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by
David
Rogers

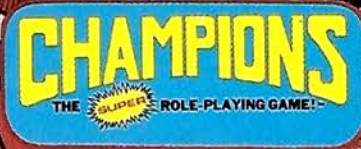


RED DOOM™

BEN
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1988



SOVIET ORGANIZATIONS FOR



RED DOOM™

An Organizations Book for Champions

by David Rogers

Outside Editor: Troy Christensen **Series Editor:** Rob Bell **Editorial Contributions:** Coleman Charlton

Cover Art: Ben Dunn **Cover Design:** Bart Hlavin **Interior Art:** Donny Jansen

Production: Suzanne (We'll never make it by 7:00 ...) Young, Kurt (Yes we will) Fischer, Rob (Only if we don't send the title page) Bell, Marcia (And don't forget the "Superhype" for the AC) Sterrett, Paula (Don't look at me, I leave at 5:00) Peters, Eileen (Don't look at me either) Smith, Coleman (I used to do paste-up) Charlton

Page Layout: Suzanne Young

INTRODUCTION	2
A History	2
The Comintern	2
Brezhnev's Mladnetsy	2
Converting to Other Hero Systems	2
THE CHARACTERS	3
The Supreme Soviets	3
The People's Commando	3
Colonel Vasalov	4
Cosmo	5
Loupe Garoux	6
Soyuz Proletariatski	7
Marathon	8
Sputnik	9
Comintern	10
Ivan	10
Tokamak	11
Scarlet Sentinel	12
Perestroika	13
Red Shield	14
Disinformers	15
Nemesis	16
Miscellaneous Characters	17
Bolshevik Barracuda	17
General Mayhem	18
Miscellaneous Characters Summary	19

CREDIT WHERE CREDIT IS DUE DEPARTMENT

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CAMPAIGN USE	20
Comintern HQ, Warsaw	20
Teamwork — Communist Style	21
Codes	21
Maneuvers	21
Fire Teams — Supreme Soviets	21
Fire Teams — Comintern	21
Special Assignment Teams	21
Teamwork	21
SCENARIOS	22
The Defector	22
Silver Bullet	25
The Mole	26
Liberation	28
Prince Kalifoor	29
Operation Hydra	30
The Will of the People	32

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INTRODUCTION

The Supreme Soviets are the foremost hero-team of the Soviet Union, answerable directly to the Soviet Politburo. The Comintern is the more flexible Warsaw Pact supergroup, and includes agents of many different nationalities. For the Soviet Premier, these groups are political weapons to be wielded against enemies of the state. To the Communist Party, they are a dangerous reminder of the Stalinist era, when too much power was concentrated in the hands of one man. In the hands of KGB colonel Sergei Vasalov, they are the power base from which he may one day launch his own campaign to be Soviet premier. For the heads of the KGB and the GRU, they are something to be proud of — and to fear. To the average Soviet man on the street, they are heroes of the Soviet Union, something to boast about to westerners. Like the atomic missile silos that dot the Soviet countryside, the Supreme Soviets and Comintern keep the U.S.S.R. safe.

Outside the U.S.S.R., these groups are seen differently. To the American President, they are a potential danger to the American people that must be met and contained. For the American Congress, they are a constant reminder of the shrinking gap between the superpowers. To the Golden Avenger — leader of PRIMUS — they are a mixed lot of villains and heroes duped by villains. And the two groups are a nightmare come to life for the heads of the CIA and the NSC: each is a small, highly mobile, extremely powerful Soviet task force. As for the average American on the street, the Soviet Heroes are unimportant. Like the Soviet economy, they serve as another reminder of how far behind the Soviets are.

The Supreme Soviets and Comintern are diverse groups of individuals, whose only common purpose is to support the goals of the current regime in the Soviet Union. They are refugees and patriots, criminals and killers. They come from different countries and they speak different languages. Their religions, their ideals, and their goals vary wildly. Like Russia, they are a world unto themselves.

A HISTORY

In the early days of the Great Patriotic War of 1941-1945, the Red Army's ranking marshal came to Stalin with bad news. "Comrade Secretary, the progress of the struggle goes slowly. Our tanks, our soldiers, our equipment, and our morale are all superior to that of the enemy, but we have no equal to the Nazi *ubermenschen*."

"Well, comrade, let us make some."

The marshal was immediately and permanently replaced for being the bearer of bad tidings, but his ideas, and his grasp of a fundamental gap between the Soviet Union and the rest of the world, have been tremendously influential in the decades since his untimely departure. Since that day, the Soviet Union has striven to create or recruit powerful, yet loyal, superheroes. Their first hero, General Mayhem, has long ago faded into the history books, but more have followed in his footsteps. Many of the Soviet heroes have defected (like St. Peter's Star) or proven defective (like the early People's Commandos), but many others remain.

THE COMINTERN

The heroes of the U.S.S.R. worked more or less independent of their government until 1979, much like most American superheroes. The invasion of Afghanistan was in the planning stages when the Soviet government finally managed to gain control over a large number of Communist paranormals. At that time, the Politburo authorized the creation of the Comintern, or Communist International, of Superheroes. This small group, led by a politburo political officer code-named the Premier, aided the Soviet effort in Afghanistan considerably.

BREZHNEV'S MLADENETSY

Impressed by their power and versatility, Chairman Brezhnev ordered then KGB-chief Andropov to develop another unit like the first, to be headed by a KGB officer, which would be responsible solely to the head of the KGB and the Chairman of the Communist Party. This group was code-named the Supreme Soviets.

In time, Brezhnev died and Andropov took his place as the head of the Communist Party. The Supreme Soviets reported directly to him alone. Shortly afterwards, the Comintern was badly beaten in Lebanon by a cadre of American superheroes. Several of their members, including the Premier, were killed by Boston's Green Avenger, creating a major international incident. In a daring effort to consolidate power, Andropov merged the now-leaderless Comintern with his own Supreme Soviets, headed by KGB Colonel Sergei Vasalov. With the Supreme Soviets at his right hand, no one dared question him. Only Andropov's untimely death prevented an even greater consolidation of power.

In the confusion that followed Andropov's death, Col. Vasalov maneuvered himself into a non-voting seat on the Politburo. With the combination of his KGB connections and the influence of his superheroes, he has gained an effectively free rein, and still enjoys official sanction. Gorbachev needs him to deal with the Americans, and so Vasalov faces no opposition in that quarter. Colonel Vasalov sits and waits — hoping that Gorbachev will die early, allowing him to become the next leader of the Communist world. Meanwhile, he trains his Supreme Soviets, biding his time.

But Col. Vasalov became a victim of his own success. While he trained the Supreme Soviets and actively recruited new members, the team has become so large and so powerful that it is not only unwieldy, but several members (particularly Ivan and Nemesis) actually began to challenge his position as team leader. In order to fend off this unexpected threat, Vasalov re-established the Comintern; this time as an auxiliary team to the Supreme Soviets. He put all the troublemakers together, where he could keep an eye on them, and insisted on adding Disinformers and Peristroika to the team.

As a result, the Comintern has become an independent and powerful, but somewhat loose-knit team. Although technically under Col. Vasalov's command, in practice they work independently of the government. They function as a living example of Gorbachev's *glasnost* (openness) doing good deeds throughout Eastern Europe and all around the world.



CONVERTING TO OTHER HERO SYSTEMS

This supplement is easily used with Danger International, Super Agents, or Golden Age of Champions. For DI or SA, most of the characters will need to be substantially toned down, but few will have to be radically altered. The superspy villains can be used as they are, but some of the more impressive Champions-power bad guys will need some adjustments. Cosmo, for instance becomes a gadget-monger; Sputnik a man with a jet-pack; Soyuz a group of identical quadruplets and so forth. For GAC, the only thing that needs to be changed is the communists' orientation. While it's still okay for Col. Vasalov to be a power-hungry spymaster, Marathon becomes the virtuous Greek fighting the Nazi occupation of his homeland. Likewise, Red Shield would be part of the lend-lease program. You get the idea.

THE CHARACTERS



The current roster of the Supreme Soviets appears on the pages that follow, beginning with the notorious People's Commando. The Comintern membership follows, beginning with the heroic Ivan. Other Soviet and associated paranormals are listed afterwards, some in an abbreviated form. Of course, the GM should feel free to add or delete characters from these rosters.

THE PEOPLE'S COMMANDO (Supreme Soviets)				
Val	Char	Cost	100+	Disadvantages
30	STR	20	30	Berserk: without counter-drugs, 14-, 8-
23	DEX	39	20	Depend.: counter-drugs, 1/day, 3D6
23	CON	26	25	Enraged: In Combat, 14-, 11-
25	BODY	30	25	Enraged: if takes Body, 14-, 8-
10	INT	0	35	Hunted: All Non-Soviet Bloc Military and Intelligence services, 14-
11	EGO	2		Psych lim: Casual Killer (irrational actions) (x1/2)
25	PRE	15	10	Psych lim: Fearless (total commitment)
6	COM	-2		Psych lim: Obeys Orders (total commitment)
20	PD	14	20	Public ID: Vlad "Iron Fist" Krylov
20	ED	15	20	Unusual Looks: Trained Killer, 11-
6	SPD	27		Vuln: x 1 1/2 Stun vs. Chemical Weapons
11	REC	0	10	189 Villain Bonus
46	END	0	10	
75	STUN	23	10	
Cost Powers		END		
16	Multipower (drugs) (3 charges each, duration 1 turn) (+1/4 lim.) (IIF-pills in his pocket) (+1/4 lim.)			
2 u	+2 SPD			
2 u	+20 STR			
2 u	+10 EGO			
57	Multipower (AK-47; OAF, 115 Active point base)			
6 u	Bullets (2 1/2D6 RKA, -1/6", 3 clips x125 shots each, selective fire)			
4 u	Rifle Butt (+8D6 to STR Damage, 0 END)		1	
18	Frag Grenades (2D6 RKA Explosive) (OAF, x8 grenades)			
11	Knife (1D6 HKA, x1/2 END) (2D6 w/ST) (OAF)		1	
15	1/2 Damage resistance (metal implants)			
7	x1/2 END cost on STR 30		3	
50	Martial Arts (12D6 Punch, 15D6 Kick or 15D6 Punch, 20D6 Kick)			
40	+5 Combat Skill Levels			
25	Find Weakness (w/ AK-47) (14-)			
10	Find Weakness (w/ knife) (11-)			
3	Flash Defense (OAF: Sunglasses)			
3	English (speaks in bad accent)			
10	+5" Running (11" total)			
3	Pro Skill: Soldier (12-)		5	Climbing (15-)
0	Russian (Native tongue)		5	Stealth (14-)
COSTS: Char. Powers Total Disadv. Base				
209 + 288 = 497 = 397 + 100				
OCV: 8 DCV: 8; ECV: 4; Phases: 2,4,6,8,10,12				

Vlad Krylov was born in Petrograd in 1966. He is 6'8" in his bare feet and weighs close to 450 pounds of muscle and steel. His brown eyes are almost always covered by Gargoyle™ sunglasses and his brown hair is cropped short — marine style. He usually wears fatigue pants and black army boots, without any shirt, but with a double-bandolier across his chest. On formal occasions he can be coaxed into his dress military uniform (he has the honorary rank of a four-star army general, and a chest-full of ribbons and medals). He never goes unarmed unless specifically ordered to do so.

Vlad joined the Young Pioneers at the age of 7; he excelled in war games, such as "capture the flag" and "sentry". He was so enthusiastic in these games that on five separate occasions he hospitalized his opponents.

On his 18th birthday, Vlad joined the Soviet Army. In basic training his drill instructor noticed his unusually aggressive behavior from the start, and arranged for Vlad to be transferred to a special commando training unit. He was placed on active duty in Afghanistan, where he was severely injured when his transport helicopter was downed by an American Stinger missile. Because of his dedication, proven ferocity, and his value to the Soviet Army, Vlad was chosen to become the next People's Commando. His broken bones were replaced with metal implants and he was given extensive drug therapy. After that, he returned to the field in Afghanistan, where he has survived a direct hit from a Stinger — and gotten up to kill the mujahedeen who fired the missile. He is currently a target of every major intelligence and military service in the free world. After eight unsuccessful attempts, he's convinced they can't kill him.

Vlad Krylov is the third People's Commando. Like the early American Ultra-Soldier program, the Soviets have had some trouble getting their program off the ground. The first People's Commando was killed by his own gun — fired by the Green Avenger. The second died of a drug overdose. If this third People's Commando succeeds where the others have failed, the Soviets may have their model for a counter to the PRIMUS Silver Avenger program.

Vlad is a human killing machine, as efficient and remorseless as a wheat thresher. He has no other purpose in life. The People's Commando, because of this rather extreme personality, is something of a lone wolf. He respects Loupe Garoux for his ability to massacre opponents and his relaxed attitude towards lethal force. Loupe Garoux is the closest thing to a friend Vlad has.



COL. VASALOV (Supreme Soviets)				
Val	Char	Cost	100+	Disadvantages
10	STR	0	10	DNPC (Competent, 11-, wife Natalia)
21	DEX	33	10	Enraged: when personally insulted (8-, 8-)
23	CON	26	25	Hunted: CIA, 14-
15	BODY	10	30	Hunted: VIPER, 11-
23	INT	13	20	Psych lim: Must be in charge (irr)
14	EGO	8	20	Psych lim: Ruthless (irr)
25	PRE	15	10	Psych lim: Dedicated to the Soviet way of life (x1/2)
12	COM	1	5	Phys lim: Limps
10	PD	8	10	Public ID
10	ED	5	10	Unluck: 2D6
5	SPD	19	10	Unusual Looks: Sinister
7	REC	0	96	Master Spy, 11-
46	END	0		Villain Bonus
32	STUN	0		

Cost	Powers	END
50	Mastermind	
5	Presence Defense (10pts)	
3	Persuasion	
3	Seduction on a 14-	
3	Culture on a 14-	
3	Bureaucrats on a 14-	
6	KS: KGB on a 15-	
4	KS: CIA on a 13-	
6	KS: Superbeings on a 15-	
5	Ego Defense (10 pts)	
9	Knockback Resistance (3")	
10	Martial Arts (3D6 punch, 4D6 kick)	
10	Luck (2D6)	
0	Russian (Native Language)	
5	English (Imitate accents)	
96	Gadget Pool (80pt. base) (Standard Set-up)	
(13)	Malekov IV (1 1/2D6 RKA Autofire, not vs. Armor, 14- Act, 32 Charges)	
(22)	Needler (2D6 RKA, 10 Pts Resistant Piercing, 3 clips of 3 charges)	
(29)	Neutrino Beamer (8D6 ALD, vs. Force fields only)	
(2)	Mechanical Mind Shield (+8 Ego Def, +5 Ego Def not vs. Ego Attack)	
(9)	AutoPepper (+10Rec, +15 Stun, 14- Act, only when unconscious)	
(5)	Stay-tight Vest (9 PD armor, only vs. body)	

COSTS:	Char.	Powers	Total	Disadv.	Base
	138	+ 218	= 356	= 256	+ 100

OCV: 7;	DCV: 7;	ECV: 5;	Phases: 3,5,8,10,12
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Col. Sergei Vasalov, KGB, was born in Volgograd, U.S.S.R., October 17, 1927. He's exceptionally tall and thin by Russian standards, standing 6'5" but weighing a mere 160 pounds. His height is accentuated by his slight build and habit of wearing English trenchcoats. His face is long and thin, and his nose sticks out like a beak. His ruthless eyes under his thin grey hair hold a hard blue gleam. His scarred left cheek and the German shrapnel in his right thigh speak volumes about his difficult, violent life.

Even as a boy, Sergei was active, industrious and aggressive. As a boy, he led a troop of Young Pioneers (Soviet boy scouts). He lied about his age in order to join a Red Army tank brigade at the age of 14, in 1942. He served as loader until his tank captain was killed by enemy fire, whereupon young Sergei received a battlefield promotion to captain. He served with distinction at the Battle of Stalingrad in the Lenin tank Brigade. Three times he was decorated for conspicuous bravery, and twice for wounds he received in action. By the end of the war, he had been promoted to Lt. Col. At the age of 17, his future seemed assured.

After the war, however, his luck ended. His parents, it seemed, were "politically incorrect". Lt. Col. Vasalov was discharged from the Soviet Army, and was placed in a mental hospital for "re-education." He survived the purges, but his family and friends did not. He alone outlived Stalin.

After his release from the Bunin Insane Asylum, Sergei rejoined the Army. His record was "rehabilitated", and he was made a major — the last rank for which the paperwork could be found. Sergei spent the next ten years making political and military connections to insure that he could never be purged again. It was during this time that he met and began to associate with young Yuri Andropov (later Communist Party chairman), who arranged for his transfer to the KGB.

It was also during this time that Sergei met Natalia Grenko, who later became his wife. Natalia is a slender woman with flowing red hair and an appreciation for western clothing. She is fiercely loyal to her husband, and will do almost anything to advance his career, and thereby enhance her standing. She is a pleasant conversationalist and a hostess of devastating charm.

In 1967 Sergei was assigned to Hanoi, where he helped plan the Tet offensive and served as a military advisor to the North Vietnamese for the duration of the war. In 1973, Vasalov returned to

Moscow, where he was again made a Lt. Col. He worked in the counter-espionage unit until he was transferred to a series of diplomatic assignments, first in eastern Africa, then New Zealand, and finally, the U.N. He stayed at the U.N. until he was summoned home to organize the Supreme Soviets. He has subsequently been promoted to full colonel.

Col. Vasalov is a bitter, ruthless, angry man, used to getting what he wants no matter who gets in his way. His quest for power is fueled by an insecurity that is rooted in his early life. He is convinced that life has no meaning or purpose other than what you impose upon it by force. Sergei is unwilling to share his knowledge or his power with anyone, for fear that they might use it against him. He has only recently begun to feel safe, and he knows that even what little safety and relaxation he enjoys now is dependent on keeping his super-soldiers in line. He views them as an instrument for expanding his personal power: they are weapons, not individuals.



COSMO (Supreme Soviets)					
Val	Char	Cost	100+ Disadvantages		
20	STR	10	30	Hunted: CIA, 14-	
23	DEX	39	20	Psych lim: Code vs. Killing (Total Commitment)	
25	CON	30	20	Psych lim: Overconfident (irrat.)	
12	BODY	4	8	Psych lim: Doesn't understand Politics (TC)	
10	INT	0	10	Phys lim: Doesn't Concentrate Well	
14	EGO	8	10	Public ID: Vladimir Cossack	
15	PRE	5	15	Unluck: 3D6	
16	COM	3	201	Hero Bonus	
20	PD	16			
20	ED	15			
6	SPD	27			
10	REC	2			
50	END	0			
30	STUN	-4			
Cost Powers					END
160	Cosmic Power Pool (80 pt. base, not usable without ultraviolet light) (+1/2 lim. on control cost)				
5	x 1/2 END on 20 STR				
24	+3 levels w/ Power Cosmic				
10	Instant Change				
30	Martial Arts (# of points only equal to STR up to 30)				
7	Streetwise (14-)				
3	English (Fluent/accnt)				
0	Russian (Native tongue)				
5	Security Systems (11-)				
5	Stealth (14-)				
4	Area Knowledge: Kiev and Moscow (11- on both)				
4	KS: Soviet Black Market (13-)				
2	KS: Electronics				
COSTS: Char. Powers Total Disadv. Base					
155 + 259 = 414 = 314 + 100					
OCV: 8; DCV: 8; ECV: 5; Phases: 2,4,6,8,10,12					

Vladimir Cossack was born in Kiev, the Ukraine, in 1966. He is 5'6", 140 lbs., with curly brown hair and light green eyes. He wears black outfits with tiny white spots and white outfits with tiny black spots, sometimes with a small Cosmo on the left breast. He is unobtrusive by habit, and conventional in dress and manners, but he is becoming more and more outgoing as time goes on and he gets more used to the respect granted to the wielder of the Power Cosmic. Cosmo is a quiet little man who possesses the power to crush whole superteams. Fortunately for the world, he doesn't know quite how to use his power.

Vladimir grew up the second son of a television repairman in Kiev. He never left the city until he was 21. He was by then a minor figure in the local black market, as well as a second-generation TV repairman. He went to the local nuclear power plant on an errand to buy black-market electronics parts. But unfortunately, the name of the plant was Chernobyl, and Vlad was accidentally caught by the plant's meltdown.

Vladimir was hit with tremendous amounts of hard radiation, and he was shot at by an officer of the KGB who had been ordered to keep the whole affair secret. After escaping the plant Vladimir got very, very sick. After several horrible days, Vlad started to recover, and continued to "recover" until he was better than when he started. In fact, Vladimir became Cosmo, one of the world's greatest superheroes.

Now, Cosmo is a great hero to the Soviet people. He launches satellites for a small fee (much less than it costs for the government to build a rocket), and performs other showy, but essentially meaningless, acts of heroism. He often uses his superpowers for silly, frivolous things, like shooting empty Vodka bottles or playing pool or ping-pong by remote control (sometimes he even plays both sides). He likes parades, and always carries a small missile through Red Square on May Day.

He does not begrudge the KGB the shots they fired at him before he could become bulletproof at will; he knows they were just doing their job. Nor does he get upset when customs tries to intercept his smuggled French Wines, American Steaks, and Japanese video games. He thinks of law enforcement as a contest, and feels no particular anger at people who try to frustrate him. The CIA, mistaking his quietness and desire for western goods for seething anger and a desire to emigrate to the United States, often tries to recruit him in the war against communism. Cosmo doesn't understand what they're talking about, and they mistake his bemused silence for acceptance. All-in-all, Cosmo is a remarkable individual who is just one step removed from the rest of the world.

