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THE GOLDEN AGE OF CHAMPIONS



by
Chris Cloutier

ROLE PLAYING SUPER HEROES IN THE 1940'S

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THE GOLDEN AGE OF CHAMPIONS

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ROSS ANDERSON, JOE OROSZ AND
ALL THE OTHERS WHO HELPED WITH THIS PROJECT**

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CAPT. J. DAMOUR
PILOT

U.S. ARMY - MODEL B-17G
AIR FORCE SERIAL NO. 995-9666
CREW WEIGHT 1200 LBS.

FEET

FIRST

W/SGT P. HANSON

W/SGT E. G. GYPSY

"Hello Mr. and Mrs. America, and all the ships at sea! Let's go to press..."

Walter Winchell

It is a time of great social and political upheaval. America has finally pulled out of the Great Depression while Europe, North Africa, most of Asia, and the Pacific are in the grip of global warfare. The Nazi's Blitzkrieg thunders into Russia, their Luftwaffe rains destruction on England, and their Kriegsmarine begins to threaten Atlantic shipping. The forces of the Nipponese Empire dominate eastern Asia and the Pacific. Suddenly, Pearl Harbor is attacked, and America gears up for war...

In the midst of this maelstrom, the first comic book superheroes came to life, many of whom are still popular. A large number of the heroes and the adventures of the years 1938 to 1945 were influenced by the greatest event of that time, the second World War. Histories of comic books mark these years as the "Golden Age."

Welcome to THE GOLDEN AGE OF CHAMPIONS, the CHAMPIONS supplement of Golden Age Superhero roleplaying! This book gives you more than 80 pages of guidelines, rules, and history, for both players and Gamemasters, to recreate Golden Age Superhero adventure on the Home Front of World War II. In the first part of this book, you will find new powers and skills, special disadvantages and limitations, and new character creation options for the era. But those are just the beginning.

The GOLDEN AGE OF CHAMPIONS (GAC) is also a sourcebook for 1940's roleplaying. We're giving you a large glossary of nicknames, groups, gadgets, and short biographies of major and minor historical figures as well as a timeline of significant and obscure events.

Additionally, the last section of the book presents two Home Front scenarios and Supervillains from around the world to get you started as a Superhero in the Golden Age. There are also packages to build domestic and foreign agents, as well as plenty of ideas to help you win the war.

HOW TO USE THIS BOOK: The GOLDEN AGE OF CHAMPIONS is a campaign supplement for CHAMPIONS. We cover the years 1938 to 1945 with a special emphasis on World War II as well as providing new rules and insights. THE GOLDEN AGE OF CHAMPIONS is a fully approved and licensed supplement to Hero Games' CHAMPIONS and all new rules included in this book are officially part of their system. Here's what you will find in each section of THE GOLDEN AGE OF CHAMPIONS:

CHARACTER CREATION: Here we've put new rules, insights, and character conception ideas for creating your own Golden Age Superhero. The suitability of powers and skills from CHAMPIONS is examined, as well as providing new Skills, Powers, and Limitations. Here is also where you'll find rules for creating your

own Sidekicks.

COMBAT: In this section, we've given you new rules for Presence, Pushing, and Hand-To-Hand Combat. You'll find a comprehensive list of 1940's weapons here, and a section on 1940's vehicles with new Advantages and Disadvantages.

SOURCEBOOK: This is where we've put the history along with an extensive glossary, a detailed timeline, and many short biographies.

CAMPAIGNING: This section discusses playing CHAMPIONS during the Golden Age from both player and GM's point of view. We provide suggestions for characters, scenarios, alternate worlds, and more.

SCENARIOS: And finally, two adventures (BLACKOUT! and KABOOM - the Ultimate Weapon) along with a short WWII Villain Book for instant "Golden Age" play!

If you are a GM, you should read the entire book. We suggest you start with the Sourcebook and Campaigning sections to get a good feel for the time. If you are a player, we suggest you start with the Character Creation section and examine all of the new options available to you. But don't read the Scenarios section until after you've played in them!

WHAT ELSE DO I NEED?: Since this is a CHAMPIONS supplement, GAC assumes that you are familiar with the Hero System. If you are totally unfamiliar with CHAMPIONS, you should read those rules and play a few adventures first.

Required: A copy of the GOLDEN AGE OF CHAMPIONS
A copy of CHAMPIONS

We recommend the following materials to increase your playing enjoyment:

CHAMPIONS II
CHAMPIONS III

JUSTICE, INC.
THE ARMORY, VOL. I.

We also recommend that you try to get your hands on "Golden Age" comics or reprints and any of the contemporary comics that deal with the 1940's, as well as any of the recommended books to learn more about the era, which is guaranteed to help you enjoy a Golden Age Campaign.

If you are familiar with Justice, Inc. or Danger International (formerly ESPIONAGE), many of the skills and rules will be familiar. And, while the Powers may not be useful to you, most of the information in here will allow you to expand JUSTICE, INC. or DANGER INTERNATIONAL campaigns forward or backward into the 1940's.

And that is the GOLDEN AGE OF CHAMPIONS. We hope that you find this supplement to be useful and entertaining. And, we hope that you will have as much fun playing CHAMPIONS in the 1940's as we have. So get to it, pay your taxes and beat the Axis. Keep "America the Land of the Free!"

HEROES IN THE 1940'S

This CHAMPIONS supplement concerns itself with the "Golden Age" of comic books, a period from 1938 to 1945 which began with the appearance of "Superman" and culminated with the end of World War II. The monthly exploits of these colorful heroes fired both the patriotism and the imagination of the American Public. In the Serviceman's PX, comic books outsold the combined sales of Life, Reader's Digest, and the Saturday Evening Post by a margin of ten to one and by the end of the war, comics were outselling every other type of magazine in the world.

This popularity is a yardstick by which to measure the Hero. The Golden Age Superhero was not merely a protector of all that is good, just, God-fearing, and American, but he was respected and held forth as a role-model. Adulation and recognition were the true Hero's due and the Superhero was being placed into the same category as the American Serviceman, almost.

Upon America's entrance into the war, certain comic book publishers wisely decided to keep their heroes off the battle fronts. They realized how bad it would look for some Superhero to demolish an Axis army in an hour when our servicemen, the REAL heroes, took months or years. Thus, the vast majority of Superheroes were relegated to the Home Front.

Of course, the Heroes weren't going to take this sort of thing sitting down! They were like any other "True Blue American." Many of them tried to enlist, only to be told that their job as Home Front Superheroes was more important to the war effort than they could ever be as soldiers. Some succeeded in enlisting, only to wind up being stationed stateside ("Rats! I'll never get to see any action!").

For those people remaining on the home front, the implication was obvious, the fact that they couldn't all be front line soldiers didn't mean that they couldn't be heroes in their own fashion.

It was important to the success of these comic book heroes that their America had to mirror the real life America of the 1940's.

LIFE IN THE 1940's

Life for the average American citizen living during the 1940's could best be summed up with one word: Involvement. Along with the obvious millions who entered the military or were employed by war industries, the remaining population of men, women and children in the United States were informed, active and involved. Millions of men and women volunteered their spare time as air-raid wardens, auxiliary police and firefighters, as well as performing many other thankless jobs in the Civil Defense Department. Radio and film celebrities traveled across the country and overseas, performing at Bond Rallies to raise money for the war effort and entertaining U.S. servicemen at

U.S.O. shows to boost their morale. The children of America, through such organizations as the Boy Scouts, Girl Scouts, 4-H, Junior Red Cross, and the Junior Commandoes, never tired in collecting thousands of tons of scrap metal or mountains of waste paper and old tires to be recycled into war production.

If people weren't personally involved in the war, then they were at the very least, affected by it. Wartime shortages of metal, rubber, petroleum products, silk, and innumerable other materials prevented the further production of consumer goods while the government stepped in to regulate the distribution of whatever remained. Priorities were set by the Office of Price Administration for the selection of people who could purchase a car after production had ceased, how much gas would be made available to them, and who would be eligible to purchase a set of new tires. Eventually, food, coffee, shoes, and even fuel oil were also rationed.

Many industries which were normally peace time oriented, such as sewing machine manufacturers, were also soon embroiled in the war. Their workers not only found themselves suddenly producing machine guns, but they were working 48 hour weekly shifts as well. As if this wasn't enough to remind the workers of the war, there was an unending supply of posters calling upon them to, "Be Smart - Act Dumb," for enemy spies could be anywhere.

The work place was not the only location that the government told people what they "needed" to know. The Office of War Information dispersed all sorts of data to the public, after editing out anything that could be used by the enemy. Most Americans didn't know the true extent of the raid on Pearl Harbor, other than that we got "whipped," until several months later. Meanwhile, the Office of Censorship edited ingoing and outgoing overseas mail and of course, the Bureau of Motion Pictures and the Domestic Radio Bureau which were both under the OWI tried to sell the war and what it stood for to their respective audiences and they largely succeeded.

The workplace, way of living, and the media were not the only reminders of war. Entertainment was also affected. Popular songs included: "Praise the Lord and Pass the Ammunition," "God Bless America," and "Comin' In On A Wing And A Prayer," as well as many other militaristic or patriotic songs. Blackouts to prevent possible enemy bombers from targeting on a lit city forced baseball games to end with the setting sun. Shortages brought about the banning of auto racing. Horse racing was banned because it was considered non-essential to the war effort and pleasure driving was banned because it wasted gasoline. These bans increased the popularity of amusement parks and nightclubs, except where curfews prevented late night activities.

Yet, for all of the turmoil and sacrifices brought on by the war, Americans continued to do

their part to preserve the American way of life. If someone complained about the situation, they were most likely to be answered with, "What's a matter bub? Don'tcha know there's a war goin' on?"

CHA TOTAL: 127
PWR TOTAL: 98
TOTAL: 225

5 +1 Skill Levels
w/Martial Attacks

3 Prof. Skill -
Milkman (12-)

CHARACTER CREATION

Character creation in THE GOLDEN AGE OF CHAMPIONS is much the same as in CHAMPIONS. The only real differences are in the time periods and their influence on the characters.

The first, probably most notable of these is the technological gap between the 1940's and the 1980's. Certain skills and powers from CHAMPIONS need explanation as to how they should be handled in GOLDEN AGE. For example, computer programming should be a skill carefully controlled by the Game Master. It should be considered a professional skill and EXTREMELY limited. The only thing close to being a computer during WWII was the ENIAC at the University of Pennsylvania. With the obvious exception of time travelers, refugee space travelers, or super scientists, computer technology was not generally available. Powers should also be defined in terms of the technology of the times. To Superheroes of the 1980's, an anti-grav sled (focused flight) is not uncommon, while in the 1940's, rocket packs and gyrocopters are the high-tech marvels. Radar and Sonar are military secrets during the Golden Age and require large, complex gadgets. Unless a character possesses the power innately because he's a Dolphin Lad, it should be difficult to obtain.

The second thing to consider when designing a character is the social differences between the Golden Age and the present. Golden Age Superheroes will tend to be patriotic exaggerations of Home Front Americans. Because they are fighting a moral battle against evil, they will try to capture a saboteur to bring him to trial, - "He tried to kill us, but we won't kill him. We have to prove that we're better." Above all else, your character should reflect the attitudes prevalent in America during the 1940's.

HERO EXAMPLE: VANGUARD

A player of heroic vision, Tim decided to create a character of appropriate proportions. After a brief moment of reflection, he announced his creation, Vanguard, and proceeded to set him on paper.

Tim decided that he wanted a devastating in-fighter with a reasonable tactical movement ability. He started with the stats:

30	STR	20	17	PD	11	45	Martial Arts + 1/2
18	DEX	24	17	ED	13	Damage	12D6 Punch,
18	CON	16	5	SPD	19	15D6	Kick
12	BODY	4	10	REC	0		
13	INT	3	36	END	0	15	1/2 Dam. Resist.
14	EGO	8	36	STUN	0		
18	PRE	8				30	Superleap, 24" (12"
12	COM	1					per segment)

To add to the Hand to Hand fighting ability, Tim purchased Martial Arts, defining it as a combination of Boxing and Wrestling. He won the Golden Gloves Title in 1937 and spent summers at Aunt Tillie's Florida Dude Ranch as an "Alligator Wrestler". To reflect his physical toughness, he chose 1/2 Damage Resistance and Superleap seemed to be a logical choice for movement. However, he didn't like the extreme vulnerability of a character in the middle of a Superleap (not to mention the time necessary), he got together with his GM. With his specific permission (which could have well been denied), he bought a Power Advantage to his Superleap: REDUCED TIME DURATION. This is a +1/2 Advantage which cuts in half the amount of time spent in the air during a leap. It increases the Endurance cost while using Superleap. (Each subsequent level of Reduced Time Duration again cuts in half the time spent and each costs +1/2). By this, the twenty points spent on Superleap for Vanguard become 30 and a normal 4 segment leap may be accomplished in 2; 10 more points would make it a 2 to 1 segment reduction. Finally, Tim gave Vanguard 1 skill level with his unique brand of martial arts.

Tim decided a Secret Identity would be best and so he selected one with mobility. He would spend part of each day as a milkman driving a horse drawn Dairy Delivery cart in the city. After totalling his points, Tim finds that he needs 125 Disadvantage points.

Tim chose the following array of Disadvantages:

Starting Bonus and Secret I.D.	115
Code vs killing	20
Protect innocents	20
Patriot	(x1/2) 10
Hunts Nazis	(x1/2) 5
Hunted by Nazis 8-	30
Hunted by Privateer 8-	20
DNPC/competent (9 year old son) 8-	5

Some collusion with the Game Master established that the Nazis want Vanguard alive because of his genetic superiority, Privateer wants a rematch "man to man", and his son hero worships Vanguard without knowing that he's really "Dad". Jr. slips out of the house dressed like Vanguard to fight crime. In our campaign, Jr. becomes Vanguard II, during the 50's.

SKILLS

The Skill system in CHAMPIONS has been greatly expanded for use in the 1940's. This reflects the genre of the period. Superheroes tended to use more Skills in conjunction with their powers. Some Skills have been modified from Basic CHAMPIONS to fit the time period while others are totally new.

Every character has a base chance of an 8 or less with Climbing, Stealth, Area Knowledge of own country, City Knowledge of own city, and Culture Knowledge of own culture. It is not assumed that a character can read or write, nor that a character can drive a vehicle. Refer to those Skills for each case.

Skills have been divided into 6 categories and are listed alphabetically under each one. The categories are DEX based Skills, INT based Skills, PRE based Skills, General Skills, Knowledge Skills, and Combat Skills.

All Skills described in CHAMPIONS are not listed in this text. They DO EXIST but a repetition of them here is not necessary. If any changes are made, they are so noted. Also, many of these Skills are from JUSTICE, INC. All of them may be added if the GM desires.

COMPLEMENTARY SKILLS: If a situation arises where two or more Skills are applicable to the problem at hand, the GM may declare one Skill as complementary to the other. One Skill is chosen to be the primary Skill and the other becomes the complementary Skill.

The character tries first to make his Skill Roll for the complementary Skill. For every 2 points by which he makes his complementary Skill Roll he adds +1 to his chance to perform his primary Skill. This rule also applies if someone is helping the character perform the Skill.

DEX-BASED SKILLS

Dexterity based Skills cost 3 Character Points for a base (9+DEX/5) or less roll; the exception is Stealth Skill, which costs 5 Character Points. A +1 to any DEX based Skill costs 2 Character Points.

Driving:

Characters must buy Familiarity with this Skill in order to know how to drive a car. Spending 1 Character Point on Driving (in other words, Familiarity) allows the character to add his combat Value (CV) to the vehicle's CV. The vehicle thus becomes much harder to hit. The character also gets an 8- (8 or less on 3D6) Driving Roll. You don't have to make this driving Skill roll under normal conditions, just driving around; the Driving Roll is for emergency conditions or attempting unusual maneuvers. The character does not have to make his Driving Roll to add his CV to the vehicle's CV. The Driving Roll should be made when the character is attempting jumps, dangerous turns, pulling out of skids, etc.

The character also has a basic familiarity with speedboats that use a similar steering wheel and pedal combination, as well as large trucks, tractors, or similar vehicles. Characters may drive these (barely) but have no chance to make a Driving Roll in an emergency situation or to make an unusual maneuver. When the character buys full Driving Skill for 3 Character Points, he now has

his (9+DEX/5) roll with cars, and an 8- roll with other similar vehicles; he can also add his CV to those vehicles. Spending 1 Character Point on each different type of vehicle (speedboats and double-clutch vehicles like trucks) brings the Driving Roll in those vehicles equal to the Driving Roll with cars.

Example:

Fletcher spends 3 Character Points for Driving Skill, choosing cars as his vehicle. With Fletcher's DEX, he gets a base 14- Driving Roll with cars, and an 8- with speedboats and double-clutch trucks. Fletcher later spends 2 more Character Points on his Driving Roll, bringing it to 16-; this leaves his 8- unchanged with speedboats and trucks. Then, he spends 1 Character Point on speedboats, and now has a 16- Driving Roll with cars and speedboats, and an 8- Driving Roll with trucks. If he wanted to get his full 16- Driving Roll with trucks, it would cost him 1 more Character Point.

Failure to make the Driving Roll means that the maneuver did not succeed, with possible bad consequences for the driver. Area or City Knowledge may be complementary Skills for long distance pursuits, since the character might be familiar with a particular stretch of road.

Motorcycling:

Motorcycles require a different Skill to operate than normal Driving Skill. The character can buy Motorcycling Skill, and all characters are considered to have Bicycle Riding Skill for free with their Motorcycling Skill. Spending 1 Character Point on Motorcycling Skill (in other words, Familiarity) allows the character to add his Combat Value (CV) to the vehicle's CV. The vehicle thus becomes much harder to hit. The character also gets an 8- (8 or less on 3D6) Motorcycling Roll. You don't have to make this Motorcycling Skill Roll under normal conditions, just driving around; the Motorcycling Roll is for emergency conditions or attempting unusual maneuvers. The character does not have to make his Motorcycling Roll to add his CV to the vehicle's CV. The Motorcycling Roll should be made when the character is attempting to avoid hazards, stop suddenly, make jumps, drive on one wheel, etc.

Failure to make the Motorcycling Roll means that the maneuver did not succeed, with possible bad consequences for the rider. Area and City Knowledge may be complementary Skills when plotting your routes and avoiding hazards.

Pilot:

Aircraft in the Forties were much simpler than the complicated planes of today. Characters can buy Pilot Skill in one of four categories: Single engine aircraft, Multi-engine aircraft, Helicopters (Helicopters were first flown in 1937 by the Germans), and Jet engine aircraft. Spending 1 Character Point on Piloting Skill (in other words, Familiarity) allows the character to add his Combat Value (CV) to the vehicle's CV. The vehicle thus becomes much harder to hit. The character also gets an 8- (8 or less on 3D6)

Piloting Roll. You don't have to make this Piloting Skill Roll under normal conditions, just flying around; the Piloting Roll is for emergency conditions or attempting unusual maneuvers. The character does not have to make his Piloting roll to add his CV to the Vehicle's CV. The Piloting Roll should be made when the character is attempting to avoid hazards, flying in storms, landing or taking off under bad conditions, etc.

The character also has a basic familiarity with all aircraft that use a similar steering mechanism. Characters may fly these, but have no chance to make a Piloting Roll in an emergency situation or to make an unusual maneuver. When the character buys full Piloting Skill for 3 Character Points, he now has his (9+DEX/5) roll with single engine aircraft (or he can start any other option), and an 8- roll with other similar vehicles; he can also add his CV to those vehicles. Spending 1 Character Point on each different type of vehicle brings the Piloting Roll in those vehicles equal to the Piloting Roll with single engine aircraft. See Driving Skill for an example of how these categories work.

Failure to make the Piloting roll means that the maneuver did not succeed, with possible bad consequences for the pilot. Navigation Science is very useful for long distance flights, and is highly recommended if you want to keep your bearings.

INT-BASED SKILLS

Intelligence based Skills cost 3 Character Points for a base (9 + INT/5) or less roll; a +1 to any INT based Skill costs 2 character points.

Cryptography:

The character may solve simple cyphers, encrypt or encode messages. A cypher is a method whereby each letter in a message has a different letter, number, or character substituted for it. Cyphers can be very complicated by using nulls (meaningless characters), or doing multiple substitutions. Codes use one word or character to represent an entire phrase or concept; for example, the word "Mother" might mean "The President's chief assistant." Codes are very difficult to break unless there have been many messages, or if the codebook has been discovered. Both encrypting and encoding can take some time, even with a codebook, unless the characters have a device to help them. Decoding and deciphering can take a very long time unless the character has some clues to the nature of the code or cipher.

A failed Skill Roll may result in failure to decode the message, or an incorrect translation of the message. The character with Cryptography may also use invisible inks and other techniques for hiding messages. Note that Knowledge Skill of Mathematics can greatly aid Cryptography.

Orienteering:

This Skill allows the character to read maps, use compasses, and other navigational devices. It

allows a character to determine different paths or courses, the inherent dangers of each, and the time tables each will require. Maps, aerial photographs, and topographical models act as Skill modifiers (+1 to +5 depending on the detail) and Area Knowledge acts as a complementary Skill.

PRE-BASED SKILLS

Presence based Skills cost 3 character points for a base (9+PRE/5) or less roll. A +1 to any PRE based Skill costs 2 character points.

Bureaucratics:

The character knows how to deal with bureaucrats, cut through red tape, who to talk to, how to reach them, how to extract information from bureaucracies. Bureaucratics Skill comes in handy when the characters need travel papers in foreign countries, go through Customs, arrange for appointments, and similar activities. These procedures usually take a fair amount of time, from several hours to several days. The character can get quicker action with a better Bureaucratics Roll. Some of the complementary Skills to Bureaucratics would be the Language of the area, Area Knowledge, Seduction, Bribery, or Persuasion.

If you're dealing with a technical request of some sort, then the particular Science would be complementary. Unsuccessful Bureaucratics Rolls can result in the character being turned down in his request, or worse, stalled forever in red tape. If you attempt Bribery, you may even be arrested.

Interrogation:

The ability to forcibly extract information from people. This Skill is not very heroic and is found most often among villainous henchmen. A character with Interrogation Skill knows how to avoid leaving marks, can judge how close a victim is to death or breaking, and is an expert at extracting information. Sciences or other technical Skills can be complementary when the interrogator is searching for that type of information. Interrogation Skill works against an EGO Roll as a Skill vs. Skill combat. EGO Defense can aid a character's EGO Roll against Interrogation. Simply take EGO Defense, divide by 3, round off and use the quotient to subtract from the Interrogation Skill.

GENERAL SKILLS

General Skills cost 3 Character Points for a base 11 or less roll. A +1 to any General Skill costs 2 Character Points.

Demolitions:

The ability to use explosives. The character knows where to plant explosives for maximum effect, estimate the the amount of necessary to destroy structures, handle and wire explosives. The character may defuse explosive devices, determine the fuzing mechanism, and discover any booby traps in an explosive device with the same roll.

Civil Engineering Knowledge, Mechanic, or chemistry may be complementary to Demolitions Skill, dependent upon what the character is attempting to do. It's a good idea to have extra Levels with this Skill, for if the character blows his roll....

Electronics:

The character is trained in electronics, able to identify, understand, repair, and rewire electronic devices. Note that electronic devices of the time were crude by today's standards; the failure rate (and thus the need for repairmen) was much higher. The character needs tools to perform these operations and usually a fair amount of time is required for any intricate job. The character may also build electronic devices from plans, but he needs Inventor Skill if he wishes to design new ones. This Skill is useful for determining the purpose of electronic devices which the characters may discover and for disabling them.

Forgery:

The ability to duplicate official documents, signatures, etc. This requires time and specialized equipment in most cases. All forgeries are discoverable with enough checking. The more by which a character makes his Forgery Roll, the more time it will take to discover that the papers are forgeries.

Knowledge Skills connected with the purpose of the forged papers will be obviously false when examined; an INT Roll is required. A character who fails his forgery roll will not always be aware that he has failed, even after he examines the papers.

Forward Observer:

The art of directing fire from a position other than the one in which the firer is located. For each round of fire, the Forward Observer must make his Skill Roll to see if he delivers correct information to the firer. This takes into account that he must see the target and have some way of communicating with the firer. This Skill costs 3 points for a base 11 or less chance on 3D6 and an additional 2 points per +1. Normal sight perception modifiers apply as do size modifiers. If the Skill Roll is made, the firer may add a +2 cumulative modifier to his "to hit" chance.

Gunsmith:

The character with this Skill knows how to take care of guns, make repairs, make special ammo, add attachments, etc. He may also clear jammed guns in combat in one phase with a successful Gunsmith Roll. This Skill also gives the character a chance to recognize the type of gun by sight (and sometimes by sound). Perception Rolls may be a complementary Skill for recognizing guns. Failing a Gunsmith Roll for an attachment may mean that the attachment won't work, or it might fail suddenly in a combat situation.

Mechanic:

The character is Skilled with mechanical devices knowing how to repair, replace, and build them. This Skill also allows a character to

gimmick mechanical devices; for instance, deactivating the brakes on someone's car. Tools of some sort are almost always necessary to perform Mechanic Skill.

Many of the mechanical devices of the 30's and 40's were relatively new inventions, and thus more prone to mechanical failure. Both automobiles and airplanes fall into this category. Of course, Knowledge Skill of the particular mechanism would be a complementary Skill.

An unsuccessful Mechanic Roll usually means inability to perform the task, but can sometimes mean that the device fails later under stress.

System Operator:

This is the ability to operate one of these systems: radio, radar, or sonar. During the 1940's radar and sonar were just being invented and radios still required more Skill to operate than they do now. With this Skill, a character is allowed to repair the system, properly place antennas as needed, operate the equipment correctly, and accomplish other basic requirements such as maintenance. Successful Skill Rolls allow the operator to recognize the sending styles of Morse Code operators (radio), or size of targets (radar and sonar). It may also allow characters to get a greater than normal range out of their system. Electronics, Languages, Cryptography, and Identification can all be complementary Skills.

KNOWLEDGE SKILLS

Knowledge Skills cost 2 Character Points for a base 11 or less roll. Each +1 to the Skill Roll costs 1 Character Point. Several of the Knowledge Skills have different point costs. These are noted under the individual Skill. Generally, any Knowledge Skill can be used by anyone (for no cost) with an 8 or less chance, if they have appropriate references (books, maps, etc.).

Area Knowledge:

This Skill give the character thorough knowledge of a large area, usually a country. Examples would be Germany, France, Russia, etc.

This Skill gives you knowledge of the geography, major cities, politics, economy, etc., of that country. This information can help the characters decide where to go to find certain items or people, what specific clues mean, etc.

A map or reference book can add +1 to +3 to the Roll, depending on what knowledge the character seeks. Of course, the book or map may not help at all if the character is looking for the kind of information that isn't in books.

An unsuccessful Area Knowledge Roll usually means that the character doesn't know the answer to the particular question. Of course, if the GM wants to be nasty, failing a Knowledge Roll can mean incorrect answers, which might be dangerous.

City Knowledge:

This Skill gives the character thorough knowledge of a city's layout, streets, meeting places, fine restaurants, shortcuts, criminal

areas, etc. Where Area Knowledge will give only general information about a city (where it is, how big it is), City Knowledge gives very specific information. This Skill can help during chases and may cut down travel time within the city.

City Knowledge Skill must be purchased for a specific city. The city includes the metropolitan area and the suburbs, though information about the suburbs should be at a -1 to -3, depending on the distance of the suburb. Again, maps and reference books can assist the character with Area Knowledge.

Failing the Roll could mean no information or possibly incorrect information.

Culture Knowledge:

This Skill gives the character thorough knowledge of a culture. This includes such things as the appropriate gestures, customs, taboos, requirements and protocols. Examples of such cultures might be Japanese, Chinese, Indian, Arab, etc.

Remember, Every character is assumed to have Area Knowledge (own country), City Knowledge (base of operations), and Culture Knowledge (own culture) on an 8 or less.

Familiarity:

A character may buy Familiarity with any Characteristic-based, General, or Knowledge Skill. Familiarity may be purchased with some of the Other Skills (see each Skill listing). Familiarity with a Skill costs 1 Character Point, allows you a basic knowledge of the ability described, and the chance to perform it on an 8 or less. The chance is an 8 or less for any Skill, whether or not the Skill is based on a Characteristic.

The cost of Familiarity with a Skill counts toward the cost of the Skill if you later buy that Skill. Thus, if you buy Familiarity with Culture Skill, that costs 1 Character Point. If you later decide to buy Culture Skill, which costs 3 pts., you need only spend 2 Character Points, since you've already spent 1 Character Point toward the Skill.

Any Skill for which a character has a base 8 or less chance is equivalent to having Familiarity with that Skill without having to pay 1 point for it. However, the cost of such Skills is not in any way reduced.

Skill levels of any kind do not add to your 8 or less chance to perform a Familiar Skill. Since you don't know exactly what you're doing, Skill levels will not aid your chance to perform a Familiar Skill. However, the GM may assign Skill Modifiers to make performing a Familiar Skill easier; for instance, taking several turns should make being Stealthy an easier task.

Identification/Vehicle:

This Skill gives a character the ability to recognize various pieces of equipment and their country of origin. It is divided into 3 sections: Airships, Watercraft, and Ground Vehicles. For 3 points a character may choose one subsection and have an 11 or less to roll. For 5 points a character may choose 2 subsections and for 7, all three. The Skill Roll increases +1 for 2 points.

Normal perception rules apply for range and size. If the character fails his roll, he may guess incorrectly about nationality (an American P-40 for a German Me-110), type of vehicle (destroyer instead of a battleship), or both (American B-17 for a Bristol Spitfire).



Languages:

Each player should choose a native language for his character; the character is considered to know his native language well, to the 4 point level as described in the following chart. Learning other languages costs Character Points; the chart describes the fluency you get for the point cost.

FLUENCY COST

Fluency	Character Pts.
Basic conversation	1 pt.
Fluent conversation	2 pts.
Completely fluent w/accnt	3 pts.
Idiomatic, native accent	4 pts.
Imitate dialects	5 pts.

The cost of learning new languages depends on how closely related they are to languages you already know. The La/Ir chart shows the

relationship between the major languages of the world. See page 95 for chart.

The languages connected by a thin box with rounded corners have 4 points of similarity. This means that these languages are so similar that they overlap; for instance, a character with 4 points of German has, effectively, 2 points of Yiddish. A character with points in one of the languages in a 4 point similarity group has half those points in all the other languages in that group, up to a maximum of 3 points (halves round down). The languages enclosed by a thick box with rounded corners have 3 points of similarity; characters with 2 points in any language in that group may make an INT Roll to understand phrases in other languages in that group. Also, other languages in that group are -1 Character Point cost to learn (minimum 1 point investment gets you 2 points of effectiveness in the language).

Languages enclosed by a thin box with square corners have 2 points of similarity; characters may learn such languages at -1 Character Point cost (minimum 1 point investment gets you 2 points of the language). Languages enclosed by a thick box with square corners have 1 point of similarity; there's no cost bonus or penalty to learn these languages. For languages outside this area, it costs +1 point to gain fluency with the language; that is, basic conversation costs 2 Character Points, Fluent conversation costs 3 Character Points, and so on.

Example:

Jake knows English as his native language; he has it at the 4 point level. He can make an INT Roll to try to understand people speaking in German, Yiddish, Dutch, or Afrikaans; the INT Roll would, of course, be modified by the length of the speech, or how well he heard it, or other factors. Jake may learn German without too much trouble: for a 3 Character Point cost, he has 4 points of German. This also gives Jake the ability to speak and understand Yiddish at the 2 point level.

Jake wants to learn Swedish as well. Since Swedish is in the 2 point similarity group with English, for a 2 Character Point investment Jake knows Swedish at the 3 point level. Jake, growing proud of his linguistic efforts, spends 1 Character Point to learn Polish. This only has a 1 point similarity to any of the languages he already knows, so Jake's 1 point investment gets him 1 point of Polish. Jake finally decides to learn Mandarin Chinese; this language has no similarity to any of Jake's other languages, so it costs Jake 3 Character Points just to get 2 points of Mandarin. Now, however, Jake can learn Cantonese for -1 Character Point cost, since he knows another language in that group (Mandarin) at 2 points.

A character without a complete command of a language may sometimes have to make an INT Roll to understand some very rapid or slurred phrases in a foreign language. The GM should also be aware that there are usually a number of dialects for each language, and sometimes these dialects are very hard to understand, except for someone with an idiomatic command of the language.

Literacy with a language costs 1 Character

Point extra; with that, the character is literate to the same degree as his spoken command of the language (basic, fluent, complete, or idiomatic). The character can, in some cases, learn to read a language before he can speak it. Use the Fluency Cost Chart to determine the character's literary ability for his point investment.

Military Occupational Skills (MOS):

This Professional Skill allows a character to have expertise and ability in a military job. Difficulty and training differ on each one and they range from such things as Administration (Bureaucratics), to Tank Driver (1 point driving, 1 point military vehicle, 1 point mechanics), to Mortar Man (Forward Observer, Familiarity with National Heavy Weapons, +1 with Mortars).

Any job in the military can be as simple as a single Skill or as difficult as a Package Deal in itself. The GM is advised to develop his own list as there are literally thousands of different jobs.

COMBAT SKILLS

Boxing:

Characters that want more formal training in fighting than Brawling may learn the art of Boxing. This was a popular sport of the time, and was often taught in neighborhood gyms as well as in private schools. Boxing costs 10 Character Points and allows the character to use four special Combat Maneuvers. The four maneuvers are as follows:

BOXING MANEUVERS

Name	OCV	DCV	Damage
Boxing Block	+2	+1	-
Jab	+1	+2	+1D6
Cross	+1	+1	+2D6
Uppercut	+1	+0	+3D6

Characters use these just like normal Combat Maneuvers. Note that the three punches will add to the character's STR damage when he uses those maneuvers.

Also note that Boxing is limited to those characters who adhere to the Age Restriction rules (i.e. within maximum values). For those characters with greater strength who wish to do more damage, use the Martial Arts Skill.

Weapons Familiarity:

Characters who wish to use a weapon must buy Familiarity with it in order to use it without a penalty. This includes all Focused attacks (normal, killing, NND) whose special effects are a weapon of some sort. Only those characters with innate abilities are exempt from this rule.

WEAPONS FAMILIARITY

Familiarity with one weapon	1 pt.
Familiarity with one type of weapons (all Russian small arms, all pistols, all rifles, all knives, etc.)	2 pts.
Familiarity with a weapons group (all firearms, all melee weapons, etc.)	3 pts.

Weapon Skill Levels:

Each Skill Level with a particular weapon grants a +1 to the use of the weapon. The +1 may be added to the character's OCV or DCV with a melee weapon, or may be added to the OCV or the range modifier with a ranged weapon. Levels may only be used to modify one quality (OCV, DCV, etc.) in one phase. The Weapon Skill Levels may be reapportioned at the beginning of a character's phase. There are several types of Weapon Skill Levels listed, below with their costs.

WEAPONS SKILL

+1 with a specific weapon or maneuver (+1 with 9mm Mauser, +1 with punch, etc.)	3 pts.
+1 with a group of similar things (+1 with all pistols, +1 with Boxing, +1 with hand-to-hand combat, +1 with all DEX based Skills, etc.)	5 pts.
+1 with classes of things (all guns, all vehicles, etc.)	8 pts.

Familiarity with a weapon or group of weapons must be purchased before any Weapon Levels may be bought for the weapon; having Weapon Levels of any kind does not give the character Weapon Familiarity.

OLD POWERS

We've gone over the Powers originally presented in CHAMPIONS. Some have additions or changes, while others are commented on in reference to their availability in the 1940's. Foci and Gadgets are discussed in their own section and presented later. These are all optional.

Heroes have a tendency to be one-sided in application. If you are a Brick, then you don't go around shooting Energy Blasts. If you are a detective type with lots of stealth-like abilities, then you don't have showy special effects. Highly trained normals, one Gadget/Focus types, mutants (although not known as such), or Bricks are common conceptions. Regular guns and fists are common; lasers and force beams aren't.

Common Powers and Conceptions include Martial Artists, Armor, Damage Resistance, Darkness (normal only), Energy Blast (fire,

electricity, grenades, magic, etc.), Entangle (handcuffs, strait-jackets), Flight, Gliding, Killing Attacks (swords, knives, bullets, grenades, etc.), Running, and Swimming.

Other, Uncommon Powers and Conceptions include Danger Sense, Energy Projectors, Enhanced Senses (Enhanced only), Entangles (uncommon), Flash, Flash Defense, Growth, Lack of Weakness, Life Support, Missile Deflection, Regeneration, and Superleap. Obvious exceptions are magical based characters who, although their Conception is Uncommon, have powers that range the entire spectrum.

Rare Powers and Conceptions are Clinging, Darkness (other than normal), Density Increase, Desolidification, Egotist (all Mental and Ego Powers), Extra Limbs, FTL, Force Fields and Walls, Gadgeteers, Power Drains and Transfers, Power Defense, Shrinking, Stretching, Teleportation, and Tunneling.

The above classifications are general and may freely be changed as the GM individualizes his campaign. These are given for an indication of what type of characters were around. Mentalists tend to be a little stronger than their points indicate simply because Ego Defense is not common. Bricks, on the other hand, tend to be a little less effective, because everything was made from iron, steel, and other heavy products. GM's may wish to increase the Strength needed to lift the "Examples" on page 9 in CHAMPIONS by one slot (i.e. a motorcycle now needs 25 STR and a tank now needs 60) to represent this. If so, the damage done by these items hitting something would increase by 1D6 and the throwing distance would decrease proportionately.

There are 5 Powers originally presented that have additions or changes. These are presented below:

DENSITY INCREASE: A character with this Power may get his calculated Characteristics for each level of Density Increase (+1 PD, +1 ED, +2 REC, +10 END, +6 STUN) if he pays a +x1/2 Advantage on their Density Increase. The +x1/2 Advantage does cost Endurance. These characteristics are in addition to those which a character receives for each level of Density Increase explained in CHAMPIONS, page 16. The +x1/2 Advantage does cost Endurance.

COMMENT: This is included because a similar advantage exists for Growth, and although the benefits are similar, you get much more out of the calculated Characteristics for Density Increase, making the Advantage higher.

DESOLIDIFICATION: These are a few rules that expand and modify the Desolidification rules already given in CHAMPIONS. The first one deals with Ego Attacks on Desolid characters. A Desolid character can now be affected by normal mental attacks. A character's Desolidification may be bought with a +x1/2 Advantage to make the

character immune to mental attacks while Desolid. The next few rules deal with movement while Desolidified.

Assume that a Desolid character can move through any substance at any speed he can maintain for the base cost of 40 points. If a character doesn't have Flight, he moves through solid objects by swimming at 2" per phase. The character may buy "Flight only while Desolid" for a +x1/2 Limitation if he wants to go faster.

A character who enters a solid object at a velocity faster than he can maintain loses 5" of velocity for every 1" he travels. If a character dives into the ground at 20" per phase, he'll stop 6" down. If the character doesn't have Flight, it will take him 6 phases to "swim" out. Remember that a character's "Swimming" is halved while going up, just as a character's Flight is.

GROWTH: This power allows a Hero to increase in size, which increases his STR and other Characteristics. Every 10 Power Points (each level of Growth) gives the Hero +5 STR, +2 BODY, +5 PRE, +1 PD, +1 ED, -1" when Knocked Back, and 2x mass. The Characteristics you get from Growth doesn't affect your Hero's figured Characteristics so Growth doesn't affect your Hero's STUN Pips, even though buying more STR normally would. The Hero's mass (or weight) doubles with each level of Growth; consult the Strength Chart to find your mass (each 5 points on the STR chart is 2x mass). Larger Heroes are harder to Knock Back because of their greater mass, so subtract 1" from any knockback done to them for every 10 Power Points in Growth.

If the Hero takes BODY Pips when he is Grown, and then Shrinks back to normal size, the BODY Pips taken come out of the extra he gets for Growth first. However, if he Grows again before those BODY Pips would have healed (see WOUNDS and HEALING), the wounds reappear.

Example: Goliath has 6 levels of Growth, which (among other things) adds 12 BODY Pips to his normal 10, giving him a total of 22 when fully Grown. Goliath is struck by a missile and takes 3 BODY Pips after his defenses have been applied. Goliath shrinks back down and has his normal 10 BODY Pips (since $3 - 12 = -9$, or 0 pips off his BODY since it is negative). If he were to Grow again, he'd still be down 3 BODY at full size, unless the wounds have had a chance to heal.

OPTIONAL: If you want to be more accurate (but more complicated), you can figure out what percentage of his total BODY Pips the Hero has lost when Grown, and then apply that same percentage when he's normal size. In the example given, that would mean Goliath would be down 1 BODY Pip at normal size.

Growth adds some other qualities listed on the Growth Effects Chart. Each level of Growth

adds to the Hero's height (obviously); the figures given for hexes are approximations of his true height in meters. Also, these heights are only approximate; the Hero can be anywhere from one level below to his current level in his height in meters (although all other factors remain the same). Also, his Reach becomes greater; that is, the Hero can now hit targets that are more than one hex away. Normal Heroes (0 levels of Growth) can only hit targets in the adjacent hexes, unless the Hero moves. With some levels of Growth, you can engage in combat with targets that are some distance away. For instance, 6 levels of Growth would allow you to hit a target 4 hexes away. When a half hex of Reach is listed, just round down for purposes of combat; the half is only important when reaching for something that exact distance away.

The Area column shows the number of hexes the Grown Hero takes up on the ground when he's standing. Once the Hero fills one hex or more, other Heroes can't be in the same hex with him. Growth also gives Heroes a bonus to their Running, due to their much longer legs; just add the amount shown to whatever Running the Hero already has.

Heroes with Growth can also Climb faster, simply by reaching upward. The upward reach is equal to the Hero's Height in hexes plus half his Reach in hexes. In one phase, the Hero could reach up that distance and grab a ledge; then spend the rest of the phase pulling himself up and getting ready for his next action.

When a Hero has Grown larger than normal size, he becomes easier to hit from a distance. This is shown in the Range Modifier Multiple Column. When someone's attacking the Hero at range, add in any bonus to their Range Modifier (i.e. Skill levels), then multiply the Range Modifier by the number given (note that if you only have 1 level of Growth, you add +1 instead of multiplying). The result gives the final Range Modifier. You'll notice that it's very easy to hit big people from a distance, though hitting them in hand-to-hand combat is the normal chance. Well, in hand-to-hand combat, the Grown Hero has a big advantage in reach, which tends to compensate for his bigger target area.

If you want to extend the Growth Effects Chart past 20 levels (we've done it for the first 20), use the following rules: Double the Height, Reach, and Range Modifier Multiple of numbers 3 levels less than the level you want. Area is always half of Reach. The Running Bonus goes up 2" per level. The Weight, Knockback reduction, and DCV Modifiers all remain the same, as do the Characteristic and combat modifiers.

The numbers above have a significant effect on the way characters with lots of Growth are played. Because of their height, characters with more than 2 levels of Growth must stoop inside normal 8' ceilinged rooms. They lose -1 from

their OCV in hand-to-hand combat in this case, because of their lack of mobility. Characters with 3 levels of Growth must go down on their hands and knees inside normal rooms, giving them an OCV in hand-to-hand combat of -2. Characters with 4 levels of Growth must crawl into normal rooms through double doors, halving their hand-to-hand OCV. And characters with 5 or more levels of Growth just can't move in normal rooms without damaging the ceiling.

Outside, characters with Growth have some new problems, along with some new opportunities. Because characters with 3 or more levels of Growth take up a full hex or more, no other character can move into that hex with them. And characters with 5 or more levels of Growth now take up multiple hexes, in a generally rectangular form about twice as wide as it is deep, which may restrict them from small spaces and alleys.

But, characters with true Growth have several new abilities. They get large increases in their Running speed. They don't take Range Modifiers on their hand-to-hand attacks, even when they can reach over 3". When a Darkness cloud or inhaled gas attack is made on the ground, a character with many levels of Growth may keep his head out of the effect of the attack. Finally, they can see over intervening obstacles to see things beyond.

When a character takes 18 or more levels of Growth, he can ignore his hand-to-hand combat bonuses, and just attack with his foot or palm as an Area Effect Attack. The size of the area affected is listed in hexes below for characters with 18 or greater levels in Growth.

Example: GARGANTUA, with 21 levels of Growth, sees 2 characters flying together 100" away. GARGANTUA's reach is 128", so he swats at the 2 hexes the Heroes are in. His OCV is 5 for his DEX of 15 (because this is an Area Effect Attack, he doesn't get his OCV bonus for Growth) against the DCV of the hex (3). If he rolls 11 + 5 - 3 = 13 or less, the two Heroes will be hit. The Heroes could attempt to dive for cover out the GARGANTUA's massive swipe, however.

ADVANTAGE: Characters with Growth may get the calculated Characteristics for each level of Growth (+1 PD, +1 REC, +4.5 STUN) if they pay +x1/4 Advantage on their Growth. The +x1/4 Advantage does cost END. These characteristics are also in addition to those given in CHAMPIONS, page 20.

Remember, you must pay END for Growth each phase as well as the END for whatever STR you use. If you are knocked out, your Growth turns off and you're normal size again. The GM should make sure to enforce all problems during an adventure.

Levels Growth	Height Hexes	Height Meters	Reach in Hexes	Area in Hexes	Running Bonus	RNG MOD Mult.
0	1	2	1	.5	0"	x1
1	1	2.5	1	.5	2"	+1
2	1.5	3	1.5	.5	4"	x1 1/2
3	2	4	2	1	6"	x2
4	2.5	5	2.5	1	8"	x2 1/2
5	3	6	3	1.5	10"	x3
6	4	8	4	2	12"	x4
7	5	10	5	2.5	14"	x5
8	6	12	6	3	16"	x6
9	8	16	8	4	18"	x8
10	10	20	10	5	20"	x10
11	12	24	12	6	22"	x12
12	16	32	16	8	24"	x16
13	20	40	20	10	26"	x20
14	24	48	24	12	28"	x24
15	32	64	32	16	30"	x32
16	40	80	40	20	32"	x40
17	48	96	48	24	34"	x48
18	64	128	64	32	36"	x64
19	80	160	80	40	38"	x80
20	96	192	96	48	40"	x96

Levels in Growth	Foot/Palm Area/hexes
18-20	1
21	2
22-23	3
24	4
25	5
26	6
27	8
28	10
29	12
30	16

Growth Cost: 10 Power Points for each level of Growth, which gives +5 STR, +5 PRE, +2 BODY, +1 PD, +1 ED, and the other benefits listed on the Growth Effects Charts; minimum cost 10 Power Points.

Life Support: Since Life Support consists of several different effects, it only seems proper to split up the effects so that characters can buy them separately. Each of the different effects of Life Support are listed below with their cost.

LIFE SUPPORT EFFECT	PT. COST
The Character...	
may breath underwater	5
need not breathe at all (immune to inhaled gases)	10
is immune to skin absorbed gases	5
need not eat or excrete	10
need not sleep	5
is immune to vacuum	5
is immune to high pressure	5
is immune to radiation	5
is immune to high heat	5
is immune to extreme cold	5
is immune to other condition of the character's imagination	5

A way to help mediate the cost of the expanded Life Support is to apply the same cost reduction function that's normally applied to Enhanced Senses. Therefore, the first two most expensive Life Support Effects are bought at full cost, the next two are bought at half cost (x 1/2), and all others are bought at one-quarter (x 1/4). Thus, to get the equivalent of 20 points of Life Support, the character would buy "need not breathe, immune to skin-absorbed gases," and "immunity to vacuum"; a total cost of $10 + 5 + (5 \times 1/2) = 17$ points.

Some NND attacks have defenses like "10 points in Life Support", or "20 points in Life Support". In general, assume that the NND requires the most powerful effect from the old Life Support to stop the attack. So, "10 points of Life Support" would transfer into "not needing to breathe" and 20 points would translate into "being immune to vacuum".

Characters should remember that being immune to a condition does not stop an attacker's offensive power - it simply protects from environmental conditions. Environmental conditions are what surround a character; attacks cost points.

For example, later in this book, atomic weapons are discussed. There are four basic parts to the damage an atom bomb does. Simply having the Life Support Effects of "immune to high pressure, immune to radiation, and immune to high heat" $\langle 5 + 5 + (5 \times 1/2) = 12 \text{ pts.} \rangle$ will protect you from the Killing NND. The character still needs the PD, ED (both with Damage Resistance) and Hardened Flash Defense of sufficient levels to deal with the actual attack.

SHRINKING: This Power allows a Hero to decrease in size, becoming more difficult to see and hit at a distance. The Hero may shrink to half size for every 10 Power Points in Shrinking (1 level); this causes the Range Modifier of any attack or Perception Roll against the Hero to be halved. (There's no modifier for the first 1" of range, however.) The Hero also has a x 1/2 inches of Running, +3 to any Knockback that occurs to the Hero, and a x1/8 normal mass.

Add the Knockback Modifier to the BODY done by an attack for the purposes of rolling Knockback, then subtract the Knockback Modifier from the amount of dice done when the Hero hits a wall or the ground (See Knockback, Champions, page 58).

When halving the Range Modifier, always round up. Area Effects or Explosions are NOT affected by Shrinking, and are not halved. The example shows what happens to a -1/3" Range Modifier when halved.

Levels of Shrinking	Range Modifier
0	-1/3"
1	-1/2"
2	-1/1"
3	-2/1"
4	-4/1"
5	-8/1"
6	-16/1"

Since the first 1" takes no modifier, Shrunk Heroes in hand-to-hand are just as easy to hit as normal. Heroes with 2 or more levels of Shrinking must enter the same hex as their target in order to be in hand-to-hand combat, because of their limited reach.

It may seem that Shrunk Heroes are impossible to see or hit at any range, but there's several ways to get around the problem. First, Bracing and Setting (See Combat Modifiers Chart, Champions, page 53) will both double your Range Modifier, for a total of 4 times your ordinary Range Modifier; this will cut down on the Shrunk Hero's advantage. Secondly, Energy Blasts can be spread to reduce the halvings from Shrinking; lose one halving for every 1D6 spread (see Spreading Energy Blasts, Champions, page 55). Also, if you throw an object one hex or larger, it's targeted like an Area Effect, so Shrinking doesn't help the target.

Finally, Perception Rolls are heavily modified by circumstances. The average Perception Roll assumes that you're taking a swift glance while you're busy with something else, and the thing you're looking at doesn't really stand out from the background. Think of a brightly colored butterfly (i.e. Monarch) flying around a busy intersection downtown while you're fighting a Supervillain. Hard to spot, right? Now imagine that same butterfly against a black colored wall. You could see it a long distance away. In other words, the GM should reduce the halvings for Perception Roll Range Modifiers based on the circumstances. One more thing - once you spot a Shrunk Hero with a successful Perception Roll, you know where he is as long as you keep an eye on him (and he doesn't do anything to hide himself), you don't have to make another Perception Roll.

Example: Shrinker puts 40 Power Points in Shrinking. When Shrunk, she has x1/16" Running (which is 6/16" or 3/4 of a meter per phase), +12 to Knockback (thus, when rolling Knockback, add 12 to the amount of BODY done by the attack, only for the purpose of rolling Knockback), and 1/3856 normal mass. The Range Modifier for someone attempting to see Shrinker is -4/1"; if the Range Modifier for a ranged attack against her was normally -1/3", it would now be -4/1". Thus a character with a -1/3" attacks 4" away from Shrinker would take a -12 OCV penalty.

A Hero with Shrinking may add their growth momentum to their punch damage. The

Hero gets +1D6 of damage to their punch for every level of Shrinking they have. In order to do this, the Shrunk Hero literally grows up under the jaw of the opponent. Of course, the Hero then remains normal size until his next phase, when he can shrink down again. A Hero can't use growth momentum on someone the same size or smaller.

One of the main advantages of Shrinking is the ability to get into places or hide behind things where big people can't. The GM should allow Shrunk characters to use their smaller size in inventive ways during an adventure.

