

AMAZING  
STORIES OF WAR

VIGILANCE PRESS COMICS GROUP



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# AMAZING STORIES OF WORLD WAR II



## BLITZKRIEG LONDON!

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VIGILANCE PRESS COMIC GROUP PRESENTS:

# AMAZING STORIES OF WORLD WAR TWO

FEATURING: BLITZKRIEG LONDON

BY: MIKE LAFFERTY AND CHUCK RICE



## PREMISE

It's spring of 1944 and the war has been going badly for the Third Reich. Tens of thousands American troops are stationed in England while preparations for Operation Overlord and the liberation of Europe are underway.

In a desperate move to prevent the Allied invasion of Europe, Hitler authorizes a super soldier mission that strikes at the heart of London. An attack by the vaunted Nazi super-team, Eugenics Brigade, supported by diversionary attacks by Luftwaffe squadrons and the Überfallkommando squad as well as amphibious troops storming out

of the Thames.

Their target: Allied commanders at a secret meeting at an underground bunker in London to finalize strategy for D-Day. The goal: to disrupt Allied plans and morale before the invasion of continental Europe by eliminating as many senior generals as possible in a lightning fast super-powered raid.

It is presumed that the PC are playing heroes from Vigilance Force, the Crown Guard or some other meta-humans associated with the Allied forces. (See the *Crown Guard* or *Vigilance Force* pdfs from Vigilance Press or feel free to roll your own characters. The characters in *People's Revolution* might be viable as well, at the GM's discretion.)

## IMPORTANT DEFINITIONS

### SOME IMPORTANT TERMS

**Mini-Challenges** - Classic scenes or tropes that go with a particular genre. They are dramatic moments or scenes that enhance the genre feel of an adventure and that work regardless of the larger plot. Another way to look at them is as a mini-encounter within the main encounter; a smaller challenge the heroes must overcome.

**Plot Points** - Tidbits of information that are central to the adventure or scene. They may be just some basic tactical information ("Hey, there's a 30 foot tall monster attacking city hall!"), an insight that changes the nature of a fight ("Hey – that monster is vulnerable to fire!") or a big reveal that changes the nature or tone of the entire session ("Hey! That monster is actually my dad!"). These will be grouped together for convenient reference during gameplay.

**Roleplaying Opportunities**- These are specific opportunities for players who like to do "in-character" play-acting to really shine. Although roleplaying is always encouraged, it's understandably easy (especially in the supers genre) to fall into the habit of using action to resolve every challenge and acting "in-character" can fall by the wayside. So, we highlighted specific situations that lend themselves particularly well to a few moments of role-playing.

**Scalability** - With super-hero games, the wide variety of character builds and powers can make it difficult to evaluate threat levels. What might be challenging to one party might be a cakewalk to another – even if both groups were technically at the same level or built with the same number of points. (This situation can be even more prevalent in a game with random character generation.) We provide ways for the GM to increase or decrease the challenge of encounters as needed.

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## IMPORTANT DEFINITIONS CONTINUED

### GAME AT A GLANCE

#### Plot Points

- 1.) A member of the British super team, the Crown Guard, is involved in a slugfest with an unknown meta-human near London Bridge.
- 2.) The unknown meta-human is a misinformed American super-soldier.
- 3.) Nazi frogmen have infiltrated London via the Thames and are launching a surprise assault.
- 4.) **(Optional)** A Luftwaffe air raid ensues shortly after the amphibious assault.
- 5.) A London Police Station has been struck by a V2 rocket that spewed mutagenic gas.
- 6.) The gas from the V2 transformed anyone in the immediate area into feral, rage-driven mutant.
- 7.) The previous attack(s) were just diversions. The Nazi's true target was the conference of Allied military leaders meeting in London.

The Nazi teleporter Götterdämmerung transports a squad directly into the fortified bunker where the Allied generals are meeting.

#### Action

- 1.) Slugfest on the Thames
- 2.) Amphibious Assault
- 3.) **(Optional)** Air Attack
- 4.) Mutant Attack
- 5.) Against the Eugenics Brigade!

#### Mini-Challenges

- 1.) London Bridge is Falling Down
- 2.) Airborne Objects
- 3.) Firefighting
- 4.) Burning Building
- 5.) Trapped

#### Roleplaying Opportunity

- 1.) Calming Down Captain Liberty

### ENTER THE HEROES

The PCs are superheroes associated with the Allied war effort. (Perhaps they are even members of the Crown Guard or Vigilance Force.) They've been recalled from the field and stationed in London for the timeframe of the Allied leadership summit in order to provide extra security.

