

SENTINEL  
COMICS  
#740

# JUSTICE COMICS

ISSUE #3/4/5 RAGE UNENDING



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DIRECT

GAME/MODERATOR ONLY

BADELL • REBOTTARO • BENDER

# FIRST THINGS FIRST

This issue is one of the three that can be played in any order following Issue #2. If this issue is the first one you're playing after Issue #2, you can skip to Issue Background below. However, if it's the second or third of the #3/4/5 issues that you're playing, use the following information to connect the stories.

## ★ IF PLAYING THIS ISSUE AFTER PRIME WARDENS #67

The heroes met up with Tempest and a new Haka. They might have also helped Insula Primalis become a new Nexus of the Void. They encountered a good deal of Baron Blade's handiwork, but have no reason yet to connect him to what's going on in Megalopolis.

## ★ IF PLAYING THIS ISSUE AFTER TOME OF THE BIZARRE #86

The heroes have just dealt with Miss Information and learned the truth of the false Tomb of Anubis. They know that Miss Information was hired by someone to hinder the Freedom Five, but they do not know the identity of that someone. They have also met the new hero Anubis. On their urging, he traveled to Megalopolis to work with Argent Adept and Visionary.

## ★ IF PLAYING THIS AFTER BOTH

If the heroes have succeeded in the previous issues, have gathered lots of information, and are actively attempting to figure out who is behind this, they should be able to figure out that Baron Blade is the ultimate foe by the end of this issue. However, if they have been barely succeeding, or are not working towards solving the mystery, they will likely go into the final issue still unaware.

## ISSUE BACKGROUND

In the late 1980s, Soviet engineers built a secret nuclear reactor deep in Russian Siberia, a hundred miles from the city of Yakutsk. The Yakutsk Nuclear Plant's reactor was of a brand new, untested fusion design secretly provided to them by Baron Blade himself. Soon after it was brought online, it went unstable. The engineers were forced to quickly shut it down to avoid a catastrophic explosion, and the plant and its reactor have lain dormant—and secret—ever since.

It's always bothered Baron Blade that the reactor didn't work—if he could just find the flaw, it would be a source of nearly limitless energy. Realizing that the reactor design would be perfect for an undersea base,

he decided it was time to make it work. Breaking into the secret plant, he restarted the reactor, this time installing a new power source: the OblivAeon Shard that originally gave powers to the super-soldier known as Proletariat.

Proletariat himself just happened to live nearby, having retired to a cabin in the endless Siberian woods. When the reactor initialized and drew on the power of the Shard, Proletariat felt it in his very bones. He couldn't let Blade unleash this power on his home, so he headed to the plant to stop the mad Baron. During the ensuing confrontation, the reactor went critically unstable.

### PROLETARIAT

Aleksandr Tsarev was a Russian soldier who, just after World War II, entered into a secret Soviet project to create the perfect soldier. He was irradiated with energy from an ancient shard of dangerous power and miraculously survived. After recovering, he began to display powers of self-duplication—he could copy himself and control those copies. Each copy was still him, and the more copies he made, the harder it was to control them, let alone think. During the Cold War, he was literally put on ice—cryogenically frozen to be thawed out in the case of all out war. A war that never came.

Years later, Baron Blade found him and freed him. Giving Tsarev the name Proletariat, Blade convinced the soldier to fight on his villainous team against the capitalist government lapdogs, the Freedom Five. Later, Proletariat came to realize that Baron Blade was no champion of the people, and Tsarev disappeared into the frozen Siberian wastes to contemplate his existence.

Blade escaped unscathed. Proletariat was not so lucky. A sudden burst of intense radiation divided Proletariat into several pieces. This wasn't a life-threatening situation for the former Soviet super-soldier, but it was inconvenient. The more he's divided, the more trouble Proletariat has maintaining concentration and getting any individual clone to perform detailed tasks. Now his increasing number of clones were scrambling to shut down a highly sophisticated experimental Blade tech fusion reactor.

That's when Fanatic showed up.

### FANATIC AND RA

At the end of the Multiverse, the hero Ra sacrificed himself to destroy OblivAeon's otherwise impenetrable shield, and Fanatic witnessed his heroic end. Ra and Fanatic had squabbled a good deal during their interactions as heroes; after all, Ra was an incarnation of the Egyptian God of the Sun, and Fanatic was an Angel of the Lord. Their worldviews did not really line up. However, since the death of Ra and his powerful dying words to Fanatic, "I always had faith in you," Fanatic has been in an alternating state of grief and rage.