SHRINKING Cost: 10 Power Points for every x1/2 RNG MOD, x1/2 inches of ground movement, +3 to Knockback, half size, and x1/8 normal mass.

NEW POWERS

We've already presented rewrites on some of the Old Powers. What follows is NEW Powers for use with CHAMPIONS. Depending on whether the GM allows them, these Powers can change the balance of old campaigns and characters who suddenly find themselves in the midst of the 1940's. Of course, CHAMPIONS II and CHAMPIONS III also contain new Powers and they are not duplicated here.

EMPATHY: This power allows a character to read and change a target's emotions. After making an Ego Attack Roll, the character rolls 1D6 for every 5 Power Points in Empathy. The target subtracts his Ego Defense (if any) and compares the result to his Ego according to the following chart.

EMPATHY CHART

Empathy roll is greater than:	Accuracy
1x target's EGO	Read or modify conscious emotions in a minor way.
2x target's EGO	Read or modify conscious emotions in a major way, and read or modify subconscious emotions in a minor way.
3x target's EGO	Read or modify emotions at will, and read or modify subconscious emotions in a major way.
4x target's EGO	Read or modify subconscious emotions at will.

Before the character makes his attack, he must specify whether he's trying to read or modify the target's emotions. If the character is trying to read the target's emotions, he simply finds the final multiple on the chart, and the target's emotions are described. If the attack totals 3x or more the target's EGO, the

character can tell if the target is being mind controlled by noticing the strain in the target's subconscious emotions.

If the character wants to modify an emotion, he must specify the emotion before his attack is rolled. If he's trying to make a deeper modification than his roll allows, nothing happens. If the roll is sufficient, the target's emotions will stay modified as long as the attacker pays END (minimum of one). If the attack totals 3x the target's EGO or more, the character can trigger any Berserks in the target that the character is aware of.

Every time the attacker tries to change the target's emotions, he must make a new Attack Roll. Any modifications that work with a target's Psychological Limitations are one level more effective, while any that work against a target's Psychological Limitations or Berserks are 1 or 2 levels less effective, respectively.

Cost = 5 pts. for 1D6. Minimum cost = 10 pts. Range is 5x pts. in power, no range modifier.

ENHANCED SENSES: These Enhanced Senses add to the list in CHAMPIONS, pages 17 and 18. Buying several Enhanced Senses allows reduction on the overall cost of the Senses, as already described in CHAMPIONS.

Discriminating Touch: This Enhanced Sense allows a character to use his tactile senses in superhuman ways. With a successful touch Perception Roll, the character can determine the nature of an object or substance, distinguish between minor variations in texture or temperature, and read text by touch alone. Common or familiar objects or substances can be immediately recognized. Unfamiliar objects or substances require an INT Roll to identify. Subtractions to the PER Roll can be made if the object or substance is very smooth, or is very similar to another substance:

Substances are similar, but rough (cotton fabric blends, granite, marble)	-1 to -2
Substances are similar and smooth (diamond and glass, types of plastic)	-3 to -4
Substance is a liquid	-5 or more

Printed text is read with a PER Roll modified by the type of printing. A character can read embossed or depressed lettering automatically, and can read Braille automatically too, but only if he has Braille as a language. Subtractions to the PER Roll are made for smoother printing:

Electrically typewritten (manual is automatic)	-1
Cheap newsprint	-1 to -2
Photocopy or electronically printed	-2 to -3
Book text	-3 to -4
Glossy magazine print	-5 to -6
Electronic display	-7 or more

Text on an electronic display can be read by determining the tiny differences in temperature on the display screen.

Cost: 5 Power Points.

Comment: This power aids blind characters, or detectives trying to read impressions left on papers. The GM should restrict the use of this Sense to characters whose conception it fits.

Enhanced Night Vision: The character has a -1/2" Perception Roll Modifier at night.

Cost = 3 pts.

Enhanced Smell: +1 to Smell Perception Roll, +1 to Range Modifier for Smell Perception Roll.

Cost = 3 pts.

Delicate Touch: Allows a character to use his sense of touch to search for or identify hidden doors, compartments, disguised or concealed objects, strange vibrations, and the like. He has +2 to his PER Roll when attempting to use his sense of touch in this way. The character can also detect very gentle air movements, perhaps helping guide him out of a cave, or sense the movements of someone in the dark.

Cost = 5 pts.

Enhanced Taste: +1 to Taste Perception Roll, no Range Modifiers.

Cost = 2 pts.

Enhanced Touch: +1 to Touch Perception Roll, no Range Modifiers.

Cost = 2 pts.

Refined Taste: This allows a character to make a taste Perception Roll to recognize and identify substances. The Character can distinguish differences in the quality of food and drink, and can detect whether foreign substances have been introduced into the food or drink.

Example: Saladin has 5 pts. in Refined Taste. At a Bond rally, a vintage wine has been served. By making his taste Perception roll, Saladin realizes that the wine is actually a very recent and poor vintage. He makes a second roll, and realizes that the bad wine is covering the taste of a bitter drug! Saladin pours the remainder of the wine into a nearby potted plant, and begins to suspect the waiter.

Cost = 5 pts.

FOCI and GADGETS

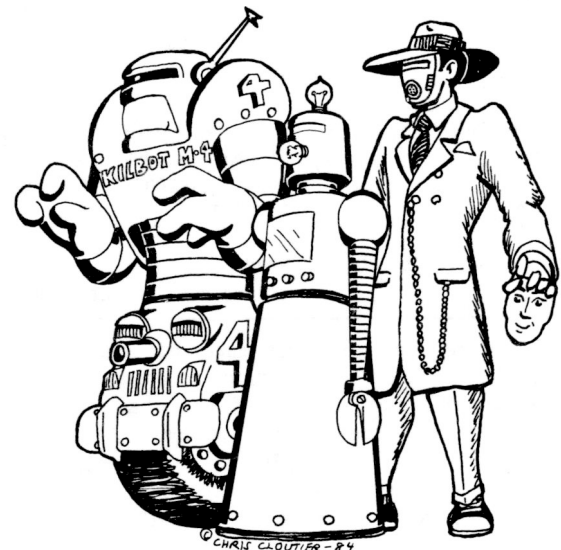
During the Golden Age, Foci generally fell into two classes: magical artifacts and

gadgets. Gadgets during the 1940's were generally big and bulky sorts of items that had lots of flashing lights. Even the occasional alien blaster was a rifle instead of a pistol. "Bigger was better" was the accepted mind set. Miniaturization was generally not a goal during this time. Players developing GAC characters should keep this in mind, and liberally use the several new Foci Advantages and Limitations presented here and in the vehicle section.

Bulky, Huge, and Immobile Foci: A Focus that is large and clumsy gets an additional bonus, based on how easily it can be moved around. A Bulky Focus is a Focus that a character can pick up (with his full STR, if necessary) and use, but cannot be conveniently carried in two hands. Such a Focus receives an additional +1/4 Limitation to the Focus Bonus. Bulky objects can be just oddly shaped (such as a giant statue of some deity) or it could be a backpack mounted gadget (such as a Flamethrower). The character's DCV is halved when he is wielding a Bulky Focus.

Example: Rocket Man has developed a bulky rocket engine that enables him to fly when it is strapped on his back. However, it is so big that he can't fly through trees or crowded areas without hitting someone with the engine, and it is so heavy that it is difficult to run with. Rocket Man's backpack is bought as 20" of Flight, OAF, Bulky, and costs $40/(1 + 1 + 1/4) = 18$ points.

Even larger Foci, such as weapons on cars or artillery pieces, get an additional +1/2 Bonus to their Focus Bonus. The vehicle system already mentions this (and is built into the system), but Large Foci can be found in other places than just on vehicles. Immobile Foci get an additional +1 Limitation in addition to whatever Focus Limitation they would normally get. This includes specific gadgets in a headquarters, static gun turrets, continental defense radars, and other such devices. The Hideouts and Headquarters System in CHAMPIONS II already mentions this, but not every Clumsy, Immobile Focus is in a base.



Fragile Focus: A Focus can be defined as fragile, and receive a +1/4 additional Limitation to the Focus Bonus. A Fragile Focus is one that has 0 DEF and 1 BODY.

Impressiveness: Not only can a Focus have fantastic powers, but it may also be awesome to behold. The Impressiveness Advantage allows you to define a gadget that is just impressive to look at, therefore adding dice to the owner's Presence Attack. The Advantage adds (Active Points/10) in Presence Attack Dice to the wielder's Presence Attack. The first level of Impressiveness is a +1/2 Advantage. Each subsequent level of Impressiveness is a +1 Advantage.

Example: The Generic Nazi Scientist, not very impressive by himself, has built a device which can destroy an entire city, or so he claims. "Perhaps you may stop me, Vanguard," he says, "but my atomic ray will fire in five seconds destroying Gothic!" The device is a 8D6 Ranged Killing Attack, OAF, and one level of Impressiveness. It Costs $(8 \times 15) \times (1 + 1/2) = 180 / (1 + 1) = 90$ points. It will do $120 / 10 = 12$ extra dice to the Scientist's normal Presence Attack of 2D6. The Attack is roll and the total is 61, which is more than 3x Vanguard's Presence. Vanguard will hesitate an entire phase, allowing the scientist to escape, and leaving Vanguard with much less than five seconds to disable the atomic ray!

Personal Focus: A normal Accessible Focus is Universal in nature: any character who picks it up can use it. A character may define that he is the only character who can use his focus; such a Focus is Personal to the character. Personal Foci lose +1/4 of their Limitation Bonus. Thus, a Personal Obvious Accessible Focus is only worth +3/4, and a Personal Inobvious Accessible Focus is only worth +1/4. Inaccessible Foci may be defined as Personal or Universal, but there is no difference in the value.

Variable Effect Focus: A Focus may be unreliable in its strength. At one point, it could only deliver half of the expected effect, then work at full strength for a time, then fizzle out completely two minutes later. Such Foci are said to have Variable Effect. When a Variable Effect Focus is used, a six-sided die is rolled. If the roll is a 1 or 2, then the Focus produces only one-quarter of its effect. If the roll is 3 or 4, then it produces at one-half effectiveness, and if the roll is 5 or 6, then its full strength is produced. A Focus defined in this way is worth an additional +1 1/4 Limitation to the Focus Bonus.

A Variable Effect Focus that may fail to go off can be defined. When the six-sided die is rolled, a 1 or 2 indicates that the Focus does not produce its effect at all. However, the special effect will still be visible, and the Focus will have used up a charge (if it has Limited Uses) or spend Endurance. Such a Focus is worth an additional +1 1/2 Limitation to the Focus Bonus.

VARIABLE EFFECT RESULT CHART			
Limitation Bonus	1-2	3-4	5-6
+1 1/4	+1/4 effect	1/2 effect	full effect
+1 1/2	no effect	1/2 effect	full effect

Example: Mme. Libertie, an agent in the French Underground, usually carries a few homemade grenades to throw at Nazi patrols. These grenades are defined as 6 dice of Energy Blast with Explosion, OAF, and Variable Effect (no effect option). The Variable Effect Limitation reflects the low quality of explosives available to Mme. Libertie. Each grenade costs $30 \times (1 + 1/2) = 45 / (1 + 1 + 1/2) = 18$ points. She throws her first grenade into the middle of a Nazi patrol, and rolls a four. That grenade will only do a 3D6 Energy Blast Explosion. Her next grenade doesn't do any better, as she rolls a one for its Variable Effect. The Second grenade merely sputters and makes a loud noise.

The GM could define a wider range of results for some Variable Effect Foci, but there should be an even distribution of results, and the Limitation should be +1 1/2 if the range of results includes "no effect", and +1 1/4 at all other times. Note that this Focus Limitation could also be used to define a Power which a character does not have complete control over, or one that is just being learned (Further information may be found in the Mystery Powers and Disadvantages Section in CHAMPIONS III).

Recharging Power Batteries

A character can buy a Power Battery that only recharges if brought to a specific type of power source. This increases the Battery Multiple Bonus, which modifies the chart up one or more levels. The reverse of this is faster recharge rates, which modifies the chart down levels.

NOTE: The standard rule for recharging Power Batteries offered by Hero Games is 1/10 of their END every time period.

POWER BATTERY RECHARGE CHART 1

Recharge Source	Bonus	Limitation	Levels
Very Common Source		+ 1	
Common Source		+ 2	
Uncommon Source		+ 3	

Example: Maximizer must plug his armor into an electric socket to recharge his x4 Power Battery. Once attached to the socket, the armor recharges at the normal 1 END per 10 minutes. Since this is a Very Common Source, Maximizer gets +3/4 (+1/2 modified up one level) for the Limitation.

Example: Fahrenheit must heat his x4, 60 END Power Battery in a blast furnace for an hour to

fully recharge it. A blast furnace is an Uncommon source, and Fahrenheit's Battery recharges at 1 END per minute. The Battery Bonus is +1 (+1/2, modified down one level, then modified up three levels).

A character may buy a Power Battery that fully recharges when brought to a specific power source. The Battery must spend 1 segment at the source to be brought to full power, no matter how little END remains in the Battery. A Power Battery that immediately recharges reduces the Battery Multiple Bonus, just as faster recharge rates do.

POWER BATTERY RECHARGE CHART 2

Immediate Recharge	Bonus Limitation Levels
Very Common Source	-3
Common Source	-2
Uncommon Source	-1

Example: Mephisto the Wizard, must touch his 3x Power Battery Staff to the "Gem of Power", hidden in his remote tower, to recharge it. The "Gem of Power" is an Uncommon Source, so Mephisto only gets +1/4 (+3/4 modified down two levels) for his staff.

Example: Filament must hold his Flash Rod against an incandescent light bulb for one segment to recharge the 2x Power Battery that it is built on. A light bulb is a Very Common Source, so Filament gets (+1 modified down four levels) no Power Battery Bonus for his Flash Rod.

Comment: These types of recharging allow a character to define his Power Battery in different ways. However, the GAC Game Master should realize that power sources that are Common now, may not have been Common in the 1940's and those that are Uncommon, may have been Common then. Standard electrical sockets, for example, are Very Common, today, but Uncommon then.

If the GM doesn't feel that Power Batteries are powerful enough in his campaign, he can change the way Power Batteries recharge. Allow the character to recharge his Power Battery by an amount equal to 1/5 the number of END in the battery, retaining fractions. Thus, large batteries will recharge much faster, while very small batteries will recharge slower.

Example: Blaster has a 9D6 Energy Blast on a 6x Power Battery; the Battery has (9 x 6) = 54 END. Under normal circumstances, the Battery recharges at 1 END per 10 minutes. If it was completely drained, it would take 9 hours to completely recharge. Under the Optional Recharge Rate, the Battery recharges (54 / 5 = 10 4/5 END which rounds to...) 11 END per 10 minutes which means it will completely recharge in 50 minutes.

Comment: This option solves two problems. First, it's no longer possible to buy a small Power on a

fast-recharging Power Battery, get the equivalent of 0 END cost, and get a Limitation on the Power. Second, characters with large Batteries know that their Battery will take 5x their recharge rate to fully recover which gives them greater flexibility in campaigning.

SIDEKICKS

Sidekicks are a popular staple of Golden Age comic adventures. More than just a friend or comrade, the Sidekick was often the right arm of a Hero, supporting and supplementing the Hero's fight against crime and injustice. A Sidekick distinguishes himself from the Dependent NPC by actively being part of the Hero's career, and being recognized as such. Sidekicks were often younger versions of the Hero, but a pet with exceptional abilities, a trusted family retainer, or even an alien being could be considered a Sidekick.

A Sidekick could not be a Hero by himself, usually because he isn't as powerful as his mentor. He should have his own personality and feelings, and especially his own reasons for Superheroing. The Sidekick's reason for deciding to join the Hero could be based upon a dark secret or painful event in the Sidekick's past, on duty, honor, or tradition, or, most commonly, just out of friendship, respect, or affection for the Hero.

A Hero should also have reasons for taking on a Sidekick, usually mirroring the Sidekick's reasons: the Hero could feel responsible for something that hurt the Sidekick; the Hero could have no choice, as the Sidekick will follow him to the ends of the earth; or, again very commonly, the Hero could have paternal instincts towards the Sidekick.

In this section, we present rules for taking on and building Sidekicks, and discuss the Disadvantages that the Hero and Sidekick might take. Then, we present a few guidelines for playing the Sidekick, and a way to keep track of the Sidekick's opinion of the Hero: Trauma Points. Finally, we talk about the most traumatic times in the careers of the Hero and Sidekick, the time when the Sidekick leaves the Hero, perhaps to become a Hero on his own!

TAKING A SIDEKICK: In CHAMPIONS terms there are two types of Sidekicks: the Competent and the Super-Competent. The Competent Sidekick is built on a Hero Bonus of 50 points, and the Super-Competent is built on 75. Sidekicks also have an upper limit to their initial Power Points. Since they are generally a reflection of the Hero, the upper limit is based on half of the Hero's total Power Points for a Competent Sidekick, and two-thirds of the Hero's points for a Super-Competent Sidekick.

The Hero must pay 10 Power Points for a Competent Sidekick, and 20 Points for a Super-Competent. These points are just like Power

Points that are spent for Powers or Skills, and Disadvantages must be taken by the Hero to help balance the cost of the Sidekick. The Sidekick is not a Dependent NPC, and does not count as one for the purposes of taking Disadvantages. Some 1940's Heroes had more than one Sidekick: if a Hero wishes to take on a second, or even more, he only has to pay half as much as he did for the first Sidekick. However, we suggest that for easier, and more balanced play, that no Hero have more than one Sidekick at any one time.

Example: Bombadier Beetle (a hero built on 240 Power Points) takes on as a Sidekick a young boy whose father was killed during the attack on Pearl Harbor. Beetle is basically a Gadgeteer, so he elects to take the 50 point Competent Sidekick. This costs Beetle 10 points, raising his Power Point total to 250. Beetle can now provide his new Sidekick, Buggy, with a costume and gadgetry up to Buggy's initial Power Point maximum of $250/2 = 125$ Power Points.



Example: Flame Lord (205 Power Points) wishes to have a Sidekick. Flame Lord is an Energy Projector, so he would want a higher caliber Sidekick. Choosing the 75 point Super-Competent option, which costs 20 points, Flame Lord can have his Sidekick, Sparky, start out at up to two thirds of Flame Lord's new Power Point total of 225. Therefore, Sparky may have up to $225 \times (2/3) = 150$ points.

Sidekicks have a frequency roll which governs

how often the Sidekick will appear, just like a DNPC or Hunted. Before each adventure, the GM rolls 3D6; if the number is less than the frequency roll, the Sidekick is involved in the adventure. The cost of the Sidekick increases as the Sidekick gets more involved in the Hero's adventures. A Hero could spend Experience, after taking the Sidekick on, to increase his Sidekick's frequency roll. The total Power Point cost for taking on a Sidekick is summarized in this chart:

SIDEKICK COST CHART

<u>The Sidekick is ...</u>	<u>Cost to Hero</u>
Competent (base Hero Bonus of 50 points, built on no more than 1/2 of Hero's Power Points)	10
Super-Competent (base Hero Bonus of 75 points, built on no more than 2/3 of Hero's Power Points)	20
<u>The Sidekick gets involved...</u>	<u>Cost to Hero</u>
Occasionally (11 or less)	+ 0
Frequently (14 or less)	+ 5
Almost Always (16 or less)	+10

Example: Akbar, working as a bouncer in a bar on the Lower East Side of Gothic, reads of the exploits of Saladin in the Gothic Herald. Akbar decides to go to Saladin and offers his services as bodyguard and manservant. Saladin, of course, doesn't really need those services, however he realizes not only that Akbar would lose his self-esteem, if he were unable to keep the traditions of his family alive, but also that Saladin would be denying the traditions of his own royal heritage. Therefore, Saladin decides to take Akbar on. Akbar is defined as a 50 point Competent Sidekick who shows up Almost Always (as a loyal servant should) and Saladin pays $10 + 10 = 20$ Power Points.

DISADVANTAGES FOR THE HERO: Of course, since the Hero is paying for the Sidekick with Power Points, he must offset the cost with Disadvantages. We will call these "Sidekick Disadvantages". A Hero may already have some Disadvantages that would apply to the Sidekick (such as "rescues women and children first"). However, the Hero should take one or more Sidekick Disadvantages which define the relationship between the Hero and the Sidekick, from the Hero's point of view. For example, the Hero may take "Believes Sidekick is a nuisance (8 points)", as a Sidekick Disadvantage, while the Sidekick has 20 points of Hero Worship (explained later). Sidekick Disadvantages may or may not equal the cost of the Sidekick, but in no case, may there be more points of Sidekick Disadvantages than for the cost of the Sidekick itself.

Sidekick Disadvantages are defined as Psychological Limitations, but are not counted as

such for purposes of reducing the Disadvantage cost. A character may have two Sidekick Disadvantages and two Psychological Limitations at full cost, although, adding a third Sidekick Disadvantage would only be worth one half as many points. Additionally, the Bonus Points for the Sidekick Disadvantage are figured according to the chart on page 19.

Sidekick Disadvantages, like Psychological Limitations, are based on some situation or belief. The Bonus for the Disadvantage is based on how often the situation occurs, and what kind of reaction the Hero makes when confronted by that situation. The frequency of the situation should be based on how often it could occur when the Sidekick is adventuring with the Hero. For example, if the Sidekick only shows up Occasionally, a Sidekick Disadvantage such as "Protects Sidekick from Danger" is Uncommon.

Additionally, the Bonus is modified by how often the Hero is concerned about the situation occurring. If the Hero takes a Sidekick Disadvantage such as "Constantly Protects Sidekick from Danger (15 points)," the Hero will make sure that he goes into doors before the Sidekick, try to keep the Sidekick out of the action, and not take along the Sidekick on dangerous missions.

BONUS TO HERO CHART

If the situation is...	Point Bonus
Uncommon	+ 0
Common	+ 3
Very Common	+ 5
<u>If the Hero is concerned with the situation/Point Bonus</u>	
Sometimes (8 or less)	+ 0
Occasionally (11 or less)	+ 3
Frequently (14 or less)	+ 5
Almost Always (16 or less)	+ 8
Constantly (18 or less)	+10
<u>If the Hero reacts to the situation... Point Bonus</u>	
Irrationally, with bold, brash actions and quick words, OR	
Methodically, with careful planning and extra effort	+ 5
Frantically, or is unable to react due to surrender or collapse, OR	
Singlemindedly, with every effort, belief, and commitment	+10

Some Examples:

Hero is concerned about Sidekick's schoolwork - Uncommon Situation, Frequent Concern = 5 pts.

Hero feels lucky around Sidekick - Common Situation, Irrational actions = 8 pts.

Hero feels Sidekick is mostly a nuisance - Common Situation, Frequently Concerned = 8 pts.

Hero sometimes worries that the Sidekick could get hurt - Very Common Situation, Usually concerned = 8 pts.

Hero feels Sidekick is a threat to the Hero's Secret Identity - Uncommon Situation, Constantly Concerned = 10 pts.

Hero often distrusts Sidekick - Common Situation, Frequently Concerned, Irrational Actions = 13 pts.

Hero actively tries to keep Sidekick from learning Hero's Secret Identity - Uncommon Situation, Constantly Concerned, Careful Planning = 15 pts.

Hero feels that he and the Sidekick make such a great team that he functions poorly without him - Common Situation, Frequently Concerned (Sidekick only shows up Occasionally), Total Collapse = 18 pts.

Hero will sacrifice himself for Sidekick - Uncommon Situation, Constant Concern, Total Sacrifice = 20 pts.

Hero is extremely protective of Sidekick and won't let him go into any possible danger, will jump in front of blasts aimed at Sidekick, etc. - Very Common Situation, Constant Concern, Total Commitment = 25 pts.

BUILDING A SIDEKICK: Building the Sidekick is a challenge - the Sidekick should be as balanced a character as possible. Remember the low Power Point total available to the Sidekick. Crimefighting can be a dangerous business, and a Sidekick that is unbalanced in a direction (except perhaps towards more defenses) can get himself into serious trouble. The Sidekick may, one day, have to face the Hero's toughest foes and be able to hold his own, or at least get away quickly. A Hero would hardly take a "kid" into battle, unless he was at least somewhat sure of his abilities.

The second most important part of building the Sidekick is the type of Skills and Powers he has. A Sidekick's abilities should be similar to, or perhaps complement, the Hero's abilities. A Gadgeteer or Detective Hero would probably not take an Energy Projector for a Sidekick, and the caliber of foe that would go up against an Energy Projector Hero would fry an orphan of a family of acrobats into ashes!

A Sidekick's Skills should reflect the Hero or reflect his conception. A Sidekick of a law-abiding Hero would probably not have Forgery, Pickpocket Skill, or Lockpicking, unless the Hero acquired the Sidekick to keep him out of such trouble. And one knack that Sidekicks seemed to have was an ability to quickly suggest what the Hero should do in a situation, or know what the Hero would do in certain cases. We present two new Skills for Sidekicks only that represent this ability:

Knowledge of Hero's Abilities: This Skill allows the Sidekick to know some fraction of the capabilities of the Hero with whom he is associated. For 1 point, the Sidekick will

SIDEKICK DISADVANTAGE CHART

have a general idea of what his mentor can do. For 2 points, the Sidekick knows most of the abilities that the Hero possesses. For 3 points, he knows the limits of the Hero's Powers. For 4 points, the Sidekick will have a general idea of the Hero's Disadvantages and Limitations, as well as any other public information about the Hero. For 5 points, he knows the Hero almost completely, including things that the Hero may not want him to know.

1st Disadvantage	x 1 pts.
2nd similar Disadvantage	x 1/2 pts.
3rd similar Disadvantage	x 1/4 pts.
4th or more similar Disadvantage	x 0 pts.

Example: Akbar, being the good manservant that he is, notices that after a recent scuffle with Fletcher, Saladin's carpet and clothes have become dirty and sends it out to be cleaned. Akbar has 2 points in "Knowledge of Hero's Abilities". At the last moment, he remembers that Saladin's clothes protect him magically so he just sends the carpet. If Akbar had more than 2 points in "Knowledge of Hero's Abilities", he would have also realized that Saladin needs the carpet to fly!

A Sidekick may take Disadvantages similar to those of the Hero, but since his conception may be very different from the Hero's, this is not a necessity. We present one new Disadvantage that all Sidekicks should have, if their conception requires it - Hero Worship.

Knowledge of Hero's Tactics: This Skill allows the Sidekick to anticipate the movements, tactics, and reactions of the Hero with whom he is associated. For 5 points, the Sidekick may make a base INT roll of 9 + (INT/5) when he wants to try to deduce what the Hero would do or how he would react in a given situation.

Hero Worship: A Sidekick with this Disadvantage holds the Hero in unusually high esteem, effectively placing the Hero on a pedestal. In extreme cases, the Sidekick will hang on to every word spoken, every action taken, and every feeling shown. This Disadvantage is a Psychological Limitation and should be counted as one for successive Disadvantages.

Example: Sparky has 5 pts. in this Skill which gives him an 11 or less roll. During a battle with Aquamarine, Flame Lord tries to signal Sparky to do the "Surprise bounce off the wall onto the back attack" (a common maneuver of Flame Lord's). Sparky rolls a 13 on 3D6, and doesn't remember what the signal means and therefore, decides to fire at Aquamarine. Unfortunately, the reason Flame Lord wanted Sparky to do that maneuver was he was moving to place himself between Sparky and Aquamarine. Thus, Sparky hits Flame Lord in the back.

The Disadvantage Points for Hero Worship are based on three things: how often the Sidekick will try to imitate the Hero; whether the Sidekick believes what the Hero tells him; and in what light does the Sidekick view the Hero's actions. The point cost for this disadvantage is calculated from the following chart.

In general, if a Sidekick has Powers, they should reflect the Hero, either being similar or complementary in nature. A flame based Hero who takes double STUN from water based attacks, might not want a Sidekick who is water based, but on the other hand, it would be a nice surprise for his flame based foes. If a Hero has Flight, the Sidekick should also have it so they can do aerial operations together. But if the Hero has non-focused Flight, the Sidekick could have Flight based on a Focus such as wings, a jet pack, or a magic ring.

<u>Sidekick imitates the Hero's actions...</u>	<u>Point Bonus</u>
Whenever he is with the Hero	+ 5
At all times	+10 *
<u>Sidekick believes what the Hero tells him...</u>	<u>Point Bonus</u>
Frequently (14 or less)	+ 5
Almost Always (16 or less)	+10
Without Question (18 or less)	+15 *
<u>Sidekick feels that the Hero...</u>	<u>Point Bonus</u>
Never makes a mistake	+ 5
Never does anything wrong	+10 *
* If the Sidekick takes any of these modifiers to the Hero Worship Disadvantage, he will receive DOUBLE Trauma Points. These will be described in detail later.	

DISADVANTAGES FOR SIDEKICKS: Just like Superheroes, Sidekicks must balance the cost of their Powers by taking Disadvantages. The Sidekick starts out with a smaller Hero Bonus (50 or 75 points) than the Hero, but doesn't have as many Power Points either. Sidekicks do not use the same successive disadvantage chart the Heroes use, but use the one shown next:

PLAYING THE SIDEKICK: We recommend that the GM run the Sidekick as an NPC. This allows the Sidekick to act truly independently of the Hero, as well as enabling the Sidekick to come up with sudden (GM inspired) ideas during a game. The GM playing the Sidekick also allows the Hero and the Sidekick to talk, plan, and even argue with each other if the situation calls for it. The GM should remember, however, that the Sidekick is still part of the Hero's Power Points and character, instead of a Dependent NPC, and therefore shouldn't change the basic nature of the relationship between the two unless the situation calls for it.

Optionally, another player could run the Sidekick as his own personal character. This can be a convenient option since it gives control of the Sidekick to one of the players involved allowing greater enjoyment of role playing. However, the Sidekick's player would have to go along with the Hero's wishes and suggestions for training (i.e. spending experience), as well as all of the restrictions outline in these rules.

The Sidekick should have a distinct personality and not just be a carbon copy of the Hero. The Sidekick is an individual, sometimes as important as a right arm, and at other times just as important for comic relief. The Hero should be taking an active part in the development of the Sidekick, and the GM should make sure that the Sidekick can take an active part in the campaign. As the campaign progresses, the Sidekick will accumulate Experience, begin development towards becoming a full-fledged Hero, and hopefully, avoid Trauma.

Experience: The Sidekick gets Experience in the same way that a Hero does - by playing in conception, making significant noncombat decisions, and so forth. Additionally, whether the Hero and Sidekick play within conception affects the other's received Experience Points. If the Sidekick plays out of conception (in cases where the GM is NOT controlling the Sidekick), he loses one Experience Point and the Hero also loses one Experience Point for failing to provide a good enough example for the Sidekick to follow. Conversely, if the Hero fails to play in conception, he loses one Experience Point, but the Sidekick GAINS one Trauma Point. Trauma Points are explained further below.

SIDEKICK EXPERIENCE BONUS CHART

<u>Situation</u>	<u>Experience</u>
Hero played out of conception	-1 Point to Hero +1 Trauma Point to Sidekick
Sidekick played out of conception	-1 pt. to Hero -1 pt. to Sidekick

NOTE: No Character can earn negative Experience

Finally, note that most Sidekicks will earn one more Experience Point than the Hero, because of the relative strength of the Villains that the two of them face. While the Hero may be equally matched with his foe, the foe will probably outclass the Sidekick, and therefore, the Sidekick will earn one more Experience Point for fighting a Villain that was more powerful than him.

Development: As the campaign progresses, the Sidekick will eventually become more self-sufficient, and someday, may even become a full-fledged Hero. Towards this day, the Sidekick saves Experience Points to add to his Hero Bonus. After each adventure, the Sidekick places at least one of the Experience Points

earned in the adventure in the "Hero Bonus" section on the Sidekick's Character Sheet. The Sidekick cannot spend this Experience to buy Skills or Powers. When the Sidekick has saved enough Hero Bonus Points to equal (100 minus starting Hero Bonus), he may decide to become a Hero himself. This process is discussed in more detail later, under "Graduation Day."

Of course, the Sidekick may improve his Skills and Powers with any remaining Experience Points. Besides improving himself, the Sidekick should also improve his "Knowledge of Hero" Skills as the campaign progresses. The Hero, that is the player of the Hero, should have the largest vote and decision as to where the Sidekick's Experience Points will be spent, but the GM should also guide the Sidekick's development, especially towards "Graduation Day."

Trauma: Whenever the Hero acts out of conception, the Sidekick may become uncertain of the Hero's true motives, or his own motives for trying to be heroic. To represent this possible change in the Sidekick's feelings, the Sidekick accumulates Trauma Points whenever the Hero acts out of character conception. At the end of each adventure in which a Trauma Point is gained, the GM should roll 3D6. Add to the number rolled, the number of cumulative number of Trauma Points the Sidekick has received. If this total is 18 or more, the Sidekick has suffered an Identity Crisis, and ends up leaving the Hero. What happens then is discussed in the next section, under "Disillusionment".

THE SIDEKICK LEAVES: A Sidekick could leave the Hero for four reasons: he has suffered an Identity Crisis and has become disillusioned with the Hero; he has earned enough Hero Bonus Points to become a Superhero in his own right; he is kidnaped; or he is killed. Two of them are permanent changes and will cause a change in the Hero, while the other two are temporary and can cause problems if not corrected. However, any of these can be a major turning point in the campaign for the Hero and Sidekick, and should take several scenarios to resolve the issue.

Disillusioned: The Sidekick has suffered an "Identity Crisis". The Hero has not lived up to what he claims to be, and the Sidekick is no longer sure of the Hero's motives and beliefs, or perhaps he's not sure of his own. In either case, the Sidekick will no longer want to be with the Hero. How the Hero discovers this will depend on the situation in the triggering scenario, the conceptions of the Hero and the Sidekick, and the degree of "Hero Worship" the Sidekick may have had. There could be a bitter fight at the conclusion of the scenario, or the Sidekick could just stop appearing. In extreme cases, the Sidekick may begin to act just the opposite of the Hero, start to duplicate the actions that put the Hero out of conception, or even start showing up as a Hunted with or without villains and/or police. Whatever

happens, the Hero now has brought on himself a significant problem that he may not be able to resolve.

Graduation Day: The Sidekick has now been at the Hero's side for quite some time, and has not only grown in his abilities and reputation, but also in age. When the Sidekick accumulates enough Hero Bonus, he may (but is not required to) make the change to be a Hero. The decision should be left to the player, as it is a major change in both the Hero's and Sidekick's characters.

If and when the Sidekick becomes a Hero, he should be rewritten as a Hero. The player takes the points saved in the Sidekick's Hero Bonus, and applies them to Powers, Skills, and buying off Disadvantages (Especially those that relate to the Hero). The new Hero's Disadvantages are re-figured according to the regular Successive Disadvantage Chart in Champions. This could give the new Hero even more points, and if so, these may also be used to purchase Powers or Skills with. The new Hero no longer gains Trauma Points, nor does his old mentor lose Experience if the new Hero acts out of character. The new Hero may change costume, base of operations, names, or anything else as desired, and begins his new career as a Superhero. The old Hero still has points, and most likely Disadvantages, relating to the old Sidekick. How the Hero gets rid of these is discussed under "What Happens Now?".

Example: Sparky has finally decided to become a Superhero in his own right. He realizes that America needs all the Heroes she can get, and while being with Flame Lord is nice, the country needs him more. He has accumulated 25 Hero Bonus Points and has had the following Disadvantages: two Hunteds, 20 and $(20 \times 1/2 =) 10$ points; three Psychological Limitations, 20 and $(20 \times 1/2) 10$ and $(20 \times 1/4) 5$ points; and a Public Identity, 10 points. This totals 75 points and together with his 75 point Hero Bonus, they add together to give his starting total of 150 points. He uses his Hero Bonus Points to buy off his 20 point "Hero Worship" disadvantage and can then refigure the disads according to the Successive Disadvantage Chart in Champions. Thus, the Hunteds are now worth a total of 40 points, the two remaining Psychological Limitations are worth 40 points, and the Public Identity stays the same. This totals up to 90 points - an additional 40 points over the original starting level of 150. Sparky may use these points to upgrade Powers, Skills, or Characteristics.

Sparky now becomes an NPC Hero (if run by the GM) or another player character entirely.

Kidnaped: This is more of a plot device than a pivotal event, but still one that can be vitally important to the Hero. The Hero may not know about the Kidnaping, and perhaps assume that the Sidekick has become Disillusioned. But when the ransom note appears, even more problems begin. The kidnaping of a Sidekick could drive a

Hero into retirement. If the Sidekick knows a Hero's Secret Identity, base location, weaknesses, or vulnerabilities, a rescue attempt must be made or the Hero could be in serious trouble.

Death: Perhaps the worst situation to occur in a Hero's career is the death of his Sidekick. This can happen if the Sidekick tries to save the Hero and ends up in the Hero's deathtrap instead. The GM should ensure that the Sidekick's death has a purpose in the overall campaign. If the Sidekick dies publicly, and is then unmasked, the Hero's Secret Identity could be threatened. If the Hero is somehow, or just feels, responsible for the death of the Sidekick, it could haunt him forever.

A Sidekick's death should be treated with the same finesse that a real Hero's death should have. Perhaps the death might not be just that (Was that a teleportation beam the Hero saw just as his Sidekick died?) But, should the situation come up where the Sidekick actually dies, the Hero must decide whether he will replace him.

WHAT HAPPENS NOW?: The Sidekick has left, leaving the Hero by himself. The Hero, however, paid points for the Sidekick. The Hero doesn't just lose those points; a number of scenarios after the climax of the Sidekick leaving will be needed to determine the outcome. Depending on why the Sidekick left in the first place, the aftermath can take several forms.

Atonement: The Hero blew it. The Sidekick says, "I've had it!" and walks away. If the Hero later regrets his actions, and wants to try and get his Sidekick to come back, he will have to resolve the bad feelings that led to the Sidekick leaving. To do this, the Hero must begin to earn Experience on his own to buy off the Trauma Points of the Sidekick. The Hero must pay 2 Experience Points for every Trauma Point the Sidekick has. Saved Experience may not be used for this purpose as it was past actions that made the Sidekick leave in the first place. If the Hero does not do this, the Sidekick will probably never return. In fact, if the Hero REALLY BLEW IT!, the Sidekick could come back as a Hunted, or he could inform the authorities about the "so-called" Hero telling them everything he knows, or even join up with a Supervillain!

Example: Flame Lord and Sparky have just saved people from a burning apartment complex. The media shows up, congratulates them, and asks Flame Lord if he knows what caused it. He answers, "One of the pesky spoiled brats that lives here was playing with fire again. It seems someone doesn't take parenthood serious enough. You are all lucky enough to have had me around". Sparky is shocked and outraged by his mentor's arrogance (No one had noticed a short bald headed newspaper man named Qual talking with Flame Lord moments before). His ideals and faith are crushed, and he flies off. Later, Flame Lord realizes what he had done

while mind controlled, but that doesn't change what happened. Therefore, Flame Lord decides to spend the next few adventures working for Bond Rallies and being more humble in the hopes of getting Sparky to return.

Replacement: If the Hero decides to replace his Sidekick, the GM should run a number of adventures with the Hero not having a Sidekick. During this time, the GM may wish to have the Hero replace the Sidekick-related Disadvantages with other Psychological Limitations to reflect the remorse, regret, or depression the Hero may be feeling at the loss of his Sidekick. After some time has passed, the GM sets up a scenario where the new Sidekick enters the campaign in a logical way. The new Sidekick should start off where the old one did, 50 or 75 Power Points as a Hero Bonus, and up to one-half or two-thirds the Power Points of the Hero. The new Sidekick may be different in conception, and he starts off with 0 Trauma Points.

Example: Fletcher, the Mad Bowman, decides he needs someone to follow in his footsteps, so he takes on a Sidekick and names him Quarrel. He has 225 points, and Quarrel has 113. After a few adventures, Quarrel has an Identity Crisis because Fletcher does not live up to Quarrel's view of what a Superhero should be, and leaves him. Fletcher lets him go, thinking "the kid wouldn't have amounted to anything anyways--he didn't have what it takes to be a True Hero". A while later, Fletcher tries again, and takes on another Sidekick named Arrow. Fletcher now has 250 points, Arrow will have 125. Arrow runs with Fletcher until he sees him kill an Air Raid Warden by mistake, and leaves...

Buying Off the Sidekick: Once the Sidekick has left for whatever reason and the Hero has run a number of adventures, the Hero may decide that having a Sidekick is not worth the trouble, the pain, or the problems. Or, the Hero may not wish to place anyone else under such risks. In either case, the Hero must buy off the Sidekick.

The Hero can either buy off any remaining Sidekick Disadvantages, or change them into related Disadvantages. We recommend that the character change the Disadvantages, then buy them off, to represent the Hero recovering from the separation. Once the Hero has bought off or replaced ALL of the Sidekick Disadvantages, he may use the Power Points he paid for the Sidekick to upgrade his own Skills, Powers, or Characteristics.

Example: Bombadier Beetle has the Sidekick Disadvantage "Loves Buggy like a Son and will sacrifice himself for him (20 pts.)". At a top secret meeting with President Roosevelt, a Nazi assassin throws a grenade into the room. Without thought for his own life, Buggy leaps onto it and is killed in the ensuing explosion (but saves everyone else). Bombadier turns the Sidekick Disadvantage into a Psychological Limitation "Hates Nazi's - will show them no mercy or take any prisoners". Bombadier

Beetle can then take the points he originally used to buy Buggy with (20 points) and add them to his Powers.

And a final word about Sidekicks: there is no reason that Supervillains can't have Sidekicks too nor does every Sidekick have to maximum his Point totals! The Mole from the Expatriots (at the end of this book) is a Sidekick to a Villainess. He is entitled to 165 Power Points but is built on only 82.

DISADVANTAGES

AGE RESTRICTION: Characters in Champions range from the very young (Sidekicks and Dependent NPC's) to the very old (characters and DNPC's). Many of these are completely normal. They have a few Skills and no Powers. They are limited because they are human. This Disadvantage represents this capacity. Any character may choose it. It places CHARACTERISTIC MAXIMUMS on certain Characteristics and Powers as well.

A character may normally buy Characteristics up to any value from the Base Value of 10. Under this disadvantage, the character may only buy up to the MAXIMUM for the listed cost. If the character wishes to have a higher value, the cost multiple doubles (i.e. x2 for STR, x6 for DEX, x1 for COM, etc.).

Remember, a character with this disadvantage has restrictions on Characteristics. Characters without this Disadvantage may have any total in any Characteristic, but then, he doesn't get any points either. The point totals are the same whether a Player-Character or NPC. This Disadvantage may be taken only once.

CHARACTERISTIC MAXIMUMS	AGE	BONUS
STR 5, DEX 8, CON 10, BODY 6, INT 8, EGO 8, PRE 5, COM 10 (no points for Towering totals).	12-	30 pts.
STR 15, CON 15, BODY 15, INT 15, EGO 15, COM 15.	17-	25 pts.
STR 20, DEX 20, CON 20, BODY 20, INT 20, EGO 20, PRE 20, COM 20.	39-	20 pts.
STR 15, CON 15, BODY 15, INT 25, EGO 25, PRE 25.	40+	25 pts.
STR 10, CON 10, BODY 10, INT 30, EGO 30, PRE 30.	60+	30 pts.

Very young characters must deal with not being taken seriously, not able to legally drive, not able to go into bars and nightclubs, but they don't have to deal with The Draft. The real old characters won't have to worry about The Draft, but then they have to deal with "young upstarts", and being overly protected by those who don't think old timers still have what it takes.

In addition to CHARACTERISTICS MAXIMUMS, older characters are limited to certain levels of Reduced Endurance Costs as detailed below.

AGE	REDUCED ENDURANCE COST EFFECTS
40+	All Powers can only have two levels of Reduced Endurance Cost.
60+	All Powers can only have one level of Reduced Endurance Cost.

COMMENT: What this Disadvantage does is allows THE GOLDEN AGE OF CHAMPIONS to tie in with other Hero Products by defining "human normals". Those players and GM's who own and play JUSTICE, INC. or ESPIONAGE/DANGER INTERNATIONAL can transfer characters in those games to GAC campaigns with no problem at all. A character or NPC in those games have this disadvantage already built into himself.

GOVERNMENT DISADVANTAGES: Because the war permeated every facet of life, the government became more interested in every citizen. Spies, 5th columnists, saboteurs, and other nasty types were thought to be everywhere. The government countered this with increased surveillance. This is represented by the Government Interference and Government Monitored disadvantages. A character may be required to take these because of his draft classification or by choice, but both restrict a character's freedom to some extent.

INTERFERENCE: A character with this disadvantage is required to follow directives, orders, suggestions, etc., by the U.S. government. Each adventure, the GM will make an interference roll and see if the government wants something done.

Another restriction is that all information, plans, gadgets, foci, weapons, and any other things found must be turned over to them. Reports of daily activities will be maintained. All in all, your life is not your own.

INTERFERENCE ROLL	POINTS
8 or less	5 pts.
11 or less	10 pts.
14 or less	15 pts.

MONITORED: The character with this disadvantage is watched by some government agency or group. They keep tabs on his movements, purchases, friends, and may even try to find out his Secret Identity. Usually the agency or group is watching the character because they suspect him of something or are checking up to see if laws are being followed. This disadvantage is easily abused. The GM should verify if the character really needs it (it may be required by the draft classification).

The character determines how large a group is monitoring him, and how intensively he's being monitored. Points are awarded according to

the following chart.

MONITORED	
SIZE OF GROUP	PT. BONUS
Monitor is a small group (less than 40 people)	1 pt.
Monitor is a medium group (40 to 500 people)	3 pts.
Monitor is a large group (more than 500 people)	5 pts.
QUALITY OF MONITOR	PT. BONUS
Monitor is watching the character sometimes (8 or less)	+0 pts.
Monitor is watching the character full time (11 or less)	+3 pts.
Monitor is watching the character fanatically (14 or less)	+5 pts.

This disadvantage occasionally may become a hunted for a scenario or two if the character fails to maintain the required obligations (i.e., the Department of Public Welfare checking up on Fletcher and discovers that his dependents are not eating, attending school, etc.). This disadvantage also accounts for a government agency or group keeping track of a character's actions and whereabouts at any given time (i.e., the FBI checking on Saladin because he's not an American). Players and GM's should notice the lower point total as being watched is not being hunted.

NON-US CITIZEN/MEMBER OF MINORITY GROUP: These are two distinct groups, but for game purposes, they can be combined as meaning each other. Because of the war, to be different was to be suspect. New neighbors, students, and strangers you met on the street were all treated with cold shoulders. To have a German accent, to look Japanese, to have an Italian name, or to have a darker skin color was to encounter prejudice. Women got out of the home and took jobs so that the men could go and fight, yet they were treated with disrespect and not taken seriously. Racial riots and round ups took place. To be noncaucasian was to be treated differently (This is a sad and sorry statement about our country, but nevertheless true).

Any character may take this disadvantage. There are three different tables from which a character may choose:

TO LOOK DIFFERENT	PT. BONUS
To be male	0 pts.
To be female	2 pts.
To be non-axis ethnic group member	+4 pts.
To be axis ethnic group member	+6 pts.

TO SOUND DIFFERENT	PT. BONUS
Speak English with no accent	+0 pts.
Speak English with accent	+2 pts.
Speak broken English	+4 pts.
Speak no English	+6 pts.

CITIZENSHIP	PT. BONUS
To be an American	+1 pt.
To be a non-American	+2 pts.
To be of Axis citizenship	+3 pts.

Example: Flying Eagle (an American Indian) would get points for being a male (0 pts.), American ethnic group member (4 pts.), English with no accent (0 pts.), and being an American (1 pt.). Totalling them, Flying Eagle gets 5 points.

The players and GM's should both realize that playing a member of the above groups is not free points. They have real disadvantages. The easiest way to describe the way to play this, is to treat it as an equal number of points in Unusual Looks. It should be noted that a character may take this disadvantage and still take unusual looks.

PATRIOTISM: A character with this disadvantage has a psychological quirk concerning loyalty to a given country. The disadvantage is treated as a Psychological Limitation for purposes of taking successive limitations.

TRAITS	PT. BONUS
Agrees with country's goals, gives up luxuries for good of country.5 pts.
First to voice support for country's goals (no matter how cloudy his image of those goals are), offers to give up extras, discourages others from nonpatriotic ways (using gas, speeding, etc.), while subtly trying to convince them to become patriotic.10 pts.
Country does no wrong in character's eyes, first to volunteer for Bond rallies, dangerous missions, suspects all non-patriots of being Axis sympathizers.15 pts.

Example: Vanguard has 15 points of Patriotism. One day he receives a mysterious phone call. The caller, who doesn't name himself, tells Vanguard that Fletcher has been seen consorting with the infamous Dr. Qual. Vanguard has seen that Fletcher has not always acted like a true American. This just confirmed that Fletcher is actually a Nazi spy, because "True Blue Americans don't act like Fletcher!" Suddenly, Fletcher swings through the window. Before he can tell Vanguard about his undercover operation to break and capture a Nazi spy ring, Vanguard rushes to him yelling, "You no good Nazi scum..." and punches him out the window.

THE DRAFT

The Military Draft had an important part in the lives of young men in the 1940's. Beginning on October 16, 1940, all men between the ages of 21 and 35 were required to register for the Draft.

The Draft itself, called the "fishbowl" by some because of the part of the process in which capsules containing birthdays were drawn from a large fishbowl, actually started two weeks later. On February 16, 1942, men between the ages of 20 and 44 were required to register, and on April 27th, 1943, the age limits were increased one last time to include men from ages 45 to 63 although no one over 36 years of age was actually called to serve except on the occasions where an especially valuable ex-serviceman would be reactivated.

The Draft is presented here as an option for GOLDEN AGE OF CHAMPIONS Heroes. It is especially appropriate for campaign games, although shorter games can use it as well. If the GM decides to include the Draft in his campaign, every male character will have to face the Draft (at the appropriate time), or suffer the consequences. This usually means imprisonment for the Hero's Secret I.D. and loss of official sanctions for the Hero I.D. We suggest that every player give consideration to what consequences the Draft will have on his character during character conception, perhaps even choosing a Draft classification in advance. This method assumes some foreknowledge of the campaign on the part of the player, especially if the campaign starts before 1940, but we highly recommend it since a little anticipation in advance can save many headaches as the campaign progresses.

Since most Superheroes are healthy, strong, handsome, and young, their Secret Identities will no doubt be asked often why they haven't joined up! This may result in a "negative" public reaction causing bad press, hatred, and maybe even hunteds for the Secret Identity. Very powerful or popular Heroes would be approached by the military, by Federal authorities, or even the President himself, and asked to help protect their country. Characters with Public Identities would almost certainly be approached by the government and asked to serve. Characters with Private Identities may have to face the fact that a good number of people may learn their identity. In any identity, characters that avoid the Draft will soon become suspect, even more so as the war progresses.

We want to stress that the Draft should not destroy a character, but should help expand and define him. Is the character still in school, does he have a family to provide for? In both cases, a deferment is available. What does the character do for a living? His job could be eliminated, or become necessary to the war effort. Is the character patriotic enough to join right up, or does he have reservations about warfare in general? Is the Hero willing to take orders from the Federal Government, should he be asked to serve his country as a Hero? These questions and others can be central to the character's definition and development.

The GM should use the Draft only as a plot device. If the GM wants the Heroes to remain in

America, he has several options, the two simplest of which are creating a government-sponsored Superhero group, or assigning characters that do get drafted to nearby domestic bases. The National Guard is a good device for this. On the other hand, if the GM is planning on running a campaign that centers in Europe or the Pacific, the object of the Draft is to get the characters joined up as fast as possible. The Heroes that will have problems in this case are those that couldn't get drafted through normal channels.

