

GOLDEN AGE

THRILLING ACTION!



FEATURING:

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FIGHTING YANK

BLITZ

ICONS
SUPERPOWERED ROLEPLAYING
COMPATIBLE

BY JOE BARDALES AND DAN HOUSER

GOLDEN AGE

THRILLING ACTION!

Written By: Joe Bardales

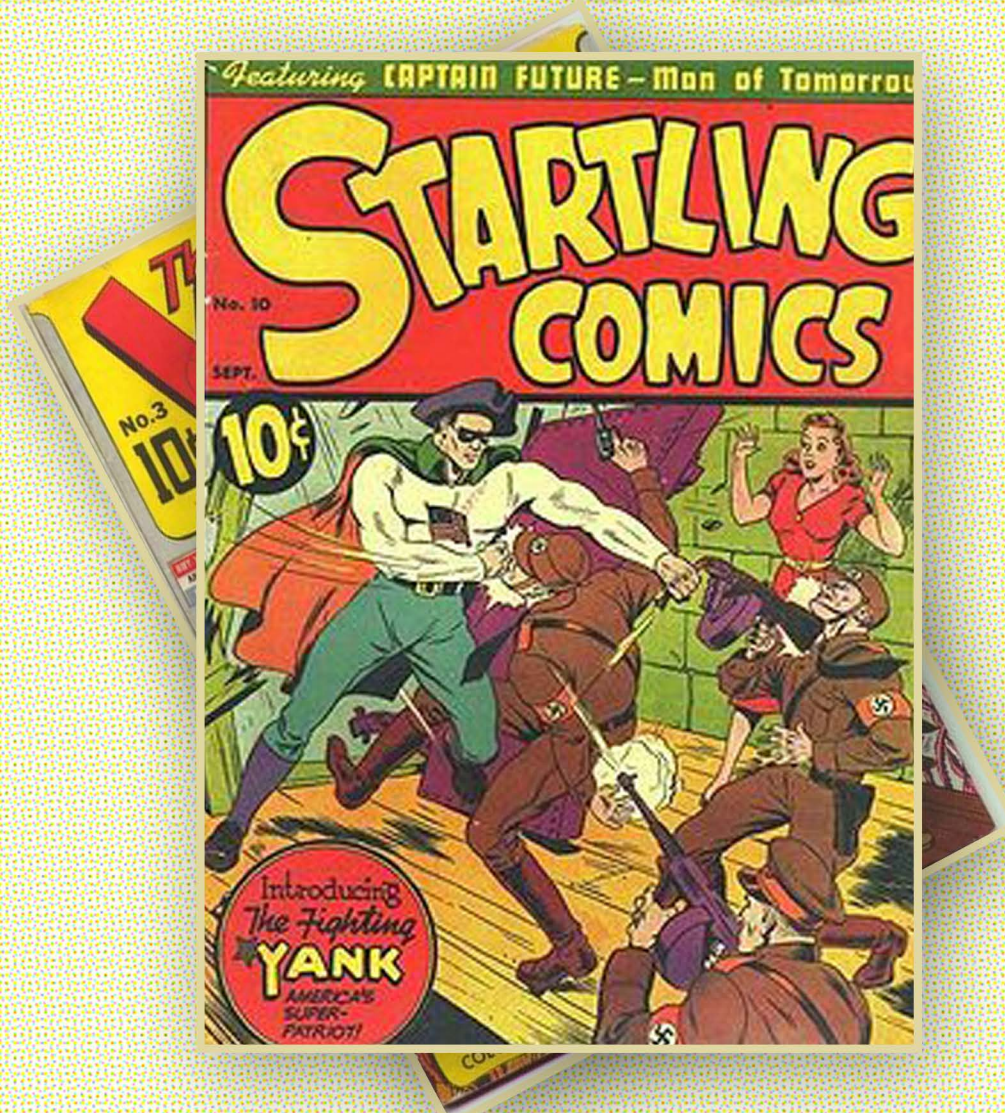
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Editing and Layout: Dan Houser

INTRODUCTION

Welcome back to the Golden Age of comics! In this third installment of Golden Age Thrilling Action, we turn our attention to the Fighting Yank, one of the first true American super-patriots from the World War II era now in the public domain.

Published by Nedor Comics from 1941 until 1949, the Fighting Yank spent most of World War II defending America from the Axis Powers both at home and abroad, and after the war ended he took on organized crime back in the United States. He was very much from the same mold as his contemporaries, Captain America (originally published by Timely Comics) and the Shield (from Archie Comics). One particularly refreshing aspect of the Fighting Yank comics at the time was the portrayal of his fiancée, Joan Farwell. Joan didn't always play the helpless damsel in distress. She was bright, accomplished, and could fly a plane and knew how to handle a gun. In fact, she saw right through the Fighting Yank's disguise in the very first issue! In addition to the nameless Nazi and Japanese enemy agents he took on over the course of the war, Yank had his share of memorable villains as well, including the supernatural Gremlin and the Nordic Ice Age man from another age revived by the Nazis, Blitz!