When the avenging angel flew over northern Siberia and saw countless Proletariats swarm over the reactor's cooling tower, she saw an opportunity to vent her fury and anguish, and also to punish an evil-doer. Assuming Proletariat was responsible for all the trouble, Fanatic drew her dark sword and waded into the Proletariat clones, fueling her swings with her grief. Her fury is terrifying to behold, but all it's accomplishing is creating even more Proletariat clones. This is not helping.

## ISSUE STRUCTURE

This adventure is a race against time in two scenes, one for each of the plant's sections: above ground, and below ground. The heroes need to shut the reactor down before it blows, but first they must help Fanatic confront her rage, and contain all the Proletariats.

The Freedom Five can't stabilize the reactor until Proletariat is taken care of, as they'll learn the moment they try to access any of the reactor systems—his clones are physically blocking them, and Fanatic just keeps smiting until the heroes deal with her.

They need to accomplish all of these tasks before the scene tracker runs out of boxes and the reactor blows its top. This adventure has no villain, per se. All of the opposition is represented by the environment—the Yakutsk Nuclear Plant, which contains

environmental hazards and two dangerous superhumans. Expect combat (if explicit Attack actions define combat) to play a very small role in this adventure.

The same environment is used in both scenes. While the heroes can't confront Fanatic until they get to Scene 2, she might occasionally show up in Scene 1 twists. If she does, have her disappear again before the heroes can attempt to capture, attack, or even speak to her beyond a couple of words. Some players might argue that this is unfair—if someone is present, they should be fair game to target, right? Not always. It's a well-established genre convention for a person who will play a bigger role later to be able to melt away from the heroes before they can confront her. Embrace the comic book logic!

### BLADE'S INVOLVEMENT

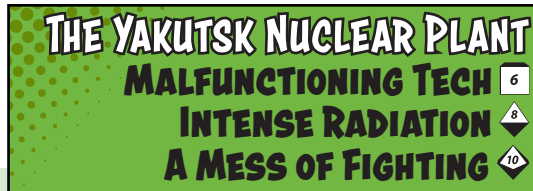
Keep in mind that the heroes don't know that Baron Blade built the plant, or that he returned recently (and left just hours ago). They think he's still dead—last time he was seen was during the OblivAeon event, and he did not survive that. (OK, he faked his death. The players might even know that. But the heroes do not!) Don't spill the beans! The heroes can analyze some of the reactor equipment and might gain some clues for later issues.



## ENVIRONMENT: THE YAKUTSK NUCLEAR PLANT


The action in this issue takes place at a long-defunct and highly secret Soviet-built nuclear plant about one hundred miles from the city of Yakutsk, deep in the forests of Siberia. The plant's reactor is threatening to detonate in a catastrophic conflagration.

The plant is full of hidden dangers, but the main obstacles are the human opponents the heroes will face: Fanatic and Proletariat.



### GREEN

#### MINOR TWISTS

**Beta Flux:** Suddenly, robotic machine guns, automated SA-6 surface-to-air missile systems, and similar military defenses activate. Add one  minion with a name relating to what sort of device it is.

**Flanking Maneuvers:** A number of Proletariat clones charge at a hero and make nuisances of themselves. Roll the environment's dice pool and Hinder that hero with the Mid die. The penalty can only be removed by an Overcome success, as someone (the affected hero or someone else) shoves dozens of Proletariat clones off the swarmed hero.

**Chastise:** Fanatic appears and orders the heroes to stand down and not interfere with her dispensation of justice, backed by immense power. Roll the environment's dice pool and Hinder the heroes with the Min die until the environment's next turn.

#### MAJOR TWIST

**Control Room Electrical Failure:** Major electrical systems in the control room spark and fail. The reactor controls are now completely nonfunctional. Before the reactor can be stabilized, the heroes must complete an additional multistage challenge to restore functionality to the controls:

- Access and activate the emergency generators on the roof of the chiller building; Overcome
- Run power cables from the chiller building to the control building; Overcome

Alternatively, a hero with lightning powers can power the control room equipment with a single Overcome action—this charges emergency batteries and ensures the control room won't lose power again.

