Oil and coal stoves rationed.

1942-12-22: [Nazis are rumored to have resurrected the "Napoleon of Crime" to lead their espionage efforts.](#)

1943-01-01: Pentagon opens [unless it is sabotaged by Axis saboteurs](#). American college students of 18 years or older become eligible for the draft.

1943-01-14: Casablanca Conference of FDR & Churchill until the 24th. [German agents attempt to attack White House, thinking that's where meeting is. Casablanca is Spanish for White](#)

[House.](#)

1943-01-18: German siege of Leningrad ends.

1943-02-02: Germans in Stalingrad surrender.

1943-02-04: Total eclipse of the sun over Japan.

1943-02-07: Shoes rationed.

1943-02-08: Japanese evacuate Guadalcanal.

1943-03-01: Processed food, canned meats, firewood rationed.

1943-03-13: Afrika Corps surrenders.

1943-04-27: 45-63 year olds must register for draft.

1943-05-11-17: FDR & Churchill meet in Washington. [Have Axis spies found out?](#)

1943-06-21: Race riots in "Paradise Valley" in Detroit.

1943-06-22: Battleship Mutsu blows up at Hasharigami Fleet Anchorage w/flying cadets aboard - #3 turret magazine explodes [or is it something else?](#)

1943-06-30: Americans invade New Guinea. Japanese secretly withdraw from Kiska after Americans and Canadians retake Attu in May. [Or were they kidnapped into a dimensional nexus?](#)

1943-07-10: Americans and British invade Sicily, drive Germans out August 17.

1943-07-20: Bombing assassination vs Hitler fails. Heads roll. [Or did it fail? The Praetorian Guard, Italy's team of newly-minted supers, is thrown into combat in Sicily and makes the mistake of a direct attack on the HQ of the invading American forces. Only the leader, Count Malocchio, survives. Much of their defeat is credited to the OSF supers.](#)

1943-07-25: King Victor Emmanuel III of Italy removes Mussolini and arrests him.

1943-08-15: US retakes Kiska, finds Japanese missing.

1943-08-19: Allied raid on Dieppe rebuffed by Germans. *Active Nazi super support?*

1943-09-08: Italians proclaim armistice with Allies.

1943-09-10: Germans occupy Rome. King and new Prime Minister barely get out in time. *With super help?*

1943-09-12-23: SS Major Otto Skorzeny, *aided by Count Malocchio*, rescues Mussolini and takes him to Germany. Mussolini becomes puppet dictator of "Socialist Republic of Italy" in Nazi-held areas of Italy.

1943-10-13: Italy declares war on Germany.

1943-11-22: Cairo Conference between Roosevelt, Churchill, & Chiang Kai-Shek lasts until 25th at home of US Ambassador Kirk - Cairo Declaration vs Japan.

1943-11-28: Tehran Conference in Soviet Embassy til Dec 1, 1st held between FDR, Winnie and Uncle Joe - *suspected Assassination plot by Germans, Operation Long Jump.*

1944-01-22: Allied landings at Anzio vs heavy German resistance.

1944-04-26: US Army seizes Montgomery Ward & Co for failing to extend labor contracts and avoid stoppages.

1944-05-01: U-Boat RO-501 is given to Japan so they can copy the technology. Boat is sunk on its way to Japan.

1944-05-17: End of Battle of Cassino. Historic Abbey of Monte Cassino unoccupied by Germans until bombed into rubble by Allies, then Germans occupied ruins which made good cover.

1944-06-04: Allied troops march into Rome. There is no opposition. *Allied supers foil Nazi sorcerous attempt to make Rome a deathtrap?*

1944-06-06: Start of Allied invasion of Normandy - D-Day and *how did Allied supers help them gain the beaches and keep the paratroops safe?*

1944-06-13: First V-1 launched at London and *where else that has to be stopped by heroes?*

1944-06-15: USA B-29s bomb Japan for first time.

1944-06-19-20: Battle of Philippine Sea - disaster for Japan.

1944-07-17: Ammunition ship blows up at Port Chicago, California, killing 202 black sailor stevedores and injuring as many more. Sailors refuse to go back to loading munitions and are court martialed.

1944-07-18: ME 262 jet fighter operational for Germany.

1944-07-20: "Night of the Generals" plot to assassinate Hitler fails. *Or does it?*

1944-08-10: Meeting in Strasbourg, France in occupied France establishes framework for eventual ex-Nazi group, ODESSA. *And what other inimical post war organizations?*

1944-08-20: Allied troops reach Paris. *And what stops Hitler from burning it to the ground?*

1944-09-04-08: First V-2 rockets hit Paris on 4th, London on 8th. *Black Sun Saucers operational assisting Nazi supers and commandos.*

1944-09-10: FDR and Churchill meet in Quebec.

1944-09-17: American and British troops attempt, and fail, to take the bridge at Arnhem in Operation Market Garden.

1944-10-10-13: Allied air forces duel with Japanese over Taiwan (Formosa) but there is no invasion.

1944-10-19: First use of *kamikaze* attacks by Japanese against American fleet invading Phillipines. *How many of the famous Kaze Buntai Squadron of Japanese Supers join in the*

attack?

1944-10-24-26: Battle of Leyte Gulf ends disastrously for Japanese navy.

1944-11-03: Japanese launch Vengeance Weapon Fu-Go (paper balloons with explosives and incendiaries) into the jet stream to destroy America.

1944-11-07: A very sick FDR is elected to his fourth term. Harry Truman is his VP.

1944-12-16: Start of German Ardennes Counteroffensive (Battle of the Bulge) and how did Nazi supers influence the surprise attack.

1944-12-17-18: Major typhoon causes major loss of materiel and men to US Navy. Worse loss since Pearl Harbor.

1945-01-25: End of German Ardennes Counteroffensive and what did Allied supers have to do with the collapse of German supply lines, and the defense of Bastogne?

1945-02-04-12: Yalta Conference with FDR, Churchill, Stalin.

1945-02-19: US forces land on Iwo Jima.

1945-03-03: Finland is the latest of Germany's former allies to declare war on Germany.

1945-03-07-29: American troops enter Germany, cross the Rhine River, and capture Frankfurt.

1945-03-17: Hitler issues Nero Decree, calling for a complete destruction of Germany's infrastructure and of all the artwork looted by the Nazis. Very few field commanders follow this decree. Various monsters and hidden lands concealed by the artwork remain concealed. Unless some fanatic German officer follows the order and unwittingly unleashes something monstrous.

1945-04-01: Invasion of Okinawa. Japanese end Fu-Go campaign.

1945-04-12: FDR dies. Even the Japanese send condolences. Hitler does not.

1945-04-15: Last V-2 launched.

1945-04-25: Start of meeting in San Francisco resulting in United Nations Charter on June 26.

1945-04-28: Mussolini and his mistress are captured and killed by Italian partisans.

1945-04-30: Hitler and Eva Braun commit suicide in their Berlin bunker. Or do they?

1945-05-02: Russians capture Berlin.

1945-05-08: V-E Day.

1945-07-15: Potsdam Conference of Truman, Stalin, and both Churchill and Clement Atlee of the Labour party to decide what to do with Germany.

1945-07-16: First atom bomb test at Almagordo, New Mexico.

1945-07-26: Labour government takes over British government, Clement Atlee takes Churchill's place at Potsdam. Allied leaders agree on how to split up Eastern Europe as well as Germany.

1945-07-28: Errant B-25 slams into the Empire State Building. The building survives.

1945-08-06: Atomic Bomb dropped on Hiroshima. 78,000 people killed.

1945-08-09: Atomic Bomb dropped on Nagasaki.

1945-08-15: Japan surrenders - V-J Day. Attempt by military coup to continue the war fails.

GAME MASTERING WORLD WAR II

For the most part, GMing a WW2 game is like any other superhero campaign. The main differences involve the ambiance of the era, the effects of war on the treatment of the adversaries, and giving players a chance to participate in all phases of the world-wide conflict.

GAME MASTER APPROVAL

Game masters embarking on a full campaign set in the Golden Age have to keep a cautious eye on characters who will be working together throughout the campaign. DC Comics' Justice Society of America is the archetypal Golden Age team but using it as a template has many pitfalls. The initial lineup included the master mage Doctor Fate and the Ghostly Guardian the Spectre. Perhaps one step below in power is the Flash, the Fastest Man Alive, and the original Green Lantern. It also included the Atom, who is basically a fist fighter in a mask. This disparity in power is not terribly obvious in the original stories because the wartime adventures of the JSA are actually a series of individual encounters that might be inspired by a preliminary meeting or initial setup with all the members and a final confrontation with the main villain - if any.

These final confrontations often involved one normal man knocking the JSA around with "maniacal strength" until someone came up with the solution. One story setup consisted of Nazi infiltrators knocking out a bunch of JSAers with knockout gas. This included the Spectre who, being dead, didn't breathe.

Unless you have ultimately powerful heroes played by players who don't mind these illogical work arounds vs their powers, you will have problems coming up with regular RPG adventures in which every member of the group is present for most of the adventure and expects to make use of all of his capabilities. If you have a group that consists of a vastly powerful ghost, a master magician, an ice goddess, a cowboy, and an opera singer, you can expect to have problems keeping everyone in the adventure all the time.

THIS IS WAR

A superhero campaign of most eras has certain unsaid rules that apply pretty much across the board. One of the most important is that Heroes don't kill Villains. The enforcement of this rule is a simple case of Mutually Assured Destruction. If Heroes kill Villains, other villains start killing heroes, until it turns into a full scale shooting war.

When you deal with a war-based superhero campaign, those considerations mostly go out the window. You are already in a shooting war. For the most part, the enemy is trying to kill you no matter what you do. Many Golden Age comic covers show major heroes with tommy guns blazing away at hordes of Nazi or Japanese soldiers who are shooting back.

You can treat the WWII campaign the same way. One resulting problem for the GM is the constant need to come up with new villains (and sometimes heroes). If you are mostly doing stories involving anonymous spies and hordes of enemy soldiers, this is not a problem. But if there are super operatives in the mix, constantly coming up with new concepts is a chore, even if generating them under *ICONS* rules is quite simple and fast. But if you want recurring villains, you need an alternative.

One alternative is based on the early days of military aviation. Like supers in WWII, aviators were new to war in WWI. Opposing airmen developed a regard for the other side's aviators and practiced a certain chivalry that held up throughout most of the war, unless one side developed a definite technology edge and set out to slaughter the enemy's airmen.

A similar philosophy might develop between the super groups on each side in WWII. This is reinforced by the idea that killing the Nazi super you just captured can result in the killing of a dozen Allied bomber pilots, or perhaps a previously captured super from your side. Death in combat is expected in war time. Killing a helpless enemy is considered a war crime.

LONG TERM CAMPAIGN EXPERIENCE

One use for this book is a handy reference for villains and situations if you want to run occasional WWII games or games set in the time period, perhaps for time traveling heroes. It can also be used as the background for a full-fledged campaign based on the stories of the Golden Age of Comics or more modern retro series like Marvel's Invaders and DC's All Star Squadron.

Normally, such a campaign would have a group of heroes who either (1) manage to be at all the interesting events of the world-wide conflagration or (2) are restricted to one smallish area like the American Home Front or the European Theater and lose out on the many possibilities of fascinating adventures all over the world. For instance, in November of 1942, battles and crises are taking place all over the world. Rationalizing the presence of Our Heroes in all of these places at virtually the same time is something of a stretch. But see Getting the PCs to the Scene, below.

Furthermore, an extended WWII campaign can stretch over as many years of gameplay as the War itself lasted. *ICONS* is meant to be primarily a pickup game. Characters that are fun to play when rolled up can get tiresome if the player is restricted to that character in every issue of *Weird World War* comics.

At the same time that some players are tiring of their characters and want to roll up something else, some players have created their ideal character. Playing any other character is not a feature for that player.

A major element of an extended campaign is the improvement of the Player Characters. *ICONS* has ways of dealing with this. But if one player is continually playing one character, and others are jumping from character to character, under *ICONS'* rules one player's character is accumulating Achievements and making Changes to increase in power steadily while others are left in his or her dust.



The solution to this problem (if your group considers it a problem) is to take the Achievement away from the Characters and apply it to the Players. When the Character would normally make a Minor Change, the change is applied normally to the character involved. However, the Players also get an Advancement Point, 1 per situation when they would earn a Minor Change (*ICONS Assembled*, pg 185). When the player has four points, he can apply a Moderate Change to each of the characters he has played. For 8 points she can get a Major Change for each character. The changes chosen don't have to be the same for each character affected, but they have to be the same type (Moderate or Major). Otherwise the bookkeeping would be onerous. Keep adding points and allowing Changes with the proper multiple of Achievement Points.

The Players with several characters can roll up new characters every time the impulse hits or the logic of the campaign seems to dictate that a new hero should be present. Alternately, they can use one of the Vanguard of Freedom, the

Ultimate Defense Regiment, or the Heroes of Stark City for a particular mission. All of these NPC heroes are available and can be Changed within your own campaign. Gaming groups can assign particular heroes to each player, or the NPCs can be used by whoever needs a hero of that sort at the moment. At times of Change, however, only one Player should change a particular NPC hero, or the group should make the decision as a group.

Example: *Steve the GM runs a set of issues that takes the plot from Stark City to central Germany to Tibet to Indonesia. Karstexn rolls up Oriflamme, a mighty magician that he plays through the entire sequence. Dennis plays Liberty Girl in Stark City, Doctor Arcane in Germany, Giant in Tibet and Britannia in Indonesia. David plays Diamond Jim in Stark City, Fletcher in both Germany and Tibet and finishes up playing Doctor Arcane in Indonesia.*

Each player has earned 4 Achievement Points. Karsten applies a Moderate Change to Oriflamme, and has applied four Minor Changes to the character during the course of the arc. Dennis applies Moderate Changes to Liberty Girl, Giant, and Britannia. Each character has also earned 1 Minor Change, which was applied when each issue was over. David applies a Moderate Change to Diamond Jim and Fletcher, and both David and Dennis, with some kibitzing from Karsten, decide together what Moderate Change to apply to Doctor Arcane. In the course of the game, David has also applied 2 Minor Changes to Fletcher, and he and Dennis have each applied 1 Minor Change to Doctor Arcane.

GETTING THE PCS TO THE SCENE

Or if the players insist on playing their own characters throughout the campaign, the GM is faced with the problem of getting them to all fronts as speedily as possible, as well as meeting sabotage threats from New York to Los Angeles.

If one member of the super team is a world class teleporter, most of the problem is solved. Given the random roll method of hero creation, no team can count on that happenstance. Only someone with a very high Magic or Gadgets ability could be expected to come up with the

right spell or device. And even a dedicated teleporter has to be very high rank to pull it off.

We have specifically altered history to allow the dirigible airship Los Angeles to be present in Stark City in 1939. It can carry the usual sort of super team easily. However, it is not very fast. Some genius-level player could conceivably re-engine it with jet engines or rockets to make it faster, but there are faster transport planes available.

Jet planes are still being developed. However, the same sort of super genius, or perhaps a well-funded group with the right connections (Howard Hughes, perhaps?) can get hold of prototypes affixed to an experimental transport (perhaps a flying wing?) and have a way to get around fast.

The mining tunnels of the Vrilya are another possible resource. Initially each colony had its own tunnels, but over the millennia it is not impossible that they were linked into a super-fast system between the colonies, and then that knowledge is lost to all but a few as colonies dissolved and entrances were blocked, either intentionally or by chance. Or both. The ore carts are streamlined and use a monorail, making them the fastest bullet train available in a world where Bullet Trains have not been thought of.

And there is always Tesla. Perhaps he has developed a teleport device, or an aircraft that flies along the magnetic lines of Earth at supersonic speed.

And let us not forget that the original Sentinel came to Earth on a spaceship. If it is still flyable, even though its space drive is destroyed, then it would make a great orbital transport - if the heroes can persuade the Sentinel to provide it.

ALLIED HEROES AND SUPER SOLDIERS

THE VANGUARD OF FREEDOM

In the late 1920s and 1930s, psychologist Clint Avery, American industrialist Roland Hunter, archaeologist Bill Johnson, and sometimes Melissa D'Arque were an informal group of adventurers who kicked around Europe and the Middle East getting involved with supernatural threats and the occasional mad scientist or petty dictator who overstepped his bounds. In the course of these adventures they met and befriended many of the great men waiting in the wings of history to step forth on the stage of a major war, like Winston Churchill and Charles DeGaulle.

In 1932 Clinton Avery comes into his heritage as Doctor Arcane, and (perhaps not coincidentally) Bill Johnson becomes the first costumed superhero, Giant. In 1938 the Kriegerin assaults Winston Churchill and is only stopped from killing him by her own recognition of the man's imminent greatness. Churchill realizes that super powered agents created a whole new dimension to diplomacy and warfare. He calls on his three friends to form a core for a group of super beings to counter the Nazi threat, which is already in evidence. Arcane, Hunter, and Giant, at Churchill's urging, added Britannia to their number and Arcane coined the name Vanguard of Freedom. This name is often misinterpreted. The intent is to say the participants are in the vanguard of Freedom, one element among many, not the entire vanguard.

After the war started, they were initially joined by three American heroes, Fletcher the Bowman, Diamond Jim, and Minuteman. Stark City's own Sentinel mysteriously appeared on several occasions to help out (they never suspected that their pilot, Lt. Mark Colter, RAF Eagle Squadron and later Major of the USAAF, is one of the "Sentinel Twins.").

Later on, an other-dimensional adventure added Miranda the Mermaid to their roster, and when Eric Schaedel revealed the existence of the Nazi Death Camps to the Kriegerin, she renounced her affiliation, switched sides, and

became the Golden Warrior.