Paraphrase the following section for your players:

*London during 1944 is as much a military camp as a city. Hordes of American troops are billeted in the city, preparing for deployment to Europe. They're regarded generally warmly by the civilian population but there is some tension between the American and British militaries. The Brits grumble that the Americans are: "overpaid, oversexed and over here" while the Americans reply sarcastically that the Brits are: "underpaid, undersexed and under Eisenhower."*

*The PCs have been stationed in the city for a week to provide superhuman security for the invasion force – and it has seemed a bit like a vacation so far. They've been assigned to relatively comfortable lodging and not given much else to do than patrol the city in shifts and enjoy the sights.*

*They've been introduced to Lady Sullivan – aka Agent Argus – a very special agent in the employ of the British Home Guard. Sullivan is a psychic and unusually strong telepath who "watches" London during the night hours. Her duty is to pass psychic news updates on to the RAF, firefighters, police and the super soldiers to alert them of dangers to the city.*

*It's looking like a pretty boring tour of playing nurse-maid to the upper brass. But, one cloudy night in May, Agent Argus notifies the heroes that something odd is happening on the banks of the Thames:*

*“Code Theta situation. Repeat – Code Theta situation on the east bank of the River Thames in the vicinity of London Bridge. Swordfish, A member of the Crown Guard, is under attack by an unknown superhuman. Swordfish is requesting immediate backup from any available personnel....”*

### **ACTION 1: SLUGFEST ON THE THAMES**

Swordfish – a.k.a. King Kamnar III, hereditary monarch of the undersea kingdom of Oceania and member of the British Crown Guard super-team, is climbing out of the Thames from a scouting mission when he is accosted by an unknown meta-human.

When the PCs arrive, they see Swordfish and this mysterious meta-human (who is dressed in a red, white and blue costume) trading blows on the banks of the Thames. Their dialogue goes something like this:

*Unknown Meta-human with Texan Accent: Surrender, Axis Scum!*

*Swordfish: You insufferable oaf, we’re on the same side!*

*Unknown Meta-human with Texan Accent: Nice try, Kraut! I ain’t buying that line! Nothing can stop the march of Liberty!*

The PCs do not know the mysterious meta-human dressed in American colors. If they make a successful Intellect Test, they can remember seeing a newspaper article about him. He’s Captain Liberty, a patriotic hero from the American Southwest.

The PCs can either try to negotiate with Captain Liberty and make him see the error of his ways (a Willpower Test with a difficulty of 4 will be necessary.) A suitable moment of roleplaying from the PCs might be able (at GMs discretion) to convince Captain Liberty of his error. If all else fails, they’ll have no choice but to battle the stubborn super-soldier.

### **ROLEPLAYING OPPORTUNITY: CALMING DOWN CAPTAIN LIBERTY**

If the PCs try to talk Captain Liberty down, he will respond best to appeals to his patriotism. “Don’t you realize you’re helping the Nazis?” will go a lot farther with Cap than any appeal to common sense or reason. He will tend to respond with punches and catch-phrases (“*Nothing can stop the march of Liberty!*”) unless someone says something shocking enough to make him stop and reevaluate.



### **WHAT’S REALLY GOING ON**

Captain Liberty is an American vigilante superhero who (in his “mundane” identity as Private Roger Comisky) is a US infantryman who has been deployed to London in anticipation of the D-Day Invasion. He’s taken to patrolling London at night on his own; scouting for saboteurs. When he encounters something as bizarre as a merman climbing out of the Thames near London Bridge, Liberty is positive he’s stumbled onto an Axis plot. (Unfortunately, Liberty had not familiarized himself with the members of the Crown Guard before shipping out to the UK and has no idea that Swordfish is on his side.) Liberty is not the type to ask questions when he could be punching somebody and so fisticuffs ensue with Swordfish. Lady Sullivan is unable to telepathically persuade him that he’s made a mistake as he dismisses her psychic messages as just some kind of “Axis mind control voodoo”.

Heroes mistaking each other for villains and slugging it out when they first meet is an old comic



book staple. Generally these fights are non-lethal and forgotten quickly once the real threat is uncovered.

**NOTE:** With some prior coordination, potentially, Swordfish could be a PC in this adventure. Captain Liberty is definitely better left as an NPC.

Once the conflict has been resolved one way or another, Swordfish blurts out his warning:

*“There’s an amphibious Nazi assault force heading up the Thames towards London right now! They’ve got a squad of aquatic commandoes and several underwater tanks. They will be here any minute!”*



### ***ACTION 2: AMPHIBIOUS ASSAULT!***

A squad of Nazi frogmen (the Untersee-Überfallkommandos) shamble out of the Thames, supported by Panzer tanks that have been modified for underwater and amphibious duty. There is one Untersee-Überfallkommando per PC and one Untersee Panzer in this group of attackers. The Untersee-Überfallkommandos will engage the PCs while the Panzer opens fire on London Bridge. (If the tank is able to attack the bridge unopposed or 4 to 5 panels, consider using the London Bridge is Falling Down mini-challenge.)