When in the course of the campaign, the character must register for the Draft, he will be assigned one of the Draft Classifications listed below. If a player has worked out his classification in advance, he will probably be assigned that one. If the character wants one of the classifications that will keep him out of the Draft, he will have to substantiate it at this time. Remember a character's Hunteds could cause problems here, perhaps by them controlling the minds of selected Draft officials, ("What! 1A! But, my wife and six children!"). Being Hunted may also result in the removal of old Army records, or the kidnapping of superiors who would have signed papers attesting that you are employed in a war-critical job. Heroes that sign themselves up publicly will of course, draw appropriate press coverage.

Characters who do not want to avoid the Draft may also encounter problems.

Example:

Mr. Jeff Hogan (alias Vanguard), being a very patriotic man, is waiting in line to register on the morning of October 17, 1940. He passes his physical examination with flying colors, but the Draft Board notes that Jeff has a wife and son (two DNPCs, Martha and Jeff Jr.), and therefore assigns him classification 3A - deferred due to dependents.

THE DRAFT ROLL: Characters who are not immune to the Draft must make a Draft Roll at the beginning of every game month to see whether they are called to report to the Draft Board. The Draft Roll is initially a 3, rolled on 3D6. When a character makes his Draft Roll, he will receive his notice to report to the Draft Board within two weeks. Some Draft classifications give automatic subtractions to the Draft Roll. A player can add one to the Draft Roll for every month that has passed since the character registered for the Draft. If the character registers in December, 1940, the Draft Roll becomes a 4 in January, 1941, then a 5 in February, and so on.

Example:

It is now December 17, 1941, and Jeff Hogan is deciding whether to enlist outright instead of waiting for the Draft Board to call him up. His Draft Roll is currently 3 - 3 (classification 3A) + 14, (months since he registered = 14). A 12 is rolled, and Jeff Hogan soon receives notification to report to his local Draft Board.

Once the character is drafted, the player

must make a number of decisions. He must decide whether the character will join the Army by the Draft, or another branch of the service by enlisting before reporting to the Draft Board. The player and GM must then get together and decide whether the character is important to the campaign. If the player is tired of the character, or wants to play another character, the GM can send it into the service, perhaps to come back occasionally "on leave." If the player wants to keep the character, the GM should go along with the player's wishes. The player will have to put his character through basic training, and then the GM will assign the character to a nearby base (hopefully), in the United States. Refer to the "Life in the Armed Forces" section for more information about training.

Example:

Jeff Hogan, after receiving his Draft notice, decides to enlist in the Navy (because the Army only serves powdered milk) and reports to his Draft Board. The GM and player determine that Vanguard is essential to the campaign and Mr. Hogan is sent to basic training. Several weeks later, Apprentice Seaman Hogan is stationed at a Naval Supply Depot in the United States, conveniently near Vanguard's activities in Gothic City. Remember, only about one in nine servicemen actually saw combat. The other eight were in support type roles.

DRAFT CLASSIFICATIONS: These are the thirteen Draft Classifications that could have been assigned during World War II. After each one, a description of the required Disadvantages a character must have to be eligible for the classification is given, with a few words on what each classification means.

1A - Fit for general military service:

Every character who registers for the Draft will be assigned this classification by default unless he chooses another one and has the required Disadvantages. There is no modification to the Draft Roll.

1B - Fit for limited military service:

A character must have one or more 5 point Physical Limitations (infrequent, slightly limiting), to be assigned this classification. Having Physical Limitations of more than 5 points apiece may qualify the character for classification 4F.

People that fall under this classification have some minor problem, such as poor, but not impairing eyesight, that makes them unsuitable for combat duty. However, this classification doesn't keep you from being sent to Europe, or even from being in the front lines! It does mean that you could be given a ladle to serve food to the troops instead of a gun.

1C - Member of the Armed Forces:

Characters who are already in active military

service are given this classification. Refer to the "In the Armed Forces" section for details and package deals you may need to purchase.

1D - Student, fit for general military service:

Characters must be active students in an accredited institution to fall under this category. If the character fails to maintain good grades (or a good relationship with his instructors), and is kicked out of school, or graduates, his classification becomes 1A, with a Draft Roll modifier of 0.

Young men falling into this classification were not called up before 1943, and therefore characters that are 1D do not need to make a Draft Roll. After January 1, 1943, they were effectively classed 1A, but in practice were not called up as quickly, therefore, they receive a -3 to the Draft Roll.

1E - Student, fit for limited military service:

A character assigned this classification must have the restrictions under both 1B and 1D. If he leaves school, his classification becomes 1B.

2A - Deferred for critical civilian occupation:

A character with this classification is not subject to the Draft. His civilian job is considered too important, in the opinion of the U.S. government, for him to leave it. These jobs generally included engineers, research scientists, foremen in war industry factories, and essential public services such as policemen and firemen. (One exception which a "malicious" GM may make is that policemen in New York were not exempted from the draft because of an order from Mayor La Guardia.)

A Hero who has this classification in his Secret Identity must take the Government Interference Disadvantage (described later in this book) on a 14 or less. Being away from your job too often, because of Superheroing, could cause loss of that job and the protection which it gives. If this happens, the character is automatically classified 1A, his Draft Roll modifier is figured as if he had originally registered as 1A, and it is likely that the character will soon be drafted.

If a character has a Public Identity, he could volunteer to work for some branch of the government, taking care of domestic crime fighting, and receive this classification. The character must also take Government Interference on a 14 or less. Other Heroes who wish to stay at home and fight should look at classification 4B.

3A - Deferred due to dependents:

A character with this classification may or may not be drafted. Many people thought that a wife and children would make them immune to the Draft, but although the government placed fathers on a delay list, inducting all other eligible men

first, by the middle of the war they too were being drafted. To simulate this delay, all characters with this classification receive a -5 to their Draft Roll. The character must have at least one Dependent NPC child (incompetent) on an 8 or less.

A character who is not independently wealthy and has at least five Dependent NPC's who are financially dependent on him, can also qualify for this classification. Historically, the last eligible person on a farm, or one with a large, poverty level family, was given this classification. If a character is away too long, due to Superheroing, or in a hospital recovering from a battle, or if he has large monetary expenditures (paying off battle damage to the city), the dependents may starve. The character must take Government Monitored on an 8 or less (in addition to the DNPC Disadvantages) to represent a government welfare bureau checking up on the health and well being of your dependents. If the character is found not to be taking "proper care" of his dependents, they will be taken away, forcing the character to buy off the DNPC's (or replace them with other Disadvantages) and be subject to the Draft, or even sent to prison.

4A - Already served in the Armed Forces:

Characters who take this classification are veterans of one of the Armed Forces, and are therefore immune to the Draft. This implies that the character is also slightly older than most characters, and should therefore take one of the Age Disadvantages (described later in this book).

Characters who are recent veterans may be called up to serve later in the war. The character can take a -5 subtraction to his Draft Roll to represent this. In either case, the character should purchase at least one of the Armed Forces Package Deals. Refer to the "Life in the Armed Forces" section for more information.

4B - Deferred by Law

A character with this classification is immune to the Draft. There are three ways in which a character can be assigned this classification: having a job in his Secret Identity that makes him immune to the Draft, deciding to work for the government, or having a Secret Identity, which has been drafted, and choosing to partially give up that identity to stay in the States.

For the first option, the character must take Government Interference on a 14 or less, to represent his job. This is different from classification 2A in that he works for the government. Jobs that fall into this category are judges, elected officials, Draft officials, and many high level government appointments.

The second option is a very easy way to get all of the Heroes involved in the war by beginning a government sponsored Hero Group. The GM will provide a Base for the Hero Group, and the Heroes will be expected to donate a fraction (no more

than 25%) of the experience they earn to buying off the base. Of course, the Base has a Government Interference roll of 14 or less, and Publicity on an 11 or less. The group will probably receive orders directly from the President, or a special appointee. Whether the Group's operations are purely on the Home Front, or in the war itself, is a campaign decision for the GM. But whatever they are ordered to do, they will probably be surrounded by publicity as "America's Superheroes." Any Hero that leaves the Group will probably lose official sanctions at all levels, and is likely to be subject to the Draft. He will also have to face negative public opinion.

For the last option, the player must make a decision. He can go through basic training and into the service, realizing that overseas duty is likely, or he can decide to give up his Secret Identity by informing a select number of people about it. This will usually be the Draft Board, the State Governor, or the President. The player's classification changes to 4B, but he does not get any of the Base, Organization, or Interference Disadvantages as described above unless his character decides to go Public. The character's identity can now be more easily discovered, and the player should change the Secret Identity to a Private (or Public) Identity.

4C - Alien:

A character with this classification must have both the Non-Citizen and Government Monitored (8 or less) Disadvantages. Although immune to the Draft, the character may wish that he wasn't, as popular opinion and prejudice may be against him.

4D - Minister:

A character with this classification is not safe from the Draft. It merely channels him into the Chaplain Corps. A character should be a full-time minister or priest, and have the Psychological Limitations (totally committed, common situations) to reflect this. There are no modifiers to the Draft Roll.

4E - Conscientious Objector:

Of the nearly 16 million Americans that served in the Armed Forces during the war, only 42,973 were conscientious objectors (less than 1%). They were divided into three main categories:

The first category contained nearly 25,000 men. They were those who refused to bear arms. They served as chaplains, medics, and other non-weapon bearing members of the Armed Forces. Most saw combat duty. A character who chooses this option must have at least 30 points in uncommon, irrational or committed, Psychological Limitations against harming other people, or against weapons in particular. A character with "Code vs Killing" (20 points), and "will not bear arms for any reason" (10 points), will satisfy this requirement. The character must also take the Government Monitored disadvantage on an 8 or less.

Example:

Peacock, who is a conscientious objector of the first type, and his fellow heroes are fighting Qual and a group of German soldiers aboard the Graf Zeppelin (Qual's secret base this week). It is noticed that only Cavalier's pepperbox pistol is effective against Qual's force field. As the fighting continues, Cavalier is knocked out and the pistol falls at Peacock's feet. He will not pick it up or use it because it might hurt Qual, even though this may be wrong. Instead, he will try to get Qual to surrender via other means.

The second category contained about 12,000 men. They were those who refused to have anything to do with the war, but were willing to serve their country in other capacities. They served in civilian public service camps, generally nasty jobs, or sometimes volunteered to be guinea pigs for medical research. A character who chooses this option must have at least 30 points in common or uncommon, irrational or committed, Psychological Limitations against any type of destruction. A character with "will not destroy or help destroy any living thing" (20 points), and "will use passive resistance against all foes" (10 points), will satisfy this requirement. The character must also take the Government Monitored Disadvantage on an 11 or less. This category may also be used as a character generation device. The character could become the Superhero that he is because of a TOP SECRET "experimental" serum. (He volunteered for medical research on malaria and became a Hero instead.)

The third, and smallest category contained about 6,000 men. They were those who wanted absolutely nothing to do with the war. These served terms in prison. For simplicity, no Hero should take this option. One opinion of this type of conscientious objector can be summed up by Louis Lepke, the boss of Murder, Inc., who at first couldn't comprehend what crime the Conscientious Objector had committed. Upon realization, he said, "You mean, they put you in here for not killing?"

4F - Physically, mentally, or morally unfit for service:

A character with this classification must be "physically, mentally, or morally unfit for service." The character must take physical or psychological limitations that would restrict him from combat duty. At least 10 points of frequent or greatly impairing Physical Limitations or 20 points of common and irrational Psychological Limitations will satisfy this requirement. Other Limitations are described below. remember, not everyone should have, or even want, this classification.

Some reasons for being classified 4F include: perforated eardrum (loss of hearing on one side, -3 to PER Roll, 10 points), defective or impaired vision (10 or more points), overage (Age Disadvantage of 60+, 30 points), underweight (having below 10 in STR, CON, and BODY), and trick

knees (15 points). Historically, the most common reasons for being classified 4F were, in order: poor eyesight, diseases of the heart and circulation, deformities of the arms and legs, digestive tract diseases, and mental or nervous disorders, and previous debilitating injuries such as John Wayne's bad back, originally caused by football.

Among those unfit historically were: Marlon Brando, Montgomery Clift, Gary Cooper, Jack Dempsey, Red Foxx, Errol Flynn, Jackie Gleason, Danny Kaye, Dean Martin, Gregory Peck, Frank Sinatra, Jimmy Stewart (underweight, but later put on the necessary pounds and joined the Army Airforce), Peter Falk and John Wayne.

A word of caution to those who think of setting up their character for 4F: Public opinion often went against someone for "not being in uniform" and it was sometimes considered a disgrace to be a "4F." Woe unto you, if liberty is sounded while you are on the streets, because the boys in uniform will not mind speaking with their hands, feet, pool cues, bottles, and whatever else is handy, to thank you for staying home while they are out there fighting for your country!

LIFE IN THE ARMED FORCES

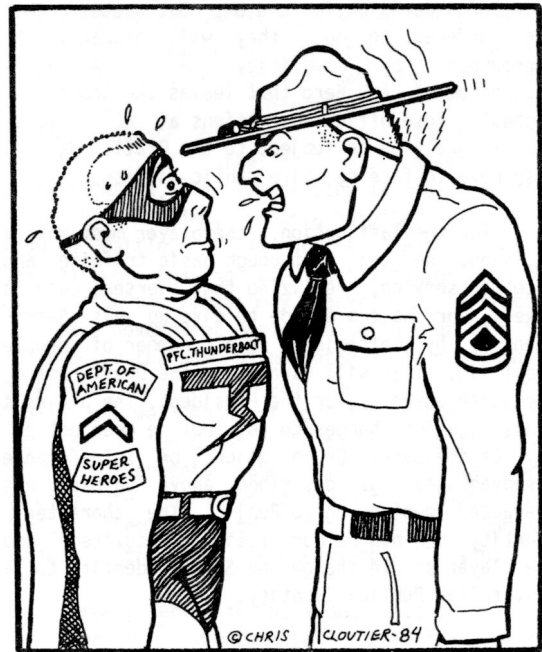
The Golden Age of Champions deals with life on the Homefront. Thus, any character who gets drafted, or is patriotic enough to enlist (Vanguard types), into the armed forces becomes a plot device for the GM. He must somehow keep the character in his campaign (if the player so agrees). Otherwise, the character is assumed to have been sent overseas and is out of the campaign except when he comes home on liberty or leave. One way for the GM to handle this is to have the character stationed outside the city at a nearby military base. (This base may have really existed or have been created by the GM.) Regardless of where the character ends up, he will be given some package deals to represent his military training.

Characters who enter military service start out at the very bottom (i.e. Buck Private). Even those who have college degrees and become officers, start out at the bottom. True, it's the bottom of the commissioned officer's ladder but it is higher than the enlisted rank's ladder. Regardless, no soldier is his own master. There is always someone higher up in authority than the character.

RANKS: Those characters without the Officer Package Deal are enlisted. There are 9 enlisted ranks (E1-E9). Assume for the purposes of GAC that each enlisted rank costs 5 Power Points and, as stated earlier, all characters start at E1. Officers have 10 ranks (O1-O10) for most branches, and cost 10 Power Points each.

Players who find their characters in the armed forces must ensure that playability is not lost. A character can not leave anytime he wants to without repercussions. The military

has its own laws and court system. Even just being late can get one into trouble. Therefore, the player and GM should get together and perhaps change a few things about the character or add a few chapters to his past life. This will help keep the character out of jail.



If the character is in the enlisted ranks, maybe his old childhood friend is his sergeant. He remembers the character (and maybe even knows your Secret Identity), and is willing to cover for you. This will give the character a new DNPC. Or perhaps the Commanding Officer of the base is your father, your fiance's father, or your close friend. He might assign you to "special detail" which is a fancy name meaning he'll cover for you. Becoming a recruiting officer is another possibility. There are many choices the player and the GM can come up with.

If the character is an officer (either by college or by field commission), the character may be placed on "special detail". This is much like the enlisted special detail as the character is still answerable to someone. Perhaps he is part of an Inspecting General's staff. Perhaps the officer is given a "roving post" to help sell war bonds. This gets him off base and around towns more, but when a crime occurs, the character could be in the middle of a speech, talking confidentially with a prominent citizen, or even in the wrong town! Again, the player and the GM should be creative to help protect the character's Secret Identity.

Players should have noted two classifications when reading The Draft section - 1C and 4A. Both of these deal with the service, the training received, and effects on a character. Both are explained in detail which follows.

1C - Member of the Armed Forces: These are the personnel who have either voluntarily enlisted or

were drafted into the armed services. Their Draft Classification restrictions remain what they were, but the classification itself changes to "1C". For example, a character with classification 1D flunks out of school. He is soon drafted, but the restriction of "being fit only for limited duty" still remains. Thus, he becomes a cook in a armored tank company instead of a tank driver in the armored tank company and is sent overseas.

Once into the service, the character must take the Government Interference Disadvantage on a 14 or less, if it is not already. He also takes the soldier Basic Package Deal and the Advanced Training Package Deal of this choice if enlisted, or Army if drafted. These reflect the training the character receives. Any difference in points may be balanced by adding more Skills or Disadvantages, as the case may be.

4A - Already served in the Armed Forces: As already noted, veterans are immune to The Draft. However, some were still eligible to be reactivated. The following chart describes the various years in which a character could have enlisted prior to World War II and the requirements necessary. Please note the chart assumes the character suffers aging effects and also if the character can be reactivated/recalled to active duty. Officers are more likely to be recalled than those in the enlisted ranks. Of course, a character may always Volunteer to be reactivated. If the character is eligible to be recalled, it is up to the player and GM to decide if he is and what happens then. If he is recalled, treat as "1C" above.

YEAR ENLISTED	EFFECTS
- 1902Veteran of Spanish American War. Take Basic and Advanced Training Package Deals. Take Age Restriction Disadvantage of 60+. Not subject to reactivation.
1903 - 1916Veteran after Spanish American War. Take Basic and Advanced Training Package Deals. Take Age Restriction of 40+. Reactivated for World War I. Not subject to be reactivation.
1917 - 1918Veteran of World War I. Take Basic and Advanced Training Package Deals. Take Age Restriction Disadvantage of 40+. Not subject to reactivation.
1919 - 1940Veteran after World War I. Take Basic and Advanced Training Package Deals. Is subject to reactivation starting with April 27, 1943.

NOTE: Players who choose to play a woman in the Armed Forces do so by enlisting. They were not subject to The Draft and were usually put in a desk type or non-combative position.

Discharges: Every person receives a discharge after service in any Armed Force. It will be one

of four basic types, although the GM may enhance this list if he desires. Each is detailed below with explanation, requirements, and the inherent advantages or disadvantages in each.

The HONORABLE DISCHARGE: The character did nothing wrong or of any lasting value during his tenure in the military. The character may or may not have received decorations. No points are awarded.

The GENERAL DISCHARGE: The character did something that spotted his record, but it was not enough to warrant a worse type of discharge. Again, the character may have received Decorations. Any one in authority knowing the character received this type of Discharge will not be as enthusiastic in helping - but he will help eventually. The character receives a 5 Point Disadvantage.

The MEDICAL DISCHARGE: A character, who in the course of combat, injured himself to an extent that further service would not be beneficial to the government, is given this type of discharge. A common ailment was of the foot and ankle region being shot. An observer on the front lines in Normandy would be amazed at the amount of foxholes with just feet sticking out of them into the air. The character must take a Physical Limitation (or Psychological if a "Section 8: crazy" is warranted). The character should follow the requirements given under Draft Classification 4F.

The DISHONORABLE DISCHARGE: The character did something equivalent to committing a major felony in the civilian world. As such, he is treated with the same respect and friendliness as is any common hood. A character who receives a Dishonorable Discharge may not vote, or own land. The character also receives a 20 Point Disadvantage.

PACKAGE DEALS

Characters in THE GOLDEN AGE OF CHAMPIONS have to get money to live on from somewhere. Few will be independently wealthy or have a major sponsor, so the majority will need a job for their Secret Identities. Thus, we present Package Deals for players and GM's to work with.

Package Deals are a set of Skills, Disadvantages, and possibly other limitations or advantages that come together as a group. This does not mean that the character is limited to only those listed, but it serves as a base from which to operate. If a character doesn't have the minimum, he probably won't be hired.

MILITARY PACKAGE DEALS

We've included a Package Deal for each service and an additional one for officers. It is assumed that the Package Deal represents the "stereotyped" example of their service. The Army is the overall soldier. The Marine is the

tougher specimen designed for in-close fighting. The Sailor is the one who enlisted to keep out of the Army. Finally, there are the "Fly-Boys". The officer package is just a better soldier, but also the one who knows how to deal with paperwork.

Boot Camp (Basic Training) - All Services:

Familiarity with National Weapons	2
Familiarity with Knowledge of "Enemy Service"	1
Familiarity with history of own service	1
Familiarity with National "Service" Weapons	2
Characteristic Minimums: All must be 10	-1
Package Bonus	-1
COST:	4

Army Advanced Training:

Professional Skill (MOS) 12-	3
Culture Knowledge of "Enemy" 13-	4
Area Knowledge of "Enemy's Front" 13-	4
Weapon Skill: +1 with Hand to Hand combat	5
Weapon Skill: +1 with assigned weapon choose M1 Garand or BAR	3
Subject to Military Law	-4
Monitored by the Military 11-	-8
Package Bonus	-3
Cost:	4

Marine Advanced Training

Professional Skill (MOS) 12-	3
Culture Knowledge of "Enemy"	2
Area Knowledge of "Enemy's Front" 13-	4
Weapon Skill: +1 with Hand to Hand combat	5
Weapon Skill: +1 with bayonet	3
Weapon Skill: +1 with assigned weapon	3
Subject to Military Law	-4
Monitored by the Military 8-	-5
Characteristic Minimums: (additional) EGO 13 and STR 13	-2
Package Bonus	-3
Cost:	6

Navy Advanced Training

Professional Skill (MOS) 13-	4
Culture Knowledge of "Enemy" 12-	3
Area Knowledge of ocean "front" 13-	4
Choose one from this list: Pilot, Driving, Gambling, Sailing, Mechanic	3
Choose two from this list: Orienteering; Navigation Science and Astronomy; Swimming +3"; Weapon Skill: +1 with assigned weapon.	6
Subject to Military Law	-4
Monitored by the Navy 11-	-8
Package Bonus	-2
Cost:	6

Army Air Force

Aircraft Identification 14-	9
Professional Skill (MOS) 14-	5
Choose one from this list: Pilot, Mechanic, Navigator	3
Subject to Military Law	-3
Monitored by the Army Air Corps 11-	-8
Package Bonus	-3
Cost:	3

Officer Package

College Degree	2
+1 to MOS Skill	2
Weapon Skill +1 with Pistol	3
Bureaucratics 8-	3
Package Bonus	-2
Cost:	8

Police Package (Flatfoot)

Familiarity with all firearms	3
Familiarity with Baton	1
Weapon Skill: +1 with service revolver	3
Familiarity with Bureaucratics	1
Familiarity with Conversation	1
Familiarity with Radio Operation	1
Driving	1
Criminal Law Knowledge 11-	2
+1 with Perception Rolls	3
Police Powers	3
Characteristic Minimums: STR 10, CON 11, INT 10	-2
Monitored by the Police Department 11-	-8
Must follow orders	-4
Package Bonus	-2
Cost:	3



Private Investigator

Conversation <9 + (PRE/5)>	3
Familiarity with Bureaucratics	1
Detective Work <9 + (INT/5)>	5
Area Knowledge (Region of country) 11-	2
City Knowledge 14- (base of operations)	5

City Knowledge 11- (nearby city)	2
Professional Skill - Private Investigator	
which allows a gun to be carried	4
Monitored by the Government 8-	-5
Hunted by ex-con (one you sent up) 11-	-10
Cost:	4

Fifth Columnist

Familiarity with firearm of choice	1
Familiarity with knife	1
Familiarity with Demolitions	1
Familiarity with Forgery	1
Familiarity with Disguise	1
Area Knowledge (base of operations) 13-	4
City Knowledge (base of operations) 11-	2
Weapon Skill: +1 with either knife or gun	3
Choose one of the following: Demolitions, Lockpicking, Security Systems, Driving (3 pts.), +1 with weapon,	3
Monitored by Group (GM's choice) 8-	-1
Subject to orders	-8
Package Bonus	-2
Cost:	4

Gangster

Familiarity with personal weapon	1
Familiarity with bribery	1
Familiarity with bureaucraties	1
Weapon Skill: +1 With personal weapon	3
Choose two from the following: Driving (3 pts.), Boxing (10 pts.), Forgery, Security Systems, Interrogation, Streetwise, making one of the above familiarity skills a full skill (2 pts.), Weapon Skill : +1 with weapon, var	
Characteristic Minimums: DEX 11, CON 13, COM 8	-3
Monitored by Police 8-	-3
Package Bonus	-1
Cost:	var

CIVIL DEFENSE PACKAGE

The defense for the home front consisted of the military and those members of the Civil Defense. Divided into 13 different services, the Civil Defense helped prepare America in case of invasion (a real prospect in many people's minds). Most members were women and older men - those who didn't (or couldn't) join the military and fight overseas. Any character who takes this package should take the "BASIC" package and ONE "SERVICE" package.

Basic Package

City Knowledge 14-	5
Literacy	1
Limited Police Powers	2
Cost:	8

Rescue Service

Familiarity with Demolitions	1
Familiarity with Mechanics	1
Familiarity with Sailing	1
Make one of the above a full skill	2
Cost:	5

Driver's Corps	
Driving (9 + DEX/5)	3
+2 to City Knowledge	2
Area Knowledge (State)	2
Cost:	7

Bomb Squad	
Demolitions 12-	5
Cost:	5

Demolitions and Clearance Crew	
Demolitions 11-	3
Mechanics 11-	3
Cost:	6

Road Repair Crew	
Familiarity with Construction Vehicles	1
Knowledge of Bridge Building 11-	2
Familiarity with Demolitions	1
Full Skill with one of the above	2
Cost:	6

Nurses Aides Corps	
Paramedic 12-	5
Cost:	5

Deliverer's	
Driving (Bicycling)	1
Motorcycle	1
+1 to City Knowledge	1
Cost:	3

Air Raid Warden	
Plane Identification 11-	3
Binoculars (+2 to sight Perception Roll -OAF)	3
Cost:	6

Auxiliary Police	
See Police Package - only has limited Police Powers.	18
Cost:	18

Medical Corps	
College Degree - MD	2
Professional Skill: Medicine	2
Paramedic 14-	9
Cost:	13

Auxiliary Fireman	
Knowledge of Building and Materials	2
Professional Skill: fireman	2
Driving	1
Cost:	5

Emergency Food and Shelter	
+2 to City Knowledge (16-)	2
Cost:	2

Civil Air Patrol	
(Later incorporated into the Army Air Corps)	
Pilot (9 + DEX/5)	3
Plane Identification 11-	3
Area Knowledge (State) 11-	2
Cost:	8

A Civil Defense Package will range from 10 to 26 points. Disadvantages for these Package Deals consist of a 1 pt. Package Bonus and 5 pts. for Government Interference on 8-.

Additional disadvantages may be taken to individualize each Civil Defense member. The Auxiliary Police, for example, will have the Police Monitored Disadvantage on a 8- for 5 points. Comical situations may also occur as a result of using disadvantages.

<u>Example: Air Raid Warden</u>	
Plane Identification 13-	7
Binoculars	3
City Knowledge 14-	5
Literacy	1
Limited Police Powers	2
Government Interference 8-	-5
Defective Vision (-4 to Perception Rolls)	-10
Package Bonus	-1
	<u>2</u>
Cost:	

Add in a few more skills and then the additional quirk of "refusing to use his binoculars because he feels he has superior vision", and we have an air raid warden who reports a squad of 13 German bombers flying in a "V" formation are attacking New York. In reality, we have a flock of Canadian Geese flying south for the winter. Yet, because of the police powers, the real police and Heroes can't ignore him because he just might be right.

COMBAT

Casual Strength: Comic book combat typically has Superheroes and Villains casually brushing aside obstacles like cars and mailboxes, or running straight through walls without slowing down. Normally in CHAMPIONS, it takes a character a half phase to Grab an object and apply his full STR to moving it out of the way. This rule presents a way for a character who is very strong to casually use his Strength to "bull through" obstacles while moving. Casual Strength allows you to apply half of your STR towards moving or removing an obstacle in your path, while only losing 1" of your movement. Casual Strength can be applied to inanimate objects; the only time a character would be considered inanimate would be if he were unconscious. A character can not Push Casual Strength.

If the obstacle is immobile, and fills the hex the character is trying to move through, the character does not need to make an Attack Roll to apply Casual Strength. If the obstacle is moving, the character must first make an Attack Roll at OCV 0 to hit the object, before applying Casual Strength. If the character misses this Attack Roll because the object has moved out of the way, the character can continue on.

If the object is just sitting on the ground, the character can move it if half of his STR will lift it. The object is not hurt, perhaps just tipped over, by being moved. If the obstacle is tied to the ground, the character may use half of his STR to attack it. If the object loses all of its BODY, after its DEF, the character

continues his move through obstacle's previous location. If the character does not do enough damage to total the BODY of the obstacle, the character stops there, and the object remains in place.

Example: Akbar and Vanguard are having a good natured brawl. Apparently, Vanguard pulled one practical joke too many! Akbar can easily lift the oak table that Vanguard has dived behind with half of his 30 STR, allowing him to take a half move across the room and hit Vanguard with a (pulled) punch. A few phases later, Vanguard throws a deactivated Fletcherbot (in reality, a 1940's robot) in Akbar's general direction. Akbar tries to knock it aside and charge Vanguard again, but must first attack, with an OCV of 0, the flying robot which has a DCV of 2. Akbar rolls a 14, which misses, keeping him from getting closer to Vanguard. Vanguard takes his next phase and Superleaps through a nearby window, which hardly stops him, as he does 3 BODY with half of his 30 STR against the 1 DEF, 1 BODY window, and makes it to the relative safety of the roof of the neighboring building.

Coordinating Attacks: Two or more characters may coordinate their attacks and strike simultaneously at one target. Each character must roll 8 or less (plus any levels they wish to add) to coordinate their attack. Coordinating your attack is a half phase action. If a character fails his roll, his attack is rolled normally. For each character who successfully makes his roll, the attack is rolled normally, but any STUN that gets through to the target is added together from all such coordinated attacks for the purposes of determining if the target is Stunned. Knockback is calculated normally, then added together.

Multiple Coordinated Attacks: Each coordinated attack (after the first) affects the target's ability to dodge. The target loses 1 from his DCV down to a minimum of DCV 0. The chart below shows the number of coordinated attackers and the target's DCV modifier.

COORDINATED ATTACKS	
Number of Coordinated Attackers	Target's DCV Modifier (minimum DCV 0)
1	-0
2	-1
3	-2
4	-3
5	-4
etc.	etc.

Extra Large Pushes: Often when and how a character pushes his Powers or Characteristics can determine the outcome of a Battle. There are many different ways that the GM and the player can use Pushing to make combat more exciting, but the GM should keep himself aware of his power to help decide battles through these methods.

Characters who want to make larger Pushes automatically can buy "Extra Push" on a

Power by purchasing extra dice or points of the Power at 5x END cost (for a +4 Limitation).

Example: Inferno has spent 50 points for a 10D6 Energy Blast. He decides to add 3 extra dice of "Extra Push" to the Energy Blast. The extra dice, which normally costs 15 points, cost $15 / (1 + 4) = 3$ points. Inferno can then Push up to 25 extra Power Points under the normal rules.

On the other hand, many Pushes are made at critical "save the world", times during an adventure. The character is motivated for some reason to give all he can to do some Heroic feat. One way to simulate this is to allow the character to make an EGO Roll when he attempts to Push. The character is then allowed to Push his Power by 5 power points plus 5 for every 1 point by which the character makes his EGO roll.

Example: Vanguard is attempting to stop a runaway car from striking innocent pedestrians. The car weighs about 2 tons, and is rolling at 10 kmh, which means that it could do 9D6 of damage (using the vehicle rules in CHAMPIONS II). The player realizes that Vanguard must push his STR to stop the vehicle, so he announces that Vanguard will Push, and makes an EGO roll. Vanguard has an EGO Roll of 12- and rolls a 10, making the roll by 2. Vanguard can Push his STR by $5 + (2 \times 5) = 15$ points, to total 45 points, which should stop the car easily.

A GM can always allow a character to make an Extra Large Push when very heroic or dangerous circumstances occur. If a character wants to Push 20 or 30 points to save the world, the GM can give him the chance. However, the GM could also give the character some temporary problems caused by the tremendous Push. Such a heroic Push could strain a character's Power, making him lose anywhere from 5 or 10 points of effectiveness to losing the entire Power for an adventure or two. Or, the Push could physically hurt the character, especially if he was to Push his STR, causing him 1D6 STUN for every 5 END Pushed. The GM should remind the player that making very large Pushes is a privilege that comes with a heavy price. But then, is no price too high to pay to save the world?

The GM should keep Pushes in perspective: a character should not be allowed to Push a Power or Characteristic by more than half of its base value. A character with a STR of 10 could then only Push to a STR of 15, while a character with a 50 point Energy Blast could push to 75 points (with permission of the GM or use of the above rules). A character should always be able to Push more, if the reason he is Pushing goes along with his Psychological Limitations. Conversely, a character can be restricted from Pushing, or even using his full Power, when he is attempting to act against his Psychological Limitations.

Martial Hold: Martial Hold is a +0 OCV, +0 DCV

Maneuver that allows a Martial Artist to use 2x his STR when holding his target. Martial Art Multiples can increase the STR multiple of a Martial Hold.

Multiple Blocks: A character can block more than once per phase. Each successive block after the first is at -2 OCV. If a character ever misses a block, he can't block any more attacks until his next phase.

Presence Attacks: The Presence Attack chart in CHAMPIONS describes three different types of effects. First, the chart describes how long the target will delay his next action. Second, whether the target has any DCV penalty. And finally, how often, and to what degree, the target will follow the character's commands. While the second and third effects are fairly self-explanatory, the first effect can be misunderstood.

When the Presence Attack chart says that the "Target will hesitate enough so that the character may act before the target this phase", it means that target will hesitate. If the character making the Presence Attack has a higher DEX than the target, the target's hesitation will not be very noticeable. If the character's DEX is lower, then the target should delay on his next phase. This allows the attacking character to go first. The effect is similar to a Block Maneuver. However, unlike a Block Maneuver, if the characters don't act next on the same phase, the attack doesn't cause the target to lose an entire phase.

Example: Vanguard is SPD of 6, DEX of 21, and PRE of 18. Aquamarine has a SPD of 5, DEX of 20, but a PRE of 25. On Segment 8, Vanguard attacks Aquamarine and misses. The Aquamarine raises a misty breeze, delivers a ringing soliloquy, and then attacks Vanguard. No matter what the outcome of the attack, he does a 5D6 PRE Attack, rolling an 18. As this is 1x Vanguard's PRE, he will hesitate until after Aquamarine on Segment 10.

Comeliness can contribute to a Presence Attack. Comeliness represents how beautiful a character is, and in most situations, it isn't very useful. However, in the 1940's the general public was awed by an exceptionally handsome man, or beautiful woman.

For every 10 additional COM a character has above 10, he may add +1D6 to his Presence Attacks. Perceptive players will notice that a character could get the same effect if he bought 5 PRE, however exceptional Comeliness does not help you when you are Presence Attacked.

A character may also have negative comeliness. The character will gain points for reducing Comeliness until he reaches 0 (a total of 5 pts.). Once at zero, each negative comeliness point costs 1/2 point. A character may add 1/2 of his negative COM to his PRE, when making Presence Attacks.

Example: Petrifying Jones, has a COM and a PRE of 30. She uses her beauty to distract others, while her fellow Ex-Patriots rob the audience. The Vanguard shows up during one performance, and she cries out, "Vanguard, my love, you wouldn't hurt poor little me, would you?" The GM rules that the modifiers that apply are in combat (-1D6), surprise (Vanguard wasn't expecting her, +1D6), good soliloquy (+1D6), and extreme beauty (30 - 10 = 20, +2D6). Added to the base Presence Attack of 6D6, Petrifying Jones has a 9D6 Presence Attack. The roll is 42, which is more than 2x Vanguard's PRE. He hesitates and Jones escapes.

Self-Inflicted Damage: A character in CHAMPIONS can Push his Strength to do things like putting his hand through a wall. Regardless of whether the character succeeds, the character certainly takes no damage. While this may be adequate for modern Heroes, the GAC brick, for the most part, is not that tough. By using the rule for Self-Inflicted Damage, if a character tries to break something, and doesn't succeed, he will take damage in return.

When a character attacks something with Resistant Defenses, figure the damage that the attack would do normally. If the attack causes more BODY than the Resistant Defense of the target (apply any Advantages such as Armor Piercing normally), the attacker takes no damage. However, if the character does not pierce the target's Resistant Defense, the attacker will take STUN and BODY, as if he had done a Move Through Maneuver - half damage. Any of the character's Defenses apply to this damage.

Studying the examples will give you a good idea of how this rule translates into actual combat. This change is very slight, and most characters won't take any damage when using this rule, unless the character enjoys fruitlessly punching on iron bulkheads. The GM, of course, can drop this rule when faster play is desired.

Example: Black Slasher (a Nisei Martial Artist) is surrounded by Ninja. He tries to escape by kicking his way through the wooden wall behind him. He lashes out and does a 9D6 kick, for 54 STUN and 16 BODY. He manages to kick through the wood (2 DEF and 2 BODY) easily, reducing the attack to 50 STUN and 12 BODY. Unfortunately, the Ninja had planned this trap well and have erected an Armored wall (13 DEF and 7 BODY) behind the wooden wall. The remainder of the Slasher's attack does not overcome the DEF of the wall, so he takes Self-Inflicted Damage of 25 STUN and 6 BODY. Subtracting his 5 PD from the damage, he takes 20 STUN and 1 BODY. The Ninja close in on the now stunned and hurt Hero.

Remember, Self-Inflicted Damage can only happen when the target has RESISTANT DEFENSES.

Sucker Attack: This maneuver allows the Hero to sucker a character into attacking another target.

This maneuver may be used on several different characters (even to get them to attack each other) as long as all the characters attack on the same DEX in the same Segment.

For a ranged attack, the Hero stands in a direct line between the attacker and the "sucker" target. For a hand-to-hand attack, the Hero stands in a hex adjacent to the attacker and the "sucker" target. For the purposes of the "sucker" the character may hit the "sucker" target, even though it is 2 hexes away. The Hero may straddle a hex line to get directly between the attacker and target. The Hero then saves a half phase in order to execute the Sucker.

When the character attacks the Hero, the Hero may Dodge, go Desolid, or Teleport away. If the Hero only dodges, the character still rolls his attack roll. If the character misses, then the attack may hit the "sucker" victim. If the Hero Teleports or does Desolid, then the attack automatically misses and may hit the sucker target.

The character hits the "sucker" target with a normal OCV versus the "sucker's" DCV Attack Roll. Range Modifiers and other Modifiers apply. The "sucker" is often surprised, and half DCV.

Example: Shadowcat realizes that the hot tip she received about a Nazi Fifth Columnist base in the basement of a candy store is a trap as she closely escapes an ambush. While she is running towards the stairs, two SS troopers step out into the hallway, one on either side, and aim their rifles at her. Since she acts one phase before the troopers do, she saves her phase until they shoot, then dodges out of the way of the bullets. She succeeds in Dodging, and because the troopers miss her, they may end up shooting each other. The attack is rerolled based upon the troopers OCV versus the other one's DCV and as an 8 and 10 are rolled, both Nazis are hit! Shadowcat shakes her head, and makes her escape.

NOTE: Sucker Attack can be used against as many characters as the Hero can line up at the same time. This can also be used to get characters to hit walls or other inanimate targets instead of our Hero.

COMMENT: This is a Maneuver that would rarely happen in real life, but happens in the comics frequently. Normally, a stray shot will hit a target in a hex with an OCV of 0 against half the target's DCV. The chance is much greater for a Sucker Attack because the character is trying to set up this Maneuver. The GM can increase the chance of a Sucker Attack succeeding by adding modifiers (either for the attacker or defender) or even by making it automatic, for more of a comic book feel.

RECOGNITION AND REPUTATION: What makes a Hero a Hero? Simply the fact that people recognize him as a Hero. Bad publicity and crusades (even by

one man) can make a Hero seem like a Villain or a Villain like a Hero. The media made Joseph Stalin, the leader of the Soviet Union, out to be "Uncle Joe," a swell guy you wouldn't mind introducing to your daughter. They ignored or deliberately forgot about the purge and other questionable acts (One source estimates that Stalin killed 10 million of his own people because they disagreed with his policies and views). The same thing can happen to Heroes and Villains.

There are two factors involved in determining public awareness of a character - Recognition and Reputation. Being a Hero means nothing to anyone if they don't recognize the character as one. Just imagine how you would feel if no one knew who you were. Everything can have a recognition value. A man dressed in a blue uniform swinging a nightstick will easily, but perhaps wrongly, be recognized as a policeman. The names Boy Scouts, Marines, police, and mafia are all known. Individuals become celebrities. Moviestars, Congressional Medal of Honor recipients, politicians, fighter aces, and Superhero/Super-villains become household words. At first, a character will be an unknown factor, just another mystery man.

Recognition starts out with a base 8 or less roll on 3D6. This number will increase as the character becomes more well known to the public. Those characters who battle in the shadows will not be recognized as quickly and may often be mistaken for Villains. The following chart shows how Recognition is earned for various acts. A simple rule is "if it gets into the news, the character earns Recognition".

RECOGNITION

Did newsworthy act that is printed.	+1
Publicly saved or caused the loss of thousands of dollars of equipment, materials, etc.	+1
Directly responsible for saving or killing many normals.	+1
Capture of enemy spies which is not "hushed up"	+1
Publicly saved or caused the loss of millions of dollars of equipment, materials, etc.	+2
Directly responsible for saving or killing prominent citizen(s).	+2
Saved TOP SECRET governmental project ¹	+0
Destroyed TOP SECRET governmental project ¹	+1
Others (GM discretion).	+0 to +3

¹ If a Hero saves a project that's TOP SECRET, the government will "hush it up" in the interest of United States Government, and so no one will know about it. But, on the other hand, if it's destroyed and there are no plans to continue the same project, word will "leak out". The GM may secretly keep track of these points and add them in when the characters deal with the government again.

These Recognition Points are cumulative and should be recorded on the character sheet. Whenever a character encounters a situation where being recognized would help, the GM should make a RECOGNITION CHECK. If it is made, help will be rendered, requests usually granted, etc. The following charts detail this.

Total Recognition Points	Recognition Roll
0	8-
1	9-
2	10-
3-4	11-
5-8	12-
9-16	13-
17-32	14-
32-64	15-
65-128	16-
129-256	17-
256-512	18-
513+	19-

At this point, the Hero or Villain has become a household word and is immediately recognized. The Recognition Roll is modified whenever the character is outside of his usual stomping grounds.

Location of Hero	Level Affected
Hero is in home territory	-0 levels
Hero is in neighboring town/city	-1 level
Hero is across state	-2 levels
Hero is in another state	-3 levels
Hero is across country	-4 levels
Hero is in another country	-5 levels

Reputation is how the general public perceives the character AFTER it has Recognized him. Unlike Recognition, Reputation will fluctuate depending on what the character does. The names Boy Scouts, police, firemen, and Abraham Lincoln all have good Reputations. Mafia, Nazi, Benedict Arnold, and Adolf Hitler all have bad Reputations. Such terms as politicians, soldiers, and moviestars have mixed reputations. The higher the Reputation index is, the more heroic the character is (i.e. and the lower it goes, the more mercenary are the character's methods). All points are cumulative.

REPUTATION

Action	Points Awarded
Captured Villains	+1
Allowed Villains to escape.	-1
Saved or allowed destruction of public/private property	+/-1
If property is in the millions of dollars	+/-1
If property is in the billions of dollars	+/-1
Saving normal humans before anything else	+1
Saving normal humans after the situation is resolved.	+0
Endangering human normals	-1
Killing human normals	-2
If they are rich/famous/prominent	+/-1
Solving a major crime when everyone else is stumped	+1
Circumnavigate the law to accomplish objective.	-1

Reputation establishes the character - the

shock of Recognition is usually based on the Reputation that has preceded him. Thus, whenever the character is Recognized, his Reputation is immediately known.

Reputation and Recognition totals will change constantly. Recognition will always increase. This total compared with the Reputation total will instantly give a feeling of the Hero/Villain. The general public and other Heroes/police view this comparison as follows: if the Reputation exceeds the Recognition, the character is a saintly type. Total Code of Honor, total protection of human normals, total protection of property from damage, and total code against killing are usual Psychological Limitations. If the Reputation and Recognition are about the same, the character is a True-Blue Hero, but sometimes makes mistakes. He recognizes the human value on life and rescues them first. Codes of Honor, codes against killing, and protects human normals are common Limitations. If Reputation is quite small as compared to Recognition, but still positive, the character usually operates on the right side of the law, but is mercenary in nature. Beserks and "to take the Villain at any cost"-types Psychological Limitations are common. Finally, if Reputation ever goes below zero, the character is recognized as a mass murderer, a tyrant, or insane. "Killer", Beserks, and "Loves to destroy things" are common ailments.

Villains and other nasties view Recognition and Reputation differently. If Reputation exceeds Recognition, the Villains know hostages, time delayed bombs, and other mass murder operations will balk the character. If they are about equal, the same tricks apply, but only if the Hero is sure that he can stop the incident first. If Recognition exceeds Reputation, the "so-called" Hero is not above taking them out first. Perhaps a partnership could be arranged as the Hero could be disillusioned about what true fame and glory are all about. Maybe, a bribe is not out of order. And if a true Villain meets a character with negative Reputation, he just might shoot first (to save himself).

Not all Villains will have negative Reputation. Many Villains have their own "Code of Honor" which doesn't differ from the Hero's by much. Non-killers will perform acts compatible with their code. Robbing from the rich (others) and giving to the poor (us) can be done without blowing up half of Gothic or Manhattan.

Reputation can act as a Presence Modifier (as detailed in CHAMPIONS). A weak Presence is one in which the character is unknown or is easily bullied around. A strong one is when his word is as good as action (either high or very low). Finally, remember that groups can have Reputation and Recognition totals as well which is the sum total of their individual counterparts.

WOUNDS:

"Remember the good old days..." The fascinating world of modern medicine (plastic surgery, transplants, drugs, stitching, etc.) was just beginning during the Golden Age. As such, the miracles with which modern people/Heroes are saved everyday did not exist back then. The medicine of the day was of the "patch me up" variety and therefore, a wound could be more serious.

Characters in CHAMPIONS heal quickly (1/10 REC per day). Combine this with healing techniques of modern medicine and the campaign rarely suffers because one (or more) of the main characters is in the hospital. However, during the 1940's, characters heal without this help. To simulate this, Wounds, Scars, and Pain have been introduced into the campaign.

Wounds: Whenever a character takes at least half of his BODY in a single blow, the GM takes note of what caused it. At the end of that adventure, the character may receive a noticeable scar. The GM should discuss this with the player the incident and together, they decide if a scar is appropriate. If the character had taken 1x or more BODY (i.e. dying), the GM may decide by himself but should consult the player anyways.

Regardless of whether a scar is awarded or not, the total BODY taken over the course of an adventure will determine how fast the character heals.

HEALING

With normal (1980's) medical technology - use normal healing rules. With 1940's medical technology, modify healing as follows:

Damage Taken	Healing Time
0 - 1/2 BODY	Normal Healing Rate (1/10 REC)
1/2 - 1 1/2 BODY	Half Healing Rate (1/20 REC)
1 1/2 - 2x BODY	Quartered Healing Rate (1/40)
2x BODY	Dead/GM's ruling

Example: After an adventure where Qual's secret base had again been destroyed, Crimebusters finds itself in trouble - Fletcher, Shadowcat, and Illy had all taken damage (1/2x, 1x, and 1 1/2x, respectively). Barring outside help in healing, Fletcher will heal first, Shadowcat will take about twice as long, and Illy will take the most time of all.

Scars: In most cases, wounds just don't magically disappear - they leave scar tissue. Burns, acid, fire, and other energy attacks cause scar tissue. Blows, cuts, falls, and other physical attacks break bones and leave scars. In most cases, these can be considered minor, but as more and more BODY is taken, the level of seriousness increases. One way to simulate this is outlined here.

1/2x	BODY	Small scars that are concealable
1x	BODY	5 point Unusual Looks
1 1/2X	BODY	Misshaped bones, impairment of organ or extremity, psychological fear or phobia against what against what caused the wound
1 3/4x	BODY	10 points Unusual Looks, loss of appendage, loss of 2 or more senses on side of damage, total collapse with phobia, Beserk when faced with what caused wound
2x	BODY	Total collapse of body (death). If saved, treat as 1 3/4x BODY, but with a combination of results

The GM (with the player's input in mind) should act according to his campaign. If Heroes on crutches and wheelchairs are common, then add a clause of "If at any time, a character takes 5 or more BODY in one blow, a bone has been broken." If not, and the campaign is one where Heroes swim through explosives, machine gun bullets, and atomic furnaces without a scratch, reduce the level of effect by one or more. Remember, scars are not mandatory.

If it is decided a scar is to be given to a character, he should be out of action for a period of time. The character receives the scar and if it is a Disadvantage (Psychological, Physical, Beserk, etc.), he receives that number of Experience Points to "buy" it with. (YES, the character has just gotten a Disadvantage during play - that's why he's out of the campaign). The character should be out for a period of Experience Points divided by 3 adventures. Finally, the character has a brand new Disadvantage - one with which he has never had before. Just imagine a super speedster with a trick knee.

Example: Buccaneer (a Hero) is fighting Shinyu in her dragon form. During the battle, she manages to hit with her HKA (bite). After the scenario, the GM and player decide that Buccaneer's leg had been bitten off just below the knee. They agree he should get the Disadvantage "PEG LEG: missing one half of leg". This gives him a -3" Running and a Distinctive walk (+2 to opponents Tracking Roll). They agree it's Frequent, Slightly Impairing - so it's worth 10 points. Buccaneer is given 10 Experience Points for the Disadvantage and is out of action for a total of (10/3) 3 adventures.

Pain: Superheroes tend to do amazing feats - even with broken arms, legs, and perhaps their skull. There are recorded instances where normal men and women do heroic feats while bleeding and in pain. To fully encompass this ideal, GAC adds one minor qualifier to any action taken while a character has BODY damage. Again, this is an optional rule that the GM can ignore when it suits play.

Once a character has taken half of his BODY in damage, he is required to make an EGO Roll to Push Powers, Characteristics, or when making fine work rolls. This represents the pain the character feels when exerting his powers.

If more than half BODY has been taken, then for every 5 BODY more, the character suffers a -1 modifier to his EGO Roll. This may be cancelled by adding a +1 modifier to the EGO Roll for every phase the character "prepares" his action.

Example: Shadowcat has taken 12 BODY. Saladin manages to heal 4 of it through magic. Shadowcat gets up and continues fighting. She has taken over half of her BODY (10), so she needs to make any EGO roll at a -1 to move, fight, swing, throw a grenade, or any other action the GM authorizes.



GUN COMBAT

Ranged weapons come in many shapes, sizes, and capabilities. We'll attempt to cover a representative range of firearms, with the special rules, advantages, and limitations to help simulate guns more effectively.

Each gun is defined by 9 statistics. These are Offensive Combat Value (OCV) Modifier, Range Modifier, damage, Stun Multiplier, STR Minimum, Number of Shots, Standard Load, Size, and **CHAMPIONS** cost. The country which made the weapon, the year it was first made, and caliber are listed for historical reasons but are not necessary for game play. Unless modified below, all normal rules stated in **CHAMPIONS** are assumed to be correct.

The OCV modifier is a bonus or penalty to the OCV of the firing character. It represents the general accuracy of the gun. It is similar to having levels with the gun. If 2 numbers are listed, the first is when the gun is fired single shot. The second is when it is fired autofire or burst fire. This is true for all weapons, except the vehicle mounted cannons when the first number is for normal fire and the second is for "braces and set" shots (i.e. the gunner has had time to prepare for the upcoming shot for a phase or two).