BRITANNIA

Elizabeth Stafford
Birthright

Attributes

Prowess 6
Coordination 5
Strength 7
Intellect 4
Awareness 5
Willpower 5

Stamina 12
Determination 2

Specialties

Athletics
Leadership
Weapon: Staff

Powers

Damage Resistance 6
Weapon: Lion Staff/Amulet - Smite 3 (Does STR +1 damage)
EXTRA - Blasting 6
EXTRA - Flying 5
LIMIT - Only in Defense of English Isles

Qualities

"Hear the English Lion Roar!"
Must have staff/Amulet for powers (Strength & DR are integral to heroic identity in Amulet)
As Elizabeth Stafford all Attributes are 4 except Strength and Coordination, which are 3

Note: Can Stunt giving Strength and Courage to other Defenders of England

Background

Elizabeth Stafford is the latest faerie guardian of England, a line that has been present somewhere in England since the days of Arthur and before. The family is established when a princess of faerie married a (powered) knight of the Round Table. Women of the family take on the identity of the guardian of England when Called upon.



Actual assumption of the Britannia mantle sometimes skips one or more generations, but Elizabeth is the daughter of the previous Britannia, who is an adventurer around the turn of the century and once befriended a young Winston Churchill. Churchill therefore knew where to go to call on Britannia in England's hour of need.

DIAMOND JIM

James Roderick Pope, Harbor Patrolman
Transformed

Attributes

Prowess 6
Coordination 3 (5 without density)
Strength 6 (5 without density)
Intellect 3
Awareness 3
Willpower 4

Stamina 10
Determination 1

Specialties

Athletics
Investigation
Martial Arts

Powers

Diamond Imperviousness: Life Support 5 (vs Breathe, Eat, Sleep, Pressure, Radiation)
Diamond Punch: Strike 4 (total damage 7)
Diamond Skin: Density 2 (Strength +1, Damage Resistance +2, Coordination -2)
Diamond Skin: Damage Resistance +5 (total 7) +1 vs Light
Limit: Stamina Damage Only (can still be slammed and stunned)
Limit: Extra +1 only vs Light attacks
Diamond Skin: Affliction Resistance 5
Limit: Only vs touch-based Afflictions

Qualities

Cannot Change from diamond state to human without Doctor Arcane.
Harder than the world
Sonic effects do +2 effect

Background

Stark City Harbor Patrolman James Roderick Pope was helping Doctor Arcane track down

the missing Brisengamen, the fabled necklace of the Norse Goddess Freyja. Thule Society sorcerers were trying to re-assemble the necklace to give power to a champion they had chosen for it. The trail led to the Rum Run, the smuggler network that would eventually develop into the Catacombs of Stark City.

When he touches the gem, Pope began to turn into solid diamond. Doctor Arcane intervened magically with the result that Diamond Jim cannot shift from diamond to human without the help of Doctor Arcane, but can shift on his own from human to living diamond, though sometimes his emotions make the change involuntary. Doctor Arcane offers to permanently remove the curse, but Pope realized that a man made of diamond could be essential to the coming war effort and said they'll talk about it when Hitler and his buddies are finally shown the door.

DOCTOR ARCANE

W. Clinton Avery MD
Birthright/Trained

Attributes

Prowess 3
Coordination 3
Strength 3
Intellect 7
Awareness 5
Willpower 6

Stamina 9
Determination 1

Specialties

Occult Expert (total of 8 for casting spells)
Psychology Expert

Powers

Magic (Cast with Occult, based on Willpower) 8
Magic Devices:
Amulet of Aegis Transformation (Mental or Physical) Resistance 5
Cloak of Daedalus Flight 3
Ring of Britomart Damage Resistance 4 & Mental Resistance 3
LIMIT Must be aware of incoming attacks

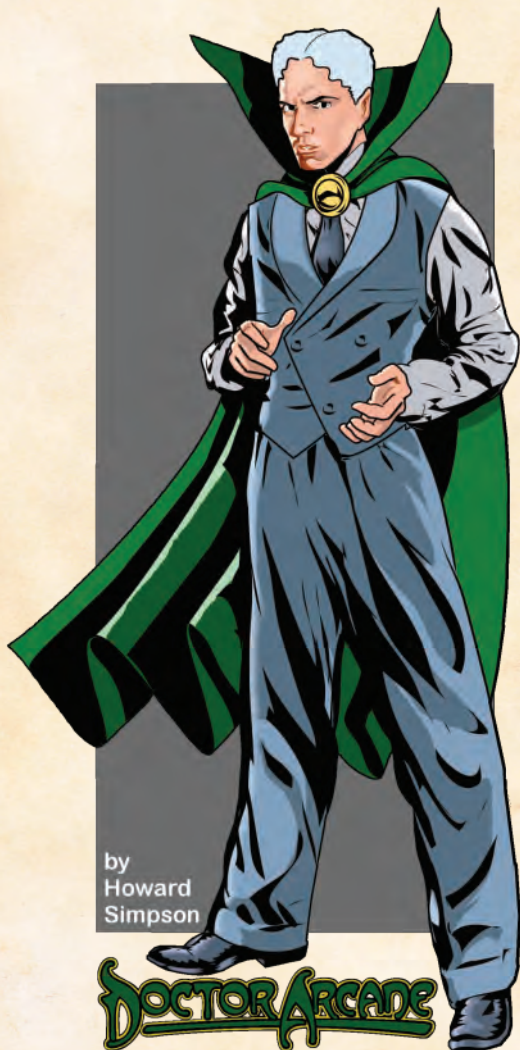
Qualities

Defender against supernatural threats
Must Prove self vs Brother's Power
Must have *Amulet* for Transformation
Resistance, *Ring* for Damage and Mental
Resistance, and *Cloak* for Flying without
Magic Spell

Background

W(inston) Clinton "Clint" Avery is the younger inheritor of the Power Arcane. His older brother gained the direct inheritance from their father, but, knowing his older son is unworthy, the dying Lord Arcane gave his Ring of Adamant, Amulet of Aegis, and Cape of Daedalus to his younger son - feeling that Clint is a more worthy successor.

Clint Avery did not inherit the Power Arcane, but he has the natural magic ability of his family and is much more dedicated to training up his power where his brother just coasts on his inherited power.



FLETCHER THE BOWMAN

Nathan Fletcher
Trained/Gimmicks

Attributes

Prowess 4
Coordination 6
Strength 5
Intellect 5
Awareness 5
Willpower 4

Stamina 9
Determination 2

Specialties

Archery Master
Art: Actor
Athletics
Fletcher Gadgets Expert
Martial Artist

Powers

Affliction Resistance 4 - Armored Cloak
LIMIT: Unpredictable, roll d6, 1-2 means does not work.
Binding Resistance 4 - slick armored cloak
LIMIT: Unpredictable, roll d6, 1-2 means does not work.
Damage Resistance 4 - Armored Cloak
Gadgets - Bow and Arrows 7
LIMIT: Only Arrow related items.
LIMIT: "Burnout" Roll d6 after each use of power, 1-2, all those arrows are gone.

Qualities

The Master Bowman
Go for the Glory
Must have bow and arrows for gadgets

Background

Nathan Fletcher grew up in Texas, the son of a ranch hand and his Apache wife. Storybooks full of the adventurous tales of Robin Hood and contact with local Native Americans gave him an interest in archery and he became an expert archer. Then he was discovered by a Hollywood scout and brought to Miracle Pictures to become a B-movie cowboy star.

Nathan had very little use for his hobby of trick archery in his day job, but access to Hollywood

special effects gave him many ideas for trick arrows. When the war clouds gathered, he realized he can use his proficiency to become a real hero (and probably beef up his career). A chance meeting with his old friend from Texas days, Bill Johnson (Giant), drew him into joining the Vanguard of Freedom.

GIANT

Attributes

Prowess 5

Coordination 3

Strength 7 (8 with Growth) (9 with Maxed Growth) (4 without the harness)

Intellect 4

Awareness 4

Willpower 6

Stamina 13/14/15

Determination 2

Specialties

Archaeology Expert

Athletics (add +1 to Coordination for Dodging)

Martial Artist

Powers

Damage Resistance 2 (7 at full 20' Growth, unchanged at 60 feet)

Growth 5 (20 feet tall, +1 Strength [8], +5

Damage Resistance, -1 Defense)

EXTRA: Growth +4 (60 feet tall, +1 Strength [9], -3 Defense)

LIMIT: No further Damage Resistance at greater Height.

Lightning of Zeus Blast 6

EXTRA: Burst 6

LIMIT: Close Range.

Regeneration 2 (regain 1 stamina every 5 pages)

Qualities

"You need the right size for the job"

Bill Johnson, noted Archaeologist (it's a secret)

In love (or something) with the woman who is now possessed by the archvillainess, Dark Malice

Background

Bill Johnson was a young archaeologist greatly enamored with Melissa D'Arque, the daughter of his mentor, Doctor Maxmillian D'Arque. Jealous rivals tricked the couple and sealed



them into an Egyptian tomb that had elements of both Egyptian and Greek mythology. Melissa realized that the mummy they found is really the remains of the goddess Persephone and grabs the gem on the goddess's forehead. Dark Malice (see Dark Malice below) immediately possesses her. Bill almost dies when Dark Malice drains his life force to gain power to blast herself out of the tomb.

Zeus's spirit was also in the tomb, though not as a mummy. He revived Johnson and gives him the Giant harness which contains the spirit of his unborn son with Metis the Titaness, charging Johnson with stopping the schemes of Dark Malice. Johnson spends most of the 30s adventuring with Roland Hunter and Doctor Arcane and occasionally dueling (and sometimes reconciling) with Melissa. His powers all come from the harness.

MINUTEMAN

Attributes

Prowess 6
Coordination 6
Strength 6
Intellect 3
Awareness 4
Willpower 5

Stamina 11
Determination 2

Specialties

Athletics Expert
Martial Arts Expert
Tactics

Powers

Damage Resistance 2 Armored (Kevlar)
Costume
Strike 2 - Martial Attack - Total damage 7
Time Sampling
Duplication 4
EXTRA: Reabsorption Healing (get half of dup's Stamina back as Healing)
EXTRA: Real Duplicates (all are "real")

Qualities

The Instant Army
Uses slang (from the 1970s) that no one understands
Time warping powers have +2 effects on him

Background

Young Vietnam veteran Stephen Zaun is devastated at the loss of the Vietnam War in 1975. Disappointed and confused, he wants to go someplace where he knows America is in the right and can win. His friend, Doc Brown, hooks him up to his Time Sampler and sends a 1 minute deep image of Stephen back to 1939. To fix the time he should appear, Brown first dresses Zaun in a dynamic take off of a colonial uniform which had, in fact, been created in 1939. As an added precaution, the costume is slightly armored.

When Stephen gets there, he finds he can generate up to four more of these living images for a short time and his already near peak physical attributes have been enhanced. After helping Liberty Girl and Roland Hunter stop

zombie sailors from attacking New York, he created the Minuteman identity and joined the Vanguard of Freedom. His dreams are realized, he is going to be at the forefront of the Crusade in Europe. It takes him a bit of time to realize that he is not actually in his original universe ...

ROLAND HUNTER

Roland Hunter
Trained

Attributes

Prowess 7
Coordination 5
Strength 4
Intellect 6
Awareness 5
Willpower 6

Stamina 10
Determination 3

Specialties

Athletics Expert
Business Expert
Investigation Expert
Martial Arts
Weapons (Blades)
Weapons Master (Bludgeons)
Weapons Master (Guns)

Powers

Immortality - Very Long-lived
Regeneration 1 - Regenerate every 10 pages

Qualities

Sense of High Adventure
Never say die
Overconfident

Background

Roland Hunter is an American industrialist of British descent with no known powers (though he doesn't seem to age) and a taste for exploration and high adventure. Throughout the late 1920s and the 1930s he travels the world with Giant and Doctor Arcane and holds his own in their many adventures. He is a fierce hand-to-hand fighter and dead shot, among many other talents. Anything in his hands is a weapon.

During this period he sponsors many archaeological expeditions that conflict with the activities of the Thule Society. When the war starts he works with the Vanguard initially, and then goes back to America to help the United States prepare and gear up the industrial giant to win the war. He is wealthy and covers much of the expenses of the Vanguard.

MIRANDA THE MERMAID

The winsome Miranda the Mermaid is from an alternate all-water dimension and decided to investigate the world of the Vanguard when they visited hers in the course of an adventure in the middle of the war. When it grew time to leave, she realizes she didn't want to be away from Diamond Jim and he cannot survive for long in her dimension, while she can live just fine on a world that is only mostly water.

Miranda has two forms, her natural mermaid form and a magically induced transformation to a two-legged human form. Initially the transformation was done with the aid of a magic tiara, but she eventually learns to do it naturally and she gives the tiara to FDR as a keepsake near the end of the war. (See *Witchgirls Inc. #2* from Heroic Publishing). In either form she has greater than human strength, an emotion-controlling song, and some damage resistance. In her mermaid form she can use her tail to create high-powered blasts of water both above and under the surface.

GOLDEN WARRIOR

See Kriegerin.

ORGANIZATION OF SPECIAL FORCES

Late in 1940, FDR realizes that America needed to catch up to the Nazi preponderance of super-powered operatives. He appeals for volunteers in a Fireside chat and asks the Department of War and the Department of the Navy to screen their soldiers and sailors for possible super operatives.

The Department of War (essentially the Army and Army Air Corps) finds three operatives who they organize into a commando team. As America enters the war after Pearl Harbor they

are really not even up to platoon strength except for support personnel. However, they call the unit the Ultimate Defense Regiment, in anticipation of many more recruits.

SGT STONEWALL

Arnold Stone
Transformed

Attributes

Prowess 6
Coordination 3
Strength 7
Intellect 3
Awareness 4
Willpower 4

Stamina 11
Determination 1

Specialties

Athletics Expert
Martial Arts
Military
Weapons Expert (Guns)

Powers

Chameleon 2 - Only against Rock-like substances
Danger Sense 3 - Long Experience
Immunity (Afflictions) - Various Toxins
Invulnerability 6 - Rocky Skin

Qualities

"Here comes the Hard Place"
Rocky skin and extra weight - can be clumsy
+2 results from sonic attacks

Background

Arnold Stone was a soldier on guard duty when the Perfidious Petrifier attacked the base to gain access to some top-secret weapons. Everyone else touched by the Petrifying Ray is turned entirely to stone for three hours, then recovers intact (unless broken while stone). Arnold gets a rocky skin forever (as far as is known) but he continues to breathe and move and live enough to take down the Petrifier. Scientists think that being hit by the ray while defending a railcar being loaded with exotic chemicals might have something to do with his condition.

As he is recovering and getting used to his new condition, America becomes involved in the war. Arnold Stone became the first recruit into the United States Ultimate Defense Regiment.

SWIFTSURE "SWIFTY"

Landon Harkins
Birthright

Attributes

Prowess 6
Coordination 7 (Dodge 9, 11 w/Speed)
Strength 4
Intellect 4
Awareness 4
Willpower 4

Stamina 8
Determination 3

Specialties

Athletics Expert
Weapons Expert (Guns)

Powers

Blast Device 6 (Shooting) - Specially Designed Automatic Rifle
Super-Speed 9 - Just really very fast
EXTRA: Fast Attack (Any Attack)
EXTRA: Defending (Use instead of Prowess or Coordination)

Qualities

Fastest Gunman Alive
I'm the fastest there is
Runs out of steam without lots of calories

Background

In the hills of Kentucky, Landon Hankin has just one concern: where his next meal is coming from. Blessed and cursed with a super fast metabolism, he is almost rejected by the Army before someone realizes that his speed is ideal for the Ultimate Defense Regiment.

Swiftly, who never uses his full code name, is almost impossible to hit. Using a custom made carbine, he can get off twice the shots of a normal combatant, and his super speed allows him to run to an opponent, hand him an armed grenade, and be back behind cover before the grenade goes off. Just where his speed comes

from remains a mystery.

TALOS

Gregri Nomikos
Birthright & Gimmick

Attributes

Prowess 3
Coordination 3
Strength 3 (7)
Intellect 5
Awareness 4
Willpower 6

Stamina 9 (13)
Determination 2

Specialties

Electronics Expert
Mechanics Expert
Weapons Expert (Guns)

Powers

Ability Increase Device (Strength) 4 - Environmental Battlesuit
Blast Device 5 (Shooting w/burst) - Battlesuit Machinegun
EXTRA: Explosion (Rocket Launcher)
Life Support Device 4 - Environmental Battlesuit
Resistance Device 5 (Physical Damage) - Environmental Battlesuit

Qualities

I'm just the tool for this job
Bubble Baby in a battle suit
Must prove worth despite being allergic to the world

Background

Gregri Nomikos was born with no immunities whatsoever. Fortunately, he is a genius from a family of geniuses. The new science of immunology has no secrets from Dr. Andrea Nomikos (his mother) and creating a humanoid suit to protect him from the world is hardly more of an effort for Dmitri Nomikos (his uncle). When the war clouds started gathering, he sets his family to work turning his environmental suit into a battlesuit. A visit to the local recruiting station is initially fruitless, but it draws the attention of the Office of

Special Forces.

And so Talos, named after the mechanical marvel of Greek myth, is born and speedily inducted into the Ultimate Defense Regiment. It is hoped that he is the answer to Germany's Blue Max, though the Reich has the advantage of Vrill power and more than ten years of development of weaponry for a battlesuit. An entire research laboratory is working on new weaponry and better armor for Talos.

HEROES OF STARK CITY

Since the 1830s, when the Sentinel first appeared on the streets of Stark City, Stark City has had the lead in costumed hero presence in the world. Independence has always been the byword for Stark City heroes, but this has not kept them from getting together when the challenge is sufficiently overpowering.

With the example of the 1935 inter-dimensional incursion in their memories, several heroes from Stark City form themselves into a very informal mutual assistance organization when war breaks out in 1939. Members often work with both Special Force and the Vanguard of Freedom.



CAPTAIN BAKELITE

Henry Thompson
Gimmicks

Attributes

Prowess 5
Coordination 4
Strength 3(7)
Intellect 6
Awareness 3
Willpower 5

Stamina 8

Determination 1

Specialties

Athletics
Martial Arts Expert
Science Master (Plastic Chemistry)
Weapons Expert (Bludgeons and guns)

Powers

Ability Increase Device (Strength+4) - hydraulic boost to strength

LIMIT: possible failure (if roll 1 on d6)

Gimmicks Device 6- Blast of Air from Air Cannon

Extra Shooting Blast (plastic bullet) 6

Extra Binding (plastic net) 6

Extra Blinding (Arclight explosion) 6

LIMIT: Possible Failure (if roll 1-2 on d6)

Immunity 3 Device (Toxins, Pressure, Breathing) - full face mask

Resistance Device 4 (Physical Damage) - Plastic Armor

Super-Speed Device 3- Plastic Skates on Boots

EXTRA: Add 3 to Coordination when moving

LIMIT: possible failure (if roll 1-2 on d6)

Qualities

Plastics are the future!