### YELLOW

#### MINOR TWISTS

**Steam Leak:** A major pipe bursts, releasing clouds of superheated steam everywhere. Roll the environment's dice pool and use the Max die to Hinder all targets in the same area. The penalty can only be removed by an Overcome success to close the pipes.

**Overwhelm the Mighty:** Proletariat clones manage to coordinate enough to Attack the heroes. Roll the environment's dice pool. Attack all heroes with the Max die. Hinder any hero that takes damage this way with the Min die until the environment's next turn.

**Zealous Offense:** Fanatic's sweeping attacks through the waves of Proletariats create more and more clones which get in the way of the heroes. Roll the environment's dice pool. Hinder one hero with the Min die. Hinder another hero with the Max die. Attack another hero with the Mid die.

#### MAJOR TWIST

**Shard's Radiation:** A containment field failure releases powerful radiation. Roll the environment's dice pool and Attack each target in the area with the Mid die. Hinder one hero who suffers this exposure with the Max+Min die (preferably one who has superpowers). The penalty can only be removed by an Overcome success to contain the leak.

### RED


#### MINOR TWISTS

**Neutron Burst:** What engineers might call an "uncontrolled transient event" occurs in the reactor, releasing an intense burst of high-energy neutrons in all directions. Roll the environment's dice pool. Attack all targets with the Max+Min die. Hinder all targets with the Mid die until the environment's next turn.

**Defensive Formation:** Hundreds of Proletariat clones block the way forward. Two Overcome action successes are required to get through/past the clones before anyone can progress.

**Brutal Censure:** Fanatic has had enough of Freedom Five's meddling in her right and just combat. She castigates them with holy wrath. Roll the environment's dice pool. Hinder all heroes with the Max+Min die until the Fanatic challenge is completed.

#### MAJOR TWIST

**Hydrogen Explosion:** Dozens of cubic meters of hydrogen leaking into the containment chamber go kaboom. The reactor is still intact but the chamber is in flames and crumbling. During the next environment turn, accelerate the scene tracker . If it reaches past the end of the track, the results are not pretty.



## FEATURES OF THE YAKUTSK NUCLEAR PLANT

This information about the above-ground features of the plant is easily obtainable by a quick fly-over or a little ground-based reconnoitering. Tell the players about these features when they first arrive at the plant.

- **Grounds:** Scrubby trees and frozen earth surround the facility. Proletariat's pickup truck is parked here.
- **Helipad:** Weather-cracked concrete landing pad suitable for helicopters or VTOL jets. Careful examination of the pad reveals recent burns from hot jet exhaust.
- **Service Building:** A large, rectangular building containing the service sections of the plant. The roof houses a big gasoline powered electrical generator, which is in good working order.

When they enter the service building, the following are the important rooms they encounter. Which room the heroes enter first depends on how they get into the plant—through the front door is a main hallway that leads to the administrative offices. The freight entrance leads to the storage/garage facility. Reveal a new room each time a hero spends their turn exploring. Reveal the elevator when you think they've gotten a good sense of things and feel like it's time to move on.

- **Main Hallway:** The wall sports a detailed map of the underground reactor facility.
- **Administrative offices:** A couple of small offices. Some years ago the roof developed a leak, and all the papers and furniture in the offices were ruined by water damage.
- **Worker dormitories:** Cots, lockers, kitchen, etc. Facilities for a dozen or so workers.

- **Storage room and garage facility:** Industrial shelving piled with materials, cables, tools, etc. There's an old GAZ utility truck in a corner. Also, several new things rest near one of the dock doors: a half-dozen four-liter plastic petrol cans full of fuel, a cryogenic tank of liquid helium, and a large sturdy steel case with a grapefruit-sized hollow inside. Blade brought the fuel in case he needed it to run the power generator; the liquid helium was to replenish the reactor coolant, and the case held the OblivAeon Shard.
- **Machine shop:** A large shop full of metalworking tools like drill presses, lathes, welders, etc.
- **Elevator:** A large freight elevator that leads to the reactor facility 50 feet underground.

The plant's underground features are hidden from easy view. The reactor facility is 50 feet underground, so the heroes won't learn these details until they discover the map on the wall of the main hallway.

- **Laboratory:** A very well-stocked high energy physics and chemistry lab. Much of the chemical supply has degraded over the decades, but some is still useful.
- **Control Center:** A room containing dozens of glowing CRT computer displays, cutting edge technology for the 1980s, with massive windows overlooking the reactor containment chamber.
- **Reactor Containment Chamber:** A dome-roofed concrete containment chamber housing the reactor core. Only accessible through the control center.