As soon as the heroes deal with the Nazis attacking London Bridge, Agent Argus contacts them with news of another assault. After each encoun-

ter, Argus alerts them to a new attack. This can continue as long as your players are still having fun. Several possibilities are suggested below:

- *“Attention, super-soldiers: A massive German battle robot has climbed out of the Thames and is attacking the Palace of Westminster. For you Americans, that is the Houses of Parliament and Big Ben.”* (Default suggestion is for one Reichbot per two PCs. We suggest you start with Reichbot Mark I and, if your players defeat it very easily) bring out Mark II as a reinforcement.)
- *“Alert: A squad of amphibious Panzers has surfaced and is rolling towards the National Gallery.”*
- *“A squadron of Überfallkommandos has left the Thames and is en route to Buckingham Palace.”*
- *Attention please: A mixed force of German battle bots and Panzers is heading for Scotland Yard. Please assist.”*

**(Note:** At GM’s discretion, Allied soldiers or MPs can get involved (perhaps following the PCs or providing backup). Use the Soldier from the *ICONS* Stock Character section for Allied troops or MPs.)

**Scalability:** The default suggestion is for 1 enemy per PC in every group of attackers. Increase the numbers for a greater challenge or reduce if your PCs are less combat oriented. (Statblocks for enemies are found in the NPC section.) To increase the challenge dramatically, add 1 Reichbot to every squad. To decrease the challenge, use the minion damage option for some opponents (such as the Untersee-Überfallkommandos or Mark I Reichbots.)

**Mini-Challenge: London Bridge is Falling Down** – If the attackers do enough damage to London Bridge (for example, if they can hammer away for 4 to 5 panels unopposed), the heroes may need to brace it while the sparse nighttime traffic clears off. A Strength test at difficulty 7 would be required to hold the bridge up while the smattering of cars and trucks drive off.

## TAKING THE FIGHT UNDERWATER

If the PCs decide to head into the Thames to take the fight to the enemy, the water is very murky with limited visibility. They run headlong into a squad of aquatic Panzers (1 per every 2 PCs) almost immediately. After this encounter proceed with the other amphibious attacks listed on page 4.

**Transition:** After the amphibious attacks, proceed to Action 3: Air Attack (if your PCs have flight capability). Otherwise, proceed to Action 4: Mutant Attack.

## THE TOUGH CHOICE

All the attacks by the amphibious and airborne forces are for one purpose. They are to cause a distraction from the true goal of the attack: assassinating the senior Allied military leadership.

The default way to run this short adventure is as a series of events that climaxes with the PCs battling Nazi super-soldiers while the generals escape.

An interesting variation would be to present the PCs with a tough choice. During one of the nastier bits of the preliminary encounters (say, when they're helping evacuate a burning hospital, or when they're fighting a Reichbot that's threatening Big Ben, or when they're trying to contain a horde of feral, rage-fueled mutants before they rampage across London) they get a psychic summons. Agent Argus orders them to drop whatever they're doing and immediately proceed to the directions she is psychically sending them in order to stop a superhuman enemy from assassinating the top Allied generals.

Faced with this dilemma, the PCs will have to make choices with hard consequences (or find a creative away to resolve the situation quickly) if they're going to save the day.



## ACTION 3: AIR ATTACK (OPTIONAL)

Either during or immediately after the last wave of amphibious Nazi forces (GM's discretion), Agent Argus contacts the PCs with the following message:

*A Luftwaffe squadron escorted by a squad of Überfallkommandos is headed for central London. They appear to be splitting up and targeting famous landmarks in London. RAF forces are requesting immediate backup from any Allied superhumans with flight capability.*

Note: If your PCs don't have flight capability, you might want to bypass this encounter. Alternately, you can make the adventure fit the PCs by explaining that the British government has several experimental jetpacks (Flight 4, Device: Jetpack) that they can issue to the super-soldiers in order

to allow them to help defend London from air attacks.) A more interesting twist might be to have the PCs with the Pilot Specialty report to a nearby RAF airfield and strap into a Spitfire (use the stats for the Fighter Place provided in the Vehicles section.)

RAF Spitfires are present dogfighting with the Luftwaffe planes and Überfallkommandos – but their combat should serve as set dressing. The focus for this scene needs to be on the PCs with flight (or other appropriate powers) engaging Nazi planes and jetpack commandos. Agent Argus will alert the PCs to unopposed Nazi planes making divebombing runs on these famous buildings. For example:

- *Alert: An unopposed squadron of dive bombers and jetpack commandos is preparing to make a dive bombing run on St. James Palace.*
- *Attention: A squadron is en route to the Royal Hospital Chelsea. Please intercept.*
- *A single dive bomber has broken away from its escort and is making a run on St. Paul's Cathedral.*

From the time they are notified of an attack, the PCs will have 5 to 7 panels (GMs discretion) to destroy the planes before they launch a bomb. For intercepting bombs before they reach their target – see the *Airborne Objects* mini-challenge. For dealing with the aftermath of a successful bombing attack – see the *Fire Fighting, Burning Building and Trapped!* mini-challenges.