The Range Modifier (RNG MOD) gives any bonus or penalty on the normal 1D6-1 Stun Multiple of the weapon's Ranged Killing Attack. For some larger guns, this is simply listed as +1/+4. For CHAMPIONS usage, use the +1. Superhero world physics differ in that when larger caliber shells hit, all of their velocity does not carry over to their target. Other Hero Games (JUSTICE, INC., for example) use the second modifier.

The STR Minimum (STR MIN) is the minimum STR necessary to fully control the gun when firing. A simple formula to figure this out is to take the active points and divide by 2 if one handed and by 3 if 2 handed. If the character has less STR than this, he takes a -1 OCV when firing. Pistols and Revolvers are rated for one handed firing. Reduce the STR MIN by 3 if using 2 hands. Rifles, Shotguns, Submachineguns, and Machineguns are all rated for 2 handed use. Increase the STR MIN by 5 for one handed use. All automatic, burst, and doubling fire raise the STR MIN necessary by 5. Finally, Cannons are not meant to be carried and fired by hand as their size, recoil, and overall awkwardness make this nearly impossible. As such, the STR MIN listed is to carry it only. This stat is optional, the GM may ignore it if he so desires.

The Number of Shots (SHOTS) describes how many magazines (extra rounds), come with the gun on the average. It will be described as "3x10=30", for example. It means that the gun comes with 3 clips, each one holding 10 rounds for a total of 30 shots. a character may initially get more magazines by buying them when he buys the gun (see CHAMP COST).

The SIZE represents how easy it is to hide the gun. It is important when trying to conceal the gun from view.

The CHAMPIONS Cost (CHAMP COST) and Reload Cost (RELD. COST) tell how much a character has to pay with Power Points to buy a gun with the listed specifications. For example, the Baretta 1934 (Pistol #1) is listed as 10 points with a Reload cost of 2. The character can pay 10 points and get a 1D6 RKA with 2 magazines, each containing 7 shots OR he may pay 12 Power Points (base cost of 10 plus Reload Cost of 2) and get the same 1D6 RKA but with 4 magazines (28 shots). NOTE: the Reload Cost is to give the characters a chance to buy the listed guns with more charges each day. It is not meant to say that he needs to pay this amount of points with experience in order to get more ammo.

If a character wishes a gun not found in these pages, apply the following advantages and limitations to the base cost of the Ranged Killing Attack.

Revolver: +1/4 Limitation. Revolvers take a half-phase to reload one round, have exposed rounds, are prone to jamming due to dirt, etc.

Concealable: +1/4 Advantage. If a character wishes to hide his gun, it must be size 4 or less.

Silenced: +1/4 Advantage. A gun is loud when it fires. It adds anywhere from +2 to +5 to a character's Hearing Perception Roll. With this advantage, the weapon is silent to normal hearing. However, it is still loud enough to be heard by anyone making 1/2 of his Perception Roll or having ultrasonic hearing. Normal range modifiers apply.

Indirect Fire: +1/4 Advantage. A gun which is also capable of firing at a target that the firer is not able to see because of intervening terrain must take this advantage.

Armor Piercing capped explosive shells: (AP-C) +3/4 Advantage. Unlike other attacks, these shells attack in 2 parts. The first is an Armor Piercing Ranged Killing Attack. Roll the appropriate number of dice (the KWK-39's is 3D6+1) and apply it to the defense of the target (1/2 DEF if not hardened, and all damage gets through if not resistant). This is just like a normal AP attack. THEN, AFTER THIS HAS BEEN DONE, the second part of the attack happens. This is also considered to be Armor Piercing if, and only if, the first attack caused any BODY damage to the target. If no BODY was done, then it is treated as a non-armor piercing attack. In either case, the defense is applied against each attack separately.

The Second attack is a fragmentation attack (as in fragmentation grenades). This type of an attack (and how to buy them) is explained in Grenade Combat. Remember, if the first attack does no BODY (or misses), then the second is NOT Armor Piercing.

This type of Advantage is worth an additional +1/4 to the Armor Piercing multiple of +1/2, netting the +3/4 Advantage.

COMMENT: This shell had a time delayed fuse that set when it impacted against something, allowing the shell to penetrate first, and then detonate. This would usually result in greater effectiveness. Because of this, it's worth more, but if it didn't penetrate in the first place, the secondary attacks wouldn't do much more damage. Thus, the conditional armor piercing effects of this shell.

The second attack is usually a fragmentation attack, but it doesn't have to be. A normal energy blast with explosion advantage is also permissible.

Because of the effects of this shell, if it encounters a force wall, the first attack is spent against it, and the target will only receive the secondary and non-armor piercing attacks.

Modified Range Modifier: +1/4 Advantage. As an optional alternative to RNG MOD to help explain the long effective ranges of certain weapons, the following advantage is given. It should be restricted to tripod mounted machineguns and all vehicle mounted weapons. The x4 bonus for Bracing and Setting is already included.

Instead of the normal method of reduction of ONE to the attack roll per MULTIPLE of the RNG MOD (normally -1/3"), the successive reductions are taken over increasingly greater distances.

Take a RNG MOD of -1/3" for an example:

RNG	0-3	4-6	7-9	10-12	13-15	16-18	19-21
RNG							
MOD	0	-1	-2	-3	-4	-5	-6
							etc
MRM	0	-1	-2	-2	-3	-3	-3

As shown, no reduction is taken between 0" and 3". One is taken between 4" and 6". Another -1 is applied between 7" and 12" (a total of 6"), twice the usual distance. A third -1 is applied between 13" and 21" (9"), three times as much. A fourth would apply between 22" and 30" (12"), four times, etc.

COMMENT: Surprisingly, this matters little in Superhero confrontations as most battles take place in a small area, but would come into play in battles between airplanes, tanks, battlefields, etc. The GM may always disregard this advantage if he feels the math too complex for the situation at hand, but all the MG's and Cannons were built with this rule in mind. If the GM decides not to use this rule, simply double the listed RNG MOD'S of those weapons.

SHOTGUNS

To simulate the special damage characteristics of a shotgun, two new statistics have been added, Damage Range (DMG RNG) and Point Blank Range (PB RNG). The damage the target receives depends upon the Range to the target and the respective PB RNG and DMG RNG.

From 0" to 1xPB RNG, the target is so close that the pellets are extremely close together (i.e. no spreading of Energy Blast). As such, if they hit, they only hit one area with great force. Double the listed damage (1D6 becomes 2D6, 1 1/2D6 becomes 3D6, etc.) and roll the amount of dice for damage. The STUN Multiple is again split into two numbers for CHAMPIONS, use the first number, and the second for other Hero Games (the same rationale applies).

From 1x PB RNG to 1xDMG RNG, the pellets have spread out enough to lose the extra damage, but will still only hit one area. If hit, the target takes 4 hits. (Notice the difference between this

and autofire. Autofire allows a target to be hit once for every 2 points by which the firer makes his attack roll. A target, when hit by a shotgun, is automatically hit from one to 4 times, depending on range, not attack roll). Roll each hit separately for BODY damage, but make only one roll for Stun Multiple and any armor activation. Apply that result to each BODY damage.

From 1x DMG RNG to 3x DMG RNG, the pellets have spread out enough to hit separate locations on the character's body. Roll each die separately for damage and Stun Multiple. Further more, armor activation must be made for each hit.

Beyond 3x DMG RNG, the character will only get hit with one attack, so only one Stun Multiple is rolled.

Finally, beyond 2x DMG RNG, the pellets in a shotgun blast have spread out enough to attack more than one character. The attacker makes Attack Rolls against the DCV of each character in the target hex, and this includes both friends and foes.

To buy a shotgun, buy a Ranged Killing Attack at normal cost. To add the special characteristics described above, buy the Shotgun Advantage, which is +1/2. This gives the RKA a 1" Point Blank range and a 3" DMG RNG. Point Blank Range doubles for +1/4 advantage, and the DMG RNG doubles for +1/4 advantage. The shotgun can double fire (both barrels at once) for an additional +1/4 Advantage. Lose -1 OCV when firing both barrels.

RELOADING

Each gun holds a certain number of rounds (charges or bullets). Once all of those rounds have been used, the gun must be reloaded to be used again. There are several different types of reloading, depending on the gun.

Automatic: The term "automatic" doesn't mean that a gun can autofire; this refers to guns whose rounds come in a clip or magazine. It takes a full phase to eject a used clip and insert a new one, assuming your character has a fresh clip handy. If he must reload an empty clip, he can reload one round in a half phase.

Revolvers: Each round in a revolver occupies an individual chamber in the cylinder. The character may reload one round in a half-phase.

Internal or Tube Magazine: Guns with this type of magazine (usually rifles and shotguns) must be reloaded at the rate of one round per half-phase.

Bolt action, single shot: Those guns only hold one round at a time. Reloading takes a half phase.

CHAMPIONS guns: Most characters who use a gun in CHAMPIONS build it with only one clip/magazine that holds all of the rounds. Thus, those characters do not have to worry about reloading. (CHAMPIONS III shows how to build with more than one clip.)

GRENADE COMBAT

Grenades are a special kind of attack. They are normally thrown to hit a hex, rather than a specific person, and, then explode which can hurt many characters with one attack (similar to Area Effect or explosion advantages). Because of the Limitations of throwing distance, delay in going off, chance of malfunction, etc., all grenades receive a +1/4 LIMITATION.

Grenades may be thrown at either a hex or at the target's normal DCV. The DCV of a hex is 3. Thrown grenades have a RNG MOD of -1/2". Other objects not designed to be thrown (i.e. satchel charges), have a RNG MOD of -1/1". Rifle Grenades (grenades fired from a gun, rather than thrown) have a maximum range of 75 hexes and have a RNG MOD of -1/2" (Yes, the were rather inaccurate at long ranges). Grenades land in the same segment as thrown.

A character designates the hex he's aiming for. If he makes his roll, the grenade lands in that hex. If not, it misses the target hex by 1" for every point by which the Attack Roll is missed. Roll 1D6 and consult the illustration in CHAMPIONS, page 52, column 2 for directions.

Grenades are fuzed to go off after a specific length of time; all Golden Age of CHAMPIONS grenades are assumed to have a 4 segment time delay before exploding. This is a safety factor allowing the thrower to duck or run away.

Everything in the area around the grenade has a chance to take damage appropriate to the grenade, if any. Note that even if the grenade misses your target hex, the target may still be caught in one of the surrounding hexes. One possible tactic is to aim at a stationary object near your target, it may have a smaller DCV than the target hex.

There are 5 different types of grenades in Golden Age. Some that will be familiar and others that aren't. Concussion (Blast) Grenades do normal damage. Fragmentation Grenades do some normal and some killing damage. The Anti-tank may do either. The Smoke Grenade is a simple darkness field. Finally, the Gas Grenade does a small NND, Mind Control, and Power Drain attack.

CONCUSSION (BLAST) GRENADE: These grenades do a certain amount of normal dice. Figure it as a Energy Blast with the Explosive Advantage. It may be placed, thrown, or dropped into the target hex. Buy it with Focus, Grenade, and Limited Use Limitations.

FRAGMENTATION GRENADES: These grenades are a combination of 2 attacks. The first is a normal concussion explosion and is figured the same way. A second attack is added to this, a special killing attack explosion known as SHRAPNEL. Shrapnel grenades do a small autofire attack in a radius around the target hex. When it explodes, it is given an OCV and a RNG MOD. Roll for every character within the radius, characters do not get

their DEX-based DCV. All characters are considered to be DCV 0 for purposes of getting hit by shrapnel, but may still get bonuses due to concealment, shrinking, etc. For every 2 points the attack is made by, the character is hit once with the listed killing attack. Any defenses, work against both the explosion and the shrapnel attack at full value according to the type of attack (i.e. Resistant works for both, non-resistant still works for the concussion).

Buying a fragmentation grenade consists of 2 steps. First, buy the normal Energy Blast with the explosive advantage. This is the concussion part. Second, buy the shrapnel part. Start with a Ranged Killing Attack, at normal cost. Then add to it the number of levels (OCV) you want the attack to have. It starts with OCV 0 and each level is 3 points. Next, buy the RNG MOD of the explosion. It starts with -3/1". You can increase/decrease either the number on the left or right of the slash by one for every 3 points. Finally, add all of the points in the shrapnel section together and figure it with a +1 Advantage: No DEX-Based DCV. Add the resulting total to the concussion part and refigure with any Limitations.

Example: Iilly Smith wants to have 2 Mk II Pineapple Grenades. It is a 3D6 Normal Explosion. This is 22 points (15x1 1/2). The Shrapnel attack has OCV 6 (6x3=18), RNG MOD of -3/1" (starting value 0 pts), and a 1/3D6 RKA (5 points). This totals 18+5=23 points. With the advantage of +1, it becomes 46. Added to the 22, the final result is 45. For limitations we have Grenade (1/4), OAF (+1), and 2 uses (1 1/2). Thus, it costs Iilly 12 Power Points for the 2 grenades.

ANTITANK GRENADES: These may be nothing more than a group of blast grenades tied together to a shaped charge. Depending on the type of anti-tank grenade, the method of buying will vary. A shaped charge is a Armor Piercing modifier with the Advantage of directional blast. It will focus the blast in a certain 60° arc (direction of impact). This is a +1 Advantage and similar in nature to Area Effect Cone or hexes (shaped like a cone). Most shaped charges also have a normal armor piercing blast zone. Again, figure each attack separately, add together, and then figure the result with the limitations.

SMOKE GRENADES: These are nothing more than dense fields of smoke to obscure vision. They are bought as Darkness, and range from making Perception Rolls harder to actually being impervious to normal sight. Buy as darkness with any of the effects (although in the 1940's the most powerful should only stop normal sight) with the Limitations of Endurance Battery or Continuing Charges, grenades, focus and Limited uses.

GAS GRENADES: Offensive gasses serve one major purpose. They force victims to run away, surrender, or at least stop fighting effectively. A secondary purpose is the reducing of a victim's sight, both through obscuring effect, and through physical effects such as watering eyes.

The effects of offensive gases may take effect immediately (and disappear almost as fast) or take a period of time after exposure before the effects appears, and can last for hours.

A gas grenade is targeted against a hex. All characters within that hex must make EGO Rolls (with modifications listed below), and continue making them for each phase that they remain in the gassed area and do not have the required level of Life Support. The listed minuses to a character's sight PER Roll are also taken. For every hex out from the attack, the EGO Roll Modifier is 2 less and the PER Roll modifier is 1 less. In an unventilated area, or one in which a character can control the winds, there are no subtractions to the EGO Roll and PER Rolls for distance.

The following chart summarizes the effects of the EGO Roll for a character under the effects of a gas:

EGO Roll made with minuses: Character may continue doing whatever he wants.

EGO Roll made with no minuses applied: Character may remain in the area of the gas, but must abort his current action.

EGO Roll not made: Character must attempt to flee the area and must abort other actions.

There are further modifiers to the EGO Roll based on certain physical or psychological facets of the character, as seen in the following chart. Thus a character who had a Psychological Litation that made him save women and children would get a +6 to his EGO roll if charging into a cloud of gas to save one:

In a Charge	+3	Scared/Uncertain	-3
Working with a Psych Limit	+3	Working against a Psych. Limit	-3
On Drugs/Berserk	+5		

Gases which cause more drastic physical effects (i.e. DM) require a CON Roll to be made by the character, with the character, with the listed minuses. A character's base CON Roll is figured as 9 + (CON/5). The chart below summarizes the effects of the CON Roll for a character under the effects of such a gas. The same Psychological and Physical Limitations modifiers shown above for EGO Rolls would also apply to this CON Roll.

CON Roll made with minuses: Character may continue actions.

CON Roll made with no minuses: Character is barely able to control effects, and can remain in the area. If EGO Roll is also made, the character may defend himself at full DCV. If EGO Roll is made with minuses, the character can attempt an offensive action with a subtraction to his OCV equal to the amount by which the CON Roll was missed.

CON Roll not made: Character has violent reaction, and is unable to defend himself effectively (1/2 DCV). Character must leave the area if he fails his EGO Roll.

In addition to any EGO or CON Rolls, the character will take a small NND attack based upon the type of Gas used at DEX 0, SPEED 2 (i.e. a person will take the effects of the gas twice per turn) per 12 ounces of filler (actual material that causes the gas): Tear Gas (CN) is a 1/2D6 NND, and Irritant Gas (CS) is a 1D6 NND. The defense is "being immune to inhaled gases" (10 pts of Life Support) or holding your breath. If the character chooses the latter, remember, he gets no recoveries of END while doing so.

Example: Shadowcat has an EGO of 13 (therefore an EGO Roll of 12 or less) is 2" from a CS type gas grenade when it goes off. She must make an EGO Roll at -2 (10 or less), to perform any action. If she makes the EGO Roll without the minuses (11 or 12), she may stay in the area or leave but not perform any actions. If she rolls 13 or more, she must the area. In all cases, she will take a 1D6 NND each 6 seconds (segment 6 and 12) and has a -1 to all Sight Perception Rolls.

Example: Crimebusters have entered Dr. Qual's Secret Base (this week, it's beneath an abandoned warehouse) and have unwittingly released a cannister of CN/DM gas (12 oz of CN and DM each) Fletcher continues ahead while the others stay behind and look for other avenues of approach. He has a EGO of 10 (EGO Roll of 11 or less) and a CON of 13 (CON Roll of 12 or less). He must initially make an EGO Roll at -6. He does so, and also makes it on phase 12. He has now taken two 1/2D6 NND attacks. The next turn, the DM gas starts to take effect. He must now make his CON Roll at -6, as well as an EGO Roll at -9. His luck continues with his EGO Roll, he rolls a 3! But, he rolls an 11 for his CON Roll. Furthermore, he takes a 1 1/2D6 NND. He is not STUNNED and may continue to stay in the area, but his reaction to the DM takes concentration to control, forcing him to take a -4 (his roll of 11 minus the modified CON Roll of 7) to any of his offensive actions. Suddenly, the area swarms with German soldiers in gas masks, Qual discovered that the Crimebuster had invaded.

BUYING GAS GRENADES: First figure out how much gas you want. Most gas grenades take 12 oz, with the larger shells taking up to 36. Refer to the following chart.

For each 12 oz. filler wt. of	EGO ROLL	PER ROLL	CON ROLL	NND	CHAMP COST
Tear Gas (CN)	-6	-3	-	1/2D6	55
Irritant Gas (CS)	-6	-4	-	1D6	75
Adamsite (DM) ¹	-3 ²	-	-6	+1D6	70
For each 1/2 filler	+1	+1/2 ^{3,4}	+1	-1/2D6	-x1/4
For each 2x filler	-1	-1/2 ⁴	-1	+1/2D6	+x1/4

- 1 Adamsite is usually added to other gases. It takes a delay of 12 seconds (one turn) to take effect. Effects stay with a character for an additional 12 seconds.
- 2 added to any other EGO Roll modifier
- 3 round up (i.e. -1 1/2 becomes -1)
- 4 only if gas has this statistic in the first place

This gives you the NND and the required mental/physical effects. All of the effects of these gases are NND in effect, if you have the defense you won't feel a thing. Yet, through a force of will (EGO), a character may stay in the area while suffering the physical aspects. Apply the Limitations to the base cost as normal.

COMMENT: This type of attack is somewhat hard to explain in CHAMPIONS. It is similar to a Power Drain on those characteristics so affected and also to a Mind Control in that if you fail, you flee the area, PERIOD! (No matter how high your EGO is!) Yet if you don't inhale the stuff, none of the above works. Gases should remain in the GM's and Police hands and he should personally approve any character who wants to use said equipment. It's happened that criminals have blindly run off 3 story rooftops trying to escape the effects of gas.

EXPLOSIVES

WWII saw the advent of many new types of explosives. As such, a relative effectiveness chart is given. Instead of the NORMAL HERO math of fractional notation, (+1/4, 1/2, +1, etc.), actual decimal notation is used instead. To find out how much damage a certain weight of explosive will do, simply multiply the amount of explosive by the Relative Effectiveness Coefficient (R.E.C) and cross reference the result to find the actual damage in D6's.

RELATIVE EFFECTIVENESS CHART

Explosive	R.E.C.	Explosive	R.E.C.
PETN	1.66	Picric Acid	0.94
Nitroglycerin	1.5	Guncotton	0.92
C3	1.34	Nitro Starch	0.86
C4	1.34	60% Dynamite	0.83
Torpex	1.26	50% Dynamite	0.79
Composition B	1.25	60% Gelnite	0.76
Tetryl	1.25	40% Dynamite	0.65
Tetrytol	1.25	Black Powder	0.55
Pentolite	1.2	Mercury Fulminate	0.51
80/20	1.17	40% Gelnite	0.42
Barytol	1.17	Ammonium Nitrate	0.42
RDX	1.14	Lead Azide	0.39
Tritonal	1.11	Smokeless Powder	0.25
TNT	1.00		

TNT EXPLOSIVES CHART

Kg.	Lbs.	Normal	Explosion
0.08	0.17		4D6
0.13	0.25		5D6
0.25	0.33		6D6
0.33	0.50		7D6
0.50	1.00		8D6
0.75	1.50		9D6
1.00	2.00		10D6
1.50	3.00		11D6
2.00	4.00		12D6
3.00	6.00		13D6
4.00	8.00		14D6
6.00	12.00		15D6
1 Stick of Dynamite is 0.25 Kg.			
1 Block of TNT is 0.50 Kg.			

BOMBS

Just as grenades are usually thrown, bombs are usually dropped. While dropping, they have a base DCV due to velocity. Use the falling chart in CHAMPIONS, page 62, column 2 to determine velocity. Combine that with the "Base DCV by Velocity" chart and the DCVM for SIZE charts contained in the vehicle section.

Bombs have no OCV, it is based upon the bomber or pilot's OCV. To figure out if the bomb hits the target hex, roll or attack roll with normal range modifiers (i.e. -1/3"). Yes, bombs rarely hit their exact target. That's why many bombers with many bombs hit one target area. If the hex is missed, roll 1D6 for direction the bomb missed, 1D6 for the number of dice by which it missed, and that number of dice to figure the exact number of hexes from the intended target where the bomb lands.

Because the bombs may be destroyed, caught, deflected, etc., and have a delay of explosion (dropping time), bombs in general get a +1/4 Limitation in addition to any other limitations.

The A Bomb: Atomic weapons ended the war and introduced the Atomic Age. There is no atomic bomb in this supplement, for reasons we'll discuss later. The Kr-36ite bomb is akin to it (but much less powerful). The Kr-36ite bomb is discussed in Scenario #2.

Atomic weapons have four types of attacks. First and foremost is the physical shockwave. This will be a normal explosion wave that does immense amounts of knockback. Second, is the energy fireball capable of producing fourth degree burns. This is a normal armor piercing energy attack. Third, is the flash attack. This is a Power Destruction attack against sight that, if the character does not have any Flash Defense, he'll be blinded for days. Finally, there is the killing NND radiation attack whose defense is mentioned before. Each of the attacks number in the hundreds of points. Very few characters should survive such an attack. The GM should be final arbitrator as to whether a character survives IF any character is STUPID enough to be at Ground Zero (i.e. where the bomb is when it goes off). If he does, assume that a radiation accident has occurred and rewrite the Hero.

DEPTH CHARGES

A more specialized type of bomb, these are dropped from a surface ship and sink downward before exploding. They have a fuse that is preset for a certain depth at which point they'll explode.

For CHAMPIONS usage, assume that depth charges fall in water at a rate of 5" a segment. The depth charge explodes when it reaches the depth for which it has been set.

The only boat presented in GAC that uses depth charges is the PT Boat. If the GM does not wish to use depth charges, the PT Boat may be changed to the 4-tube variety (able to fire 4 torpedoes) at no extra cost.

Depth Charges, like bombs have a +1/4 Limitation in addition to any other ones.

TORPEDOES

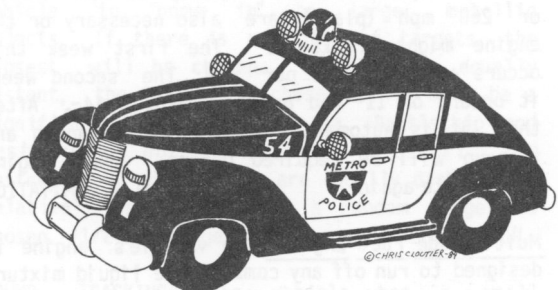
The Torpedoes in GAC are vehicles without a driver. How to buy them is explained there. For purposes of combat, they have OCV 0 and DCV of its size and speed (see vehicles). The gunner or firer of said weapon may add any levels he has with Torpedoes to the base OCV of 0.

ROCKETS AND EXOTICS

V1: This "terror" weapon was used by the Germans to bomb England could very well be used by German Supervillains in a plot. Like Torpedoes, it is a vehicle and bought that way. Unlike them however, it was preset and once deviated, or "turned over", it immediately crashed.

V2: This was like the V1 but if turned, it could continue on a new course until it impacted. This is easily the fastest vehicle in GAC and Superheroes might have problems trying to catch up with it from behind.

Both the V1 and V2 use the procedure explained in the Bomb section to find out where they land if they miss their intended hex. They both have OCV 0 and DCV based on velocity and size.



VEHICLES

Vehicles are given a detailed explanation in CHAMPIONS II. Since GAC assumes possession of CHAMPIONS only, we will give enough information so that play of vehicles is possible. Some new Advantages and Limitations are described to flesh out inherent problems for the 1940's and to expand vehicles in general.

To buy a vehicle, a character must pay 5 power points. This gives him a 75 point vehicle. Those that cost more are bought on a point for point basis via power points and vehicle disadvantages. Thus, a 75 point vehicle costs 5 points, while a 125 point vehicle costs 55 (125 - 75 = 50 + 5). However, as America geared up for World War II, auto production for public purchasing ceased in February 1942 to allow factories to start producing tanks, planes, and other essential equipment. All vehicles that weren't sold at this time were catalogued for rationing. The following example is taken from an ad on obtaining a new car.

WHO IS ELIGIBLE TO BUY A NEW CAR?

There are seven major classifications for persons eligible to buy new cars under basic rationing rules.

These include persons engaged in the production of war materials or in the prosecution of the war directly or indirectly, physicians, nurses, clergymen, veterinarians; car-owners engaged in public service, such as fire departments, public health, highway maintenance, etc.; owners of taxicabs and other means of transportation; farmers; newspaper wholesalers; and traveling salesmen in certain fields.

Your local dealer will be very glad to help you determine whether you come under the rules of eligibility. He will also be glad to help you fill the proper applications.

Don't guess about your eligibility - see your local dealer today and make sure.

GM's are advised to consider any public Hero to fall under public service. Any Hero who is a loner or extremely secretive may have problems obtaining a replacement unless his Secret Identity can obtain one.

In the Golden Age, vehicles are defined by 17 characteristics.

MAX: The maximum velocity a vehicle can have. Velocity is always listed in inches per segment. A vehicle can have five different modes of movement: Flight, Ground Movement, Teleport, Tunneling, and Water Movement. A vehicle can move in any environment for which it has a MAX.

ACC: How fast a vehicle can add to its current velocity. The vehicle can add its ACC to its current velocity every segment. Vehicles have one ACC for all movement modes.

DCC: How fast a vehicle can slow down. The vehicle can safely subtract its DCC from its velocity every segment. Vehicles have one DCC rating for all movement modes.

TURN: This defines how often a vehicle can change its facing 60 degrees or 1 hexside. The faster a vehicle is traveling, the less often it can change facing. Vehicles have one TURN rating for all forms of movement. The average vehicle has a TURN of 3.

STR: The strength of the vehicle, defining how much it can carry without being overloaded. It has the same scale as a character's STR.

DEF: The defense the vehicle has against attack. A vehicle has 6 separate DEF scores, one for its Front (F), Back(B), Right Side (R), Left Side (L), Top(T), and Underside (U). The average vehicle has a DEF 3 on all sides.

BODY: The amount of damage a vehicle can take before falling apart and a general representation of how tough the vehicle is. The average vehicle has 10 BODY.

PRE: This a new characteristic for vehicles. It is treated like a character's Presence except that it can only be used for offense purposes - i.e. to make presence Attacks. Two points of PRESENCE cost 1 pt. All vehicles start with '0' Presence. Vehicles may receive presence modifiers based upon their actions.

ISZ: The amount of interior room a vehicle has for passengers and cargo. The ISZ is listed in hexes.

DMG: A modifier on the amount of damage a vehicle will cause when it hits something. DMG is a function of damage a vehicle will cause when it hits something. DMG is a function of the MASS of the vehicle.

SIZ: The number of hexes the vehicle takes up on the tactical map. The SIZ is always given in hexes. SIZ is always (2 x ISZ), unless it has a stall speed. If so, the SIZ is (3 x ISZ).

DCVM: A modifier on any Attack Rolls made against the vehicle and is based on the SIZE of the vehicle. DCVM is found on the DCVM chart.

MASS: The weight of the vehicle in Kilograms or Metric Tons. Mass is calculated from SIZE, Total DEF, and BODY.

KNB: A modifier to the amount of Knockback a vehicle takes when hit, based on its MASS.

CAP: The amount of mass the vehicle can carry without being overloaded. CAP is always listed in Kilograms or Metric Tons.

PAS: The number of passengers the vehicle can carry comfortably. Vehicles can carry quite a few passengers, if you're not concerned with comfort. Six passengers per hex may be stacked in bunks, four passengers per hex are cramped, and three

passengers per hex is comfortable. Two passengers per hex is quite roomy, and putting only one passenger in a hex gives you plenty of room to walk around.

RNG: Another new characteristic. Unless modified by engine advantages, all vehicles run on petroleum (gasoline, aviation fuel, diesel, etc.). A small concession for ease of playability is that all character made automobiles have a base 20 gallon gasoline tank and average 15 miles per gallon (this was the mileage assumed by the U.S. government in its rationing calculations). Military, Flying, and Floating vehicles will vary. The Range (RNG) is the amount of miles the vehicle may travel on one tank of gas. This characteristic is given for all vehicles.

DCVM by SIZE

SIZ (hexes)	DCVM	SIZ (hexes)	DCVM
1/2	0	17-25	-11
3/4	-1	26-32	-12
1	-2	33-50	-13
1 1/2	-3	51-64	-14
2	-4	65-100	-15
3	-5	101-125	-16
4	-6	126-200	-17
5-6	-7	201-250	-18
7-8	-8	251-400	-19
9-12	-9	401-500	-20
13-16	-10	501+	-21

Vehicle Advantages and Limitations

Engine Type: All vehicles are considered to be airbreathers (i.e. needs air to function) and runs on a certain grade of petroleum. This modifier affects the cost of MAX according to their respective restriction.

Not Air Breathing- the vehicle's engines are totally self-contained and don't require outside air. Any vehicle that uses movement without needing outside air at any time will need this advantage. For example, Submarines ran on diesel engines when using a snorkel or running on the surface, but when submerged, it would run on batteries and use stored air. +1/4 ADVANTAGE

High Performance Engine- the vehicle's engines require a high grade of fuel and high speeds to operate efficiently. The fuel used will be on a limited availability basis. Without this fuel, the engine will only get 5 miles a gallon. Minimum speeds of 75 mph (car), 20 mph (boat), or 260 mph (plane) are also necessary or the engine might breakdown. The first week this occurs on an 8- roll per use. The second week, it occurs on 11- and on the third, a 14-. After that, it is automatic. A complete cleaning and tune-up will be required before the engine can operate again. +1/2 LIMITATION

Multi-Grade Fuel Engine- the vehicle's engine is designed to run off any combustible liquid mixture at a lesser efficiency (10 miles per gallon). Many military vehicles used this type of engine. +1/4 ADVANTAGE

Non-Petroleum Combustible Engine- the vehicle's engine is designed to run off another type of fuel other than a carbon distillate (i.e. gasoline, diesel, aviation fuel, etc). This may be methane, wood, steam, or other product, but may only run with that type of fuel. This fuel may be more common or more rare than petroleum. +1/2 ADVANTAGE

Non-Combustible Engine- the vehicle's engine is non-1940's in technology. It may run via a fusion, fission, or other type drive. This may even be magical in nature. The engine is automatically quiet (invisible to sonar) and may only be detected by a sense other than hearing. The GM should limit this advantage to those whose conception it fits. +2 ADVANTAGE

Mass Production: Over the period of the war, as various industries gear up for weapon production, various vehicles became standard and were mass produced. If a character takes a vehicle as it comes off the assembly lines, and makes no modifications to the interior, he may take this limitation on the cost of the vehicle. +1/4 LIMITATION

Non-Guided Weapons: WWII saw the beginning of missiles and rockets. Improvements on torpedoes were made. These items are treated as vehicles and bought as such. Because they are non-guided (pilotless), they automatically receive a -1 Limitation on the cost of the vehicle. This may be modified by application of one or more of the following guidance systems.

NO TURN- the vehicle is set on a course and will not deviate from it unless forced to from an outside agency. If somehow it is turned, it cannot correct itself. The early torpedoes and V-1's were of this variety. No modifications to the Non-Guided Vehicle Limitation is made.

PRE-PROGRAMMED TURNS- the vehicle may make a turn after a set number of segments has elapsed. The character must specify as to when these will occur BEFORE the vehicle is activated. More than one turn may be programmed but the series of turns must be very simple (i.e. 2 left forming an oval; a left followed by a right forming a zig-zag pattern, etc). This is a +1/4 advantage, so the actual limitation becomes -3/4.

MAGNETIC TRACKING- the vehicle has a small electronic guidance system that allows the vehicle to "home in" on large metallic objects. If there is a choice of targets, the closest will be chosen. If all are equally distant, the largest is chosen. This must be a significant size difference (a Battleship and Destroyer, not a Destroyer Escort and Destroyer). If all targets are equally distant and relatively the same size, a random target is chosen. +1/2 Advantage netting a -1/2 LIMITATION.

SOUND TRACKING- the vehicle has a small electronic guidance system that allows the vehicle to "home in" on "sound-emitters". (In most

cases this was the sound of a ship's engines). It will choose the loudest sound amidst a group of sound-emitters. Players should note that characters with active sonar are sound emitters. +3/4 Advantage netting a -1/4 LIMITATION.

Example: The Germans build a new torpedo that has a base cost of 150 points. Since it is non-guided, it would normally cost 75 (+1 limitation), but they want it to home in on sound (a +3/4 advantage). Thus, it costs 120 points for this prototype. Once it starts being mass produced, its cost could drop to 100 points (-1 + 3/4 - 1/4 = -1/2 limitation).

Reliability: Throughout the 1940's, the quality of products varied with the country that made them. Some countries, like Germany and Switzerland, made products of very high quality. In fact, the U.S. Government issued a statement offering to buy German made camera lenses for use in aerial photography because they were superior to anything we made. Others, like Japan and Russia, made products of very poor quality (unlike today, where Japanese products are the standard). This included vehicles. A character may apply this modifier to the entire cost of a vehicle if made with parts exclusively from one country. This modifier will determine how often the vehicle breaks down.

Type of Product	Breaks Down On	Bonus
Inferior	11 or less	-1/4 Limitation
Average	8 or less	No Bonus
Superior	5 or less	+1/4 Advantage

All vehicles listed in GAC are considered to be of "AVERAGE" quality unless otherwise stated. Once an adventure, the GM rolls for the part in question. If the roll on 3D6 is less than the Breakdown number, the part will suffer a malfunction sometime during the adventure.

The reliability modifier can be used with activation rolls. Unlike activation, once the part suffers breakdown, it is broken until fixed - no matter how many adventures may take place. The GM should describe the breakdown based upon the character's past actions and how well the equipment has been cared for.

Sloped-Armor: This advantage gives armor a higher rating for defense. Normal armor costs 1 power point for 4 points of armor. By sloping this armor 30, 45, or 60 degrees from the point of impact, the armor increases in its defense rating without adding more weight.

The GM may negate part or all of sloped armor effects if the firer is above the target by lowering the chance of activation. Of course, if the attacker gets directly above, simply use the defense of the TOP armor.

30° Sloped Armor - this +1/4 advantage gives a ratio of 2:3. For every two points of armor bought at the normal cost and for the same side, an additional one is added that has an activation roll of 14 or less. For weight and mass calculations,

only the armor bought (the 2) is used.

45° Sloped Armor - this +3/4 advantage gives a ratio of 1:2. For every point bought, one is added that has an activation roll of 14 or less. For calculations, only the armor bought is used.

60° Sloped Armor - this +1 1/4 advantage gives a ratio of 1:3. For every point bought, an additional two are added. The first extra point activates on 14 or less. The second extra point activates on 11 or less. The amount that activates is made by a single die roll. For calculations, only the armor bought is used.

COMMENT: Sloped armor was mostly used on tanks. It allows a vehicle to act tougher without tearing up roads because of its weight. However, if a character wants the invincible vehicle, let him buy huge amounts of armor at the regular cost - only don't snicker too loud when the bridge collapses under him and he cries "foul!".

VEHICLE DISADVANTAGES

Rationing: Perhaps the worst calamity to hit consumers on the homefront is the rationing of gas and tires. Laws placing a national speed limit of 35 mph and a ban on pleasure driving were enacted. Rubber shortages caused a freeze on tire sales and a ban on recaps. Owners of more than 5 tires were expected to return the extras to service stations (That means all you Vanguard-types out there, if you don't return the extras, you are "GASP" HOARDING!). Horse drawn carts and wagons return to popularity for delivery of newspapers, dairy, and other products. Agents of the Office of Price Administration (OPA) scour the countryside looking for "pleasure drivers" to confiscate their ration books.

Owners of vehicles in GAC will suffer from shortages of gas and tires. With certain preparation during character creation, both may be made easier to deal with.

Gasoline: If the character's vehicle runs on a petroleum product, then he will be issued a ration sticker and card. The sticker was placed in the car's front window and the card carried in the wallet or purse. These could be shown monthly to receive the appropriate ration coupon book. The stamps in the book were dated and color coded to limit use to a weekly basis. The colors were changed monthly in an attempt to prevent hoarding and counterfeiting.

For game purposes, there are 6 classifications and, depending on what the character does for a living, one of these will be issued to him.

A-Card: Lowest priority card issued. It amounted to 3 to 5 gallons a week. Unless otherwise prepared for, a character with a vehicle will be issued an A-Card by default. A character who is allowed a higher allotment of gasoline, but voluntarily restricts himself to this classification, may do so for a 15 point Vehicle Disadvantage.

B-Card - Character is considered essential to the war effort. If the character has a job that is important (i.e. Draft Classification 2A) and not a deliverer or mass transport operator, he will be issued this card. It allows a character a double portion of the A-Card gasoline allotment (6-10 gallons a week). If the character is allowed a higher allotment of gasoline, but voluntarily restricts himself to this classification, the character gets 10 points as a Vehicle Disadvantage.

C-Card - Character is very essential to the war effort. Doctors were invariably given this card. A character should be a doctor, have the Civil Defense Medical Corps Package Deal, or have Draft Classification to get this card. It allows a character a double portion of a B-Card (12-20 gallons a week). A character, who is allowed unlimited allotment of gasoline and voluntarily restricts himself to this classification, receives 5 points as a Vehicle Disadvantage.

X-Card - Highest priority card issued. It allowed for unlimited gasoline. Congressmen and ministers were given this card. A character should have Draft Classification 4B or 4D and the approval of the GM to get it.

T-Card - Trucker essential to the war effort and allowed unlimited gasoline usage. Deliverymen and mass transit operators were routinely given this card. A character should have Draft Classification 2A to get it. Also, a character may have problems explaining why he is using a "trucker's" card to fuel his vehicle.

E-Card - This card stood for "Emergency Use - Unlimited Gasoline". It was issued to policemen, firemen, and ambulances. A character should have the appropriate job, Civil Defense Package Deal, or Draft Classification 2A or 4B to get it.

Remember, the job of a character is essential to get better than an A-Card. For this reason, Draft Classifications and certain other restrictions are described. If the character loses his job, he loses his ration classification as well (unless it's already an A-Card). Superheroes that are government sponsored are issued a B-Card automatically, which may be upgraded with the explicit approval of the GM (Ah Ha!! Another advantage to being a government errand boy). Eventually, the Heroes will receive an E-Card, if they operate in fashions that bring, glory, and honor to the name of the U.S. Government and fellow Heroes.

Tires: No patriotic citizen was supposed to have more tires than what was necessary to operate his vehicle and one spare. This rule was supposed to apply to unpatriotic citizens, but... If a tire went flat, and was no longer able to be patched up, the spare was put on, and a request for a new tire was filled out. Finally, after weeks, and perhaps months, a replacement tire was issued. (Hope you didn't have another flat.)

A tire could give out for many reasons,

normal wear and tear, villains shooting at them, nails or glass entering them, etc. For whatever reason one gives out, a character will need to get a new one from the two sources available: the Government (legal) and Mr. Black, the Black Market(illegal).

The legal method meant a visit to the nearest government office. This could be the City Hall, State Capital, or the local rationing board. After filling out the required forms, a wait of 6 to 8 weeks was not uncommon. Finally, a new tire authorization came and then a visit to a service station to get the tire.

Bureaucracy Skill and Luck will help cut down on the red tape and delay. For every two points the Bureaucracy Skill is made by and/or every level of Luck that activates, the wait drops one week. Of course, a character could always try to bribe an official, forge authorization papers, steal the tires, etc., but the trouble it causes might be more than it's worth.

The second method meant a visit to "Mr. Black". There were inherent risks involved because you never knew the quality of the product, where it came from, or how much it was going to cost. Also, there was the uncertainty of a police raid, possible blackmail from the underworld figures, etc. However, if the character wishes to brave the possible risks, a new tire (and most other things) could be had for just a little more money.

VEHICLE MOVEMENT AND COMBAT

A Vehicle moves every segment at its current velocity (not every phase). A turn of one hexside may be made after a delay of (VELOCITY/TURN) segments has passed. This means that a vehicle moving at a speed of less than its TURN number in inches, may turn every segment. If it is traveling faster than 1x TURN, but less than 2x TURN, it may turn every 2 segments (i.e. up to 3x TURN = 3 segments, up to 4x TURN = 4 segments, etc).

Vehicle combat takes place whenever a character wants to have it (and sometimes when he doesn't). All vehicles have a DCV, just like

characters do. It will be based upon 3 things - if the driver has the appropriate Skill, the velocity of the vehicle, and its size (DCVM).

If the character has the appropriate skill, use the character's DCV. If he doesn't, or if the vehicle is moving so fast that it has a higher DCV than the character's anyways, use the DCV of the vehicle. In all cases, modify the DCV by the DCVM to the the final result.

Base DCV by Velocity

Velocity Inch/Seg	Base DCV	Velocity Inch/Seg	Base DCV
1 - 3	1	121 - 160	12
4 - 5	2	161 - 240	13
6 - 7	3	241 - 320	14
8 - 10	4	321 - 480	15
11 - 15	5	481 - 640	16
16 - 20	6	641 - 1000	17
21 - 30	7	1001 - 1250	18
31 - 40	8	1251 - 2000	19
41 - 60	9	2001 - 2500	20
61 - 80	10	2501 - 4000	21

Any character who fires from a vehicle suffers a -1 OCV for every 2 points of base DCV the vehicle has because of its velocity. If the weapon fired comes from the vehicle itself, the OCV of the attack is the driver's OCV (if he has the appropriate vehicle driving skill) or 0 (if not). If the vehicular weapon is fired by a "Gunner", use his base OCV, in all cases, modified by the vehicle's DCVM.

If a vehicle is hit, it will only take damage from the BODY of any attack (i.e. ignore STUN). The DEF of a vehicle depends upon the direction of an attack. As stated earlier, a vehicle has 6 DEF's. Simply subtract the amount of DEF of the vehicle from the BODY of the attack and apply any remainder to the BODY of the Vehicle. When the vehicle has taken twice its total BODY, it falls apart.

NOTE: Players and GM's who wish a more detailed combat system with hit locations, damage checks, passenger hits, and losing control are encouraged to look at CHAMPIONS II.

REVOLVERS

NAME	CALIBER	OCV	RNG		DAMAGE	STN MOD	STR MIN	SHOTS	LOAD	MADE IN	FIRST MADE	CHAMP RELD.		SIZE
			MOD	MOD								COST	COST	
1 Colt Detective Spec.	.30 Spec	+1	-1/2"	1D6	0	7	6	2x6=12	USA	1923	10	1	2	
2 Colt M1917	.45 ACP	+1	-1/3"	1D6+1	+1	10	6	3x6=18	USA	1917	14	2	5	
3 Colt Peacemaker	.45 Colt	+1	-1/3"	1D6+1	+1	10	6	6x6=36	USA	1873	20	3	5	
4 Colt Police Positive	.38 Spec	+1	-1/2"	1D6	0	7	6	3x6=18	USA	1907	8	2	5	
5 Enfield No. 2	.38 No.2	+1	-1/3"	1D6	0	7	6	4x6=24	BRIT	1928	8	2	5	
6 Iver Johnson Mod. 68	.22 LR	+1	-1/3"	1D6-1	-1	5	8	6x8=48	USA	1931	6	1	5	
7 Nagant 1895	.32 Nag	+1	-1/2"	1D6	0	7	7	3x7=21	USSR	1895	10	3	4	
8 Webley-Fosbury	.455 Web	+1	-1/2"	1D6	+1	8	6	3x6=18	BRIT	1901	10	2	5	
9 Webley Mk 6	.455 Web	+1	-1/2"	1D6	0	8	6	3x6=18	BRIT	1915	8	1	5	

PISTOLS

NAME	CALIBER	OCV	RNG MOD	DAMAGE	STN MOD	STR MIN	SHOTS	LOAD	MADE IN	FIRST MADE	CHAMP COST	RELD. COST	SIZE
1 Beretta 1934	.380 ACP	+1	-1/2"	1D6	0	7	7	2x7=14	ITAL.	1934	10	2	2
2 Browning HP-35	9mmP	0	-1/3"	1D6+1	0	9	13	2x13=26	BELG.	1935	15	3	3
3 Colt 38 Super	.38 Super	+1	-1/3"	1D6+1	0	10	9	2x9=18	USA	1929	14	3	4
4 Colt M1911A1	.45 ACP	+1	-1/3"	1D6+1	+1	10	7	3x7=21	USA	1921	23	3	4
5 Colt Model L	.38 ACP	+1	-1/2"	1D6+1	0	9	7	2x7=14	USA	1903	13	3	3
6 Colt Model M	.32 ACP	+1	-1/2"	1D6	0	7	8	2x8=16	USA	1903	10	3	2
7 Colt Pocket .25	.25 ACP	0	-1/1"	1/2D6	-1	2	6	1x6=6	USA	1908	3	2	0
8 Colt Woodsman	.22 LR	+2	-1/2"	1D6-1	-1	5	10	2x10=20	USA	1933	7	3	4
9 Glisenti M1910	9mm Gli	+1	-1/2"	1D6	0	7	7	2x7=14	ITAL.	1909	10	2	4
10 High Standard HMD ^{2,3}	.22 LR	+3	-1/3"	1D6-1	-1	6	10	1x10=10	USA	1943	7	3	6
11 Kolibri 2.7	2.7mm Kol	+0	-1/1"	*	-1	0	6	1x6=6	AUST.	1914	2	1	0
12 Liberator	.45 ACP	-2	-1/2"	1D6+1	+1	8	1	1x10=10	USA	1942	10	2	1
13 Lilliput	4.25mm1	+0	-1/1"	1/3D6	-1	0	8	1x8=8	AUST.	1925	2	1	0
14 Mauser C96	.30 mauser	+1/+2 ¹	-1/3"	1D6+1	0	10/5 ¹	10	3x10=30	GERM.	1896	16	4	5/10 ¹
15 Mauser HSc	.32 ACP	+1	-1/2"	1D6-1	0	5	8	2x8=16	GERM.	1938	8	1	2
16 Mauser M1910/34	.32 ACP	+1	-1/2"	1D6	0	7	8	2x8=16	GERM.	1934	10	2	2
17 Nambu T-14	8mm Jap	+1	-1/2"	1D6	0	7	8	2x8=16	JAPAN	1925	10	2	4
18 P-08	9mmP	+1	-1/2"	1D6+1	0	9	8	2x8=16	GERM.	1908	13	2	4
19 P-38	9mmP	+1	-1/3"	1D6+1	0	9	8	2x8=16	GERM.	1938	13	2	4
20 Savage 1910	.380 ACP	+1	-1/2"	1D6	0	8	9	2x9=18	USA	1910	12	2	3
21 Stinger ³	.22LR	-3	-1/1"	1/2D6	-1	2	1	1x1=1	USA	1943	1	n/a	0
22 TK	.25 ACP	+1	-1/2"	1D6-1	-1	2	7	1x7=7	USSR	1930	6	1	1
23 Tokarev	.30 Mauser	+1	-1/2"	1D6+1	0	9	8	2x8=16	USSR	1933	13	2	3
24 Walther PPK	.32 ACP	+1	-1/2"	1D6-1	0	5	7	2x7=14	GERM.	1931	8	1	1
25 Welrod ²	.32 ACP	+1	-1/1"	1D6-1	0	5	6	1x6=6	BRIT.	1942	5	2	6
26 Mk III Very Pistol	10 gauge	+0	-1/2"	**	0	5	3	12x1=12	USA	1935	5	3	6

- ¹ w/stock
- ² silenced
- ³ (OSS)

* Roll 1D6. The round does no BODY on 1-4, one BODY on 5, two BODY on 6, and a minimum of one STUN even if no BODY is done.
 ** no damage, simply launches a shell

SUBMACHINEGUNS

NAME	CALIBER	OCV	RNG MOD	DAMAGE	STN MOD	STR MIN	SHOTS	LOAD	MADE IN	FIRST MADE	CHAMP COST	RELD. COST	SIZE
1 Beretta 1938A	9mmP	+2/+2 ¹	-1/3"	1D6+1	+0	7/12 ¹	40	8x40=320	Italy	1938	32	4	12
2 Bergmann Type BE	30 Mauser	+2	-1/3"	1D6+1	+0	12	50	6x50=300	Swiss	1920	32	4	12
3 Lanchester	9mmP	+2/+2 ¹	-1/2"	1D6	+0	5/10 ¹	50	6x50=300	Brit.	1940	27	2	12
4 M3	.45 ACP	+1/+2	-1/3"	1D6+1	+1	13	30	8x30=240	USA	1942	39	3	9/11 ²
5 M3 ⁶	.45 ACP	+1/+2	-1/3"	1D6+1	+1	12	30	8x30=240	USA	1943	42	3	11/12 ²
6 Mauser M1932	.30 Mauser	+1/-1// +2/+1 ⁴	-1/3"	1D6+1	+0	10/15// 5/10 ⁴	10/20 ^T	4x20=80	Germ.	1932	26	3	5/10 ²
7 MP-28	9mmP	+2/+2 ¹	-1/3"	1D6+1	+0	7/12 ¹	32	8x32=256	Germ.	1928	32	4	12
8 MP-35/I	9mmP	+2/+2 ¹	-1/3"	1D6+1	+0	7/12 ¹	32	6x32=192	Germ.	1935	29	4	12
9 MP-38 (40)	9mmP	+1/+2 ³	-1/3"	1D6+1	+0	14	32	6x32=192	Germ.	1938/40	29	4	10/12 ²
10 PPS-43	.30 Mauser	+0/+1 ³	-1/3"	1D6+1	+0	13	35	3x35=105	USSR	1943	26	3	10/12 ²
11 PPsh-41	.30 Mauser	+1/+1 ¹	-1/3"	1D6+1	+0	7/12 ¹	35/71 ^T	2x71=142	USSR	1941	26	3	12
12 Reising M50	.45 ACP	+2/+1 ¹	-1/3"	1D6+1	+1	6/11 ¹	20	5x20=100	USA	1940	32	4	12
13 Sten Mk I	9mmP	+2/+2 ¹	-1/3"	1D6+1	+0	6/11 ¹	32	8x32=256	Brit.	1941	32	4	12
14 Sten Mk II	9mmP	+2/+1 ¹	-1/3"	1D6+1	+0	6/11 ¹	32	8x32=256	Brit.	1941	32	4	11
15 Sten Mk IIS ⁶	9mmP	+2/+2 ¹	-1/2"	1D6	+0	4/9 ¹	32	8x32=256	Brit.	1942	26	2	12
16 Thompson M1	.45 ACP	+2/+2 ¹	-1/3"	1D6+1	+1	7/12 ¹	20/30 ^T	5x30=150	USA	1940	39	3	11
17 Thompson M1928A1	.45 ACP	+1/+1// +2/+2 ⁴	-1/3"	1D6+1	+1	12/17// 7/12 ⁴	20/30/ 50 ^{T/100}	3x50=150	USA	1938	36	3	10/12 ²
18 Type 100	8mm Jap	+1/+2 ¹	-1/2"	1D6	+0	11 ⁵	30	5x30=150	Japan	1939	21	2	9/12 ⁵
19 United Defence ⁶	9mmP	+2/+2 ¹	-1/3"	1D6+1	+0	7/12 ¹	20	5x20=100	USA	1942	26	3	11

^T data is for weapon loaded with this magazine

- ¹ Semiautomatic fire/Full automatic fire
- ² Stock folded/Stock extended or without stock/With stock
- ³ Full auto w/o stock/Full auto w/stock
- ⁴ Semiauto w/o stock/Full auto w/o stock//Semiauto w/stock/Full auto w/stock
- ⁵ weapon cannot be fired with stock folded
- ⁶ (OSS) weapons issued with silencer

RIFLES

NAME	TYPE	CALIBER	OCV	RNG MOD	DAMAGE	STUN MOD	STR MIN	SHOTS	LOAD	MADE IN	FIRST MADE	CHAMP COST	RELD. COST	SIZE
1 Arisaka Type 38	Bolt	6.5 Jap	+1	-1/5"	2D6	+0	10	5	30x5=150	Japan	1906	30	5	14
2 Arisaka Type 99	Bolt	7.7 Jap	+1	-1/5"	2D6	+1	10	5	30x5=150	Japan	1939	44	5	13
3 Boys Mk 1	Bolt	.55 Boys	+0	-1/5"	3D6	+1/+4	15	5	6x5=30	Brit.	1938	40	5	16
4 Carcano M38	Bolt	6.5 Ital	+1	-1/5"	2D6	+0	10	6	8x6=48	Italy	1939	24	5	13
5 Carcano M91	Bolt	6.5 Ital	+1	-1/5"	2D6	+0	10	6	8x6=48	Italy	1891	22	4	14
6 Colt Monitor	Select	30-06	+2/+0 ¹	-1/4"	2D6	+1	17/16 ¹	20	5x20=100	USA	1933	39	5	13
7 Delisle	Bolt	.45 ACP	+2	-1/3"	1 1/2D6	+1	10	10	6x10=60	Brit.	1942	35	4	12
8 Enfield No.4 Mk 1	Bolt	.303	+1	-1/5"	2D6	+1	11	10	10x10=100	Brit.	1941	39	5	13
9 Enfield No.4 Mk 1(T)	Bolt	.303	+3/+4 ²	-1/5"(6") ²	2D6	+1	11	10	10x10=100	Brit.	1941	47	5	13
10 Enfield No.5 Mk 1	Bolt	.303	+1	-1/4"	2D6	+1	10	10	10x10=100	Brit.	1944	36	5	12
11 FG-42	Select	8mm	+1/+0 ¹	-1/5"	2D6+1	+1	13/18 ¹	20	6x20=120	Germ.	1942	60	6	12
12 G-43	Semi	8mm	+1/+3 ²	-1/5"(7") ²	2D6+1	+1	13	10	6x10=60	Germ.	1943	65	6	13
13 H&R Model 65	Semi	.22 LR	+4	-1/1"	1D6-1	-1	2	10	5x10=50	USA	1940	19	3	13
14 Johnson M1941	Semi	30-06	+1	-1/5"	2D6+1	+1	13	10	10x10=100	USA	1941	55	6	13
15 Kar 98k	Bolt	8mm	+1	-1/5"	2D6+1	+1	12	5	18x5=90	Germ.	1935	44	6	13
16 M1 Carbine ⁵	Semi	.30 mi	+2	-1/4"	1 1/2D6	+0	8	15	8x15=120	USA	1941	38	5	12
17 M1 Garand ⁵	Semi	30-06	+1	-1/5"	2D6+1	+1	12	8	20x8=160	USA	1932	66	6	13
18 M1903 Springfield ⁵	Bolt	30-06	+1	-1/5"	2D6+1	+1	12	5	20x5=100	USA	1903	49	6	13
19 M1918A2 BAR	Auto	30-06	+0	-1/5"	2D6	+1	17/14 ⁴	20	12x20=240	USA	1940	56	6	13
20 Marlin M81	Bolt	.22 LR	+2	-1/1"	1D6-1	-1	2	18	2x18=36	USA	1934	7	2	13
21 Mosin-Nagant M1930	Bolt	7.62 Rus	+1	-1/5"	2D6+1	+0	13	5	12x5=60	USSR	1930	29	5	14
22 MP-43	Select	7.92 Short	+2/+0 ¹	-1/4"	2D6	+0	11/16 ¹	30	6x30=120	Germ.	1943	44	5	12
23 PTRD-41	Single	14.5mm	+0	-1/9"	3D6+1	+1/+4	17	1	20x1=20	USSR	1941	41	11	16
24 PTRS-41	Semi	14.5mm	+0	-1/7"	3D6+1	+1/+4	18	5	8x5=40	USSR	1941	47	6	16
25 Pzb-39	Single	7.92 AT	+0/+1 ⁴	-1/6"	2 1/2D6	+1	18/15 ³	1	20x1=20	Germ.	1939	30	5	14/15 ³
26 Remington Mod. 81	Semi	.35 Rem	+1	-1/5"	2D6	+1	10	5	4x5=20	USA	1936	44	5	13
27 Remington Mod. 12A	Pump	.22 Short	+2	-1/1"	1/2D6	-1	0	15	3x15=45	USA	1909	7	2	12
28 Savage 99A	Lever	.300 Sav	+1	-1/5"	2D6	+1	10	5	4x5=20	USA	1922	34	5	13
29 Tokarev SVT-40	Semi	7.62 Rus	+1/+3 ²	-1/5"(7") ²	2D6+1	+1	12	10	6x10=60	USSR	1940	63	5	14
30 Winchester 94	Lever	30-30	+1	-1/4"	2D6	+0	10	6	3x6=18	USA	1894	16	4	12

¹ Semiautomatic/Full automatic

² w/o telescopic sight/w/telescopic sight

³ Stock folded/Stock open

⁴ Shoulder fired/fired from bipod

⁵ May be fitted with a 22mm Rifle Grenade Launcher adapter. RNG MOD drops to -1/2. See Rifle Grenades for the rounds it may fire.