# THE PLANT (ABOVE GROUND)

## SCENE TRACKER

START

END



### THE SITUATION

The heroes learned from Visionary that there is some sort of disturbance happening at a defunct nuclear plant outside of Yakutsk. The heroes have multiple ways to get there. They could approach the plant directly by air using the Freedom Jet, or they could fly into the city of Yakutsk and arrange ground transportation, or they could manage to arrive in the wilderness further from the plant and hike to the facility. The choice is up to them, but if they're having trouble coming up with a plan, you can present them with those options.

In any case, they'll face no opposition to their arrival at the exterior of the plant and will be able to perform some reconnaissance of the facility before entering. The plant consists of two main sections—the above-ground service and entry section, and the below-ground reactor plant, both filled with hundreds of Proletariats.

It's immediately obvious to the heroes that their old foe Proletariat is here—his clones are everywhere. As the heroes approach the plant, the view is reminiscent of an anthill, as the plant's coolant tower is swarming with hundreds of mindless Proletariat clones.

### THE OBSTACLES

Two things must be completed before the heroes can begin to solve this entire mess:

- Getting Inside
- Getting Downstairs

As the heroes are navigating the complex, use the room information on page 4 to create a sense of location, but also feel free to create your own layout and descriptions. The important part is that the complex feel large, old, and largely decommissioned, except for rare hints of more recent usage. And, of course, that ridiculous piles of Proletariat clones block just about every move.

### GETTING INSIDE

The grounds of the nuclear plant are covered with scrubby pine trees, mostly dead shrubbery, and frozen earth covered in snow—clearly it's been decades since a groundskeeper has had anything to do with the place. As the heroes approach the plant, they see hundreds, maybe thousands of Proletariat's clones swarming over the grounds, service building, and coolant tower.

The large, rectangular building housing the plant's service section has two entrances: a main door like any office complex, and a set of large raisable dock doors like you see at industrial loading docks and warehouses the world over. Both are blocked by the teeming mass of Soviet super-soldiers trying to get inside.

To make their way inside the plant, the heroes have to get past the mass of Proletariats, as detailed in the Get Past Proletariats challenge on page 6.

### GETTING DOWNSTAIRS

If the heroes get in through the main door, they wind up in the administrative offices. If the heroes get in through the warehouse doors, they come into the storage room/garage. In either case, to get downstairs they must find their way to the main hall which leads to the elevator. Each time a hero decides to explore, reveal a new room to them from the list of rooms above—whichever room makes sense to you.

Whichever way the heroes go, their path is clogged and blocked by Proletariat clones, requiring an Overcome action. Once a room is discovered and cleared, it doesn't need to be again, unless the heroes are stalling for so long that it refills with more new Proletariat clones.

Eventually, the heroes will find the elevator. Then they'll have to deal with the Going Down? challenge on page 6.

## GET PAST PROLETARIATS

### DESCRIPTION

To open an entryway, the heroes need to successfully get 3 groups of clones out of the way—physically moving them, merging them, or however else they can think of to get them out of the way.

### ACTION

Until this challenge is dealt with, the heroes cannot enter the plant at all.

### RESOLUTION

- Deal with some clones! 3 Overcomes

## GOING DOWN?

### DESCRIPTION

Once they locate the elevator, the heroes discover that the elevator shaft is also clogged with clones. When the shaft is cleared, they need to fix (or bypass!) the elevator to get to the underground reactor facility.

### ACTION

Until this challenge is dealt with, the heroes cannot proceed to the underground level.

### RESOLUTION

- Get to the elevator. Overcome, possibly more
- Clear the elevator shaft. Overcome
- Repair or bypass the elevator. Overcome

## PROLETARIAT'S CLONES

Proletariat's runaway cloning was initiated by a neutron burst from the reactor during his confrontation with Baron Blade, several hours ago. Initially several hundred popped into existence, and the lingering effects of the OblivAeon Shard prevented them from easily remerging. Fanatic showing up and going to town with her sword just made matters worse.

When Proletariat makes a clone, he shares his consciousness among all of the clones. The more clones there are, the less any one of them can manage detailed tasks. Right now, they're little more than a mindless mob, swarming over the building with no focus and no clear goal. None of the individuals represent a threat of any kind. And they can't manage to merge again on their own, as Proletariat has always been able to do before.