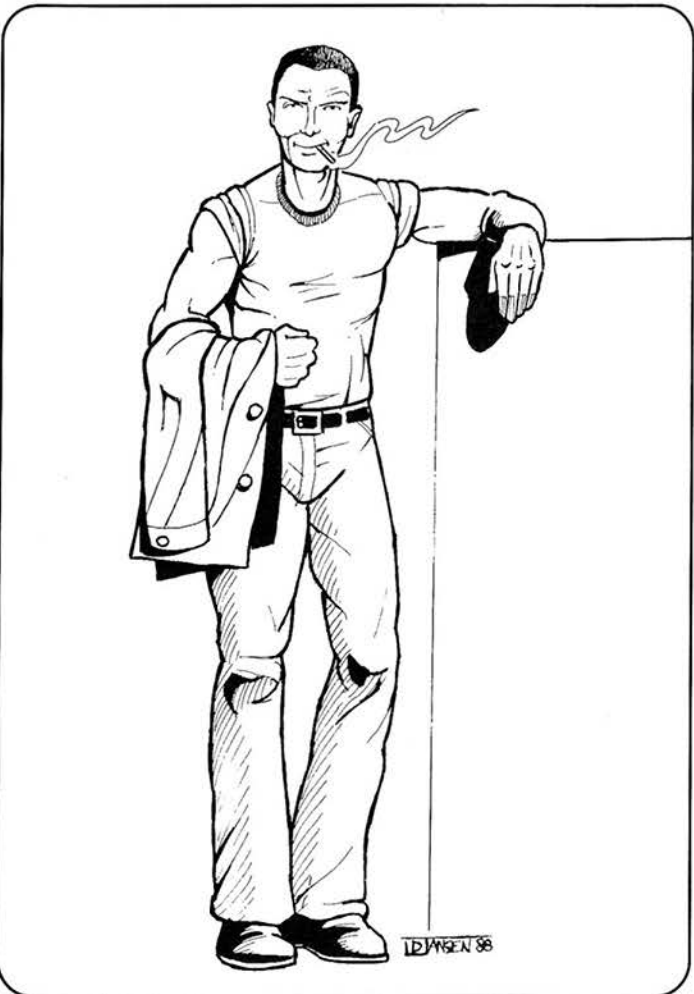
Some people have asked why Cosmo doesn't just take over the world if he's so powerful, and tend to underestimate his power because he hasn't ever tried. The main answer is, he just doesn't want it. Of course, there's more to it than that. Cosmo is easily baffled and confused, so he often directs his power in ineffective ways. He almost always puts all of his Power Cosmic into a single ability, and then gives up on that if it doesn't work the first time. (Persistence is not his strongest point.) Vladimir is also justifiably overconfident and more than a little bit unlucky. All this doesn't mean his power isn't sufficient to blow away a half-dozen or more superheroes — it just means he won't ever conquer anything. Cos is a good team player — he just isn't motivated enough to go out and do things himself.



LOUPE GAROUX: Manform (Supreme Soviets)

Val	Char	Cost	100+	Disadvantages
10	STR	0	5	Accidental Change: 8- under the full moon
10	DEX	0	15	Psych lim: Committed to Violent, Bloody Revolution as the only way to achieve class equality
10	CON	0	5	Psych lim: Dislikes Silver (x1/2)
10	BODY	0		
13	INT	3		
14	EGO	8		
25	PRE	15		
10	COM	0		
2	PD	0		
2	ED	0		
2	SPD	0		
4	REC	0		
20	END	0		
20	STUN	0		

Cost	Powers	END			
5	Stealth (11-)				
20	2 Overall Skill Levels				
3	Linguist				
6	Languages: French (idiomatic), Italian (fluent), Spanish (fluent conversation), English (fluent conversation), Russian (fluent)				
5	Instant Change				
60	Multiform				
COSTS: Char. Powers Total Disadv. Base					
26 + 99 = 125 = 25 + 100					
OCV: 3; DCV: 3; ECV: 3; Phases: 6,12					



Pierre Jaquard was born in Paris, France in 1961. He isn't particularly hairy or huge — in fact he's on the small side (5'6", 140 pounds). He stays clean-shaven most of the time, and his grey hair is Marine-short. He wears rolled up T-shirts and American Jeans with colorful Italian or French jackets. In short, he doesn't look anything like a secret agent, and he looks even less like a werewolf.

Somehow, though, it all fits together. Pierre Jaquard was a rebel long before he was a werewolf. As a child, he played the German whenever his friends played "war". In high school, he was a punk rocker. He was kicked out of college for being drunk and disorderly in class.

Pierre isn't just a misfit, though. He's a clever, strong-willed misfit with a penchant for trying the forbidden and getting in over his head. That's why he's a werewolf instead of a used car salesman in Montmartre.

LOUPE GAROUX: Wolf-form (Supreme Soviets)

Val	Char	Cost	100+	Disadvantages
45	STR	35	5	Accidental Change: 8- under full moon
28	DEX	54	20	Enraged: when he bloodies an opponent 14-, 11-
28	CON	36	10	Hunted: London Zoological Soc., 8-
15	BODY	10	20	Hunted: French Police, 8-
13	INT	3	20	Psych lim: Casual Killer (irrational actions)
14	EGO	8	20	Psych lim: Committed to Violent, Bloody Revolution as only way to achieve class equality (Total Commitment)
25	PRE	15	10	Psych lim: Overconfident (irrational actions) (x1/2)
0	COM	-5	5	Psych lim: Dislikes Silver (x1/2)
25	PD	16	10	Phys lim: Hard to Understand (14-)
25	ED	19	15	Secret ID: Pierre Jaquard, French Communist
6	SPD	22	15	Unusual Looks: 14- (Killer Werewolf)
15	REC	0	20	Vuln: x 2 Stun vs. Silver Weapons
56	END	0	10	Vuln: x 1 1/2 Body vs. Silver Weapons
54	STUN	0	273	Villain Bonus

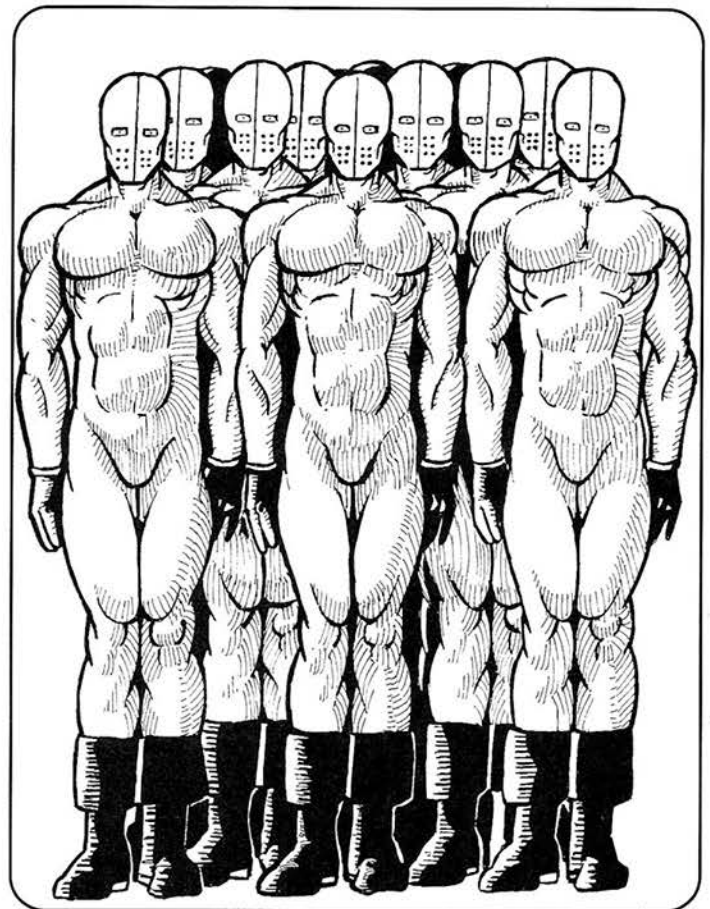
Cost	Powers	END			
23	Elemental Control — Werewolf Abilities				
a-22	2D6 HKA (claws &teeth), x1/4 End cost				1
b-37	Regeneration (4.5 body/ recovery) (costs END, 0 END)				
c-22	+18" Running, x 1/2 End cost				2
15	1/2 Resistant Defenses				
15	+5 skill levels with perception				
15	Tracking Scent				
2	Discriminatory Scent				
2	IR Vision				
9	x1/2 End Cost to STR				4
8	Acrobatics (15-)				
5	Stealth (15-)				
20	2 Overall Skill Levels				
3	Linguist				
5	Languages: French (idiomatic), Italian (conversation), Spanish (fluent conversation), English (fluent conversation), Russian (fluent)				
5	Instant Change				
60	Multiform cost				
COSTS: Char. Powers Total Disadv. Base					
213 + 345 = 558 = 458 + 100					
OCV: 9; DCV: 9; ECV: 5; Phases: 2,4,6,8,10,12					

Using a weird combination of seventeenth-century Catalonian Masonic rituals and twelfth century Italian alchemy along with a ragged wolfskin rug he picked up at a flea market, he transformed himself into a blood-thirsty creature of the night. He wandered the countryside by night for a week, mutilating cattle and sheep, and the occasional family pet, until he came to Marseilles. There he engaged in a little bit of mass murder, taunting police and terrifying the population. Then, as suddenly as they began, the murders of Marseilles came to an abrupt end.

Pierre had returned to "normal" long enough to leave Marseilles. He wasn't terribly bothered by the fact he had killed more than a dozen people — after all, he reasoned, it really wasn't his fault. It was the chemicals that made him do it. On the other hand, he really liked the feeling of power that came from knowing he could snuff out a life in an instant.

He decided to renew his acquaintance with a revolutionary communist friend of his from college, knowing full well that as a revolutionary he would have a "justification" for practicing the terror and murder of which he had become so fond. And so he became the "Bloody Communist", the terror of France. As a result of his exploits in the name of proletarian advancement, he came to the attention of Col. Vasalov, who met with him secretly in the Parisian metro near UNESCO headquarters. The young Jaquard was thoroughly impressed by the calm, collected KGB master spy, and agreed to join his group. Since that time, he has, under Col. Vasalov's personal attention, come to believe in the revolutionary ideology which at first had served him merely as a flimsy excuse for random violence.

Loupe Garoux gets along with almost everybody. His ferocity in combat wins their respect, and his jocularly and easy manner as Pierre Jaquard charms them.



Gregor Pasternik was born in 1943 on the Dostoevsky collective farm near Moscow. He's 5'7", around 190 pounds, and he has green eyes and greying blonde hair. He wears very plain grey jumpsuits, black army boots, black leather gloves, and a simple white hockey-style mask at all times. He no longer has any personality or will of his own to speak of. He will speak and act only in reaction to others. If he were left alone in a room full of food, he would starve unless someone told him to eat.

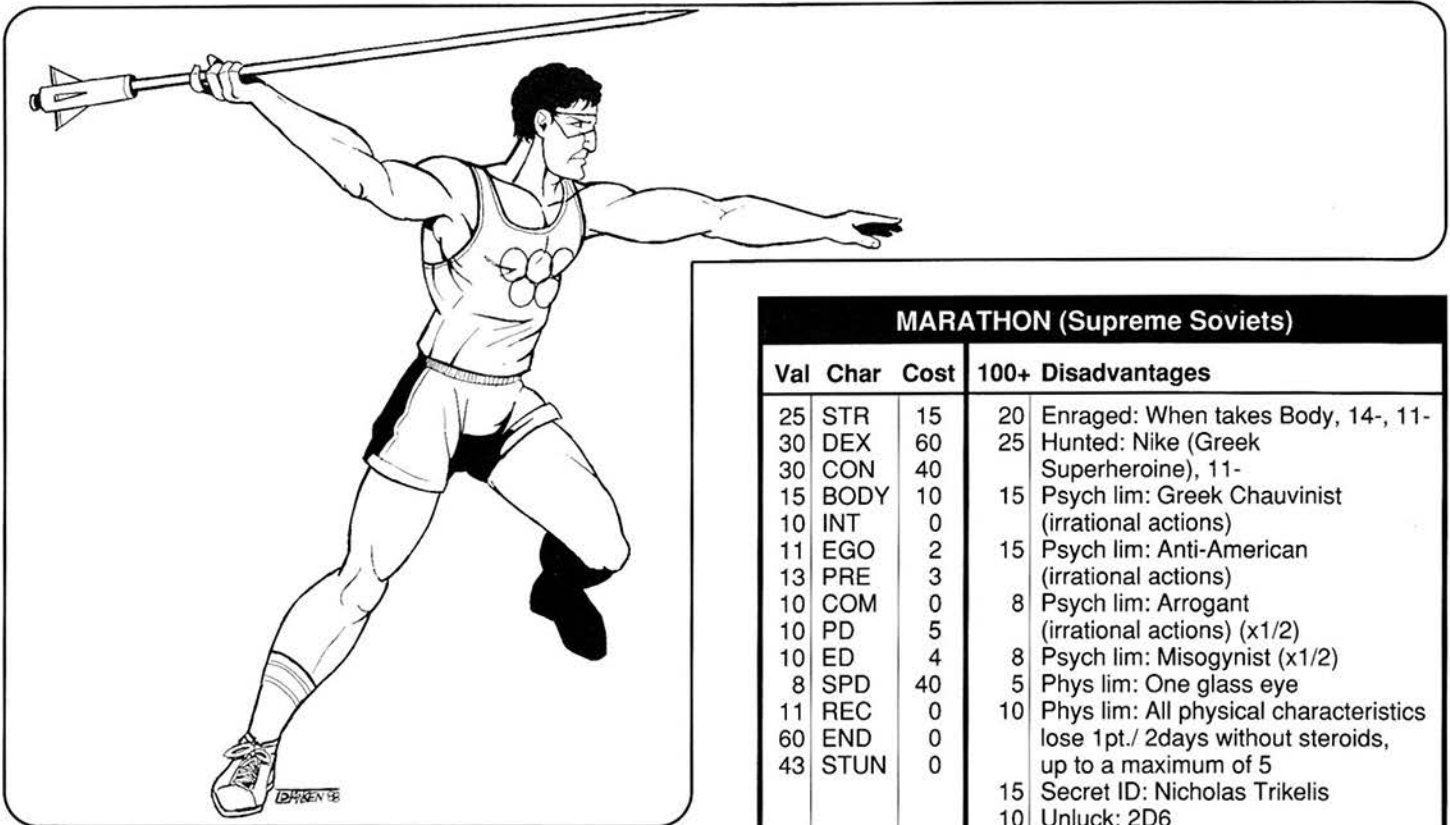
Gregor has not always been like this. As a boy, he was bright, ambitious, and energetic. He excelled in school and in the Young Pioneers. He volunteered for the Soviet Air Force, and was eventually trained for the Cosmonaut program.

While he was on his first flight in outer space, Gregor was the victim of a freak space accident. While he was spacewalking, the craft that he was tethered to was struck by a radioactive meteor, and pieces of the meteor struck Gregor's spacesuit. While he lost heat and oxygen, the spacecraft began to hurtle towards the Earth. Just as the craft entered the Earth's atmosphere, the crew pulled Gregor inside. He was still alive, but the combination of the cold, the radiation, and the oxygen deprivation had left Gregor Pasternik changed. He gained the truly bizarre superpower to create an army by himself, and in exchange, he lost his mind.

His wife, Ilya, a plump, sad dilapidated woman, has been pensioned off by the state and told that her husband is dead. He doesn't remember her.

Soyuz doesn't have any feelings towards any of his comrades, except a vague sense of comfort when Sputnik is around.

SOYUZ PROLETARIATSKI (Union of the Workers) (Supreme Soviets)				
Val	Char	Cost	100+	Disadvantages
25	STR	15	10	DNPC: Ilya Pasternik, wife (pensioner), 8-
10	DEX	0	20	Psych lim: Will not act alone (Total Commitment)
10	CON	0	20	Psych lim: No Sense of Individual Identity (Total Commitment)
10	BODY	0	10	Psych lim: Obeys Orders (irrational actions) (x1/2)
10	INT	0	15	Phys lim: Unable to express emotion
10	EGO	0	15	Secret ID: Gregor Pasternik, former Cosmonaut
10	PRE	0	15	Unusual Looks: Anonymous, Featureless Mask & Costume, Emotionless Face (14-)
10	COM	0	20	Vuln: x2 Effect vs. all Mental Powers
10	PD	5	36	Villain Bonus
10	ED	8		
2	SPD	0		
10	REC	6		
20	END	0		
30	STUN	2		
Cost Powers				END
12	Penetration Advantage on STR (+1/2)			+2
9	x1/2 END cost on STR (including Penetration)			3
20	+4 Skill Levels with HTH combat			
10	+5" of Running			
174	Duplication (x256)			
3	English (Some Accent)			
0	Russian (Native tongue)			
COSTS: Char. Powers Total Disadv. Base				
36 + 228 = 264 = 164 + 100				
OCV: 3; DCV: 3; ECV: 3; Phases : 6,12				



Nicholas Trikelis was born in 1962 in Salonika, Greece. He is 6'2" and weighs 225 pounds. His shorts are red with white piping, and he wears Adidas running shoes (never Nikes). In civilian clothes, he tends to wear loose-fitting off-the-rack Soviet manufacture suits that make him look even larger than he really is. He likes to think of himself as a Greek god. He is dull, humorless, methodical, and not very bright, but he is enormously strong and proud of it. He is, as he will tell anyone who gives him a chance, a self-made man who struggled hard to become what he is.

The Trikelises are a family of over-achievers: best-selling authors, ship captains, ace pilots, and the like. When he was very young, Nicholas realized he was never going to be as smart as his siblings, nor would he be likely to match the intellectual accomplishments of his parents, who were both university professors. Still, he felt that he had to compete somehow, to succeed in something his siblings could not, in order to make his parents proud of him. He threw himself into athletics.

The youngest Trikelis soon mastered every sport. He captained the soccer team, and led his school to a national championship. He was not content, however, with just soccer. Everything was his challenge, from javelin-tossing to discus throwing, to bicycling, to boxing, to swimming, to running. He succeeded in everything except school.

Nicholas's failure to distinguish himself in academics brought him disdain from his siblings and pity from his parents. He found very little reason to stay home when the rest of his brothers and sisters were studying for college entrance exams he couldn't pass. As a result, Nicholas spent a lot of time hanging out on the streets with his jock friends, driving around, drinking, and behaving obnoxiously.

One night, shortly before the Greek national Olympic competition he was to enter in 1979, he accepted a dare from some of his friends to scale the fence at a nearby American military base and steal a jeep. An armed sentry spotted him and yelled for Nicholas to stop just moments after he had pole-vaulted over the fence. Nicholas sprinted for cover, but he couldn't outrace the sentry's bullets. One of the steel-jacketed pellets struck him in the head, and a moment later Nicholas lay bleeding on the asphalt outside the motor pool. As a result of this little escapade, Nicholas lost his right eye and was imprisoned in the stockade on the American base until well after the Olympic trials were over.

MARATHON (Supreme Soviets)

Val	Char	Cost	100+	Disadvantages
25	STR	15	20	Enraged: When takes Body, 14-, 11-
30	DEX	60	25	Hunted: Nike (Greek Superheroine), 11-
30	CON	40	15	Psych lim: Greek Chauvinist (irrational actions)
15	BODY	10	15	Psych lim: Anti-American (irrational actions)
10	INT	0	8	Psych lim: Arrogant (irrational actions) (x1/2)
11	EGO	2	8	Psych lim: Misogynist (x1/2)
13	PRE	3	5	Phys lim: One glass eye
10	COM	0	10	Phys lim: All physical characteristics lose 1pt./ 2days without steroids, up to a maximum of 5
10	PD	5	15	Secret ID: Nicholas Trikelis
10	ED	4	10	Unluck: 2D6
8	SPD	40	58	Villain Bonus
11	REC	0		
60	END	0		
43	STUN	0		

Cost	Powers	END
30	1/2 Resistant Damage Reduction (physical)	
10	1/4 Damage Reduction (energy)	
21	Multipower (OAF :Death-Dealing Sporting Goods)	
2 u	RadAR-Guided Rocket Javelin (2 1/2D6 RKA, No Range Mod) 1 recoverable	
2 u	Exploding Discus (2 1/2D6RKA Explosive Effect) (1)	
25	Martial Arts (7 1/2D6 Punch, 10D6 Kick)	
5	Pro Skill: Decathlete (14-)	
10	+5" Run	
3	1 level of Superleap (takes +1 phase, requires OAF : vaulting pole)	
3	Russian (Fluent w/ accent)	
3	English (Fluent w/ accent)	
0	Greek (native language)	

COSTS: Char. Powers Total Disadv. Base
179 + 110 = 289 = 189 + 100

OCV: 10; **DCV:** 10; **ECV:** 4; **Phases:** 2,3,5,6,8,9,11,12

Nicholas was furious. He blamed the Americans, saying that they had deliberately ruined his chance at Olympic glory because Greece had not bowed to American pressure to boycott the Moscow Olympics, and because he would have beaten the Americans if they had competed with him. This was the Americans' way of saying to the world that the Moscow Olympics were only second-rate.