Stats for German fighters and dive bombers are provided in the NPC section.

**Scalability:** The default suggestion is for 1 Nazi plane or Überfallkommando per PC with flight powers. Increase this number or add in Reichbots for an even greater challenge. To decrease the challenge (and possibly increase the cinematic feel of the fight), consider using the minion damage option for the Überfallkommandos and/or the Nazi aircraft.

**Mini-Challenges: Airborne Objects** – During the battle, a combatant (such as a Reichbot) hurls

a large object (such as a car) or a plane drops a bomb towards a target. If a PC wants to try and stop the object, they must make a Coordination test. For a bomb, the difficulty will be 3, for a car or truck it will be 4. (The PC must also have the Strength to be able to lift the object, or else just take damage as though they were the target. A Strength of at least 6 is required to catch a car, 7 for a tank. A Strength of 4 will be adequate to catch a bomb.) A failed coordination test means that the PC takes damage from the thrown object (or bomb) as if they were the intended target. For damage purposes, treat bombs as a Blast 7 (Explosive Blast) power.



**Mini-Challenges: Fire Fighting** – Despite the best intentions of the PCs and the RAF, some bombers have made it through. Nazi incendiary bombs have found their mark, setting several buildings on a block close to the PCs afire. Unless fast action is taken, in just a few minutes the entire city could be burning. Give the players leeway to deal with this situation and creative use of appropriate powers to put out the fire is encouraged. (Making a test against the fire (Difficulty 5 to 7 at GM's discretion) will be required to extinguish it. Everyone in close vicinity of the fires must make a Strength check to keep from passing out from smoke inhalation.

**Mini-Challenges: Burning Building** – St. Bartholomew's Hospital has been set ablaze by an incendiary bomb. The main exits are blocked by flaming rubble and unfortunately so are the other exits.



- Clearing an exit of flaming rubble requires a Strength level of 5 and the PC will take 3 Damage from the flames unless they douse the fires or find a way to move the rubble without touching it.
- It will take 3 to 6 panels (GMs discretion) to evacuate the building; however the exit is threatening to buckle. It will take a Strength check with a difficulty of 5 to brace the doorway while residents evacuate. Every two panels the Strength needed to keep the building braced will increase by 1. (Note that you can increase the amount you can lift with a Strength test against your own Strength level; a major or better success lets you lift something one category higher for one page. (See the Lifting table in *ICONS*.)

**Mini-Challenges: Trapped** – A cab driver has been injured when falling debris from a bombed building collided with his taxi. An ambulance crew is trying to extricate him to no avail as the doors have been damaged and are unusable. Strength level of 6 (or some clever thinking) is required to pull the door open. If using powers to open the door, use a test with a difficulty of 2.

**Transition:** After this encounter, proceed to Action 4: Mutant Attack.

### ***ACTION 4: MUTANT ATTACK***

Agent Argus contacts the PCs with the following message: *A German V2 rocket slipped past our radar and detection screens. However, it apparently wasn't equipped with a conventional explosive payload.*

*It impacted into the Wood Street Police Station, London the City Police HQ. We received initial reports from the station that the rocket was spewing some sort of yellowish chemical gas. All communication stopped with Wood Street shortly thereafter. We assumed they had evacuated. However, observers within a few blocks tell us they didn't see any police leave the building and chemical gas was seen leaking from the doors and windows.*

*The chemical cloud around the stations seems to have dissipated now. We'd like you to investigate*

*the situation at Wood Street. A word of caution: we've had reports of the Nazi's using weaponized mutagenic gas against partisan forces in Greece. The reports from Greece indicated that the gas devolved humans into primal, savage beasts.*

*Please proceed with caution and investigate.*

(Gas Masks can be provided to the PCs before investigating. However, the gas has dissipated and there is no threat to them from that.)

When the PCs arrive, they see the V2 embedded into station roof. Barely visible from the street are the words stenciled on the side of the rocket: "Courtesy of Dr. Eugenik."

The streets in this area are silent and largely deserted. Shortly after the PCs arrive they hear frantic scratching, pounding and growling from inside the Police HQ. These noises are immediately followed by the splintering of the heavy oak HQ doors as a horde of bestial, enraged mutated policemen storm out.



Use the Mutant statblock from the NPC section to represent the unfortunate mutants. The default suggestion is for one Mutant per PC. About half of the Mutants attack the PCs, the others attempt to flee into the streets and alleys of London. To complicate matters, after a panel or two of combat, Lady Sullivan contacts the PCs and asks them to try and subdue the mutants with a minimum of force, as the British government hopes their scientists can reverse the mutation process.