MACHINEGUNS

NAME	CALIBER	OCV	RNG MOD	DAMAGE	STN MOD	STR MIN	SHOTS	LOAD	MADE IN	FIRST MADE	CHAMP COST	RELD. COST	SIZE
1 Breda 1930 ¹	6.5 Ital	+2	-1/4"	2D6-1	+0	12	20	9x20=180	Italy	1930	27	4	14
2 Breda 1937 ¹	8mm Ital	+2	-1/5"	2D6	+0	14	20	48x20=960	Italy	1937	47	4	14
3 DP 1928 ¹	7.62 Rus	+0	-1/5"	2D6+1	+1	19/16 ³	47	8x47=376	USSR	1928	50	5	14
4 DshK 1938 ²	12.7 Rus	+2	-1/8"	3D6	+1/+4	22	50	6x50=300	USSR	1938	82	7	15
5 Johnson M1941 ¹	30-06	+2/+0 ⁴	-1/5"/-1/6" ³	2D6+1	+1	13/18// 10/15 ⁵	20	6x20=120	USA	1941	67	5	13
6 Lewis Mk I ¹	.303	+1	-1/5"	2D6	+1	17/14 ³	47	3x47=141	Brit.	1914	43	5	14
7 M2HB ²	.50	+2/+1 ⁴	-1/17"	3D6	+1/+4	13/18 ⁴	105	3x105=315	USA	1933	99	7	-
8 M1917A1 ²	30-06	+2	-1/31"	2D6+1	+1	14	250	4x250=1000	USA	1936	117	7	14
9 M1919A4 ²	30-06	+2	-1/13"	2D6+1	+1	14	250	3x250=750	USA	1922	66	5	-
10 M1919A6 ¹	30-06	+1	-1/6"	2D6+1	+1	17	250	3x250=750	USA	1943	55	5	14
11 Maxim 1910 ²	7.62 Rus	+2	-1/6"	2D6+1	+1	17	250	6x250=1500	USSR	1910	72	6	13
12 MG-17 ²	8mm	+0	-1/6"	2D6+1	+1	14	75	8x75=600	Germ.	1932	54	4	14
13 MG-34 ¹	8mm	+2/+0 ⁴	-1/5"	2D6+1	+1	14/19// 11/16 ⁵	50	8x50=400	Germ.	1934	63	5	14
14 MG-34 ²	8mm	+2/+2 ⁴	-1/27"	2D6+1	+1	9/14 ⁴	50	8x50=400	Germ.	1934	80	5	-
15 MG-42 ¹	8mm	+0	-1/5"	2D6+1	+1	19/16 ³	50	8x50=400	Germ.	1942	50	5	14
16 MG-42 ²	8mm	+2	-1/27"	2D6+1	+1	14	50	8x50=400	Germ.	1942	75	5	-
17 MG-81 ²	8mm	+1	-1/6"	2D6+1	+1	15	250	8x250=2000	Germ.	1936	81	5	12
18 SG-43 ²	7.62 Rus	+2	-1/13"	2D6+1	+1	14	250	3x250=750	USSR	1943	66	5	-
19 T-11 ²	6.5 Jap	+1	-1/5"	2D6	+0	14	30	67x30=2010	Japan	1922	63	5	13
20 Type 92 ¹	7.7 Jap	+2	-1/6"	2D6+1	+1	16	30	84x30=2520	Japan	1932	77	5	13
21 Type 96 ¹	6.5 Jap	+1	-1/5"	2D6	+0	14	30	8x30=240	Japan	1936	39	4	13
22 Type 99 ¹	7.7 Jap	+1	-1/5"	2D6	+1	17/14 ³	30	8x30=240	Japan	1939	54	5	13
23 Vickers Mk I ²	.303	+2	-1/49"	2D6	+1	12	250	5x250=1250	Brit.	1912	66	8	-

¹ Bipod mounted

² Tripod or flexible (vehicle) mounted

³ Hand held and fired/Fired from bipod

⁴ Semiautomatic fire/Full automatic fire

⁵ Hand held Semiauto/Full auto//Bipod mounted semiauto/Full auto

SHOTGUN DAMAGE CHART

RANGE UP TO	DAMAGE	STUN MOD	NOTES
1x PB	double normal damage	+1/+3	one hit
1x DMG RNG	4x weapon damage	+1/+2	one hit
2x DMG RNG	3x weapon damage	+1/+1	separate hits
3x DMG RNG	2x weapon damage*	+0	separate hits
4x DMG RNG	1x weapon damage	-1	-
Beyond 4x DMG RNG	no damage	-	-

SHOTGUNS

NAME	GAUGE	OCV	RNG MOD	DMG RNG	PB RNG	DAMAGE	STR MIN	SHOTS	LOAD	SIZE	DATE AVAIL	CHAMP ⁹ COST
1 Winchester M1917 ^{1,8}	12	+2	-1/6"	6"	1"	1D6+1	5	5	5x10=50	12	1917	31
2 Ithaca Auto-Burglar ^{4,5}	20	+1/-2 ⁷	-1/9"	9"	1"	1D6/1D6+1 ⁷	6/8 ⁷	2	2x12=24	8	1925	40
3 Savage 311-R ^{4,8}	12	+1/+0 ⁷	-1/8"	9"	1"	1D6+1/1 1/2D6 ⁷	8/12 ⁷	2	2x12=24	12	1925	42
4 10 ga. Sawed-off ^{4,5}	10	+1/-1 ⁷	-1/10"	4"	1"	1D6/1 1/2D6 ⁷	6/17 ⁷	2	2x12=24	8	1880	40
5 12 ga. Sawed-off ^{4,5}	12	-1/-2 ⁷	-1/9"	6"	1"	1D6+1/1 1/2D6 ⁷	14/16 ⁷	2	2x12=24	10	1900	35
6 Savage M311 ⁴	12	+1/+0 ⁷	-1/6"	12"	7"	1D6+1/1 1/2D6 ⁷	10/12 ⁷	2	2x25=50	13	1936	49
7 Winchester M37 ³	.410	+2	-1/6"	12"	7"	1D6	8	1	1x50=50	13	1936	34
8 Winchester M37 ³	12	+1	-1/6"	12"	7"	1D6+1	10	1	1x50=50	13	1936	37
9 Mod. 17 Special ^{1,5}	20	+0	-1/9"	6"	1"	1D6	12	5	5x5=25	10	1925	24
10 Browning Sawed-off ^{2,5}	12	+0	-1/9"	6"	1"	1D6+1	15	4	4x6=24	10	1920	29
11 Remington 11A ²	12	+1	-1/7"	11"	4"	1D6+1	10	5	5x5=25	13	1905	36
12 Winchester Model 12 ¹	12	+1	-1/7"	11"	4"	1D6+1	10	5	5x5=25	13	1912	36
13 Manville ⁶	10 or 12	+1	-1/11"	2"	1"	1D6	14	18	18x3=54	9	1936	33
14 Federal Pen Gun ⁶	.410	-2	-1/11"	2"	1"	1/2D6	6	1	-	1	1930	9

* Make Attack roll at same OCV vs all characters in target hex.

1 Pump Action

2 Semiautomatic

3 Single barrel, single shot

4 Double Barrel

5 No stock, Whippet Model

6 Tear Gas Gun w/adaptor to fire shotgun shells

7 "Doubling," firing both barrels at once

8 Riot Gun, short barrel

9 Reload Cost for all 410 guns is 3 points, all 20 gauges are 6 points, and all 12 gauges are 8 points.

HAND GRENADES

NAME	DAMAGE	TYPE	-1D6 # OF HEXES	OCV	RNG MOD	DAMAGE /HIT	RADIUS	PER ROLL MOD	DUR.	EGO ROLL	PER ROLL	CON ROLL	NND	DATE AVAIL	COST ⁸	SIZE	COUNTRY
1 MK 36 Mills ^{1,7}	4D6	NE	1	6	-3/1"	1/3D6	4	-	-	-	-	-	-	1928	30	0	Brit.
2 No. 69 ²	4D6	NE	1/2	-	-	-	-	-	-	-	-	-	-	-	12	0	Brit.
3 No. 73 AT ^{2,3}	12D6	NE	1	-	-	-	-	-	-	-	-	-	-	-	36	0	Brit.
4 No. 74 Sticky ²	11D6	NE	1	-	-	-	-	-	-	-	-	-	-	1940	33	0	Brit.
5 No. 76 S.I.P. ⁴	1 1/2D6	EK	-	7	-2/1"	1/2D6	1	-2	5	-	-	-	-	1940	40	2	Brit.
6 No. 80 Mk I WP ⁴	1 1/2D6	EK	-	8	-2/1"	1/2D6	7	-2	3	-	-	-	-	-	42	1	Brit.
7 No. 82 Gammon ²	10D6	NE	1	-	-	-	-	-	-	-	-	-	-	1940	30	0	Brit.
8 O.T.O. 35 ²	3D6	NE	1/2	-	-	-	-	-	-	-	-	-	-	1935	9	0	Italy
9 Type 91 ¹	4D6	NE	1/2	6	-3/1"	1/3D6	7	-	-	-	-	-	-	1931	30	0	Japan
10 Type 97 ¹	3D6	NE	1/2	6	-3/1"	1/3D6	4	-	-	-	-	-	-	1937	27	0	Japan
11 Stick ¹	4D6	NE	1/2	6	-3/1"	1/3D6	5	-	-	-	-	-	-	1935	30	3	Japan
12 Gr. 24 ²	6D6	NE	1	-	-	-	-	-	-	-	-	-	-	1924	18	6	Germ.
13 Stg 39 ²	7D6	NE	1	-	-	-	-	-	-	-	-	-	-	1939	21	8	Germ.
14 E1. Gr Egg ²	5D6	NE	1/2	-	-	-	-	-	-	-	-	-	-	1939	15	0	Germ.
15 Nb Gr 39 ⁴	-	-	-	-	-	-	-	-3	15	-	-	-	-	1939	9	7	Germ.
16 Nb Hgr 41 ⁴	-	-	-	-	-	-	-	-3	20	-	-	-	-	1941	9	0	Germ.
17 Geballte Ladung	12D6	NE	1	-	-	-	-	-	-	-	-	-	-	1939	36	6	Germ.
18 F1 ¹	2D6	NE	1/2	5	-3/1"	1 pip	4	-	-	-	-	-	-	1938	22	0	USSR
19 RG-42	5D6	NE	1	8	-2/1"	1/2D6	7	-	-	-	-	-	-	1942	44	0	USSR
20 RPG-43	10D6/ 4D6+1 ⁶	-	-	-	-	-	-	-	-	-	-	-	-	1943	92	0	USSR
21 M1914/30	3D6	NE	1/2	6	-3/1"	1/3D6	4	-	-	-	-	-	-	1930	27	4	USSR
22 RPG-1940	11D6	NE	1	-	-	-	-	-	-	-	-	-	-	1940	33	3	USSR
23 RTD-1942	5D6	NE	1	8	-3/2"	1/2D6	9	-	-	-	-	-	-	1942	45	0	USSR
24 Mk II Pineapp. ¹	3D6	NE	1	6	-3/1"	1/3D6	4	-	-	-	-	-	-	1936	27	0	USA
25 Mk 3A2 ²	7D6	NE	1	-	-	-	-	-	-	-	-	-	-	1939	21	0	USA
26 M15 WP ⁴	1 1/2D6	EK	-	8	-2/1"	1/2D6	-	-2	5	-	-	-	-	1940	43	1	USA
27 AN-M8 HC ⁴	-	-	-	-	-	-	-	-4	20	-	-	-	-	1940	11	1	USA
28 M6 CN/DH ⁵	-	-	-	-	-	-	-	-	-6/-8 ⁵	-3/-3 ⁶	-0/-6 ⁶	1/2D6/ 1 1/2D6	-	1936	43	1	USA
29 M7 CN ⁵	-	-	-	-	-	-	-	-	-6	-3	-	1/2D6	-	1936	22	1	USA

1 Fragmentation

2 BLAST

3 Antitank

4 Smoke

5 Gas

6 Number to left represents effects of CN only, after one full turn (12 seconds), effects of DM start, use number to the right of slash.

7 May also be used as rifle grenade

8 Cost is figured with 12 charges, grenade and OAF Limitations

RIFLE GRENADES

NAME	DAMAGE	TYPE	-1D6 # OF HEXES	OCV	RNG MOD	DAMAGE /HIT	RAD.	PER ROLL MOD	DUR	EGO ROLL	PER ROLL	CON ROLL	NND	DATE AVAIL	COST ³	SIZE	COUNTRY
1 Propaganda ⁴	*	-	-	-	-	-	-	-	-	-	-	-	-	1938	1	1	Germ.
2 Antitank Type 30 ⁴	3D6/3 1/2D6 ¹	-	1/2	-	-	-	-	-	-	-	-	-	-	1938	56	2	Germ.
3 Large AT Type 40 ⁴	6D6/3 1/2D6 ¹	-	1	-	-	-	-	-	-	-	-	-	-	1942	68	3	Germ.
4 AT Type 46 ⁴	6D6/4D6+1 ⁴	-	1	-	-	-	-	-	-	-	-	-	-	1942	76	3	Germ.
5 AT Type 61 ⁴	10D6/4 1/2D6 ¹	-	-	-	-	-	-	-	-	-	-	-	-	1943	96	4	Germ.
6 Illuminating ⁴	-	-	-	-	-	-	1	+1	2	-	-	-	-	1938	5	2	Germ.
7 HE Type 30/1 ⁴	3D6	NE	1/2	-	-	-	-	-	-	-	-	-	-	1938	9	1	Germ.
8 AT #68 ⁵	6D6/4D6 ¹	-	1	-	-	-	-	-	-	-	-	-	-	1940	72	2	Brit.
9 CN #230 ⁶	-	-	-	-	-	-	-	-2	3	-7	-3	-	106	1935	32	5	USA
10 CN #206 ⁶	-	-	-	-	-	-	-	-2	3	-6	-3	-	1/2D6	1934	27	4	USA
11 CN #203 ⁶	-	-	-	-	-	-	-	-	-	-4	-2	-	1/3D6	1937	16	0	USA
12 Manville CN ⁸	-	-	-	-	-	-	-	-	-	-6	-3	-	1/2D6	1925	22	4	USA
13 DM/CN #204 ⁶	-	-	-	-	-	-	-	-	-	-4	-2	-	1/3D6	1937	16	0	USA
14 Smoke/CN #219 ⁶	-	-	-	-	-	-	-	-2	3	-6	-3	-	1 1/2D6	1930	50	4	USA
15 Smoke/DM #207 ⁶	-	-	-	-	-	-	-	-	-	-6	-3	-	1/2D6	1930	32	4	USA
16 12 ga. Tear Gas ⁹	-	-	-	-	-	-	-	-2	3	-0/-4 ²	-2	-0/-7 ²	106	1935	40	4	USA
17 38 Special Tear Gas ¹⁰	-	-	-	-	-	-	-	-	-	-4	-2	-	1 pip	1930	16	0	USA
18 410 Tear Gas ¹¹	-	-	-	-	-	-	-	-	-	-3	-2	-	1 pip	1930	11	0	USA
19 Smoke/DM #231 ¹²	-	-	-	-	-	-	-	-2	3	-0/-4 ²	-	-0/-7 ²	1 1/2D6	1930	40	5	USA
20 Illumination-Signal Red ¹³	-	-	-	-	-	-	1	+1	1	-	-	-	-	1930	3	0	USA
Green ¹³	-	-	-	-	-	-	1	+1	1	-	-	-	-	1930	3	0	USA
White ¹³	-	-	-	-	-	-	1	+1	1	-	-	-	-	1930	3	0	USA
21 M17 Frag. ⁷	3D6	NE	1	6	-3/1"	1/3D6	4	-	-	-	-	-	-	1940	27	4	USA
22 M9A1 Antitank ⁷	5D6/4 1/2D6	4 1/2D6	1	-	-	-	-	-	-	-	-	-	-	1940	76	5	USA
23 M19A1 WP ⁷	1 1/2D6	K	-	7	-2/1"	1/2D6	-	-2	5	-	-	-	-	1944	45	5	USA

* can carry 57 grams of messages

¹ normal armor piercing explosion/killing armor piercing explosion, STN MOD is +1/+4

² first number used in first 12 seconds (segments)

³ COST is figured with 12 charges, grenade, and OAF Limitations

⁴ used in 3cm Schiessbechter, German grenade rifle launcher for German Rifle KAR-98K

⁵ used in E.Y. Grenade Discharger - Mark I or Mark II, for British Enfield Rifle Mk IV

⁶ used in 38mm Federal Tear Gas Gun

⁷ used in any 22mm launcher, with adapter for use with U.S. Rifles

⁸ used in Manville

⁹ used in any 12 ga.

¹⁰ used in any .38 weapon

¹¹ used in any .410 weapon

¹² used in 38mm Tear Gas Gun

¹³ used in Mk III Very Pistol

BOMBS

NAME	COMMON	WT.	EXPL WT.	EXPL TYPE	R.E.	DAMAGE	SIZE in HEXES	GUN SIZE	CHAMP ¹ COST
1 24kg GP-HE	50 lb.	24kg	12kg	TNT	1.0	18D6 Explosion	1/4	11	135
2 AN-M30 GP	100 lb.	52kg	26kg	TNT	1.0	21D6 Explosion	1/2	13	157
3 AN-M57 GP	250 lb.	118kg	58kg	TNT	1.0	23D6 Explosion	3/4	14	172
4 AN-M43 GP	500 lb.	238kg	121kg	TNT	1.0	25D6 Explosion	1	15	187
5 AN-M44 GP	1000 lb.	450kg	254kg	TNT	1.0	27D6 Explosion	1	16	202
6 AN-34 GP	1 ton	954kg	507kg	TNT	1.0	29D6 Explosion	1	17	217

GERMAN DEMOLITION CHARGES

1 Block A ²	-	100g	100g	TNT	1.0	5D6 Explosion	-	-	37
2 Block B ²	-	200g	200g	TNT	1.0	6D7 Explosion	-	-	45
3 Block C ²	-	1kg	1kg	TNT	1.0	10D6 Explosion	-	-	75
4 Block D ²	-	3kg	3kg	TNT	1.0	13D6 Explosion	-	-	97
5 Block E ²	-	10kg	10kg	TNT	1.0	17D6 Explosion	-	-	127

AMERICAN DEMOLITION CHARGES

1 Block F ²	1/2 lb.	1/2lb	227g	TNT	1.0	6D6 Explosion	-	-	45
2 Block G ²	1 lb.	1 lb.	453g	TNT	1.0	8D6 Explosion	-	-	60
3 Block H ²	8 lb.	8 lb.	3.6kg	TNT	1.0	14D6 Explosion	-	-	105
4 M1 Chain Demo Block ³	8x2 1/2	22 lbs.	9kg	Tetryl	1.25	17D6 Explosion	-	-	127
5 M2 Demo Block ³	8x2 1/2	22 lbs.	9kg	Tetryl	1.25	17D6 Explosion	-	-	127
6 M3 Demo Block ³	8x2 1/4	18 lbs.	8kg	C3	1.34	17D6 Explosion	-	-	127
7 M5 Demo Block ³	8x 2 1/2	22 lbs.	9kg	C4	1.34	18D6 Explosion	-	-	135

¹ Action Point cost - no limitations figured in.

² Germans had 5 standard charges which could be combined to form any amount of explosive necessary. Americans used the same principle with Blocks of TNT.

³ Standard Load for American Satchel charges.

CANNONS

NAME	CAL	OCV	RNG MOD	DAMAGE		EXPLOSIVE		RNG MOD	OCV	RNG MOD	DMG/HIT	RADIUS	STR MIN	SHOTS	LOAD	MADE IN	FIRST MADE	CHAMP COST
				NORMAL ⁵ IMPACT	IMPACT	EXPL	RNG MOD											
1 MG-131 ¹ w/AP round	13mm	+0	-1/12"	506	-	-	-	-	-	-	-	10	250	250	Germ.	1938	87	
2 20mm Oerlikon ¹	20mm	+2	-1/9"	306 AP	-	-	-	-	-	-	-	-	-	-	-	-	78	
3 MG-151 15/20 ¹	20mm	+0	-1/9"	306+1	106 ⁴	106 ⁴	106 ⁴	106 ⁴	-	-	-	10	60	15x60=900	Int'l.	1925	91 (101) ⁴	
4 20mm Type 97 ² w/AP round	20mm	+1/0	-1/9"	306+1	106 ⁴	106 ⁴	106 ⁴	106 ⁴	-	-	-	10	50	250	Germ.	1930	77 (86) ⁴	
5 30mm Mk 108 ¹	30mm	+0	-1/9"	206+1 AP	-	-	-	-	-	-	-	10	7	15x7=105	Japan	1937	74	
6 3.7cm FLAK 36 ¹ w/AP-C round	37mm	+2/+3	-1/12"	306+1	406 ⁴	-106/1" ⁴	-	-	-	-	-	15	60	250	Germ.	1944	69 (108) ⁴	
7 37mm M6 Tank Gun ³ w/AP round	37mm	+2/+3	-1/13"	406	706 ⁴	-106/1" ⁴	-	-	-	-	-	35	6	100x6=600	Germ.	1936	103 (181) ⁴	
8 40mm Bofors ² w/AP-T round	40mm	+2/+1	-1/12"	306 AP	206	-106/1"	5"	-3/1"	5	1 pip	-	50	1	103x1=103	USA	1941	74	
9 5cm KWK-39 ³ w/AP-C round	50mm	+2/+3	-1/12"	406+1	-	-	-	-	-	-	-	40	4	100x4=400	Sweden	1938	72 (149) ⁴	
10 75mm M-3 ³ w/AP-C round	75mm	+2/+3	-1/13"	306+1 AP	306 ⁴	-106/1" ⁴	-	-3/1" ⁴	6 ⁴	1 pip ⁴	-	55	1	99x1=99	Germ.	1939	69 (185) ⁴	
11 75mm MIA1 Paçk H. ³	75mm	+1/+2	-1/13"	506	606 ⁴	-106/1" ⁴	7" ⁴	-2/1" ⁴	6 ⁴	1/206 ⁴	-	60	1	97x1=97	USA	1941	87 (255) ⁴	
12 7.5cm KWK-40 ³ w/AP-C round	75mm	+2/+3	-1/13"	406+1	1006 ⁴	-106/1" ⁴	11" ⁴	-3/2" ⁴	7 ⁴	1 pip	-	25	1	200x1=200	USA	1942	68 (194) ⁴	
13 7.5cm KWK-42 ³ w/AP round	75mm	+2/+3	-1/13"	506	1006 ⁴	-106/1" ⁴	11" ⁴	-3/2" ⁴	7 ⁴	106 ⁴	-	55	1	87x1=87	Germ.	1940	87 (234) ⁴	
14 8.8cm FLAK 36 ³ w/AP-C round	88mm	+1/+2	-1/13"	506+1	1206	-106/1"	11"	-3/2"	8	106+1	-	60	1	75x1=75	Germ.	1942	87 (247) ⁴	
15 105mm M2A1 Howtz. ³	105mm	+1	-1/12"	406 AP	1106 ⁴	-106/1" ⁴	11" ⁴	-3/2" ⁴	8 ⁴	106 ⁴	-	45	1	192x1=192	Germ.	1936	71 (214) ⁴	
16 155mm M1 Howtz. ³	155mm	+0	-1/12"	506+1	1206	-106/1"	11"	-2/1"	6	1/206	-	40	1	60x1=60	USA	1940	61 (210) ⁴	
17 8" M1 Howtz. ³	203.2mm	+0	-1/12"	606+1	1706 ⁴	-106/1 1/2" ⁴	27" ⁴	-2/3" ⁴	9 ⁴	206 ⁴	-	45	1	60x1=60	USA	1941	62 (228) ⁴	
					2006 ⁴	-106/1 1/2" ⁴	28" ⁴	-2/3" ⁴	10 ⁴	2 1/206 ⁴	-	50	1	40x1=40	USA	1942	52 (212) ⁴	

AMMUNITION RELOAD COST

1. AP 22	7. AP 17	13. HE 62, AP 53
2. HE 25	8. HE 37, AP 20	14. HE 53, AP 43
3. HE 21	9. HE 46, AP 38	15. HE 52
4. AP 15	10. HE 64, AP 60	16. HE 57
5. HE 27	11. HE 48	17. HE 53
6. HE 45, AP 52	12. HE 58, AP 68	

VEHICLES	NAME	COUNTRY	DATE	PASS. ¹	CREW	RANGE ²	MAX ³	ACC	DCC	TURN	FRONT	BACK	DEF ⁴		RIGHT	TOP	UNDER	BODY	STR	PRE	ISZG	DMG	SIZE	DCVM	KNB	STALL	COST ⁵	PKG. No.
													LEFT	RIGHT														
TANKS																												
1	M3 Stuart	USA	1940	var.	4	70m	5/9	1	4	2	14	7	4/8 ^b	4/8 ^b	5	5	15	45	20	2	2	+7D6	4	-	-	-	316	1
2	M3 Lee	USA	1941	var.	6	120m	4/6	1	3	2	14	8	6/9 ^a	6/9 ^a	6	6	18	53	30	3	1/2	+806	7	-	-	478	2	
3	M4A1 Sherman	USA	1942	var.	5	100m	4/6	1	3	2	14/21 ^a	8	7/10 ^a	7/10 ^a	6	6	18	53	20	3	1/2	+806	7	-	-	490	3	
4	Panzer IIIf	GERM.	1940	var.	5	100m	3/6	1	2	2	7	4	4/6a	4/6a	4	4	16	48	20	3	1/2	+7D6	7	-	-	342	4	
5	Panzer IVg	GERM.	1942	var.	5	130m	3/6	1	3	2	14	7	4/6a	4/6a	5	5	17	50	24	3	1/2	+806	7	-	-	449	5	
6	Panzer V	GERM.	1943	var.	5	105m	4/7	1	1/2	3	2	18/27 ^a	9/13 ^a	9/13 ^a	8	8	18	54	46	6	6	+9D6	12	-	-	374	6	
BOATS																												
7	PT	USA	1941	var.	13	1500m	11	2	1	10	2	2	2	2	2	2	16	48	10	17	1/2	+9D6	34	-	-	70/574	7	
8	Coast Guard Cutter	USA	1938	var.	10	2500m	7	1	1/2	1	4	5	5	5	5	5	16	48	14	17	1/2	+9D6	35	-	-	61/245	8	
9	Liberty Ship	USA	1941	0	25+	600+m	3	1/2	1	1	6	6	6	6	6	6	30	90	20	3650		+18D6	7300	-	-	166/807	9	
10	Sub XXVII b Midget	GERM.	1944	0	2	300/63m	2/1/2	1	1	2	3	3	3	3	3	3	13	18	10	3	1/2	+6D6	6 1/2	-	-	62/83	10	
11	Sub VIII c	GERM.	1940	0	44	6500/80m	5/2	1/2	1	2	6	6	6	6	6	6	27	80	20	162		+14D6	324	-	-	127/775	11	
12	Sub I-Class	JAPAN	1940	0	97	2500+m	6/2 1/2	1/2	1	2	7	7	7	7	7	7	28	83	30	435		+15D6	870	-	-	117/429/570	12	
13	21* Torpedo	-	1940	0	0	-	9	1	1	0	2	2	2	2	2	2	6	18	10	3/4		+4D6	3	-	-	99	13	
PLANES																												
14	Focke Achgelis Fa223E	GERM.	1937	0	2	272m	24/8	4	4	10	4	3	3	3	3	3	12	48	30	8		+8D6	16	-	-	126/278	14	
15	Yokosuka E1441	JAPAN	1941	0	2	548m	37	2	3	12	2	2	2	2	2	2	10	30	10	3	1/2	+6D6	11	-	-	86/151	15	
16	Consolidate PBV-5A	USA	1941	0	7-9	2350m	43	2	3	4	3	3	3	3	3	3	22	48	14	19 1/2		+11D6	58	-	-	135/737	16	
17	Curtiss P-40B	USA	1941	0	1	940m	86	2	3	16	4	4	4	4	4	4	17	36	12	4	1/2	+8D6	14	-	-	104/344	17	
18	Lockheed P-38F	USA	1942	0	1	1425m	97	3	2	20	3	3	3	3	3	3	19	43	16	4	1/2	+8D6	13 1/2	-	-	130/555	18	
19	North American P-51D	USA	1944	0	1	950m	107	3	2	28	3	3	3	3	3	3	18	39	14	4	1/2	+8D6	14	-	-	118/636	19	
20	Messerschmitt BF109E	GERM.	1939	0	1	438m	87	2	2	26	3	3	3	3	3	3	17	34	10	3	1/2	+8D6	10 1/2	-	-	97/273	20	
21	Messerschmitt Me262A	GERM.	1942	0	1	650m	132	2	2	16	4	4	4	4	4	4	15	41	26	5		+8D6	16	-	-	103/396	21	
22	Mitsubishi A6M2	JAPAN	1941	0	1	1940m	77	2	3	32	3	3	3	3	3	3	13	33	10	4		+8D6	13	-	-	126/343	22	
23	Douglas C-47B	USA	1940	27-28	2-3	1600m	56	2	3	8	3	3	3	3	3	3	16	45	10	14		+10D6	42	-	-	112	23	
24	Boeing B-17G	USA	1943	0	11	3400m	70	3	3	10	4	4	4	4	4	4	25	51	20	23 1/2		+11D6	70	-	-	126/1230	24	
25	Consolidate B-24D	USA	1942	0	8-10	2850m	74	3	3	8	4	4	4	4	4	4	22	51	20	17 1/2		+10D6	52	-	-	122/975	25	
26	North American B-25B	USA	1941	0	5	1350	77	2	4	16	3	3	3	3	3	3	21	45	16	12		+10D6	36	-	-	118/588	26	
27	Junkers Ju87B	GERM.	1939	0	2	373m	59	2	4	16	3	3	3	3	3	3	18	38	30	7		+9D6	21	-	-	119/290	27	
28	Junkers Ju88A-1	GERM.	1939	0	4	1056m	68	1	1/2	4	4	3	3	3	3	3	21	44	14	12		+10D6	37	-	-	112/291	28	
29	V-1	GERM.	1944	0	0	250m	98	3	1	1	4	4	4	4	4	4	11	33	14	2		+6D6	4 1/2	-	-	175	29	
30	V-2	GERM.	1944	0	0	360m	807	3	1	1	4	4	4	4	4	4	14	43	16	3		+8D6	7 1/2	-	-	208	30	
TRUCKS/CARS																												
31	M-3 Halftrack	USA	1941	9	1	175m	10	1/2	3	2	4/8 ^a	4	4	4	4	4	15	43	14	1 1/2		+6D6	3	-	-	73/158	31	
32	2-dr Sedan	USA	1940	2-3	1	220m	15	1	3	3	3	3	3	3	3	9	28	10	1		+4D6	2	-	-	48	32		
33	4-dr Sedan	USA	1938	3	1	420m	18	1	3	3	3	3	3	3	3	10	33	10	1 1/2		+5D6	3	-	-	56	33		
34	Touring Car	USA	1932	4	1	500m	20	1	3	3	2	2	2	2	2	11	35	10	1 1/2		+5D6	3	-	-	50	34		
35	Bus	USA	1936	30	1	250m	12	1/2	3	2	2	2	2	2	2	14	43	10	4		+7D6	6	-	-	63	35		
36	Armored Truck	USA	1933	2	1	200m	12	1	2	3	5	5	5	5	5	15	45	10	2		+7D6	4 1/2	-	-	60	36		
37	Motorcycle	USA	1933	0	1	425m	16	1/2	3	4	2	2	2	2	2	6	18	12	1/4		+2D6	1/2	-	-	48	37		
38	Motorcycle w/sidecar	GERM.	1933	1	1	350m	15	1/2	3	3	2	2	2	2	2	8	25	15	1/2		+3D6	3/4	-	-	53/103	38		
39	Jeep	USA	1940	3	1	250m	12	1	3	3	2	2	2	2	2	2	8	25	10	1		+4D6	2	-	-	42/122	39	
40	Truck, Military	USA	1940	9	1	200m	10	1/2	3	3	3	1	1	1	1	1	10	30	10	3		+5D6	4 1/2	-	-	42	40	
41	Ambulance	USA	1938	var.	3	250m	12	2	3	3	3	3	3	3	3	11	35	10	2		+6D6	4	-	-	49	41		

¹Passenger (PASS.) variable (var.) allows up to 2x SIZE in passengers. On tanks only, they ride on the outside (half DCV, no DEF from the vehicle).

²Range: Subs have two ranges; surface and underwater (submerged) distance.

³Max: For tanks, the first number is cross country speed and the second is road speed. For boats, the first number (or only number) is surface speed, the second is submerged speed. For planes, the first or only number is air speed, the second (if any) is gliding speed. All planes have limited gliding capacity if their engine(s) go out, dependent upon the damage sustained. GM's can use whatever they feel is appropriate.

⁴DEF: a - vehicle has 30° sloped armor. If hit, second number activates on 14 or less. b - vehicle has 45° sloped armor. If hit, second number activates on 14 or less.

⁵COST: (includes the mass production limitation) The first (if more than one) number is the cost of the vehicle without weapons. The second (or only number) is the cost with all weapons included. The I-class sub can carry a "GLEN" float plane. If it does this is the third number.

⁶PKG: Each package will contain the vehicle's mass, capacity, equipment, armament, and actual size in hexes.

VEHICLE PACKAGES

#1 M3 Stuart

Radio Trans/Rec, O.I.F.

1- Cannon #7, 103 rds AP

+1 segment to fire, O.I.F.

3- MG's #9, 6400 rds total (TT, coaxial, hull) O.I.F.

Vehicle Size:

Length: 2 1/2 Width: 1 Height: 1 1/2

Mass: 7.5 tons Capacity: 13.0 tons

#2 M3 Lee

Radio Trans/Rec

1- Cannon #10, 23 rds AP, 23 rds HE

front 60° only, O.I.F.

1- Cannon #7, 178 rds AP

+1 segment to fire, O.I.F.

2- MG's #9, 4600 rds total (coaxial, TT) O.I.F.

Vehicle Size:

Length: 3 Width: 1 1/2 Height: 1 1/2

Mass: 18.9 tons Capacity: 37.5 tons

#3 M4 Sherman

Radio Trans/Rec

1- Cannon #10, 46 rds AP, 47 rds HE

+1 segment to fire, O.I.F.

2- MG's #9, 2375 rds total, (coaxial, hull), O.I.F.

1- MG #7 (TT) 315 rds, O.I.F.

Vehicle Size:

Length: 3 Width: 1 1/2 Height: 1 1/2

Mass: 18.9 tons Capacity: 37.5 tons

#4 Panzer III f

Radio Trans/Rec

1- Cannon #9, 35 rds AP, 40 rds HE

+1 segment to fire, O.I.F.

2- MG's #14, 800 rds total (coaxial, hull), O.I.F.

Vehicle Size:

Length: 3 Width: 1 1/2 Height: 1 1/2

Mass: 11.2 tons Capacity: 18.7 tons

#5 Panzer IV g

Radio Trans/Rec

1- Cannon #12, 43 rds AP, 44 rds HE

+ segment to fire, O.I.F.

2- MG's #14 5000 rds total (coaxial, hull), O.I.F.

Vehicle Size:

Length: 3 Width: 1 1/2 Height: 1 1/2

Mass: 17.8 tons Capacity: 25.0 tons

#6 Panzer V "Panther"

Radio Trans/Rec

1- Cannon #13, 37 rds AP, 38 rds HE

+1 segment to fire, O.I.F.

1- MG #14, 2500 rds (coaxial)

Vehicle Size:

Length: 4 Width: 2 Height: 1 1/2

Mass: 43.2 tons Capacity: 47.0 tons

#7 PT Boat

Radio Trans/Rec

Fire Extinguisher 11-

2- 21" Torpedo Tubes (front only)

8- 26D6 Explosion "Depth Charges"
rear 60%, down, O.A.F.

4- MG's #7, (2 twin mounts) 360°
1300 rds total, O.I.F.

1- Cannon #2, 900 rds HE, 360°

1- Smoke Generator: 15" Darkness
(to normal sight only), x4 END BATT
(64 pips)

*Propeller does 2D6 Killing

Vehicle Size:

Length: 11 1/2 Width: 3 Height: 1 1/2

Mass: 47.3 tons Capacity: 18.7 tons

#8 Coast Guard Cutter

Radio Trans/Rec

Fire Extinguishers 11-

250 points of small arms

*Propeller does 1 1/2D6 Killing

Vehicle Size:

Length: 14 Width: 2 1/2 Height: 2

Mass: 56 tons Capacity: 18.7 tons

#9 Liberty Ship

Radio Trans/Rec

Fire Extinguisher 11-

4- Lifeboats (5 point vehicles)

9- Extra Limbs (winches)

1- 5" Naval Gun (rear, 180°), Cannon #15
60 rds HE O.I.F.

1- 3" Naval Gun (front 180°), Cannon #10
97 rds HE, O.I.F.

6- Cannon #2 (3 each side, 180° traverse)
360 rds HE total, O.I.F.

*Propeller does 1/2D6 Killing

Vehicle Size:

Length: 73 Width: 10 Height: 10

Mass: 21.9 K tons Capacity: 5.2 K tons

NOTES: Standard Cargo Ship

#10 Sub XXVIIIB "Midget"

2- 21" Torpedoes, front only

Watertight

*Propeller does 1D6 Killing

Vehicle Size:

Length: 6 1/2 Width: 1 Height: 1

Mass: 7.3 ton Capacity: 4.8 tons

#11 Sub VII C

Radio Trans/Rec

Watertight

Fire Extinguishers 14-

1- Cannon #14, 80 rds HE
O.I.F., front 180°

1- Cannon #6, 600 rds HE
O.I.F., 600 rds HE

4- Cannon #2, (2-twin mounts), 360°
3600 rds HE total, O.I.F.

4- 21" Torpedo Tubes (bow/front)
12 Torpedoes

1- 21" Torpedo Tube (stern/rear)
2 Torpedoes

*Propeller does 1/2D6 Killing

Vehicle Size:

Length: 37 Width: 3 1/2 Height: 2 1/2

Mass: 875 tons Capacity: 1.6 K tons

#12 Sub I-Class

Radio Trans/Rec

Watertight

Fire Extinguishers 14-

1- 5.5" Naval Gun" (Cannon #15) 60 rds HE
front 180°

2- MG's #6, (twin mount), 282 rds, 360°

#12 21" Torpedo Tubes (bow/front)
12 Torpedoes
2- 21" Torpedo Tubes (stern/rear)
4 Torpedoes
May mount a GLEN float plane - "Yokosuka E14Y1" in special hanger.
*Propeller does 1/2D6 Killing
Vehicle Size:
Length: 58 Width: 5 Height: 3
Mass: 21.9 K tons Capacity: 5.2 K tons

#13 21" Torpedo
27D6 ExpTlosion, 1 charge, impact only, IIF
Active Cost 99
Limitations: +1 (Non-guided, no turn)
+1/4 Mass Produced

#14 Achgelis Fa 223E Focke
Radio Trans/Rec
Fire Extinguishers 11-
Floats
1- Extra Limb (winch) straight down
10" stretching
1- 4D6 entangle w/extra limb only
1- MG #17, 2000 rds (front 60°), O.I.F.
2- 500 lb bombs, O.A.F., 25D6 Explosion
1- Life boat (5 point vehicle)
*Propeller does 6D6 Killing
Vehicle Size:
Fuselage:
Length: 7 Width: 1 Height: 2
Rotor Diameter: 6.5
Distance between rotors: 7
Mass: 16.7 tons Capacity: 18.7 tons

#15 Yokosuka E1441 "Glen"
Radio Trans/Rec
Ejection Seats
Floats
1- MG #19, 200 rds, front only, O.I.F.
2- 50 lb bombs, O.A.F., 18D6 Explosion
*Propeller does 2D6 Killing
Vehicle Size:
Fuselage:
Length: 5 Width: 1
Wingspan:
Length: 6 Width: 1
Mass: 9.6 tons Capacity: 1.6 tons
NOTES: May be carried by I-Class Sub, Only Japanese plane to successfully bomb continental U.S.

#16 Consolidated PBV-5A Catalina "Dumbo"
Radio Trans/Rec
High Altitude
Floats
2- MG #7, twin mount, 1000 rds, front 60°, O.I.F.
2- MG #7, twin mount, 1000 rds, rear 60°, O.I.F.
2- MG #7, twin mount, 1000 rds, 360° top, O.I.F.
4000 lbs of bombs
*Propeller does 2D6 Killing
Vehicle Size:
Fuselage:
Length: 10 1/2 Width: 1 1/2
Wingspan:
Length: 17 1/2 Width: 2 1/2
Mass: 111.0 tons Capacity: 16.0 tons

#17 Curtis P-40B "Tomahawk"
Radio Trans/Rec
High Altitude
Ejection Seats
4- MG #7, 2 twin mounts 2000 rds, straight ahead, O.I.F.
*Propeller does 2D6 Killing
Vehicle Size:
Fuselage:
Length: 5 Width: 1
Wingspan:
Length: 6 Width: 1 1/2
Mass: 20.7 tons Capacity: 3.4 tons

#18 Lockheed P-38F "Lightning"
Radio Trans/Rec
High Altitude
Ejection Seats
1- Cannon #2, 600 rds HE
O.I.F., straight ahead
4- MG #7, 2000 rds (2 twin mounts)
O.I.F., straight ahead
2000 lbs of bombs
*Propeller does 3D6 Killing
Vehicle Size:
Fuselage:
Length: 3 - 5 1/2 - 5 1/2 Width: 1 1/2
Wingspan:
Length: 9 Width: 1 1/2
Mass: 22.3 tons Capacity: 9.0 tons
NOTES: This series of plane accredited with the most "kills" on Japanese planes.

#19 North American P-51D "Mustang"
Radio Trans/Rec
High Altitude
Ejection Seats
6- MG #7, (2 triple mounts), 3000 rds total
straight ahead, O.I.F.
2000 lbs of bombs (wings)
*Propeller does 3D6 Killing
Vehicle Size:
Fuselage:
Length: 5 1/2 Width: 1
Wingspan:
Length: 6 Width: 1 1/2
Mass: 21.9 tons Capacity: 5.3 tons

#20 Messerschmitt Bf 109E "Emile"
Radio Trans/Rec
High Altitude
Ejection Seats
2- MG #12, straight ahead, 1000 rds, O.I.F.
2- Cannon #2, straight ahead, 120 rds, O.I.F.
*Propeller does 2D6 Killing
Vehicle Size:
Fuselage:
Length: 5 Width: 1
Wingspan:
Length: 5 1/2 Width: 1
Mass: 15.5 tons Capacity: 2.5 tons
NOTES: This plane would have been carried by the "Graf Zeppelin." It may also carry one 500 lb bomb - not included in points.

#21 Messerschmitt Me262A "Schwalbe"
Radio Trans/Rec
High Altitude

Ejection Seats
4- Cannon #5 (2 twin mounts), 280 rds HE total
straight ahead, O.I.F.

*Exhaust does 1D6 Killing

Vehicle Size:

Fuselage:

Length: 6 Width: 1

Wingspan:

Length: 7 Width: 1 1/2

Mass: 20.8 tons Capacity: 7.0 tons

#22 Mitsubishi A6M2 Reison (Zero) "Zeke"

Radio Trans/Rec

High Altitude

Ejection Seats

2- Cannon #2, 1200 rds HE

straight ahead, O.I.F.

2- Cannon #4, 1000 rds HE

straight ahead, O.I.F.

100 lbs of bombs

*Propeller does 2D6 Killing

Vehicle Size:

Fuselage:

Length: 5 Width: 1

Wingspan:

Length: 6 1/2 Width: 1 1/2

Mass: 14.7 tons Capacity: 14.7 tons

#23 Douglas C-47 "Skytrain/Goony bird"

Radio

High Altitude

*Propeller does 2D6 Killing

Vehicle Size:

Fuselage:

Length: 10 1/2 Width: 1 1/2

Wingspan:

Length: 16 Width: 2

Mass: 58.4 tons Capacity: 11.7

NOTES: Military version of the DC-3 airliner and used almost everywhere (U.S. Britain, Russia, Japan). In fact, Russia also produced it (PS-84 and Li-2) and so did Japan (L2D3 Tabby)

#24 Boeing B-17G "Flying Fortress"

Radio Trans/Rec

High Altitude

4- MG #7, 2000 rds (2 twin mounts)

front 60°, O.I.F.

2- MG #7, 1000 rds, twin mount,

Top 360° O.I.F.

1- MG #7, 500 rds, top, rear 180°, O.I.F.

1- MG #7, 500 rds, right side, 180°, O.I.F.

1- MG #7, 500 rds, left side, 180°, O.I.F.

2- MG #7, 1000 rds, twin mounts

bottom 360°, O.I.F.

2- MG #7, 1000 rds, twin mounts

rear 60°, O.I.F.

17,600 lbs of bombs

*Propeller does 3D6 Killing

Vehicle Size:

Fuselage:

Length: 12 1/2 Width: 1 1/2

Wingspan:

Length: 17 Width: 3

Mass: 152 Capacity: 29.7 tons

#25 Consolidated B-24D "Liberator"

Radio Trans/Rec

High Altitude

3- MG #7 (front 60°, O.I.F., triple mount), 1500 rds.

