

GOING FOR GOLD



A SQUADRON UK SCENARIO
BY SIMON BURLEY

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Going for Gold

A Scenario for Squadron UK

by

Simon Burley



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Introduction

Going for Gold Hunters is a scenario for Squadron UK – the game of British Superpowered Crimefighters. However, it can easily be converted to other game systems. It contains maps, figures and a storyline which can be used with any game.

This scenario is intended to offer a challenge to a small group of fairly experienced player-Heroes – possibly ones who have become a bit arrogant and need taking down a peg or two.

The adventure starts at a pro-celebrity Athletics tournament where the Heroes, with all their much-vaunted powers, are shown up by an “ordinary” athlete. Finding out how involves a bit more than a simple drugs test.....

With minimal role-playing, the battles described here could be completed in a single extended game session. However, if the players get into the spirit of things, it should take more time. Referees who are particularly inspired by the themes of this pack could even expand upon these materials to create an extended story-arc for their on-going campaign. Suggestions for such expansions are given where appropriate.

Preparation

Make sure you read this adventure thoroughly before starting play. Read the details of the non-player-characters - double check you understand their powers and look up any rules you may need to revise. (**PSIONICS**, for example.) Pay attention to the role-playing notes and quotes. Try to develop a particular voice or personality for each character.

Try to anticipate how your players' Heroes are likely to perform. Choose appropriate target(s) for **PSIBERIA**'s attack in the second chapter and, if necessary, prepare appropriate tactics for the final battle with **BEHEMOTH** to ensure that it won't deteriorate into a crude slug-fest.

However, as always, do not be tempted to “crock” the powers or abilities of any individual Hero.

Suggestions are given for toughening or weakening the scenario if you feel this is necessary. In addition all of the characters listed have options which you can add to make them even more deadly.

Print out and assemble the figures and maps provided with this pack, and you should be good to go.

Cast List

The Heroes

This scenario is designed for a group of 2 to 5 Heroes based upon 8 power rolls each who have had some upgrading through training. If it is played with only 2 Heroes they may need to be particularly tough. For a 5 Hero group, the Referee may have to use some of the options provided to toughen-up the scenario.

Sally Winter “The Olympian”



Until last year, Sally Winter was an indifferent middle-distance runner - what the British media describe as a “medal hopeful”. Following yet another disappointing season she dropped out of the public view.

Now she has returned. Faster, stronger, bigger. Not only is she a better middle-distance runner, she is rapidly proving herself to be the best British athlete in every category, shattering records in event after event and, even, outperforming her male counterparts.

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Repeated drugs tests have found nothing anomalous in her system. She is 100% human – well, maybe 110%. Now she's testing herself against the superpowered Heroes of Squadron UK.

Winter's new-found level of ability is the result of a cutting-edge training regimen developed by Dr Cynthia Green. This is so cutting-edge that it isn't illegal – yet - though it is certain to be outlawed just as soon as the International Athletics Committee find out the details.

Psiberia



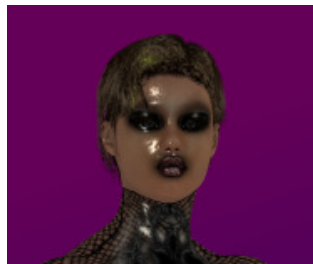
Susan Imanov is an agent of the Russian Athletics Commissariate. (If caught and questioned, she will admit to being from the RAC, which may lead to momentary confusion.)

The RAC have been watching Sally Winter's recent progress with concern and interest. They are interested in finding out how she has developed her new-found abilities. If they are through illegal or immoral enhancements they want her exposed. If not, they want to know the details of the training and development programme to apply to their own athletes – in the spirit of international sporting fairness.

Psiberia is a naturally gifted psychic whose abilities have been honed at the Moscow State University of Parapsychology. It is hoped she will be able to use these abilities to convince Sally Winters to reveal her innermost secrets and, if necessary, defect to Russia.

In addition she has been provided with a prototype battle-suit for her own protection. A native of Siberia, Susan is able to tolerate the low temperature created by the suit's frost Energy Attack. The outfit has also been fitted with a helmet designed to boost her psychic potential.