**Scalability:** If you want a quicker and easier encounter, elect to use the minion option for the mutants. You might even consider increasing the number of the mutants to 2 or 3 per PC if you're using the minion option. If you want to increase the difficulty of this encounter, use the Massive Mutant (statblock in the NPC section) for one of the mutated policemen.

**Transition:** After this encounter, proceed to Action 5: Against the Eugenics Brigade.

### ***ACTION 5: AGAINST THE EUGENICS BRIGADE!***

Agent Argus contacts the PCs with the following bulletin: *It appears all the attacks up to now were just a diversion. A Nazi super soldier squad has teleported directly into the underground facility in the Whitehall district where the Allied leadership conference was taking place. Their security detail has already been eliminated while buying the generals some time to get away. They need immediate superhuman protection to cover their escape!*

Argus directs the PCs to a secret access tunnel in the London subway system that allows them to intercept the Nazi force. She is able to guide the PCs so expertly that they arrive in an underground tunnel seconds after the Allied generals have departed through a heavy fortified door. The Nazi super soldier squad shows up moments later. Argus informs the PCs that they must hold off the Nazis long enough for the generals to escape to safety.

The Germans will attack until half their number is defeated and will then withdraw into a teleportation portal opened by the Nazi super-soldier Götterdämmerung. If the PCs hold the Germans

off for 10 to 15 panels (GM's discretion), they've bought Eisenhower, Montgomery and the rest of the Allied upper brass enough time to escape to an undisclosed location. At this point the German super-soldiers will retreat into a teleportation portal and vanish.

**Scalability:** The default suggestion is for one member of the Eugenics Brigade per PC. (See the *Eugenics Brigade* from Vigilance Press.) For a tougher challenge have the Eugenics Brigade accompanied or reinforced by 2 or 4 Überfallkommandos. (Consider using the minion option for the Überfallkommandos in this situation.)

If you'd rather not use the Eugenics Brigade – have this assault force simply be a crack squad of Überfallkommandos who were teleported into the underground bunker network by Götterdämmerung. Default suggestion is one Überfallkommando per PC.



### ***CONCLUSION***

If the PCs are successful, they are awarded for their valiant service – perhaps even in a public ceremony with Prime Minister Churchill.

If the PCs are defeated, it's up to the GM whether the Allied generals survive the Eugenics Brigade's assault. If Eisenhower, Montgomery and their colleagues have been killed by the Nazi super-men, it

will be a great blow to Allied morale and organization.

Alternately, it would be simple enough to explain that the Eugenics Brigade only killed a group of doubles (actors made up to resemble the famous generals) who the British High Command had employed during this series of high level of talks as a necessary security precaution. Their true identity was tightly guarded secret and even the PCs could not be trusted with it. Although the death of these patriots is regrettable, they all volunteered for the job and knew the risks they were taking to ensure the safety of the Allied leadership.

## NPC SECTION

### Überfallkommando "Flying Squad"

**Background:** These crack stormtroopers have been outfitted with the best equipment that the mad scientists of the Third Reich could devise. With their jetpacks, blasters and force fields, they are a highly agile super-powered commando force that can change the tide of a battle.

#### Überfallkommando

Prowess 4

Coordination 3

Strength 4

Intellect 3

Awareness 3

Willpower 3

**Stamina 7**

#### Specialties

Aerial Combat

Weapons (Guns)

Military

#### Powers

Blast Device 6 (Device: Electro-Blaster Pistol)

Force Field 4 (Device: Belt Mounted Electric Force Field Projector)

Flight 3 (Device: Third Reich Jet Pack)

#### Qualities

Nazi Jet-pack Commando

#### Challenges

Enemy: Allied super-soldiers

**36 pts**





## Untersee-Überfallkommando "Swimming Squad"

**Background:** These commandos have the same stats as the Überfallkommandos, with the exception that their helmet has had a basic scuba apparatus installed and their jetpacks have been modified for amphibious duty. They add Amphibious 4 to their Powers, bringing their total character cost to 40 pts.

**Quote:** "Blub blub...Attack..blub..pattern delta! Blub blub..."



## Untersee-Panzer

**Background:** These armored vehicles have been outfitted by Third Reich scientists to survive and operate amphibiously and even at depths of up to 50 feet underwater. They serve as a 2 man amalgam of a submarine and light tank. They provide ground and sea support to the Untersee Überfallkommado on their raids. Their crew has the same stats as the Soldier Stock Character in *ICONS*.