For four years Nicholas dreamed of showing up the Americans. He trained incessantly, ignoring his family life and disdaining the women who offered themselves to him. He competed constantly in national and European athletic events. Nonetheless, a growing uncertainty gnawed away at his confidence. What if the Americans had some new champion, he wondered? He began to take steroids, at first in moderation, to take the edge off his performance anxiety. But as he took more and more steroids, he became more dependent on them, and more certain he would not get caught with the drugs that had been prohibited by the International Olympic Committee.

He was wrong. Ironically, it was an American working for the IOC drug-testing program who chose him to be one of those spot-checked for steroids right before the games. Nicholas Trikelis was sent home in disgrace.

Again, Nicholas was furious; and again he blamed the Americans for his own foolishness. This time, though, he was determined to make the Americans pay for excluding him from the Olympics. He bought some dynamite and a timer and constructed a crude satchel-bomb. He took his bomb to Athens, where he threw it discus-style into the courtyard of the American Embassy.

The Americans and the Greeks responded immediately, and chased Nicholas across rooftops and through alleyways all the way to the Soviet Embassy, where Nicholas requested asylum. The Soviets decided to protect Nicholas and to offer him a place on their Olympic team for 1988, after "appropriate counseling".

Nicholas never got that counseling. Sputnik was sent to retrieve him, and Nicholas was offered a place on the Supreme Soviets team, as Marathon.

As a result of his mad bombing and decision to join the Comintern, Marathon is now hunted by his sister (Alexandra Trikelis Dukakis), the sorceress Greek superheroine Nike. She feels that he not only betrayed his country, but also shamed his family, and that she has to redeem the family honor and defend her country by capturing him. He is her brother, though, so she won't try to hurt him seriously. Needless to say, Nicholas does not share Alexandra's views. He's willing to hurt her in order to stay free.

Now Nicholas works for the Supreme Soviets, doing whatever Col. Vasalov wants, though of course his favorite targets are American. And of course, he is still training for the 1992 Olympics.



Yuri Kamonov was born in Kiev, the Ukraine in 1934. He's 5'11", 195 pounds with reflective blue eyes and swept-back black hair greying in streaks. In civilian clothes, he dresses in classic American fifties style, in double-breasted pinstripe suits and black tie, and wears his Cosmonaut ring.

Yuri is a hard-working, gentle man, who just wanted to see the stars up close. He loves his wife, children, and his Siberian husky. He is

honest and decent, but he has a secret shame. Yuri Kamonov was the captain of the spaceflight that cost Gregor Pasternik (aka Soyuz) his mind.

Long before he piloted that luckless craft, Yuri was an outstanding graduate of the Soviet Air Force Academy, and the second Ukrainian Cosmonaut. He flew support missions in Korea, and resupply missions in Vietnam. Based on his work there, and the tireless efforts of his uncle (a Party delegate from Kiev), he was assigned to the Soviet space program.

Yuri's first two space missions were unremarkable. It was on his third mission when tragedy struck, and his ship was rammed by a radioactive meteor. This meteor was radar-elusive because of its configuration, and it came from behind the command center. Nonetheless, Kamonov still blames himself for the accident, and feels responsible for Pasternik's condition. This terrible accident that injured his friend endowed Yuri with the ability to fly without spacecraft.

Kamonov, as a member of the Soviet Air Force on loan to the Supreme Soviets, is bound to obey orders, but not necessarily to the letter. He won't kill except in the most dire emergency, and won't even come close to using lethal force unless he sees no alternative. He likes to avoid conflict, or resolve it by peaceful means such as talking or at most immobilizing his opponents. This "soft" attitude has gotten him in trouble with Col. Vasalov more than once, and each time he is dressed down for it, he promises to "do better" in the future. This softness has gone unnoticed by Peacekeeper, who hates Sputnik for humiliating him in front of news cameras on three different occasions. Fortunately for Kamonov, he is the only Cosmonaut superhero (unless you count the brain-damaged Soyuz and the exiled St. Peter's Star), so he has the full power of the Soviet Air Force behind him. That protects him against Vasalov to some extent, but his conflicts with the Colonel have effectively halted the progress of his career. Yuri thinks it's worth it to do the right thing.

His wife, Alexandria Kamonov, is a slender woman of medium height and medium build, with brown eyes and brown hair, which is greying prematurely in streaks. She is afraid of getting old, and has recently begun an affair with a younger Cosmonaut in order to reaffirm her youth.

SPUTNIK (Supreme Soviets)				
Val	Char	Cost	100+	Disadvantages
15	STR	5	5	DNPC: wife Alexandria, Soviet Air Force Pilot, 8-
18	DEX	24		
15	CON	10	20	Hunted: Peacekeeper (American hero), 8-
15	BODY	10		
15	INT	5	20	Psych lim: Loves his wife (Total Commitment)
13	EGO	6		
15	PRE	5	20	Psych lim: Protects Innocents (irrational)
18	COM	4		
15	PD	12	8	Psych lim: Curious about Space (x1/2)
15	ED	12		
4	SPD	12	8	Psych lim: Protective of Soyuz (irrat) (x1/2)
6	REC	0		
30	END	0	15	Secret ID: Yuri Kamonov, Ukrainian Cosmonaut
30	STUN	0		
			177	Villain Bonus
Cost Powers				
105	Multipower — Telekinesis Powers			
20 m	Flight (17") (usable on others, at range) (x1/4 END Cost)			1
21 m	Telekinetic Blast (7D6 Area Effect, Hexes, x1/4 END Cost)			1
21 m	Telekinesis (35 STR, Area Eff., Hexes, x 1/4 END)			1
40	Life Support (20 points, Area Effect, radius)			
20	Entanglement Gun (4D6 transparent entangle, OAF: gun, 14- Act., 8 charges)			
3	Professional Skill: Cosmonaut (12-)			
11	Combat Pilot (Single, double, multiple engine, jet aircraft, and military aircraft, 14-)			
4	Astrogation Science (13-)			16 +2 Combat Skill Levels
4	Navigation Science (13-)			0 Russian (Native) 3 English (Fluent w/ acc.)
COSTS: Char. Powers Total Disadv. Base				
	105	+ 268	= 373	= 273 + 100
OCV: 6; DCV: 6; ECV: 4; Phases: 3,6,9,12				

IVAN (Comintern)				
Val	Char	Cost	100+	Disadvantages
60	STR	50	15	DNPC: Catrinya Tiomkin, norm., 11-
18	DEX	24	10	Enraged: When U.S.S.R. is threatened, 8-, 8-
43	CON	66	20	Hunted: Golden Avenger, 8-
25	BODY	30	8	Psych lim: Hesitant to use full STR (irrational) (x1/2)
20	INT	10	8	Psych lim: Code Vs. Killing (irrational) (x1/2)
20	EGO	20	4	Psych lim: Refuses to endanger innocents (irrational) (x1/4)
40	PRE	30	20	Psych lim: Fervent Communist (Total Commitment)
14	COM	2	20	Psych lim: Never goes back on his word (Total Commitment)
30	PD	18	10	Phys lim: x 1/2 Movement in conditions of extreme heat
20	ED	11	10	Phys lim: heavy (250 kilos) (Common, slight)
5	SPD	22	10	Public ID: Dmitri Tiomkin
25	REC	12	10	Vuln: x1 1/2 vs. Power Drains, Transfers, and Destructions
86	END	0	10	Vuln: x1 1/2 Stun vs. Fire Attacks
93	STUN	16	460	Hero Bonus
Cost Powers				END
30	Full Damage Resistance			
5	Immune to Extreme Cold (Life Support)			
75	Growth (5 Levels, x1/2 END) (+25 ST, +25 PRE, +10 BODY, +5PD, +5ED, +10" RUN, -5" Knockback, 6.4 meters tall, 3200 kgs.) (Stats not added into characteristics above)			5
10	Telescopic Vision (x100) (Dependent on Growth, Costs END)			4
2	Microscopic Vision (x10) (Dependent on Growth, Costs END)			2
1	Ultraviolet Vision (Dependent on Growth, Costs END)			2
4	Parabolic Hearing (Dependent on Growth, Costs END)			3
1	Discriminatory Smell (Dependent on Growth, Costs END)			1
9	+3 Enhanced Vision			
4	Flash Defense (5 Cost, not when Grown, +1/4 Lim)			
5	Lack of Weakness (-5)			
55	x1/4 END on STR (up to 110)			5
73	Area Effect, One Hex advantage on STR (Dependent on Full Growth, 0 END)			
0	Russian (No Accent)			
1	English (basic knowledge)			
105	Teleport (30" combat T-port, x1/2 END)			7
40	+5 Combat Skill Levels			
3	Pro Skill: Miner (12-)			
2	KS: Oratory (11-)			
2	KS: Small Unit Tactics (11-)			
2	KS: Military Strategy (11-)			
2	KS: Military History (11-)			
3	English (Fluent w/ accent)			
COSTS: Char. Powers Total Disadv. Base				
311 + 381 = 692 = 592 + 100				
OCV: 6; DCV: 6; ECV: 7; Phases: 3,5,8,10,12				

Dmitri Tiomkin was born in the tiny Ukrainian village of Libunsk, 40 kilometers from Kiev, in the winter of 1944. He is a giant of a man, 6'6", and nearly 500 lbs, with dark brown eyes and a full, black beard. He wears black and white outfits that make him look like Santa Claus with the colors mixed up. He is jovial and lighthearted, kind and honorable. He always has a sweet word and a smile for everyone. He is very slow to anger, but when he does finally get enraged, there's no stopping him.

Dmitri is the national hero of the Soviet Union. He is the first of General Mayhem's twelve or more confirmed sons, and the only one of them to demonstrate superpowers. (Nobody knows for sure how many children General Mayhem had, not even the general himself, but various claims of upwards of 900 progeny are surely exaggerated. He was something of a womanizer, however, and additionally many women who did not have children by him claimed to, as his progeny and their mothers were always well cared for by the state.) Dmitri has inherited some of his father's prowess and resistance to cold, as well as his substantial weight. Unfortunately for Dmitri, he shares his father's relative vulnerability to fire and high heat, but not his father's complete command over the Russian winter environment. He also is vulnerable to loss of power, possibly because of the way his father gained his powers. He is, however, slightly more physically powerful than his father.

From an early age, General Mayhem taught his boy the importance of leadership, honor, courage, and strength, but tempered these feelings with an understanding of the necessity of restraint — a virtue reinforced when Dmitri accidentally broke his favorite horse's back in a fit of excitement. Ever since, Dmitri has been extremely reluctant to use his full strength in any endeavor other than mining — a pursuit in which he excels.

Dmitri's daughter Catrinya is a diminutive but powerful woman, with short brown hair and her father's dark eyes. She is very affectionate towards her heroic father, but often cold and distant to others. She is a well-trained battle-seasoned junior member of the Moscow Red Guard.

Dmitri was dubbed Ivan by non-Russians; he embodies almost all of the traits foreigners ascribe to Russians in general, so he was given the traditional generic Russian nickname. Inside the Soviet Union, and in official communiques, he is referred to as "Soviet Protector". This is such a dull name (it was thought up by some unimaginative Kremlin bureaucrat), that Dmitri prefers his own name, or variations on Ivan (Ivan the Terrible, Ivan the Wonderful, Ivan the Beautiful, etc.). Dmitri is not modest.



TOKAMAK (Comintern)										
Val	Char	Cost	100+ Disadvantages							
8	STR	-2	20	Hunted KGB, 8-						
20	DEX	30	25	Hunted: SAT, 11-						
35	CON	50	20	Code vs. Killing (Total Commitment)						
10	BODY	0	20	Psych lim: Afraid everyone is out to get her (irrational.)						
23	INT	13	8	Psych lim: Proud of Tokamak suit (x1/2)						
13	EGO	6	8	Psych lim: Hunting VIPER on a 11- (irrational) (x1/2)						
10	PRE	0	15	Secret ID: Anya Andreyev						
14	COM	2	90	Villain Bonus						
16	PD	14								
14	ED	7								
6	SPD	30								
9	REC	0								
70	END	0								
32	STUN	0								
Cost Powers			END							
15	Elemental Control — Plasma Powers (Tokamak Suit, OIF)									
a-33	9 1/2D6 EB, +1D6 Flash (Plasma Blast) (x1/2 END)				6					
b-15	18PD/18ED Force Field, 1/2 END				2					
c-15	18" Flight, 1/2 END				2					
d-16	N-Ray Vision, x100 Telescopic, costs END, 1/2 END (MesonVision)				5					
8	+10 1/2D6 to EB, 9+ Burnout (+2 1/2), 2 shots (+1 1/2), costs END(+1/2)x2END (+1) (OIF: suit) (+1/2)				22					
7	High Range Radio (OIF: suit)									
3	5 Pts. Flash Defense (OIF: suit)									
16	25 Pts. Life Support (OIF: suit)									
3	English (Fluent w/ accent)									
0	Russian									
5	Computer Programming									
2	Inventor									
3	Scientist									
4	Electronics (14-)									
11	Plasma Physics (20-)									
COSTS: Char. Powers Total Disadv. Base										
		150	+	156	=	306	=	206	+	100
OCV: 7; DCV: 7; ECV: 4; Phases: 2,4,6,8,10,12										

Anya Andreyev was born in Lithuania in 1962. She is 5'5", 115 pounds, with brown hair and brown eyes. She possesses a quick wit, an easy smile, and an uncanny resemblance to an American movie star. Her costume consists of a bulky padded red body suit with black trunks, gloves, boots, and star on the chest, with a red full face mask and a yellow visor. Her civilian clothes are of simple, conservative Russian manufacture.

Her father and mother were both factory workers at a local steel mill, but Anya's unusually high education test scores elevated her beyond her humble beginnings, and she attended Leningrad University, where she received both her undergraduate degree (in Nuclear physics) and graduate degree (in Plasma physics).

After finishing her education at the age of 21, she went to work on the Soviet Man Amplification Project at the remote Siberian Research Station Lambda. There, she worked on the details of the miniaturization of the Tokamak Reactor which would provide the primary power source for the ultimate personal military weapon.

The Soviet super-soldier project was not allowed to continue unimpeded. An American exchange student in Moscow picked up enough random information in the academic community to convince Washington of the existence and status of the Man Amplification Project. Washington could not act directly on the information without risking a major diplomatic incident and possibly war but officials in the NSC could leak the information to VIPER.

VIPER engaged several supervillains, including the dreaded Stainless Steel Samurai, and they assembled a major task force in order to launch an attack on the research station. The attack came in the middle of a snowstorm, when visibility and communications were especially poor. The base's defenders, including Sputnik and Soyuz, were quickly overrun.

Acting immediately, almost without thinking, Anya donned the untried prototype Tokamak suit, and flew into the snowstorm. She frantically called for help on a walkie-talkie she had grabbed from a fallen VIPER agent. This led both VIPER and the Soviet Air Force to her. She fought side-by-side with her communist comrades against the invading horde for over an hour, until the arrival of crack paratroops convinced the Stainless Steel Samurai that retreat was in order. He led his troops back into the sea, where they were picked up by waiting VIPER submarines.

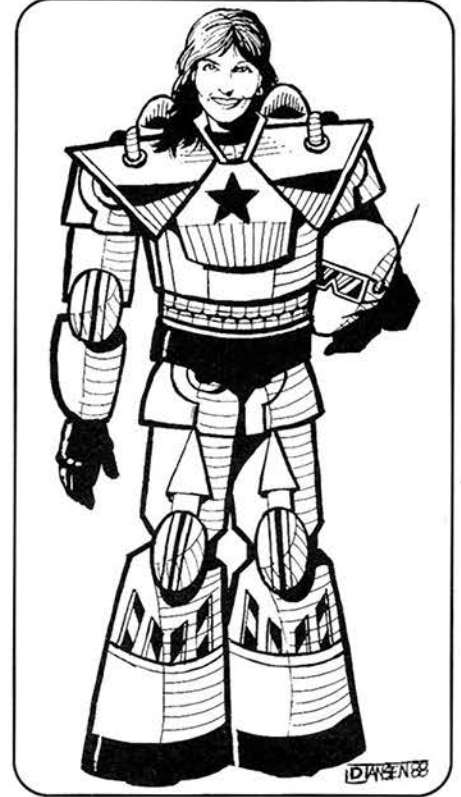
While a short submarine battle ensued in the Siberian seas, Anya returned to Station Lambda, where she saw a scene straight out of "The Battleship Potemkin". Almost everyone who had been at the base was dead, killed by the ray-guns and automatic weapons of VIPER. Seeing all of her friends and co-workers massacred like cattle was too much for Anya. Right then and there, she swore she would avenge her fallen comrades by destroying VIPER.

She would have flown off right away, if not for the presence of Sputnik, who was able to effectively ground her. He convinced her that she should forestall her revenge against VIPER long enough for her to get some help — The Supreme Soviets.

When the Supreme Soviets arrived, they were not happy. Col. Vasalov was in a particularly foul mood, having been castigated by the Ministers of Science and Defense for failing to provide adequate security for the research station. He demanded that Anya turn over the Tokamak suit to him immediately, and she adamantly refused. For a few tense moments, it seemed as if she were going to attack the colonel, and the People's Commando and Loupe Garoux were going to kill her — destroying the prototype supersuit in the process. Sputnik stepped in the way, averting a potentially catastrophic mistake.

Sputnik proposed that Anya be allowed to keep the suit until VIPER and the Stainless Steel Samurai were appropriately dealt with. In return, she was to swear to work for the Supreme Soviets until then, and to begin work on duplicating the Tokamak suit. Both sides agreed, and Anya became Russia's newest heroine.

Since then, Anya has improved the old suit design considerably, adding life-support, increased power, and a mammoth overcharge blast. She also installed a helmet radio and refined the suit's meson vision (N-ray) capabilities. Her work in duplicating the suit has been slow, because so much of the materials and blueprints needed for the suit were destroyed in the VIPER attack on the research station.



SCARLET SENTINEL (Comintern)

Val	Char	Cost	100+ Disadvantages
20/60	STR	10	16: Berserk: If Teleported, 14-, 8-
18	DEX	24	15 Dependence: (Robot Armor — CACAM) on human occupation, 1/day, 3D6
20/40	CON	20	15 Enraged: When Innocents Killed, 14-, 11-
10/22	BODY	0	30 Hunted: Various Intelligence agencies, 14-
18	INT	8	25 Hunted: Plasma Ranger, 11-
14	EGO	8	20 Psych lim: Code vs. Killing (Total Commitment)
10/30	PRE	0	20 Psych lim: Double Agent (Total Commitment)
10	COM	0	10 Psych lim: Overconfident in Combat (x1/2)
4/20	PD	0	5 Psych lim: Curious (x1/2)
4/20	ED	0	10 Phys lim: Can't Swim
5	SPD	22	12: Phys lim: Loses "limb" if takes 3+ body after Armor
8	REC	0	5 Phys lim: Extra Body must be repaired (not heal) (x1/2)
40	END	0	5 Phys lim: Suit explodes if destroyed by Depend (x1/2)
30	STUN	0	15 Secret ID: Hans Borscht
x256mass (25,600 kilos), -8"Knockback, 5 meters tall, 2 1/2hex reach, +8" Running, x2 1/2 Range Mod Multiple			12: Susc: +3D6 vs. Electricity
			4: Susc: 1D6 vs. Reprogram.
			15 Vuln: x 1 1/2 Stun vs. Explosions & Shockwaves
			15 Vuln: x 1 1/2 Stun vs. Knockback and Falling
HFO: (Robot Suit)			

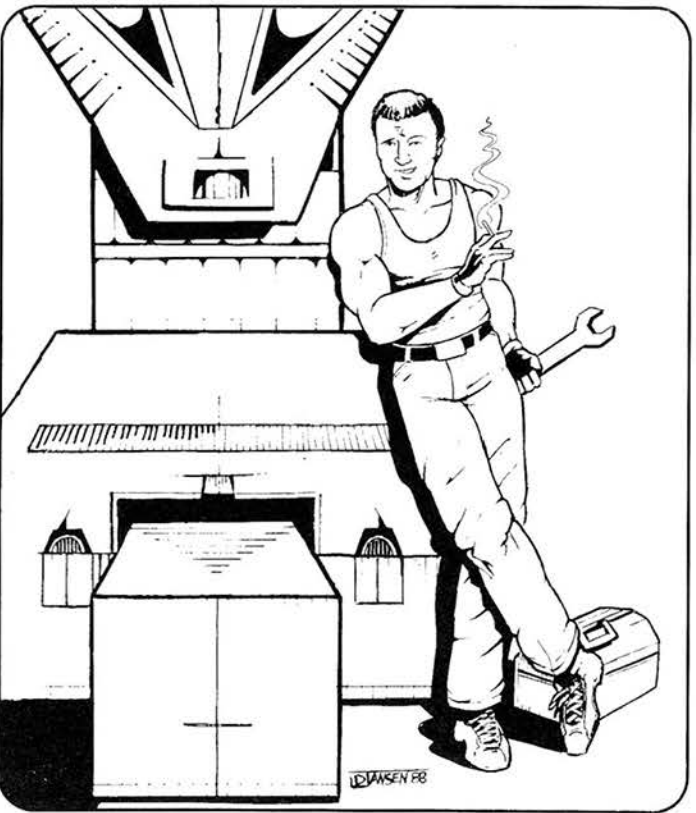
Cost	Powers	END
27:	EC — Robot Powers (80 Active Point Base)	16
a-26	Growth (4 levels, always on)	
b-26	Density Increase (4 levels, always on)	
c-13	8D6 EB (no range mod, x64 charges, +1/2 phase activation time, OAF: Blaster Rifle)	
d-13	2 1/2D6 HKA (Area Effect, One Hex, Armor-Piercing, +1/2 phase activation time, OAF: Sword)	
e-21	Force Wall (16ED), vs. Teleport ONLY (+1/2 limit.), fully invisible, (x4 charges, last 2 turns each)	
f-26	Superleap (8 levels) (x256 distance, 1024"up, 2048") (+1/2 phase activation time)	
g-20	Armor (+20PD, +20ED, Hardened, 14- Act.)	
5	x1/2 END on first 20 STR	
10:	24 pts Ego Def.(costs END, +1/2 phase activ. time)	
10:	Power Defense (costs END, +1/2 phase activation time) (20 points)	
4:	Flash Defense (5 points)	
4:	Lack of Weakness (-5 to roll)	
16:	Life Support (space)	
12:	Telescopic Vision (x10)	
12:	Parabolic Hearing	
5	Computer Programming (13-)	
	4 Robotics (13-)	
	3 Russian (Fluent w/ acc.)	
	3 English (Fluent w/ acc.)	
	0 German is native lang.	
	20 Martial Arts	
COSTS: Char. Powers Total Disadv. Base 92 + 280 = 374 = 274 + 100		
OCV:6; DCV:6; ECV:5; Phases:3,5,8,10,12		

Remote Control Option: A sophisticated set of biofeedback relays and radio controls permit the user to stay thousands of miles from the actual site of combat. Treat this as all powers usable at range, no range mod, OAF: robot, not usable under water. Cost for this option = 295 points.