Dr Cynthia Green



Power corrupts. Cynthia Green started out as a doctor specialising in sports injuries.

Her descent into evil and madness was via the slippery slope of, firstly, wanting to develop new ways of curing or avoiding such injuries, through to developing ways of winning events more easily and fairly, though to wanting to win events at any cost.

Now that she has developed fool-proof and legal (for the time being) systems for boosting human performance, she has used them on herself, rejuvenating

her body and subjecting her genius intellect to a soup of raging hormones. She will do anything to maintain and enhance her physical perfection.

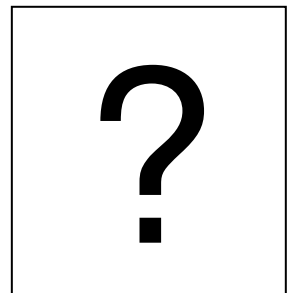
Orderlies



Cynthia Green has grown a private army of enhanced, accelerated, lobotomised clones. She calls them her "Orderlies" as they keep order on her private estate.

Though not too bright, the Orderlies are fast, strong, happy, fiercely loyal and totally immune to pain.

Behemoth



Unknown to anyone except Cynthia Green herself, the experiments in human enhancement have a hideous secret at their heart.

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Her experiments have traveled down some dark alleys and generated their fair share of failures, monsters and grotesques. Most of these have been euthanised or aborted. Some, however, had useful side effects and these she has retained in secure accommodation.

The truth is that the secret behind her successful training regimen has nothing to do with diet or exercise. All the enhancements are a result of the athlete imbibing, ingesting and being smeared with secretions from Dr Green's most hideous, grotesque but successful creation – a being of immense strength which she calls **BEHEMOTH**.

Prologue

There is basically one way of introducing the Heroes into this scenario. There is to be a large charity pro-celebrity Athletics tournament taking place in the near future.

Any Hero with a Public Status of 21 or more will be contacted by the TV companies and invited to take part.

Heroes whose status is between 16 and 20 will be invited if they contact the organisers and offer to take part.

Heroes with a Public Status of 15 or less will not be invited to take part. If they really want to participate they'll have to pull some kind of stroke.

Possibilities include:

- i) Blackmailing one of the sponsors.
- ii) Taking part in their secret identity.
- iii) "Gatecrashing" the event.

The sweetener is that anyone who does take part in the event will get a Public Relations score of at least 4 and, provided they are reasonably personable, probably 5.

There is also the chance of boosting other ratings (Identification, Contacts etc.)

Heroes who don't take part can still buy tickets and watch the event as part of the audience, either in their secret or Hero identities. However, tickets are neither cheap nor easy to obtain. Characters should be required to use one of their abilities to acquire them.

Being Filthy Rich, Computer Skills, Contacts, Detective Points etc. all come to mind.

When they finally get a tickets the player should feel a sense of achievement.

(If you really want to scrape the barrel you could have a character who has been unsuccessful in getting tickets being offered a pair by as thug or minor villain they have just defeated in return for being turned loose.)

Chapter 1: "Decked Athletes"

Summary: The Heroes take part in the charity pro-celebrity athletics event and are surprised to be defeated by a "normal" competitor.

Detail: For the tournament, the Referee should choose an appropriate:

- charity to whom it is dedicated
- sponsor – maybe a famous industrialist and philanthropist
- host. This will depend upon the climate of the times. In the 1960's it would be a liverpudlian comedian. In the 70's it would be a bird puppet and its master. At the time of writing it would probably be a pair of cheeky Geordies.

Before the event there will be some good-natured joshing as the hosts, athletes, Heroes and other celebrity participants (a popular villain on day-release?) poke fun at each other. Then the event will start in earnest.

It is assumed that the Heroes will take on Sally Winter (and other competitors, including each other) in the Decathlon. This is to give a wide range of events where Heroes' abilities in one area should be balanced by their weaknesses in others.

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Though Sally Winter may be outperformed by some Heroes in some of the events, she is competent in all of them and will generally come in at least second position.

The decathlon is normally completed over two days but, due to the quality of the participants, this one is to be completed within a single day.