Must hide true identity - Black man in 1940s America

It's a plastic situation, and I'm the master of plastics.

Background

Henry Thompson is a genius-level chemical engineer who is almost entirely self-taught, since he is also a Negro. Originally from Missouri, he worked his way North to Stark City when he realized that (1) much of the

scientific progress of the nation is taking place there and (2) it is one of the centers of activity for his hero, Doc Bronze.

Now, Henry is a janitor at the Tesla Science Park. He has not had the breaks that let a black man be acknowledged in the USA of the 1940s. Latching on to the real possibilities in the new field of plastics, he has created the identity of Captain Bakelite and intends to use it to build a solid reputation as a hero and an engineer, then reveal his identity to an appreciative world.

THE COWL

Carl Sanangelo
Trained

Attributes

Prowess 7
Coordination 5
Strength 4
Intellect 4
Awareness 6
Willpower 4

Stamina 8
Determination 3



Specialties

Athletics (+1 to Dodge)
Investigation Expert (Street Justice Style)
Martial Arts Master (Street Fighting)
Stealth Expert

Powers

Resistance Device 3 (Physical Damage) -
Costume
Strike 7- Martial Arts Technique

Qualities

I can do anything
Uphold the Good
Thrillseeker

Background

Carl Sanangelo is a second generation Italian immigrant who trained as a gymnast and got into a lot of fights with guys who called him effeminate. He tended to win those fights, often using his acrobatic skills to confound opponents before he finished them.

With the example of the Sentinel in front of him, he decided to become a crimefighter in the mid-30s and has gotten good at it. Fighting crime in his trademark cowled cape and acrobatic tights started taking a toll. He was just thinking about hanging up the costume when the war started. His many broken bones kept him from being drafted or his enlistment being accepted. Soon he was working war factory shifts and looking out for traitors and saboteurs at the same time. He has caught a few.

DOC BRONZE

Augustus Brown
Trained

Attributes

Prowess 6
Coordination 6
Strength 6
Intellect 6
Awareness 6
Willpower 6

Stamina 12
Determination 2



Background

Augustus "Gus" Brown is a Negro child prodigy who luckily came to the attention of a noted philanthropist who paved the way for him to attend excellent schools and get a degree in medicine. He was enough of a genius to also have time for strenuous athletic training, though various influences kept him off of the Olympic team in 1936.

When Nikolai Tesla set up his lab in Stark City, he found this prodigy and trained him in various sciences. Tesla has often said that Gus Brown is the only man he can talk to on an even plane. In return, "Doc Bronze," as the papers call him, swore to do his best to aid his city and the world in becoming better places. It was something of a surprise to his followers when he chose the role of a crimefighter, but his crime fighting colleagues are always happy to see him on the scene.

DYNAMO DAN

Daniel Finnegan
Transformed

Attributes

Prowess 5
Coordination 5
Strength 4
Intellect 4
Awareness 3
Willpower 5

Stamina 9
Determination 4

Specialties

Martial Arts Expert (Boxing) (+2 to Prowess in H to H)
Science Expert (Physics)

Powers

Ability Increase (Strength) 5- Gained with Electric Charge
Force Field 5 - Gained with Electric Charge
Super-Speed 5 - Gained with Electric Charge
Fast Attack 5 (two attacks a page at 7 Prowess)
Regeneration 5 (1 Stamina every two pages)

Qualities

I'm charged up and ready to go

Specialties

Athletics Master (+3 to Dodge)
Investigation Expert
Martial Arts Master (+3 to Martial Attack & Parry)
Medicine Expert
Science: Physics

Powers

Binding Device 6- Net Gun
Blast Device 6 (Blasting) - Subdual Gun
Blinding 6- Dazzle Gun
EXTRA: Burst 6
EXTRA: Affects Incorporeal 6
Resistance Device 4 (Physical Damage) - Protection Vest

Qualities

Negro genius inventor / adventurer
To prove the worth of his people
Gaseous effects do +2 (sensitive senses)

Thrill seeker
Ready-fisted Engineer

Background

Daniel Finnegan is a sandhog, helping to build the new Stark City subway in 1935. He is the only survivor of the work crew that managed to reveal the strange device that apparently unleashed Cthonian monsters into the city. A freak combination of damaged power lines and the interdimensional energy of the 1935 Invasion created Dynamo Dan.

He found that by grabbing live electric wires or other sources of AC, he can charge up his body and personal electric field for more than an hour of super powered activity. He can move at almost sonic speed, lift great weights, and re-knit his damaged body with the power of electricity.

REDHAWK

Della Songbird
Birthright

Attributes

Prowess 6
Coordination 7
Strength 5
Intellect 4
Awareness 6
Willpower 5

Stamina 10
Determination 2

Specialties

Aerial Combat Master
Mental Resistance
Occult Expert (American Indian magic)
Weapons (Bludgeons)

Powers

Extra Body Parts 3 (Wings (Flight)) - Red Feathered Wings
Strike 2 (Bashing) - Indian war club - Total Damage 6
Damage Resistance 2 - Feathered Costume

Qualities

Winged Amazon
Mystic Hawk Spirit powered shaman

Prove the power of the Spirits

Background

Della Songbird is a nightclub singer of American Indian extraction. She was initially educated in reservation schools but soon her talent was recognized and she started her career as a singer. She often uses a Latina name as her professional name so as to ameliorate American white prejudice against her. In 1935 she is working in a seedy club in Geartown when the street erupted and chaos charged out of it. Using her shamanic powers she called on her totem animal, underwent a winged transformation, and added her strength to the forces assembling to fight the incursion.

As a shaman of the Hawk Spirit she can call her totem to clothe her in protective feathers and wings that allow her to fly as fast as the plunging falcon. The war club of her people also appears and she uses that to whup evil up alongside the head.

THE SENTINEL

(from the secret files of the Sentinel Foundation)
Matthew or Mark Colter
Alien Birthright/Gimmicks

Attributes

Prowess 6
Coordination 4
Strength 5
Intellect 5
Awareness 5
Willpower 5

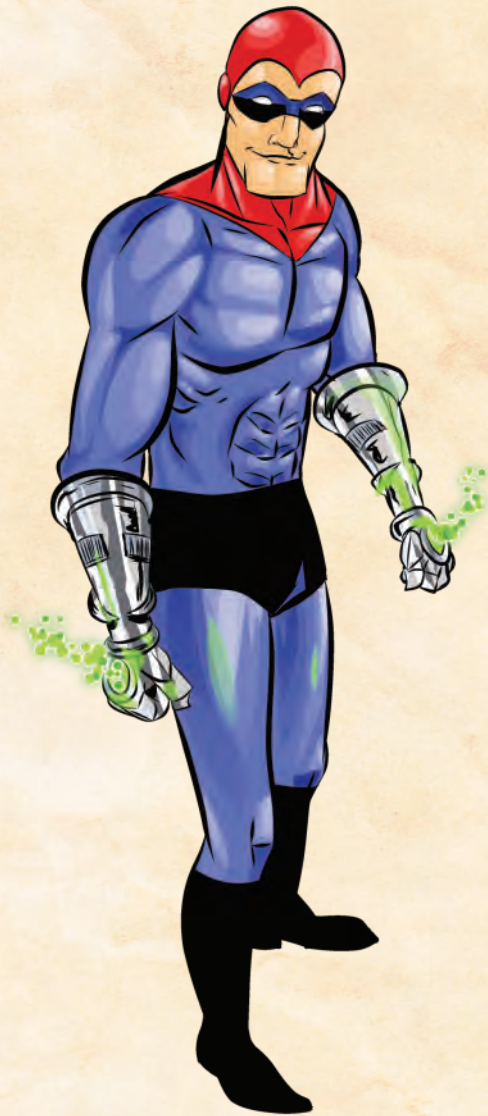
Stamina 10
Determination 1

Specialties

Athletics Expert (+2 to Dodge)
Martial Arts Expert (+2 to Prowess)
Science (Physics)

Powers

Blast Device 6 (Blasting) - Blaster Pistol
ESP 5 (Sight and Hearing) - Sirian Heritage
Flight Device 5- Battlesuit jets
Resistance Device 6 (Physical Damage) - Adapted Spacesuit
Telepathy 6- Sirian Heritage



Qualities

Mysterious Guardian of Stark City
 Defend the Good
 Sensitive Eyes, -2 Awareness in harsh lighting

Background

The Colter twins are the fourth generation in a family of Secret Defenders of Stark City. The mental powers of the Sirian Principality have expressed themselves differently in each Sentinel, but the twins found they had the same powers, just as they had the same appearance and physical characteristics. Fortunately, the spaceship their ancestor crashed in had two spacesuits. In previous times, this meant that the older Sentinel and succeeding Sentinel could both operate while the younger trained.

In peacetime, they took turns being the Sentinel and covered for each other with the assistance

of the previous Sentinel, their father Adrian, who is still semi-active. With the outbreak of the war in Europe, Mark went to England to join the British Eagle Squadron. He took one of the suits with him, so the Sentinel is less commonly seen in Stark City. When America joins the war, Matthew joins the Marine Corps and is sent to the Pacific. Mark transfers to the US Army Air Force in Europe. The Sentinel is rarely seen in Stark City for the rest of the war, though he appears in either theater at one time or another, sometimes at times when he cannot possibly have made the trip between theaters by any normal transportation.

STREAMLINER

Martha Herold
 Transformed

Attributes

Prowess 4
 Coordination 5
 Strength 7
 Intellect 3
 Awareness 4
 Willpower 4

Stamina 11

Determination 2

Specialties

Art (Cooking)
 Martial Arts Expert (based on movement)
 Power Expert (speed tricks)

Powers

Resistance 6 (Physical Damage) - Shiny exterior
 Super-Speed 6- straight line movement up to sonic speed
 EXTRA: Surface Speed
 EXTRA: Fast Attack (Extra Attack at Prowess+MA, 3rd attack at 2 + MA)

Qualities

Mama Spank
 Grandmother with Super Speed
 Little old lady, can collapse at any minute (don't tell her)

Background

Martha Herold is a devoted wife, mother, and grandmother. Her family is everything to her.

While visiting her beloved Bernie on the job she suffered an accident in the roundhouse involving the new Tesla Electroplating device. Even after the strange accident, she devoted herself to her family, making little use of her new powers of speed and strength. Her electroplated skin that makes her look like a streamliner railroad engine she just treated as a cute feature to fascinate her grandchildren with.

But after Bernard died, and her children all had lives of their own, she decides that she has had enough of the domestic life. Now she is a fixture in the super community of Stark City. She is determined to keep up her new career until "that naughty Mr. Hitler has been taught a lesson." Her family doctor worries about the strain of her added weight and power on her aging heart, but she says she never felt fitter.

SWASHBUCKLER

Daniel Surcouf
Trained

Attributes

Prowess 6 (9 w/rapier)
Coordination 6 (8 w/Athletics)
Strength 4
Intellect 4
Awareness 5
Willpower 5

Stamina 9
Determination 2

Specialties

Athletics Expert
Investigation
Weapons Master (Blades)

Powers

Leaping 1 - Trained jumper
Resistance Device 4 (Physical Damage) -
padded doublet
Strike Device 6 (Slashing) - Rapier
Super-Speed 1 - Trained runner

Qualities

"Ze master of the Blade of Justice"
To be the sword of justice!
Slips into believing he is a French Musketeer



Background

Daniel Surcouf is a French immigrant to the USA. In the early 30s he took a job with a French traveling dance company that went bankrupt in Stark City. Daniel easily found work as a stagehand for various acting companies in Stark City. He likes the dynamic energy of the city and attained American citizenry. Very few of his new friends and co-workers realize that he is leading a double life.

Daniel is an absolute fanatic about swords and swordplay. He thinks of himself as all of the four Musketeers rolled into one, with a liberal dose of Cyrano de Bergerac. He trains some actors in swordplay, though they often feel he makes it too real. With the example of the Sentinel and the Cowl before him, he takes up the challenge of being a costumed hero. He has given some thought to tricking up his swords with gimmicks but has so far not succumbed to the temptation.

WORLD LEADERS

It is entirely possible that heroes in this campaign might find themselves interacting with some of the movers and shakers whose actions have brought the world to war. Plot actions might even give them temporary or permanent super powers. Attaching super powers to these notable figures is entirely up to the Game Masters of the campaign, but the following can be used as both a basis for a super leader and the non-super version of the named leaders.

Some of these leaders were soldiers or active revolutionaries and their Prowess reflects this. Some are sufficiently old or otherwise disabled that their Strength and Coordination suffer. All have better than average Intellect, varying levels of Awareness, and significant Willpower. Commonly, they all have Specialties of Leadership (Expert and Master in some cases) and might have some Military, Law, or Business.

ADOLF HITLER

Prowess 3
Coordination 3
Strength 3
Intellect 4
Awareness 2
Willpower 6
Stamina 9

BENITO MUSSOLINI

Prowess 3
Coordination 2
Strength 3
Intellect 4
Awareness 3
Willpower 5
Stamina 8

EMPEROR HIROHITO

Prowess 2
Coordination 2
Strength 2
Intellect 4
Awareness 3
Willpower 4
Stamina 6



FRANKLIN DELANO ROOSEVELT

Prowess 1
Coordination 3
Strength 2
Intellect 6
Awareness 4
Willpower 5
Stamina 7

JOSEF STALIN

Prowess 4
Coordination 3
Strength 4
Intellect 4
Awareness 3
Willpower 5
Stamina 9

WINSTON CHURCHILL

Prowess 4
Coordination 3
Strength 2
Intellect 5
Awareness 3
Willpower 5
Stamina 7

UNAFFILIATED PARTIES

There are powerful people and organizations in the world who are not obsessed with the ongoing war. They are sure that when the war is over they will continue with no more trouble than they had before the shooting started and be able to profit by the inevitable collapse of society. Heroes may come into contact with many of these entities over the course of a campaign and find them either helpful or hindering in their endeavors, or even planning their own operation to leave the world wondering why it is troubling with a puny war...

THE ATLANTEANS

In Roman times, a colony of Romans off the Atlantic Coast of Africa, in the vicinity of what is now the Azores, were faced with their island home (a newly-active volcano) blowing up and sinking. Their patron, Amphitrite, wife of Neptune, intervened and transformed them into mermen (and women). Since then, they have been quiet and kept out of the affairs of surface people. They have a long-standing grudge against the Caribbean Vrilya, with whom they have conflicts over mining claims in the Mid-Atlantic Ridge.

Initially at a technological disadvantage versus their opponents, they stole much of the Caribbean Vrilya's technology and are now at a comparable level, using the volcanic vents of the Mid-Atlantic Ridge for power. True amphibians, they have two forms. Their tailed form allows them easy swimming in the ocean, but their two-legged form can be called on if needed for surface work. They tend to be stronger and tougher than the evolved Vrilya of the Caribbean. Despite similarity of form, they have no relation to Miranda the Mermaid.

The Atlanteans have troubles at depths greater than 200 feet (60 meters). The Caribbean Vrilya dislike coming closer to the surface than 100 feet (30 meters) because of their problem with sunlight, so both races could conceivably dwell in the same area of ocean with little interaction. So far this has not happened.

BABA YAGA

No one is too sure where Russia's iconic witch came from. She is fiercely independent and seems to date from the time of the Promethean experiments. Her goals are her own and she has little regard for gods or men. She has a similar disdain for both Hitler's fascism and Stalin's Communism, though she does not work directly against the common soldiers of the Soviet army.

Her agenda is entirely selfish and she likes to make trades, usually an object the other trader needs in exchange for something very dear, or perhaps for something that seems like no problem at all until the lack of it suddenly becomes a sure death warrant.

She does not like Evaart Kuechner and goes out of her way to disrupt anything he is a part of. She seems to be on quite good terms with Eric Schaedel and has teamed up with Kriegerin on a few occasions when they seemed to have a common enemy.

In general, Baba Yaga looks like a cranky old babushka, but is actually an "11" on the *ICONS* 1-10 scale in wizardry. She has Mastered every spell that could conceivably be useful to her, and is surrounded by magical devices and self-directed automatons.

COSTUMED CRIMINALS

Of course, criminals are always present. The war opens up several opportunities in smuggling (war supplies and other materials under proscription) and counterfeiting (ration cards and stamps) as well as the usual crimes that people seem to find time for under the most trying circumstances.

For the most part, the villains depicted in *ICONS Assembled* and fine supplements from Fainting Goat can be adjusted and slotted into a Golden Age scenario. However, the following character is very specific to the Golden Age.

ZOOT SUIT DADDY

Marcus Slivovitz
Transformed/Gimmicks

Attributes

Prowess 5
Coordination 5
Strength 4
Intellect 3
Awareness 3
Willpower 3

Stamina 7
Determination *

Specialties

Athletics Expert (swing dance moves)
Martial Arts (street fighting)
Performance Expert (Singing)
Weapons Expert (Bludgeons (chains))

Powers

Ability Increase (Strength) 4 - in the presence of swing music
Binding Device 4 - zoot suit chain
Resistance Device 4 (Physical Damage) - zoot suit
Strike Device 6 (Bashing) - zoot suit chain

Qualities

The King of Swing
Heppiest cat in town
Insists on using hepcat language in all situations

Background

Latin Americans in Los Angeles in the late 30s reacted to the ongoing bias against them by forming their own culture, the Chicano culture. They adopted their own music, language, and style. For the men, the style is to wear a zoot suit—a flamboyant long coat with baggy pegged pants, a pork pie hat, a long key chain, and shoes with thick soles. They called themselves “pachucos.” Arrests and negative stories in the Los Angeles Times fueled a negative perception of these gangs that eventually led up to the Zoot Suit Riots of 1943.

However, there are always people who follow a trend even if it has no direct connection to their background. The zoot suit is a statement



against the conformity of the establishment and many non-Latinos adopted it, particularly devotees of swing music of every ethnicity. White, Black, Chicano, and Asian young men adopted the clothes, particularly when they went out dancing. The style migrated to other cities on the backs of young swingers.