FIGHTING YANK

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ORIGIN STORY

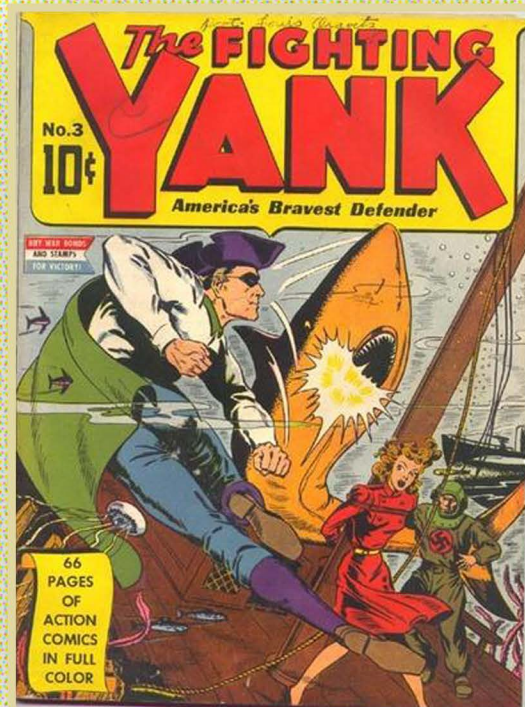
The Fighting Yank is the secret identity of wealthy young aristocrat Bruce Carter III. Prior to obtaining his superhuman powers, Bruce lived a pampered life of luxury where he mostly sat around, content to bury himself in his history books as the rest of the world passed him by (much to the annoyance of his father and his fiancée). Then in 1941 the ghost of his great-great grandfather Bruce Carter I, a soldier from the American Revolution, appeared and revealed to him the location of a magical cloak hidden in the attic of his ancestral family home just outside New York City. This magical cloak gave the wearer invulnerability (especially to bullet fire) and superhuman strength, but more importantly it gave Bruce Carter III a chance to finally do something worthwhile with his life and help make the world a better place.

His ancestor Bruce Carter I was a soldier in George Washington's army in 1776 who was entrusted with delivering vital dispatches on the General's behalf. Then one fateful mission he was ambushed and killed by British spies and the information he was carrying fell into enemy hands. As punishment for his failure, Carter's restless soul was condemned to wander the earth and appear whenever danger threatened the United States and his country needed him.

His patriotic ancestor the ghost of Bruce Carter I became his guide in his war against evil, often manifesting and assisting him when he got into trouble. Only Carter III's fiancée, Joan Farwell, knew of his dual identity, figuring it out the first time she saw him in costume when she pointed out to him that while it might be enough to fool strangers, she knew him far too well to be fooled by a domino mask. A skilled aviator and capable with a gun, Joan could hold her own in a fight, and she frequently accompanied and assisted the Fighting Yank on his adventures.

The Fighting Yank fought against the Axis Powers during World War II. In his very first appearance, Fighting Yank uncovered a plot by a Nazi spy named Bernhard to kidnap and replace United States Senator Walton with his Nazi-sympathizer identical twin brother and use his prominent political position to convince America to side with Adolf Hitler. He spent much of the war taking on other Nazi and Japanese agents and saboteurs, both at home and abroad. After the war, Yank turned his attention to organized crime on the home front. During his adventuring career, he also fought some memorable adversaries such as the supernatural Gremlin, and Blitz, a frozen Nordic Ice Age man revived by the Nazis who possessed super-human strength and cold and ice-based powers.

Along with his magical green Cloak of Invincibility, Fighting Yank also wears a tricorn hat (found in the attic with the magical cloak), square-buckled belt and shoes, a white shirt with an American flag on the chest, blue breeches and a domino mask. Bruce Carter III is the spitting image of his spectral ancestor.



Origin: Birthright

Real Name: Bruce Carter III

First Appearance: Startling Comics #10

(Nedor Comics September 1941)

ABILITIES

Prowess 4

Coordination 4

Strength 3

Intellect 3

Awareness 4

Willpower 3

Stamina 6

Determination 3

SPECIALTIES

History Expert

Martial Arts Master

Sailing

Pilot

POWERS

Invulnerability Device 7 (Firearms)

(Invincibility Cloak)

Ability Boost Device 8

(Invincibility Cloak)

Super-Speed Device 5

(Invincibility Cloak)