Hans Borscht was born in Bonn, West Germany in 1961. Hans is 5'7", 165 lbs., with sandy blond hair and dark brown eyes. His civilian dress is casual, often consisting of army fatigues or khakis and plain white t-shirts. He is an intense, driven, sometimes arrogant man, with little time for small talk or small ideas. His demeanor is that of a survivor — a tough man who struggled through hard times, scrapping his way to the top of every heap. The Scarlet Sentinel robot is a 16 foot tall anthropomorphic tank. It is all red, except at the joints (steel-grey), the blaster cannon (red w/ styled black flame painted around the muzzle), the sword (red, with a bright steel blade), and the head (yellow star on the forehead). Hans worked all the way through "der Goethe Gymnasium" (his high school), sometimes as a grocery clerk, later writing inventory control programs for local businesses. Throughout his school days, Hans was a scrapper, always standing up to bullies to save other kids' lunch money, and often picking fights with rich kids just to prove he was better than they were. He was almost expelled twice, and was noticed by a local boxing coach, who taught him how to fight and took him to the German National Championships, where he placed third.

Somehow, his mother arranged for Hans to study Computer Science at the Northeastern University in the U.S., where he met some of the leaders in the field, and developed an interest in cybernetics and robotics. Hans was all set for a dazzling career working for Crown Enterprises, when he received a telegram telling him his mother had died.

When he returned to the Federal Republic of Germany, Hans found some unfamiliar faces at this mother's funeral. These men told Hans that his mother had been a double agent after World War II — a sort of German Mata Hari, who did great damage to the Soviet Union in the post-war years. They also told Hans that they were western security agents assigned to him, and that they wanted him to follow in his mother's footsteps. According to these men, his mother had been killed by East German agents with a new type of poison almost impossible to detect in a conventional autopsy. Because of his relative youth and considerable technical expertise, Hans was told he would be a perfect catch for the Soviets were he to "defect", and they would not look too hard at his credentials or his motives. Hans told the agents he would consider their offer, and asked for some time to think it over.



While he was thinking, Hans sold his mother's house and car, and used the money to build the Scarlet Sentinel robot-suit. With the tank-like abilities of the Scarlet Sentinel—then known as the Peace Warder—Hans went on a showy spree of crime-fighting, stomping getaway cars into mush and blasting criminals into the hospital. Hans was very careful to avoid injuring any innocents (and in fact twice let criminals go because they had hostages—he caught up with them later) but he was not so careful about property damage.

The political condemnation of the Scarlet Sentinel's "rampage", combined with an ugly confrontation with the Reichstag over anti-crime legislation and action to severely restrict his freedom of movement in population centers (which amount to roughly 95% of West Germany), led the Peace Warder to defect to East Germany, where he was welcomed into the Comintern (and given a new name). Two weeks later, NATO intelligence received their first report from inside the Supreme Soviets. Since then, reports have been sketchy and few—due to the close watch the Soviets have on Hans—but the Scarlet Sentinel is definitely on our side.

As a double agent, Hans' primary mission is to pass information on to the West. Moreover, he tries to keep the loss of Western lives to a minimum (his favorite part of the job), and mess up the occasional Soviet mission.

The Scarlet Sentinel is a robot warrior computer-interfaced with a human operator, otherwise known as a CACAM (Combat-Able Cybernetic Anthropomorphic Machine). Theoretically, Scarlet Sentinel could operate independently for limited tasks, but Hans hasn't tried it yet, largely due to the lack of opportunity to test independent-operation and remote-control software. The Sentinel is built like a tank—heavily armored on the head and chest area (where the operator sits), and more lightly armored on the arms and legs, where all that needs to be protected are servo-motors. As a consequence, the robot is relatively vulnerable to loss of firepower and mobility (its "limbs" can be destroyed), but the control apparatus and operator compartment are practically impervious to harm.

The operator compartment is snug and padded, but the protection works less well when faced with attacks that jar the occupant, such as concussive explosions, shockwaves, and falling. Also, the craft is extremely massive, requiring large space to maneuver, as well as destroying even the highest-quality steel-reinforced roads. Of course, the unit does not float. These problems are compensated for by the ability of the craft to launch itself over a mile in the air. Other drawbacks to this flexible and maneuverable design include the length of time required to activate the somewhat ponderous weapons, and the potential for operator exhaustion and other negative input through the bio-feedback controls. One design flaw the operator is not yet aware of is the tendency of the biofeedback controls to go haywire when subjected to the unique stresses of teleportation, with potentially catastrophic results.

One last difficulty of the system is if the unit is left unoccupied by a human hooked up to the bio-feedback controls for more than twenty-four hours, it undergoes a rapid, loud electronic deterioration process culminating in an explosive short-circuit of the main power system. This destroys the unit utterly. (To calculate the damage, add up all of the active points in undamaged powers on the robot, and divide that figure by 7.5. Normally, the explosion will be 53D6+1, but damage to the robot may substantially reduce this figure.)

True Blue Communist Option: Hans learned that his mother was in fact an East German agent spying on the West, and has decided to follow her path. He has cut off all contact with the German intelligence agencies that sent him East, and has become one of the Comintern's most loyal agents.



Karelia Sholokov was born in Leningrad in 1952. She is around 5'10", 160 pounds. She has brown eyes and medium length brown hair tied back. She wears simple clothing and has simple mannerisms. She is a handsome, rather than glamorous, woman.

She has five children that she supported with her factory job; her husband died of a heart attack three years ago. She is a good mother, if a little severe, and she loves her children. She really had nowhere to go—no ambition in life. She just wanted to be left alone—and not surprisingly, most people followed her wishes.

But not everyone is so obliging. After she was tagged as a mutant, Karelia was taken to the Comintern training facility, where it was hoped that she would help keep the others in line. She did, and in return her children were sent to the finest academies in Leningrad. Now, she helps Col. Vasalov keep his people in line—particularly Red Shield and Nemesis.

Peristroika and Sputnik have formed a sort of "artificial family" in order to protect and nurture Soyuz, in hopes of speeding his eventual recovery. Soyuz reminds Karelia of her youngest son, who was born with Down's syndrome, and so she is naturally protective of him.

PERISTROIKA (Comintern)						
Val	Char	Cost	100+	Disadvantages		
15	STR	5	20	Hunted: Parapsychological Studies Institute (PSI), 8-		
11	DEX	3				
18	CON	16	20	Psych lim: Code vs. Killing (Total Commitment)		
13	BODY	6				
8	INT	-2	20	Psych lim: Committed to the Soviet Way Of Life (Total Commitment)		
18	EGO	16				
13	PRE	3	20	Psych lim: Follows Orders (irrational actions)		
8	COM	-1				
4	PD	1	10	Unluck: 2D6		
4	ED	0	10	Vuln: x2 vs. Mind Scan		
3	SPD	9	103	Villain Bonus		
7	REC	0				
36	END	0				
30	STUN	0				
Cost Powers						
50	Elemental Control — "A New Way Of Thinking" *					
a-50	6D6 Mind Control (Area Effect (+1), Extended Area (x4) (+1/2), area is 24 hex radius, Normally Invisible), x1/4 END,				3	
b-50	1 1/2D6 Ego Drain (Area Effect (+1), Extended Area (x4) (+1/2), area is 24 hex radius, Normally Invisible) x1/4 END cost				3	
72	2D6 Psychic Energy Absorption as a defense, linked with 1D6 Psychic Damage Shield (INT Drain, usable at range, ego-based) (0 END), Normally Invisible, absorbs to Ego.					
22	Danger Sense (15-)					
3	English (Fluent w/ accent)					
* powers are voice-dependent (+1/2 limitation)						
COSTS:						
	Char.	Powers	Total	Disadv.	Base	
	56	+ 247	= 303	= 203	+ 100	
OCV: 4; DCV: 4; ECV: 6; Phases: 4,8,12						

RED SHIELD (Comintern)				
Val	Char	Cost	100+ Disadvantages	
30	STR	20	20	Enraged: if companion or innocent injured 14-, 8-
20	DEX	30		
25	CON	30	25	Hunted: Golden Avenger, 11-
15	BODY	10	30	Hunted: PRIMUS, 11-
13	INT	3	10	Hunted: SAT, 8- (x1/2)
18	EGO	16	10	Psych lim: Sworn to Protect Innocents
20	PRE	10		
14	COM	2	10	Psych lim: Always keeps his word
17	PD	11	5	Psych lim: Doesn't understand women (x1/2)
17	ED	12		
5	SPD	20	5	Psych lim: Reluctant to attack American targets, especially Golden Avenger (x1/2)
11	REC	0		
50	END	0		
43	STUN	0	10	Public ID: Lyndon Johnson Kaufman
Cost Powers		END		
33	50 pt. Multipower — Shield (OIF)			
3 u	Missile Deflection usable on others on a 13-Armor (12PD/12ED), Hardened Defenses, (only usable against attacks he is aware of(+1/4), only to the front and sides (+1/4), Act. 14-)		0	
2 u	Physical Blast, A.P. (6D6)		9	
3 u	+4D6 to STR damage, adds AP to STR on a 11-, 1/4 END		2	
10	+2 Multipower Skill Levels			
8	Laser Pistol, 3D6 RKA, OAF, Act. on a 11-, Burnout on a 12+, 4 charges			
12	2D6 RKA, OAF, 9 shots — Malekov .45 automatic pistol			
10	1/2 Damage Resistance vs. All KA's (OIF: suit)			
10	+5" Running	5	1/2 END on STR on a 14-	
3	+1 Sight Perception	7	10 Cost Power Def. on a 14-Rolls	
15	+3 OCV HTH	3	Russian (fluent w/ accent)	
		0	English (Native tongue)	
COSTS: Char. Powers Total Disadv. Base				
164 + 123 = 287 = 187 + 100				
OCV: 7; DCV: 7; ECV: 6; Phases: 3,5,8,10,12				

Lyndon Johnson Kaufman was born July 5, 1965 in Roanoke, Indiana. He stands 6'1", weighs 230 pounds, and has wavy blond hair and bright blue eyes. He is an unusually melancholy and cynical young man who is just as willing to make caustic remarks as he is to sit in sullen silence, playing with his yo-yo.

Lyndon's early years were happy ones, if a bit unstable. He was an Air Force brat, and consequently traveled all over the world, living nowhere for more than a few years at a time. His father, Major General Andrew Jackson Kaufman was a busy but affectionate man who took the time to impart words of wisdom and a love of the military on his son. His mother, June Booth Kaufman, a traditional housewife, died right after the elder Johnson was made a Colonel, when Lyndon was twelve. As a result of his mother's death and his father's steadily increasing responsibility at the Pentagon, Lyndon's teen years were confused and often without guidance.

Lyndon was sent to The Fortress, a military-style high school, where he was a constant troublemaker. After two years of increasing conflict with upperclassmen and school officials (including one occasion where he dislocated another boy's shoulder), he was expelled. He spent his junior and senior years at a small public school a few blocks from his father's office, where he encountered poverty and discrimination for the first time. He became very depressed and received his diploma only through the good graces of a too-lenient guidance counselor.

After his graduation, Lyndon had neither plans nor direction for his future. He just stayed with his Dad while he pretended to look for a job, but actually spent his days playing pool and video games. After about a month of this, General Kaufman suggested that his son look into joining the military. Lyndon did his best to avoid acting on the idea, but finally his father twisted his arm, and Lyndon joined the Navy, where he excelled. Shortly after basic training, Lyndon applied for special training, was accepted, and became a SEAL diver.

After six months with the SEALs, Lyndon seemed to have put his entire life in order. Nonetheless, some of his old troubles had followed him into the Navy. The boy whose shoulder he had dislocated was his commander's son, and saw to it that Lyndon had a rough time. At Christmas, Lyndon told his father about this.

Well, Air Force General Andrew Jackson Kaufman was not one to let this sort of harassment of his boy go on. He picked up the phone as soon as Lyndon's three-day pass expired, and called his brother, Robert Washington Kaufman (aka Golden Avenger), and arranged for Lyndon to be transferred to PRIMUS, the leading American super-soldier group.

Golden Avenger took good care of his nephew. He saw to it that Lyndon was placed in the training class for Silver Avenger candidates. G.A. even took Lyndon aside and gave him extra training and pointers when it looked like he was falling behind in his studies. His fellow S.A. candidates called him "Baby", or "Copper Avenger", but he kept at it while many of them fell by the wayside. Thanks to the personal attention of his uncle, and a lucky favorable response to the PRIMUS drug treatments, Lyndon Kaufman became the youngest Silver Avenger.

He served admirably for several months in the Miami PRIMUS office, and even appeared as a guest-star in the "Style over Vice" TV show filmed there. He probably would have stayed there forever, if he hadn't been called in to work on an SAT mission in Central America.



Even though it was highly irregular, the request for his help in the operation came from a government official Lyndon knew he couldn't turn down. He went to the tiny "terrorist" nation of Guamanga, where his job was to patrol the forest while the "libertados" mined the Guamanga River, a vital Guamangan trade route.

He did a good job. A government patrol came near the site, and he KO'd the whole group while they fired only two small bursts. Shortly afterward he returned to the rendezvous point. As he arrived, the "libertados" where just laying the last mine. They had had no serious problems so far.

As the group was packing up their equipment to leave, a small fishing boat with two drunken teenage couples came floating down the river. They struck one of the mines.

Lyndon tried to leap into the river, to rescue the two who didn't sink after the blast, but SAT agents held him back, to reason with him. "If you rescue those two, the whole mission's blown. The whole world will know this was an American operation." Lyndon was frozen in indecision, caught between his patriotism and his compassion, long enough for the last of the teens to drown.

He exploded in raw anger, destroying the camp and all the equipment, and killing the SAT agents and libertados who weren't smart enough and quick enough to run away.

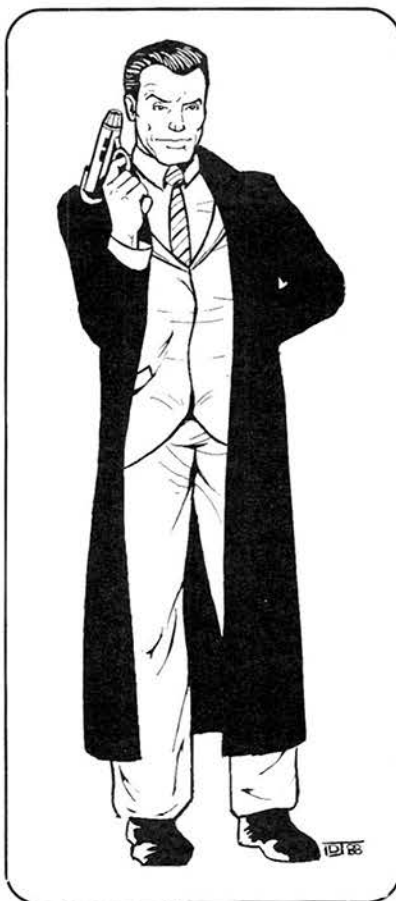
Lyndon headed into the hills, where he stayed for eight days, living off the land. On the ninth day, he came down from the hills, into the capital city of Wocara. Wracked with guilt, he carried one of the victims with him to the steps of the capitol, where he lay his decayed body on the steps like a peace offering.

In the days that followed, Wocara was a media circus, and Lyndon Johnson Kaufman was the center ring. He was denounced as a traitor in America. Guamanga asked him to leave in order to prevent reprisals. The Comintern offered him a refuge. He had little choice but to accept.

Today, Lyndon Johnson Kaufman is synonymous with Benedict Arnold in the minds of many Americans. PRIMUS and the U.S. government want him to rot in jail, or fry in the electric chair. Worse than that, for Lyndon at least, is the fact that Golden Avenger has taken all this personally. He has sworn to bring Lyndon in, or die trying.

Naturally, the Supreme Soviets have a vested interest in keeping Lyndon free and alive. He is a living embodiment of a terrible embarrassment for their arch-enemies. As a result they have trained him intensely in order to make up for the fact that, as predicted, some of the effects from the super-soldier treatments have worn off without booster shots. In addition, they have armed Lyndon with the finest in cutting-edge, state-of-the-art portable Russian super-weaponry, designed especially to counter PRIMUS agents, including the Golden Avenger. This includes a sharp-edged, aerodynamic shield (laser-carved out of the hull of a crashed alien space scoutcraft) that is directed through magnetic controls concealed inside his costume and the shield.

In order to keep Lyndon in the Soviet Union, the state gives him everything he wants (which has greatly improved Lyndon's standard of living). Col. Vasalov, Disinformers and Sputnik are all under orders to "be his friends", and the KGB has tried several times without success to generate a love interest. Whether Lyndon just isn't interested, or he isn't planning on staying and doesn't want the entanglement, or just can't figure out girls is a question really only Lyndon knows the answer to. In any event, he is now the token American in the Comintern.



DISINFORMER (Comintern)

Val	Char	Cost	100+	Disadvantages
15	STR	5	10	Monitored: Soviet security agencies, 8-
18	DEX	24		
23	CON	26	25	Hunted: CIA, 11-
10	BODY	0	20	Psych lim: Committed to the Defense of the Motherland (Total Commitment)
20	INT	10		
14	EGO	8		
15	PRE	5	20	Psych lim: Never Fails, Never Gives Up (Meticulous Planner)
14	COM	2		
10	PD	7	10	Psych lim: Obeys Orders (irrational) (x1/2)
8	ED	3		
7	SPD	42	15	Secret ID: Major Antioch Derzahavin
10	REC	4		
40	END	-3	168	Villain Bonus
30	STUN	0		

Cost Powers **END**

60	Gadget Pool (50 Cost OAF , only changes at HQ)			
5	PS: Actor, 14-			
30	KS: CIA (14-), KGB (14-), NATO (14-), Middle Eastern Culture(14-), Israel (14-), South America(14-)			
30	Idiomatic In: Russian, German, Spanish, Portuguese, Hebrew, Arabic, English			
5	Contortionist (14-)		10	Swinging (10")
15	Martial Artist (4 1/2D6, 6D6)		5	Stealth (13-)
5	Escape Artist (14-)		5	Security Systems (13-)
50	+5 Overall Skill Levels		15	Disguise (17-)

COSTS:	Char.	Powers	Total	Disadv.	Base
	133	+ 235	= 368	= 268	+ 100

OCV: 6; DCV: 6; ECV: 5; Phases: 2,4,6,7,9,11,12

Antioch Derzahavin was born in Moscow, R.F.S.S.R. in 1949. He is 5'8", 165 pounds, and has brown hair and brown eyes. He possesses an almost unconscious chameleon-like ability to fit into any situation, among any group of people, almost anywhere in the world. He has no distinguishing physical characteristics or habits. He is so average, so normal, as to be almost frightening.

Antioch's father was a soldier, as was his father before him, as was his father before him. His great-great-great-great grandfather was a spy in the wars against Napoleon. He has never doubted what he would be, or questioned why. He is simply following an honored family tradition of rising to the defense of Mother Russia.

Antioch's career in the KGB began in 1959, and he has served his country in every conflict since then, including the 'cold war', 'detente', and 'glasnost'. He has been all over the world, often on several sides of a conflict, and always ending up with the winners, with the exception of the wars against Israel, where his superiors ignored his caveats about Israeli strength and determination.

Disinformers really enjoys the opportunity to work with Col. Vasalov, with whom he has a close personal and professional rapport, as well as a standing racquetball game every Wednesday afternoon. He does not like to lose. He intends to follow Colonel Vasalov and Ivan to the pinnacle of power, and then win the final game.

Note: Antioch does not invent his gadgets, he is assigned them through KGB headquarters in Moscow.