Marcus Slivovitz is one of these young men. Stark City in general has not really adopted the Zoot Suit, but Marcus read one magazine article and jumped on the bandwagon, only to find that he is about the only passenger. With the numbers of costumed criminals who have suddenly popped up in Stark City, he is an immediate target for every policeman.

So he robs a bank. The Cowl tried to bring him down, but is not ready for Marcus's lightning chain work and swing dance acrobatics. As Marcus flees with his loot, he calls back “Zoot Suit Daddy beat you, eight to the bar!”

Since that first encounter, he has recruited other young men of every ethnicity who are united in their love for the zoot suit style. They often act as a band or kidnap musicians to provide the swing music Zoot Suit Daddy needs to fully empower his abilities.

ERIC SCHAEDEL AND THE DEMONSPAWN

Eric Schaedel is one of Germany's premier demonologists. He and Evaart Kuechnyr have a wary respect for each other. While Schaedel is one of Hitler's advisers and responsible for the advent of the Kriegerin, he has always kept his organization separate from the Thule Society and Black Sun, as well as any other official connection to the German government. Sometime in the dim past, Schaedel's ancestors (or perhaps Schaedel himself - no one knows just how old he is) managed to arrange an alliance of sorts with Hell itself, or the next thing to it. Lord Arcane and Schaedel are traditional rivals, though the current Lord Arcane does not think it is worth his time to pursue the conflict.

Exactly what the ultimate goal of this alliance is remains a mystery, and sometimes their plans coincide with those of the Nazis, but they stay separate. The organization has a small army of troopers equipped with technodemonic weapons, a smaller core of general purpose sorcerers, and Schaedel himself, who is a potent sorcerer. Units in the field have been known to call on demonic reinforcements, though that has been seen to be a two-edged sword.

Those wanting to bring Schaedel and his followers into the campaign can use the description of Count Malocchio from *ICONS Assembled* (pg 220) as a basis and perhaps use some of the other heroes and villains as the basis for some of his summoned demons.

LIBERTY GIRL

Elena Hunter
Transformation

Attributes

Prowess 6
Coordination 4
Strength 6 (9)



Intellect 4
Awareness 6
Willpower 6

Stamina 12 (15)
Determination 2

Specialties

Athletics Master (Aerobatics)
Martial Arts Expert

Powers

Expanded Strength +3
LIMIT: Only when not using Force Field or fast Flight
Flight 6 - Jet Speed
LIMIT: Flight 1 when using Force Field or Expanded Strength
Force Field 5
EXTRA: Magic Resistance 5
LIMIT: Only when not flying fast or using Expanded Strength

LIMIT: Must be aware of attack/effect
Supersenses 2 (Enhanced Vision, Enhanced
Hearing)

EXTRA: Detection 1 (Anomalies, lost items, -
Knowing what's right)

Qualities

Liberty for All

America's Golden Goddess of Liberty

Force Field does not work vs electricity (Magic
Negation does)

Background

Elena "Hunter" is the secret daughter of Doc Bronze. His experiments with radioactive gold had an exceptional effect on his daughter. They keep their relationship secret to protect her mother, but he was instrumental in her early training.

Liberty Girl is super strong, jet fast, and very damage resistant. For morale reasons, President Roosevelt keeps her out of the Vanguard of Freedom because he does not want to risk getting the Symbol of America killed overseas. She continues to work with other heroes on the home front.

LORD ARCANE

"Lord Arcane" is a blood line dating from the Promethean experiments to the present day. The full powers of Lord Arcane always go to the first son when the current Lord Arcane dies. At one time the Lords Arcane were the protectors of the Spear of Longinus and the Holy Grail, though those guardianships have passed to others. The Lord Arcane is generally expected to be Earth's Magical Defender against depredations from other dimensions.

Albert Avery, Lord Arcane, is the older son of the previous Lord Arcane. His father realized that despite his inheriting the powers of the Arcane he had no interest in maintaining the responsibilities of the position, so he gave most of his magical artifacts to his younger son, Clinton Avery, now known as Doctor Arcane.

Lord Arcane likes to dabble in magic and the concerns of Allies and Axis have no interest to him. For the most part he uses his magic to keep himself in a state of comfort and luxury

that he thinks he deserves. He dislikes his brother but only moves against him if he is in the way. Similarly, he has very little interest in continuing the family feud with Eric Schaedel but will not hesitate to act against Schaedel if the situation is otherwise discomforting for Lord Arcane.

If Lord Arcane is needed for the campaign, simply use Doctor Arcane with a higher rank of Magic and without the three talismans given to the Doctor by their father. He probably has at least three similar talismans at his command.

MELISSA D'ARQUE (DARK MALICE)

Melissa D'Arque, sponsor of an archaeological dig led by Bill Johnson (Giant) is possessed by the spirit of Persephone, who in her turn had been possessed by a demon of malice and "stole the immortality of her fellow gods." Bill and Melissa find the gem imprisoning Persephone after being sealed into a tomb. Melissa grabs the gem and is immediately possessed by Dark Malice. Melissa/Dark Malice sucks the life force



out of Bill and blasts her way to freedom. See the entry on Giant in the Vanguard of Freedom to see what happened to him.

Dark Malice still uses the Melissa D'Arque identity and generally lives up to her name of Dark Malice. Being of mixed race, she has a lifetime of experiences to resent and take revenge for. She's a very powerful magician who gains energy for her magic by draining life force from victims. Her plans can be whimsical, but always potentially deadly.

TIGRESS (THE GODDESS BUBASTIS)

One of the last of the Egyptian gods still extant on Earth, Tigress is a criminal mastermind based in Cairo with tendrils throughout the Mediterranean and reaching out to the rest of the world. She considers the war a bit of an annoyance but deals with it as a casual difficulty. She is still a cat, however, so she does get curious about some events and investigates, if only to make sure she isn't getting her paws wet...

Tigress can look entirely human, usually a Mediterranean beauty with blonde-streaked hair, but prefers her semi-tiger form, complete with striped skin, deadly claws and tail. She can also shapeshift into any kind of cat, and often uses a domestic cat form when she wants to spy on a foe. One of her detractors has said she has "the strength of a lion, the speed of a cheetah, the agility of a leopard, and the morals of a Cairo alley cat." Confronted with this description, she laughed.

She can also dominate any one cat, though she is less successful confronted by a pack of felines. Game Masters wanting to bring Tigress into your campaign can use the *ICONS Assembled* description of Sekhmet (pg 217), adding the shape change and cat control abilities and treating Sekhmet's device-boosted abilities as entirely natural. If killed, Tigress transubstantiates to one of her many female descendents throughout the world. The recipient retains her own identity, but she is now Bubastis/Tigress.

THE ORDER OF THE SERPENT (APTET'S CRIMINAL ORGANIZATION)

The Order is a worldwide criminal organization with the intent of eventually controlling the world through a network of puppet leaders and organizations. It was organized by the Egyptian god Aptet, the Lord of Serpents, when the Pesedjet lost their last fight with the Olympians during the supremacy of the Roman Empire. It has been a thorn in the side of whatever network of authority has been dominant in any era. Of course, when their organizational goals are being met, they are the authority. This condition rarely lasts past the lifetime of a single dictator/puppet.

Aptet himself is apparently gone, but the major subsidiary leaders can tap into his serpent powers, turning themselves into giant snakes and half-snakes with both constriction and venom abilities. Their organization is constantly trying to locate and kill Tigress and hamstring her operations. The back alleys and gardens of many cities are the backdrop for an ongoing war between the two factions.

THE VRIL-YA

It is tempting to think of the Vril-ya as an ancient race now gone and unimportant once one has learned the secrets of Vril. This is wrong. The Vril-ya are an ancient but viable race and could make a difference in the ongoing war if sufficiently motivated. Physically, they still have many characteristics of the homo sapiens they descended from, but they tend to be tall and thin and they have wing-like appendages growing from their backs which they can hold folded up close to their back, or spread out to fulfill their function of gathering energy. The wings are more like a bat's than a bird's. They have no feathers or fur, just naked skin draped over a light skeletal framework.

The overall skin tone of the Vril-ya tends toward the dark brown and black. However, interbreeding with the local Ana has influenced this pigmentation over the centuries. The Black Forest Vril-ya are almost Caucasian in coloring, the Tibetan Vril-ya are essentially Tibetan, and so forth.

Their heads are elongated and their eyes have adapted to their dark domains by becoming very large with pupils that almost fill the eye. They can see into the ultraviolet and infrared but with less detail than normal vision. Even the most common Vrilya has rudimentary telepathy and a low powered, but delicate, telekinesis. Some, of course, are much more powerful, as witness Sontheadler, Hochste, and the Magus, the three Vrilya who have come back to the surface world.

The Vrilya have a subject race called the Ana that consists of normal humans and their descendents who have been snatched from the surface world to serve the Vrilya. The Vrilya sometimes breed with the Ana to produce children. The Vrilya test such progeny for Vrilya ability and if they prove fit and have wings they are accepted as Vrilya. Children are destroyed if they have powers but either (1) the powers are not native to the Vrilya or (2) have Vrilya powers but are without wings. Those progeny that have no power or wings are kept among the Ana. Over the centuries, these rules have been circumvented many times.

NORMAL VRIL-YA

Various -polysyllabic
Birthright

Attributes

Prowess 3
Coordination 3
Strength 4
Intellect 5
Awareness 3
Willpower 5

Stamina 9
Determination *

Powers

Ability Boost 3 (Willpower) - Boost Mental
"Attack"
Astral Projection 3 - Body is semi-aware of surroundings
ESP 3 (Sight Only) - See living things through walls
Mental Blast 3
Telekinesis 3 (lift heavy sack)
Telepathy 3 - Only with other Vrilya

Qualities

Secretive underground dweller
Wings give distinctive look
1d6 Stun damage every minute on sun lit surface (clouds have no effect).

THE MAN IN GREEN GLOVES - MASTER OF THE WORLD

If you go looking for the Vrilya, the most easily found clues take you to Tibet. If you can make the trek into that country and put about that you are looking for the Vrilya or any version thereof including an ancient race that lives underground, you will be contacted by Gyangu Chhashkup Ponpo, the Man in Green Gloves and self-styled Master of the World.

This gentleman is powerfully built and has a commanding personality. He also has a bodyguard of super strong Yeti. The Yeti know nothing of the Man in Green Gloves save that he is their guardian and provider and the Yeti defend him to the death.

Since he controls access to the Vrilya he commands a great deal of power. He is the result of a union of a Vrilya and a Tibetan psychic. Any agreement he makes on behalf of the Vrilya has to be ratified in the caverns of the Vrilya. Anyone approaching the Mountain Vrilya without his okay is dealt with. His powers are those of the normal Vrilya, but he has no wings. He is one of the exceptions to the policy of killing such results of Vrilya - human intercourse.

The Yeti are as follows:

YETI

Various, mostly monosyllabic
Birthright

Attributes

Prowess 3
Coordination 3
Strength 7
Intellect 2
Awareness 4
Willpower 2

Stamina 9

Specialties

Wrestling

Powers

Damage Resistance 4

Immunity: Cold

Mental Resistance 4

Limit: Not versus Vrilya Mental Powers

Qualities

Follows orders of Man in Green Gloves faithfully

Stubborn and persistent

GRRAAARRRRGH!

Background

How the Tibetan Vrilya created the Yeti is lost deep in their archives. They have always been there as the Vrilya first line of defense. They occasionally use melee weapons or throw rocks. Whether they are further mutated Vrilya or another bloodline of Promethean experiments is unknown. Both male and female Yeti protect the Vrilya. It is very difficult to tell them apart.

NAZI SUPER-OPERATIVES

The Nazi command structure for their super soldiers is fractured by internecine struggles for personal power amongst the officers and Nazi party officials put in charge of them, plus some of the most powerful and influential of the supers themselves.

Some are theoretically under the command of the Wehrmacht, some commanded by the Luftwaffe, some commanded by the SS, some by the Kriegsmarine, some by the Gestapo, some by Vidar of Asgard, and some by the Fuhrer himself. In addition, the Nazi High Command is in a love-hate relationship with the Thule Society led by Evert Kuechner. They appreciate the power the organization has found for them but at the same time are rather spooked by its supernatural aspects.

Most of the following operatives have the rank of colonel and can theoretically command any lesser officer (or lesser ranked super soldier) and take orders from any higher ranked officer. Supers like Blue Max, Kriegerin and Vidar are all highly ranked generals. The usual jurisdictional disputes with leaders of the Gestapo and the SS often further complicate the situation.

ARMINIUS (ARMINIUS)

Wolf Geller

Birthright

Attributes

Prowess 6

Coordination 5

Strength 6

Intellect 4

Awareness 5

Willpower 6

Stamina 12

Specialties

Archaeology Expert

Stealth

Weapons Expert (Spears & Shields, HtoH & Thrown))

Powers

Invisibility 6

Limit: Camouflage

Super-Speed 3 (Fast animal speed)

Extra: Surface Speed (run on walls/water)

Spear Devices (slashing & throwing) 6

Extra: Also bashing and "blasting" (7 damage)

Limit: Only 5 carried

Limit: Susceptible to being disarmed

Shield Device - Damage Resistance 4

Limit: Must make Prowess vs Prowess to use it.

Qualities

Dislike for urban environments

The Ghost Warrior

Slayer from Ambush

Background

During WWI, Wolf Geller is a Jaeger sergeant, a forester recruited for scouting and special environment duties. He finds that this designation does not keep him out of the trenches, just another infantryman in the meat grinder of the Western Front. Then one dismal



day in the trenches, he found that he can virtually disappear from sight by blending into whatever natural background he stood in front of (including old structures like castles and old village buildings, but not modern buildings and vehicles) and can also run as fast as a cavalryman's horse in full charge.

What he did not realize at the time, but discovered later, is that he is a direct descendent of Arminius, the Germanic captain who tricked the Romans into the battle at Teutoberg that destroyed three legions. While Ragnarok was happening at the same time as the Great War, Arminius, one of the heroes of Valhalla, was slain again, but his fighting spirit could not be slain. He sought, and found, his descendent and brought with him the famed skulking and fast striking abilities the Germanic tribes are known for.

Wolf became a hero of the Great War known as the Grey Wolf. His endorsement is one of the factors that gives Hitler his momentum to power. And then he realizes that he is not getting older - at least not as fast as those around him. When the Asgardians join the 3rd Reich, and Wolf finds out the source of his powers, he joins the Einheriar under his ancestor's name and has been one of their stalwarts ever since, being used for stealth missions all over the world.

In combat dress, Arminius looks like an ancient Germanic warrior. His hair is long and shaggy, his uniform is fur edged and lined, and he wears moccasins instead of jackboots. For special missions he paints his face with woad. This has nothing to do with Germanic warriors, but he reads about the ancient Picts using the blue substance as war paint and decides it would look good on him. His shield and spears are specially built for him in the pattern of those used by ancient Germanics.

BLAUER MAX (BLUE MAX)

Lothar von Richtofen
Gimmick/Battlesuit/

Attributes

Prowess 5
Coordination 5
Strength 3(8)
Intellect 5
Awareness 5
Willpower 5

Stamina 8 (13)
Determination *

Specialties

Aerial Combat (In combat suit) Expert
Electronics Master (Combat Suit systems)
Mechanics Expert
Weapons Expert (Guns and Rockets)

Powers

Ability Increase (Strength) - Strength 5
Amplifiers in Suit (5)
Binding 6 - Electro Capture Net (6)
EXTRA: Affects Incorporeal (6)
LIMIT: Burnout (roll d6, 1-2 means no more nets) (4)

NAZI ARCANES RESEARCH ORGANIZATIONS

In real world WWII, the Nazi war research table of organization is a spiderweb of agencies, each with its own patron among the Nazi elite. Himmler, in particular, not only sets up several different research groups, he pits them against each other and arbitrarily funds them. In this world, the advent of Evaart Kuechner (alien shapeshifting sorcerer) circumvents this history and there are essentially two groups doing research into the arcane arts, both under the stern eye of Kuechner although, in theory, these two agencies are under the control of the Ahnenerbe, an SS organization for study of Germany's "ancestral heritage."

THE BLACK SUN

The Thule Society is mostly inclined toward supernatural solutions to problems, an approach that gratifies Heinrich Himmler but spooks the more pragmatic Hitler, Goring, and Goebbels. Evaart Kuechner recognizes the problem, having encountered it on other worlds, and meets the situation by forming the more "scientific" of the Thule Society's members into an organization called the Order of the Black Sun (Orden der Schwarzen Sonne). This group claims to solve the secrets of ancient "Aryan Science," which really means they have access to Vril and some idea of how to use it.

While the Thule Society mostly uses the Asgardian connection and their other delving into psychic and magical secrets to provide individual champions for the 3rd Reich, The Black Sun attempts to mass produce weapons

Blast 5 - Machine Gun

EXTRA: Burst for autofire effect

Blast 8 - Rocket Attack (8)

EXTRA: Explosion (Can fire explosive rounds) (8)

LIMIT: Burnout (roll d6, 1-2 means no more rockets) (-4)

Flight 5 - Rockets in suit (5)

Physical Damage Resistance 6 - Suit Armor (6)

Supersenses 2 (Infravision, Enhanced Vision) (2)

usable by the rank and file of the German military. For the most part they haven't created weapons the common Wehrmacht soldier can easily learn to use. They do manage to equip several elite units with unique vehicles and man-portable weapons that make them definite menaces on any battlefield.

Blue Max and Sonneadler are the solitary individual representatives of the Black Sun, and are frequently encountered backed up by the Order's battle walkers, saucers, and other exotic technology.

THULE-GESELLSCHAFT (THULE SOCIETY)

Initially the Thule Society was a recruiting arm for the Germanenorden (German Order), a fascistic party arising from the chaos that is Germany after the Great War. The Society became a research organization for finding Aryan power sources and, under the leadership of Evaart Kuechner, developed into a magical order studying ancient magics, creating new heroes of the Reich such as Field Marshall Bones, and their greatest triumph, the contact with Asgard.