QUALITIES

Connections: Ghost of Bruce Carter I

Epithet: America's Bravest Defender

Motivation: Indomitable Faith In
Democracy

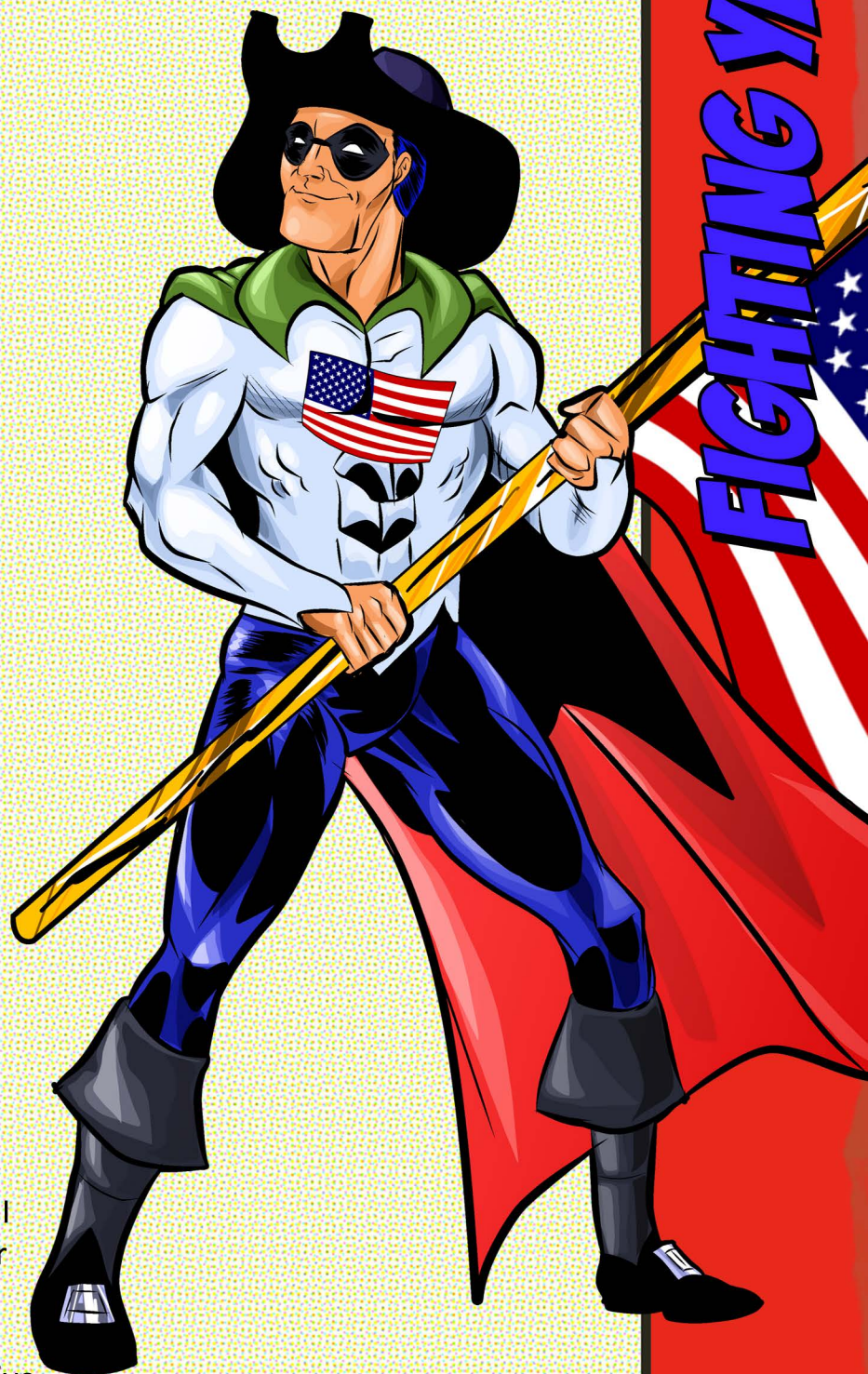
Catchphrase: '..But you'll know you've
been in a fight first!'

Connections: Joan Farwell (Fiancee)

CHALLENGES

Enemy: Axis Powers

Weakness: Device -- Cloak provides all
of his powers





BLITZ

During World War II, a common plot in Golden Age comic books was to have the featured superhero confront Nazi or Japanese saboteurs (either working alone or in a terrorist cell) before they could carry out their destructive missions, usually (but not always) on American soil. Most of these stories followed the same basic pattern, and the enemy agents of the Axis powers all shared the same stereotyped traits, although some were better written than others.

The best of these stories, however, always featured an adversary with some sort of gimmick that made them stand out from the rest, be it a super-secret weapon or super powers of their own to rival those possessed by the superhero. One such memorable villain from the pages of the Fighting Yank's adventures was a giant prehistoric man with cold and ice-based powers turned Nazi agent, Blitz!

ORIGIN STORY

In the early days of World War II, a group of Nazi saboteurs-in-training were conducting demolition exercises in the Austrian Alps along an ancient glacier. One of their detonations exposed the entrance to a cave in the mountain shoulder that had been sealed up for thousands of years beneath the glacial ice. Curious, the Nazis proceeded into the cave to investigate when to their horror they soon realized the bomb blast had also managed to revive something else. Towering before them stood Blitz, a primitive Stone Age man who had become trapped and preserved in the sub-zero temperature of the cave many centuries before during the last Ice Age!