NEMESIS: "The Polish Powerhouse" (Comintern)					
Val	Char	Cost	100+	Disadvantages	
20	STR	10	20	Enraged: When Captured, 14-, 11-	
20	DEX	30	25	Hunted: Dr. Destroyer, 11-	
40	CON	60	25	Hunted: VIPER, 8-	
15	BODY	10	20	Psych lim: Code vs. Killing (Total Commitment)	
10	INT	0	20	Psych lim: Protects Innocents (irrational)	
10	EGO	0	10	Psych lim: Hatred of Brainwashing (Total Commitment) (x1/2)	
30	PRE	20	15	Phys lim: Clumsy (tends to knock things over, etc.)	
20	COM	5	15	Secret ID: Constantin Kowalski	
10	PD	6	15	Susp: +3D6 to electrical attacks that penetrate defenses	
10	ED	2	10	Unluck: 2D6	
7	SPD	40	10	Vuln: x1 1/2 Stun vs. Water-based Attacks	
20	REC	16	120	Hero Bonus	
80	END	0			
55	STUN	10			
Cost Powers			END		
28	EC — Electrical Powers (not usable in water, +1/4)				
a-28	Flight (20", x1/8 END)				0
b-28	Force Field (20PD/20ED, x 1/8 END)				1
c-32	6D6 Electrical Flash (x1/2 END)				6
d-32	12D6 Energy Blast (x1/2 END)				6
3	Electrical Engineering (12-)				
9	Computer Programming (13-)				
10	Gadgeteering (Electrical Gadgets Only, +1/2 limitation, 16-)				
10	+2 Skill Levels with Elemental Control				
10	+5" swimming				
3	Russian (Fluent w/ accent)				
3	English (Fluent w/ accent)				
0	Polish (Native language)				
COSTS: Char. Powers Total Disadv. Base					
209 + 186 = 395 = 295 + 100					
OCV: 7; DCV: 7; ECV: 3; Phases: 2,4,6,7,9,11,12					

Constantin Kowalski was born in the Polish port city of Gdansk in 1963. He is 6'2", 201 lbs., with light blond hair and blue eyes. His civilian clothing is plain and a little casual, and often includes a white lab-coat. He is good-hearted and cheerful, if a little oafish at times. He offends people by accident, never on purpose (unless he thinks they're mind-controllers, in which case he swears like a sailor whose shore leave has just been cancelled).

Constantin was brought up to be a good patriotic socialist citizen. He likes his country, and has never seriously considered leaving it for any extended length of time. He has studied electrical engineering at the Novibrusk Electrical Institute and works as an engineer's assistant at the Gdansk power plant.

He gained his powers (including an almost empathic ability with electrical devices) as a result of a gas leak during a field test of an advanced power-distribution process involving superconductivity. The whole section of the plant where he worked was destroyed, and dozens were killed or injured, but Constantin emerged without a scratch. It was while he was leading the rescue effort to help his co-workers trapped in the rubble that he first discovered his powers. He used his lightning blast to clear away the rubble, his flash to illuminate the underground areas where power had been cut off, and he used his flight to ferry the injured to local hospitals.

After the emergency was dealt with, he returned to the power plant, where he took over the power-generating duties of the damaged portion of the plant for three days. His feat generated wide press coverage, but a sense of modesty caused Constantin to

mask his identity and claim he was "nobody special" when questioned. Of course, neither the Polish State Security nor the press were satisfied with that, so he became "Poland's Mystery Hero". After a brief period of rest following his power-generating exploits, Constantin called on the Polish head of state and revealed his identity to him, thus satisfying the curious apparatchniks of state security.

Hearing of this stupendous feat, Dr. Destroyer decided to kidnap and brainwash the new hero in order to provide the power for his latest scheme for world conquest. Kowalski eventually broke the doctor's conditioning with the help of an American super-team, and helped defeat Dr. Destroyer's vicious plans. Dr. Destroyer vowed vengeance on his hated "nemesis" in his usual loud way, and thus provided Constantin Kowalski with the hero name he had been looking for.

Nemesis returned to Poland after all that was over, having made a fairly auspicious debut on the world stage. Since then, though, even while evading VIPER kidnapping attempts (they wanted free energy too), he has been one of the clumsiest, heroes ever. One of the American heroes he fought along with in his premier adventure thinks this may be a lingering side-effect of the brainwashing he suffered, but no one wants to get close enough to find out for sure.

Nemesis has been severely traumatized by the brainwashing he suffered at Dr. Destroyer's hands, and is still very angry and resentful towards anyone who attempts that sort of thing. If he is reminded strongly of his captivity, he goes into an almost berserk rage. Also, if hit with water or extremely large amounts of electricity, he tends to "short out" and either take additional damage or have his powers shut down. Fortunately, his increased characteristics are immune to this effect.



BOLSHEVIK BARRACUDA (USSR)

Val	Char	Cost	100+	Disadvantages
15/75*	STR	29	15	Dependence: Water, 1/day, 2D6
23	DEX	39	20	Hunted: Soolurin crew, 8-
15/28*	CON	20	20	Psych lim: Code vs. Killing Aquatic Creatures (Total Commitment)
15	BODY	10		
10	INT	0	15	Psych lim: Protective of Aquatic Creatures (irrational)
14	EGO	8		
10/20*	PRE	4	10	Psych lim: Loyal to USSR (x1/2)
14	COM	2	15	Secret ID Leonid Leoniv
10/35*	PD	12	10	Susc: 2D6 vs. Tar, glue, etc.
10/35*	ED	16	5	Unusual Looks: Green Hair & Gills, 8-
6	SPD	27		
6/21*	REC	0	45	Vuln: x2 Stun, x1 1/2 Body vs. Heat attacks
30/56*	END	0		
30/67	STUN	0	79	Villain Bonus:

Cost Powers**END**

18	EC — Fish Powers (90 active Points); only in water (+1 1/2 limitation)	
a-18	Swimming (32", x1/4 END)	1
b-18	Water Blast (12D6, x 1/4 END)	1
c-20	Shapeshift (only into aquatic creatures, x1/2 or x2 size)(x1/16 END)	0
40	Heat Blast (12D6); only out of water (+1/2 limitation)	12
25	Passive Sonar	
15	+5 Skill Levels w/ sonar	
5	5 pts Life Support	
2	PS: Fisherman/sailor (11-)	
1	Familiarity: Sea-dwelling space aliens (8-)	
2	KS: Aquatic creatures (11-)	
0	Russian (Fluent)	
3	English (Fluent)	

* — Only in water.

COSTS: Char. Powers Total Disadv. Base
167 + 167 = 334 = 234 + 100

OCV: 8; **DCV:** 8; **ECV:** 5; **Phases:** 2,4,6,8,10,12

Leonid Leoniv was born in Vladivostok, Russian Soviet Federated Socialist Republic, in 1962. He is 6'3", 220 lbs, with green hair and light blue eyes, and gills on his neck. He is friendly and genial, perfectly willing to have guests in his domain (the Pacific Ocean and Sea of Japan). He is something of a loner, preferring the company of fish and whales to people.

Leonid was a fisherman sailor from an early age. His father had high hopes for Leonid's education, perhaps as a marine biologist. The elder Leoniv taught his son everything he knew about the sea. The two were a widely renowned pair in Vladivostok.

A few years ago, late in the afternoon while the Leoniv's were far out to sea, the sun was suddenly eclipsed and the weather suddenly went berserk. Clouds formed out of nowhere and a typhoon arose in minutes. The Leoniv's did their best to return to shore, but their best wasn't enough. They were dragged down to the bottom of the sea in a whirlpool. At the bottom of the whirlpool was a craft of the alien Soolurlin (a sea-native spacefaring race). The Soolurlin saved Leonid, but were unable to save his father. They performed extensive genetic and physical surgery on Leonid, with great success. Leonid became an immensely powerful and highly adaptable sea creature. He became enraged, however, when he discovered the aliens were responsible for his father's death, and destroyed their ship.

Bolshevik Barracuda is that increasingly rare creature, an independent Russian superhero. He operates primarily in Russian coastal waters, and often communicates his information to the Soviet Navy, particularly their submarine corps, but he is not subject to orders from anyone.

The Soolurin treatments have left him able to breath water, but have reduced his ability to survive on land for extended periods of time. He can be suffocated by tar, glue, gum, etc., clogging his gills. His appearance was also somewhat changed by the treatments, and he now becomes severely dehydrated more easily than a normal man.



GENERAL MAYHEM (USSR)

Val	Char	Cost	100+	Disadvantages
50	STR	40	10	DNPC: Woman of the day
18	DEX	24	10	Enraged: When U.S.S.R. is threatened, 8-, 8-
43	CON	66		
20	BODY	20	35	Hunted: Nazi Villains, 14-
15	INT	5	20	Psych lim: Fervent Communist (Total Commitment)
23	EGO	26		
40	PRE	25	20	Psych lim: Never goes back on his word. (Total Commitment)
8	COM	-1		
35	PD	25	10	Psych lim: Loyal to Mother Russia (irrational) (x1/2)
30	ED	21		
4	SPD	12	8	Psych lim: Protective of all Russians (irrational) (x1/2)
25	REC	12		
86	END	0	3	Psych lim: Won't use full STR (x1/4)
99	STUN	32	10	Phys lim: x 1/2 Movement in conditions of extreme heat
			10	Phys lim: heavy (300 kilos) (Common, slight)
			10	Public ID: Boris Tiomkin
			20	Vuln: x2 Stun vs. Fire Attacks
			831	Hero Bonus

Cost Powers **END**

30	Full Damage Resistance	
5	Immune to Extreme Cold (Life Support)	
50	Elemental Control (Winter Powers)	
a-50	2D6 Area Effect radius EB (Cold and Snow), Extended Area (x4096)(12 levels) (x1/16 END)	0
b-50	10D6 Area Effect radius EB (Wind and Hail)	20
c-50	2 1/2D6 HKA, Armor Piercing (Ice Spear) (5D6 HKA w/ Growth STR) (x1/16 END)	1
d-33	4D6 Area Effect Entangle w/ Weakness (Ice Cage)(Fire, -1Bod, Def)(x1/2 END)	8
e-50	10D6 Entangle w/ weakness (Ice Block) (Fire, -1 Bod, -1 Def) (x1/4 END)	5
f-55	18PD, 10ED Force Wall (Ice Wall) (x1/4END)	3
60	Growth (4 Levels, x1/4 END) (+20 STR, +20 PRE, +8 BODY, +4PD, +4ED, +8" RUN, -4" Knockback, 5 meters tall, 1600 kgs.) (Stats not added into characteristics above)	2
10	Telescopic Vision (x100) (Dependent on Growth, Costs END)	
2	Microscopic Vision (x10) (Dependent on Growth, Costs END)	
1	Ultraviolet Vision (Dependent on Growth, Costs END)	
4	Parabolic Hearing (Dependent on Growth, Costs END)	
1	Discriminatory Smell (Dependent on Growth, Costs END)	
9	+3 Enhanced Vision	
4	Flash Defense (5 Cost, not when Grown, +1/4 Limitation)	
5	Lack of Weakness (-5 to roll)	
45	x1/4 END on STR (up to 90)	5
185	Teleport (40" combat t-port,x32 mass, x32 distance, x1/4 END)	5
80	+10 Combat Skill Levels	
2	KS: Oratory (11-)	2
2	KS: Military History (11-)	0
2	KS: Military Strategy (11-)	3
		2
		0
		3

COSTS:	Char.	Powers	Total	Disadv.	Base
	307	+ 790	= 1097	= 997	+ 100

OCV: 6; DCV: 6; ECV: 8; Phases: 3,6,9,12

Boris Tiomkin was born in St. Petersburg in the winter of 1903. He is a giant of a man, 7' tall, and nearly 600 lbs, with dark brown eyes and a huge, full, black beard. He wears red and white outfits that make him look like Father Winter (Santa Claus). He is jovial and lighthearted, kind and honorable. He is very slow to anger, but when he does finally get angry, there's no stopping him.

Boris was born into a Russian peasant family. He was up before dawn and in bed after dark, working on the farm without electricity from the time he was four until he was twenty-one. He was deeply affected by the chaos and violence of The Great War, the Russian Revolution, and the Russian Civil War. In 1924, Boris moved to Tsaritsyn (renamed Stalingrad in 1925), and began work in a shoe factory. He stayed at the shoe factory, eventually becoming an assistant manager, until 1939, when the Red Army began to mobilize. He volunteered for the infantry and first saw combat in 1941 when his unit was beaten badly by an elite SS Panzer division. In the aftermath of this first battle, Boris' division scattered all over the countryside, and he — caught behind enemy lines — was unable to link up with them. In order to escape his German pursuers, Boris (by now a sergeant), led his squad north, where all but he died of wounds inflicted by the Germans and exposure. Boris, because of his extreme physical toughness and insulating fat, traveled longer than any of the rest, but finally he too succumbed to the cold.



Boris did not die, however — he was rescued from the cold by a kindly old witch-woman, who warmed him by her fire and fed him hot soup until he recovered. When he was ready to leave, she gave him a three days' supply of food and a map pointing the way back to civilization.

On the way back to civilization, Boris was stopped by an ancient Norse storm giant, who insisted on wresting Boris for possession of his gun. Boris said to the giant that they should make a wager, his gun and equipment against the giant's powers, an arrangement which the overconfident giant quickly agreed to. Boris then suggested that before they wrestle, they should first share the supper that the old woman had made. The greedy giant agreed, and ate all the food, while Boris only pretended to eat. Afterwards, they wrestled, but because the giant was so fat and full of food, and Boris so lean and hungry, Boris (who punched the omnivorous ogre in his ponderous paunch) was able to beat his tormentor easily. The storm giant was forced to admit the Russian had beaten him cleverly and in order to keep his word, turned his powers over to Boris.

General Mayhem was the national hero of the Soviet Union throughout the forties and fifties. He earned his name and his reputation in The Great Patriotic War (WW II), and his countrymen will not soon forget him. His command over the Russian weather made the crucial difference for the Russian Army during the darkest hours of The War. With his powers slowing the advance of the Nazi army, the Russian tanks and artillery were able to slow the Nazi Wehrmacht.

After the war, General Mayhem retired to raise his enormous family, coming out of retirement whenever his country needed him, until, in 1962, on the eve of the Cuban missile crisis, it was believed he had a heart attack and died in Havana. (It isn't known for fact, but he hasn't been seen since).



MISCELLANEOUS CHARACTER SUMMARY

In addition to General Mayhem, Prince Kalifoor of the Ronk (see the *Scenarios* section, and Bolshevik Barracuda (for whom complete character sheets have been provided), there are a number of characters mentioned in the text who, while not members of the Comintern or the Supreme Soviets, are important to the development of the two groups. What follows is a brief description of each of these characters.

St. Peter's Star is a Soviet exile Cosmonaut with flight and energy projection powers. She was on the same spaceflight where Sputnik and Soyuz gained their powers, which she took to be a gift from God. Since the official Soviet policy is that "God is dead", she was exiled, rather than be allowed to make public statements of this heretical nature. Use the Starburst character sheet from the basic Champions set.

The Premier was a politburo political officer and career bureaucrat. He had no special powers or abilities, but was selected to lead the Comintern on the basis of his loyalty to the Communist party. He was killed by the Green Avenger.

Nike is a Greek sorceress superheroine. She also happens to be Marathon's older sister, who takes his defection as a personal

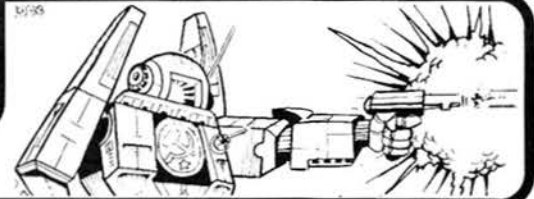
insult, an affront to the family, and a shame to Greece. She is combative and aggressive, and fiercely loyal to her family and her country. She possesses a variety of magical powers and a magic spear. Use the Bluejay character sheet, and change her listed sonics abilities to an RKA and HKA of equivalent power to represent the magic spear.

The Green Avenger is an alien prince marooned on Earth. He is confused and anxious, and sometimes lashes out against the earth people he blames for his imprisonment on this backwater world — with unfortunate consequences. Use any alien character sheet, but change the costume to Green.

The Stainless Steel Samurai is a rogue member of an honorable Japanese clan, dedicated to overthrowing the legitimate government of Japan, and restoring the Japanese empire to its former glory. In addition to his work for his lord in this quest, he often works free-lance in exchange for money, magical artifacts, or technological secrets. Use any martial-arts villain and add a 2D6 HKA katana, 10PD/10ED OIF hardened Armor, and teleportation or flight.

Peacekeeper is an extremely patriotic American power-armor hero, and he is the personal enemy of Sputnik. Use the Armadillo character sheet, but substitute "Hunts Sputnik, 11-" and "Intensely Patriotic" for the listed Psych limbs.

CAMPAIGN USE



The Supreme Soviets and the Comintern are the official hero-teams of the Soviet Union and the Warsaw Pact alliance, respectively. As a group, they'll wander all over the world, causing trouble and preaching Communism. They'll want first crack at space aliens and their considerable technology. They'll pursue anything they think might give the Soviet Union or Eastern Europe an advantage — technological, intellectual, moral, magical — whatever. That all means they'll be messing with the same sorts of things that Western superheroes typically involve themselves with.

This may very well mean that the player-characters could come into conflict with the Communist heroes — violent, verbal, or something in between. The Supreme Soviets might sponsor some other villains in order to obtain some new weapon, or possibly manipulate events in order to besmirch a hero's name. After ruining the hero's reputation, the communist villains may ask the hero to perform a service for them, in return for which they will "clear things up" with the authorities. They could compete with the heroes to see which group does more for a disaster-ridden country, earning political favor. Of course, there is always the possibility of an old-fashioned slug-fest.

The two communist teams serve different but overlapping purposes in a Champions campaign. The Supreme Soviets are the villainous Soviet aggressor team, constantly working to undermine the West and enrich and expand their "evil empire". They tend to work more covertly than the Comintern (often drawing on the services of Disinformers and Perestroika), and their adventures tend to end with a high body count, or at least with a lot of bloodshed. This group would be especially appropriate for use in a *Danger International* or *Super-Agents* campaign. The Comintern, on the other hand, is the international defender team, striving primarily to protect their homelands rather than conquer the world. They tend to work out in the open almost as much as their western counterparts, posing for photographs and being interviewed for "Soviet Life". The team exerts itself for the preservation of human life and dignity, and struggles to keep the peace. Their adventures are marked by property destruction and negotiation. These Soviet Champions, with their moral scruples and codes against killing, are more traditional superheroes of the type most commonly found in *Champions*.

Just because the Supreme Soviets and the Comintern as teams are interested in furthering Soviet interests doesn't mean that every member will always be following the dictates of their leaders. There will be times when individual members of the team will go off on their own. Sometimes this will lead to something purely evil, like robbing a museum or killing people in cold blood. Other times, they might help other superheroes to rescue those in need or even help to solve a case. Remember, these are people, not Russian robots, and they may not always do exactly what is expected of them.

Because the Supreme Soviets and the Comintern comprise an unusually large and powerful group, you may not want to use them all together; you may prefer to use just some of them in each scenario, perhaps even breaking the team into killing and non-killing groups. It's unlikely that any one mission would require all of their talents, anyway. Moreover, not all of the Supreme Soviets have to like each other. In the field, they often split into special assignment teams and/or fire-teams (listed under the *Communist Teamwork* section). They all work for Col. Vasalov, but beyond that they are often at odds, and probably would not all want to work together except for very brief missions.

There are a number of ways to introduce the Supreme Soviets and the Comintern into your campaign, either all together or piecemeal. There's no reason why you have to use all of these "red raiders", or why you can't use any one of them alone. If you want to add a little international flavor, some of them could be encountered in their secret identities. Included in this section are six suggestions for scenarios, but that is by no means all of the possibilities for scenarios or adventures using this charming little group.

The Supreme Soviets can also be neatly woven into a (beginning) hero's background. Remember that "Hunted by KGB master spy" disadvantage Enervator took? With this book, the GM doesn't have to make those sorts of villains up — they're provided. A character could be a Soviet defector, possibly someone who worked with the Supreme Soviets for a short while, or he might have gained his powers as result of coming into contact with the group. Or maybe the character was part of the Comintern and split when Col. Vasalov took over the group. Of course, there's always the possibility that the character knows one of the Supreme Soviets in his or her secret ID — possibly from before he or she was a member. This all applies equally to NPC villains in your campaign, as well.



COMINTERN HQ, WARSAW

The headquarters of the Comintern is a dacha (country mansion) outside Warsaw, Poland, near the banks of the Vistula river. The perimeter of the dacha area is covered with a barbed-wire topped metal mesh fence with explosive motion detectors mounted at six-meter intervals (-3 Security Systems roll to deactivate, explodes for 3x1D6 killing damage, detects fence motion on an 18- roll). Immediately inside the fence are a series of infra-red beam alarms.

Inside the perimeter is the dacha itself, with an auxiliary toolshed and a small barracks building for the eight Polish State Security officers stationed at the dacha. Also inside the perimeter is a small helipad (usually occupied by an armed and armored helicopter), an olympic-sized covered swimming pool, and a fishing pond.

The dacha is a four-story structure, topped with a small open-air observatory. The second and third stories are taken up by bedrooms and the like, with a greenhouse on the second story. The ground floor consists of living areas, kitchen, pantry, dining and breakfast rooms, the library, and a game room, with an attached four-car garage under the greenhouse. There is a lab-filled basement, and a sub-basement with maps and classified information storage. The walls are armored (10DEF, 10BODY), but are disguised to look like normal walls.