The Society continues to research Asgardian artifacts and develop new magical heroes for the Reich. Once hostilities commence, however, many of their youngest and brightest take up field sorcery in support of the Einheriar (German mystical heroes) and the pace of discovery slows. Still, one never knows when a Thule Researcher might develop a new magic for use against the Allies

Qualities

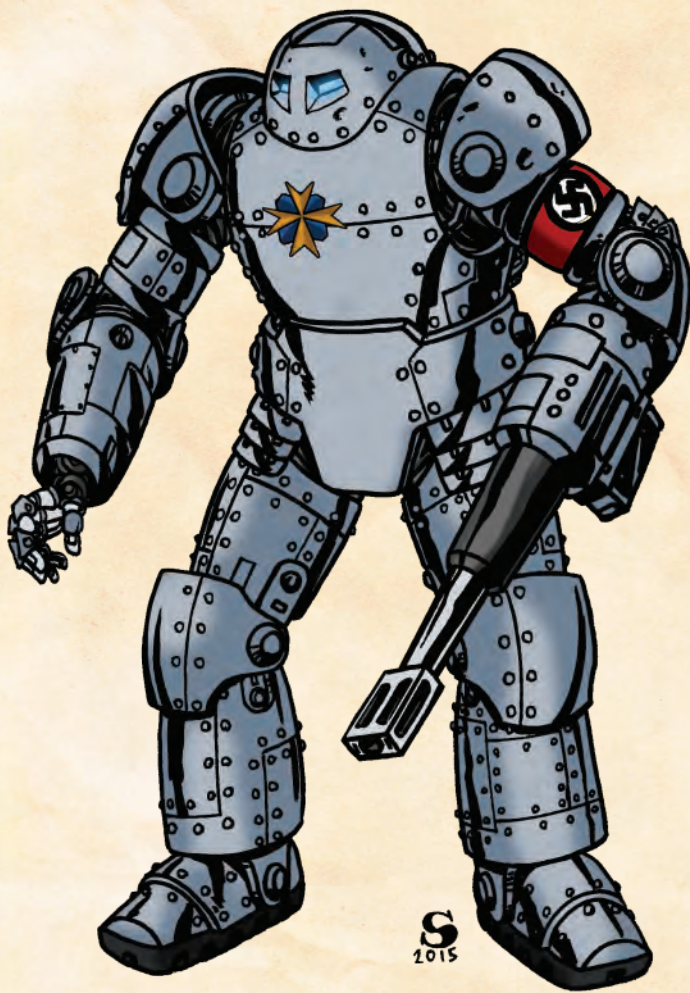
Fall before the might of German Science!

Megalomaniac

Vril Weapons do +2 damage

Background

Lothar von Richthofen is the younger brother of the famous Manfred von Richthofen, the Red Baron. Lothar is a famous ace in his own right, claiming 40 victories in various dogfights during the Great War. After the war he became



a commercial pilot; carrying passengers and mail between Hamburg and Berlin.

On July 4, 1922, his plane crashed at the Fuhlsbüttel airport due to engine failure. Many died in the crash, including famed German director Georg Blum, but Lothar survived - terribly crippled. He lived in total dependence on family resources for five years. Somewhere

in that time period he was contacted by Evert Kuechner. Bored and needing distraction from the constant pain he lived under, Lothar consented to being tested for "Aryan powers" and discovered that he had psychokinetic abilities. Kuechner realized that Lothar could be a great asset in his delving into the mysteries of Vril.

Working with members of the Thule Society's Order of the Black Sun, Evert and Lothar devised a "walking suit" that would let Lothar regain normal movement and control of his

THE THULE COLLECTION

For 17 years leading up to the war (1922-1939) members of the Thule Society and then the Order of the Black Sun searched all over the world for ancient artifacts that, with appropriate Aryanization, can be used by the Society/Order's members for the greater glory of the Third Reich. Most of the effort is spent in collecting the artifacts. Discovery and exploitation of Asgard also distracted from the global operation's second step - utilization of the artifacts.

The result is that the Thule Society probably has almost every major mythical and fairy tale artifact known to man, and a few they discovered on the side. And mostly they don't know they have them. Seven League Boots, the Sword Sacnoth, the Witch's Sleep potion (it is a little known fact that Snow White and Sleeping Beauty were actually drugged with the same drug - used by the same witch), and other items are just sitting on the Society's shelves waiting for the researchers to have time to look at them.

These objects can form the basis for further Nazi super operatives if the Allied heroes seem to be going through those provided at too fast a clip.

mangled limbs. Because the initial suit is very bulky and potentially terrifying to normal German citizens, they embedded Lothar's Pour le Mérite medal, commonly known as the Blauer Max (Blue Max in English), on the chest of the suit, so that observers would realize that the person contained within the suit is a war hero. As the suit is improved and replaced, the medal is shifted to new breastplates.

What the scientists kept hidden is that the suit is more than just a mobility aid. After all, the Treaty of Versailles said nothing about the development of battlesuits, so developmental genius that might have been put toward the improving of combat aircraft and armored vehicles is instead lavished on the suit, with many discoveries then held in reserve until Germany could throw off the restrictions imposed by the Allies and apply them to new aircraft and tanks.

Using the battlesuit, they developed small jet engines, miniature machineguns, and man-portable rocket devices. They also developed a powered exo-skeleton with immense strength, though they were disappointed to find that the user needed Lothar's psychokinetic potential to make full use of the devices. Moreover, even others with the same potential can not make full use of the devices because they had not suffered the loss of use of their limbs so they had to develop the mental mindset to substitute metal limbs for their own.

EINHERIAR (HEROES OF ASGARD)

This is a general name for many of the Nazi supers, based on the name of the dead heroes who resided in Valhalla - all of whom were destroyed during Ragnarok. Strictly speaking, it should just refer to operatives like Arminius, the Fangs of Fenris, Ubermann, Monokel, and Sinder Ella, all of whom have powers developed from the lore of Asgard. However, in general terms the label has been attached to others such as Blue Max, Hochste, Totenkanz, and Feldmarschal Knochen, even though their powers have nothing to do with the Asgardians.

NOTE TO GMs: The Asgardian-connected characters and weapons listed here only scratch the surface. What of Thor's hammer Mjolnir, Freyr's sword Hundingsbana that can fight by itself, Heimdahl's sword Head, and so forth? Have fun.

FANGZAHNE VON FENRIS (FANGS OF FENRIS)

Various
Transformed

Attributes

Prowess 5
Coordination 4
Strength 6
Intellect 2
Awareness 4
Willpower 3

Stamina 9
Determination *

Specialties

Athletics
Stealth

Powers

Leaping 2 - Leap great distances
Resistance 4 (Physical Damage) - Thick skin and fur
Strike 3 (Slashing) - Claws and Bite
Supersenses 2- Super scent for tracking
Super-Speed 2 - Four-legged movement
EXTRA; Defending (adds +2 to Defense against attacks)

Qualities

Animalistic appearance and attitude
+4 damage from silver
German Patriots and bloodthirsty

Background

These super soldiers are reputed to be generated from the fangs of the Fenris Wolf. Essentially, they are very tough soldiers with some damage resistance and super strength and speed (and a lot of body hair and vulpine features). In Icons game terms they can be either minions or Named Foes. Generally, several Fangs are minions; one Fang is a Named Foe. The Fangs are generally ranked as Captains (Kapitan).

There are 42 Fangs, one for each fang on Vidar's necklace. Since a special body type has to be recruited for the transformation, about 20 are still being trained when the war starts in 1939.

FELDMARSCHALL KNOCHEN (FIELD MARSHAL BONES)

Field Marshal Paul von Hindenburg?
Supernatural

Attributes

Prowess 7
Coordination 5
Strength 6
Intellect 4
Awareness 2
Willpower 5

Stamina 11
Determination *

Specialties

Military Master
Leadership Expert
Weapons (Guns)

Powers

Energy Drain 7

LIMIT: Blocked by force fields

Life Support 4 (Sleeping, Breathing, Eating, Vacuum)

LIMIT: Skeletal nature means no normal life)

Resistance 4 (Physical Damage) - Hard as fossilized bone

LIMIT: Constant (Skeletal appearance frightens followers)

Resistance 6 (Afflictions) - The dead do not breathe

LIMIT: Constant (Skeletal form means no sense of smell)

Qualities

Catchphrase: I've faced this before. Here's what we do.

Epithet: Resurrected German leader.

Motivation: loyalty to German Reich

Background

This skeletal figure is the product of a Thule Society ritual created shortly after the death of President (and Field Marshal) von Hindenburg in 1934. No one is really sure the spirit is that of the Field Marshal but he acts the part.

If slain, he reappears in the graveyard in Germany von Hindenburg is buried in - and where the ritual is originally acted out. A staff car is permanently on duty to rush him to wherever he directs. He generally wears apparel that hides his condition, including an elaborate WWI gas mask that has no real function. A change of clothes awaits him in the staff car, since he reappears without any accoutrements.

Despite his code name, Field Marshal Knochen's official rank is Colonel (Oberst). He is often treated as if he has the higher rank and has been known to rage if a putative superior officer tries to treat him as a subordinate. Besides his general toughness and life energy draining touch, Knochen often carries a gas dispensing device that Stuns opponents in close



range.

FUNKEN (SPARK)

Randy Kilovogel
Transformed

Attributes

Prowess 6
Coordination 7
Strength 5
Intellect 4
Awareness 5
Willpower 3

Stamina 8
Determination *

Specialties

Electronics

Powers

Damage Resistance 4
Elemental Control 7 (Electrical Blast)
Fast Attack 2 (Can make second attack at level 2)
Supersenses 2 (Radar)
Teleport 6
LIMIT: Transmit Through electrical wiring

Qualities

"That's a jolt, son."
In it for the money
Weakness: Electrical suppression items

Background

American Bund member Randolph Kilovogel was tasked with shutting off the electrical power to a Stark City defense facility so sabotage could be done. He was surprised by a night watchman and in the ensuing struggle he contacted too many live wires.

Rather than be fricasseed, his long dormant birthright as one of the Pantheon-created kicked in and he became the electrical scourge of the city. Spark is strictly a Stark City based saboteur and has never operated in Europe. He claims to be an Einheriar if the situation seems to indicate it.

HÖCHSTE (ULTIMATE)

Jullijal Drak
Birthright

Attributes

Prowess 4
Coordination 7 (6 w/Density)
Strength 7 (8 w/density)
Intellect 5
Awareness 3
Willpower 4

Stamina 11
Determination *

Specialties

Athletics
Leadership
Mental Resistance Expert
Wrestling

Powers

Density 4 - (+1 STR, +4 Damage Resistance, -1 Coordination)
Physical Damage Resistance 6 - 10 w/ Density
EXTRA: Afflictions Resistance 5
Paralysis 4 - Mental Blast, Stun vs Will
Telepathy 5 - Power vs. Will, link up to 5 minds

Qualities

Deformed Wings
Reads minds at will
-2 Defenses when in direct sunlight

Background

Jullijal Drak is the product of a Tibetan Vrilya who went to the surface and had a liaison with a Tibetan monk who is a psychic. The mix of two mutated bloodlines produced a sport in some ways greater than either of her parents. Deformed from the Vrilya norm, she was kept isolated. But she read the minds of the Nazi explorers who interviewed the Man in Green Gloves (The leader of the Tibetan Vrilya and putative ruler of all Vrilya).

Escaping from captivity, Drak followed the trail of the Nazi investigators and joined up with them in New Delhi. Her "deformations" actually make her look more beautiful to humans than the usual run of Vrilya. She lives a promiscuous lifestyle among the Einheriar and has particularly attracted Vidar.

KRIEGERIN (WARRIOR)

Katrina "Kathy" Feran
Transformed

Attributes

Prowess 4 (6 w/blades)
Coordination 5 (6 w/Athletics) (9)
Strength 4 (7)
Intellect 5
Awareness 4
Willpower 5 (6)

Stamina 11 (13)
Determination 2

Specialties

Athletics
Science Expert (Archeology)
Weapons Expert (Blades)

Powers

Resistance Device 6 (Physical Damage) - Armor of the Valkyrie

LIMIT: Not as Katrina "Kathy" Feran

Strike Device 7 (Slashing) - Sword of the Valkyrie

EXTRA: Affects Incorporeal (magic sword)

EXTRA: Both Slashing and Bashing

EXTRA: Ability Increase 3 Strength, 3 Coordination, 1 Willpower

LIMIT: Not as Katrina "Kathy" Feran

Summon 7 - Gewitterhuf the Flying Horse

Qualities

German-American girl with magic sword

Fights for Germany, not Nazis or Hitler

Watched closely by Gestapo

Background

The Sword of the Valkyrie is an heirloom of German-American archaeologist Katrina "Kathy" Feran's family. Her family loaned it to a Stark City museum as part of an exhibit of the German heritage shared by so many Stark City residents. Eric Schadel saw the sword and arranged to buy it from Kathy's wastrel father. Before it could be handed over, Kathy drew the sword and her physiology reacted with the magic Schadel used to identify it. With a flash of power she gained the power of her forbearer, a Valkyrie who had left Asgard centuries before. Eric Schadel persuaded her to come with him to Germany and fight for the Fatherland as the Kriegerin.

She is a dedicated German patriot who wanted to fight for her family's homeland. Kathy has no particular regard for Hitler, but a high regard for Germany's contributions to culture and civilization. She has almost no experience of day-to-day life in the Third Reich, having grown up in America and kept in seclusion in Germany unless fighting for the Reich.

Eric Schadel, who has become her lover, makes sure she never sees the death camps. She is super strong, has a magic sword, and rides a flying horse. The Valkyries that survived Ragnarok welcomed Kathy into their ranks and sometimes join her missions.

GEWITTERHUF (THUNDERSTORM) THE FLYING HORSE

Gewitterhuf

Birthright

Attributes

Prowess 4

Coordination 6

Strength 6

Stamina 6

Determination *

Specialties

Martial Arts (Hoof Fu) Expert

Powers

Flight 5 - Fly as fast as a fast helicopter

LIMIT: Needs Space to deploy Wings and atmosphere

Physical Resistance 4

Teleportation 2 - To Asgard and Valhalla

Background

Gewitterhuf is a Valkyrie Horse. When not at the side of his mistress she crops grass in Valhalla with Sleipner and the winged mounts of the other Valkyries.

MEISTER DER SCHWARZEN SONNE

(Master of the Black Sun)

Evaart Kuechner (Evarrdaych)

Unearthly

Attributes

Prowess 4

Coordination 4

Strength 5

Intellect 6

Awareness 5

Willpower 8

Stamina 13

Determination *

Specialties

Occult Master

Power (Magic)

Science Expert (Genetics)

Powers

ESP 4 (Sight and Hearing)
Immortality - reborn in two pages
Mind Control 5 (Mind Link)
Resistance 4 (Afflictions, Corrosives, Magical Attacks, Physical Damage)
Transformation 6 - Humanoid,
EXTRA: Animal
EXTRA: Disguises
EXTRA: Extra Body Parts - Tentacles
Wizardry 8 (Magic (Willpower)) - Alien Magic
Master Ability Boost
Master Affliction
Master Astral Projection
Master Illusion

Qualities

Alien shapeshifting sorcerer
World plundering
Shapeshift disguise occasionally slips in part, accidentally showing his faceted eyes, for instance.

Background

Evaardaych is a particularly powerful member of the race known as the Eidolon. The Eidolon are a split off of the race known as the Spekag, who are octopoidal imperialists. Where the Spekag concentrate on (mostly stolen) technology, the Eidolon pursued the ancient magics of their planet-bound ancestors and made pacts with evil powers. They are currently led by the fallen Promethean known as Krux Morta. The Eidolon are devoted to speeding the rate of entropy in the Universe. Evaardaych is something of a rebel, who is determined to use his powers to enjoy the universe as it is. See *The Great Game* for further information on the Eidolon.

When he came to this planet in the 1920s he revived the moribund Thule Gesellschaft (Thule Society) and brought them to the fore in Nazi advisor circles. He is an innate shapeshifter and maintains several identities, Kuechner being the one with the most influence in both the Thule Society and the Order of the Black Sun. His personal magic mostly consists of transformative and motor control spells.

MONOKEL (MONOCLE)

Albrecht von Sturrardin
Magical Gimmick

Attributes

Prowess 4 (5 w/sword)
Coordination 7 (10 w/ray)
Strength 4
Intellect 4
Awareness 5
Willpower 5

Stamina 9
Determination *

Specialties

Athletics
Military
Power Master (shooting monocle ray)
Weapons (Blades)

Powers

Blast 8 - Odin's spear converted into Monocle
EXTRA: Affects Incorporeal (Magical ray affects ethereal beings)
Resistance 5 (Physical Damage) - Armored Uniform

Gear

Heidelberg dueling saber, Strike 3, Slashing

Qualities

I need but one eye to destroy you
I am superior
-2 vs fire-based opponents

Background

Obersturmführer Albrecht von Sturringen is a Heidelberg-scar sporting Prussian nobleman who followed his father into the Thule Society in the 1920s. When the Society broke through to Asgard, Albrecht is one of the researchers who worked with the artifacts provided by Vidar. His team discovered a way to turn Odin's spear into a small projector of a potent blast of magical light. Albrecht, being the youngest and most athletic of the team, was chosen to wield the Monokel of the gods.

Albrecht wears full dress uniforms that harken back to the days of Prussian glory. Besides his very powerful monocle, he carries a Heidelberg

dueling saber in place of the usual officer's Luger. He is athletic and never afraid to step to the forefront of a fight. If he is captured or killed, the monocle returns to Vidar, who loaned it to the Thule Society in the first place.

SINDER ELLA (CINDERELLA)

Greta Haunsacher
Transformed

Attributes

Prowess 4
Coordination 6
Strength 3
Intellect 5
Awareness 3
Willpower 5

Stamina 8
Determination *

Specialties

Occult Expert
Power Expert (Fire Control)

Powers

Aura of Fire 2
Elemental Control 7 (Fire) - Rune of Fire
Extra: Fire Blast
Extra: Bonfire - Fire Burst
Extra: Flight
Extra: Force Field
Limit: Not when soaked or in sub-zero weather (affects all)
Super-Senses: Infravision

Qualities

I will give you fire!
Fire is Pretty!
-2 vs cold

Background

Greta Haunsacher, German female researcher for the Thule Society, discovered the Rune of Logi (Fire) and assimilated its meaning to use it as a weapon. That she is a pyromaniac may have some influence on how easily she mastered the power. The name is a reference to the Brothers Grimm version of the Cinderella story, since cinders and ashes are all she leaves of her victims.