The Nazis began to fire their rifles at the prehistoric giant only to realize that their bullets were bouncing off him and having no effect. They moved in closer for a bayonet charge, but Blitz managed to grab his attackers and freeze them instantly with his sub-zero icy touch. Another Nazi soldier who attempted to subdue Blitz was also frozen solid the moment he touched the giant's body. Realizing they wouldn't be able to stop the powerful proto-super-human and seeing the potential of winning him over as an ally to the Third Reich, the Nazi agent and saboteur Herr Glucken stepped forward and began to reason with Blitz, convincing him that he was amongst fellow German kindred. Blitz agreed, and Glucken offered to take him with them back to civilization where his influence over the mind of the Ice Age giant grew stronger.

As the war progressed, Glucken and Blitz secretly traveled across the ocean from Germany aboard a Nazi U-boat with plans to strike a chilling blow against the United States on their home front. They made landfall at a deserted section of the Long Island coast where they were greeted by several of their fellow Nazi saboteurs already operating secretly in America. Fortunately, wealthy American aristocrat Bruce Carter III (secret identity of the Fighting Yank) and his fiancée Joan Farwell were out sailing on that pleasant summer afternoon and spotted the U-boat and its landing party arriving on American soil. Bruce Carter III ordered the Nazis to stand down and placed them under arrest from his sailboat, and Glucken saw an opportunity to demonstrate Blitz's amazing abilities to his comrades. He ordered Blitz to touch the ocean water which immediately turned to solid ice, crushing the sailboat's hull to splinters, and Bruce and Joan were forced to come ashore where the Nazi saboteurs awaited.

The Nazis fired on the helpless couple, and Bruce Carter III, without the protection of the Fighting Yank's Cloak of Invincibility, was knocked unconscious when a bullet grazed his head. Assuming the fallen American to be dead, Glucken and the Nazis decided to take Joan hostage and set up their base of operations in Bruce's family estate. As the unnatural ice finally melted on the beach in the summer heat, Bruce woke up and immediately went looking for Joan. When he arrived back home, he found her with the Nazi saboteurs who had taken up residence there, and another fight broke out. Blitz grabbed Bruce Carter III by the arm, and his frigid touch instantly froze the young aristocrat in a layer of ice. Glucken decided to proceed with his diabolical plan, and the Nazis left the estate with Joan as their captive.

BLITZ

BLITZ

ORIGIN STORY

Realizing his country was once again in great danger, the ghost of Bruce's eighteenth century ancestor, Bruce Carter I, stirred his young ancestor from his icy slumber so that he could go after the Nazis in the guise of the Fighting Yank!

The Fighting Yank pursued the Nazis as they attempted to flee the grounds of the estate with Joan as their prisoner. Glucken sent Blitz to intercept him, and the Fighting Yank took a swing at the prehistoric giant. When his punch made contact with Blitz, he was instantly frozen once again by the monster's icy aura. He soon thawed out in the summer heat, but not before Blitz and the Nazis had made their escape. Yank commandeered a nearby plane and its pilot to better search the area with a birds-eye view. He spotted the Nazi agents gathered on the shore of an irrigation lake behind a giant electric dam just as Joan made her escape on the ground below. It was apparent Glucken planned to use Blitz to freeze the entire lake solid so that it would expand and crack the dam, thus causing untold destruction below, but Yank decided he must first save Joan from her pursuing captors.

The pilot flew his plane close to the lake-shore ground and the Fighting Yank jumped out to meet up with Joan, but then Blitz grabbed the plane by the tail and brought it to the ground with his immense strength. The prehistoric giant began to rip large sections off the plane and hurl them at Yank, who quickly dodged out of the way and began to return the heavy pieces of metal right back at Blitz with his own super strength, until one of the hurled engine props slammed the ice giant into the lake which instantly began to freeze. Realizing that the expanding ice would cause the dam to burst, the Fighting Yank jumped into the lake to pull Blitz from the depths and Glucken, not wanting to lose his prize monster, helped them using a rope. When they got ashore, Glucken ordered Blitz to do something so they could escape, and the prehistoric giant breathed out all the water from his lungs, chilling it to create a thick fog. When the blinding fog finally cleared, the Nazis had all escaped.

The next day, Bruce and Joan received a message under the door stating that Blitz wanted to surrender. Fearing a trap, Bruce went alone to the location in the guise of the Fighting Yank, only to find an empty field. Glucken and the Nazis had recaptured Joan while he was off on the wild goose chase and drove up in a car behind him, demanding he get in or his fiancée would meet a horrible fate at the hands of Blitz. The Nazi saboteurs drove their prisoners to a nearby river and had Blitz freeze the couple in a solid block of ice before tossing them into the rapids. Blitz proceeded to create more giant blocks of ice in the river to smash the levees downstream and unleash destruction on the unsuspecting area residents.

The Fighting Yank was able to free himself and rescue Joan by smashing through the ice that encased them both. After seeing Joan safely ashore, he circled back to stop Blitz once and for all. Having learned from past experience, Yank took out Glucken first who obviously controlled the prehistoric monster, then mopped up the other Nazi saboteurs. A crowd started to gather and the police arrived to arrest the Nazi agents, and Yank borrowed a pair of insulated welding gloves from one of the onlookers before going after a visibly confused Blitz. As the ice giant attempted to flee, the Fighting Yank tackled the monster and was finally able to properly engage him in a fist fight thanks to the protection provided by the insulated gloves. His ice chilling abilities having no effect, Blitz was no match for the Fighting Yank, who slammed the prehistoric giant into a nearby swamp where he quickly sank and became trapped indefinitely as the water around him began to freeze.