The Referee should record the results of each event openly for all players to see. Each event will either be won by Sally Winter or by the most appropriate Hero. Sally Winter will come second in almost every event. The Referee may wish to make up a third place.

It is made up of the following events:

100m: This will be won by Sally Winter unless anyone has a ground-based movement which exceeds hers (through SPEED or TALLER). Anyone who tried to use another power, such as FLIGHT, to win will be disqualified.

Long Jump: Sally Winter will win unless a Hero has the Superpower LEAPING or uses their FLIGHT Ability. The long leaps given by the power AGILITY will not be enough to defeat her.

Shot Put: Heroes with a Strength of 25 or more will beat Sally if they make at least one acceptable toss. (Sally can defeat people with Strength 21-24 due to her higher skill).

Players roll one strike roll. If they hit DC: 6 then the Hero has made 3 good throws. DC: 8 is two good throws. DC: 10 is a single qualifying throw. If they fail to hit DC:10 then all their throws are ruled as fouls. (Players may ask the Referee to roll for Sally Winter and should be surprised by her Strike bonus.)

Note: REALLY strong Heroes should take care not to use their full strength as the shot could go into the crowd and cause injury. The Referee should require a Personal Status roll to avoid injuring – or killing – a spectator.

High Jump: As long jump.

400m: As 100m but if a Hero has a Vigour of less than 10 then Sally will defeat them even if they have a faster ground move. They run out of puff!

110m hurdles: As 100m. but players have to roll a d20 under their characters' Dexterities to avoid tumbling over and forfeiting the race.

Discus: As shot put.

Pole Vault: Only judicious use of Flight can allow an untrained Hero to beat Sally at this.

Javelin: As shot put.

1500m: As 100m and 400m but Heroes who are faster than Sally will a Vigour of 15 or more to stay the course and beat her.

Climax: At the end of the events, the Referee should allocate 3 points per win, 2 points for second place and one point for third place, awarding Gold, Silver and Bronze medals accordingly.

Sally Winter will probably win. Even if she doesn't, the Heroes are sure to be at least curious, if not hopping mad.

If they ask about her, have them make a percentage Detective Points roll:

Over 4 times Detective Points: They've never heard of her.

Under 4 times Detective Points: They know she's an athlete but nothing more.

Under 3 times: Sally Winter was middle distance runner who promised to do well but failed when put to the test.

Under 2 times: Sally Winter used to be a failure but has returned after a sabbatical and is doing much better.

Under 1 times Detective Points: Sally Winter is now defeating all comers, male and female, in all events. Repeated drugs tests – and similar – have turned up nothing.

Aftermath: The Heroes will probably want a word with Sally Winter.

Even if they choose not to, a mysterious figure is about to force their hand.....

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Chapter 2: "Cold Showers"

Summary: PSIBERIA telepathically controls one of the Heroes and sends them to capture Sally Winter.

Detail: Susan Imanov is present as a reporter for the Moscow Times. When Sally Winter returns to the changing rooms, she will take her chance to control one of the Heroes present and send them to capture the athlete.

The Referee needs to make some secret rolls for Psionic attacks against the

Heroes – asking all the players to make d20 rolls but not revealing what they are for. Remember PSIBERIA will have to make a successful telepathic link followed by a successful control attack.