She is commonly seen in a spectacular red and yellow flame motif rococo ball gown complete with glass-like shoes, which she loses frequently. This has no effect on her powers, as some Allied adventurers have learned to their sorrow. Because of her extreme flying speed, she is often sent on sabotage missions overseas.

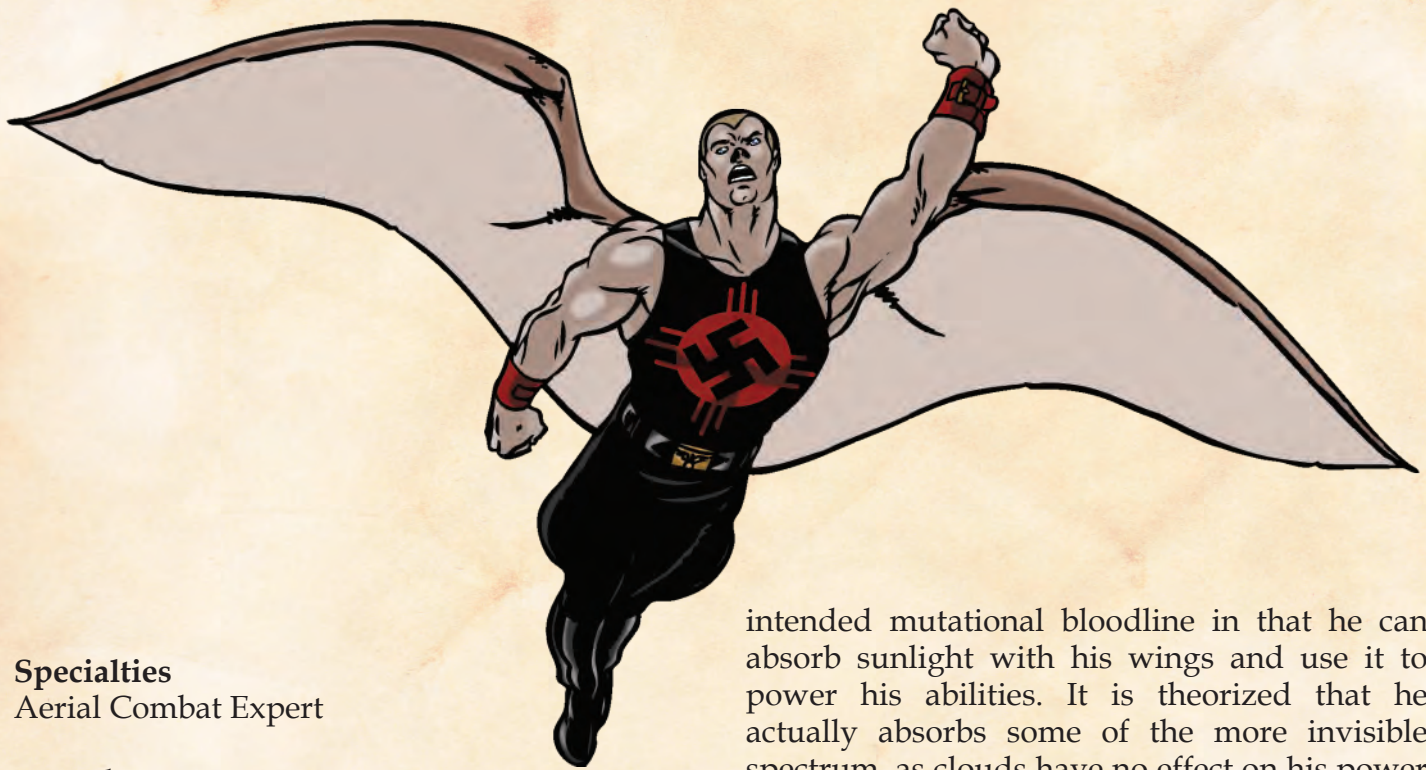
SONNEADLER (SUN EAGLE)

Hunu Krakedumer (Hans Kraken in Germany)
Birthright

Attributes

Prowess 4
Coordination 5
Strength 3
Intellect 4
Awareness 4
Willpower 5

Stamina 8
Determination 2



Specialties

Aerial Combat Expert

Mental Resistance Expert

Occult (Vril)

Science (Radiology (Vril))

Powers

Blast 7 (Blasting) - Blast of photonic force

EXTRA: Affects Incorporeal (mentally generated)

Flight 3 - Psychokinesis and Wings

Force Field 6 - Field of photonic force

Telepathy 2 - Simple communication

Qualities

Master of Solar Power

Alien to Earth's surface

All powers -2 when sun not in sky (clouds have no effect)

Background

A few of the Vril-ya of the Black Forest support contact with the outside world in the person of the Thule Society. One of these Vril-ya found that his diminished ability to absorb solar energy (in comparison to his comrades) is actually a benefit, as he can travel to the surface without collapsing in agony.

He accompanied the German visitors back to the surface and discovered that he is actually the peak of Vril-yan development. He is at least in part the culmination of the Prometheans'

intended mutational bloodline in that he can absorb sunlight with his wings and use it to power his abilities. It is theorized that he actually absorbs some of the more invisible spectrum, as clouds have no effect on his power absorption. He can even absorb energy from bounced radiation from the Moon and from the stars, though his power levels are reduced in such circumstances. He joined the Nazi super soldier program (commonly known as the Einheriar) as Sonneadler, the Sun Eagle. He is often assigned missions spearheaded by the Black Sun.

THULE-GESELLSCHAFT SORCERERS

The combat magicians trained by the Thule Society initially wore robes and carried staves and ceremonial daggers. They rapidly realized this made them targets for Allied snipers and Allied supers and changed their normal uniform to a variation of the usual Wehrmacht specialist uniforms. The only distinctive uniform elements are the badges on their collars and the walking sticks most of them carry. Their daggers are sheathed in standard Nazi uniform dagger sheathes.

The Thule Society Sorcerers are mostly focus users, so their sticks and daggers are essential parts of their spell casting. They also carry various potions and sometimes manifest very powerful spells if given the chance to complete a ritual.



TOTENKANZ (DEATH DANCE)

Jurgen Emshwiller
Transformed

Attributes

Prowess 6
Coordination 7
Strength 3
Intellect 3
Awareness 4
Willpower 5

Stamina 8
Determination 3

Specialties

Athletics Master (Dance)
Martial Arts (Dance) Expert
Performance Master (Dancing)

Powers

Life Drain 7 - Energy Drain to 0, then takes
Strength, Increases Stamina
Super-Speed 5 - Dance at speed of fast car

Qualities

Dance is Life - and death

He is the greatest

-2 Skills vs female opponents

Background

Jurgen Emshwiller is a virtuoso ballet dancer and an ardent Nazi. This caused him to live in constant stress because he is also a homosexual. Then one day something snapped. His stress manifested in allowing him incredible speed in his dance and the ability to steal stamina from anyone he touches. In one instance, he caused the death of a ballerina he despised.

He covered up the inadvertent murder, but when the war came, Jurgen volunteered and joined the super soldiers after demonstrating his ability. He wears form fitting ballet costumes in Nazi colors (mostly black and silver) with Nazi appurtenances. He is constantly in motion and always ready to invade the space of opposing forces and drain away the energy of the most important or powerful looking of them.

UBERMANN (OVER MAN)

Franz Klinger

Transformation

Attributes

Prowess 5

Coordination 3 (6)

Strength 4 (7)

Intellect 3

Awareness 4

Willpower 3

Stamina 7 (10)

Determination *

Specialties

Athletics

Martial Arts

Military (Tactics)

Powers

Ability Boost 3, Strength and Coordination

Immunity 4 (Blinding, Heat, Cold, Radiation) -
Lasts for 1 hour

Resistance 6 (Physical Damage) - Lasts for 1
hour



Super-Speed 6 - Lasts for 1 hour

Fast Attack (3 hits per round)

Qualities

Drug-fueled superman

Glories in his power

Potion lasts only 1 hour and every drink makes
him drunker

Background

This Aryan super soldier uses a potion to gain great strength and invulnerability for around an hour. Franz Klinger is the test subject for a project led by Hans Gottman to create super soldiers by feeding them the Valhalla Mead fed to the dead heroes of Valhalla. It is a rousing success, but two problems surfaced. (1) The physical might only lasts for an hour, and each draught makes him drunker. (2) There is only

so much of the Mead available and neither the Valkyries nor German Science can replicate it. The Brewmaster of Asgard fell in Ragnarok fighting alongside his Einheriar comrades.

High Command keeps an eye on the brew. If this Ubermann falls, they have candidates to take his place. If need be, they will empower more than one if it looks like the situation calls for all the power possible at once. If they do this, the opportunity to create more Ubermann operatives is endangered, so they are unlikely to do this except under the most dire circumstances.

Hans Gottman, however, is constantly experimenting with the brew in hopes of making a synthetic version that will not cause drunkenness and eventual debilitation. He intends to drink this himself. It is said he has a secret holding complex of test subjects driven mad by the experiments who have some of the powers and might be used as a last minute diversion against advancing Allied troops.

VIDAR (“WIDE RULER”) OF ASGARD

Vidar Odinson
Birthright

Attributes

Prowess 5
Coordination 5
Strength 10
Intellect 4
Awareness 4
Willpower 6

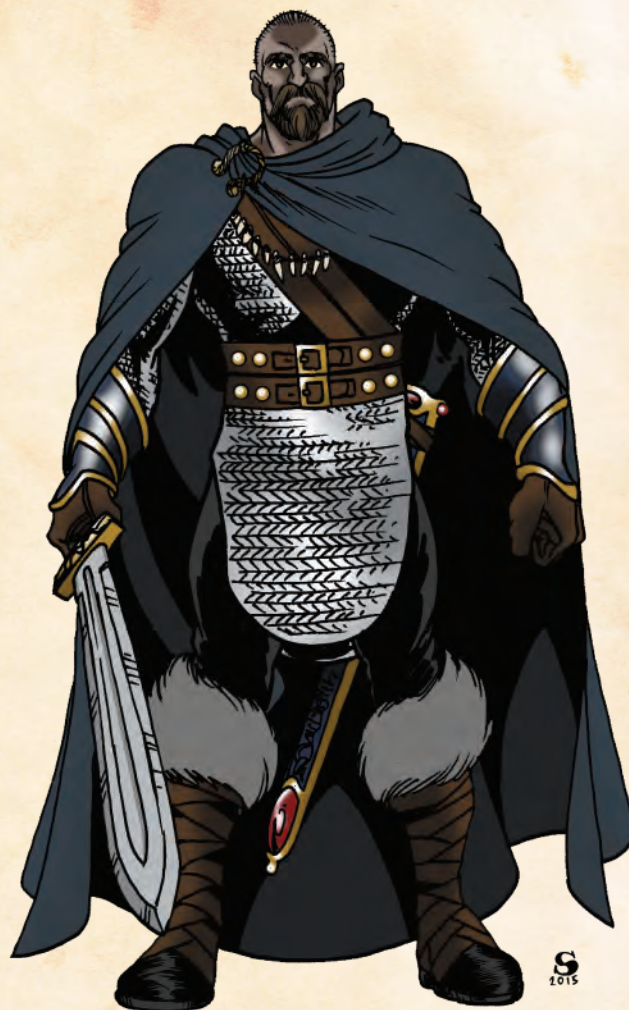
Stamina 16
Determination *

Specialties

Athletics
Languages Expert (Picks up Languages)
Leadership Master
Mental Resistance Expert
Occult
Wrestling Expert (Combat Wrestling)

Powers

Immortality - Asgardian immortality
Resistance 8 (Physical Damage)
Summon 5 - Call Sleipner to his side



Super-Speed 6
Surface Speed
Fast Attack

Qualities

“None can stand before the son of Odin”
Self-aggrandizing
Weakness: -2 Damage Resistance vs Other Pantheons

Background

As prophesized, when Ragnarok arrived, Vidar, son of Odin, survived. He is extremely strong, and used his great strength to tear apart the wolf, Fenris, after the wolf slew his father. He fashioned Fenris’s teeth into a necklace he wore for years. He and his brother Vali ruled the survivors of Ragnarok (mostly the women and children) when the Nazis found the path to the sub-dimension Asgard.

The Nazis offered him and his fellow survivors

refuge in Germany and he accepted. His brother Vali objected and was frozen into a statue of ice as a warning to anyone who would follow the old ways instead of the new ways of modern Germany. Vidar now rides Father Woden's horse, Sleipnir (See below). Vidar tolerates Hitler but works to ingratiate himself with the other Einheriar and the German General Staff. He is mostly out for himself and has plans to take over Germany from Hitler.

SLEIPNER

Birthright

Attributes

Prowess 3

Coordination 3

Strength 7

Intellect 1

Awareness 1

Willpower 1

Stamina 8

Determination *

Powers

Resistance 3 (Physical Damage)

Teleportation 9 - Appears in rainbow discharge

LIMIT: Must be commanded by Vidar

LIMIT: Passes through Asgard for one page

Quality

Identity: Odin's Steed - an eight-legged horse

Background

Odin's steed survived Ragnarok and now serves Odin's son, Vidar. When not in use he crops the grass of Valhalla alongside the Valkyries' steeds.

JAPANESE SUPER SOLDIERS

By interaction with some of the Japanese pantheon and utilizing knowledge accrued from the remnants of the Indonesian Vrill colony, the Japanese military met the threat of the Allied super beings by creating special units of devoted soldiers. Here are three such units who see action throughout the Pacific.

THE KAZE BUNTAI (WIND SQUAD)

The Japanese have to deal with many forms of wind. These range from mythical winds, such as the kamikaze, or Divine Wind, that saved the Home Islands from Mongol invasion hundreds of years ago, to winds of different intensities that blow over the Home Islands at different times of the year, such as Hatzukaze, or first wind.

For whatever reason, many of the created supers and a few recruited from the populace who had previously kept their abilities secret had powers that implied a kinship with the winds and they took code names that implied those powers.

All of the members of the Kaze Buntai can fly, and they are the Japanese supers most likely to be met near the front lines in the Pacific Theater.

They all hold commissions in the Imperial Japanese Navy.

KAMI KAZE ("DIVINE" WIND)

Susano-o

Birthright

Attributes

Prowess 7 (total 8 w/ Aerial Combat)

Coordination 7 (total 8 w/ Power Use)

Strength 10

Intellect 5

Awareness 5

Willpower 7

Stamina 17

Specialties

Aerial Combat

Occult

Power (Water and Weather Control) Master (10 w/attacks)

Powers

Fast Attack 7 (second blow with 8 Prowess)

Strike 6 Slashing

Extra: Affects Incorporeal

Limit: Nagi-Nata - can be parted from holder

Water Control 8 (Move and hit with water for 8 pts damage)

EXTRA: Aquatic 8 (Swim like a Submarine)
EXTRA: Fluid Form 8 (Watery Form, DR 8,
Stretch 8 <miles>, Life Support 8)
Weather Control 6
EXTRA: Flight 6 (500mph)
EXTRA: Super-Senses 6 - Spatial Sense
("Wind Sense") Expanded 3 and Extended 2
EXTRA: Force Field 6

Gear

Nagi-Nata of Susanno-o (See Strike above)

Qualities

Quick Tempered
Megalomaniac
Always choose Chaos

Background

Thought to be a manifestation of Susano-o, the Japanese god of sea and storms, Kamikaze is a tempestuous character who has very little discipline. He appeared in the Imperial Palace in 1938 and stated that he was there to destroy Japan's enemies.

He has immense strength and both Wind and Water Control. He claims leadership of the Kaze Buntai by right of his godly heritage but rarely thinks about his colleagues when engrossed in battle. Often he is sent off on individual missions where his impetuosity can't get other Squad members killed.

Kami Kaze and Amaterasu (see below) avoid each other whenever possible and only communicate through intermediaries.

TSUYOI KAZE (STRONG WIND)

Shima Mitsu
Transformed

Attributes

Prowess 6
Coordination 6 (Defense 8 from ACE and
Attack 9 with Airburst)
Strength 5
Intellect 3
Awareness 3
Willpower 3

Stamina 8
Determination 4



JAPANESE RESEARCH ORGANIZATION

The Japanese had their own scientific and semi-magical research organizations. Once allied with the German researchers, they bounded ahead in research with Vril and their own supernatural resources.

Mireniamu is a project sponsored by the Imperial Japanese Army to develop werewolves and other supernatural creatures. They were essential in helping the Germans develop the Fangs of Fenris, and have the capacity to create somewhat more mindless versions of the Fangs, though at the start of the war they have not done so.

Ryokuryukai (Green Dragon Society) is a more general research program operating under the umbrella of the Imperial Japanese Navy.

Specialties

Aerial Combat Expert
Pilot
Power (Airburst)

Powers

Air Control 6
EXTRA: Flight 6 (around 500 mph)
EXTRA: Strong Wave - Airburst 6
EXTRA: Force Field 6

Qualities

Banzai!
Flying Air Blaster
Overconfident

Background

Young Japanese pilot Shima Mitsu was part of the mission to discover the Vril-ya of Indonesia. Because he was young and strong, he was recruited by the scientists who came upon the remnants of one Vril-ya refuge to investigate a noxious-smelling cave. He came out of the experience with Flight and wind control powers that he accesses through a headband.

Tsuyoi Kaze is a fierce combatant who charges into battle using his unique Strong Wave technique to brush aside all before him. He is particularly deadly against aircraft, knocking low-flying fighters into the ground and damaging higher flyers so they have to withdraw from combat.