Origin: Transformed
Real Name: Unknown
First Appearance: The Fighting Yank #5
(Nedor Comics September 1943)

ABILITIES

Prowess 6
Coordination 4
Strength 8
Intellect 2
Awareness 3
Willpower 3

Stamina 11
Determination *

SPECIALTIES

Nature
Wrestling

POWERS

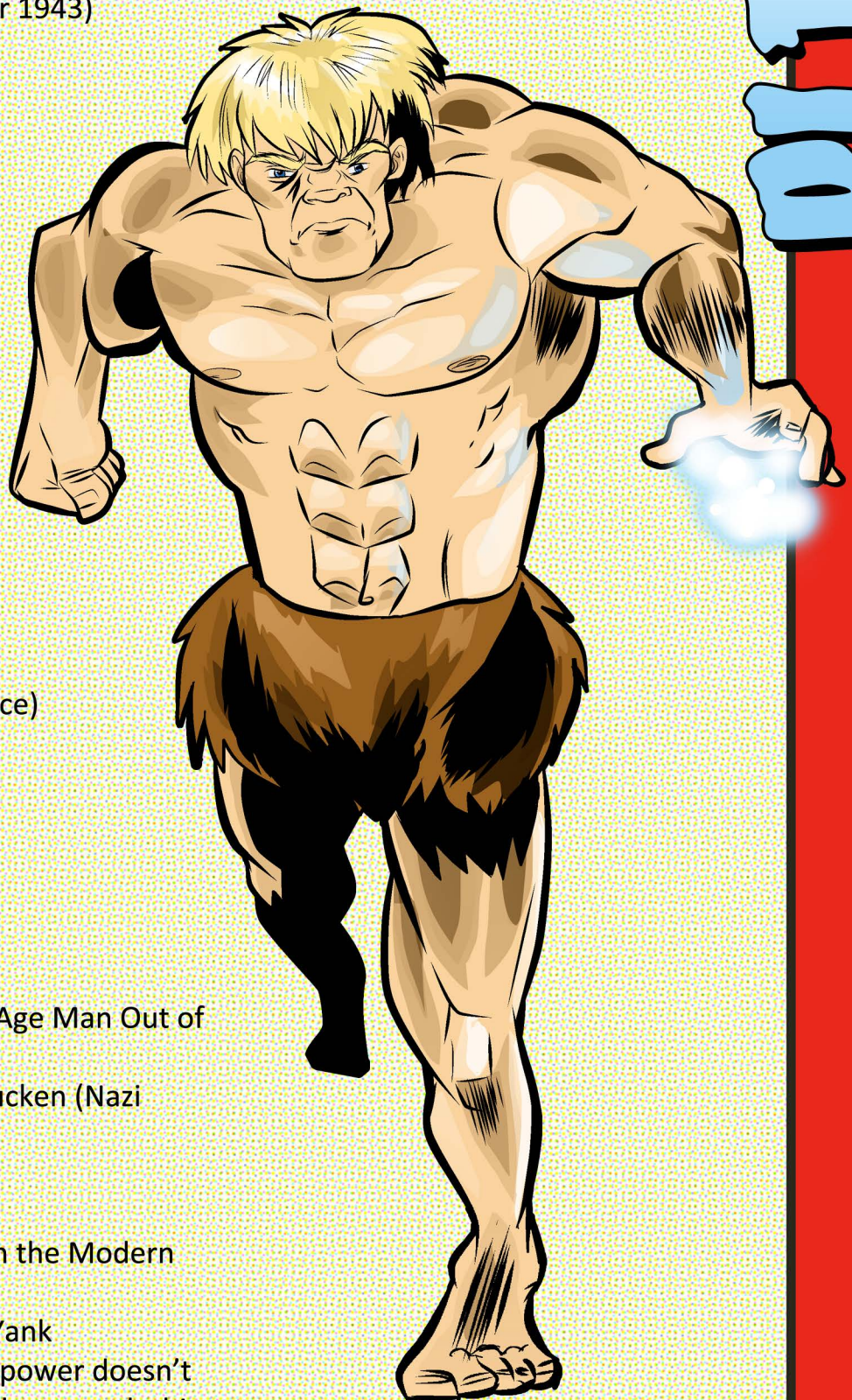
Elemental Control 7 (Ice)
Attack - (Ice Breath)
Creating
Aura 8 (Ice)
Immunity (Cold)
Invulnerability 5

QUALITIES:

Identities: Nordic Ice Age Man Out of Time
Connections: Herr Glucken (Nazi Agent)