## Untersee-Panzer

Prowess 5

Coordination 3

Strength 7

Intellect 0

Awareness 0

Willpower 0

**Stamina 7**

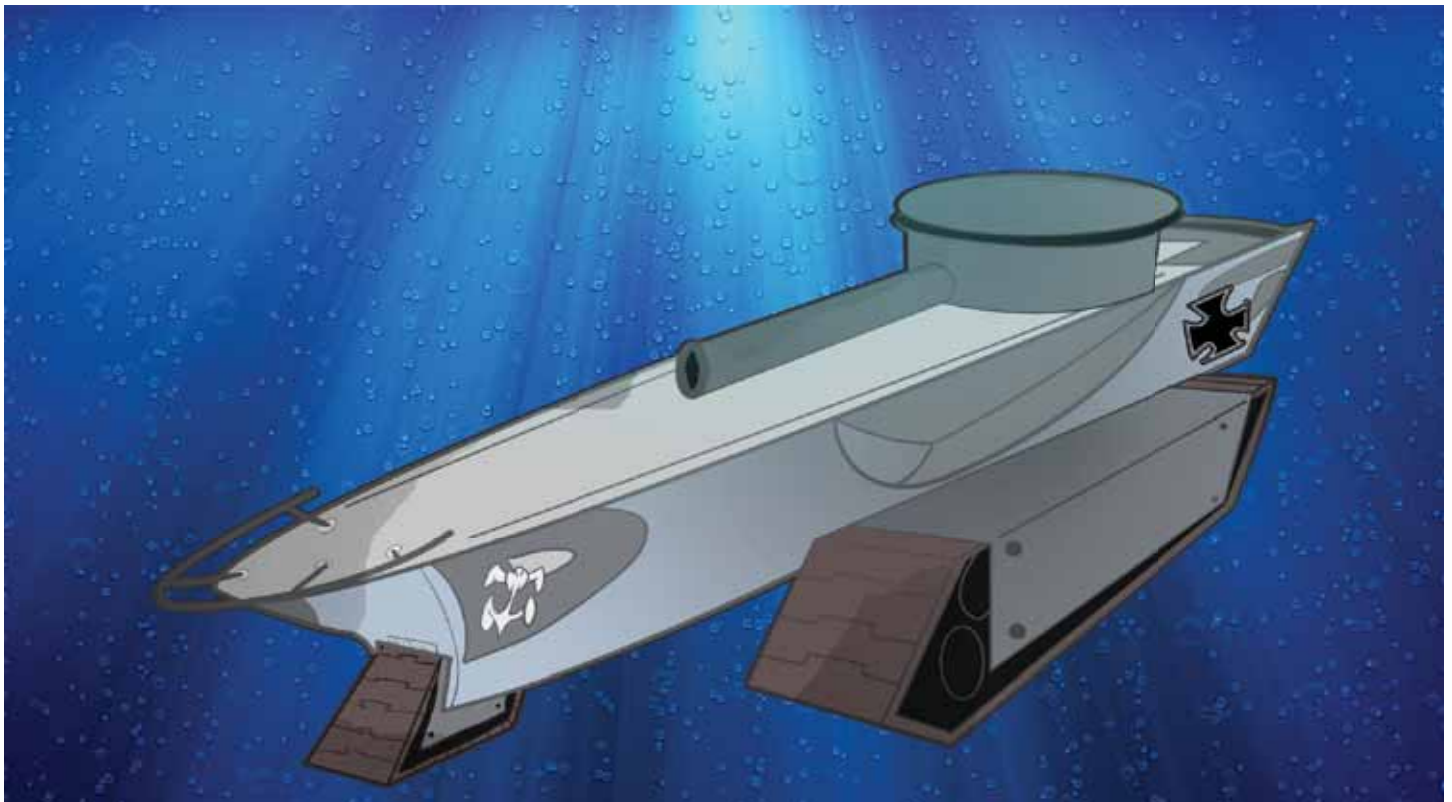
### Powers

Invulnerability 3 - Armor Plating

Aquatic 2

Blast 6 (Explosive Blast) Tank Shell

**29 pts**



## Untersee-Reichbot

**Background:** These massive battle robots have been constructed by the fevered minds of the Third Reich's mad scientists. Thankfully, very few have been produced. They have been observed chiefly supporting Überfallkommando operations, although one did slug it out with the Royal Navy destroyer *HMS Resilient* in the English Channel in January 1942. The Untersee-Reichbot is the amphibious variant on this design.

Two models are presented below. The Mark I is only 21 feet tall with an Invulnerability of 5, while the Mark II is 30 feet tall with an Invulnerability of 8. (Having an Invulnerability score that high in ICONS means that a creative approach will likely be required to defeat the Mark II. An optional Weakness has been given to the Reichbots to provide one possibility for defeating them.)