SOYO KAZE (GENTLE WIND)

Hiyobi Tetsu
Trained

Attributes

Prowess 3
Coordination 5
Strength 3
Intellect 5
Awareness 5
Willpower 7

Stamina 10
Determination *

Specialties

Athletics
Deception Expert

Investigation
Stealth Master
Weapons Master (Blades)

Powers

ESP 7 (Sight and Hearing) - Perceive events hundreds of miles away
Flight 5 - 150 MPH
Invisibility 5 - Become a cloud of slightly murky air
Mental Blast 5 - Can use while Phased
Phasing 5 - Turn into slightly murky clump of air

Qualities

Gentle Breeze of Death
To help the Empire
Blade Mastery -2 if facing opponent, No Piercing if facing opponent

Gear

Assassin's Blade: Strike 6, Slashing, Armor Piercing

Background

Hiyobi Tetsu came forward when the Emperor asked that the mystics of Japan step forth to aid the Empire in late 1941. Tetsu comes from a long line of secret protectors of Japan. She has powers of invisibility and insubstantiality as well as flight.

Tetsu is not much of a fighter, but she is proving to be an excellent spy and assassin.

HATSU KAZE (FIRST WIND)

Kendi Oba
Transformed

Attributes

Prowess 5
Coordination 7
Strength 5
Intellect 4
Awareness 3
Willpower 4

Stamina 9
Determination 2

Specialties

Aerial Combat Master

PIERCING

This is a new Extra, representing a weapon made for piercing and negating Resistance. Using this Extra, Resistance against the attack is disregarded but the weapon does half its normal damage, rounding down. It can be taken for any attack that can be blocked by a Resistance.

Note that Force Field is different from Resistance. To Pierce Force Field takes another use of Piercing.

Absorption, on the other hand, acts like Resistance and can be Pierced with the appropriate Piercing. However, the Absorption effect still works.

Example: Gentle Breeze sneaks up behind Watchman and stabs him all unaware. Watchman has Absorption 7 vs. physical attacks. Gentle Breeze's Strike 6 attack is halved and does 3 points of damage to Watchman. However, Watchman still gets the benefit of taking 3 points of damage, which in this case adds 3 points to his Strength the same time he loses 3 points of Stamina.

Mechanics Expert
Science Expert (Chemistry)

Powers

Burst Device 5 (Slashing) - Explosion Grenades left behind (Coordination attack or do scatter)

Flight 7 - Over 700 mph (not supersonic)

Resistance 8 (Physical Damage) - Padded Armor vs impact

LIMIT: In any occasion but impact, fails on 1-2 on d6, only 4 Resistance then

Qualities

Am I here? Am I there?

Flying Crash Car

Armor not built for anything but impact

Background

Kendi Oba is a research chemist who was an Olympic runner exposed to Vrill while participating in the 1936 Olympics. He made friends with some German chemists and they showed him around the laboratories where Vrill

was being researched and exploited. They gave him a clear plastic wristband with some of the Vrill Fluid inside. By the time he got home to Japan, the Vrill had activated his ancient birthright.

Kendi found he could fly at immense speed, outspeeding any bird or wind or even all but jet fighter planes. He seems to do this by sheer effort of will. He wears a heavily padded and armored suit and uses his great speed to smash enemies and their vehicles. Sometimes he carries grenades to leave behind at the feet of his enemies.

TSUBASA KAZE (WINGED WIND)

Unknown

Birthright

Attributes

Prowess 7

Coordination 7

Strength 5

Intellect 4

Awareness 6

Willpower 6

Stamina 11

Determination 1

Specialties

Aerial Combat Master

Athletics

Sleight of Hand Expert

Weapons (Blades)

Powers

Elemental Control 5 (Air) - Control breezes to confuse and trip

Extra Body Parts 4 (Wings (Flight)) - Fly/100 mph

Images 5

Strike Device 6 (Slashing) - Kami Sword

EXTRA: Affects Incorporeal

EXTRA: Ranged

Transformation 4 (Only particular type of shape) - Transform to Humanoid

Qualities

Winged Illusionist

Helpful Spirit

Practical Joker

Background

This sly fellow joined the line of recruits for the Buntai without anyone noticing and was already taking indoctrination lectures before someone wanted to know where he came from. He displayed his wings and persuaded the recruiters to sign him up.

Tsubasa Kaze is a trickster type who can use his identity with the wind to trip and confuse others. Sometimes he lets his friends and foes see his true shape, which includes a raven's head and wings. He uses a sword that allows him to project his ki to cut and slash at range.

SHIZUKA (CALM)

Kibasai Ren
Trained

Attributes

Prowess 4
Coordination 5
Strength 3
Intellect 8
Awareness 5
Willpower 7

Stamina 10
Determination 1

Specialties

Mental Resistance Expert
Occult Master

Powers

Force Field 5 - Force Nullification
Magic 8 ((Willpower)) - Magic of Nullification
Master: Power Nullification 8
Master: Flight (Gravity Nullification) 8
Mind Shield Device 4
Telepathy 5 - Mental Guard Nullification

Qualities

Embrace the quiet
Advance the Black Dragons
Arrogant and self centered

Background

Kibasai Ren came recommended by the Black Dragon Society. He is a sorcerer who can fly and demonstrates a power to negate other powers. Somewhat older than most of his team

mates, he is a solitary person who has little to do with the others.

This magician uses his negation powers to foul up the powers of his targets. He is also something of a mentalist. He wears the garb of a Kabuki "sorcerer."

THE SWORDS OF AMATERASU

The Swords have inherited Japan's martial tradition and have either magical or technological weaponry that they manifest in traditional ways. The Swords were formed to act as a guard of honor for the Emperor and concentrate on the defense of the Home Islands.

Amaterasu is the presumed leader of the Swords, although Honored Blade is generally the one everyone looks to for direction and long term planning.

AMATERASU (SUN GODDESS)

Amaterasu
Birthright

Attributes

Prowess 8 (10 w/blades)
Coordination 6
Strength 8
Intellect 4
Awareness 8
Willpower 8

Stamina 16
Determination 1

Specialties

Occult Master
Weapons Expert (Blades)

Powers

Aura 5 - Integral heat aura
EXTRA: Affects Incorporeal
EXTRA: Force Field 5
Dimension Travel 1 - Travel to "sun" and back
Resistance 4 (Afflictions, Corrosives, Mental, Toxic)
Supersenses 8 (Enhanced Vision) - Goddess senses (IR, UV, Night, Extended 3, Enhanced 2
Sword - Elemental Control Device 8 (Light) - Powers of the Sun (Dazzle)
EXTRA: Ray of Light - Damage 8



EXTRA: Teleport 8, anyplace can see

Qualities

Great Grandmother of the Emperor
 Enemy Susano-o
 -2 Effects in total dark

Background

This woman appeared in the Imperial compound one day in 1938 and claimed to be a manifestation of the Sun Goddess. She claims that Hirohito is her great grandson and someday she will empower him with his "rightful power." She takes great delight in reading official histories of the Empire and correcting them.

She wields a sword that has the powers of the sun within it. She is never seen without the

sword, but seems to have an aura of heat and power about her separate from the sword. Her manners are archaic. She disappears for random periods of time and when asked claims that she has "gone back to the sun" to take care of matters there that need her attention.

HAGANE BUSHI (STEEL WARRIOR)

Fujami Akira
 Gimmick

Attributes

Prowess 5
 Coordination 5
 Strength 3 (7)
 Intellect 6
 Awareness 4
 Willpower 5

Stamina 8
 Determination 1

Specialties

Electronics Expert
 Mechanics Master
 Weapons (Blades)

Powers

Resistance Device 6 (Physical Damage, Corrosives) - Modern Samurai suit
 Ability Increase Device (Strength) - Augmented Strength +4
 Blast Device 5 (Shooting) - Machinegun Burst for AF Effect
 Immunity Device (Disease, Blinding, Toxin) - Breathing device in mask
 Leaping Device 6 - Battlesuit Actuators, leap Extended Range
 Life Support Device 6 (Breathing, Cold, Heat) - Armored Suit stuff
 Strike Device 7 (Slashing) - Built in sword
 EXTRA: Armor Piercing (see previous Sidebar)
 Supersenses Device 3 (Radar, Enhanced Vision, Enhanced Hearing) - Radar in mask
 Telekinesis 3 - Personal Power

Qualities

I am the Apex of Japanese Creation
 The Modern Samurai
 Prove superiority of Japanese science

Background

Fujami Akira is a Japanese entrepreneur and inventor who has taken the developments of the Blue Max power suit and modified it to embody the ideal Japanese Industrial Warrior. He was part of the expedition to discover the remnants of the Indonesian Vrill-ya and he has adapted the Vrill Fluid to a very efficient fuel.

This outstanding example of Japanese Industrial might is a Vrill-powered battlesuit modeled in high tech samurai armor with an extremely sharp blade. There is supposed to be only one such suit in existence, though no one has explained why this is so. It is thought that Fujami might have psychokinetic powers similar to those of Blue Max.

KEN SAI (SWORD SAINT)

Daisuke
Training

Attributes

Prowess 10
Coordination 10
Strength 5
Intellect 6
Awareness 7
Willpower 7

Stamina 12
Determination 1

Specialties

Martial Arts
Weapons Master (Blades)
Weapons Master (Bows)

Powers

Blast Device 7 (Shooting) - Samurai bow (4 in other hands)
Regeneration 5
Strike Device 7 (Slashing) - Katana (4 in other hands)

Qualities

Master of Bow and Sword
To serve the Emperor
Enemy - Shadow Blade

Background

This man, or a man like him, is said to have been roaming the back roads of Japan for centuries. He looks like a wandering ronin out of the stories. He is an extremely proficient swordsman and general martial artist. When war with the Western World seemed imminent, he appeared sitting outside the Imperial Government offices. Asked for his name, he said "Daisuke" (Great Helper).

He uses normal weapons, preferring the katana and bow, but his ability with them is incredible. All of the Swords acknowledge he is the ultimate master of the blade and the bow.

KIKU KEN (CHRYSANTHEMUM SWORD)

Daishato Akemi
Birthright

Attributes

Prowess 4
Coordination 4
Strength 3
Intellect 5
Awareness 4
Willpower 8

Stamina 11
Determination 1

Specialties

Aerial Combat
Business Expert
Power Master (Telekinesis)

Powers

Mind Shield 4 - Mental Shield
Telekinesis 8 - Telekinetic super woman (lift 50 tons)
EXTRA: Ranged TK Lance Blasting
EXTRA: Melee TK Sword Bashing
EXTRA: TK Force Field
EXTRA: TK Flight
EXTRA: Resistance to Corrosives

Qualities

The Psionic Blade
Patriot
Shy and self-deprecating



Background

Daishato Akemi had been keeping her telekinetic abilities hidden while she worked in a Japanese government office. When the Empire went to war with the United States, she decided she could no longer remain hidden and stepped forth.

Initially she just used her powers to reach and move things, but training with Seiken (see below) has allowed her to develop several combat abilities. She can fly, create telekinetic armor, and focus her will into creation of a force sword whenever she wants.

SEIKEN (HONORED BLADE)

Random Monk
Unearthly

Attributes

Prowess 4 +3 +1 (total 8)
Coordination 5 (9 w/boost)
Strength 4 (8 w/boost)
Intellect 4

Awareness 6
Willpower 5 + 3 = 8
Stamina 9 (12 w sword, 16 w/ boost)
Determination *

Specialties

Athletics
Leadership Expert
Martial Arts
Occult
Weapons (Blades)

Powers

Ability Boost Device 4 (Coordination, Strength)
- Sword-Enhanced Attributes
LIMIT: Tiring (lose 2 Stamina @ turn on 1-2 on d6 for each Attribute enhanced)
Ability Increase Device 3 (Prowess, Willpower)
- Sword Enhanced Attribute
Strike Device 7 (Slashing) - Sword Strike
Damage
EXTRA: Affects Incorporeal
Teleportation Device 6 - Sword induced
Teleportation

Qualities

Wise Counselor in a sword
Patriotic
Must act through monk bearer

Background

The spirit of an ancient seer and magician has been embodied in a blade borne by members of a holy order. Whoever carries the sword is essentially possessed by the sword. Five monks come with the sword, the only members of the order capable of wielding the blade. They take turns being the bearer.

Seiken's bearer can use the sword normally, including against ethereal targets. He can also teleport, bringing others along with him. In full possession, he can inspire his bearer to great speed and strength, though it takes a toll of the bearer.

**KO RYU KAI
(THE BLACK DRAGON
SOCIETY)**

The Black Dragon Society is an ancient order of Japanese magicians and warlords who have

been in the background of Japanese power for centuries. They have come out of the shadows to swear fealty to the Empire. There are rumors that there was a divine prompting involved. Their powered members are mostly concerned with espionage and sabotage and the ones most likely to meet Allied heroes behind Allied lines.

OJI RYU (PRINCE DRAGON)

Unknown
Trained

Attributes

Prowess 3
Coordination 5
Strength 3
Intellect 7
Awareness 5
Willpower 9

Stamina 12
Determination *

Specialties

Leadership Expert
Occult
Power (Magic) Master
Psychiatry
Sleight of Hand
Stealth

Powers

Wizardry 9 (Magic (Willpower)) - Master of Illusions and Control
MASTER: Mind Control
MASTER: Illusion (Images)
EXTRA: Mastery spells are Quick

Qualities

So must it be
Connections with Criminals throughout world
Megalomania

Background

This imperious noble is the leader of the wartime activities of the Society. He is always masked, but rumor has it that he is actually related to the Imperial family. By his manner he is definitely a member of one of the Old Nobility. He generally wears a Western-style business suit and carries his magical gear in a briefcase.

He is a proficient magician mostly concentrating on illusion and control spells. He always keeps a couple of Majo Ryu with him when in the field. He apparently can teleport great distances to pre-established points, and spent several years before the war establishing these points. He has been seen in Germany at least once.

RYU MAJO (DRAGON SORCERER)

Various
Trained

Attributes

Prowess 3
Coordination 4
Strength 3
Intellect 5
Awareness 3
Willpower 7

Stamina 10
Determination 3

Specialties

Occult
Power (Magic) Expert
Sleight of Hand
Stealth

Powers

Magic 7 (Willpower) - Subsidiary Black Dragon Sorcerers
MASTER: Transformation (Shapeshift to mythic creature)
MASTER: Summon (Summon Mythic Monsters)

Qualities

Mystic Meddler
Loyalty to Black Dragon
Physical Coward

Background

This is a general term for Japanese sorcerers of the Black Dragon Society, generally of less power than Prince Dragon. They tend to specialize in summoning or shapeshifting magic.

They work in teams and can perform very powerful spells when working together and

given a chance to build their power. They do not like to be confronted hand-to-hand.

The Ryu Majo and their Prince have prepared tokens representing the supernatural members of the various organizations. If the tokens are used, the represented entity appears to aid the sorcerer. This appearance lasts no more than an hour, then the entity disappears and the token must be magically recharged. The entities that can be called on include Amaterasu, Kami Kaze, Tsubasa Kaze, Seiken (with a monk only if the monk happens to be holding the sword at the time), and Oni. If the summoned entity has been summoned within the past hour, the spell does not work, but otherwise the summonee just disappears from where it was and appears where the sorcerer needs him or her. Except for Oni, none of these entities is aware of this possibility until it actually happens to them.

GEISHA (PERFORMING SERVANT)

Unknown
Trained

Attributes

Prowess 4
Coordination 5
Strength 4
Intellect 6
Awareness 7
Willpower 8

Stamina 12
Determination *

Specialties

Athletics
Languages Expert
Leadership Expert
Martial Arts Expert
Psychiatry Master
Science Expert (Chemistry)
Sleight of Hand Master
Stealth Expert
Weapons (fans and hair pins) Expert

Powers

Affliction Device 6 - Assorted poisons and powders
LIMIT: Close Range

Mind Shield Device 4 - Magic hairnet

EXTRA: False façade (Simple Geisha)

Summon 3 - Various subordinate substitutes

LIMIT: Must be available

EXTRA: change Minions between conflicts

EXTRA: additional Weak Minions

Qualities

Let me sooth your stress

Mistress of manipulation

"I am a helpless woman, but you have to sleep sometime."

Background

This graduate of the Willow World is a mistress of espionage and poisons who works through a largely female organization. She keeps Shadow Blades around for muscle and has an Oni statue.

Geisha houses and outright brothels and "dance clubs" throughout the Pacific are run by this organization and no one has seen The Geisha without her heavy makeup and wig. Many of her subordinates are trained to substitute for her.

ONI (DEMON)

None
Unearthly

Attributes

Prowess 5
Coordination 3
Strength 8 (9)
Intellect 2
Awareness 2
Willpower 2

Stamina 10
Determination 2

Specialties

Athletics (+1 to Coordination vs ranged attacks)
Martial Arts (+1 to Prowess)
Wrestling Expert (+2 to Wrestling)

Powers

Burrowing 6 - Moves through the earth without leaving a hole
Density 4 - Created out of Earth (Damage Resistance 4, Strength 9)

Regeneration 2 - As long as in contact with the Earth

Qualities

Summoned Servant of Stone

Follows Orders

Weakness : -2 vs Air

Background

Black Dragon Sorcerers summoned an earth spirit and embodied it in a humanoid form with immense strength and damage resistance. He primarily acts as a bodyguard for operatives.

Every operation has a statuette of an oni somewhere at hand that they can call on for assistance. There is apparently only one actual Oni, but he can be summoned to any location that has a statuette. Killing the Oni or destroying the statue just sends him back to his native plane to be summoned again. Because there is only one Oni, however, if one operation has summoned him, he is unavailable to any other until he is finished (one way or another) with his current mission. Unlike the other summonable entities, see above, these statuettes are distributed throughout the Black Dragon organization, not just to the sorcerers.

KAGE GEN (THE SHADOW FIST)

This clan of ninjas is sworn to the Black Dragon. They supply general muscle for any operation. It is thought that these are actually volunteers from the Black Dragon's real Ninja affiliates and the home organization maintains its cultural invisibility.

The Ninja from Stock Characters in *ICONS Assembled* (pg 191) can be used to represent these shadowy operatives. Besides their attributes, they have Expert specialties in Stealth, Martial Arts, Athletics, and Weapons (blades).