Heroes might want to help them merge at some point. There are any number of ways to do this. Encourage the players to think outside the box—no, physically mashing them together won't do it, but perhaps getting one to put their hand on another's shoulder and making eye contact? They're susceptible to suggestion; would getting them to stand up and perform synchronized calisthenics or recite a nursery rhyme out loud together get some to merge, as they unify in thought and action? Get people thinking and reward creativity.

Additionally, if the heroes can locate and destroy the OblivAeon Shard that started this whole thing, Proletariat will start merging himself on his own. But they'll have to first deal with even more Proletariats...





# THE PLANT (UNDERGROUND)

## SCENE TRACKER

START

END



## THE OBSTACLES

This scene consists of three separate obstacles:

- Find Fanatic
- Neutralize Proletariat
- Shut Down the Reactor

These obstacles are explained on this page, and then presented as challenges on this page and the next.

Continue using the Yakutsk Nuclear Plant environment, but start the scene tracker over at the beginning.

### SPECIAL HINDRANCE: TOO MANY PROLETARIATS

By the time the heroes arrive, Proletariat has hundreds of clones around the facility. In some places, such as the control room, there are so many that the heroes can't even move around effectively. Until Proletariat is neutralized, whenever a hero wants to perform an action that requires precisely accessing equipment in tight quarters, roll the environment's dice pool and Hinder that hero's action with the Mid die.

### FIND FANATIC

The first obstacle the heroes must deal with is locating Fanatic within this underground complex and convincing her, one way or another, to halt her assault on all of the Proletariats. Her powerful attacks keep making additional Proletariat clones, and also prevent her from properly reconstituting himself.

### NEUTRALIZE PROLETARIAT

The second obstacle is a mass of clones that has merged into a horrifying conjoined pile of Proletariats. To recover and destroy the OblivAeon Shard that is making Proletariat's powers so unstable, the Shard must be dealt with first. Once the Shard is destroyed, Proletariat will be able to begin reabsorbing his clones. Until then, physically accessing the vital equipment in the plant is impossible. There are far too many people—or, rather, copies of the same person—in the way.

### SHUT DOWN THE REACTOR

The third obstacle is the reactor itself, which is in the process of going critical. Baron Blade reactivated the reactor at the Yakutsk plant to observe its behavior, take measurements, and determine the utility of the OblivAeon Shard as a power source. He quickly determined that the Shard was far too unstable and high-tailed it out of here. Now, the reactor is about to blow, even if the Shard is destroyed. The chain reaction has already begun, and the massive explosion will be cataclysmic.

Here are those obstacles, presented as challenges:

## FURIOUS FANATIC

### DESCRIPTION

Fanatic is in a towering rage over losing her friend Ra, and is taking it out on Proletariat. She's beyond reason and rationality, and won't stop until a fellow hero can talk her down.

(You might say that she's... seeing red! Get it? 'Seeing red?' ... Because Proletariat is a Soviet soldier who wears red... and she's angry... Sorry.)

She's mindlessly attacking and cleaving through innumerable Proletariat clones, which would be an effective tactic against almost any adversary except Proletariat. With each mighty cleave, she creates far more Proletariat clones than she dispatches. It's up to the heroes to convince her to stop.

### RESOLUTION

Resolve this as a multipart challenge. These are the suggested parts, each achieved with an Overcome action:

- Get to Fanatic (she's probably in a control room, fighting many Proletariat clones): Overcome
- Get Fanatic to stop fighting for long enough to actually listen to you: Overcome
- Convince Fanatic to stop fighting and fall back: Overcome



## PILE OF PROLETARIATS

### DESCRIPTION

Proletariat did not escape unscathed from his recent confrontation with Baron Blade—he was divided hundreds of times over by a sudden neutron burst from the reactor. Hundreds of clones sprang into existence, swarming through the reactor plant like a red tide. That's when Fanatic arrived, who began attacking the Proletariats with her mighty sword, creating even more Proletariat clones with every swing.

In the reactor containment chamber, several clones tried to remerge around the OblivAeon Shard, but the power of the Shard interfered—leading to the formation of a huge pile of semi-merged Proletariat... uh, stuff. It's a hideous ten foot tall mass of Proletariat, arms and legs and heads sticking out at weird angles—we'll call this Mega-Tariat. The heroes need to fix this, which will allow the rest of the clones in the underground reactor plant to remerge on their own.