TEAMWORK — COMMUNIST STYLE

During the course of their working time together, the Supreme Soviets have worked out a number of special codes and maneuvers designed to enhance their effectiveness in and out of combat. They are presented as follows.

CODES

- Collectivize* — Steal accessible foci.
Finn — That guy's vulnerable to your attack.
He's a Comrade — Opponent neutralized.
Iceball — The kid gloves are off; use lethal force.
Iron Curtain — Cut off the enemy's retreat.
Purge — Two heroes gang up on a single opponent.
Russian Winter — On command, those that can, entangle their opponents, while the others attack those entangled.
Shield (your eyes) — I'm going to use a flash attack.
Snowball — That guy's a normal, or very weak.
Stalingrad — One hero stay behind to buy time for the others to retreat.
Trotsky — Somebody's a double agent, or mind-controlled.
Vietnam — Harass the enemy constantly, don't give him time to recover.

MANEUVERS

- Human Wave* — Used against highly-damaging but low-DCV or low-defense targets; all the bricks attack a single target.
Napoleon — A tactical command, used to confuse the enemy and divide their forces, sometimes used to reach a protected objective. The heroes charge through the enemy, and then hit them from both front and rear.
Pop and Drop — One character tosses his non-flying opponent into the air, and everyone with a ranged attack attacks that target. This is Sputnik's favorite maneuver.
Scorched Earth — The Supreme Soviets retreat, blowing up the enemy's objective if possible. If not, they blow up anything else near the enemy; gas tanks, automobiles, etc, in an effort to blind, deafen, damage and generally confuse the enemy.
Soccer Ball — Heroes switch opponents until they find one who is vulnerable to their attack. This maneuver has the disadvantage of sometimes leaving some heroes open to multiple attacks.
Steel Wall — This is a team battle maneuver; it calls for the bricks to get in front to absorb the attacks of the enemy, and the range-combatants to get behind and pick off the opposing range-combatants.

FIRE TEAMS — SUPREME SOVIETS

- 1) Loupe Garoux, Marathon, and Soyuz.
- 2) Sputnik, People's Commando and Cosmo.
- 3) Col. Vasalov hangs back and co-ordinates the fight, delaying until attacked, then returning fire on any attacker.

FIRE TEAMS — COMINTERN

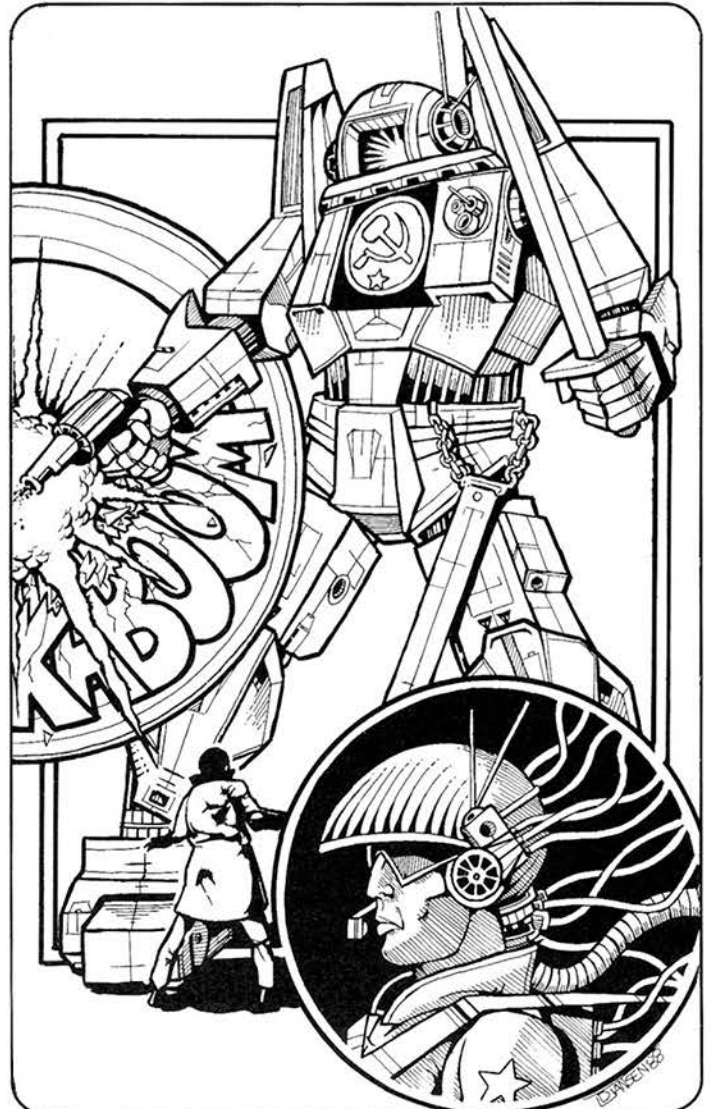
- 1) Tokamak and Nemesis.
- 2) Ivan, Red Shield and Scarlet Sentinel.
- 3) Disinformant and Peristroika.

SPECIAL ASSIGNMENT TEAMS

- Covert Action/ Infiltration* — used for spy and sabotage missions: Col. Vasalov (leader), Disinformant, Peristroika, Loupe Garoux, sometimes also Red Shield and People's Commando.
Assault Team — used for frontal assaults: Ivan (leader), People's Commando, Loupe Garoux, Marathon, Red Shield, Nemesis.
Rescue Team — used to rescue natural disaster victims: Ivan (leader), Soyuz, Scarlet Sentinel, Cosmo, Marathon, Sputnik.
Hit and Run Team — used for long-distance strike missions: Sputnik, Tokamak, Cosmo, Nemesis, sometimes also Ivan and Scarlet Sentinel.

TEAMWORK

In addition to their special code-words and maneuvers, the Supreme Soviets and the Comintern have a number of other teamwork features. They all carry miniature transceiver radios, sometimes built into earplugs (for use when Peristroika is in the field). They also have a good deal of "team" equipment (actually owned by the Soviet government), as well as two headquarters. The team equipment includes two supersonic jet transports and four helicopters, as well as a number of ground vehicles, including bulletproof limousines. Their headquarters are in Moscow (on Red Square in front of the Kremlin) and outside Warsaw (in an armored country dacha). They also have unlimited police powers inside the Warsaw Pact countries, the Soviet Union, Afghanistan, North Korea, and Vietnam.



SCENARIOS



THE DEFECTOR

A Scenario for the Supreme Soviets and the Comintern

"The Defector" is a scenario designed for four to seven Champions characters of moderate to high power level. It's designed to introduce them to the Supreme Soviets, and to pull them inside the machinery of international intrigue and the inner workings of the Supreme Soviets.

THE SITUATION

Radiation leaks in the Tokamak suit have unbalanced her mind, and Tokamak has decided her life is in imminent danger. She has to get out of the USSR fast, before Col. Vasalov moves to exterminate her.

She can't fly out without being shot down by MiG-31's, and she can't even leave Moscow without a special escort. She has turned to the underground, and they, in turn, have smuggled a message to the West.

HOW TO GET INTO THE SCENARIO

Option 1) The simplest way to get the players involved is to have them receive the message directly. If they have a publicly known HQ, Sonja Heilinger, an East European emigrée, can simply walk up to the front door and request to meet with the characters. Sonja will be understandably nervous, and will insist on verifying the character's identity before explaining the situation. After all, where she comes from, anyone can be secret police — and her message cannot fall into the wrong hands!

After she's convinced of the PC's legitimacy, she'll tell them what she knows — that Tokamak of the Supreme Soviets is in imminent danger and that she wants to defect to the west. Beyond that, it's up to the players.

Option 2) If this first option is too tame for you, a dying foreign spy or other international agent (perhaps VIPER, UNTIL, or PRIMUS), or even a supervillain, could accidentally bump into the hero with the information, and pass it on with his last breath. Of course, he is being swiftly pursued by agents of the local government (and possibly other agencies as well), and the hero could easily end up captured and sweating under a glaring spotlight, being asked embarrassing questions for days. If he doesn't cooperate with the authorities, the PC will either rot to death in prison or be forced to break out.

Option 3) If the heroes don't get the information about Tokamak's impending defection directly, perhaps they could be told by a government agent friend about the situation, or by another superhero, or by a captured agent stooge who's willing to trade the information for his freedom. Perhaps, the government might even come to the heroes directly and officially, though this is a dangerous option. If the heroes accept, the government is directly linked to the operation. If the heroes refuse the mission, then they become a security risk.

If the heroes decide to contact the U.S. government, the person they talk to will be absolutely certain that the heroes are the best ones to effect a rescue, because of their status as freelance (or government, whatever it is) operators. Of course, the feds may request or even demand that the heroes be accompanied by one of their own agents, possibly even a Silver Avenger.

If the heroes are a government-sponsored group, maintaining secrecy will be of the utmost importance.

COMPLICATIONS

Remember that this mission is fraught with all kinds of dangers — not just the usual ones of getting shot, beaten, or captured, but also the danger of discovery, diplomatic and military retribution, execution as spies, and nuclear war. In short, if the heroes are discovered in the act and any evidence is found to link them to the U.S. government, the odds are that the whole thing will spiral out of control. This is especially true of government-sponsored groups.

Remember also, that though Tokamak is trying to escape the Soviet Union, she does not particularly want to cripple her friends in the process, and will not kill in any case. This gives the Soviets a decided advantage, as many of them have no compunctions whatsoever about crippling or killing her and her would-be rescuers.

THE SETTING

Much of this adventure will go cross-country; that is, the heroes will be spending a lot of time in the air, on the ground or in the water, evading the searching Soviet forces, including the Supreme Soviets and Comintern.

THE ADVENTURE

After the heroes decide to go ahead and help Tokamak (assuming they do — if they don't proceed directly to the section *If The Champions Fail*), then they have to get in touch with her inside the Top Secret headquarters of the Supreme Soviets underneath Red Square. This isn't as hard as it sounds.

First, it shouldn't be very difficult for superheroes to penetrate the Soviet border. Lots of powers and skills can make this sort of thing possible — teleportation, desolidification, low-level flight, gliding, invisibility, mind control, tunneling, super-running, super-swimming, bureaucratism, even stealth. If the heroes don't have any of the appropriate powers, perhaps they could pose as a student exchange group, tourists, or business people. They might even come as themselves and depend on guile to get them out of the U.S.S.R. and keep them out of trouble. This last possibility is an *extremely* risky proposition.

Second, the heroes have Tokamak's cooperation. She is trying to escape the U.S.S.R., so she likely won't stay anywhere that there are a lot of Communist paranormals to get in her way. This should ease things considerably for the heroes.

After penetrating the Soviet border, the heroes have to find Tokamak. Again, this is easier than it sounds. Again, many powers and skills will be helpful here. If the characters have met Tokamak previously, then it should be a fairly simple matter to mind-scan for her, although any mentalist who tries to scan the entire teeming metropolis of Moscow, with its 8,184,000 people, will likely overtax his abilities. Obviously, mind-scan alone will be insufficient. Telepathy and/or a good working knowledge of Russian will be very useful. Detective work, Computer Programming, Disguise, Shapeshifting, Streetwise, Security Systems, Stealth, some enhanced senses (particularly tracking), Mind Control, Detect powers (particularly detect radiation), and, of course, Luck will all be helpful in finding Tokamak.

One way to find Tokamak is to conduct a house-to-house search of Moscow and vicinity. That's what the Soviets will do as soon as they realize she's missing. That's the slow way, but the authorities will probably succeed in this far faster than the heroes, simply because of their vastly superior manpower.

Another way to find her (and probably far preferable to the player-heroes) is to contact the underground dissident network that smuggled her message out of the country in the first place. The authorities will try this method also, but the PC's have an edge over them here. If the heroes can identify themselves to the satisfaction of Tokamak's contacts, they should have little trouble (finding those contacts should be fairly easy if the GM chooses option 1 under *How to Get The Players into the Scenario*.) If the heroes found out about the impending defection in some other way, they have to find the underground alone, and that may be difficult. Posing as black marketeers might be one way around this trouble — imitating refuseniks would be another. The players may well come up with some other way of contacting the underground — don't let that bother you, just go with the flow. The heroes need to be careful with this, however; after all, the KGB may have established a fake underground group designed to lure them in.

If the players can find someplace where Tokamak has been lately (say within the last few hours), they may be able to follow what little trail she has left by means of their special powers. She had to liquefy quite a bit of food at her apartment in order to have a supply for her suit, so she may have bought a blender at a foreign currency store and/or a good deal of food at the local market. Any of these places would be a good starting point. It's a good idea to place some time pressure on the heroes to speed things along, and a good way to do this is to have them notice at some point that the police have begun their house-to-house search. The police needn't beat the heroes to the scene, but just having them around will make the scenario seem more desperate.

Tokamak is hiding in a condemned church near the eastern edge of Moscow. She has no real equipment or baggage with her except her powersuit, which by itself holds enough food for several days. She did bring along a copy of "The Overcoat" and "War and Peace" to keep from getting bored, but she is really far too nervous to get any reading done. She jumps at the slightest noise, and turns her Meson (N-Ray) Vision on anything she thinks might be a threat. This means she'll probably see her rescuers and/or captors coming, and will have plenty of time to prepare for them. Also, she has made a little bit of other advance preparation, and can bring the roof down or cause the church to go up in flames at a moment's notice.

Assuming the heroes manage to find her before the Russians do, it might be interesting to have someone following the heroes. Tokamak won't be using her Meson Vision since she's so relieved that her rescuers have arrived, so the heroes may find themselves in a surprisingly tight spot.

If the heroes do not find Tokamak immediately, they needn't worry. She will stay there indefinitely, waiting for some sign of passage to the west. That is, she will stay there until the police come or the Supreme Soviets find her. At that point, she will make a break for freedom. If the police find her, she will blow right past them and head west, skirting around the edge of Moscow. If the heroes do nothing, she will eventually be brought down by the combination of Communist superheroes and Soviet air power. She will then be carted off to either the top-security holding cells inside the Supreme Soviets base, or the morgue, depending on how hard she was taken down. This is up to referee discretion, but it is advised that she survive so that the heroes have a chance to salvage their mission. Even if she dies, the heroes will probably want to verify her death. An interesting variation on this is to have the Supreme Soviets fake her death, and then bring her to their private prison.

Ultimately, though, the idea is to have the heroes tromping through the Soviet countryside, with a possibly wounded defector by their side.

DIFFICULTIES

If the heroes possess incredible teleportation or tunneling powers, or are simply very clever, they should suffer less trouble on the way out. If the heroes wander around in circles or stay put for very long, they should suffer a greater number of encounters, and these should be of increasing strength. This should force the characters to move quickly and covertly, in true spy-movie fashion. The rationale for all this is the trace radioactivity the Tokamak suit puts out, which increases with use, especially of her energy blast powers. The Soviets will discover this method of tracking her shortly after the heroes find her, and will issue geiger counters to units in the area where they suspect she might be. What follows is a simple system for determining whether or not the heroes get spotted.



The heroes are spotted on an 11- roll on 3D6 every game-hour they are inside the U.S.S.R. or Eastern European countries, modified as follows:

- +2 if Tokamak flies under her own power
- +3 if Tokamak uses her energy blast
- +3 if Tokamak uses her 20D6 energy blast
- +2 if any characters fly
- +2 if characters flying are visible on radar
- +1 if characters engage in combat
- +1 if characters demonstrate superpowers publicly
- +2 if characters are seen publicly wearing costumes
- 1 per twenty miles between them and where they were last hour
- 3 if all characters are moving stealthily or are concealed
- 3 if Tokamak suit is wrapped in lead or lead foil

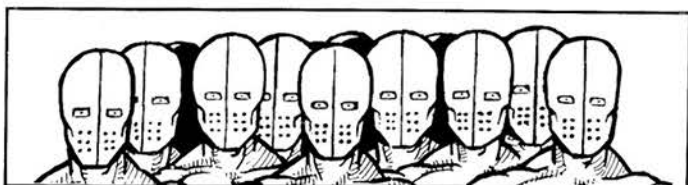
These modifiers are cumulative (e.g. if the characters, including Tokamak are in a fight (+1) where they fly (+2 for them) (+2 for her) and use superpowers (+1) in costume (+2), and she uses her 20D6 energy blast(+6), but they move stealthily (-3) for sixty miles(-3) after escaping pursuit, their roll is 19- the next hour).

OPTIONS AND CONCLUSIONS

If things go well, the heroes make it to West Germany, Turkey or Japan, and freedom, with the Tokamak suit and its occupant all in one piece. If the heroes have to go into combat, they should try to keep it quick and concealed, in order to minimize the external risks. The heroes should strive to avoid combat as much as possible while inside Soviet (or even East European) territory, but a nice cathartic battle over the German border (with military units from both sides watching) should provide a satisfying climax.

If you, as GM, want to stir the pot in some different ways, you can add a few other elements:

- 1) *Substitute Marathon for Tokamak.* Now the Soviets have much more air support, flexibility, and raw power. The heroes have to carry Marathon if they want to fly. On the other hand, Marathon will probably be easier to deal with on a psychological level, and will be far more susceptible to things like persuasion, telepathy, etc. That can help the heroes feel a little more secure that they're not being set up. Also, this allows the heroes to call on Nike, in Greece, with a reasonable certainty that she will see this as appropriate for her involvement.
- 2) *Substitute Red Shield for Tokamak.* This ought to guarantee U.S. government involvement, and probably calls for an appearance from the Golden Avenger. Possibly, this scenario could end up with a battle of words between Col. Vasalov and the Avenger, as they each try to convince Lyndon to come back to their respective teams.
- 3) *Have Cosmo be the defector,* and have the whole thing end up as a giant misunderstanding — Cosmo only wanted to *vacation* in Florida, not live there. This would be a good way to lighten up the scenario, and add a few laughs on the way. Be sure and play up Cosmo's limited command of English for humorous effect.
- 4) *Add VIPER and the Stainless Steel Samurai to the mix.* They'll try to get the Tokamak suit either together or separately. (For the Stainless Steel Samurai use the Green Dragon, Chesire Cat, or Crusader character sheets and add a 2D6HKA sword and a suit of 10/10 Fully Resistant Hardened Armor, and flight or teleportation.)
- 5) *Have Tokamak change her mind on the way out.* This presents the players with a dilemma — do they force their decisions on a woman who may be mentally ill, or do they respect her wishes, and take the consequences. For them and for her, as well as for the U.S.A., these could be dire indeed. If they force her, of course she'll fight, radio for help, run away, make loud noises and bright flashes at inappropriate moments, and generally make the heroes' lives miserable. In the end, she'll probably thank them for it, but maybe she'll try to undefect (creating the same problem again). That decision is left to the individual GM.
- 6) *Have the Defector take off from Vladivostock, on the Sea of Japan.* This makes the trip much shorter and easier, and all the heroes have to do is get the defector across the sea. This also provides the GM the opportunity to introduce Bolshevik Barracuda, if so inclined.



IF THE CHAMPIONS FAIL

It doesn't happen often in the comics, so you'll probably want to make it hard for the heroes to completely mess things up. But, then again, if you want to emphasize the dangerous consequences of a spy mission gone wrong, there are a number of things you can do:

- 1) *The heroes blow it completely.* Tokamak is captured and sentenced to execution, and the Soviets keep her powersuit and figure out how to make more. All the heroes are captured and imprisoned for espionage. Even this rotten ending preserves the possibility of escape for the heroes, so that they can go back out and learn from their mistakes. On the night before or day of the execution, a sympathetic communist hero releases them to give them an opportunity to save Anya — perhaps Peristroika, Red Shield or Scarlet Sentinel (though he would have to get out of his power suit in order to free them). Only in the most extreme cases should heroes be executed. This tends to cause hard feelings, and should be reserved for particularly murderous heroes. Just remind the characters that what goes around, comes around.
- 2) *The heroes blow most of it.* Tokamak is captured or killed and her suit is destroyed. One or more heroes are captured, and their cover is totally blown. In the long run, this result may actually be more damaging to the world at large than the first one. The Soviets, neither victors nor vanquished, will feel a need to take their grievance to the world. Naturally, this failed American plot to steal the Soviet superweapon will shake the faith of the West, and will strengthen the resolve of America's enemies. Neutral countries will be dismayed at the American invasion of Russia, and frightened by the American defeat. The captured heroes will be brainwashed into working for the Soviets.

The Soviets may demand reparations from the American government, or use this as a pretext for some other aggressive military action. Of course, skillful work by American diplomats could minimize most of this, and to a large degree the amount of damage done will be commensurate with the degree to which the Soviets can prove U.S. government involvement. The ultimate effect of all this is left up to the individual GM.

- 3) *The heroes blow part of it.* This really isn't all that bad. Either the Soviets get Tokamak or they get one or more of the heroes. If they get Tokamak, then no measurable harm is done except to the heroes egos. They collect negative BP's (for Danger International and Super-Agents characters, bad Press for Champions), but the world situation is essentially unchanged. If the heroes rescue Tokamak, but leave behind one of their own, they have fundamentally altered the balance of power, and this must be considered a "win".

The Soviets have their evidence of American invasion, but the Americans got away with it. Superpower relations freeze up, and the Soviets gain a very temporary political advantage, but the U.S. comes out ahead, both by reducing the reputation (and therefore influence) of the mighty Soviet military machine, and by copying the Tokamak suit (assuming they are more successful than the Russians were in persuading Anya to give it up). The captured hero is again mind-controlled into joining the Soviet side.

RECOMMENDED MIX OF VILLAINS

Of course, these are only recommendations. Feel free to alter these lists by addition or deletion.