KAGETO (THE SHADOW BLADE)

Unknown

Unearthly

Attributes

Prowess 10

Coordination 7

Strength 6

Intellect 5

Awareness 8

Willpower 8

Stamina 14

Determination 1

Specialties

Athletics

Mental Resistance Expert

Occult

Sleight of Hand

Stealth Expert

Powers

Invisibility 7 - Invisible in Shadows

Regenerate 5 - Only in Shadows

Strike Device 7 (Slashing) - The Sword of Shadows

EXTRA: Affects Incorporeal

EXTRA: Teleportation 5 - Teleport from Shadow to Shadow

EXTRA: Leaping Device 8 - Sword Negates Gravity

EXTRA: Flight Device 8 - Sword Negates Gravity around Opponent

LIMIT: Flight only for dispatching opponents

NOTE: Target does Coordination vs Rank of Flight to Dodge Away

Qualities

He Strikes from Shadows

Enemy: Ken Sai

In love with his own cleverness

Background

This shrouded figure is the number 1 enforcer for the Shadow Fist. The Shadow Blade is a master of ninja arts. The Blade is said to be a lifelong rival of Ken Sai.

Besides the Shadow Blade's proficiency with a blade, his sword is a powerful artifact in its

own right, capable of striking ethereal opponents and, with a ritualistic cutting motion, seemingly negating gravity around the Shadow Blade, allowing him to make prodigious leaps. It can also be used to cut the gravity around an opponent, sending him dashing skyward.

The Shadow Blade can also disappear in shadows, but whether that is a function of the sword, some other artifact, or Kageto's own powers is unknown.

WWII EQUIPMENT

VEHICLES

In a war-based campaign, war vehicles have a much higher chance of showing up than they do in a peacetime campaign. Here are some notes on the unique qualities of WWII vehicles, and some Weird Vehicles.

TANKS

In the scale of Icons, most tanks used in WWII are essentially the same. There are basically three classes: Light tanks include the main battle tanks of the early days of the war, armored cars and half tracks, and similar light scouting and security vehicles and most of the Japanese Army's armored vehicles. Medium tanks represent almost every main battle tank used throughout the war, from the US Army's M4 Sherman to the British Matilda, and the German Panzer IV. The Major tanks describe outstanding armored vehicles of the war such as the German Panther and Royal Tiger, the British Centurion, and the Russian T-34.

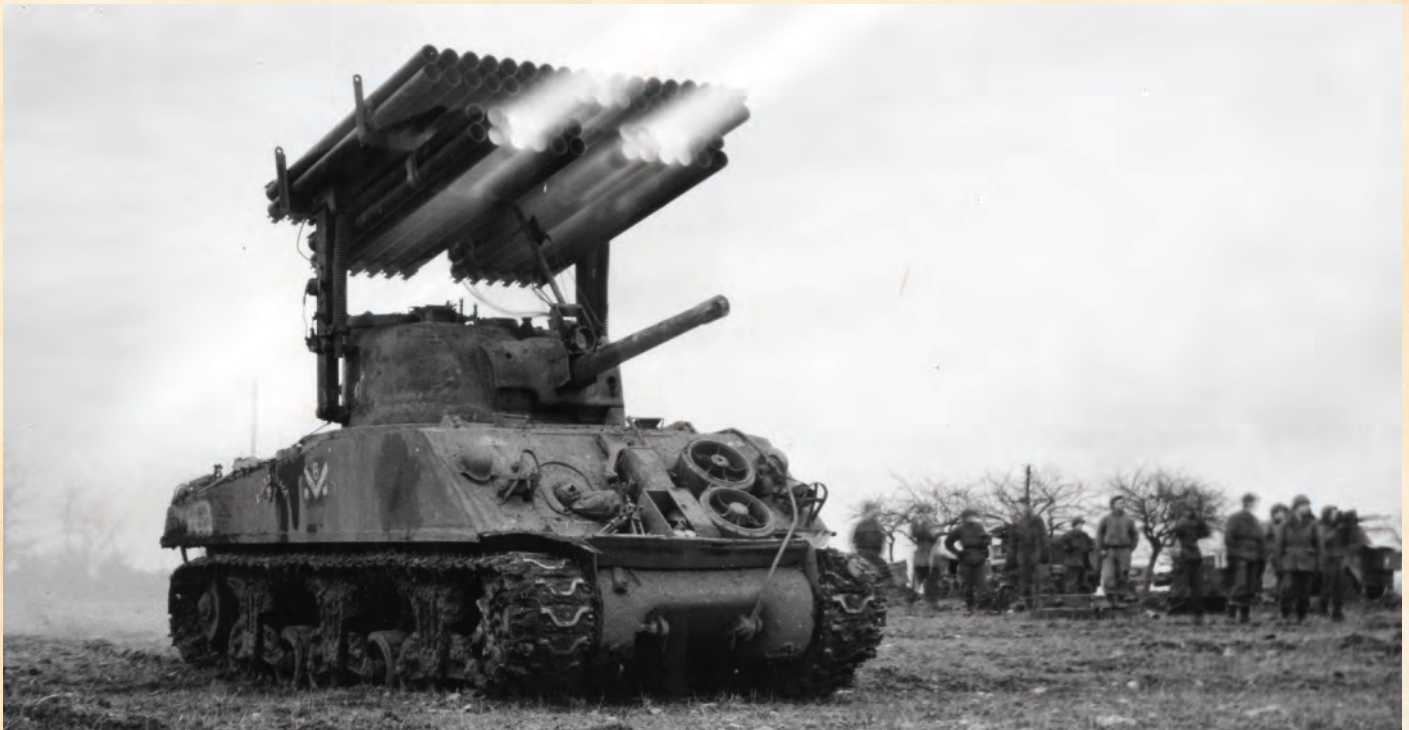
FIGHTER PLANES

Again, in Icons scale, most Fighters of the war can have a single game description. The same description can also be applied to most of the other single-engine combat aircraft, such as dive bombers and torpedo bombers. GMs with a passion for such things may want to adjust the statistics for stand-out aircraft like the German Focke-Wulf 190, the Japanese Zero, the British Spitfire, and the American P51 Mustangs, P38 Lightnings, P47 Thunderbolts, and naval F4U Corsairs.

The German Messerschmitt 262 jet fighter and some of the similar experimental aircraft of other nations might also deserve some special statistics, especially in speed.

BOMBERS

There are essentially two kinds of multi-engine strategic bombers used in WWII.



Medium bombers essentially cover everything from a German Heinkel to a British Blenheim to an American B25 Mitchell. They have two engines and are protected by a variable number of machine guns.

Heavy bombers are generally descriptive of the American B-17s and B-24s and later B-29s, the German FW200 Condor, and the British Lancaster. They have 4 engines and greater bomb capacity and number of protective machine guns and much longer range than the single and twin engine aircraft. Other nations had four (and more) engine prototypes and designs, such as the German Junkers 390, but rarely used them in combat situations. Of course, in a Weird World War, almost any design can make it off the drawing board and into the sky.

BLACK SUN SAUCER (FLUGELRAD III)

The Vrill-powered saucers developed by the Black Sun are not numerous but they are far more maneuverable than most Allied aircraft and capable of not-quite-sonic speeds of up to 700 mph. Early models are armed with 20mm cannon, but later models are upgraded to the Vortex cannon, a weapon that shoots wide-beamed blasts of supersonic air that both damages the targets and causes the pilots of the targets to concentrate entirely on staying airborne.

BLACK SUN "BELL" CRAFT (HAUNNEBU)

Also Vrill-powered and looking more like a Tommy's helmet with an extra-wide brim than a saucer, this aircraft is equipped with a new secret weapon called the feurball (fireball). Despite its name, it is actually an electrical weapon that both damages the target and shorts out any electronic equipment it carries. This weapon is fired from the base of the vehicle, so it also carries machine guns in a topside turret.

PANZER WALKER (ARMORED WALKER)

This development from the Blue Max armor is a slower and less powerful armored suit that a single soldier can drive (it is really more of a

vehicle than a battlesuit) across a battlefield with some confidence of bouncing most bullets and grenade fragments. It is armed with a very heavy machinegun and can engage entire squads of opposing soldiers with a fair promise of emerging victorious.

The Panzer Walker can alternately be armed with an anti-tank weapon and/or a portable mortar. It essentially has the fighting capability of a Panzer Mk I, but only one crewman is lost when an anti-tank weapon blows it apart. They tend to be more maneuverable than a tracked vehicle, but are so tall that they are easily seen. In theory they can "kneel" to present a smaller target, but the process can not be made simple and quick. A Panzer Walker up and walking stays that way until knocked down or kneeling to let its driver dismount. A Panzer Walker knocked on its back is virtually helpless, though they all carry tackle that lets them assist one another if caught in that position.

For the most part, Panzer Walkers are used as security vehicles on established bases and for impressive parades. Attempts to use them as the point units in blitzkrieg attacks demonstrated their vulnerability, even against the cavalry of Poland. This has not stopped the Italians, French, Russians, and Japanese from creating similar Walkers or buying them from Krupp, if only for ceremonial purposes. Allied supers are more likely to run up against them on missions that take them far behind the front lines of combat.

MISSILES

In a more or less "normal" WWII campaign, there are only two missiles: The German V-1 "rocket bomb" and the German V-2 "Ballistic Missile." They are both big enough that a superhero can actually interact with it. The V-1 shares the characteristics of a jet fighter (see Fighters), though of course it cannot defend itself through maneuver. The V-2 is bigger, faster, and makes a bigger hole when it lands. It is ideal for villains to tie heroes to and send them off to their inevitable doom.

As a flavor note, remember that the V-1 makes a screeching sound until it runs out of fuel. If you are under it when it runs out of fuel you

are getting blown up if you don't scamper and/or get under cover. The V-2 makes no sound at all, being supersonic on reentry. If everything around you blows up with no warning whatsoever (unless you have the appropriate super senses), you've been hit by a V-2. Neither missile has a good claim to the adjective "Guided."

All sides also made use of rockets for both ground to ground and air to ground attacks. They are only primitively "guided" and not really different from various forms of heavy and hand portable artillery carried or served by troops on all sides.

SAMPLE VEHICLES

Most of the Vehicles described in the *ICONS Assembled* rules, pg 116 can be used in WWII scenarios with little change. The following are some special cases.

Vehicle	Handling	Speed	Structure	Armor	Notes
1940s car	7	3	4	1	All steel construction gives some armor
War Walker	2	3	3	3	Blast 5 MG or Burst 5 Mortar
Light Tank	4	3	5	4	Blast 5 Cannon or Burst 5 MG
Medium Tank	5	2	7	4/5	Blast 6 Cannon, front armor heavy
Heavy Tank	6	2	8	5/6	Blast 7 Cannon, Front Armor heavy
WWII Fighter	5	6	3	1	Later planes, use <i>ICONS Assembled</i> stats for early ones, Blast 5 MGs
WWII Bomber	7	5	4	1	Twin engine bombers, carry 3-5 Blast 5 MGs
WWII Hvy Bomber	8	5	5	2	Four engine strategic bombers. Carry 4-10 Blast 5 MGs
Black Sun Saucer	2	7	4	2	Also Force Field 4, cannot use it and use Blast 6 Cannon or 7 Vortex
Haunebu	6	7	6	3	Blast 5 MGs in two turrets. Also Burst 6 Feurball projector.
V-1 Missile	10	6	4	1	Extended Burst 7 warhead
V-2 Missile	10	8	5	1	Extended Burst 8 warhead

GEAR

ICONS' random character creation can sometimes leave a character with gaping holes in his or her defenses and sometimes offense. The following objects are generally available and can have some affect on the gaps

Item	Notes
Binoculars	Acts as 1 level of Extended Vision, bringing things at visual range up to extended range. Field of vision is very limited, needing the user to focus on a particular item to get a good look.
Bullet-proof vest	Acts as 4 points of Damage Resistance with the Unreliable Limit, a roll of 1-2 on d6 means the vest did not cover the point of impact.
Hand gun	Acts as a Shooting Blast of 4. Larger weapons have a higher damage due to larger ammunition or automatic fire, but they are hard to conceal and inappropriate for carrying in non-frontline situations. See Tommygun.
Knife	Acts as a Slashing Strike of 2.
Medical Kit	Gives anyone attempting First Aid a +1 Medicine Specialty. A kit can be used 4 times before running out of contents and needing to be replaced or refilled.
Smoke Bomb	Acts as Darkness Control, but only to Close Range. In effect, it can fill up a room. It lasts for as long as an issue (GM discretion) when used inside. Outside it lasts for two pages within the same volume as a Burst Extra, less in a strong wind.
Tommy gun	This is the standard weapon of costumed heroes who find themselves in a frontline combat situation. It can be fired at a single target (actually a short burst) or in a Burst Area for a damage of 5. It can also be found in the hands of gangland thugs and Fifth Column agents. Unavailable to heroes patrolling the streets of Stark City or any other area far from the front line.

BIBLIOGRAPHY

The following is a list of books, comic book series, and game sourcebooks consulted by Steve Perrin as this book was written. Some of this tome is the product of a lifetime of reading WWII history and may be a bit muddled by the fog of time.

The Nazi Occult by Kenneth Hite from Osprey Books.

GURPS Weird War II, by Kenneth Hite and William H. Stoddard, from Steve Jackson games.

Golden Age of Champions by Chris Cloutier, published by Hero Games, now out of print.

The World at War by Ray Winninger, published by Mayfair Games, now out of print.

Hitler's War by Harry Turtledove, a six book series postulating a WWII started a year early.

Days of Infamy by Harry Turtledove, a two book series postulating Japan capturing Hawaii on December 7, 1941.

The Invaders by Roy Thomas, a comic book series featuring Marvel's lead WWII characters fighting the Axis powers in WWII.

The All Star Squadron by Roy Thomas, a 60+ issue comic book series featuring all of the DC, Fawcett, and Quality characters now owned by DC Comics in World War II.

Anthem by Roy Thomas, a (as of this writing) five issue series postulating original American superheroes dealing with a conquest of America by Nazi and Japanese forces. From Heroic Publishing Inc.

Champions Adventures, Liberty Girl, and other comics from Heroic Publishing, Inc. The source of some of the history and background characters featured in this book.

Stark City, by Mike Lafferty, Steve Perrin, Dan Hauser, Ade Smith, Walt Robillard, John Post, Jason Tondro, Joe Bardales, a sourcebook supplying a battleground for the never-ending battle.

The Great Game, by Jason Tondro, Steve Perrin, Michael Blum, Joe Bardales, and Mike Lafferty, a sourcebook that expands the battlegrounds of Stark City to the stars.

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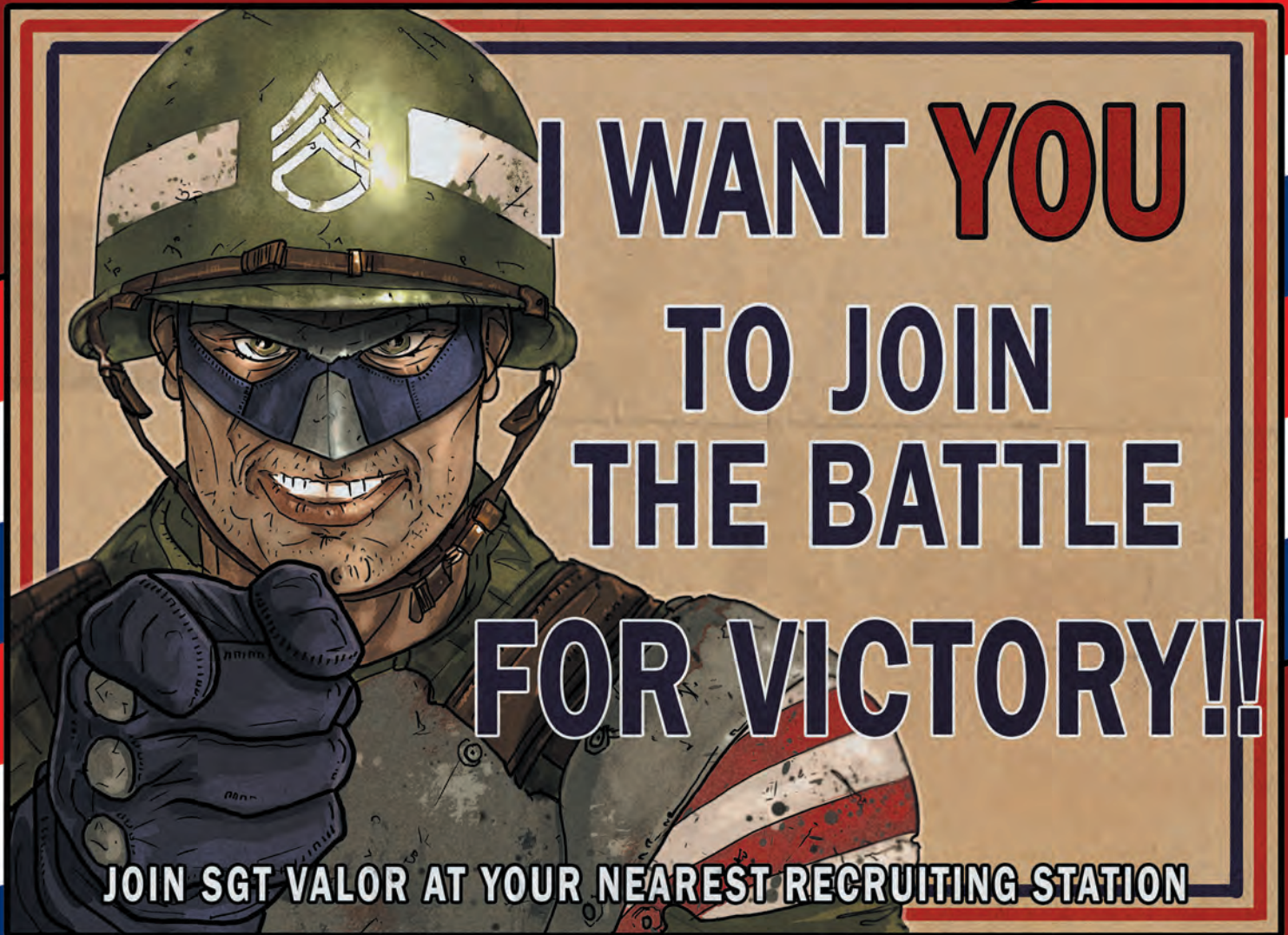
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