2- MG #7, 1000 rds, top 360°, O.I.F.

2- MG #7, 1000 rds, bottom 360°, O.I.F.

2- MG #7, 1000 rds, rear 60°, O.I.F.

8000 lbs of bombs

*Propeller does 3D6 Killing

Vehicle Size:

Fuselage:

Length: 11 1/2 Width: 1 1/2

Wingspan:

Length: 18 Width: 2

Mass: 99.5 tons Capacity: 27.2 tons

#26 North American B-25C "Mitchell"

Radio Trans/Rec

High Altitude

1- MG #8, 1000 rds, front 60°, O.I.F.

1- MG #8, 1000 rds, right side, 180°, O.I.F.

1- MG #8, 1000 rds, left side, 180°, O.I.F.

2- MG #7, 1000 rds, (twin mount)

top only, 360°

1- MG #7, 1500 rds, rear 60°, O.I.F.

4000 lbs of bombs

*Propeller does 2D6 Killing

Vehicle Size:

Fuselage:

Length: 9 Width: 1 1/2

Wingspan:

Length: 11 Width: 2

Mass: 65.7 tons Capacity: 12.2 tons

NOTES: Plane used on the "Doolittle" raid.

#27 Junkers Ju-87B "Stuka"

Radio Trans/Rec

Ejection Seats

High Altitude

1- MG #12, 600 rds, straight ahead, O.I.F.

60° rear, O.I.F.

1- Cannon #3, 140 rds, straight ahead, O.I.F.

2000 lbs of bombs maximum

*Propeller does 2D6 Killing

Vehicle Size:

Fuselage:

Length: 6 Width: 1

Wingspan:

Length: 7 1/2 Width: 2

Mass: 32.8 tons Capacity: 4.2 tons

NOTES: Usually carried 1- 500 lb bomb under the fuselage and 4- 50 lb bombs under the wings.

#28 Junkers Ju-88A

Radio Trans/Rec

High Altitude

1- MG #12, 1200 rds, straight ahead, O.I.F.

1- MG #12, 600 rds, rear 60°

5000 lbs of bombs

*Propeller does 2D6 Killing

Fuselage:

Length: 8 Width: 1 1/2

Wingspan:

Length: 10 Width: 2 1/2

Mass: 67.5 tons Capacity: 10.3 tons

#29 FZG-76 or V-1 "Buzz Bomb"

31D6 Explosion, 1x, IIF, impact only

Active cost: 175 points

Limitations: Preprogrammed Turns +3/4

Mass produced +1/4

*Exhaust does 1 1/2D6 Killing

Vehicle Size:
Fuselage:
Length: 4 Width: 1
Wingspan:
Length: 3 Width: 1/2
Mass: 4.9 tons Capacity: 2.4 tons

#30 A-4 or V-2

3006 Explosion, 1x, IIF, impact only
Active Cost: 208 points
Limitations: Pre-programmed Turns +3/4
 Mass Produced: +1/4

*Exhaust does 1 1/2 D6 Killing

Vehicle Size:
Fuselage:
Length: 7 1/2 Width: 1
Mass: 15.7 tons Capacity: 13 tons

#31 M-3 Halftrack

Radio Trans/Rec
1- MG #7, 700 rds, 360°, O.I.F.
Vehicle Size:
Length: 3 Width: 1 Height: 1
Mass: 4.5 tons Capacity: 9.6 tons

#32 Two-door Sedan

Vehicle Size:
Length: 2 Width: 1 Height: 1
Mass: 1.5 tons Capacity: 1.2 tons

#33 Four-door Sedan

Vehicle Size:
Length: 3 Width: 1 Height: 1
Mass: 2.6 tons Capacity: 2.4 tons

#34 Touring Car

Vehicle Size:
Length: 3 Width: 1 Height: 1
Mass: 2.8 tons Capacity: 3.2 tons

#35 Bus

Vehicle Size:
Length: 4 Width: 1 Height: 1 1/2
Mass: 7.3 tons Capacity: 9.6 tons

#36 Armored Truck

Vehicle Size:
Length: 3 Width: 1 Height: 1
Mass: 6.7 tons Capacity: 12.5 tons

#37 Motorcycle

Vehicle Size:
Length: 1 1/2 Width: 1/2 Height: 1/2
Mass: 261kg Capacity: 300kg

#38 Motorcycle w/sidecar

1- MG #34, 400 rds, 60°, O.I.F.
Vehicle Size:
Length: 1 1/2 Width: 1 Height: 1/2
Mass: 522kg Capacity: 800kg

39 Jeep

Vehicle Size:
Length: 1 Width: 3/4
Mass: 696kg Capacity: 800kg

#40 Truck Military

Vehicle Size:
Length: 3 Width: 1 Height: 1 1/2

Mass: 3.3 tons Capacity: 1.6 tons

#41 Ambulance

Vehicle Size:
Length: 3 Width: 1 Height: 1 1/2
Mass: 3.8 tons Capacity: 3.2 tons

CAMPAIGNING

Campaigning in the Golden Age is in many ways simpler than running a Champions campaign in the present. In many ways the 1940's were a simpler time, most issues appearing cut and dried. It was easy to side against the apparently evil Axis countries when they spent their time sneak attacking and land grabbing in Europe and Asia, and then, American Territory! Superheroes who take a cue from the attitudes of the public should have no problem being Heroic. If American society had to make sacrifices due to shortages, rationing, curfews, and censorship, then the Heroes confronted these same issues. If the President of the United States spoke out against racism, so did the comics.

Take to heart the warnings posted about the dockside warehouses: "Loose Lips, Sink Ships!"

When the Heroes get tired of rescuing torpedoed ships, perhaps they'll attempt to track down the spies who are leaking ship departure times to the submarines. Of course, finding and sinking the sub(s) might not be a bad idea either. Finally, tracking down the loud-mouth who inadvertently talked to a spy gives the Heroes an opportunity to practice their "The Less Said, The Less Dead" lecture.

Saboteurs and fifth columnists can cause endless variations of troublemaking; setting time bombs in defense plants, trying to poison the city water supply, kidnapping or attempting to assassinate people essential to the war effort, or anything else to aid the enemies of democracy. Once again, the Superheroes can have great fun barely preventing one calamity after another until they can track down the source.

The criminal element too can get into the act. Driven by the profit motive rather than anti-American sentiments, they will be found robbing army payrolls, operating the Black Market, and counterfeiting ration coupons. Crime does not pay however, and they will undoubtedly be captured by some Super-patriots who will get in more lecture practice, this time on how "We Americans Have to Stick Together."

Although the war may have affected just about every aspect of life in the 1940's, not every scenario needs to be directly involved with it.

War or no war, there will always be little Napoleons, potential dictators, who consider their tyranny better than that of the Axis. This type of Villain is usually found with some hair-brained, masterminded plot to make mind controlled puppets of the world's leaders or blackmailing cities with

the threat of destruction at the "hands" of a 50 foot tall robot army. Perhaps he'll magically transform the world's weapons into rottiini noodles (with the exception of his own).

Lesser in power, but far more reasonable are the theme Villains. These fellows develop a motif and run it into the ground. The Doberman, an example of a gimmicky theme Villain, has a fixation on canines. His hide-away is called the "Dog House", his three henchmen are "Spot," "Rover," and "Fido," and his favorite getaway vehicle is a Greyhound Bus. The theme Villain is usually too egotistical for his own good, leaving clues to his plans (The Doberman may leave a note for the Heroes saying, "Hollywood has gone to the dogs!"). The Hero is probably bright enough to realize that there is a "Lassie" picture at the Bijou Theater and that Doberman intends to either rob the ticket booth or steal the movie. Both, are extremes to which these villains follow a theme, and their incessant clue dropping will usually lead to their demise.

Now we come to the mobsters and gangsters. The 1940's Hero will never run out of them. They're everywhere! These low-lives run the protection rackets, bookie operations, smuggling, forgery, robbery, hi-jacking, the Black Market, and innumerable other "public services." Although not super powered, these fellows have one advantage over the Superhero, sheer weight of numbers. No matter how many are caught, there will always be more.

Fortunately or not depending on one's point of view, the 1940's are a very well documented period. For the GM, this could be a great boon as he can choose a historic event, such as the sinking of RO-501 (see glossary), and turn it into an adventure for the Heroes. He should not however, become dependent on this knowledge.

Golden Age comics are after all, an alternate universe. The very presence of superbeings makes this rather obvious. Their existance alone changes history. Neither the GM or the players should expect history to coincide exactly. Slight changes in history should be commonplace, yet not necessarily affecting the larger picture.

Example: On December 7 the Japanese may have decided to invade Pearl Harbor but been turned back by Superheroes (still achieving the historical result.)

Of course, taking these alternative universes to extremes can be a great deal of fun. Imagine a universe where the Axis won World War II for instance. In such a place, Superheroes are freedom fighters attempting to liberate America from the chains of tyranny. Outnumbered by the Nazi and Japanese occupation forces, (including Super Villains), the Heroes form the core of a powerful underground organization dedicated to restoring democracy. For examples of what it could have been like read If Britain Had Fallen by Norman Longmate, SS-GB by Len Deighton, or The Man in the High Castle by Philip K. Dick.

The Timeline, Biographies, and Glossary in this book should provide endless ideas for scenarios whether the GM follows history accurately or diverges from the actual events.

BUY VICTORY BONDS...

CAMPAIGN NOTES

The Life in the 1940's section gives a brief overview of "home front America." It is that part of American Society which the Golden Age comics tend most to imitate. That section is primarily interested in presenting enough flavor of the 1940's to help a player create an adventurer. What follows is a more in-depth study so that gamemaster and player alike may best understand why the home front was the way it was, and thus direct the flow of the campaign.

ECONOMICS AND LABOR

With the advent of WWII, America was flung out of the Great Depression. From 1939 to 1945, the Federal budget rose from \$9 billion to \$98 billion while the Gross National Product (GNP) went from \$90 billion to \$213 billion. The war created over 17 million new jobs in the civilian sector while the size of the military rose from 300,000 in 1939 to 1.5 million in 1941 to 12-13 million at any time in the later years of the war. Losing one in every 11 Americans to the armed services coupled with the newly created jobs, caused a manpower shortage.

In 1940, the U.S. had a population of 131.6 billion with a labor force of 56 million. This was raised to 66 million. Unemployment dropped 90% between 1940-1944 (8 million to 800,000.) The increases in employment included an additional 4,400,000 women (total women now working 16,600,000), 750,000 blacks (1,350,000 total), 3,000,000 adolescents (those between 12 and 17 years old), and 200,000 handicapped. Blind men would sort out nuts and bolts by touch, midgets would work in the cramped spaces inside of airplane wings, etc. Of course, the old workers (predominantly white) resented the intrusion of all new workers which caused some tensions.

The 1940 minimum wage was set at 40 cents an hour which amounted to about \$830.00 per year. The median income varied from \$1,000.00 to \$3000.00 per year and tended to be on the higher side by 1945. By that time, the average wage was \$44.39 a week or \$2,308.08 a year. Typical examples were:

Average Factory Worker...	\$1,313.00 (raised to \$2,448.16 in 1940)
Typist.	\$1,440.00 per year
Steelworker	\$2,600.00 per year
Waitress.	\$728.00 (plus tips)
Shipyard Laborer.	\$2,433.60 per year
U.S. Soldier.	\$264.00 per year
Coal Miner.	\$2,366.00 per year

Although women and blacks made about the same wages in industry, it tended to be 40% less than a white male would earn in the same position. An

example would be where a woman truck driver would be called a "light truck driver" and a man called a "heavy truck driver." Because the man handled heavier equipment, he earned more. But they drove the same type of truck and did the same labor.

For purposes of GAC, the GM should set an average value of 1 power point equaling \$1000.00 annual income. Most Superheroes would not need to work a job which netted them thousands of dollars per year, especially if the government is picking up the tab (government sponsored.)

Labor unions by the 1940's were common and extremely strong. Management and blue collar got along as well then as today. With the beginning of the war, labor leaders took a no-strike pledge and, for the most part, lived up to it. Strikes were rare as a result, and always made headlines.

One of the most famous strikes was the coal strike in 1943, led by John L. Lewis. The workers wanted more money, but the government had placed a wage freeze on the workers. The government even threatened to bring in the military to stop the strike. The reply was to the effect of "try to dig coal with bayonets." The strike was finally ended with a small wage increase.

A second strike and an interesting solution was the Railroad walkout in December of 1944. After the workers went on strike, the government went to the railroad personnel and said, "Hi, you are now a colonel in the U.S. Army. If these trains don't run on time, we're going to court-martial you." The trains ran on time.

Finally, it should be noted that not all strikes were for higher wages. The Lumberjacks in the state of Washington struck in 1943, not for wages, but for higher meat rations.

The GM could have Heroes called in to settle strikes, or maybe even work the now unoccupied jobs. They could also be called in if a riot broke out because some normals tried to cross the picket lines or to quell possible racial tensions.

COMMODITIES AND THE CONSUMER

As U.S. Industry went to war, the consumer was neglected. The production of cars ceased as tanks and war machines were given priority. Home appliances vanished as even sewing machine companies were pressed into gun production. Utensils, tools, and nails became scarce as metals joined the war effort. Priorities assigned war materials were only part of the problem. The enemy had his hand in creating shortages too.

The war in the Pacific eliminated most of our rubber supplies resulting in instant shortages of tires, raincoats, and rubber boots. New silk from the Orient disappeared and what remained was needed to make parachutes, not stockings. The rubber and silk could have been replaced by synthetics but the German submarines prevented many oil shipments from sailing from the Gulf coast to the East coast. Women dealt with this

lack of silk and nylon stockings by painting their legs to look as if they were wearing them.

An interesting effect of the rubber shortage was government pressure on swimsuit manufacturers to design and promote the sale of two-piece bathing suits (bikinis).

Nearly every aspect of American Life was affected by the shortages and by the government's solution to the problem, government instated rationing. The consumers answered this solution with one of their own, the "Black Market."

RATIONING AND THE BLACK MARKET

The theory behind rationing is that given a limited supply of a commodity, priorities should be established to determine who gets a share and who doesn't. A new department was created by the government, the Office of Price Administration (OPA), and they determined those priorities and what items were to be rationed.

These priorities were established on the basis of an individual's importance to the war effort. The more important you were, (i.e. government official, needed industrialist), the more you received. Benefits were smaller for those of less importance. Some items rationed were:

Rubber	Jan. 5, 1942
Automobiles	Feb. 2, 1942
Typewriters	Mar. 24, 1942
Sugar	May 6, 1942
Bicycles	May 15, 1942
Gasoline	May 15, 1942
Farm Machinery	Sep. 15, 1942
Fuel Oil	Oct. 22, 1942
Coffee	Nov. 29, 1942
Oil and Coal Stoves	Dec. 18, 1942
Shoes	Feb. 7, 1943
Processed Foods/Canned Meats	Mar. 1, 1943
Firewood	Mar. 1, 1943
Canned Milk	Jun. 2, 1943
Soft Cheese	Jun. 6, 1943

Some items were not officially rationed, but might as well have been. Food sold in stores on a price and point system. The government issued a BLUE coupon book each month containing stamps with a total of 48 points. These could be used for canned goods. A RED coupon book containing 64 points was also issued each month for meat, fish, and dairy products. These were used with money to purchase products. The following table shows a sample of what products cost in money with stamps:

ITEM	COST	POINTS
Pork chops	\$.25	9
Ground Beef	\$.18	7
Lamb/Veal chops	\$.25	6
Bacon squares	\$.23	6
Piecemeal bacon	\$.37	5
Mild cheese	\$.27	5

An official table of point costs was issued each month so the above listing would not be accurate throughout the war. Stamp books were also

changed to prevent hoarding and counterfeiting.

The results of more people making more money while the market suffered from shortages and rationing were varied. Some people saved their money for use after the war, patriotically buying war bonds and earning 2.9% on their investment after ten years. Others spent their money anywhere that they could (see Sports and Entertainment section) and this included the Black Market.

THE BLACK MARKET (alias Mr. Black), thrived during the war. It offered items whose availability was limited but at a higher price, often as much as double. Many saw it as an innocuous method of getting around government rationing. It was simple to purchase items as cash was the only requirement. Rationalization of such purchases started innocently enough: "My shoes developed a hole, I needed a new pair because I'm on my feet all day;" "I needed a new pair of nylons for my date last night," etc.

Because people were willing to pay for items, shipments of rare or rationed items were often hijacked to accommodate them. Counterfeiting of ration books and gasoline stickers increased with time. Government records showed 15% of all 'C' gas ration stamps were counterfeit. Many citizens saw nothing wrong with the Black Market. It would be comparable today with going 5 mph over the speed limit or making incomplete tax reports.

CRIME AND THE LAW

Of course, such abuse was illegal. Money from the Black Market provided income which led to more harmful crimes. A new type of cattle rustler appeared. He drove trucks of stolen livestock to be butchered and sold on the Black Market; a short stop at a nearby grazing land and a farmer would be missing a few heads of cattle. Suddenly, there was more meat. Hijackings of rare items would also take place. At times, the driver would be killed.

The law tried to break up Mr. Black markets, but public sympathy often supported them. Many scenarios can be played when the Superheroes encounter Mr. Black and try to break it up or perhaps they'll hold off in the hopes of catching bigger "fish." Additional scenarios may generate when very patriotic Heroes find out that the new equipment issued to them by the government came from the Black Market. Crusades of "ridding the Government of Corruption" are always fun. Hoarding was illegal. If you had a surplus of an item which the government was rationing, you were guilty.

SPORTS AND ENTERTAINMENT

More money meant more spending. Nightclubs appeared everywhere and made record revenues. Restaurants had large numbers of customers because they were able to get more meat and dairy products. Theaters and sports became more important. Distractions from the war were very popular.

Radio shows enjoyed widespread popularity. Favorites were: "The Shadow," "Gangbusters,"

"Fibber McGee and Molly," and "The Jack Benny Show." By the end of the war, the list included, "The Fred Allen Show," "One Man's Family," "Queen for a Day," "The Red Skelton Show," "The Green Hornet," "Superman," and "Inner Sanctum."

Some Movies and Plays in circulation were, "The Wizard of Oz," "Road to Singapore," "Citizen Kane," "Yankee Doodle Dandy," "Going My Way," "Harvey," "Bambi," "This is the Army," "Oklahoma," "On the Town," "Casablanca," and "Fantasia."

The scheduled 1940 Olympics in England and the 1944 Olympics in Tokyo were, naturally, cancelled. Other sports affected by the war included horse and auto racing. Both were banned for the duration because horse racing was considered nonessential to the war effort and car racing used too many rationed goods.

Baseball became THE national sport during the war. Trivia questions on baseball were commonly used to identify U.S. troops. This was not always successful: General Bradley missed a question at the Battle of the Bulge. The World Series were the high point of the year. Winners and losers were:

1940	The Cincinnati Reds beat the Tigers
1941	The Yankees beat the Brooklyn Dodgers.
1942	The St. Louis Cardinals beat the Yankees
1943	The Yankees beat the St. Louis Cardinals.
1944	The Cardinals beat the St. Louis Browns.
1945	The Tigers beat the Chicago Cubs.

Boxing was also popular. In 1940, Jack Dempsey retired from the ring. Joe Louis was the American Heavyweight Champion from 1937 to 1949. Although he was drafted into the army on January 19, 1942, he never saw combat, but served throughout the war as a sergeant giving boxing demonstrations for the troops. In 1945, Rocky Graziani was named "Boxer of the Year."

LIVING EXPENSES

Some items commonly sold during the war at the following prices:

House	\$5,500.00 (\$500.00 down, \$29.56/month)
Oldsmobile	\$1,100.00
1942 Studebaker Champion	\$810.00

Clothes and Personal Necessities

Bed Jackets	\$1.50 to \$17.50
Blouses and Skirts	\$3.95 to \$10.95
English Wool Bed Socks	\$1.00
Evening Wraps	\$16.95 and up
Girdles, "All-in-Ones"	\$5.00 to \$15.00
Luggage	\$11.75
Make Up Box	\$17.50
Men's Electric Shaver	(regularly \$12.50)
Men's Leather Jacket	\$6.98 to \$10.00
Men's Shirts	\$1.00 to \$1.39
Men's Socks	\$.29
Men's Sweaters	\$1.66 to \$2.99
Men's Topcoats	\$18.75
Mittens	\$1.00 to \$3.95
Nylon Hose	\$1.15 to \$1.85

Perfume (1.35 Dram)	\$6.25 to \$10.50
Silk Hose	\$.58 to \$1.00
Stationery	\$.75
Wardrobe Case	\$20.50 to \$34.50
Women's Fur Coats	\$69.50
Women's Robe and Gown	\$3.69
Women's Sweaters	\$1.77
Women's Shoes	\$1.88 to \$4.00

Furniture and Household Appliances

Air Flow Cleaner (vacuum)	\$59.95
Coffee Maker	\$5.95
Kitchen Sinks	\$32.50 to \$57.50
G.E. Radio	\$14.95 to \$695.00
G.E. Appliances	\$59.95 to \$128.50
Hope Chest	\$29.75
Lamps	\$4.75 to \$34.95
Record Cabinet	\$9.95 to \$49.50
Rugs	\$1.58 to \$5.63
Upholstered Chairs	\$9.00 and up

Services

Dry Cleaning	\$.29 to \$.79
Full Car Check-Up	\$4.95 to \$9.50
Oil Change (5 qt.)	\$.95
Permanents	\$4.00

PERIOD EVENTS

1936.....

- Jun. 18 The Spanish Civil War begins.
- Aug. 1 Opening ceremonies of Olympics held in Berlin. U.S. wins most gold medals, but Germany wins most medals total.
- Nov. 18 Germany and Italy recognize the Franco regime while France and the U.S.S.R. continue to support the Republican government of Spain.

1937.....

- May 6 The dirigible Hindenburg explodes at Lakehurst, N.J. killing 36 people.
- Jul. 4 The first successful helicopter called the FW-61 and designed by Heinrich Focke, is flown by Hanna Reitsch at Bremen.
- Nov. 29 Britain and France trade colonies to Germany for peace.
- Dec. 6 Werner von Braun begins test firing of the A3 at Peenemunde, leading to the development of the V-2 rocket for use on England. He also envisions a rocket that could reach the U.S., the A10.

1938.....

- Mar. 11 Germany annexes Austria.
- Jun. Superman makes the first public appearance of a "Superhero" in Action Comics, No. 1.
- Oct. 1 The Germans occupy the section of

Czechoslovakia known as Sudetenland without opposition from the Czechs.

- Oct. 6 Slovakia becomes an independent nation.
- Oct. 30 The "attack from Mars" in the "War of the Worlds" radio sketch by Orson Welles causes widespread panic.
- Nov. 10 The assassination of the German Envoy in Paris is used as an excuse to make the Jews a scapegoat for German troubles. This results in retaliation against those in Germany and they are herded into camps and fined \$400,000,000.00 as an entire group.
- Dec. Franco launches a final offensive to gain the control of Spain.
- Dec. 8 Germany's only aircraft carrier, the Graf Zeppelin, is launched.

1939.....

- Feb. 18 The Golden Gate International Exposition opens in San Francisco.
- Feb. 27 Franco's government is recognized by England and France.
- Mar. 15 Germany occupies Bohemia and Moravia without opposition.
- Mar. 23 Memel territory is surrendered to the Germans by Lithuania.
- Mar. 26 Poland refuses to give the Danzig Corridor to the Germans.
- Mar. 31 Britain and France guarantee Poland's integrity.
- Apr. 1 The Spanish Civil War ends and the U.S. recognizes Franco's government.
- Apr. 30 The New York World's Fair opens. Attendance tops 500,000.
- May Batman makes his first public appearance in Detective Comics, No. 27.
- May 22 Germany and Italy become allies.
- Sep. 1 Germany invades Poland.
- Sep. 3 England and France declare war on Germany.
- Sep. 5 Roosevelt declares the U.S. neutral.
- Sep. 6 The first German air raid on England takes place.
- Sep. 17 The Russians invade Eastern Poland.
- Sep. 24 The U.S. starts Cash and Carry program permitting trade with warring nations.
- Sep. 27 Warsaw surrenders and the war ends in Poland.

Sep. 28 The German/Russian alliance divides Poland.

Dec. 17 The German battleship Graf Spee is scuttled off Montevideo after a battle with three British battlecruisers.

1940.....

Jan. 12 The first German air raid on London occurs.

Jan. 13 Operation Paukenschlag: The Germans place 5 U-boats in U.S. coastal waters with special orders to sink American shipping and mine major harbors.

Mar. 12 Finland signs a peace treaty with Russia giving up part of the Karelian Isthmus and other territory.

Apr. Robin makes his first appearance as the first Superhero's Sidekick in Detective Comics, No. 38.

Apr. 9 The Germans occupy Denmark without resistance.

" Norway is invaded.

May 5 Norway's King Haakon VII escapes to England.

May 10 The Germans invade Holland, Belgium, and Luxembourg.

May 11 English Prime Minister, Chamberlain, resigns and is replaced by Churchill.

May 13 Igor Sikorsky makes the first U.S. helicopter free flight with his VS-300 at Stratford, Connecticut.

May 15 Holland surrenders and the Dutch Queen escapes to England.

May 28 The Belgian army surrenders and King Leopold III remains, a German prisoner.

Summer The first time several new Heroes appear at once, All Star Comics, No. 1.

Jun. 4 The Germans occupy Dunkirk following a British evacuation of 338,000 men.

Jun. 10 Italy enters the war as an Axis power.

Jun. 14 The Germans occupy Paris and the French government moves to Bordeaux.

Jun. 16 Marshal Petain forms a new French government in order to achieve an armistice with Germany.

Jun. 18 General de Gaulle forms the Free French Government in exile in London.

Jun. 22 The French/German armistice is signed and German troops occupy three-fifths of France.

Jun. 24 Marshal Petain places his government headquarters at Vichy.

Jun. 26 Rumania is forced to give the Russians Bessarabia.

Jul. 3 The British destroy France's strongest Naval squadron at Oran to prevent it from falling into German hands.

" The Vichy government severs diplomatic ties with England.

Jul. 4 The Italians enter Sudan.

Jul. 16 Hitler orders preparations for Operation Sea Lion, the invasion of England. German air power begins to soften resistance to the invasion, starting the Battle of Britain.

Aug. 6-19 The Italians occupy British Somaliland.

Aug. 13 Italian troops begin an Egyptian campaign and occupy Salum.

Aug. 17 The Italians occupy Sidi Barrani.

Aug. 25 The British begin massive bombing attacks over Berlin.

Sep. 3 U.S. trades 50 destroyers to England in exchange for Naval bases in Central America.

Sep. 27 The German/Italian/Japanese Axis is formed.

Oct. 12 Operation Sea Lion is called off.

Oct. 23 Hitler fails to convince Franco to let German troops cross Spain in order to attack English Gibraltar.

Oct. 24 Hitler fails to convince France under the Vichy government of the need to ally with Germany.

Oct. 28 Italian troops in Albania invade Greek territory.

Oct. 29 British troops enter Greece.

Nov. Roosevelt is re-elected for his third term, this time defeating Republican Wendell L. Willkie.

1941.....

Mar. 1 Bulgaria joins the Axis.

Mar. 11 The Lend-Lease bill passes giving Roosevelt the power to:

"Sell, transfer, exchange, lend, lease or otherwise dispose of defense materials for the government of any country whose defense the president deems vital to the defense of the United States."

- Mar. 31 German and Italian troops under General Rommel begin a new African offensive.
- Apr. 5 Russia and Yugoslavia sign a pact.
- Apr. 6 Germany invades Yugoslavia and Greece.
- Apr. 10 Croatia gains independence.
- Apr. 17 Yugoslavia surrenders to Germany.
- Apr. 21 Greece surrenders to Germany.
- Apr. 24 British troops leave Greece.
- May 11 Rudolf Hess, the "Number Three" nazi, is captured parachuting into Scotland in an attempt to deal for peace between England and Germany.
- May 20 Crete is occupied by the Germans.
- May 24 The British cruiser Hood is sunk by the German battle ship Bismark.
- May 27 The Bismark is sunk by British torpedo bombers.
- Jun. Australian nurse, Sister Elizabeth Kenny invents a successful treatment for Polio.
- Jun. 22 Hitler starts war against Russia because he considers Russian policy in the Balkans and Finland to be in conflict with German interest.
- Jul. 12 The British sign a pact with Russia.
- Jul. 16 The U.S. occupies Iceland.
- " Smolensk falls to Germany.
- Aug. 14 Winston Churchill and Roosevelt sign the Atlantic Charter, both agreeing that their countries will support each of its eight points. The major ones of these are:
- that no territories should be changed against the wishes of the peoples involved.
 - that they will not aggrandize territory.
 - free and equal ecession to the raw materials and trade of the world by all countries.
 - disarmament following the war.
- Aug. 28 The Baltic states are occupied by German troops.
- Sep. 19 Kiev falls.
- Oct. 16 The Russian government flees from Moscow to Kuibyshev.
- " Odessa is occupied by Rumanian troops.
- Oct. 24 The Germans occupy Kharkov.
- Nov. 15 The Soviets stop the Germans short of Moscow.
- Nov. 18 The British begin a counteroffensive in Libya.
- Dec. 7 The Japanese make a successful suprise attack on the U.S. naval base at Pearl Harbor, Hawaii. 423 Japanese planes launched from six aircraft carriers participate. They sink five battleships and damage three others as well as sinking two cruisers, a destroyer, and several smaller craft. Half of the base's airpower was also lost.
- Dec. 8-9 The U.S., China, the Free French, the Honduras, the Dominican Republic, El Salvador, Cuba, and Nicaragua declare war on Japan.
- Dec. 10 Japan invades the Philippines and Guam.
- Dec. 11 Germany and Italy declare war on the U.S. who reciprocates.
- Dec. 14 The Germans fail to capture Moscow.
- Dec. Wonder Woman appears, the first Super Powered Heroine in All Star Comics, #8.
- Dec. 17 German and Italian troops retreat from Libya.
- Dec. 23-24 Churchill goes to Washington to discuss war, visits Canada, then returns to the U.S. and stays past New Year's Day.
- Dec. 25 Hong Kong surrenders to the Japanese.
- 1942.....
- Jan. 2 The Japanese capture Manila and Cavite.
- Jan. 16 Actress Carol Lombard dies in a plane crash while on a Bond Drive.
- Jan. 22 Brazil declares war on Germany.
- Feb. 19 Executive Order No. 9066 is signed by President Roosevelt.
- Apr. 18 Tokyo is bombed by sixteen B-25s led by Jimmy Doolittle.
- May 4-8 "The Battle of Coral Sea." The U.S. loses the carrier Lexington but succeeds in preventing more Japanese advances in the Pacific.
- May 6 Corregidor falls to the Japanese.
- Jun. 3 U.S. declares war on Bulgaria, Hungary, and Rumania.
- Jun. 4-7 "Battle of Midway." The U.S. loses the carrier Yorktown while sinking four Japanese aircraft carriers.

Jun. 21-30 The British at Tobruk surrender to the German/Italian forces.

Jul. 2 German and Rumanian troops capture Sebastopol.

Jul. 4 The U.S. makes its first airstrikes over Europe.

Aug. 7 U.S. troops land at Guadalcanal in the Solomon Islands.

Aug. 8 The U.S. and Australia fight the Japanese in an air and naval battle in the Solomon Islands.

Aug. 10 German troops reach oil fields north of the Caucasus.

Aug. 12 Churchill visits Stalin in Moscow.

Sept. 15 The U.S.S. Juneau is torpedoed causing 676 deaths.

Oct. 23 The British, led by General Montgomery, make headway against the German/Italian troops in North Africa.

Oct. 31 Stalingrad is occupied almost completely by the German 6th Army.

Nov. 8 U.S. troops enter Algeria and Morocco.

Nov. 11 German troops occupy the remaining French territory except for Toulon.

Nov. 13-14 U.S. and Japanese forces battle again at Guadalcanal.

Nov. 22 The German 6th Army is surrounded and trapped in Stalingrad. They try to set up an air corridor for supplies.

Nov. 27 Toulon is captured by the Germans and the French naval squadron there is sunk.

Nov. 30 The Cocoanut Grove, a popular Boston club, catches fire. 484 out 800 patrons die during the hour it takes for the firemen to extinguish the fire. The disaster leads to laws requiring nightclubs to have fire proof fixtures, sprinkler systems, exit markers, and workable emergency exits.

1943.....

Jan. 6 The Germans retreat from the Caucasus.

Jan. 14-16 At the Casablanca Conference Roosevelt and Churchill discuss the aims of the war and agree to accept only unconditional surrender of the Axis nations.

Jan. 18 The German's siege of Leningrad ends.

Jan. 23 British troops occupy Tripoli.

Jan. 27 The U.S.A.A.F. makes its first

airstrike on Germany.

Feb. 2 The German 6th Army is trapped in Stalingrad and surrenders.

Feb. 8 The Japanese evacuate Guadalcanal.

Feb. 16 The Russians recapture Kharkov.

May 7 U.S. and British troops enter Tunis.

May 12 German troops enter Tunis.

Jun. 21 Race riots occur in "Paradise Valley," Detroit, leaving 23 dead, 700 wounded, and 600 with minor injuries.

Jun. 30 The Americans enter New Guinea.

Jul. 10 U.S. and British troops land in Sicily.

Jul. 19 The U.S. bombs Rome.

Jul. 22 The U.S. captures Palermo.

Jul. 25 Civil unrest drives Mussolini from power. A new Italian government is formed with Badoglio at its head.

Aug. 3-17 German/Italian troops abandon Sicily.

Aug. 18 The Allies occupy Sicily completely.

Aug. 19 The Allied raid on Dieppe is driven back by the Germans.

Sep. 3 Italy secretly signs an armistice with the Allies.

" Reggio Calabria is occupied by the Allies.

Sep. 8 The Allied-Italian armistice is made public.

Sep. 10 German troops occupy Rome. Badoglio and King Victor Emanuel II escape.

Sep. 12 SS Major Skorzeny frees Mussolini from the captivity of the new Italian government and brings him to Germany.

Sep. 23 The Nazis set up Mussolini as the puppet dictator of the Socialist Republic of Italy in Northern Italy, still controlled by the Germans.

Oct. 1 Naples is liberated.

Oct. 5 The Germans leave Corsica and Sardinia.

Oct. 13 Badoglio's Italian government declares war on Germany.

Nov. 20-25 The U.S. invades the Gilbert Islands.

Nov. 22-26 Roosevelt, Churchill, and Chian Kai-Shek of China attend the Cairo conference.

Nov. 23 King Peter II of Yugoslavia is deposed by the leader of the Yugoslav resistance. They form the People's Republic of Yugoslavia.

Nov. 26 Eisenhower becomes Commander in Chief of the English/U.S. troops in Europe.

Nov. 28 Roosevelt, Churchill, and Stalin meet at the Teheran conference.

1944.....

Jan. 22 American and British troops land at Anzio-Nettuno against heavy German resistance.

Jan. 30 The U.S. offensive begins in the Marshall Islands.

Feb. 15- The Battle of Cassino takes place. The
May 17 historic Abbey of Monte Cassino is destroyed by Allied shelling and bombing.

Mar. 2 Manila is abandoned by the Japanese.

Mar. 5 German troops destroy dams in Holland to cover their retreat. This causes widespread flooding.

Mar. 19 U.S.S. Franklin is attacked by a Japanese bomber and 772 are killed.

Apr. 26 The U.S. Army seizes the Montgomery Ward and Co. for failing to comply with a WLB directive regarding C/O contracts.

Apr. 30 The Crimea is liberated.

Jun. 4 U.S. and British troops enter Rome unopposed.

Jun. 6 D-Day, the Allied invasion of France.

Jun. 13 First German V-1 flying bombs hit London. They continue at an average of 200 per day until September. Between fighter planes and antiaircraft guns, more than 3,700 were shot down.

Jun. 19-20 In the Battle of the Philippine Sea, the U.S. sinks three Japanese carriers and destroys 400 Japanese planes.

Jul. The Big Top fire at a Ringling Bros. and Barnum and Bailey's circus in Hartford, Connecticut causes the deaths of 169 people.

Jul. 9 The English occupy Caen.

Jul. 18 The first fully operational jet-fighter plane, the Me-262, enters service with the Luftwaffe.

Jul. 20 Assassination attempt on Hitler fails.

Jul. 29 Turkey ends all diplomatic ties with

Germany.

Aug. 11 The British occupy Florence.

Aug. 15 U.S. and British troops make a landing between Toulon and Nice on the French coast.

Aug. 20 U.S. troops reach Paris.

Aug. 21-29 The Dumbarton Oaks conference takes place in Washington D.C.

Aug. 23 King Michael of Rumania orders all fighting against Russia to cease.

Aug. 25 De Gaulle's Free French troops enter Paris, fighting the retreating Germans.

" Rumania declares war against Germany.

Sep. 4 Finland breaks ties with Germany and asks for peace with Russia.

Sep. 7 The Japanese P.O.W. ship Shinyo Maru is sunk by a U.S. submarine and 568 captured Allied troops die.

Sep. 8 First German V-2 rocket hits London.

Sep. 12 The Japanese P.O.W. ship, Enoura Maru is sunk by a U.S. submarine and more than 1,000 British and Australian P.O.W.s are killed.

Sep. 17 The Allies attempt to penetrate deep into German territory by capturing the the bridge at Arnhem in the Netherlands. Although this operation (known as Operation Market-Garden) was the largest troop operation ever using two U.S. divisions and one British division, it failed.

Sep. 22 The Russians occupy Tallinn, the capital of Estonia.

Oct. 4 Greece is occupied by the Allies.

Oct. 10-13 U.S. and Japanese battle at Formosa.

Oct. 19 Japanese kamikaze planes are used for the first time.

Oct. 24 The Japanese P.O.W. ship, Arisan Maru, is sunk by a U.S. submarine and 1,785 Allied P.O.W.s die.

Oct. 24-26 The U.S. battles the Japanese at Leyte. The Japanese try unsuccessfully to prevent the U.S. from taking back the Philippines.

Oct. 28 Allies and Bulgaria sign an armistice.

Nov. 2 The Germans retreat from Belgium.

Nov. 7 Roosevelt is reelected to a fourth term as President of the United States. His

new Vice President is Harry Truman.

- Dec. 15 The Japanese P.O.W. ship, Oryoku Maru, is sunk by a U.S. submarine and more than 900 die.
- Dec. 16 The Battle of the Bulge begins as Germany mounts a counteroffensive in the Ardennes.
- Dec. 29 Russians occupy Budapest.
- Dec. 30 Hungary declares war against Germany.
- 1945.....
- Jan. 17 Germans abandon Warsaw to the Russians.
- Jan. 20 An armistice is signed between Russia and Hungary.
- Feb. 4-11 Roosevelt, Churchill, and Stalin meet for the Yalta conference.
- Feb. 19 U.S. forces land at Iwo Jima.
- Mar. 3 Finland declares war on Germany.
- Mar. 7 U.S. troops enter Cologne.
- Mar. 9 Tokyo is firebombed by 334 U.S. B-29s, destroying one quarter of the city.
- Mar. 17-29 U.S. troops cross the Rhine River and capture Frankfurt.
- Apr. 1 U.S. troops land on Okinawa.
- Apr. 12 President Roosevelt dies and Harry Truman becomes President.
- Apr. 13-16 Russian troops occupy Vienna.
- Apr. 21 German resistance in Northern Italy starts to disintegrate.
- Apr. 25 U.S. and Russian troops meet at Torgau on the Elbe.
- Apr. 26 Russians surround Berlin. Milan is liberated.
- Apr. 28 Benito Mussolini is captured and shot by Italian partisans as he tries to escape to Switzerland.
- Apr. 29 The Allies and German troops remaining in Italy sign an armistice.
- Apr. 30 Hitler commits suicide in his Berlin Bunker. Admiral Doenitz becomes the German Commander in Chief. American troops occupy Munich.
- May 2 Berlin surrenders to the Russians.
- May 3 British troops occupy Burma.
- May 4 The German Army on the Western front surrenders to the British.

- May 7-9 Germany surrenders, first for the Allies at Reims and second for the Russians at Berlin.
- Jul. 17- Aug. 2 Truman, Churchill, and Stalin meet at the Potsdam Conference to determine what to do with Germany.
- Jul. 22 The Allies make treaties with Italy, Finland, Bulgaria, Hungary, and Rumania at the Paris Peace Conference.
- Jul. 28 A B-25 bomber named "Old Feather Merchant" crashes into the 78 and 79 floors of the Empire State Building, killing 14 and injuring 25.
- Aug. 6 U.S. B-29 drops the first atomic bomb on Hiroshima.
- Aug. 9 A second U.S. B-29 drops an atomic bomb on Nagasaki.
- Aug. 15 Japan surrenders unconditionally.
- Sep. 2 The Japanese surrender is made official by the signing of terms on the U.S. battleship Missouri.



BIOGRAPHY

(A)

Arnold, Henry H. (HAP), (1886-1950); This general was Commander of the U.S.A.A.F.

Attlee, Clement, (1883-1967); Deputy Prime Minister to Winston Churchill from 1942-1945, he was elected P.M. replacing Churchill in 1945.

(B)

Biddle, Francis, (1886-1968); U.S. Attorney General during the war and Judge at the Nuremberg Trials.

Bradley, Omar Nelson, (1893-1981); Considered by some to be the best U.S. Army General of WWII. A West Point graduate with Dwight D. Eisenhower, he started as a Division Commander and ended with the command of 4 armies. Along with delivering the final blow to the Afrika Corps, he captured Sicily and France in record time and wound up the war by meeting the Russians at the Elbe River.

von Braun, Wernher, (1912-1977); The German rocket

scientist who developed the V-2 and A-10 for the Luftwaffe. After the war he became a prime mover and developer of NASA and the Apollo project.

Bush, Vannevar, (1890-1974); The American scientist who was the Chief Scientific Coordinator of the U.S. during WWII and adviser to F.D.R.

(C)

Canaris, Wilhelm, (1887-1945); Admiral in the Kriegsmarine and head of the Abwehr from 1935 to 1943. As a Monarchist opposed to Hitler and his Nazi Party, Canaris helped "Terror Victims" (victims of the Hitler regime) escape, wrote false intelligence reports to dissuade Hitler from invading Spain, and saved French generals Giraud and Weygand from a Hitler ordered execution. He also kept records of all Nazi war crimes and Nazi leadership since 1933 and was finally involved in the assassination attempt against Hitler on July 20, 1944. He was executed on April 9, 1945.

Churchill, Winston, (1874-1965); One of the "Big Three." As Prime Minister of Britain from 1940-1945 and 1951-1955, he also held the following posts in the British Government: First Lord of the Admiralty (1939), Chairman of the Armed Services Committee and First Lord of the Treasury (1940).

Cochran, Jaquelin, (1910-1980); Head of WASP's and female aviation pioneer, she was the first woman to: make an instrument landing (1937), fly a bomber across the Atlantic (1941), and fly faster than the speed of sound (1953). She also won the Bendix Trophy (1938).

(D)

Darby, William Orlando, (1911-1945); Colonel in the U.S. Army who organized the first American ranger battalion in the summer of 1942. He was killed by a German artillery shell on April 16, 1945 in Italy.

de Gaulle, Charles, (1890-1970); General who headed the Free French forces throughout WWII.

DeWitt, John L., (1880-1962); U.S. Army General in command of the Western Theater of operations headquartered in Presidio, California. He was given charge for the relocation of Japanese-Americans.

Doenitz, Karl, (1891-1980); German Admiral who invented the "wolf pack" methods and commanded U-boat operations during the war. In 1943 he became Commander in Chief of the German Navy. Although he knew nothing about the Nazi atrocities and in fact even protected Jewish navalmen, he was selected by Hitler as the Fueher's successor, A post from which he negotiated Germany's surrender after April 30, 1945.

Donovan, William (Wild Bill), (1883-1959); Head of the O.S.S. in WWII.

Doolittle, James H., (1896-); U.S.A.A.F. Lieutenant Colonel and pioneer of aviation. His

"firsts" include: First to fly cross-continent in one day, First army pilot to perform an outside loop, First to try an instrument landing.

On April 18, 1942 he led the first bombing mission over Tokyo, launched from a carrier, for which he was given the Congressional Medal of Honor and promoted to Brigadier General.

(E)

Einstein, Albert, (1879-1955); Nobel Prize winning German physicist. He fled from Germany when Hitler came into power because of Hitler's attitude towards Jews. Although he was a pacifist, he convinced F.D.R. of the necessity of atomic bomb research.

Eisenhower, Dwight. D., (1890-1969); U.S. Army Five Star General who was Supreme Commander of Allied Forces in Europe.

(F)

Forrestal, James Vincent, (1892-1949); U.S. Secretary of the Navy from 1944 to 1947.

Fredrick, Robert T., (1907-1970); U.S. Army Major General who commanded the first Special Service Force or "Devil's Brigade."

(G)

George VI, (1895-1952); King of England 1936 to 1952.

Goddard, Robert H., (1882-1945); The father of rocketry in the U.S. He headed U.S. Navy research in jet propulsion during WWII.

Goering, Hermann, (1893-1946); Head of the Luftwaffe and an ace himself in WWI, he took over von Richtofen's flying circus when the Red Baron was shot down. He was Hitler's second in command and was Commander in Chief of the Luftwaffe (1933-1945), and Marshal of the Greater German Reich (1944-1945).

Grable, Betty, (1916-1973); This Hollywood actress was the No. 1 pin-up girl of the U.S. in WWII. Her legs were insured for \$250,000.00.

(H)

Halifax, Lord, (1881-1959); Britain's Ambassador in the U.S. from 1941 to 1946.

Halsey, William F. (Bull), (1882-1959); U.S. Navy Admiral who commanded the Pacific Fleet in WW II.

Higgins, Andrew Jackson Jr., (1886-1952); U.S. industrialist who produced the "Higgins Boat" landing craft, PT Boats, Commerce Ships, aircraft, munitions and other war materials. During the time of the Prohibition, he built speedy craft for the rum runners and bootleggers. Of course, he made even faster ones for the U.S. Coast Guard.

Himmler, Heinrich, (1900-1945); Head of the S.S.

and one of the most feared men in Nazi occupied Europe. He invented many of the Nazi atrocities.

Hirohito, (1901-); Emperor of Japan from 1926 onward. He was not really interested in the affairs of government and didn't interfere until the close of the war. His influence caused the Japanese military to surrender even more than the influence of two atomic bombs.

Hitler, Adolf, (1889-1945); Dictator of Germany during WWII. Born in Austria, not Germany, April 20, 1889 and was known in the U.S. by his mother's maiden name, Schickelgruber.

Hobby, Oveta Culp, (1905-); Female U.S. Army Colonel and head of the WAC's.

Holcomb, Thomas, (1879-1965); U.S. Marine Corps Commandant from 1936 to 1944 and a 4 Star General.

Hull, Cordell, (1871-1955); The U.S. Secretary of State from 1937 to 1944.

(I)

Ingram, Jonas H., (1871-1955); U.S. Navy Admiral who headed the Atlantic Fleet from 1944-1945.

(J)

Johnson, Lyndon Baines, (1908-1973); First U.S. Congressman to join the military after the U.S. entrance into World War II, he sought active duty within one hour of the vote to war on Japan. He went to the Pacific in May 1942 as F.D.R.'s personal observer and returned in July.

(K)

Kaiser, Henry J., (1882-1967); A U.S. industrialist, his use of the assembly-line methods made him the greatest shipbuilder of WWII. He built one third of the total U.S. merchant ships and half of the total escort carriers produced during the war. At one time, he was launching one Liberty Ship per day with 1,490 ships built by the war's end.

Kenney, George C., (1889-1977); U.S.A.A.F. General who commanded all air force units located in the southwest Pacific in WWII.

Knox, Frank, (1874-1944); U.S. Secretary of the Navy.

Kuhn, Fritz, (1896-1951); American Nazi who headed the German American Bund. He was imprisoned during the war and deported to Germany after.

(L)

La Guardia, Fiorello, (1882-1947); Mayor of New York. In charge of U.S. Civil Defense.

(M)

MacArthur, Douglas, (1880-1964); U.S. General who commanded U.S. Armed Forces in the Far East in

1941, and in 1942 was made Supreme Commander of Allied Forces in the Southwest Pacific.

Marshall, George C., (1880-1964); U.S. Army General and Chief of staff from 1939 to 1945.

Maskelyne, Jasper, British stage magician selected to create illusionary weapons to fool the Germans, including an entire fake army.

McIntyre, Ross T., (1889-1959); U.S. Navy Vice-Admiral who was the Surgeon General of the U.S. Navy and F.D.R.'s personal physician.

Morgenthau, Henry, (1891-1967); U.S. Secretary of the Treasury from 1934 to 1945.

Mueller, Heinrich, (1900-?); German S.S. General who headed the Gestapo from 1936 to 1945. His whereabouts are still unknown. He was thought dead until his grave was opened in 1963 and discovered to contain the remains of three separate people. One rumor is that he defected to Russia.

Murphy, Audie, (1924-1971); Hollywood actor who was the most decorated soldier of the Second World War. He is credited with having killed or captured 240 German soldiers. Among his awards were the: Congressional Medal of Honor, Distinguished Service Cross, Legion of Merit, Victory Medal, French Legion of Honor, Croix de Guerre, European Theater Medal, American Theater Medal, Bronze Star, 3 Silver Stars, 3 Purple Hearts, and a Good Conduct Medal.

Mussolini, Benito Juarez, (1883-1945); The Italian Dictator.

(N)

Nimitz, Chester W., (1885-1966); U.S. Navy Admiral in command of the Pacific Fleet after Pearl Harbor and led the U.S. to victory through his tactics.

Nomura, Kichisaburo, (1887-1967); Japanese Admiral and Ambassador to the U.S. at the beginning of the war. He was repatriated to Japan in 1942.

(O)

Oppenheimer, J. Robert, (1904-1967); U.S. physicist who was the Chief of the Los Alamos Atomic Bomb Laboratory.

(P)

Patton, George S., (1885-1945); He was the first American to compete in the Pentathlon during the 1912 Olympic Games in Stockholm, Sweden and he finished fifth. In WWII, he organized the first U.S. tank brigade in France and in 1942, he organized the Desert Training center in California preparing his men for North Africa. He was successful in North Africa, Sicily, and later with the 3rd army in Europe. He died in 1945 shortly after the war's end of complications which occurred following an automobile accident.

(R)

Rankin, Jeanette, (1880-1973); The first U.S. Congresswoman and a pacifist. She was the only member to vote against U.S. entry into both WWI and WWII.

Rommel, Erwin, (1891-1944); German Field Marshall known as "The Desert Fox." He was considered one of Germany's top field commanders, having especially distinguished himself in North Africa. When the Nazi's discovered that he was involved in the July, 1944 plot to assassinate Hitler, they allowed him to commit suicide rather than stand trial as a fallen "Hero of the Reich."

Roosevelt, Franklin Delano, (1882-1945); President of the United States from 1933 to 1945.

(S)

Schellenberg, Walter, (1911-1952); General who headed the S.S. foreign intelligence section.

Shepardson, Whitney, First Head of the O.S.S. in London during WWII.

Skorzeny, Otto, (1908-1975); Considered "the most dangerous man in Europe," this S.S. Colonel headed the Friedenthal Division, a Commando Special Forces Unit often operating behind Allied lines.

Stalin, Joseph, (1879-1953); Premier and Dictator of the Soviet Union.

Stephensen, William, Chief of the BSC, the British Intelligence Network Headquarters in New York during the Second World War.

Stimson, Henry L., (1867-1950); United States Secretary of War.

(T)

Truman, Harry S., (1884-1972); Senator from Missouri who became F.D.R.'s running mate in the 1944 Presidential Election. With F.D.R.'s death, he was sworn in as President on May 8, 1945.