For the Moscow parts of the Scenario; Col. Vasalov, People's Commando, Peristroika, Marathon, Soyuz, Ivan, Disinformers, and Red Shield.

For the pursuit across the wilderness; People's Commando, Loupe Garoux, Marathon, Red Shield, Scarlet Sentinel, Sputnik, and Cosmo.

For the final battle scene; Col. Vasalov, People's Commando, Cosmo, Ivan, Peristroika, Marathon, Nemesis, Red Shield, Scarlet Sentinel, and Sputnik.

SILVER BULLET

A Scenario for the Supreme Soviets

"Silver Bullet" is a scenario designed for three to five Champions characters of moderate power levels.

THE SITUATION

The London Zoological Society has decided to mount an expedition to capture the extremely rare and dangerous *lupus lunus* — a werewolf. In order to do so, they have decided to lure Loupe Garoux, the French werewolf, out from behind the iron curtain.

The leader of the LZS expedition, Lord Malcom Stillwell, has decided that, in order to capture the beast, a trap must be carefully prepared, and the creature properly distracted. To arrange this, Stillwell has kidnapped the werewolf's sister and left evidence at the scene of the crime linking the heroes to the event.

COMPLICATIONS

A number of other werewolves could show up in the course of the adventure — some of them after Stillwell for hunting them, some of them after Loupe Garoux for exposing their existence to the world. The players should not be able to tell immediately which werewolf is which — and in fact may be confused into thinking that Loupe Garoux can either duplicate (a frightening thought) or teleport (none too reassuring, either). The secondary werewolves should probably not be as tough as Loupe Garoux — perhaps 30 Strength, 23 Dexterity, 5 Speed, 30 point Werewolf EC's.

A member of Stillwell's team could decide that what his boss is doing is immoral (perhaps because he's finally realized that the thing is intelligent), and switch sides at a crucial moment, freeing the werewolf, or even taking a shot at Stillwell.

Perhaps a PC or NPC might be temporarily infected with Lycanthropy (the werewolf disease), and change into a were-creature in front of the players — switching sides or losing control at a crucial point.

Have the Supreme Soviets chase after Loupe Garoux from the very beginning. This should give the heroes some extra trouble, as well as foreshadowing the adventure's conclusion.

THE ADVENTURE

Loupe Garoux should come to the heroes, looking for his sister. He will be even less than usually communicative, bent on ripping up things and people until he finds his sister. Overconfident as he is, he might decide to charge the whole group straight-on, trusting in his strength and speed to overcome the heroes before any harm can befall his sister. More likely, though, he'll lurk around the heroes' haunts, picking them off one at a time until he finds some trace of his sister. Of course, the heroes didn't kidnap her, so he won't find any such trace around them.

At some point (preferably after Loupe Garoux has downed at least a few of the meddling heroes), Lord Stillwell will spring into action. He has arranged several big-game style traps for the werewolf, either pits with spikes (maybe inside a sewer), or camouflaged steel-cable nets that spring up into the air, connected to tree-tops or flagpoles. Either way, Stillwell has grossly underestimated his opponent — this is no mere lion he's dealing with. What might be more than adequate to deal with the king of the beasts is nowhere near enough to hold this werewolf. Loupe Garoux will rip through the steel cables or bars like they were wet tissue paper, and maul the LZS agent who sprang the trap. At this point, Stillwell, watching from a considerable distance, will squeeze off a shot with his silver-bullet loaded hunting rifle. Whether he gets another shot or not at this point depends on whether Loupe Garoux goes enraged from the taste of blood or not (this should be a GM decision, not one left to the dice — do whatever seems more dramatic at the moment). In any event, a second shot should be sufficient to drive him off.

At this point, the heroes should start to figure out what's going on. They have at least one sprung trap (they may be able to find others), a mauled or dead LZS agent (who forgot to leave his ID at the hotel), and a werewolf being shot at by a rifle-toting hunter. Don't worry if the heroes don't put it all together at once, just run the adventure along, with Loupe Garoux now hunting Stillwell as well as the heroes. Stillwell is frightened by the unexpected ferocity of the beast, and will run if he thinks it spots him. This may do him no good — the beast will almost certainly be able to track him by scent or infra-red sight. Stretch this part of the adventure out if possible, with Stillwell and the creature going through subways, crowded malls, and finally ending up at a lonely park or deserted, darkened street.

THE VILLAINS

Lord Stillwell is not a nice man. The 6', 210 lbs. Stillwell, roguish and charming as he is in his black eyepatch and safari gear, is the sort of person who hunts for the challenge, for bragging rights more than anything else. He has decided to hunt the Loupe Garoux for "fun", even though he is aware that the creature is not only intelligent, it is human — sometimes.

Stillwell has been tracking and investigating the creature since its first appearance in Marseilles. He doesn't know who it is, only that it can turn human and that Ms. Jaquard is important to it.

Stillwell's important characteristics are: STR15, DEX 17, CON 15, BODY 15, PD 6, ED 3, SPD 4, +4 levels with Rifles. He wears a bulletproof vest (6PD/6ED, 11-Act.) and uses a Sig STG-57 7.5mm hunting rifle (2D6+1RKA, +1Stun Mod, +1OCV, -1/5").



OPTIONS AND CONCLUSIONS

The creature, Stillwell, and the heroes ought to all end up at the same place at the same time. Either Stillwell and his agents have killed or captured the creature, or it has killed him (or possibly all of them), or the whole group (including the heroes) is standing around in a Mexican standoff. At this point the heroes need to decide who they're going to fight first — Stillwell or the creature. If the heroes seem too eager to attack the werewolf, have him explain the situation — slowly and with difficulty, clearly struggling with every word. Of course Stillwell will deny it all, but the players should be left with some doubt about Stillwell's truthfulness. If, on the other hand, the heroes are too anxious to casually pound Stillwell and his cronies to mush, have him make an emotional appeal to the heroes on behalf of humanity and the advancement of science. Stillwell isn't just doing this for himself or for the money, he's also helping to imprison a dangerous menace and study a new life-form. (Of course, the creature's latest rampage was caused by Stillwell, so his points aren't completely valid.)

The heroes can always decide to fight both groups, in which case they're going to be caught in the crossfire. This is probably what they'll end up doing, since both groups having broken dozens of laws and endangered innocents during the course of the adventure.

At the end of all this, the heroes will be standing around bruised and tired, congratulating each other on another job well done, when who should appear but the Supreme Soviets. They've been trying to track down Loupe Garoux ever since he left the Soviet Union three days ago, and now they're here to take him back, regardless of his present condition. The Supreme Soviets doesn't have any official sanction here, and they're probably breaking a half-dozen laws and causing a diplomatic incident to boot, but the heroes aren't in any position to resist them, so they'll have to give up the werewolf and be content with Stillwell (assuming they've arrested him — otherwise they're left empty-handed). The heroes have won the battle. The cold war goes on.

THE MOLE

A Scenario for the Supreme Soviets

"The Mole" is a scenario designed for four to six Champions characters of low to moderate power level. It's designed to introduce them to Disinformer, and to give them an insight into how the Soviets work when they're on the offensive.

THE SITUATION

The Soviets have decided that the player-heroes are a threat to the national security of the Soviet Union. In order to deal with them effectively, Col. Vasalov has decided he needs to learn more about them. He needs to know their personalities, their weaknesses, and their secrets.

In order to discover this information, he needs an insider — someone who will be trusted by the heroes enough that they will answer his questions and allow him access to their files. For this mission, no one less than Disinformer will do.

COMPLICATIONS

If you want to make things really hard on your players, this adventure can follow immediately after *The Defector*. In that case, the defector should be a plant inside the superteam, and the heroes have to identify and stop two leaks and a traitor in their own ranks.

THE SETTING

Part of this adventure should take place on the heroes' home turf, possibly even inside their own headquarters. If the heroes have no HQ (or if for some reason, it is inaccessible), then the parts of the adventure designated as happening at headquarters should happen at police headquarters instead. The remainder of the adventure should be split between the headquarters of the Supreme Soviets and a local park in the heroes' home town (use the map of Christopher Park provided in your basic Champions set, but treat the area designated "concrete tool shed" as a civic monument).

SUPREME SOVIETS HEAD-QUARTERS, MOSCOW

The Supreme Soviets Moscow headquarters is located underneath Red Square, with entrances through KGB headquarters, Red Army Moscow headquarters, the Kremlin, and St. Basil's cathedral, and a secret entrance in an alley behind a shoe store.

The first level of the HQ contains the armory and firing range. The second level (down) is dedicated to living quarters, barracks, kitchens and dining areas. The third level is information storage, retrieval and analysis, including the main meeting room, where briefings are held. The bottom level is the interrogation and imprisonment area, with a special medical testing laboratory attached. The imprisonment area is sealed with steel and concrete, as well as a special radioactive paint designed as a barrier to desolid superheroes.

THE ADVENTURE

Disinformer will capture and replace someone known to be close to the heroes, such as a reporter, detective, or a butler. If you want to

give the heroes an inkling of what is about to happen (and foreshadow the rest of the run), have Disinformer fail in the first attempted kidnapping, perhaps because he was interrupted by one of the player-characters. As an alternative, have Disinformer succeed, but allow the captured friend to leave a hastily scrawled note that Disinformer later has to explain. Whatever you do, the heroes should realize that "something is going on", but not realize immediately what it is.

Disinformer will go around posing as the captured friend, asking questions and poking around in files at the heroes HQ. (This is especially easy for Disinformer to get away with if the person he is impersonating is known to be nosy, or if he is a reporter or detective. Disinformer will choose such a person if at all possible.) He may ask for an exclusive interview with one or more of the characters (but never more than one at a time), or ask them some questions about a recent case they worked on.



Eventually, the characters should begin to get suspicious; either Disinformer falls out of character, he is too ingratiating towards the characters, or he asks some questions the kidnapes should already know the answers to. He can get out of this once or twice by claiming he “forgot”, or he’s “not feeling well”, but alert players should discover that “all is not right with Jimmy Dugan” (or whomever). If all else fails, perhaps one of the characters could notice a bit of Disinformer’s disguise flaking off. (Try to avoid this if possible — it makes Disinformer look incompetent and makes the player feel like he doesn’t have as much on the ball as his piece of paper. If you have to give the heroes a bunch of more subtle clues, don’t hesitate; however, if you’re in a hurry to run the adventure along, you can use this method.) In any case, the heroes should be doubtful about Disinformer’s true identity and should decide to confront him with their suspicions.

When the heroes try to contact “Jimmy Dugan”, they will find he is not at any of his usual haunts — his boss hasn’t seen him all day, and his apartment looks like its been abandoned for a week or more. He hasn’t been hanging out with his other friends, all of whom he has brushed off with the story that “he’s been doing research”. The heroes will probably assume, correctly, that his research has been all about them.

If the heroes decide not to contact “Jimmy”, but follow some other trail, they may be able to gather some of the above information — he’s been visiting the newspaper morgue, the police, old battle sites, and possibly even the gravesites of old allies or enemies. Of course, the drunken bystander or the ornery gravedigger may not be willing (or able) to offer more than a very general description.

After the heroes have been checking around a while, and have found something, but, of course, not enough, the alarm sounds — A group of villains is running amok in Christopher Park. The city needs their help. At least some (if not all) of the heroes should rush to Christopher Park — after all, this business with “Jimmy Dugan” can wait. There they will find a fairly loose collection of villains (three villains for every two heroes) running around smashing things in an apparently random fashion. That’s exactly what they’ve been paid to do. After making sure they have the heroes’ undivided attention (by threatening to destroy the statue of General whomever or commit a similar heinous act of property destruction; they have orders not to actually harm anyone except the heroes.), the villains will attack the heroes, using whatever weaknesses Disinformer has been able to find out about. If, for example, Titanic takes x2 Stun from electricity, his old foe Electric Eel will certainly be in the group. The villains will attempt to force the heroes, one at a time, to an isolated spot where they have hidden a teleport disk (One way to Moscow, only teleports one person at a time).

The heroes, or at least some of them, should be forced onto the teleport disk and sent to Moscow, where they will have to fight an equal number of Supreme Soviets before they can escape using the teleport disk at that end. The strength of the villains here should not be in overwhelming numbers; the villains have a fairly complete psychological and physical profile of each of the heroes, thanks to Disinformer, and that is the secret weapon they’ll use. Of course, the heroes will win anyhow, but they’ve had a close brush with the Soviets, and should realize as a result that they are not just some bush-league villain group to be toyed with.

THE VILLAINS AT CHRISTOPHER PARK

The villains for the battle at Christopher Park have not been picked for their teamwork, intelligence or guile — quite the opposite. Col. Vasalov has picked, and Disinformer has recruited, a group of big tough dumb villains who are only capable of holding their own against the heroes long enough to force the characters into the teleport trap. For the most part at least, these villains should be some that have not worked together in the past — certainly not an established villain group. Col. Vasalov has reasoned that the lack of trust among villains who haven’t cooperated before should keep them from comparing notes and possibly implicating him.

Each of the villains has been told that some of the other villains in the group are long-time KGB operatives, but not which ones. They have also each been told that the operatives will be watching and reporting every move the group and its individual members make. As long as they cooperate, they are told, everything will be fine — no one will serve any appreciable jail time, and they will all be \$100,000 richer at the end of this little escapade (the money will be placed in secret Swiss bank accounts). Of course, they’ve all been lied to. There are no KGB operatives on the team, just like there are no Swiss bank accounts that the Soviets can’t empty at a moment’s notice.

Each of the villains has a tiny bug planted on him or her that transmits location as well as sound. They will all be betrayed to the U.S. police, unless they perform spectacularly, in which case a few of the best villains will be added to the Kremlin payroll on a continuing basis.

Suggested Stooges for this episode include:

From Champions: Starburst, Armadillo, Cheshire Cat, Pulsar, Brick, or Ogre.

From Enemies: Shamrock, Ankylosaur, Frizbe, or Sledge.

From Enemies II: Black Paladin, Radium, Grond, Durak, Fire and Ice, Diamond, Oculon, or Halfjack.

Feel free to add to this list or substitute villains from your own campaign.

OPTIONS AND CONCLUSIONS

If you want to make things easier on your heroes, have one of the villains from the attack on Christopher Park figure out he’s being used, and have him warn the heroes. That way, they’ll know they’re walking into a trap, and have some idea of how to avoid it. If this seems too easy, perhaps the heroes could discover that someone is hiring unrelated villains during their investigations. They might even discover that the hirer is none other than dear old “Jimmy Dugan!”

During the combat at Christopher Park, if you want to make things come out easier, one of the villains might figure out what’s going on and suddenly switch sides, giving the heroes an unexpected reprieve. If, on the other hand, the heroes are winning too easily, and you want to make their lives rougher, you can always add another villain or two, and say the heroes “didn’t see him”, or he was teleported in from Moscow.

If any of the heroes are left in Moscow at the end of the adventure for any reason (the teleport disk was destroyed, or the Supreme Soviets whipped them like dogs), they have a problem. It will no longer be possible for them to teleport back to the United States, and they will probably be in the hands of top Russian scientists, being experimented upon in an effort to duplicate their superpowers in someone else. At this point they’re pretty much on their own, and the GM should proceed as if the lab-rat heroes are the title character in the Defector scenario. Good luck to them in escaping from the U.S.S.R.

If the heroes manage, despite everything, to completely avoid being captured, they might learn the identity of their mysterious enemy from one of the captured henchmen. Or, if you prefer, their assailants’ employer could remain unknown (even to the villains), leaving the heroes to wonder why they were singled out for this attack. The heroes should learn who was behind the attack eventually — possibly from the Supreme Soviets themselves at some later date.

Of course, the teleport disk will remain at Christopher Park — the Soviets had counted that as part of the cost of the operation. Only if all of the heroes and villains are incarcerated and the area apparently free of surveillance will local operatives attempt a pick-up. If any of the heroes escape, the Soviets will send a signal to the Christopher Park disk causing it to short out, or explode. This ties up a potential loose end for the Soviets, who cannot now be directly linked to this operation.

LIBERATION

A Scenario for the Comintern

"Liberation" is a scenario designed for four to seven Champions characters of low to moderate power levels. This scenario is designed to introduce the heroes to Peristroika, and give them a chance to tangle with the Comintern.

THE SITUATION

An alien, Prince Kalifoor of the lizard people, has fallen into the hands of the United States government, and after the United States has refused to turn him over to Soviet or U.N. custody, the Soviets have decided to "liberate" him from "captivity".

COMPLICATIONS

The Prince could easily be inside the United States but outside government control, possibly at M.E.T.E., or with a superhero team.

The Soviets might want a player-character alien hero in their country in place of Prince Kalifoor, advancing their technology rather than that of the United States.

The scenario presupposes that the prince does not want to go to the Soviet Union. You could flip that around, and say that the prince really does want to leave the United States, possibly because of a conflict with the American government. At that point, the players are placed in the questionable position of choosing between the individual liberty of the prince, who may very well have been lied to, and the wishes of the United States government.

THE SETTING

A good deal of the setting depends on the target of the adventure. At least the beginning, however, should occur at the U.N. building in New York.

THE ADVENTURE

The Soviet Union, in order to protest the intransigence of the U.S. government in the matter of the prince, has decided to a) have their ambassador give a speech to the General Assembly condemning the American action, and b) hold a press conference afterwards to spread the word throughout world public opinion. (The Soviet government very rarely holds press conferences for any reason, so this alone may tip characters off that Something Is Going On.)

At the press conference in New York, the Soviets will unveil Karelia Sholokov (aka Peristroika), and bill her as a simple Soviet citizen here in the United States to plead with US government representatives, and the "kind-hearted, peace-loving and just American people" for the release of the prince. Again, all this behavior on the part of the Soviets is very unusual.

Karelia will not use her powers at this press conference or at the one held later in the day at the Soviet embassy in Washington, except very briefly, in order to convince all the newsmen present that the President should see her. When the reporters file their reports that day, they will mention that idea prominently.

Later in the week, Karelia will visit the offices of a number of key Congressmen, whom she subtly influences to call the President (while she is still with them) and recommend that he meet with her personally. After a suitable amount of pressure, the President meets with her, and she convinces him to release the prince into the custody of waiting Soviet Diplomats.

GETTING THE HEROES INTO THE ADVENTURE

The heroes could simply pick up on how odd all this Soviet diplomatic and press activity is, and decide to investigate. After all, who ever heard of an ordinary Soviet citizen being allowed to lobby American Congressmen?

One of the heroes could be at one of the press conferences, or in the halls of Congress, and notice how strangely his colleagues are acting after meeting with "ordinary citizen" Karelia Sholokov. This could lead to his following her around, waiting for her to use her powers and catch her in the act. This may be fruitless, as she will not use her power while she is aware she is being watched, or while her sixth sense is alerting her to danger. If, however, the hero is extremely covert and has appropriate vision powers, he may spot her in the act.

The heroes could ask the President before he meets with Karelia what he plans to do about the prince. He'll say that, of course, the prince will stay in the United States. The heroes might then decide to investigate further after the President changes his mind.

The heroes could get a call from the prince, or from the facility where the prince is staying, telling them that government agents are here to take the prince away and give him to the Soviet Diplomatic Corps. The prince (or his keeper) is frantic, and wants the heroes to intervene.

THE VILLAINS

Peristroika, Marathon, Disinformers, Red Shield, and possibly Sputnik, Soyuz and Cosmo (one for every player-hero, Soyuz and Sputnik must work together). Add Ivan and Nemesis for experienced or very large hero-teams.



OPTIONS AND CONCLUSIONS

At some point the heroes should become suspicious and decide to intervene. The Soviets, especially Peristroika, should try to talk their way out first, but will resort to force if it becomes necessary. The Supreme Soviets are disguised as members of the Soviet Diplomatic Corps, and have brought with them a cage designed especially to neutralize the prince's powers. Their primary objective will be to escape and take the prince with them, not to capture heroes or harm innocents. If they do happen to capture a hero, though, they'll use him/her as a bargaining chip in order to fulfill their primary mission.

If the heroes wait until government troops are at the doorstep, they'll have to fight their way past them in order to get to the prince and the Soviets. Assuming the heroes come out of this with some kind of reasonable explanation, an attack on government forces that does not kill anyone can be overlooked. If, however, the heroes start killing American soldiers, they've just bought themselves some serious trouble, no matter what kind of extenuating circumstances there are. They've picked up a 14- U.S. government hunted, and they aren't going to find much, if any, sympathy in the superhero community. Heroes who kill G.I.'s doing their jobs are going to be treated as villains. Of course, the Soviets know this, so they'll hide behind the soldiers as much as possible.

Assuming everything works out, the heroes should be standing around at the end of the adventure with the prince and maybe a couple of captured Soviets, basking in media coverage and covered with glory. They've stopped the Soviet's latest plot, and they've destroyed Peristroika's best weapon — anonymity.



Prince Kalifoor is a patient, meticulous lizardman. His frightening appearance (by human standards) provides a stark contrast to his cultured and diplomatic manner. He is calm and reasonable, slow to anger and reluctant to engage in physical combat. His mission is to evaluate the current political and technological situation on Earth, and to establish diplomatic relations with the "Earth government". His preliminary assessment of the situation is that the government of the United States is the closest thing to a planetary government.

The prince, and indeed all of the Ronk, looks like a seven foot tall version of a Tyranasaurus Rex. The prince wears a modified version of nineteenth century diplomatic costume (top hat and tails, complete with medals). This outfit is for the benefit of Earthlings, and is not indicative of the sort of clothing worn by the Ronk on their home planet.