### Untersee-Reichbot Mark I

Prowess 2

Coordination 2

Strength 4 (5 with Growth)

Intellect 0

Awareness 2

Willpower 0

**Stamina 8**

#### Specialties

Aerial Combat

Underwater Combat

#### Powers

Aquatic 4

Blast 6 (Shooting) - Heavy Machine Guns

Flight 4

Growth 5 (Permanent) (Strength goes to 5, gives Invulnerability of 5, Defense is -1)

## Qualities

21 Foot Tall Nazi Mechanical Menace

## Challenges

Enemy: Allied super-soldiers

*(Optional) Weakness:* Design flaw. The robot's control center is accessible via the weak coverings over the robot's optical sensors. A successful Awareness test is necessary to notice this. A called shot to the eye (see page 67 in ICONS) will hit the robot's control center. The exact result of this (immediate shutdown, loss of weapons use, loss of mobility) is left up to the GM. Our default suggestion is that any successful called shot to the eye has a +1 to damage and ignores the Reichbot's Invulnerability.

**31 pts**



### Untersee-Reichbot Mark II

Prowess 2

Coordination 2

Strength 4 (8 with Growth)

Intellect 0

Awareness 2

Willpower 0

**Stamina 8**

## Specialties

Aerial Combat

Underwater Combat

## Powers

Aquatic 4

Blast 6 (Shooting) - Heavy Machine Guns

Flight 4

Growth 8 (Permanent) (Strength and Invulnerability of 8, Defense is -2)

## Qualities

30 Foot Tall Nazi Mechanical Menace

## Challenges

Enemy: Allied super-soldiers

*(Optional) Weakness:* Design flaw. The robot's control center is accessible via the weak coverings over the robot's optical sensors. A successful Awareness test is necessary to notice this. A called shot to the eye (see page 67 in ICONS) will hit the robot's control center. The exact result of this (immediate shutdown, loss of weapons use, loss of mobility) is left up to the GM. Our default suggestion is that any successful called shot to the eye has a +1 to damage and ignores the Reichbot's Invulnerability.

**34 pts**



## Lady Victoria Sullivan aka Agent Argus

**Note:** There is no statblock for Lady Sullivan because she is strictly a plot-device character. Her purpose is to pass psychic news updates on to the PCs to keep the adventure moving. (You could, of

course, rule that the PCs have advanced portable communicators from the British government that will serve the same purpose.)

**Background:** Lady Sullivan's mutant powers (which manifested immediately after a horseback riding accident when she was 19) are wide-ranging ESP and psychic communication. She has been drafted into the British defense infrastructure and serves as a sort of super-powered early warning and defense system for the city of London. During the nightly air raids of the Battle of Britain in 1940 she passed her visions onto the Royal Air Force (and to Allied superheroes) to give them early warning on impending attacks as well as helping to dispatch firefighting crews and ambulances to deal with the bomb damage in the city. Throughout the adventure, she will contact the PCs (introducing herself if the PCs are unfamiliar with her) and giving them fresh information as new threats arise.



## Captain Liberty

**Background:** Captain Liberty is an American vigilante superhero who (in his "mundane" identity as Private Roger Comisky) is a US infantryman who has been deployed to London in anticipation of the D-Day Invasion.

## Captain Liberty

Prowess 7

Coordination 5

Strength 7

Intellect 3





Awareness 3

Willpower 3

Stamina 10

**Determination** (Despite being a “friendly”, Cap Liberty has no Determination as he is an NPC)

## Specialties

Athletics Expert

Military

## Powers

Invulnerability 4

Reflection 6 - (Device: Shield)

## Qualities

Epithet: Two Fisted, Brawling Defender of Liberty!

Identity: Roger Comisky, US Infantryman

## Challenges

Enemy: Axis Super Soldiers

Social: Impulsive and quick to anger

40 pts



## Götterdämmerung

Götterdämmerung is a plot-device character, useful for making the Kampfgruppe Eugenik a unique threat. His power to create gates allowing himself and his allies to appear anywhere around the world allows the Kampfgruppe Eugenik to attempt assassinations of world leaders, and then retreat after the battle is over. Depending on what the adventure calls for, he can create gates allowing up to 100 men to appear anywhere in the world. Note that these gates are two-way and Götterdämmerung can open a gate to allow someone to escape if the adventure calls for it. He also does not need to go with those he transports and almost never will. The goal is to keep this character a mysterious mover and shaker in the background.

**Background:** *Reconnaissance Report Götterdämmerung*

Almost nothing is known about this character, except that he began to assist Hitler in 1933, shortly after his ascension to Chancellor. Since then he has allowed commando units to appear behind enemy lines, causing chaos. As the ranks of the Kampfgruppe Eugenik grew, he became their personal mode of transportation, allowing them to assassinate world leaders and military commanders, decapitating German opponents. This tactic is devastating in combination with a full-scale Blitzkrieg attack. The best defense is old-fashioned intelligence: make sure the Germans are never 100% sure of the location of an important individual.