(W)

Windsor, Elizabeth, (1926-); Second Lt. in the British Women's Auxiliary Territorial Service during WWII. She was a truck driver and trained mechanic but is of course, better known as Queen Elizabeth the Second.

(Y)

Yamamoto, Isoroku, (1884-1943); Japanese Admiral who as Chief of the Combined Fleet, made the attack plans for both Pearl Harbor and Midway. He died when his plane was shot down by U.S.A.A.F. P-38's on April 18, 1943 near Bougainville.

GLOSSARY

A

Abwehr: German name for the secret service branch of the German Navy which was divided into

three sections: espionage, sabotage, and counterespionage. The Abwehr was THE German intelligence gathering organization.

Acronyms: (In common use); FUBAR - Fouled Up Beyond All Recognition. FUMTU - Fouled Up More Than Usual. JANFU - Joint Army Navy Foul Up. SNAFU - Situation Normal, All Fouled Up. TARFU - Things Are Really Fouled Up.

Allotment Annie: Nickname given to girls who attempted to defraud the U.S. government by marrying more than one serviceman. A serviceman's wife was entitled to a government allotment of fifty dollars per month and a life insurance policy of 10,000 dollars. If the government didn't notice that the girl had married several times she would receive the multiple allotments. To avoid being caught, these girls would try to marry men who were about to go overseas.

America First: Name of an Isolationist organization. This "patriotic society" attempted to keep the U.S. out of the war. Unknown by even some of its most influential members was the fact that it was primarily funded by German backers.

Army Air Corps: The name for the U.S. Air force until June 20, 1941, when it was changed to the Army Air Force. The USAAF was part of the U.S. Army until after the war.

Arsenal of Democracy: Name given to the United States by President Franklin D. Roosevelt in a fireside chat on radio, December 29, 1940, to gain public support for the sending of military supplies to the Allies. The "Arsenal" produced 296,429 aircraft, 5,425 cargo ships, 102,351 tanks, 2,455,964 trucks, and 71,062 Navy ships.

Aunt Jemima: Nickname of an OSS developed explosive made to look like flour. It could be baked into bread and was even edible.

Auxiliary Cruisers: (Commerce Raider) Armed merchant ships. The Germans used concealed weapons and disguised them to prey on unsuspecting allied merchant ships. The British versions were used as hidden convoy escorts. The Germans were much more effective (sinking over 100 ships compared to none sunk by the British).

Axis Countries: Germany (including Austria), Japan, and Italy were the "big three". Others were Bulgaria, Hungary, Romania, and Finland.

B

Bambi: Last Disney film NOT to contain U.S. war propaganda (1942). "Donald Duck in Nutzy Land" was one of the first.

Bandit: U.S. Navy code name for an enemy plane.

Bataan Death March: Forced march of U.S. POW's captured by the Japanese at Bataan on April 10, 1942. Of the 75,000 prisoners captured, nearly 25,000 died on the sixty-five

mile march to Camp O'Donnell and 22,000 more died within two months of the march.

Beethoven's Fifth Symphony: The opening notes, three short and one long, were used by the Allies as a code meaning V for "victory."

Big Four: The U.S., Britain, Russia, and China.

Big Three: President Roosevelt, Prime Minister Churchill, and Marshal Joseph Stalin.

Black Orchestra: Nickname given to anti-Hitler conspirators within Germany. It was called "black" because the organization was known to have Vatican ties, and "black" to a German denoted a Catholic priest. Their main effort was smuggling Jews out of Germany.

Black Sheep: Members of Gregory (Pappy) Boyington's U.S.M.C. flight wing. Boyington was the leading air ace for the Marine Corps. VMF 214.

Black Shirts: Benito Mussolini's fascist political organization in Italy.

Black Units: The following black units served in

WWII: 2nd Cavalry
92nd Infantry Division (fought in Italy)
Black Buffaloes
93rd Infantry Division (fought in the Pacific)
99th Pursuit Squadron (fought in Sicily and Italy) Lone Eagles
104th Infantry (fought in Europe)
555th Parachute Infantry Company (never saw action)
614th Tank Destroyer Battalion (fought in Italy)
755th Field Artillery Battalion (fought in Europe)
761st Tank Battalion (fought in France at D-Day)
969th Field Infantry (fought in Europe)

Blitzkrieg: German word meaning "lightning war" describing early German tactics rather accurately.

Blockade Mutton: German nickname for dog meat, a legal food for Germans by January of 1940. Dachshunds were considered the tastiest.

Bogey: Navy code name for an unknown aircraft of unspecified intentions.

Brain Trust: Nickname given to some of F.D.R.'s personal advisors.

Bucket Brigade: Nickname for the submarine defense measures taken along the eastern coast of the U.S., consisted of anything that would float being equipped with a radio to communicate U-boat positions. Also called "Hooligan Navy."

Bundles for Britain: A U.S. organization who sent nonmilitary supplies (blankets, clothing and medicine) to the British early in the war.

CAM: Catapult Aircraft Merchant. A merchant ship with a catapult for launching a British Hurricane fighter plane against German reconnaissance aircraft to prevent the spotting of convoys.

Casablanca Conference: January 1943 conference between President Roosevelt and Prime Minister Churchill to decide where to attack after the Germans' fall in North Africa. Sicily was chosen. The conference also marked the first time a U.S. president flew in an airplane.

Channel Islands: These Islands (Alderney, Guernsey, Jersey, and Sark) were the only part of Britain occupied by the Germans during the war. They were captured 1940 and held until the garrison's surrender on May 9, 1945.

Cherry Stone: German code name for the V-1.

Chicago Planes: Nickname for 40mm antiaircraft guns on U.S. Navy ships in World War Two. They were also called pom-pom guns.

Class 26: U.S.A.A.F. classification for planes so thoroughly damaged on a mission that they were relegated to the scrap pile.

COI: Coordinator of Information. U.S. government department started by F.D.R. in July of 1941. It became the OSS in June of 1942.

Commando Order: In 1942, Hitler ordered the execution of any commando that was captured from that date onward whether he surrendered or not.

Condor Legion: German Luftwaffe force which aided Franco in the Spanish Civil War, 1936 to 1939. Spain was a testing ground for equipment and tactics later used in WWII.

Congressional Medal of Honor: Highest award for valor in the U.S. during the Second World War. Less than five hundred were presented, most of them posthumously.

D

D-Day: Tuesday, June 6, 1944. The Allied invasion of Normandy involving, in the initial assault, 185,000 troops, 18,000 paratroopers, 13,175 assorted aircraft, 4,066 landing craft, 745 large ships, 20,000 vehicles, and 347 minesweepers.

Devil's Brigade: German nickname for the 1st Special Service Force. Composed of Americans and Canadians (and if the rumors were true, certain questionable Chicago gang-land types), this unit was rated one of the best military units of the war. Originally trained for what amounted to a suicide mission in Norway (which was later cancelled), this group went on to terrorize the Germans at Anzio.

Doubles: Impersonators hired by prominent individuals to safeguard themselves by confounding their enemies. It was extremely dangerous work. Hitler had three doubles just to be extra cautious.

DP's: Displaced Persons, refugees.

Dunkirk: Largest organized rout in history. About 1,200 Allied naval and civilian craft managed to rescue 338,266 British and French military personnel from this seaport located in northern France as they were forced to abandon Continental Europe to the Germans.

E

84.3 pounds: Weight carried by average U.S. GI in the Second World War.

Eagle Squadrons: Squadrons 71, 121, and 123 of the Royal Air Force. These squadrons were composed of American volunteers who fought for the British BEFORE U.S. entry into the war. Of the 34 original members, only 4 were left by the time the units were incorporated into the U.S.A.A.F.

Eldridge, U.S.S.: U.S. Navy destroyer which was supposedly made invisible and teleported from the Philadelphia Naval Yard to Norfolk, Virginia and back again in 1943 (with, according to stories, serious detrimental effects to the crew including physical damage and/or insanity). The ship was part of an experiment in magnetic fields called the Philadelphia Experiment.

Empire State Building: The world's tallest building during WW II. It was 102 stories tall.

Enigma: German encoding machine. The British were able to decipher most German messages throughout WWII because they had captured a Enigma machine in Poland in 1940. Ultra was the name of the British decoding project.

Executive Order No. 9066: Order signed by President Franklin Delano Roosevelt on February 19, 1942 resulting in 112,000 Nisei and Issei (Japanese Americans) being rounded up from a 150 mile strip along the western coast of the U.S. and being placed in internment camps. Approximately 5000 German and Italian Americans were also rounded up (although, for the most part, they were released within the year). By the war's end, about 55,000 Japanese Americans had been allowed to leave the camps (as long as they stayed away from the coastal areas and could prove that they had an outside job waiting for them, that they were going to college, or that they were in the U.S. armed forces). The Japanese "Relocation Centers" were located at:

Gila River, Arizona	Minidoka, Idaho
Granada, Colorado	Poston, Arizona
Heart Mountain, Wyoming	Rohwer, Arkansas
Jerome, Arkansas	Topaz, Utah
Manzanar, California	Tule Lake, California

F

Fascism: A system of government characterized by a rigid one-party dictatorship, forcible suppression of opposition, racism, militarism, control of the press, etc.,. The Fascist governments were primarily Axis.

FBI: The Federal Bureau of Investigation. As the FBI were THE federal crime solvers, it was they who were responsible for the apprehension of saboteurs, collaborationists, spies, and fifth columnists.

Fifth Columnists: Enemy sympathizers engaged in espionage and sabotage.

Firefly: A device used by the OSS. Dropped into the gastanks of enemy vehicles, it would detonate in one to ten hours thus igniting the fuel and destroying the vehicle.

Fireside Chats: Radio speeches given by President Roosevelt in an attempt to explain his government policies and to gain public support.

5:5:3: Ratio set by the Washington Naval Agreement of February 6, 1922 allowing only 3 battleships and aircraft carriers to be built by Japan for every five built by the U.S. or Britain.

Flying Fireworks: Nickname for the German four engine bomber, the HE-117. Capable of flying to the U.S., it never became fully operational.

Foo-Fighter: Nickname for unexplained phenomena which pursued Allied airplanes. The theory was that these U.F.O.'s were radio controlled. They have been called Flying Saucers since 1948.

Four Duties: Those duties required of a people in order to protect and preserve the Four Freedoms, as outlined by F.D.R. in his January 6, 1941 state of the Union address. They were: To produce to the maximum capacity, To transport supplies to the field of battle as quickly as possible, To fight in an all out effort, To work in building a peace that is just, charitable, and lasting.

Four Freedoms: The goals set by F.D.R. in his January 6, 1941 state of the Union address, they were: Freedom of speech and expression, Freedom of religion, Freedom from want, Freedom from fear.

442nd Regimental Combat Team: A Unit composed of Japanese-American volunteers. It was the most decorated unit in the history of the U.S. Army. Their motto was "Go for broke."

Fuehrer: German word for leader. Most commonly associated with Adolf Hitler.

Fugo: Japanese code name given to the bombing of the U.S. by using high altitude paper balloons released into the jet streams and crossed the Pacific in about 68 hours to drop five 30 pound incendiary bombs on the U.S. (in hopes of starting a forest fire). Although over six thousand were launched, few reached their targets, and fewer still did anything worse than minor property damage (one did kill six people).

G

GAPSALS: A blood drive organization acronym for

"Give a pint...save a life Society."

German-American Bund: Before 1942, a pro-German organization in the United States with over 25,000 members in or near military/industrial complexes.

Gestapo: Geheime Staats Polizei (Secret State Police). German police organization for the suppressing of political enemies.

GI: Anything military (Government Issue) including, and especially, soldiers (GI Joe). The use of GI was actually first used on trash cans meaning galvanized iron.

Gibson Girl: Nickname of emergency transmitter carried on allied aircraft. It was designed to float in case a plane went down over water. An S.O.S. was broadcast with each turn of the crank. It was manually operated.

Gobbledygook: Slang meaning wordy, verbose (like government paperwork).

Great Patriotic War: Name the Soviets used to differentiate their war against the Germans from the rest of WWII (Stalin thought that the U.S. was taking its time about entering the war so that it could move in and take over after Germany and Russia had beat each other senseless).

Gremlins: Little mythical beasties which caused aircraft malfunctions which otherwise couldn't be explained. Females were called "Finella" and the children were called "Widgets."

H

Hearse: U.S. Navy slang for German U-boats. The U-boat crews were then called pallbearers.

Hijacking: Theft of goods or materials in transit. According to the FBI, the top three items hijacked for later sale on the Black Market were liquor, rayon, and shoes.

Hooligan Navy: Volunteer yachtsmen who helped the U.S. Navy search for German U-boats off the east coast early in the U.S.'s involvement in the war.

I

I-17: Japanese submarine that shelled an oil tank farm at Goleta, California on February 13, 1942.

I-25: Japanese submarine cruiser that shelled Fort Stevens, Oregon on June 21, 1942. On September 9 and September 29, 1942, the I-25 launched a modified seaplane to bomb Oregon's forests in hopes of starting a series of forest fires.

I-26: Japanese submarine that shelled Estewan Point, Vancouver, B.C. on June 20, 1942.

Immigration Act of 1924: Quota law limiting the number of immigrants from each country allowed into the U.S.

IFF: Identification Friend or Foe. Name designating a device in allied aircraft which gave out a signal to ground radar indicating the plane was not an enemy. Also called "Iffy."

Issei: Japanese born residents of the U.S. During WW II, the Issei were ineligible for U.S. citizenship due to the Immigration Act of 1924.

J

Jeep: Army quarter-ton general purpose vehicle whose name may have been derived from one of two sources: G.P., pronounced "jeep," meaning general purpose; or it was named after the pet of Popeye's adopted son, Swea'pea.

K

K-74: U.S. Navy blimp which on July 18, 1943 attacked a German U-boat. When the bombs carried by the blimp failed to release, it attacked with machine guns. The K-74 lost one crew member and was shot down in the battle with the submarine. The U-boat escaped.

Kaitens: Japanese human suicide torpedoes. Although 419 were built, they accounted for the sinking of only one allied ship, an oil tanker.

Kamikaze: Japanese Navy suicide planes. The Japanese Army also had them but called them "Tokko Tai." By the war's end, the Japanese had used 1,228 of their suicide planes sinking thirty-four U.S. ships.

Kempeitai: Japanese Army Secret Police. Similar to the Nazi Gestapo or Soviet Smersh.

Kibei: Japanese-Americans who traveled to Japan for part or all of their education and then returned to the U.S. to live.

Kilroy was here: U.S. graffiti found all over the world in WWII. Kilroy was a mythical U.S. soldier who seemed to have been everywhere and done everything first.

Kriegsmarine: German name for their navy.

K-tablet: Knockout drug used by the OSS.

L

Lend-Lease Bill: Passed on March 11, 1941, this bill gave President Roosevelt the power to "sell, transfer, exchange, lend, lease, or otherwise dispose of defense materials for the government of any country whose defense the President deems vital to the defense of the United States."

Liberty Ships: Rapidly built, mass produced cargo ships based on the British tramp steamer. 2,770 were built. By 1945 one could be launched within ten days of its keel being laid down.

Liberty Steak: Patriotic U.S. slang for hamburger (some people considered the word to be too German sounding).

Limpet: Underwater mine developed by the OSS which could be magnetically attached to a ship's hull and detonated by a timer.

Luftwaffe: German name for their Air Force.

M

Manhattan Project: Code name of the American project to design the Atomic bomb.

Maquis: Name of the French Resistance.

Merchant Marine: U.S. maritime agency in charge of cargo transport to all theaters of the war. They suffered the highest percentage of casualties of any U.S. armed force in World War Two.

MI-5: British counterintelligence.

MI-6: British secret intelligence service that all conducted espionage activities.

MI-9: British organization which assisted allied airmen and POW's in escaping from occupied Europe.

Milice: The Vichy French secret police, more feared than the Gestapo in Occupied France.

"My Day": Name of Eleanor Roosevelt's syndicated daily newspaper column.

N

Nazi: Shortened name for Nationalsozialistische Deutsche Arbeiterpartei. Also called the NSDAP which stood for the National Socialist German Workers Party or simply Nasos. It was founded in 1918, joined by Adolf Hitler in 1919, and abolished in 1945. Under Hitler's leadership, it seized control of Germany in 1933. It then systematically eliminated opposition, and put into effect its program of nationalism, racism, rearmament, and aggression.

Night and Fog Decree: Hitler's order of December 7, 1941 to suppress anti-Nazi activity in Europe. The Gestapo arrested a suspect, usually at night, and then hustled him off into the "night and fog" of Germany never to be seen or heard from again. There were very few survivors of this terror campaign to be found after the war.

Night of the Long Knives: The June 30, 1934, assassination of 150 leaders of the SA, Brown Shirts. Hitler and the S.S. were worried about the power plays being made by the leader of the SA, Ernst Roehm. Ever ready to take advantage of a situation, the S.S. also rid themselves of any others they might have held grudges against.

Nisei: Second generation Japanese-Americans. On February 19, 1942, in accordance with executive order 9066, over 112,000 Japanese-American civilians were forcibly removed from homes and businesses in a 150 mile wide strip along America's west coast and placed in internment camps. The U.S. Army formed two units of

Japanese-Americans, the 100th Infantry Battalion and the 442nd Regimental Combat Group. Proving their loyalty to the U.S., the 100th Infantry won more awards than any unit of its size, and the 442nd was the most highly decorated unit in U.S. Army history. The two units had over 9,000 casualties and not a single desertion during the entire war (another record unparalleled by any other American unit). In fact, six men were known to have escaped from the Hospital so that they could return to their units.

Normandie: The largest and most luxurious ocean liner afloat at WWII's start. French owned, the U.S. placed it in protective custody in New York when France fell. Rechristening it the U.S.S. Lafayette, work was started in February, 1942 to convert it to a troop ship. Between a welder's spark igniting a pile of lifevests, American fire hoses which didn't fit French couplings, and a general confusion as to where the Damage Control/Fire Station was relocated, the Lafayette burned, capsized, and later had to be cut up for scrap.

O

Oak Ridge, Tennessee: Government community of 50,000 which was the site of U.S. Atomic bomb research. Secrecy was of such a premium that garbage collecting companies hired illiterates reasoning that if they found anything they couldn't read it anyways. They also had no funeral home and could only be contacted through a government post office box.

OCD: Office of Civil Defense.

ODT: Office of Defense Transportation.

OFF: Office of Facts and Figures.

OPA: Office of Price Administration.

OSRD: Office of Scientific Research and Development.

Ofuna: This POW camp was where the Japanese kept "special" or high ranking prisoners of whose capture the International Red Cross was not notified. U.S. ace, "Pappy" Boyington was kept there after his capture and was thought dead until he was liberated at the wars end.

OHIO: Over the Hill in October. Before December 7, 1941, recruits unhappy with their newfound Army life talked often about going "OHIO" which meant to desert.

OKW: Oberkommando der Wehrmacht, the supreme command center of the German armed forces.

Operation Bernard: Nazi plan to counterfeit Allied money and flood the banks of the world with it in an attempt to devalue the currency of the Free World.

Operation Bodyline: Later named Operation Crossbow, it dealt with the Allied investigations of the German secret weapons, the V-1 and V-2.

Operation Land of Fire: German smuggling of gold and art treasures into Argentina by U-boat which started in 1943.

Operation Long Jump: S.S. attempt to assassinate President Roosevelt, Prime Minister Churchill, and Marshall Stalin at the 1943 Teheran Conference. The assassins couldn't get close enough to make an attempt because of the tight security measures of the Soviets.

Operation Pastorius: Code name of the German Abwehr's attempt to infiltrate the U.S. with eight saboteurs put ashore in Virginia from the U-boats U-202 and U-584. It failed when one of the eight turned himself in to the FBI and informed on the others. They were all subsequently captured.

OSS: Office of Strategic Service. Founded in June of 1942, it was the forerunner of the present day CIA. Its branches included:

SO: Special Operations which conducted sabotage and aid to resistance groups in occupied countries.

OG: Operational Groups which conducted harassment behind enemy lines as guerrillas.

MO: Morale Operations which disseminated propaganda to weaken enemy morale.

MV: Maritime Units which dealt with naval sabotage.

SI: Secret Intelligence which gained information necessary to conduct operations.

OWI: Office of War Information. Official U.S. government agency which decided what the American public was allowed to know concerning the war.

P

Panama Canal: Considered the "Achilles Heel" of American Defense.

Peashooters: U.S. bomber crew nickname for U.S. fighter planes.

Peenemunde: Top Secret German rocket research base located on the Baltic, where V-1's and V-2's were developed.

Pentagon: Five-sided U.S. Military Headquarters Building started in July 1941 and completed in January of 1943 in Washington, D.C.

Pig Boat: Nickname for U.S. submarines.

Poison Gas: The use of poison gas was outlawed by the Geneva Convention. Even so, it still saw limited use by the Italians against the Ethiopians in 1936 and by the Japanese against the Chinese in October of 1941. Both Axis and Allies held it in reserve just in case the other side used it (much like the nuclear "deterrents" used today).

Potomac: F.D.R.'s personal yacht, it was armed with two fifty caliber machine guns.

Purple Code: Japan's highest level code in use

from 1937 to 1945. The Japanese thought it unbreakable but the U.S. broke it before the attack on Pearl Harbor. It was possible to shoot down Yamamoto's plane because of this fact.

Purple Heart: U.S. decoration awarded for wounds received in action against the enemy.

Q

Quisling: Nickname for anyone thought to have collaborated with the Nazi's. Taken from the name of the Norwegian politician and collaborator, Vidkun Quisling.

Quonset Huts: Used extensively by U.S. forces, these prefabricated one-story buildings were easily recognizable by their half-circle shape and their sheet metal construction. They were manufactured in Quonset Point, Rhode Island.

Q Ships: Auxiliary cruisers used for antisubmarine duty.

R

Radio Propagandists: The following people broadcast propaganda for the Axis in hopes of demoralizing the Allies: Mildred E. Gillars, known as Axis Sally; William Joyce, known as Lord Haw Haw; Jane Anderson, known as Lady Haw Haw; Douglas Chandler, known as Paul Revere or the American Lord Haw Haw; and Iva Ikuo Torguri d'Aquino, known as Tokyo Rose.

Rio Conference: Conference at which Latin American countries united for a common defense by either declaring war against or severing diplomatic ties with the Axis powers in January of 1942.

RO-501: German U-boat given to the Japanese on April 30, 1944, so that the Japanese could copy German technology. It was sunk in the Atlantic in May of 1944.

Robert E Perry, S.S.: Subject of the fastest ship construction in history. This Liberty ship was built in four days and fifteen hours.

Rosie the Riveter: Character on posters and other U.S. propaganda, based on a real woman riveter, she was meant to inspire more U.S. women to work in factories.

S

S.A.: Sturm Abteilung, the Nazi Brown Shirts, were the first Nazi paramilitary organization.

Senshi: The highest honor for a Japanese soldier, to die in battle. His soul would then be enshrined in the Yasukuni Temple in Tokyo.

Ship Names, U.S. Navy: Each type of Navy vessel had a category from which its name was chosen. They were: Aircraft Carriers..... Battleships..... Ammunition Ships..... Gods of Mythology Battleships..... States

Cruisers.....Cities
Destroyers.....Dead War Heroes
Submarines.....Fish
Tugs.....American Indian Tribes

Skunk: U.S. Navy code name for an unknown surface ship, the seagoing equivalent of "Bogey."

SOS: Ship's emergency distress signal. Others included: SSS (under submarine attack), AAA (under aircraft attack), RRR (surface raider attack). The emergency distress signal for airplanes was "May Day."

S.S.: Schutzstaffel, the German Black Shirt elite corps and personal bodyguards of Adolf Hitler. Intended to be the new aristocracy of Nazi Germany, they had to pass certain physical requirements and in one unit they had to prove their Aryan ancestry back to 1750 A.D.

Stars and Stripes: The GI newspaper of WWII.

T

Third Reich: Hitler's name for Nazi Germany. He thought his Reich would last 1000 years.

TD Tablet: OSS truth drug in interrogating a prisoner. In reality it was merely a placebo.

Tin Can: U.S. Navy slang for a destroyer.

Tin Fish: U.S. Navy slang for a torpedo.

Tripartite Pact: September 27, 1940 agreement between Germany, Italy, and Japan which was supposed to have lasted ten years. This gave control of Europe to Germany, the Mediterranean to Italy, and the Orient to Japan.

U

U-boats: German submarines. The Kriegsmarine's most effective weapon, U-boats sank 2,828 Allied merchant ships and 145 Allied warships. Of the 1,162 submarines built, 785 were lost.

U-123: In the spring of 1942 the commander had photos and movies of the New York skyline taken from New York Harbor.

Ultra: British code name for the Enigma message intercepts.

Unconditional Surrender: Term coined by F.D.R. on January 23, 1943. It was thought by many to have lengthened the war because the Axis powers had been given no alternative.

University Specialties: The following is a partial list of major American universities and how their research departments contributed to the war effort:

Caltech.....rocket research
Columbia.....oceanography
Harvard.....oceanography
Institute of Technology.....radar

Pennsylvania University.....hydraulic fluids
Princeton.....ballistics
University of Chicago.....nuclear fission
University of Michigan.....explosives

V

V: Letter used as a symbol of victory by the allies in WWII.

Vengeance Weapons: Hitler's name for the V-1 and V-2 rockets which killed about 9000 British.

Victory Bonds: United States Government War Bonds sold to the public to provide funds for the war effort. The bonds matured in ten years with a 2.9% interest rate.

Victory Gardens: Home gardens grown with the intent of filling in where farm produce shortages would occur. Victory Gardens cropped up everywhere; in window boxes, backyards, unused driveways, etc.

Victory Girls: Nickname of women of questionable moral standing who made themselves available to servicemen on leave. Some genuinely felt this was the only way they could contribute to the war effort, and many of these were soon properly married. Others were just man or money hungry, some becoming Allotment Annies.

Victory Program: F.D.R.'s overall plan to gear up the U.S. economy for the impending World War.

Victory Ship: Improved later model of the Liberty Ship.

Victory Siren: Air raid siren developed by Bell Telephone which could be heard within a ten-square-mile area. The U.S. Army experimented with it as a weapon as it was known to rupture eardrums at 100 feet.

Victory Suit: Men's suit made to conserve on material. It had no vest, no pockets, no lapels, no cuffs, and no belt loops. It also didn't sell.

Victory Tax: Additional 5% to income tax as of November 1, 1942.

W

WAAC: U.S. Women's Army Auxiliary Corps from March 14, 1942 to September 30, 1943. It then became the WAC.

Waffle Bottoms: Nickname for businessmen who continually sat in Washington D.C. waiting rooms in attempts to gain government contracts.

WAG's: Slang for the U.S. Army's K-9 Corps.

WASP's: The Women's Airforce Service Pilots worked with the U.S.A.A.F. Ferry Command flying planes to where they were needed while freeing up men for combat duty.

WAVES: The U.S. Navy's "Women Accepted for

Voluntary Emergency Service."

White Rose: The name of an anti-Nazi, pro-Christian German youth movement from 1939 to 1942.

Window: An Allied radar-jamming technique by which planes dropped thin strips of aluminum to confuse radar images.

Women's Land Army: U.S. government organized women volunteers used as field hands across the country to alleviate manpower shortages.

X

X-2: U.S. counterintelligence branch of the OSS.

Y

Yank: U.S. GI newspaper priding itself on being written from the GI's point of view. Started on June 6, 1942.

Zero Hour: The name of Tokyo Rose's radio program.

Zombies: Canadian nickname for men drafted solely for defending the Homefront in WW II.



"This is war. Death and destruction may come from the skies at any moment."
General DeWitt

INTRODUCTION

These **CHAMPIONS** scenarios are set in the early days of U.S. involvement in WWII. They could easily take place in any U.S. city although the larger coastal cities are most ideally suited.

In the first few weeks after the Japanese attack on Pearl Harbor, residents of America's

West Coast prepared for a Japanese invasion. On the East Coast, the threat of German U-boats became evident as wreckage and bodies washed ashore from unfortunate merchant ships. In the Midwest cities of Chicago and Detroit, newspapers warned that war plants would likely be bombed by Nazi long range bombers flying over the Arctic from Norway. America watched the skies and waited...

"La Guardia Acts to Guard Cities...New York Air Raid Wardens and Fire Departments Auxiliary Forces

SCENARIO NO. 1 - BLACKOUT!

Our intrepid Heroes will probably start this adventure in their Secret I.D.'s As darkness falls on this particular night, the air raid sirens start to whine. Air raid wardens halt traffic and usher motorists and pedestrians off of the streets and into the designated bomb shelters (basements). Lights are shut off or black curtains drawn. Except for the Civil Defense, Emergency Services, and the military, the streets are dark and empty. Our Heroes are either good law-abiding citizens in hiding or Super Patriotic Heroes flying high above the ground in search of enemy planes. If any Hero wishes to check for bombers, the nearby Army air base has scrambled 2 P-40's. Unless the Hero has the Aircraft Identification Skill, he may mistake them for enemy aircraft. The pilots won't notice the Hero unless he fires upon them, at which point, they'll assume he's a Nazi Supervillain and move to engage/intercept (Good Luck!) Soon, the "all clear" call is given, and life returns to what passes for normalcy.

With the start of a new day, a newspaper headline reads, "Four Jewelry Shops Robbed!" Even though the police don't reveal any details, it should be obvious to the Heroes that the shops were probably robbed during the air raid drill and resulting black out. If not, that is what Intelligence Rolls are for. Whether the Heroes are on good terms with the police or doing their own detective work, they are able to discover the following information: The four robberies were nearly simultaneous, one shop had a freshly dug

tunnel extending from its back room to the city sewer system, one shop's door was kicked in, one shop's locks had been eaten away by a strong acid, and the last shop showed no apparent evidence of entry, (other than the missing loot).

There are no finger prints, tracks, or other obvious clues. The Heroes will hear about the robberies from the papers, a neighbor or co-worker who read about them and mentions it during the day because of their job in security, etc.

The map shows a typical jewelry store of the times. The one shown is placed on a corner so that there is both a side and a back alley or street. GM's may individualize each store by adding a store on the left, removing the store on the right, moving the outside lamp posts, fire hydrants, etc. The following is a breakdown of the various objects in and around the store.

Outside are a lamp post (DEF 5, BODY 4), 2 newspaper machines containing The Gothic Gazette and The Daily World (DEF 2, BODY 2), a sewer grate (DEF 6, BODY 4), a manhole cover (DEF 8, BODY 6), a fire hydrant (DEF 7, BODY 4), and 4 steel garbage cans in back (DEF 4, BODY 4). The windows are normal glass (DEF 4, BODY 6 total).

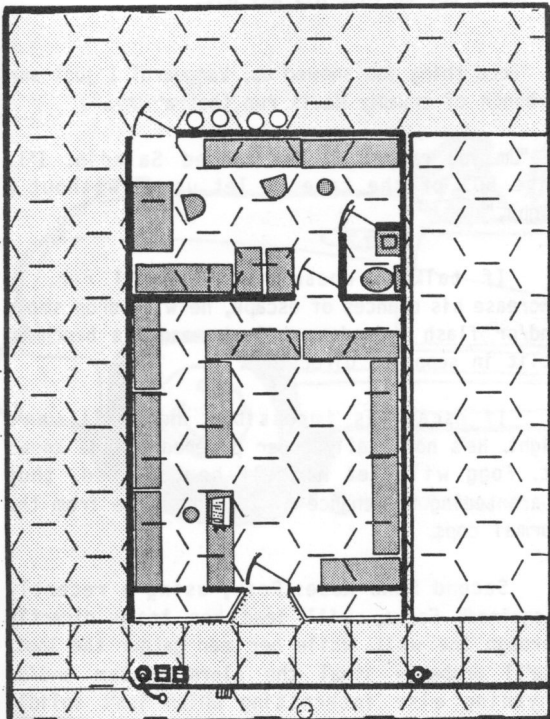
The interior of the store consists of 3 rooms. The first is the display room. In it are a cash register (DEF 5, BODY 3), a stool (DEF 2, BODY 2), and 10 display cases with normal glass (DEF 3, BODY 2). The jewelry is stored in the display cases. The second room contains two file cabinets (DEF 2, BODY 2), a workbench (DEF 2, BODY 3) with a safe underneath (-3 to Perception Roll to find, DEF 8, BODY 5), a desk (DEF 3, BODY 2), 2 chairs, one stool, and two more workbenches containing silver and gold smithing tools, watch making tools, grinding wheels, tumblers, and various pieces of jewelry. The back door is the same as the front. The third room is a bathroom containing a sink, mirror, and lavatory.

The alarm system is -2 to Security Systems Rolls to deactivate and is hooked up to the doors, windows, and all locked cases.

THE PLAN

Ever the profit minded Villain group, the Expatriots decided to take advantage of a city unfamiliar with the ways of war. With air raids and black outs inevitable (if necessary they would turn in false enemy sightings to the army), they readied themselves for dark streets with few or no witnesses. First they acquired uniforms; air raid wardens', auxiliary police, U.S. Army, etc., in order to camouflage themselves and steer potential witnesses away from the scenes of the crimes. Next, they split into four groups, each choosing a target:

The Mole and two henchmen enter the sewer system, tunneling up into the jewelry shop while out on the street a third henchman in an air raid warden's uniform provides a lookout and redirects traffic. Since no doors or windows are opened, no



alarm will go off.

Privateer and two henchmen in auxiliary firemen's uniforms simply kick in the door of a shop and enter to "put out a fire" (they throw a smoke grenade inside to add authenticity if witnesses should miraculously appear). Alarms will trigger, so they'll work fast and rely on the confusion caused by the air raid (i.e. the abandoned cars parked in the streets, the darkness, and the shrieking air raid sirens) to prevent the police from arriving on time. They'll scoop the jewelry into concealed compartments in their fake fire extinguishers and get out as fast as they can.

Fogg will use his knowledge of chemistry to create an acid to eat through the door lock of the shop he chooses. Then, after deactivating the alarms with his Skill in Security Systems, he and one henchman will enter to clean the place out while a second henchman in a soldier's uniform keeps people away while "guarding against saboteurs."

Second Hand Rose, using one of the many gadgets which she's found, creates a magic portal in the wall through which she and a thug may enter and thus not disturb the alarms. Like the other Expatriots, she takes one henchman with her while leaving the other outside in an air raid warden's uniform to handle potential witnesses.

The Expatriots are in this for the money. If caught in the act they will try to escape and rendezvous at their current Headquarters. When forced to fight, they use Stun only weapons and pull their punches, they really don't want to hurt anyone. If escape is impossible, they will often simply surrender, knowing that they'll have a much easier time escaping from a local jail designed for normal humans than from the Superheroes. Given an acceptable risk, they will continue an operation as long as profitable, in this case, four or five times.

HANDLING THE INDIVIDUAL VILLAINS

Privateer: If confronted by Heroes during the operation, Ned Kelly will try to bluff his way out. Although he may enjoy a good brawl with some Superhero strongman, he even better enjoys outthinking Hero Types. If he can convince the Heroes to "check for people trapped in the upper stories of this obviously burning inferno while me and my hench...er...um...firemen do what we're best at," well, that's just peachy!

Privateer is the Expatriot least likely to give up without a fight if asked to surrender. If caught red-handed, he'll smile, remove his disguise, roll up his sleeves, and say, "If you want me, come and get me!" Remember, he enjoys this, so for the most part, he'll fight fair, pulling his punches if he thinks his opponent isn't tough. As soon as the Hero(s) is/are unconscious, Kelly will leave with his stolen goods. If the Hero(s) appear weaker to him than he is but he's being beaten up anyway, his pride will

make him fight until he drops. If someone that he considers an equal beats him in a fair fight, only then will he surrender. Also, since he won't fight women, he may surrender to one if she can get him frustrated enough by her personally, physically, restraining him. Only by being overly rough with his henchmen or by having homicidal intentions regarding him, will an opponent be able to make Privateer really dangerous.

Mole: Mole's sole purpose in the Expatriots is transportation, specifically, tunneling. He's not powerful. He's not quick witted. He's not even dangerous.

Mole will tunnel into his choice of jewelry stores followed by his henchmen. He'll let them clean the place out while he watches. If the Heroes show up, Mole will be in trouble. Since his henchmen have no faith in his abilities, they will scatter when the Heroes show, leaving Mole to his own devices (extremely limited). Mole will however, do his best to bluff whichever Heroes confront him, "Don't come any cwooser or I'll burwov threw yew." Impressive though the machine is, the comic nature of this essentially pacifistic tunneler should collapse his would-be captors in paroxysms of laughter before they carry him off by the scruff of his neck. However, as Rosy's Sidekick, Mole has one resource, namely his focus. If he's injured, Rosy will singlemindedly track down the attacker to avenge him.

Fogg: Fogg will use his knowledge of locks and lockpicking to gain entry into the jewelry shop of his choosing. After bypassing the primitive electric alarm system, he will lead his henchmen into the store, carefully unlock the cases, and let his men do the rest while he stands guard. Of course, everyone is wearing a civil defense outfit. Fogg is no fool. If confronted by Superheroes, he knows he can't win so...

He'll try to talk his way out:

"Good thing you showed up, Vanguard! I just saw a bunch of crummy Nazis run that-a-way..."

"Um...you caught us red-handed Saladin. I'll give 50% of the take to let us go without a fight."

If talking doesn't work, he'll run. To increase his chances of escape, he will drop smoke and/or flash grenades while he and his henchmen split in separate directions.

If escape is impossible, he still won't fight. He's not really super powered and he knows it. Fogg will let himself be captured, thus guaranteeing the chance of future escape from the normal cops.

Second Hand Rose: Rosy, using a recently "acquired" Focus, will lead her troop directly through the wall. While her men gather the loot, she'll probably steal the alarm system and/or anything else interesting which isn't solidly nailed down.

If Heroes show up, she will, like Fogg, try to talk her way out while wearing the civil defense uniform. All the time she will be observing the Heroes for potential Foci. Unlike Fogg however, her next likely move is to pretend to surrender only to make a grab for some Hero's Focus and then make a run for it. At the same time her henchmen will try to raise as much cane as possible. Also unlike Fogg and Mole, she fights awhile before surrendering because she hates losing and replacing her hard won Foci. If captured, she's vindictive and will remember who took her "toys" away. Although she and Mole usually work together, he is on his own for such an "easy" job. He's her Sidekick and has learned a lot from her. If she escapes a Hero crackdown on her end of the operation, Rosy will leave her store and join Mole at his so that they can work together and she can protect him.

BACK WITH OUR HEROES

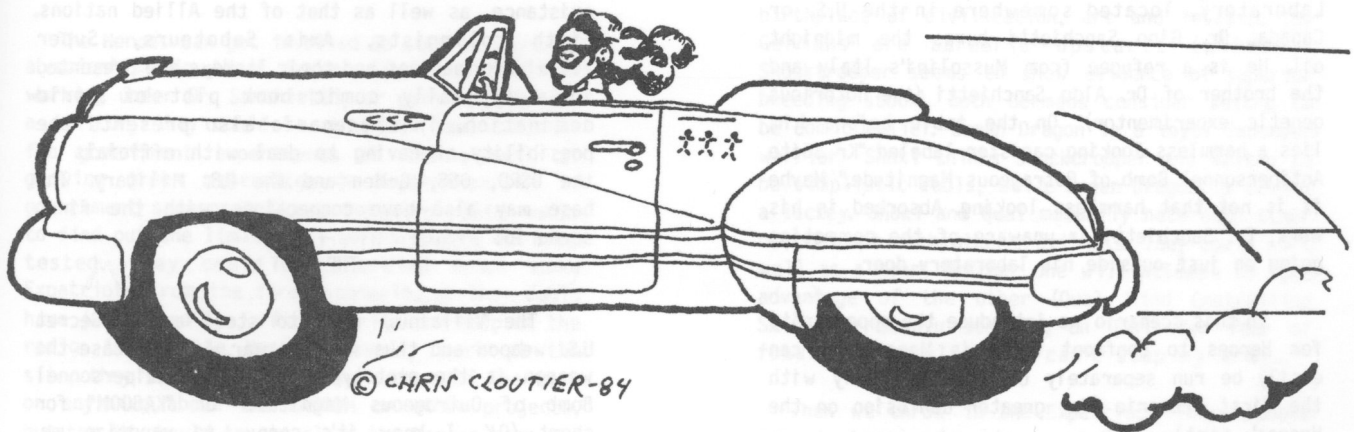
Let's assume the worst. The Heroes hear about the first robberies when they read the following morning's paper. After patrolling during the next air raid drill and seeing only public servants (air raid wardens, etc.) doing their jobs, they read of more robberies in the following morning's paper. Having deduced that some of the civil defense types are in fact criminals, during the next drill they pounce on their suspects, only to find that they have captured real civil defense workers while showing their hand to the fakes who got away. Have the Heroes been beaten? Of course not!

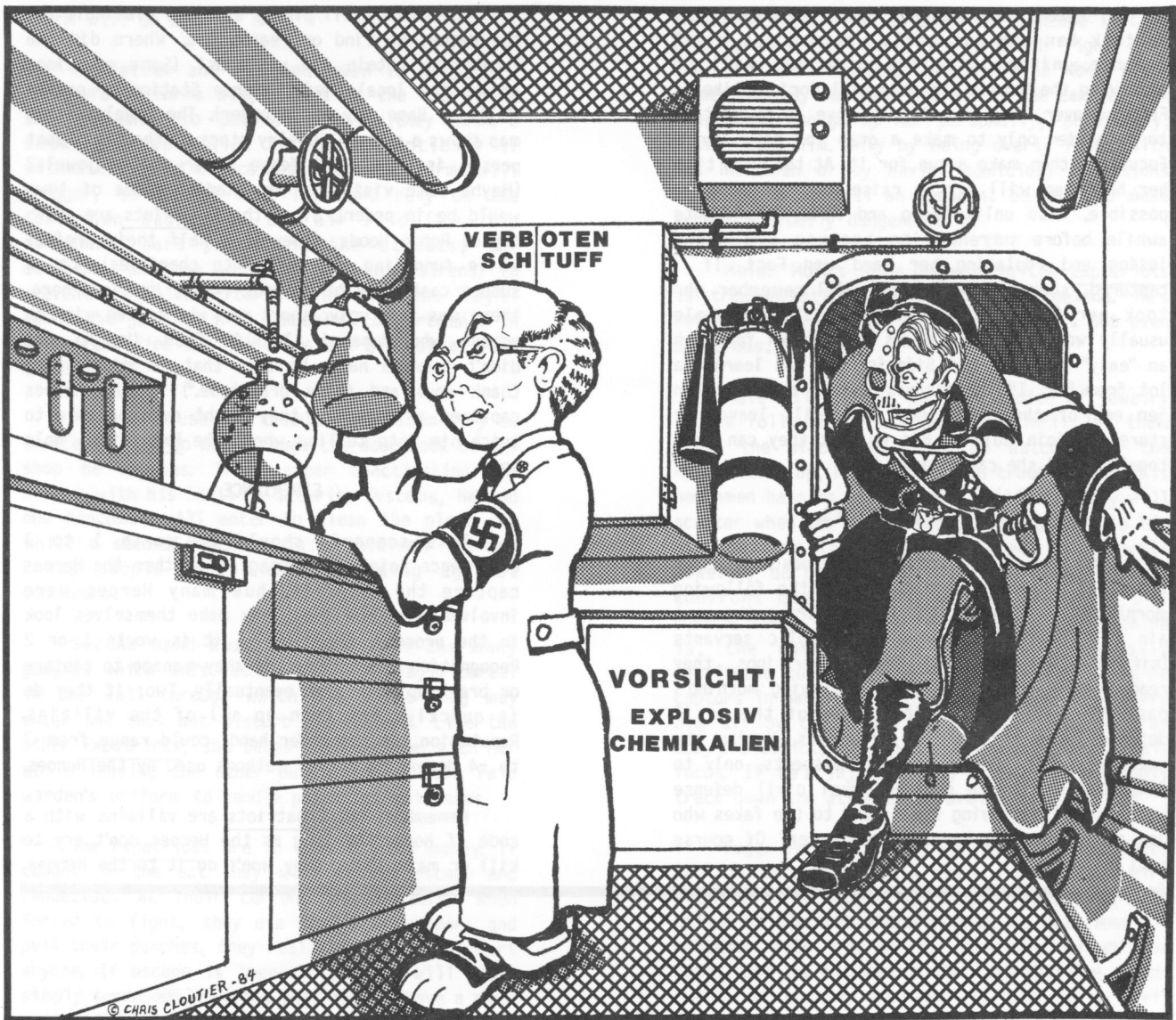
There are still plenty of clues available for the Heroes to find or reason out. Where did the Expatriots obtain the uniforms? (Some questions around the local Civil Defense Station or nearby Military Base may be in order). The jewelry store map shows a common jewelry store of the time. What person is likely to fence their stolen jewels? (Maybe some visits to the shadier sides of town would be in order). Since the Expatriots are self-styled Robin Hoods, (they keep half their profits while funneling the rest into charities), can a sudden cash flow be traced? (Well, Mr. Superhero, there was this ugly, short man who talked with an accent who donated \$3,000.00 CASH. Um- No, he didn't leave a name. He said that he "didn't want thank yous and false gratitude.") If the Heroes captured a henchman, they might even be able to trick him into telling where the Expatriots "hole up."

EXPERIENCE

This scenario should be worth 1 to 3 experience points depending on whether the Heroes capture the culprits, how many Heroes were involved, and how good they make themselves look in the process. Accordingly, it is worth 1 or 2 Recognition Points. One, if they manage to capture or break up this plan eventually. Two, if they do it quickly, and turn up all of the villains. Reputation, on the other hand, could range from 3 to -4 depending on the methods used by the Heroes.

Remember, the Expatriots are villains with a code of honor. As long as the Heroes don't try to kill or maim them, they won't do it to the Heroes.





KABOOM - The Ultimate Weapon

INTRODUCTION

Deep in his secret U.S. Munitions Research Laboratory, located somewhere in the U.S. or Canada, Dr. Gino Sanchiotti burns the midnight oil. He is a refugee from Mussolini's Italy and the brother of Dr. Aldo Sanchiotti (the notorious genetic experimenter). On the table before him lies a harmless looking canister labeled "Kr 36ite Antipersonnel Bomb of Outrageous Magnitude." Maybe it is not that harmless looking. Absorbed in his work, Dr. Sanchiotti is unaware of the commotion going on just outside his laboratory door.

In this scenario we introduce the opportunity for Heroes to confront the Axis Menace. It can easily be run separately or simultaneously with the first scenario (for greater confusion on the Heroes' part).

This scenario, like the first, can be set in any coastal city convenient to the campaign. Usually this means the Base City of the Superheroes in your campaign but, if you want to keep them on the move, so much the better.

Unlike the first scenario however, this one is more far reaching in its possible effects. Where the first one deals with mere theft of luxury items, this scenario presents the Heroes with a problem which could effect their very existence, as well as that of the Allied nations. Fifth columnists, Axis Saboteurs, Super Villain/Commandoes and their lackeys are presented in a typically comic book plot of world domination. This scenario also presents the possibility of having to deal with officials of the OSRD, OSS, G-Men and the U.S. Military. The base may also have connections with the first scenario.

THE PLOT

The Villain(s) want to steal a Top Secret U.S. weapon and thus win the war. In this case the weapon is the prototype "Kr 36ite Antipersonnel Bomb of Outrageous Magnitude" or "KABOOM" for short (O.K. I know it's corny, so vaporize me. Just remember, if you read too many Golden Age comics, your brain could turn to "Jello" too). The KABOOM is located in a "secret" (of course) Base under the auspices of the Office of Scientific Research and Development (OSRD) who are doing research for our government; The Office of

Strategic Service (OSS), who want to invent some dirty tricks to use on the Axis Superheroes/Villains; and the U.S. Military. (The F.B.I. has also infiltrated the Base in search of fifth-columnist spies or saboteurs. Because of the very nature of the Base, it may also contain focuses and gadgets of interest, not only to the government researchers, but also to the profit minded Expatriots or more specifically, Second Hand Rose. The following chart is provided to add mayhem to the general confusion of the scenario:

- Assume Axis spies or Expatriot henchmen have infiltrated the Base, (see spies and saboteurs below),
- For each Hero involved, if the same number comes up, roll again
- Roll 2D6 to determine which villains show up,
- For each level of luck, subtract one from the dice total and for each level of unluck, add one to the dice total

EAST COAST///WEST COAST

- 1-5 Shocktrooper and 6 Abwehr /// Green Dragon and 6 ninja
- 6-8 Qual and 6 Abwehr/// Shinyu and 6 Imperial Marines
- 9 Veltro, 12 Italian infantry and 2 Stukas (on loan)
- 10 Second Hand Rose, Mole, and 2 henchmen
- 11 Privateer, Fog, and 2 henchmen
- 12+ Everyone (including those from the opposite coast)

NOTE: Green Dragon is a villain from the back of the basic CHAMPIONS rulebook, page 78. This introduces another new concept: the alternate Earth versions of present day CHAMPIONS Supervillains; thus, making good use of any "Enemies" books you may have purchased as well as the Villains in Viper's Nest. Just change the name of Green Dragon's Secret Identity from Aaron Chow to Masaoki Tanaoka and he becomes an instant Japanese Supervillain.

GETTING THE HEROES INVOLVED

The Heroes can get involved in several ways. As a scientist in their Secret I.D., they could be working under Dr. Sanchiatti, or perhaps they are a janitor; they could be volunteer test subjects for government experiments on the effects of glowing green meteorites on Superheroes or as government sponsored Superheroes Uncle Sam wants to find out the limits of a Hero's powers and also tested. They could be tracking down some Expatriots from the first scenario, or they could have just heard the official cries for help on the radio. Unless the Heroes actually work at the site, they should not know the nature of the Base or anything about the KABOOM or other projects, but the GM should try to place the Heroes near the Base when the action starts, or Heroes without mobility will arrive long after the dust settles. If the Expatriots are involved there is a fair chance that they could steal the KABOOM or other Focus unnoticed leaving the Heroes to track them down. If, on the other hand, any of the Axis

villains are involved, it should be in a full frontal assault. Let the Heroes arrive in the middle to practice mopping up human normal Axis soldiers and agents outside the Base while the Villains inside raise havoc in search of the KABOOM (in order to destroy the Heroes of course and not thinking of what it might also do to the Villains).

RUNNING THE ADVENTURE

Even at the most complex level, this adventure is straight forward. The GM should familiarize himself with all facets of the Base and its inherent problems. The Villains want to steal or destroy the KABOOM. Every other plot device is extra. If the GM wants the Villains to steal other foci or files, kidnap scientists, hold hostages, or just destroy government property, he may do so. If the Germans succeed in capturing the bomb, a further adventure may be run trying to prevent them from launching it via a V-I, etc.

THE VILLAINS

The Villains in this scenario need further mentioning aside from their descriptions elsewhere in the book. They do after all have different reasons and motivations for what they do. These differences can be exploited by the Heroes.

First, the Axis Villains; the Germans, Italians, and the Japanese. Although on the same side, they don't necessarily get along well. Even members of the same organization don't always cooperate.

Qual is evil, evil, evil! He'd sell his own grandmother into slavery except that he can't get a decent price for her. Shocktrooper is the type who would be a Superhero if he wasn't on the wrong side. He believes that the war should not involve civilians. Qual considers Shocktrooper to be a fool with antiquated notions of nobility. Shocktrooper thinks that Qual is low life scum but is outranked by him. Veltro considers both Nazis to be culturally starved. To him, Italy was the birthplace of civilization, art and fascism. The Germans are barbaric upstarts (although Shocktrooper seems to show evidence of superior breeding stock). Both Germans consider Veltro to be comic relief. Green Dragon is a loyal Japanese warrior Shoki thinks Shocktrooper and Veltro to be simplistic fools, while Green Dragon is merely a lackey. Shoki and Qual mutually hate each other but respect each other's evilness. They could work well as a team. Neither one will attempt to take advantage of the other (Qual Mind Controlling Shinyu or Shinyu stepping on Qual) for fear of future reprisals, "You can't stop my army..."