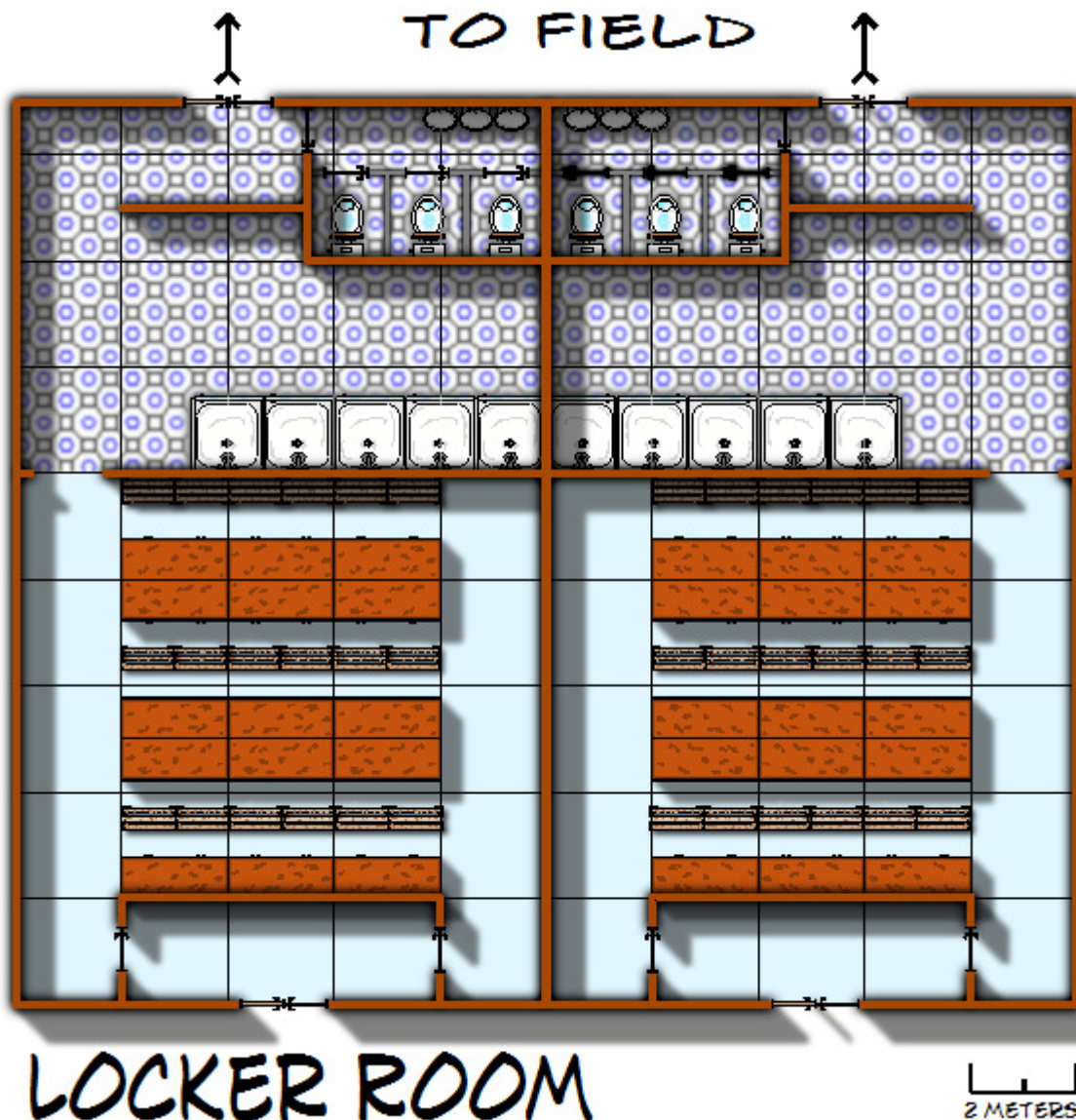
Ideally she will take control of the team "brick" – the guy who likes to throw his weight around, invulnerable within his armour or tough skin (usually with the Ego of a gnat) – but will take whatever she can get.

The Referee should now speak to each player in turn – preferably in secret.

Heroes who successfully resisted a telepathic attack will have noticed nothing.

Anyone who had a link made but then resisted the control attack will have felt a "tingling" in their head. The character who falls under PSIBERIA's control will be ordered to take Sally Winter captive. They won't know why or who gave the order, just that they HAVE to do it.

The player should be allowed to play their character within these constraints. (Remember that they also only get 2 Frames per round).



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The Referee should ask each player what they are doing.

Ideally the controlled character will enter the (women's) changing room to confront Sally Winter. She will not go quietly and a battle will ensue. The other Heroes will be alerted by the sounds of conflict. They should be unaware of the reasons behind the fight and need to work out what's going on. Some may side with their colleague, others may seek to restrain them.