The particular weaknesses and physical attributes of the prince are shared to some degree by all of the Ronk, though Kalifoor is smarter and more self-assured than the average.

Kalifoor came to Earth alone — his starsaucer is entirely automated, and his personal needs are attended to by simple robots.

PRINCE KALIFOOR of the Ronk				
Val	Char	Cost	100+	Disadvantages
30	STR	20	25	Hunted: Enemies of the Lizard People of Ronk, 8-
15	DEX	15	10	Phys lim: 1/2 Speed in extreme cold
30	CON	40	10	Public ID: Prince Kalifoor of Ronk
15	BODY	10	5	Unluck: 1D6
15	INT	5	10	Unusual Looks: Cultured Lizard, 11-
15	EGO	10	20	Vuln: x2 Stun vs. Cold attacks
20	PRE	10	20	Vuln: x2 Stun vs. Heat attacks
14	COM	2	75	NPC Bonus
21	PD	15		
21	ED	15		
4	SPD	5		
12	REC	0		
60	END	0		
60	STUN	15		
Cost Powers				
22	1D6 HKA (2D6 w/ST) (Teeth and Claws) (x1/4 END cost)			
15	1/2 Resistant Defenses			
10	1 Extra Limb (Tail)			
31	Universal Translator (OAF) 10D6 Telepathy, usable only for spoken communication (+2 limitation), +1 phase delay, 0 END cost.			
5	Conversation (14-)			
5	Bureacratics (14-)			
5	Starship Pilot (12-)			
5	PS: Diplomat (14-)			
5	Culture (14-)			
5	Computer Programming (12-)			
5	Climbing (14-)			
COSTS: Char. Powers Total Disadv. Base				
162 + 113 = 275 = 175 + 100				
OCV: 5; DCV: 5; ECV: 5; Phases: 3,6,9,12				

OPERATION HYDRA

A Scenario for the Supreme Soviets

"Operation Hydra" is a scenario designed for four to seven Champions characters of high power level.

THE SITUATION

Col. Vasalov's political position inside the politburo is declining. The Soviet Premier has been making increasing inroads into his power base, and Vasalov is scared. He needs a quick, overwhelming victory in order to re-establish his position and reassure his allies. A large enough success might even enable him to turn the tables and topple the current premier. Col. Vasalov has decided that his success will be assured if he can infiltrate and destroy NORAD headquarters in Cheyenne Mountain.

In order to carry out this grandiose scheme, Vasalov needs a new power source for his teleportation machine. The old power source is only sufficient if there is a receiving disk at the other end — and he fears he does not have enough time to smuggle one in (a task that might take years or longer under normal circumstances). So, he has decided to capture the most powerful of the player characters and tap his energy to fuel his new teleport machine. (Cosmo might fill the bill, but Vasalov is afraid the process might kill the energy supplier, and Cosmo is too valuable to be wasted. The full power of an atomic reactor might also do the trick, but this would doubtless be noticed. The whole point here is to present the United States and the U.S.S.R. with a *fait accompli*.) Once he can teleport the Supreme Soviets into the NORAD command center, the rest of the mission should be simple (or so Col. Vasalov believes).

If there are no characters with super powers as in DI, for example, then the energy supply Col. Vasalov needs should be a secret super-scientific device manufactured by UNTIL and the heroes should be called in to investigate by their superiors.

GETTING THE PLAYERS INTO THE STORY

Obviously, one of the PC's is going to be in the thick of things from the very beginning. The rest of the team, however, may be a little left out.

If one of the players is attached to PRIMUS, or the Defense department, he could be invited to tour Cheyenne Mountain. If a character is a security systems or computer expert in his secret ID, he could be at Cheyenne upgrading a portion of the NORAD system. A reporter or scientist with government connections might be inside the mountain doing background research.

If one of the Players' DNPC's is similarly inside the mountain, he might get off a warning to the PC's before the Soviets shut down all communication. The heroes might be called in by the feds once Cheyenne Mountain is under assault. The heroes might get some kind of advance warning that 'something' is going to happen at NORAD central through contacts in VIPER that sold Col. Vasalov the teleporter and Cheyenne coordinates.

COMPLICATIONS

Option One: Col. Vasalov has decided not merely to wreck the NORAD control base, but to assume control. From here he will try to take over the entire U.S. nuclear arsenal and force the U.S. government to cede power to him personally. Based on this victory, he will then topple the Soviet Premier and become effective ruler of the world. Of course, this means that when he fails, he tops everyone's most wanted list.

Option Two: Col. Vasalov's attack has come at exactly the same time as another villain group is attacking Cheyenne mountain from the outside. (If you don't have a villain group in mind already, just put together the villains you haven't already used from your Champions basic set.)

Option Three: The colonel has gone really nuts, and wants to blow up the world. The heroes have to stop him before he can launch the missiles that will start WW III. Failing that, they have to stop the missiles. (An alternative to this is to have Mechanon in on the

attack, and have him try to launch the missiles. This gives everyone a chance to attack a single target.)

Option Four: The Supreme Soviets decide this whole thing is a bad idea and turn on the colonel. Sputnik, Tokamak, and Cosmo are especially good candidates for this.

THE SETTING

Most of this run will occur inside Cheyenne mountain and Col. Vasalov's secret Afghani base. If the characters go somewhere else, improvise.

CHEYENNE MOUNTAIN

Cheyenne Mountain, the NORAD headquarters in Wyoming, is designed to be completely impervious to conventional and nuclear attack. The headquarters itself is buried deep inside the mountain. Outside, it is surrounded by a series of barbed-wire-topped electrical fences and minefields, with a series of heavily-armed concrete bunkers manned by experienced and highly-trusted army personnel.

Inside, the HQ is divided into six main levels, each separated by twenty feet of rock and concrete, with an elevator and dual stairway access between each level. Each level has a primary function, but they can all operate independently, cut off from each other and the outside world, for at least 72 hours. Every level has at least some barracks space, security positions and armaments, food supplies, repair equipment and spare parts, computer facilities, and command and control areas. Each level can be shut off from the others by a double series of steel blast doors (DEF10, BODY 20). The main entrance is protected by a series of ten such doors, as well as sandbagging in the event of a projected nuclear attack.

THE AFGHAN HEADQUARTERS OF COLONEL VASALOV

Col. Vasalov's Afghan HQ in Kabul is the simplest of the all of the Supreme Soviets/ Comintern headquarters. It consists of a three-story mansion on top of an underground bunker. The bunker contains an information and communications section, an armory, emergency living quarters, an emergency power generator, a vehicle storage and maintenance facility, and an emergency escape tunnel a half-mile long, and a heavily-armored half-track.

THE ADVENTURE

At the beginning of the adventure, one of the characters should be lured away from the others, perhaps to a party thrown in his honor, or some other gala event in which he is honored for being such a neat person. At the party, the hero will be approached by a beautiful, seductive woman (or man, whatever is appropriate), and told of the existence of a secret operation called Hydra which threatens the entire world. Nothing else will be discussed at the party (the agent is afraid of being overheard and killed, and doesn't know much else anyway), but the hero will be guided to a rendezvous at the Hotel Weiss, Vienna, Austria, tomorrow afternoon at 3:00 p.m. The hero is told to travel alone, as the contact agent will be unwilling to deal with anyone else except this particularly wonderful hero.

At the Hotel Weiss the hero will be approached by the lovely Madame d'Auberville (she will spot him by the red handkerchief he was told to dangle out of his front right-hand pocket), who will ask him up to her room. There, she will begin to tell him everything she knows about Hydra — that Col. Vasalov, and probably the Supreme Soviets, are involved, that the hero is somehow vital to the plot, and that it all involves Cheyenne Mountain somehow. She will assure the hero that her information is genuine, and that at least three fine agents have died in order for her to pass this information along to the hero. As if to underline this, as she gets up to fix herself another drink, the door is shredded by machine gun fire, and her body is thrown up against the wall, where it twitches momentarily before falling to the floor with blood streaming from dozens of wounds. She's dead!

Madame d'Auberville, it seems, was a dupe for the Soviets. The KGB had only just discovered the existence of her network, and had carefully spoon-fed this information to her agents, killing them as they went along in order to add credence to the story and rush Madame into making a fatal mistake; which as you can see, she has.

The player-hero is now covered in gore. Madame is irrevocably dead. The hero may have been injured by the gunfire. Now he is face-to-face with half of the Supreme Soviets, including People's Commando, and possibly back-up East German agents as well. If the hero is known to be a teleporter, he will find himself inside a specially designed teleport inhibitor field. The hero must lose.

From this point the adventure can go one of two ways — either the heroes track down their missing comrade and discover he is inside Afghanistan at Col. Vasalov's secret base, or they go directly to Cheyenne mountain and commence hostilities.

If the heroes decide to track down their buddy, the trail of pilots and payoffs should eventually lead to Afghanistan, where the heroes have to fight or sneak their way past the occupying Soviet Army. On the plus side, they will probably receive some assistance from the guerrilla resistance. If the heroes are captured, the prisoner who helps them escape will turn out to be Alu Shafir, deputy commander of the regional guerrilla forces. He will know that Col. Vasalov's aid, Major Valoya has been spotted at the nearby airfield. From there, the heroes can track him to Col. Vasalov's base. If the heroes deftly avoid capture, there are a number of other ways for them to find their missing teammate. They may be able to intercept Soviet communications indicating an unusual transfer of equipment to a desert location where there is no known Soviet base; they may be able to track down their missing comrade through his radio transceiver (removed from him to keep him from calling for help, but carelessly left on inside the base); they may receive an anonymous call from a peace-loving Russian paranormal; or the Champions could be clued in by American agents on the ground.

Once the heroes find Col. Vasalov's base, they will have to a) rescue their pal, thereby shutting down the teleport feature of the teleporter (though Col. Vasalov will probably have sent along a teleport receiver for just such a contingency), b) destroy the

teleporter, causing near-fatal feedback to anyone hooked into it at the time, c) stop the invading forces already inside Cheyenne mountain, and d) escape.

If, on the other hand, the heroes don't track down their missing teammate (he disappears like this all the time, or he's not worth the trouble, or someone else is claiming to be holding him, or someone is impersonating him, or they were simply unable to follow the trail all the way to Afghanistan), then proceed as described in the section *Getting The Players Into The Story*.

OPTIONS AND CONCLUSIONS

If no one interferes, Col. Vasalov will complete his plan (whatever

you decide it is), and return triumphantly to the Soviet Union, having thoroughly whipped the Americans. This would be bad, possibly catastrophic. Fortunately, the heroes are around to put an end to this sort of nonsense.

If Col. Vasalov is able to reach some kind of stalemate; that is if he can claim at least a partial victory through destruction of vital NORAD equipment, or theft of important plans, or the capture of one or more American paranormals in order to compensate for the expenditure of resources and manpower on this operation, then he will probably stay where he is.

If the Colonel has nothing to show for his efforts, or if a number of the Supreme Soviets are captured under his command, he will be relieved of command and sent into a permanent Siberian "vacation."

If the Colonel has a large payoff (GM's discretion as to what that entails) from Operation Hydra, he will be secure in his position and be promoted to General and full member of the Politburo.

If the Supreme Soviets completely crush the Americans, Vasalov will use that victory to mount a campaign against the current premier, at the end of which he will assume the reins of power in the Soviet Union.

NOTE: *As this scenario was being prepared for publication, the Soviets announced the beginning of major troop withdrawals from Afghanistan. If, by the time you are reading this, Afghanistan has been returned to the Afghans, don't panic. There are always more countries under Soviet occupation ripe for counter-revolution. Try Angola for starters.*



“THE WILL OF THE PEOPLE”

A Scenario for the Supreme Soviets and the Comintern

“The Will Of The People” is a scenario designed for five to eight Champions characters of moderate to high power levels. This scenario is designed to showcase the geopolitical impact of the Supreme Soviets.

THE SITUATION

Following the cutoff of American aid to the local government, the Supreme Soviets have decided to lend their considerable abilities to the rebels of Chiquador in their struggle against the corrupt pro-American oligarchy governing the country. They intend to stay in Chiquador until the present government is toppled.

GETTING INTO THE ADVENTURE

Despite the very delicate position of the United States government in Chiquador, there are plenty of ways for American superheroes to get into the adventure.

- 1) *One of the heroes could be vacationing in Chiquador (or more likely, there on assignment in his secret ID), and come into conflict with one of the Supreme Soviets. As a result he could either a) call his hero-team himself, or b) go to the American Embassy to report what he saw and they can call in the heroes.*
- 2) *The heroes could get the word from an unofficial source that the Supreme Soviets are causing trouble in Chiquador (killing foreign tourists, blowing up American businesses, things like that), and decide to investigate.*
- 3) *The CIA (or SAT) could contact the heroes, and explain that their hands are tied by Congress, but that Chiquador is vital to the western alliance, and that the heroes have to keep the Chiquadorian government from collapsing.*
- 4) *If all those methods fail, the Supreme Soviets could capture some poor, hapless DNPC wandering through the Chiquadorian countryside. Of course, if the CIA has already contacted them, cynical PC's may suspect that this is just an American plot to pull them in on the side of Griko “The Bloody Hammer” Cortez against the rebels. It really doesn't matter — the heroes are going to have to go to Chiquador now.*

THE SETTING

Scenic Chiquador; the cities and countryside, from the jungle plains to the tree-topped mountains, all serve as the the backdrop and the battlefield.

Chiquador is a country of varied and beautiful terrain. Most of the cities and most of the wealth and industry are located in the eastern third of the country, on the eastern plain and coastal areas which are in closest proximity to Chiquador's historical trading partners. The rebellion is concentrated in the western two-thirds of the country, in the jungle, agricultural, and mining regions, which have been historically exploited by the ruling classes in the eastern region. Probably the most important economic assets the country has are the series of dams along the Chiqa River, which provide most of the country's hydroelectric power.

THE ADVENTURE

The objective of the Player-Characters will be to remove the Supreme Soviets from the country (and to rescue the DNPC, if there is one). This is easier said than done. The Supreme Soviets are acting in concert with the guerrillas, wandering around the countryside blowing things up and generally terrorizing the populace. There simply aren't enough heroes to guard the entire country. The Supreme Soviets will be able to destroy bridges and “Guardia Nacional” outposts almost at will, ruining government troops' morale and wrecking the largely agrarian economy. After a suitable number of terror successes, the Supreme Soviets will lead an assault on the capital city, targeting government centers, radio stations, and power-generation centers.

After the assault on the capital, the rebels “El Liberacion”, will declare a provisional government, and the war will escalate to a new phase — all-out civil war. At this point, the rebels will assert outright control over vast areas of the countryside, and possibly some smaller cities as well. At this point the heroes have some targets to hit (if they want to risk injuring civilians), but they and the government are facing a roughly equal military force as well as the Supreme Soviets and the rebels still have the initiative — they are on the offensive.

Also, at this point, the government, which has never been big on civil liberties or democracy in the first place, will curtail currently existing freedoms within the country. Of course, this will not apply to the player character heroes, who are “honored guests”, but it will apply to reporters and others they talk to (including the heroes in their secret ID's). Freedom of travel, assembly, and religion will all be curtailed under a “state of emergency”, that “will be lifted as soon as the rebellion is put down.”

The rebel press and rebel leaders will step up their propaganda war at this point, claiming that the government, especially “the Bloody Hammer” of the Guardia Nacional is using the civil war and the state of emergency to rob from the national treasury and oppress the people, including assassination of dissident leaders and church figures. Some of these claims will be true, some will not, but they ought to give the heroes pause, as they think about exactly what they are supporting in Chiquador.

THE VILLAINS

The Supreme Soviets and Comintern members for this episode should include: Disinformer, Ivan, Loupe Garoux, Marathon, Nemesis, People's Commando, Red Shield, Scarlet Sentinel, Soyuz, Sputnik, and Tokamak.

In case of a Peace Conference or other negotiation, Peristroika and Col. Vasalov should also attend.

Notice that Cosmo has been left out of this mix. There are two reasons for this; first, this kind of politically-oriented mission goes way over his head, second, the Soviet leaders want to keep at least one super inside the Soviet Union at all times in order to keep a lid on things at home.

OPTIONS AND CONCLUSIONS

As mentioned at the beginning of the Adventure section, the heroes' primary goal is to drive the Supreme Soviets out of the country. There are a number of ways to achieve this.

- 1) *The heroes can inflict unacceptable losses on the Supreme Soviets and the rebels. That means killing, something many heroes are reluctant to do.*
- 2) *The heroes can undercut the rebels' support by strengthening the economy—building bridges, providing electricity, flying food and supplies to isolated corners of the country. This is a long-term solution, but eventually the majority of rebel troops will lay down their arms if they can be assured that their opportunities are better as civilians (farmers, merchants and what-not) than they are as revolutionary militia.*
- 3) *The heroes can sponsor a peace conference. Due to their tremendous efforts on behalf of the people of Chiquador, both sides will come. This is a risky proposition with Peristroika at the bargaining table. If the heroes decide not to admit Peristroika, the Soviets and their allies will storm out, saying the heroes are “not prepared to negotiate in good faith”, and the war will go on. In any case, the heroes cannot expect to win anything at the bargaining table that they have not won on the battlefield — The country will probably be partitioned, unless the heroes can force the ruling elite to share power with “El Liberacion”, in which case the communists will attempt a revolution from within the government at a later date.*
- 4) *The heroes can overthrow the current regime and hand “the Bloody Hammer” over to the rebels for trial. The new regime, untainted by the corruption of the old (more or less), will be able to meet some of the rebels demands and take some of the power away from the old oligarchy — if the heroes help them.*

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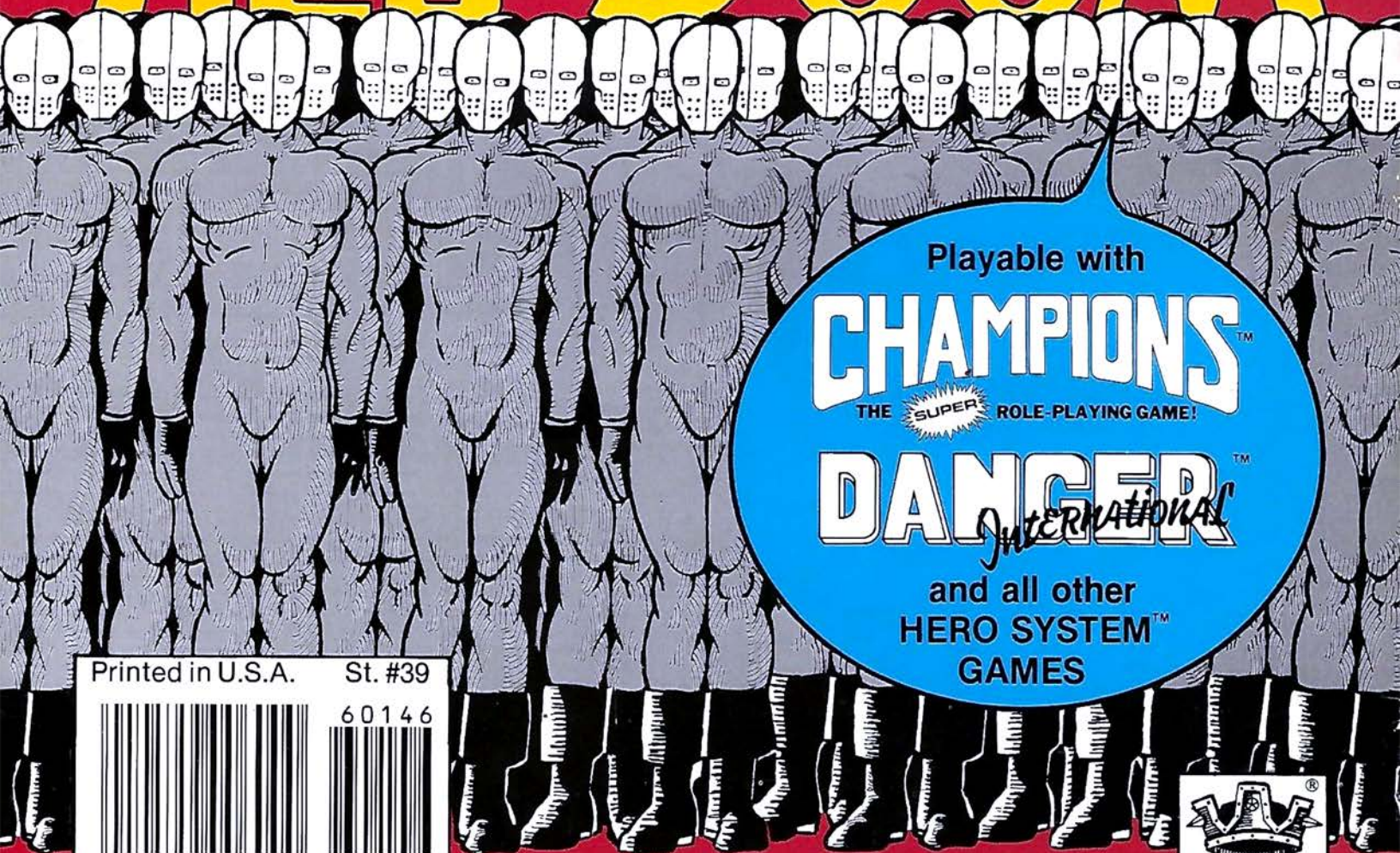
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