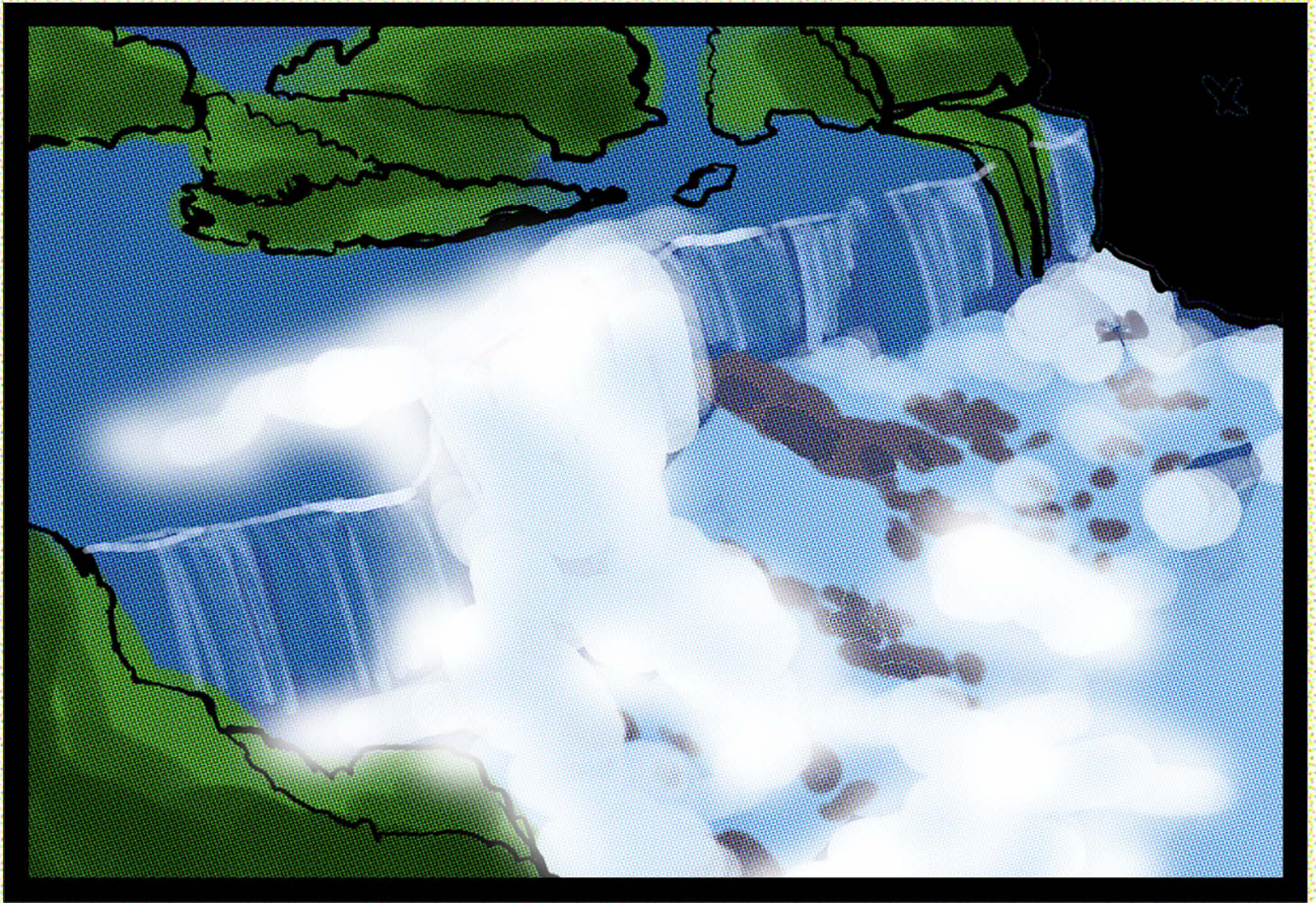
CHALLENGES

Social: Unfamiliar with the Modern Age
Enemy: The Fighting Yank
Weakness: Aura (Ice) power doesn't work through insulated gloves or clothing



ZITR

BATTLEGROUND:

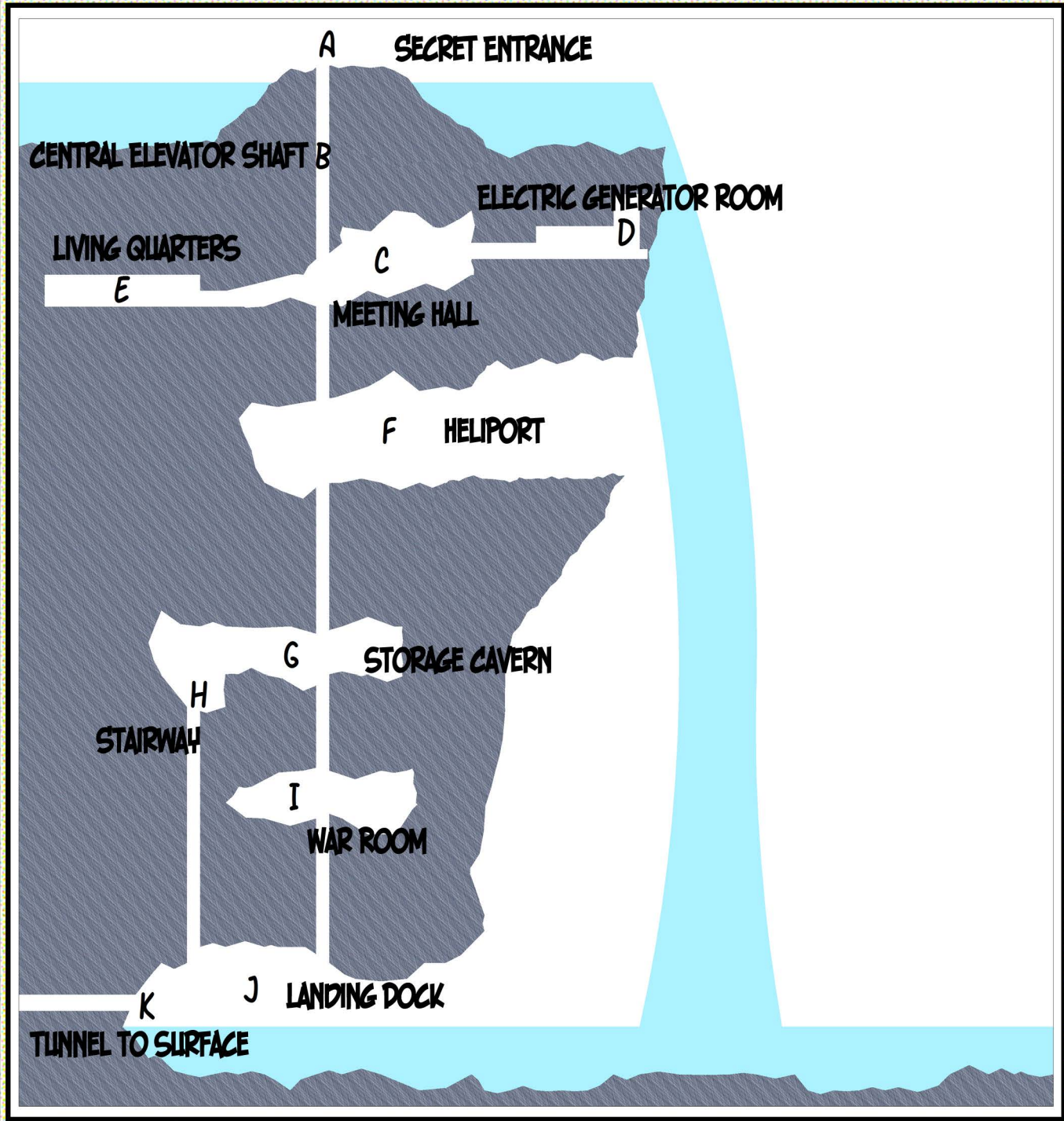


THE SHARK'S DEN

During the late 1920s in upstate New York, several prominent members of the Friends of New Germany built a secret bunker in the caves behind a massive waterfall on the Chenangtoga River, a tributary of the Hudson. When the Friends joined other American pro-Nazi groups to form the German American Bund in the 1930s, they renamed their hideout Die Bude Der Haifisch, or The Shark's Den. Realizing their strategic position was within striking distance of New York City by river, they further fortified The Shark's Den in preparation for the day when the Fatherland would launch an attack on American soil. After the Fighting Yank defeated the Nordic Ice Age giant Blitz in the early days of World War II, several Bund members traveled to the swamp where he fell to rescue the trapped prehistoric monster from beneath the ice his own body was generating. They convinced Blitz to join them in their cause as a fellow German and took him to the safety of The Shark's Den.

As the war in Europe rages on, the American Bund have invited Nazis agents into The Shark's Den to prove their loyalty to the Fatherland and win favor with Berlin. They have devised a plot to cripple American defenses and the Brooklyn Navy Yards by using Blitz to freeze New York Harbor into a solid block of impenetrable ice! They plan on using their mini submarines to sail unseen with Blitz down river to New York City. Once the harbor becomes impassable, the full force of the Nazi war machine will invade the crippled eastern seaboard of the United States. Fortunately, a vacationing Bruce Carter III and his fiancée Joan Farwell have accidentally stumbled upon the Bund's plans and have learned of the existence of The Shark's Den. Time is of the essence to stop the nefarious plot, and only the Fighting Yank stands in the way of Nazi tyranny...

MAP OF THE SHARK'S DEN



A. SECRET ENTRANCE: A well-hidden entrance way into the lower levels of The Shark's Den is located on a small island in the Chenangtoga River at the crest of the waterfall. An Awareness Search test (Difficulty 7) is required to find the entrance by anyone who does not already know of its location.

B. CENTRAL ELEVATOR SHAFT: A central elevator shaft transverses the entire length of The Shark's Den complex. It holds five people comfortably but will safely hold ten average-size humans (Blitz counts as three persons). The elevator is powered by electricity generated by the waterfall.