During the fight a change will come over Sally Winter. At first she may be a bit nervous about confronting someone with Superpowers. However, after she survives the first attack she - and the Heroes - will realise that she actually has a chance to defeat the Hero in hand-to-hand combat. In round two she will straighten up and hold her own. Then she will start to explain, quietly at first but then more loudly and boastfully, that she is the most perfect athlete ever. She is the ultimate Olympian and will start to call herself by that name as she rains fist after fist upon the Hero attacking her. Even if that Hero is restrained by his colleagues, she will continue to defend herself until her attacker is completely unconscious. Only then will her rage diminish.

Reporters will also flood into the changing room whilst stewards try, ineffectually, to cool things down.

Climax: Sooner or later PSIBERIA will take a direct hand in matters.

The Referee should allow players appropriate Detective Points rolls to spot "the Russian reporter in glasses", especially if they specify they are looking for anything unusual.

Alternatively, when it looks like her plan is going to fail, PSIBERIA may attempt to take over one more Hero (she doesn't want to have to pay the points cost of controlling more than 2 at a time).

She will then throw off her disguise to reveal her battle-suit and take a more direct hand in events.

She will try to escape if events turn drastically against her.

Aftermath: When things calm down the characters will need to discover their way to the next stage - Dr. Cynthia Green's athlete training establishment. There are a number of ways of doing this. These include:

- Though questioning Sally Winter will reveal nothing (unless someone makes a REALLY good Public Status Roll - under half Public Status would be appropriate) they can secretly follow her when she leaves the stadium.



- If they captured PSIBERIA then she will reveal that she picked up a location whilst looking in Winter's mind.
- Appropriate computer searches (with skill) will reveal exactly where Sally Winter has been training.

The Heroes should now be able to proceed to Dr Green's lair to find out exactly what is going on.

Ratings: Now is a convenient time to adjust ratings.

Backing: Characters who started with a Backing of 1 or 2 could have it boosted, if they performed appropriately.

Identification: +1 to anyone who took part in the event, even if they are a four-eyed blue alien.

Public Relations: This should be 5 for anyone who took part in the event with good grace. Taking part but being an "also ran" only gets 4.

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Practice: 6

Publicity: Anyone taking part in the event will have a publicity of 1 or, at most, 2 regardless of Public Status.

Approachability: at least +1 for everyone who took part in the event and did not disappear in an enigmatic fashion afterwards. +2 is possible.

Conscience: This should not be affected. A Hero who is controlled should not take actions which are wildly against their core beliefs.

Security: Realising, for the first time, that they are vulnerable to mental attack could severely lower the security of a Hero who, previously, thought they were invulnerable. This will be compounded if PSIBERIA makes her escape.

Campaign Notes: Referee's wishing a more extended adventure may wish to make it more difficult to discover the training centre. The Press could descend upon the Heroes allowing Sally Winter to slip away unnoticed. The Heroes will then have to wait for her to re-appear or locate her in some other way. They could establish false identities as up and coming athletes needing training or attach themselves to an existing one.

Alternatively, they could press their contacts for information, only finding the facility at the end of a long and detailed investigation.

Other Agents of the Russian Athletic Commissariate may be sent to help or free PSIBERIA.

They may wish to "debrief" the Heroes for any information they possess.

PSIBERIA could reveal other abuses of athletics protocol around the world and convince the Heroes to help her investigate them.

Agents acting for Cynthia Green could obtain samples of the Heroes' DNA. She could use these to clone even more amazing athletes or create super-agents to defend her facility or to neutralise the Heroes.

Chapter 3: "In an Orderly Manor"

Summary: The Heroes penetrate Cynthia Green's training establishment but find it guarded.

Detail: When Cynthia Green becomes aware of the Heroes' interest in her activities, she will prepare for their arrival. Though the grounds of her Manor and the house itself are extensive, she will choose to meet the Heroes in one of the out-buildings which she has converted to a laboratory and athlete development centre. She reasons that the Heroes will be easier to contain within a smaller setting, which will limit any flight, agility, speed or similar superpowers.

She also wants to avoid damage to the grounds and main house which are both listed as sites of cultural importance.

Consequently, when the Heroes arrive they will find the grounds of the Manor House eerily deserted. The same can be said of the House itself. However, they will see a small light in the window of a two-storey outbuilding.