**Quote:** “Ragnarok is upon us Mein Fuhrer. Odin has commanded me to assist you, his agent on Midgard.”

## Götterdämmerung

Prowess 4

Coordination 4

Strength 4

Intellect 4

Awareness 4

Willpower 4

Stamina 8

## Specialties

Military

Weapons (Guns)

Occult Expert

## Powers

Teleportation 10 (Device: Ring of the Aesir - Creates a Point to Point teleportation portal, anywhere on Earth)

Blast Device 4 (Shooting) - Machine Pistol

## Qualities

Catchphrase : For Odin!

## Challenges

Enemy: Allied super soldiers

Social: Tight-lipped about his past, not completely trusted by his team-mates

42 pts



## Swordfish a.k.a. King Kamnar III

**Background:** Swordfish, ruler of the undersea Kingdom of Oceania, is a staunch ally to the British and a member of the Crown Guard. He is merely trying to warn them on an impending attack when he is assaulted by Captain Liberty.

**Quote:** "The sea lanes are under my protection."

### Swordfish

Prowess 6

Coordination 5

Strength 7

Intellect 4

Awareness 4

Willpower 3

**Stamina** 10

**Determination** 1

### Specialties

Underwater Combat Expert

### Powers

Aquatic 5

Blast 5 (Device Oceanic War Gauntlet)

Flight 3 (Unique mutation specific to Oceanic Nobility)

Strike 5 (Device Oceanic War Gauntlet)

### Qualities

Epithet: King of Oceania and Defender of the Seaways

Staunch ally of Great Britain

## Challenges

Enemy: Axis super-soldiers

Enemy: Nazi U-boats

Enemy: Disdains the American hero Sea Bea as a "contemptible half-breed"

Enemy: The Soviet super-soldier Kasatka is a sworn enemy of Swordfish.

49 pts



## Mutant (sometimes also called Verhexte or Jinx)

**Background:** When a normal human is exposed to Dr. Eugenik's mutagenic gas, these savage, bestial creatures are the result. Allied scientists have been trying, without success so far, to find a cure.

Prowess 7

Coordination 8

Strength 7

Intellect 1

Awareness 2

Willpower 2

Stamina 9

### Specialties

Athletics

### Powers

Invulnerability 5 – Toughened Skin

Strike 5 (Slashing) - Claws

Regeneration 5 – Healing Factor

### Qualities

Feral mutated menace

## Challenges

Social: Inhuman. Cannot relate or speak.

Weakness: Driven mad by rage

41 pts



## Massive Mutant (aka Atrocity)

**Background:** In rare cases, individuals have an exceptional reaction to Dr. Eugenik's mutagenic gas. Instead of being devolved into a feral mutant, these unique individuals also gain the ability to greatly increase their size and mass. Such mutants are colloquially called Atrocities, a coin termed by the US super-team the first time they fought one. (Note: Like the Reichbot Mark II, this NPC has a very high Invulnerability and will require some creativity for your PCs to defeat. We've included an optional Weakness as one possible way to do this.)

### Massive Mutant

Prowess 7

Coordination 8

Strength 7

Intellect 1

Awareness 2

Willpower 2

Stamina 9

### Specialties

Athletics

### Powers

Invulnerability 5

Strike 5 (Slashing)

Regeneration 5

Growth 7 (Strength increases to 8 and Invulnerability goes to 10 while Defense gets a -2, 27 feet tall at Maximum size)

### Qualities

Feral mutated menace

### Challenges

Social: Inhuman. Cannot relate or speak.

Weakness: Driven mad by rage

**Weakness (Optional):** The mutant's enlarged ear drums are very sensitive to noise. Sonic based attacks will be at +3 damage and will ignore the monster's Invulnerability. Alternately, at GM's discretion, sonic based attacks will have an additional Nullify effect against the Monster's Growth Power.

50 pts

## VEHICLES SECTION

These vehicle stats can represent both German and British aircraft. For the pilots of both of these vehicles, use the Soldier Stock Character from ICONS with the addition of the Pilot Specialty.

### Fighter Plane

Prowess 5

Coordination 6

Strength 5

Intellect 0

Awareness 0

Willpower 0

Stamina 5

### Specialties

Aerial Combat

### Powers

Invulnerability 4 (Device: Armor Plating)

Blast 6 (Device: Machine-guns)

Flight 5 (Device: High Performance Engine)

33 pts



### Fighter-Bomber /Dive Bomber

Prowess 5

Coordination 4

Strength 5

Intellect 0



Awareness 0

Willpower 0

**Stamina 5**

**Specialties**

Aerial Combat

**Powers**

Invulnerability 4 (Device: Armor Plating)

Blast 6 (Device: Machine-guns)

Blast 7 (Explosion) (Device: Bombs)

Flight 3 (Device: High Performance Engine)

**36 pts**



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