Then we throw in the Expatriots. These people came to America to make money. Two of them, Second Hand Rose, and Fogg, found Axis aggression to be bad for business. The Axis Villains will label the Expatriots as Superheroes. The Expatriots would gladly turn the Axis Villains in to the authorities (a little good Public Relations never hurts).

VILLAIN TACTICS

Shocktrooper: Under orders to be unobtrusive/inobvious, he and his German uniformed troops will penetrate the outer perimeter and work their way to the complex using night (perception modifiers) and cover to get as close as possible. Entry into the complex will be with the aid of 5th columnist/Sympathizers, posing as technicians (Roll 1D3 for how many). This aid effectively gives the commando team access to all buildings and most rooms. He has been ordered to acquire all papers and prototypes of Project "KABOOM", with the understanding that he also take any other secret military devices or information providing this will not jeopardize the prime mission. Thus, as long as no general alarm is raised, entry will be non-lethal. Once an unconscious body is found/doors seen open/boat found on beach/barbed wire found cut; the alarm will be sounded.

Versus the U.S. Military, Shocktrooper will fight a strategic withdrawal if he has acquired anything of value. If no objectives have been met, Shocktrooper will send his troops out and away, and "lone wolf" as far as he can. He will surrender if he must, after all, no ordinary prison can hold him and his men will be safe.

If Heroes show up, his commandoes have orders to split up and draw attention to themselves, enabling Shocktrooper to escape with whatever gains he can.

Qual: If working with Shocktrooper, he will order Shocktrooper to create a diversion on an end of the perimeter fence, to draw off excess guards. Qual will disguise himself as a U.S. Army captain and drive a stolen Army truck in through the front gate. Qual's mental powers will enable him and his six disguised soldiers to loot the complex of secret devices, files, (scientists!...) under the guise of increased security.

Versus the U.S. Military, his 6 troopers will fight fanatically, after all, they could be shot as spies. Qual will cut and run, with or without the KABOOM. Self preservation is his long suit, and he is capable even of shooting his own men to establish bona fides as an American.

Versus Heroes, Qual will try to turn one Hero against the other Heroes, or allow himself to be "captured" when in reality, of course, he is mind controlling the Hero and continuing to "keep" the Hero after being taken away for justice. Notice the potential for further adventures in rescuing the kidnapped Hero.

When working alone, Qual will use essentially the same plan, but without diversions.

NOTE: GM's should keep Qual alive at all costs. He is a villain of Epic proportions, and further modules will involve him.

Veltro: Veltro is not subtle. He is (in his eyes) a Superhero, stopping American gangsters from making evil devices which might be used against Italy. His brilliant Solo plan is to run in, grab

the KABOOM, and leave. His troops will steal a boat and go, confident in Veltro's ability, after all, he told them all of the great things which he could do. The Stuka's are there for diversion; there is a 50% chance that they will only have flash bombs.

Versus the Military, Veltro will elude or move-by at need. He will not use lethal attacks (his men are under no such restrictions but, tend to forget to flick off the safety. They will wait in the bay for Veltro and use one PT Boat to escape.

Versus Heroes, he will try to defeat any male Heroes and try to seduce any female Heroes. His troops behave as above.

IMPORTANT NOTE: Even Mind Control by Qual will not get Veltro to work well in conjunction with anyone. If this means leaving Qual and Shocktrooper holding the bag, he will get the KABOOM for the glory of Italy and see it safe before returning to the fray.

Green Dragon: Treat him as a lethal Shocktrooper with loyalties to Japan.

Versus Superheroes, the ninja will cut and run (melt into the night) as will Green Dragon unless opportunity for a one-on-one confrontation presents itself.

NOTE: All ninja, including Green Dragon will be dressed alike. Who's who? He has Recognition (REC) of 0 and Reputation (REP) of -5.

Shinyu: If working with anyone, she will probably provide a diversion. Face it, anything the size of a dragon will attract attention. Her marines will steal a PT Boat (aiding Veltro's troops, if necessary) for their escape. Shinyu will leave by her own devices. Exploding something flammable (while she's in dragon form), then changing back to human and teleporting away is one possibility.

Working alone, she will peel the roof off of the complex and deposit several troops inside to acquire the KABOOM. She will "airlift" the men and any loot to the awaiting PT Boat, and discourage pursuit using her flame breath as "high cover".

Versus the Military, she will have no regard for human life, contemptuous comes to mind.

Versus Heroes, she will make a big enough nuisance of herself to draw them away from the escaping marines (and loot), then escape as described in the first paragraph.

A note on co-operation: There isn't much, at least between different nations. Shinyu and Qual, for instance, would work together only long enough to steal the KABOOM. Then.....

The Expatriots: as written plus:

Versus Military: Subdual damage only, surrender if necessary, ("We can always escape these clowns").

Versus Supervillains: Capture or rout, whichever is more expedient, (collecting any foci, of course).

Versus Superheroes: Temporary alliance, with an eye toward possible exits (and foci).

PLAYING THE OTHER NPC'S

As if the Heroes didn't have enough to occupy their time, we have hundreds of these human normals running around to cope with. Soldiers and OSS agents just love to harass Super Villains (especially those soldiers who are "stuck over here" and think that they may be missing out on the war). This means that the Heroes must rescue guys who think that they can "take out" Shinyu with an M-1 rifle. Meanwhile the scientists busily burn all of their notes and papers to prevent them from falling into enemy hands. The fires and smoke naturally add to the general confusion. Of course, F.B.I. agents will soon be crawling out of the woodwork to arrest suspected saboteurs and in all likelihood just making matters worse. Nothing says that some nosey reporter or DNPC won't be around for one reason or another.

The importance of NPC's can't be overstated. They are the focal point of the adventure and the villains of most adventures. They are also the public who idolizes or rejects the Heroes, as well as being administrators and authorities who publicly deal with the Heroes. In this adventure those people are:

The Scientists: These are the developers of new agents of destruction for the government. Most are of a patriotic mold, willing to use their knowledge to help win the war against fascism. They'll be dedicated and tight-lipped around Villains helpful to heroes (in CHAMPIONS terms they will tend toward high EGO's and INTELLIGENCES). There are currently six projects (including the KABOOM) in progress at the Base. Each project has a project leader, two other assistant scientists, and two technicians. Dr. Sanchietti is both Project Leader of Project KABOOM, and Chief Scientific Coordinator of the Base. He is violently anti-fascist (an expatriated Italian physicist). The GM may assume that he is a 50 pt. human normal with INT and EGO both of 20 and Dr. Sanchietti will have a moral dilemma if the KABOOM falls into the hands of Super Villains and their governments. As a result, he'll never build another and has destroyed all notes concerning its building. He does not have EGO Defense so it can be gotten out through Interrogation and/or Telepathy but not easily as he has both high INT and EGO. It is possible that he may even destroy the KABOOM (and himself), so that the Villains won't get it. If the Villains do gain possession, it will eventually end up in Dr. Qual's hands. If the Heroes try to use it... the results would be unthinkable!

All scientists have been ordered to prevent their projects from falling into the "wrong hands": Sanchietti will shred his notes (in his office paper shredder and lock the KABOOM in the

vault. The HISS leader will break all bottles and throw all notes into the snake's pen, if rushed, otherwise he and all other head scientists will use the paper shredder as well. They will resist all villains as well as patriotic normals can.

The OSS Agents: These are here to specifically gear research toward spy weapons. These guys train to fight behind enemy lines, organize native resistance, etc. Often their missions are considered suicidal. They are the human normal equivalent to Superheroes. Members of the regular military at the Base think that they are either very brave or, more likely, very crazy. They are a military forerunner to the C.I.A. They will help the Heroes within limits (often trying to hide from the Heroes just what is being researched here). There are two OSS agents for every team of scientists. There are a total of 12 OSS agents. Think of these people as trained UNTIL Agents without their gadgets and weapons. Instead, give them OSS weapons and some grenades. They will fight Villains, often coordinating their attacks.

G-Men: These have undoubtedly infiltrated the Base in search of spies as scientist's technicians (bottle washers), roll 1D6 to determine their number. Treat them as any law enforcement officer.

Spies and Saboteurs: These are the folks who signalled the Villains. They would most likely be disgruntled technicians, scientists who are plants etc. (roll 1D3). Use the Fifth Columnist Package Deal. They will help the Villains to the best of their ability while trying not to blow their cover. They might intentionally preserve files intended for destruction or leave safes unlocked. They will leave doors unlocked, appear to help the Heroes until they can betray them, etc.

The Base's Military Contingent are those who are supposed to be in control here. Their job is "defending" the base. The soldiers will try to repel all invaders and will welcome the Heroes as a besieged army welcomes a relief column. The officers, however, will probably regard the Heroes as fresh troops "ready to receive orders."

Because this is a TOP SECRET base, the entire personnel is made up of military police (either army MP's on the East Coast or naval SP's on the West Coast). In addition, there is a small contingent of coast guard personnel (who are now part of the navy). They have 2 PT Boats stationed here and a small airstrip with a couple of P-40's. These planes will scramble if the nearby city is attacked or if the base is attacked. These are Army Air Force personnel. Finally, there is a small radar installation here.

In numbers, there are 60 sailors, 20 air force personnel, 15 radar technicians, 20 supply personnel, 27 MP's who run the Motor Pool, (1 Lee, 1 Stuart, 8 jeeps, 8 trucks), and 60 MP's for guard duty. The sailors use the Military Packages of Basic and Navy; the Air Force uses the Basic and Air Force packages. Everyone else uses the Basic and Army packages (East Coast) or Basic and Marine packages (West Coast). Ten percent of these

are officers.

All soldiers will rush to any trouble spot "on the double". For simplicity, the GM should roll 1D6 at the end of phase 12 to find out how many men show up. Of course, this is only a guideline. If the Heroes need help badly (i.e. they're getting mauled), roll 2D6, 3D6, etc. Also, a vehicle or two might show up (e.g. If the Heroes need help, a Stuart or a Lee could tip the balance. If the lab is on fire, a firetruck could show, etc.)

AT A GLANCE

This is pretty much an open ended scenario. You can run it as simply as "boy meets girl, girl becomes dragon and tries to eat secret U.S. Military Base. Boy recites the Declaration of Independence backwards and becomes Minute-Man, who uses his superspeed powers (which only last one minute) to capture Dragon Girl.

Or, this can be a big three ring circus style romp with several Heroes and Villains, scientists,

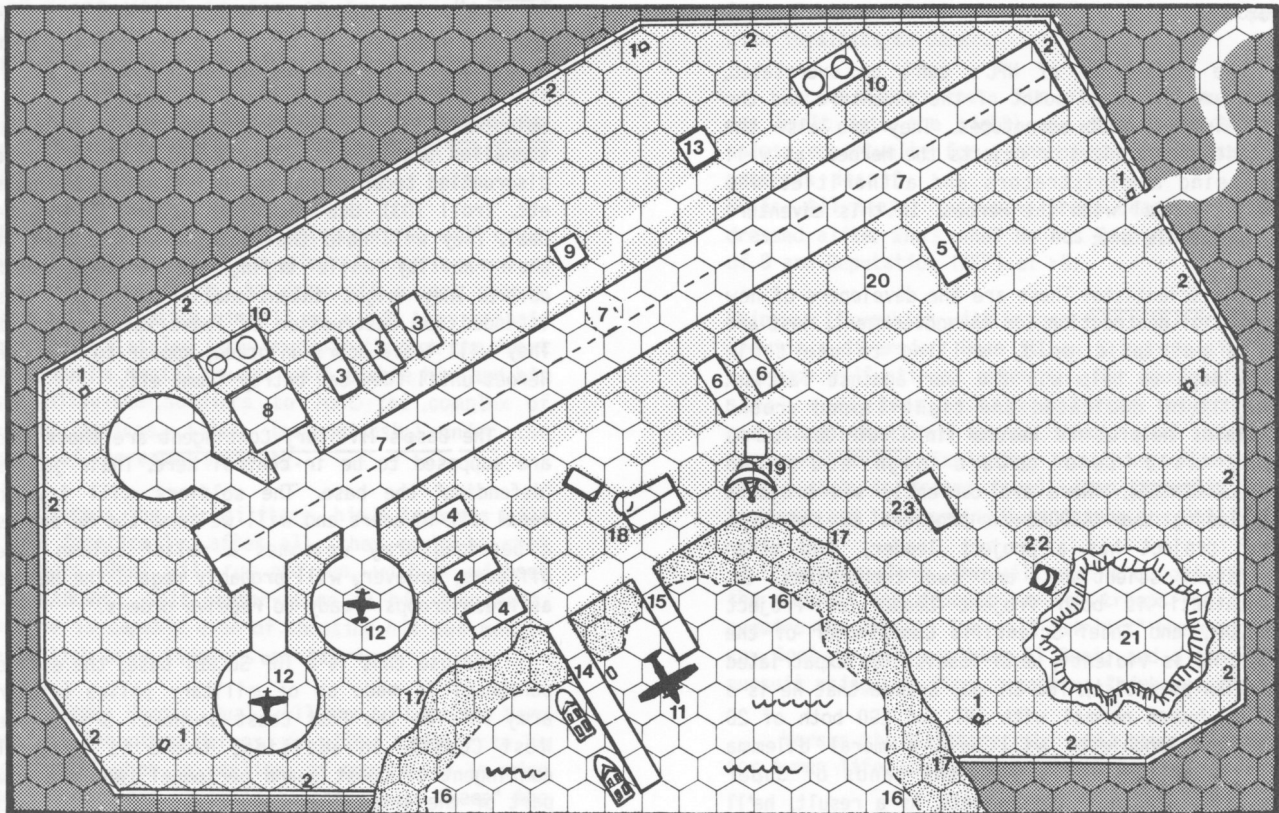
soldiers, spies, agents, G-Men, tanks, planes, subs, PT-boats, etc.

It all depends on what you want. Here's the rundown.

THE BASE (PROJECT ONOMATOPOEIA)

Having discovered that certain green glowing meteorites had detrimental effects on specific Superheroes, the U.S. government reasoned that a weapon for fighting Axis Supervillains might be developed from these same meteorites. This in mind, the OSRD established a secret research station to design this and similar clever gadgets. Thus was born, PROJECT ONOMATOPOEIA.

The base is located on a private estate (on lease to the U.S. government for the duration) on the sea front. The property is surrounded by cliffs on three sides and an ocean cove on the other. A steep, hair-pin curved, one lane dirt road provides land access to the highway into town. Of particular interest are the following:



1. The Guard Towers: Each tower stands 18 feet high and is made of wood (DEF 4, BODY 11). Each tower has two guards on duty at all times. They are armed with a 30 cal. Browning MG (MG #9) and each guard has a nightstick (+1D6 Hand to Hand Damage), and a personal firearm (usually a M1911A1, Pistol #4). Each tower also has a searchlight (0 DEF, 1 BODY) which gives the guards a +3 to their perception rolls at night with a maximum range of 36 game hexes. Finally, each tower has a telephone for reporting unusual activity.

2. The Fence: A nine foot tall, double barbed wire fence (3 DEF, 2 BODY) surrounds the complex to the water's edge (high tide). A small electric current (1D6 Energy Blast, no range always on) flows through wires. If the wires are cut without first gapping the area to be cut, alarms will sound. Aside from the small electric deterrent, those who attempt to climb over, or crawl underneath the fence must make a DEX Roll at -3. If he fails, he is caught on the wires (1D6 Entangle). It will take 1D6 of the character's phases to free himself unharmed. If he attempts to pull

himself free in one phase or less, he must face a 1/3D6 Killing Attack. In addition, he must make another DEX Roll at -5. If he fails, he is in another layer deep, and so on...

3. Six Quonset Huts: These are the living quarters for the MP/SP company (60 men) who guard the project. There are 10 beds (5 bunks) and storage area for their gear. They are 3 DEF, 2 BODY per hex.
4. Three Quonset Huts: As in #3, but for the sailors, these house the PT boat crews and support personnel.
5. Three Quonset Huts: As in #3, but they are used by the Army or Marine Support Personnel (Motor Pool, Aircraft maintenance and repair, and Maintenance Personnel.)
6. Three Quonset Huts: As in #3, but they are used for visiting airmen, scientists, or V.I.P.'s. Most "resident" officers and civilians live in town when not on duty.
7. Airstrip: Used for the P-40's stationed here. It is also capable of handling C-47's, B-17's etc. for supplies and emergencies.
8. Hanger: Used primarily for repair of damaged aircraft. 3 DEF, 2 BODY, per hex.
9. Flight Control Tower: self-explanatory. 4 DEF, 11 BODY, per hex.
10. Fuel Dump: Fuel storage for the base's vehicles is in this area. If it is hit by any incendiary attack (or bombs), it will explode. These attacks include tracer bullets, flame explosions, and energy blasts. The resulting explosion will be a 3D6 Energy Killing Attack Explosion (GM's wishing a less lethal incident may simply multiply the dice by 3 giving a normal dice explosion). It will also do a 10D6 Presence Attack to anyone who sees it. Until the fires are put out, they will do 1 1/2d6 Killing every segment in the area of the explosion, and a 1D6 NND Smoke Attack (Defense being Life Support or Force Field).
11. PBV-5A Float Plane: This is used for submarine spotting duty and is fully fueled.
12. P-40 Warhawk: These are just back from patrol and have not yet been refueled. Roll 1D6 per plane. Then roll that many dice to determine how many turns will elapse before that plane runs out of fuel. The planes may be refueled, but it will take 2 turns.
13. Ammo Dump: As in #10, but it contains ammunition for all small arms and storage for the larger stuff (bombs, torpedoes, tank rounds, etc.). If attacked, treat as a #10.
14. Dock: Large enough for the two PT-boats, and a submarine. Currently, there are only the 2 PT-boats, and a 4-man life raft. The PT-boats

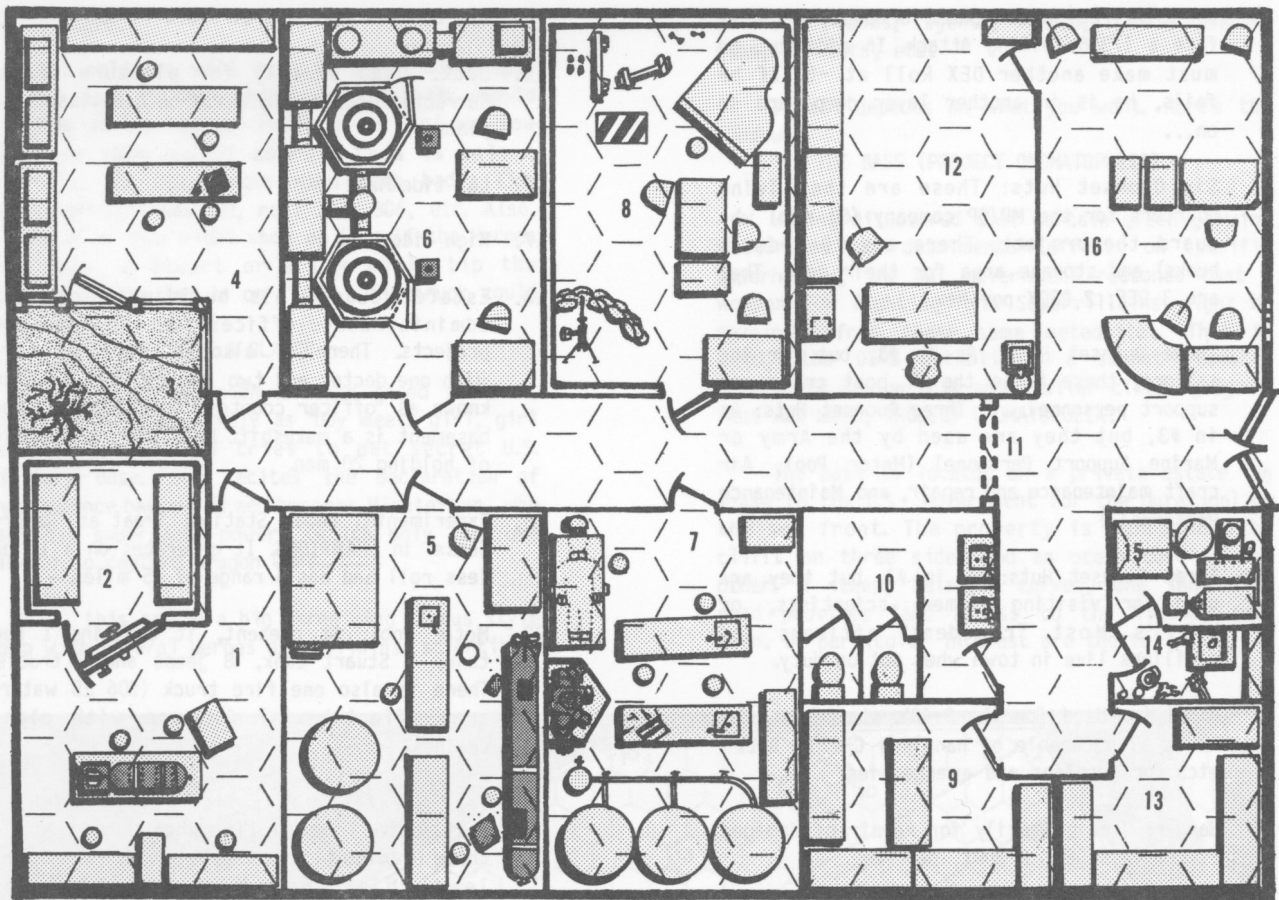
may be used for anti-aircraft fire.

15. Dock: Used usually for pleasure craft. Currently occupied by a PBV-5A Catalina float plane.
16. Low tide Mark
17. High Tide Mark
18. Estate House: This building serves as administrative offices for the base and projects. There is also an infirmary here with one doctor and two medics. This is also known as "officer country." Downstairs in the basement is a makeshift brig (prison) capable of holding 20 men.
19. Experimental Radar Station: Treat as "Radar-Sense" in CHAMPIONS. It generates on a 12 or less roll and has a range of 15 miles.—
20. Motor Pool: At present, it contains 1 Lee tank, 1 Stuart tank, 8 jeeps and 8 trucks. There is also one fire truck (5D6 EB water, area effect-hexes) for use with plane crashes.
21. Test Crater: This is still slightly radioactive from the time when they piled all those Uranium bricks together without any lead shielding (A great place for radiation accidents). The crater is filled with wreckage of vehicles, armor plating, etc., used as targets in tests of Project Onomatopoeia weapons.
22. Test Bunkers: This reinforced concrete pill box was built for the safe observation of weapon tests. It has a special glass window (Flash Defense 20 pts) for this purpose. It originally had a DEF of 12 and 12 BODY, but with the various "tests," it only has 12 DEF, 7 BODY.
23. The Laboratory Building: This building houses six laboratories for the six individual projects within Project Onomatopoeia.

THE LABORATORY BUILDING:

This is the actual heart of Project Onomatopoeia. This building contains storage shops and labs used in the actual development of anti-villain and war weaponry. There are currently six projects under development in the labs. Each lab has a number of desks, stools, and unidentifiable machines.

The lab building is made of concrete (DEF 7, BODY 12). It has a double side door (DEF 10, BODY 9) guarded by two military men armed with Thompson SMG's (SMG # 16) and night sticks (+1D6 to Hand to Hand damage). The guards are in addition to the OSS agents and are responsible for overall security of the lab. The following is a detailed breakdown of the rooms within the laboratory.



1. The KABOOM (KR-36ite Anti-personnel Bomb of Outrageous Magnitude) is a one of a kind device (they only had so much of the necessary ingredients).

The bomb itself sits on a desk in the middle of Lab #1. It is not armed at present, but the arming switches are clearly marked. It weighs 400kg and has a DCV of 3. It cannot go off without first being armed. The bomb once set, triggers when terminal velocity (30" per segment) is reached and physical contact is made with any object, (only if armed and both conditions must be met for detonation. It has 3 DEF, 3 BODY.

The bomb was designed primarily against Axis Supervillains, but certain members of the government think it might help in Controlling Superheroes. It is a device similar in nature to an atomic bomb. As such, the radiation could affect characters. The device, if set off, looks like this:

- 50D6 EB Explosion (vs PD- knockback damage only)
- 30D6 EB Explosion (vs ED- fire)
- 10D6 Flash (special effects)
- 10D6 Killing Explosion NND (defenses are force field, appropriate levels of Life Support, desolidification, or Power Defense)
- 2D6 Killing Explosion NND (affects desolid only)

The lab itself contains a normal door, normal interior walls, 4 stools, and 2 work labs full of various beakers, bottles, and other chemicals.

2. The RADIO-ACTIVES VAULT The vault itself is 18" thick solid steel (DEF 13, BODY 15.) A special

large vault door (DEF 16, BODY 9) completes it. The lock is a 6 number combination known only by Sancietti and the Base Commander. This lock is state of the art. It can be opened by a Security Systems Roll at a -4. The room contains two shelves holding variously colored meteorites, radioactives, rare herbs, power gems, and any other items which may activate Susceptibilities, Vulnerabilities, or radiation accidents. These materials were meant as other possible payloads for KABOOM. The room is ventilated and could easily serve as a hiding place for scientists who would not want to fight.

NOTE: A GM and player could easily use this as a starting point for a brand new Hero who would start as a scientist hiding in the vault and become superpowered during play.

3. The REPTILE HOUSE (snake pen) This glass lined room (DEF 1, BODY 1) contains poisonous snakes of all varieties, used in the development of HISSS. The house contains a landscaped hill, a dead tree, and heat lamps to simulate the reptile's environment.

NOTE: Like the vault and the HISSS lab itself, this room may be used to trigger a Hero's power; the scientists may throw notes or serum here if not able to dispose of them properly or, the Villains may use it to help interrogate prisoners, "Tell us what we want to know, or we throw you into the case."

4. The HISSS is a newly developed (and never tested) experimental serum. It's designed to help

American soldiers become immune to possible nerve gas attacks by the Axis. Unfortunately, it will not have this effect. Anyone who is rash enough to drink it gains the following powers and disadvantages:

- 1- 1D6 Hand Killing Attack (fangs) plus a 4D6 Power Drain : END (Poisonous venom)
- 2- Infrared Vision
- 3- 2x STUN from cold
- 4- Unusual looks 14 or less

The character must do BODY damage to the target for the 4D6 Power Drain to work. It costs 7 END and is one attack. The character takes on a scaly appearance, and the permanency of the above is dependent of GM approval. The serum is located in Lab #2 in several crates of bottles labeled "Super Serum S-1."

The lab itself contains a normal door, 4 stools, 3 work benches, and 4 cages of laboratory animals. The last are upon 2 tables.

5. Project SPLAT (Super Putty: Liquified Adhesive Torpedo). A new attempt to build a super submarine catcher to capture submerged enemy submarines. Meant to be placed in a torpedo's warhead, the putty activates upon contact with water. It is a 40 hex area effect Entangle with the added characteristic of increasing buoyancy so that it floats. It has a floating STR of 100, (capable of lifting an entangled sub to the surface). It has 20 DEF, 20 BODY and dissolves in one hour. SPLAT is located in Lab #3, currently stored in open circular vats. Should a fire start in this Lab, any attempt to use the fire truck will have disastrous effects.

The lab contains a normal door, 3 normal interior walls, 4 stools, one desk and chair, 2 work tables, a torpedo, and a large aquarium filled with water used for testing. A stepladder leans against the aquarium.

6. Project DROP (Dimensional Research Operation Portal). Located in Lab #4, this is the predecessor of the Philadelphia Experiment on the U.S.S. Eldridge (see glossary). 45 tons of magnetic generators are almost ready for testing. It is hoped that it will open portals to other dimensions. Due to the fact that it's not finished, if anyone pushes the large red button clearly marked "DO NOT PUSH" in 15 languages, the machine and everyone/thing in Lab #4 will teleport 135" straight up.

The lab is filled with the required machinery for the project. Each unit has DEF 6, BODY 6 except for the glass tubes (DEF 3, BODY 1). There are 2 desks with chairs and all interior walls are normal, as is the door.

NOTE: I hope that KABOOM has not been carried armed into this room and the button pushed. If it is, the GM may have to do some fancy maneuvering. The device has 10 DEF and 12 BODY.

7. Project DOG FACE (Defensive/Offensive Gear:

Flying Armored Combat Equipment). Located in Lab #5, this is an early government attempt at powered armor. The armor is essentially the same as the Armadillo armor in the back of CHAMPIONS, but there are a few differences. The Energy Blast is a flamethrower, not a blaster and has a x8 END Power Battery (80 pips). Drop the Life Support to being immune to inhaled/skin absorbed gases. Replace the Tunneling power with 10" of Flight (x16 END battery or 32 pips, jet back). This requires SPECIAL rocket fuel. Add one level of Growth and Density Increase each (always on). The suit is 9 feet tall and looks like a collection of tin cans and pulleys. It is hanging from chains against one of the interior walls. Fuel for the rockets is stored in a tank near the outside wall. The fuel is highly volatile and experimental. As low as a 1D6 EB (flame) will ignite it causing a 10D6 explosion. The suit is bulky and huge and receives that limitation (+1/4 added to the +1/2 for Q.I.F. results in +3/4 Limitation). The jet pack has an uncommon source for recharging (rocket fuel) and this is the only source of recharging. If a Villain steals the suit or if a hero decides to keep it, it is worth 159 pts. of experience. Only the characteristic bonuses of STR, DEX, CON, PRE, PD, ED, and SPD are figured. The Hero/Villain supplies the other characteristics. The lab contains a work bench for the suit, 2 other normal work tables, 4 stools, and 2 cabinets.

8. The Hero Evaluation and Research Organization (HERO) has a small laboratory here to determine what purposes the nearby stateside Heroes are qualified for. This is a subgroup of the OSRD specifically created to deal with the paranormals. There are files on all Heroes and captured Villains that volunteered for testing. Those files may include research data on other heroes and villains also postulating possible weaknesses and strengths. The files are locked and are made of reinforced steel. It requires a Security Systems (or Lockpicking) roll at a -4. The files weigh 800kg and have 9 DEF and 3 BODY.

In addition, there is a desk, 3 chairs, a medical table with a medical supply cabinet, a set of barbells with weights up to 1,000 pounds (used for strength testing), a baby grand piano with a stool (used for dexterity and lifting ability tests), a radio (for radio hearing tests), and an assortment of firearms ranging from .22 caliber up to .50 caliber (for invulnerability tests). On the floor is an electric grid for testing Energy Defense. It can be set from 1 to 10D6 EB. Painted foot prints show test subjects where to stand when being fired upon. Next to the foot prints is a plate of armor (8 DEF, 8 BODY) to prevent bullets from deflecting off of a Hero's chest and injuring someone else. In case of a raid, the weapons may be used by scientists and OSS agents. The entire room is armored (8 DEF, 8 BODY).

9. Chemical Storage; All of the non-essential and extra critical chemicals are stored in this room on the various shelving units.

10. The Water Closet is a typical bathroom. It has

2 sinks and 2 stalls. There is a large mirror on the opposite wall.

11. The Blast Doors may be activated by hitting the large red button on the reception desk. Once done, the doors slam shut (DEF 16, BODY 9) and alarms will sound. NOTE: The walls to either side are not armored.

12. The Director's Office is a large, spacious room with a desk and 2 chairs. There are files with security locks (-2 to Security Roll) containing progress reports on each project. There is also a paper shredder for use to destroy all paperwork in case of attack. A small safe contains Dr. Sanchiotti's personal notes on the KABOOM, these will be the first papers to be destroyed. The safe is hidden under one of the cabinets.

13. Glassware and Materials Storage; Here are the extra beakers, test tubes, glassware, and machinery parts for the various projects.

14. Broom Closet; In here there is room to change clothes. Storage racks contain the necessary cleaning products. A floor wash basin is also contained here.

15. The Furnace/Emergency Generator Rooms contain the necessary equipment to heat the lab and supply it with power if the electricity fails.

16. Reception Area; All visitors entering the lab report to the outside guard who checks them. Once

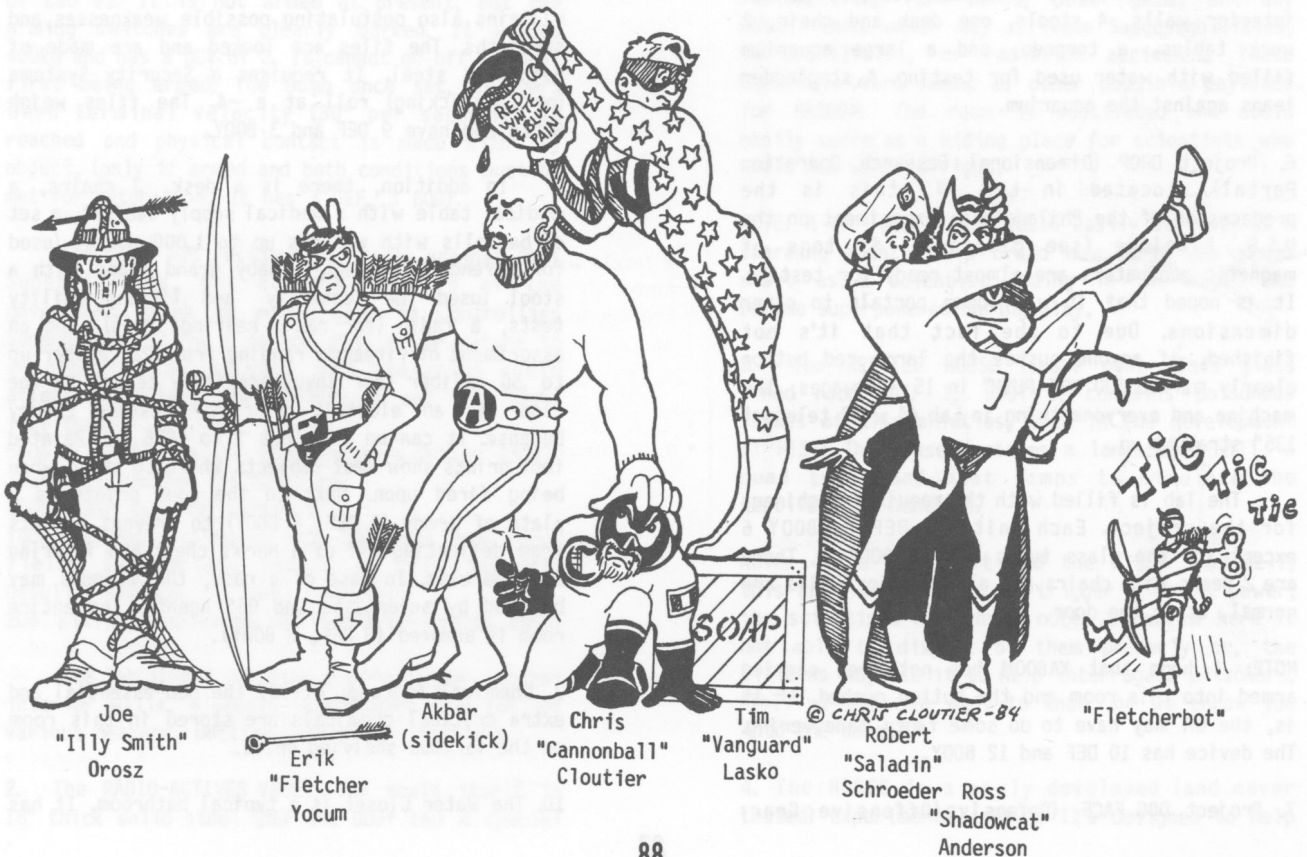
he is satisfied, he contacts the inside guard through the bullet proof glass (DEF 7, BODY 4) who lets the visitor in. Another check is run and the visitor is issued a visitor's pass. The guards are armed (already described) and are changed every 4 hours. There are 3 desks, 5 chairs, 2 filing cabinets, and a coffee table in here.

CONCLUDING THE ADVENTURE

The Heroes have a lot of help in this scenario, namely the soldiers with their equipment. The planes or tanks may show up. The PT Boats may or may not help. It all depends on where the action will take place.

The Heroes will be the final defense against the success of the Villain's goal. If they foil it, they should earn a maximum of 5 Experience Points. This is tempered by how long it takes and if any significant noncombat decisions were made. If the Villains win, the Heroes should still earn 2 or 3 Experience Points.

Recognition and Reputation totals will vary. The U.S. Government will try to hush up any possible information leaks concerning occurrences at the base so that there will not be any Recognition gained for use with the General Public. There will be +4 Recognition points earned for the Government whether the Heroes win or not. Reputation will vary based on the Heroes' success. They will earn +4 if they win and -4 if they completely blow it. Their totals will probably fall somewhere between.



NAME: Second Hand Rose:

VAL	CHA	COST	COST	POWER	END
10	STR	0	10	Presence Defense, 20 points of presence/defense only (1+)	
18	DEX	24			
15	CON	10			
13	BODY	6	20	EGO Defense 20+10/5 = 22	
10	INT	0	7	Streetwise	
9	EGO	-2	2	City Knowledge (city of operation) 11-	
5	PRE	-5			
8	COM	-1	64	8 General Skill Levels with Gadgets/ Foci	
4	PD	2			
3	ED	0	1	Italian (native) with literacy	
5	SPD	32			
7	REC	0	1	Basic English	
30	END	0		COLLECTION OF FOCI/GADGETS	
27	STUN	1	25	*# Umbrella, 10D6 NND Gas (Immune to Force Field or Fire based conception)	0
			5	!* Beetlerangs 1D6 Ranged Killing	0
			64	? Armor, 23 PD, 25 ED	0
			24	? Teleportation 15"	6
			18	@ Electric Joy Buzzer 8D6 EB no range	8
			15	Competent Sidekick "Mole," Frequently Involved	
				@ I.A.F. x6 END Battery (48 pips)	
				? I.I.F., Magic Rings	
				! 4 charges	
				# 1 charge	
				* O.A.F.	

Rec. = 13
Rep. = 4

OCV = 6
DCV = 6
ECV = 3
PHA = 2,4,6,8,10,12

CHA Cost = 66+256 = Power Cost Total = 322

100+	DISADVANTAGES
15	Sidekick Disad: Protects Mole
15	Berserk 8 or less if sees Member of X-Patriot injured by attacker Recover 14-
20	Human Normal
30	Hunted by Hero Group 8 or less
25	Hunted by F.B.I. 11 or less
10	Hunted by former owners of foci 8 or less (1/2)
5	Phys. Limitation, corns slight, infrequent
20	Psych. Limit, Focus Kleptomaniac
15	Psych. Limit, Vain-compliments will distract
8	Psch. Limit Mother Complex (1/2)
15	Secret I.D.
5	Susceptibility, 1D6, to soap (allergy)
10	Unusual looks (Perfume Stinks)
36	Villain Bonus
322 = Disadvantage Total	

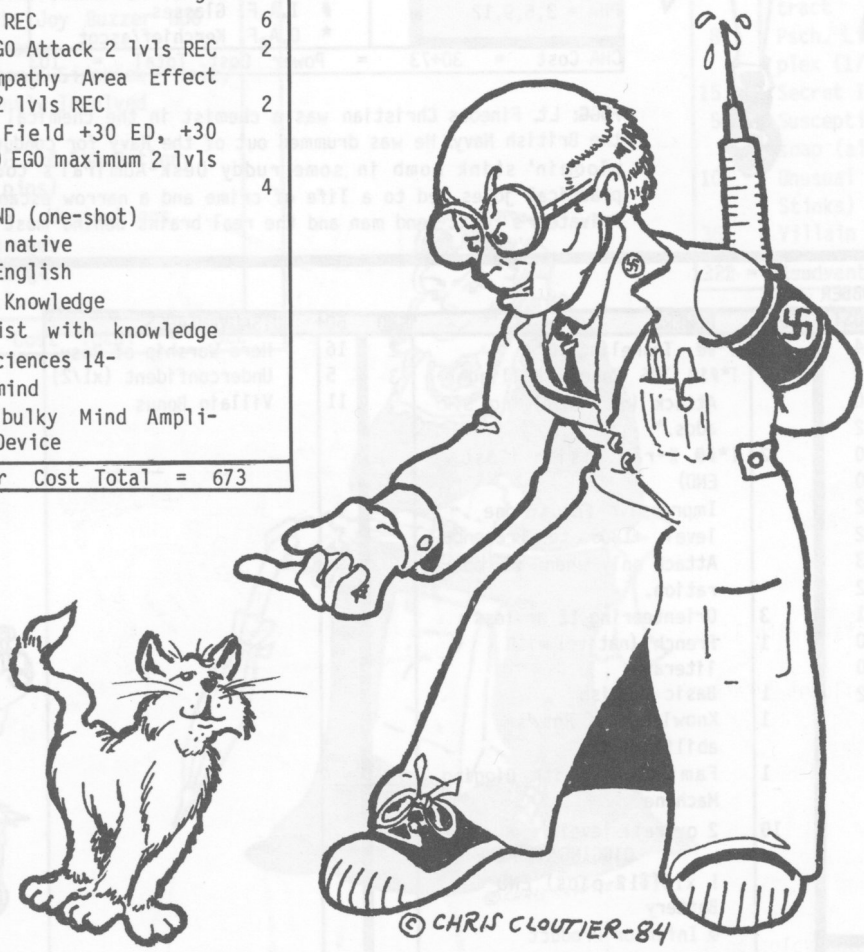


SECOND HAND ROSE: Madam Rosa La Rose didn't care if Mussolini did make the trains run on time. What she did care about was those officious ignorant oafs of the Health Dept. de Italia closing down her escort service for the third time in two weeks. Perhaps she could learn a trade and make a living in America, the land of opportunity. In the guise of a bag lady, Rosy wandered the streets of Gothic City. From telephone-poles, flag poles, buildings, and the elevated railways, hung the discarded swing-ropes and Beetlerangs of Bombardier Beetle and Buggy the Boy Blunder. In the alleys and on the roof tops she found the remnants of Super battles: Flamethrowers disguised as squirt guns, rocket powered tricycles, and mysterious green glowing meteorite shards shaped into power rings. As she collected these items she discovered that she also had a knack for using what she found, leading to her career as Second Hand Rose (and the Expatriots chief vehicle mechanic). Later, in the hopes of finding more foci, she came across Landau Lubber, and her "mother complex" immediately came to light. She introduced him to the group as her personal helper and sidekick.

NAME: HERR DOKTOR

VAL	CHA	COST	COST	POWERS	END
10	STR	0	120	Multi-Power (Mind)	
18	DEX	24		Reserve: 120 Invisible to normal sight	
10	CON	0			
10	BODY	0	4	u 5D6 Mind Control 1 lv1	
30	INT	20		REC	2
60	EGO	100	6	u 2D6 EGO Drain at range 1	
30	PRE	20		lv1 REC	6
10	COM	0	12	u 2D6 EGO Transfer at range	18
2	PD	0	7	u 5D6 EGO Attack	10
2	ED	0	12	m Force Field 16 PD, 16 ED,	
6	SPD	32		16 EGO, 1 lv1 REC	6
10	REC	12	4	u 4D6 Empathy Area Effect	
30	END	5		hexes	8
20	STUN	0	133	# Multi-Power Reserve 300	
				Invisible to normal sight	
Rec. = 10			4	u +10D6 Mind Control 2 lvls	
Rep. = -10				REC	2
			7	u +3D6 EGO Drain at range 2	
				lvls REC	6
			11	u +3D6 EGO Transfer at range	
				2 lvls REC	6
			4	u +5D6 EGO Attack 2 lvls REC	2
			10	u +5D6 Empathy Area Effect	
				hexes 2 lvls REC	2
			27	m Force Field +30 ED, +30	
				PD, +30 EGO maximum 2 lvls	4
				REC	
			22	# +100 END (one-shot)	
			0	German native	
			2	Basic English	
			2	Occult Knowledge	
			23	Scientist with knowledge	
				of 5 sciences 14-	
			50	Mastermind	
				# Q.A.F. bulky Mind Ampli-	
				fying Device	
OCV = 6					
DCV = 6					
ECV = 20					
PHA = 2,4,6,8,10,12					
CHA Cost = 212+454 =				Power Cost Total = 673	

100+	DISADVANTAGES
5	1D6 Unluck
20	Egomaniac
20	Hates normals
10	Hates tall superbeings
	in any form (1/2)
5	Unusual looks 8-
30	Hunted by Hero Group
25	Hunted by F.B.I. 11-
15	Secret Identity
444	Villain Bonus
673 = Disadvantage Total	



Herr Doktor: Siegfried Qual is not a nice man. The words "stereotypical mad scientist" come to mind. He is selfish, ill-mannered, egotistical, and cruel...these are his good points. Qual became a dedicated Nazi when he saw the myriad advantages and power that could be gained. He sees the Nazi Party as a tool to turn the world into his own private laboratory. His willingness to experiment on live subjects is not tempered by mercy toward civilians, soldiers under his command, Superheroes, or even himself. It is this self-experimentation which led to his increased mental powers. Qual has been sent to the U.S. to run Abwehr operations. By bringing the war to the U.S. in this way, the Nazi High Command hopes to keep the U.S. Super-Heroes in America. Qual has been assigned the rank of Admiral in the Kriegsmarine (Abwehr), and as such has access to secret submarine bases, subs, airships, personnel, and what ever else is necessary to obtain his objectives. His Second-in-command is the Shocktrooper.

NAME: SHOCKTROOPER

VAL	CHA	COST
15	STR	5
24	DEX	42
18	CON	16
18	BODY	16
18	INT	8
23	EGO	26
40	PRE	30
6	COM	-2
10	PD	7
10	ED	6
6	SPD	26
8	REC	2
40	END	2
40	STUN	5

Rec. = 10

Rep. = 8

CHA COST = 189

OCV = 8

DCV = 8

ECV = 8

PHA = 2,4,6,8,
10,12

SHOCKTROOPER: Karl Vernor Von Schreck was an ideal German ubermensch (superman.) Strong, intelligent, and handsome, he was an Honor Graduate at the military academy, an organizer and participant in the 1936 Olympics, and heir to an old Prussian barony. In 1938 he went to war, and almost to his death. As a military advisor in Spain, a loyalist hand grenade nearly ended his military career. He had lost an arm, both legs, an eye, and an ear, and his face was horribly disfigured...yet he was determined to live. His determination led him to seek out the German Research scientists Ubel and Qual. The two scientists rebuilt Von Schreck...mechanically. By personal command of the fuhrer, Von Schrek was assigned to Qual indefinitely. As Qual's second-in-command, Shocktrooper oversees most of the field operation in the U.S. Though his code of honor binds him to Qual, he is not blind to Qual's ruthless ambition for personal power. Disdain for the Nazi Party has held this professional at his present rank and will probably continue to do so.

COST	POWERS	END
25	* Enhanced Senses: Telescopic Vision (20), Parabolic Hearing (15), I.R. Vision (1/2x5), 1 level Enhanced Hearing (1/2x3)	0
33	* Armor 15 PD, 15 ED	0
5	* Reduced Endurance on STR-2 Levels	0
10	* Life Support (Needn't breathe, immune to skin absorbed gases)	0
27	* 8D6 Energy Blast (electrical) no range Inv. to normal sight 12 x day STUN only	0
10	Boxing	
1	German, native with literacy	
4	English, fluent w/accnt with literacy	
5	Demolitions 14-	
5	Knowledge of the Occult 14-	
3	Familiarity with Sword/Mauser M1932/Gr-24	
15	# 2D6 HKA (3D6 w/STR)	6
15	@ Gr-24 (Potato Masher) grenade: 6D6 Explosion 4 charges	0
26	! Mauser M1932 4 20-round clips (80 rounds)	0
	! O.A.F. Machinepistol (Submachinegun)	
	@ O.A.F. Grenade	
	# O.A.F. Sword	
	* O.I.F. Armor	
184	= Power Cost Total =	373

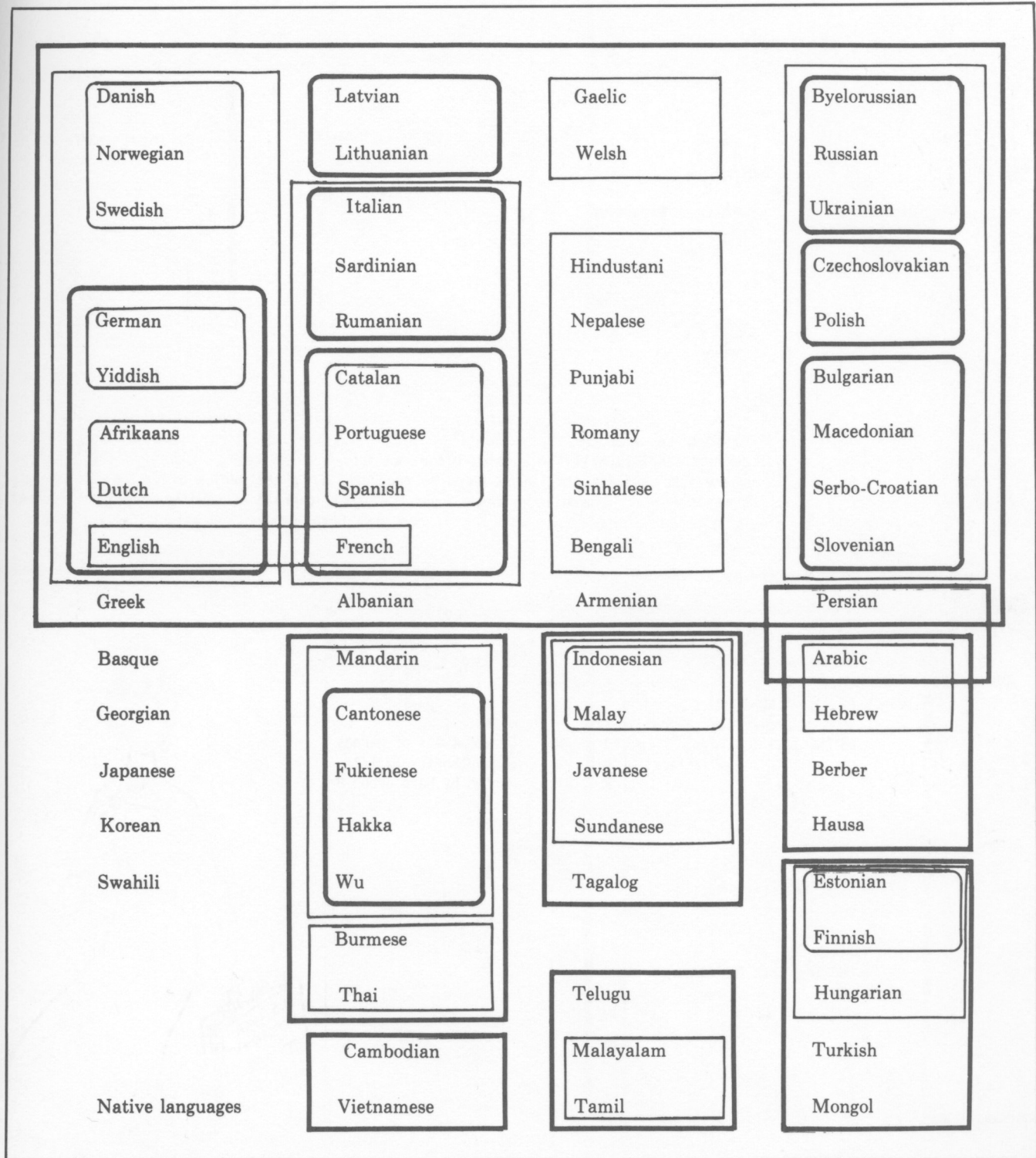


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100+	DISADVANTAGES
15	Secret Identity
15	Unusual looks (armor)
5	1D6 Unluck
20	Honorable
20	Vengeful against dishonorable foes
5	Won't use weapons vs. unarmed foes (x1/2)
30	Hunted by F.B.I. 14-
25	Hunted by the U.S. Army 11-
138	Villain Bonus
373	= Disadvantage Total

LANGUAGE INTERRELATIONSHIP CHART
 (See Languages, page 7)

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