As soon as the Heroes enter the building, whether through a door or window, metal shutters will slam down. This may strand one or more characters outside. Cynthia Green will be monitoring events through concealed CCTV cameras and will open shutters as appropriate. If a Hero seems likely to be able to batter their way in, she will open a single shutter for a moment to allow them entry, provided it does not allow any of the Heroes trapped within to escape. The shutter will be sealed shortly afterwards.

The shutters are solid steel and have 30HTK and a damage divider of 3. The walls have 40HTK at any given point but only have damage dividers of 2.

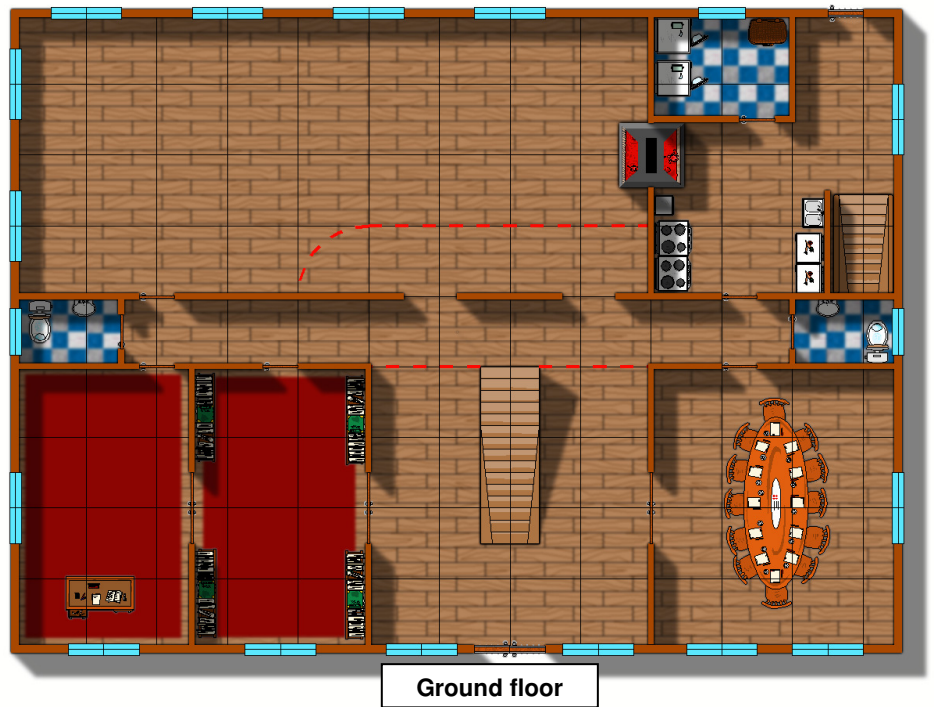
Once the Heroes are in the outhouse, they will face a number of challenges:-

- 1) The building is guarded by a number of Orderlies.

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3 per Hero is a typical number of Orderlies, but the Referee may wish to adjust this based upon their Heroes' abilities. Though not a significant threat, their ability to resist pain and the relatively large number of WC:2 attacks they make may cause problems for some less cautious Heroes at first.

- 2) There are a number of athletes being trained here, one per Hero is typical. Though not as tough as the Olympian, they are highly skilled with a range of items.
- 3) Cynthia Green will take a direct hand in affairs at some point. She IS as tough as the Olympian and, in addition, defends herself with an advanced stunning device.
- 4) Sally Winter will also almost certainly be present, now completely consumed by her Olympian persona and seeking revenge upon anyone who has belittled her abilities. She is determined to prove she is the best.
- 5) If she has not been apprehended, PSIBERIA will also



be prowling around, trying to seize the secrets the building conceals for her own purposes.

- 6) The building itself houses a number of threats:

Ground floor

- The Hallway and Gymnasium are overlooked a balcony on the second floor which gives opponents cover (-2 to strike them) and allows them a +1 strike on any attacks into the areas below.
- There are acids on the tables in the laboratories to the right of the Hallway which can be thrown.

These do 2d6 HTK and HTC damage with a -2 on damage dividers. (There are other liquids present, as well, which could cause unusual effects if imbibed by or injected into Heroes. This is left to the discretion of individual Referees.)