C. MEETING HALL: This natural cavern serves as the secret meeting place for the German American Bund. It is decorated with Nazi propaganda posters and a large Bund flag flies over the speaker's dais. Unlike their more public meeting halls across the country, no American flags or other patriotic symbolic references can be found in here at all. At any time, 1d6 German American Bund regular guards and 2d6 rank-and-file Bund members may be found within the meeting hall. Use the stock character stats for Cultists for the regular Bund guards and the stock character stats for Bystanders for the rank-and-file Bund members, both found in the Villains chapter of the ICONS core rulebook. Each regular Bund guard is armed with a Luger P08 pistol (shooting damage 4) and a hunting knife (slashing damage 3), and each rank-and-file Bund member is armed with a rifle (shooting damage 5) and a hunting knife (slashing damage 3).

D. ELECTRIC GENERATOR ROOM: This room contains machinery to generate electricity from the waterfall to power the entire complex. It is guarded by two elite German American Bund members at all times. Use the stock character stats for Cultists found in the Villains chapter of the ICONS core rulebook and increase their Coordination ranks to 4. Each elite Bund guard is armed with a Maschinenpistole 43 assault rifle (shooting damage 6) and a hunting knife (slashing damage 3). For purposes of disabling the electric generator, consider it to have a Stamina of 12.

E. LIVING QUARTERS: A series of spartan rooms provides living quarters, kitchen facilities and bunks for those that inhabit The Shark's Den complex full time. They are currently unoccupied by their inhabitants.

F. HELIPORT: This natural cavern opens up on the cliff face behind the waterfall and houses two autogyros (seats pilot and one passenger) decorated with the insignia of the German American Bund. Four elite Bund guards (see area D above for stats) are stationed here at all times.

Autogyro

Prowess 3

Coordination 5

Strength 8 (Grappling Hook with Cable Winch)

Speed 5 (effectively Flight 5)

Stamina 5

Extras:

Blast 5 (Shooting) – Mounted Machine Guns

Invulnerability 4 - Armor

Note: The autogyro was built using the ICONS Vehicle and Chase Rules from Justice Wheels published by Fainting Goat Games and with a base Vehicle power of 5.

G: STORAGE CAVERN: Most of this natural cavern is used for storage of food, weapons and other supplies. 1d6 regular Bund guards can be found on this level at any given time (see area C above for stats). In one small corner of the cavern is a fully-stocked scientific laboratory. Blitz can be found in the lab hooked up to several machines along with a German scientist (use the stock character stats for Bystanders found in the Villains chapter of the ICONS core rulebook and raise his Intellect rank to 5) who is studying Blitz in hopes of learning something useful for the Nazi Übermensch research and development program in Munich. The Player Characters may attack first as Blitz requires a full panel to remove himself from the scientific machinery and monitoring equipment. The Nazi scientist is unarmed but will cower behind Blitz and give him attack commands. If Blitz is defeated, the scientist will attempt to flee to the War Room (area I below) and warn his superiors.

H. STAIRWAY: A spiral staircase carved into the rock leads down to area J. Mist from the waterfall below can make the descent slippery, even treacherous.

I. WAR ROOM: This area serves as a command post and planning room for the Bund leaders. Four elite Bund guards are stationed here at all times (see area D above for stats). Three Bund leaders are currently meeting with two Nazi SS officers in the war room of The Shark's Den to plan their attack on New York Harbor. Use the stock character stats for Cultists found in the Villains chapter of the ICONS core rulebook for the Bund leaders and increase their Intellect ranks to 4. Use the stock character stats for Soldiers found in the Villains chapter of the ICONS core rulebook for the Nazi SS officers. The Bund leaders and Nazi SS officers are all armed with Luger P08 pistols (shooting damage 4).

J. LANDING DOCK: This giant cavern opens up on the cliff face at the base of the waterfall allowing for a natural covered dock on the river completely hidden from view by the falling water. The river flows into the center of the cavern and water vehicles can travel in and out under the falls. There is ample space above the waterline to walk around and drive land vehicles along the outer walls of the cavern. Six elite Bund guards (see area D above for stats) are stationed at the entrance at all times. In addition to several passenger cars and supply trunks along the edge and a few motorboats in the water, there are eight German Shark mini-submarines with their characteristic glass-domed pilot bubbles on top docked in the cavern.

Shark Mini-Submarine (Haifisch Unterflussboot)

Prowess 6

Coordination 6

Strength 5

Speed 6 (effectively Aquatic 6)

Stamina 8

Extras:

Extra Passengers

Invulnerability 5 – Armor Hull Plating

Blast 5 (Shooting) – Mounted Machine Guns

Note: the mini submarine was built using the ICONS Vehicle and Chase Rules from Justice Wheels published by Fainting Goat Games and with a base Vehicle power of 6.

K. SURFACE TUNNEL: This tunnel leads into the natural caves in the surrounding area which in turn allow access to the surface. Cars and trunks bringing Bund members, weapons and supplies are able to enter The Shark's Den via this route.