### ACTION

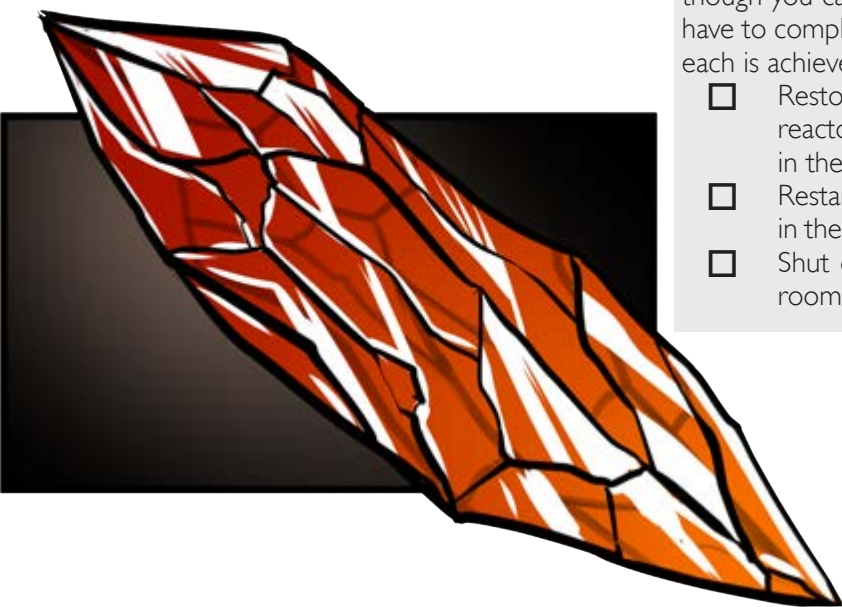
The heroes can't even begin to tackle this task if Fanatic is still attacking Proletariat clones in the control room.

### RESOLUTION

- Shield Mega-Tariat from radiation: Overcome
- Push Mega-Tariat into merging: Overcome
- Lead the rest of the clones from the control room and laboratory into merging: Overcome

### OUTCOME

Once the heroes accomplish this, the OblivAeon Shard falls to the ground, no longer trapped in a mass of Proletariats. The one remaining Proletariat himself is barely conscious—he's completely exhausted and in no shape to fight anyone. However, he is the most aware and cognizant Proletariat the heroes have encountered so far. If the heroes try to question him, he can only say "Reactor...Explode...Tsar Bomba, Tunguska, boom!... Please, stop reactor, da?"



## THE OBLIVAEON SHARD

OblivAeon Shards are rare bits of OblivAeon's power, and now that OblivAeon itself has been destroyed, they are all that's left of the cosmic entity. This OblivAeon Shard came to this planet hundreds of year ago, and was used only decades ago to give Proletariat powers. All it is capable of doing now is messing with those powers.

A hero might try to use the Shard to gain power, but doing so only hurts them. Any attempts to use the Shard on themselves result in that hero rolling their highest power die and taking that much damage. Additionally, as long as the Shard is near any Proletariat, they will be far more likely to split into multiple Proletariats. Any hero holding the Shard is aware of that fact, and knows the only way to stop that effect is to break the Shard.

It is not easy to destroy the Shard, but the heroes are very powerful and capable. Any player who describes a reasonable way for them to shatter, dissolve, or otherwise destroy the Shard can attempt to do so with an Overcome action. Doing so will not remove Proletariat's power, but it will allow Proletariat to begin merging his clones back into himself on his own. Once this happens, describe any groups of Proletariats as slowly pulling themselves back together and passing out. No Proletariat is left available for conversation or interrogation. However, there is still a major threat left!

## REACTOR REACTIONS

### DESCRIPTION

The reactor's status is critical and it will explode soon unless it's stabilized and shut down.

### ACTION

Until Proletariat is neutralized, the heroes can't begin to resolve this obstacle.

### RESOLUTION

This is a multipart challenge. Below are suggested parts, though you can come up with other actions the heroes have to complete in order to save the reactor, so long as each is achieved with an Overcome action:

- Restore supply of supercooled helium to the reactor, contained in a tank in the storage room in the service building: Overcome
- Restart the levitated dipole containment system in the reactor containment chamber: Overcome
- Shut down the muon generator in the control room: Overcome

## THINGS TO DISCOVER

The heroes might want to look around, get additional information, etc. Heroes who take a moment to examine gear, look closely at the technology, or investigate in some other way can learn:

- The reactor was restarted recently
- Certain important bits of gear were scavenged and removed
- This reactor is closely related to early Blade tech they've seen in the past

## IF THE HEROES FAIL...

If the scene tracker runs out of slots before the reactor is stabilized, it explodes in a gigantic fireball bigger than the Tunguska event in destructive power. Dozens of people in the surrounding hills and woods are killed, and it would have been far more had the plant been closer to Yakutsk. Abject devastation spreads for miles. Windows for hundreds of miles are shattered. Every seismograph and nuclear detonation detection system on the planet lights up like a Vegas marquee.

Any ordinary person at the facility when it blows would be killed immediately—but the heroes are not ordinary people. If any character is still there, roll the environment's dice—that character is dealt damage equal to Min+Mid+Max.

## PROLETARIAT VILLAIN STATS

Most likely, the heroes won't be dealing with Proletariat in a coherent fashion, nor is he interested in fighting the heroes. However, if events take a specific turn, the heroes might go up against an assembled and angry Proletariat. If so, use the villain stats below for him.

**PROLETARIAT**  
STARTING HEALTH: 16

### CURRENT HEALTH:

POWERS	QUALITIES	STATUS*
Strength	Conviction	9+ Clones
Vitality	Close Combat	5-8 Clones
Hammer	Leadership	3-4 Clones
	Cold Warrior	1-2 Clones
		0 Clones

\* Proletariat has trouble splitting his consciousness too much, and so the more duplicates he has in play, the weaker he is individually.

### ABILITIES

**Strike One Down...** (Reaction): Whenever Proletariat would take damage, ignore that damage and create a clone minion (listed below) with a die size equal to his current status die (counting the new clone). Proletariat may use this reaction more than once a turn, but each time he uses this reaction each turn after the first time, he takes 1 damage.

**Absorb Duplicate** (Action): Remove any number of Proletariat clones. Roll their dice and recover that much Health.

### CLONE MINION ABILITIES

**...And Two More Take His Place** (Inherent): Whenever a Proletariat clone rolls a save, if he rolls equal or below the damage taken, he instead splits into two dice of one smaller size, and Proletariat takes 1 damage. If he rolls above the damage, the minion is reduced one die size.

**Coordination Issues** (Inherent): If multiple clones take the same action against the same target, roll all of their dice at once, and use the lowest rolling die among them for each roll.







## EPILOGUE

Regardless of whether the heroes succeeded in stopping the explosion of the reactor, a man named Pavlo Yemelin—a blogger known for fantastically paranoid and nationalistic reporting, with connections to extreme right-wing elements across the world—begins writing about the reactor overload incident. He publishes a “shocking exposé” blaming the Freedom Five for the entire incident. This might become extremely inconvenient for the Freedom Five at a later time, as it could turn a significant number of people against them, and not just Russians. Conspiracy theories have a way of growing without regard for borders. But that’s a story for another collection.

Depending on how they got through to Fanatic, she either flies off, still enraged and not dealing well with her grief, or she agrees to talk to them. If she’s been calmed successfully and the Freedom Five tell her about what’s going on in Megalopolis, she sees an opportunity to make something right in the world again, and to reconnect with her friends and teammates. With a parting, “Continue to fight in the light, stalwart companions of justice,” she flies off to Megalopolis.

**NOW, THE HEROES ARE EITHER OFF TO ONE OF THE OTHER MISSIONS THAT VISIONARY GAVE THEM, OR THEY’RE ABOUT TO RETURN TO MEGALOPOLIS.**





# SENTINEL COMICS

THE ROLEPLAYING GAME

## RAGE UNENDING

### WRITERS

Christopher Badell & Clark Valentine

### ARTIST

Adam Rebottaro

### GRAPHIC DESIGNER

Jennifer Closson

### EDITOR

Amanda Valentine

### DEVELOPER

Dave Chalker

### PRODUCER

Cam Banks

### EDITOR-IN-CHIEF

Christopher Badell

### PUBLISHER

Paul Bender

**SENTINEL COMICS CREATED BY  
CHRISTOPHER BADELL AND ADAM REBOTTARO**



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