- Any athletes fighting in the gym can use the wall-bars and/or overlooking balcony to gain +2 damage bonus on attacks.
- There are pans of boiling fat in the kitchen which will do 3d6 HTK and HTC to anyone in DC: 4 or greater with -1 on damage dividers. DC: 3 Heroes only take HTC damage. Anyone with a lower DC is immune.

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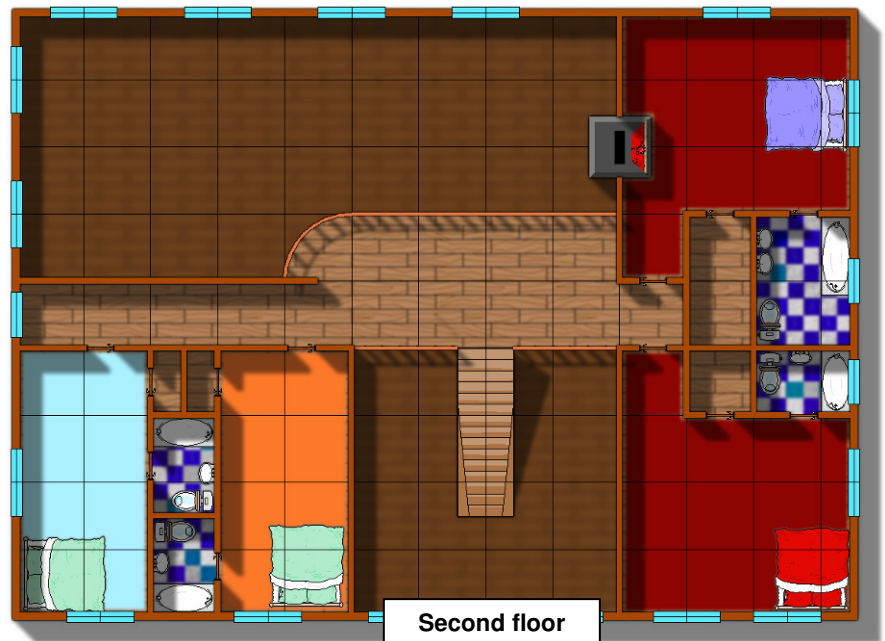
Second Floor

This contains no special threats.

Basement

(Accessed via the kitchen)

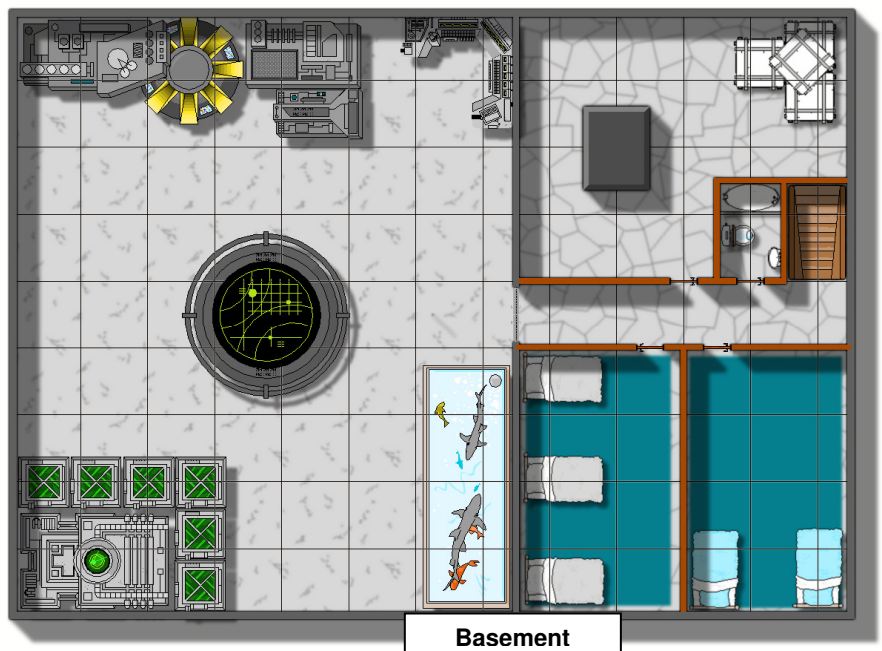
- The room on the top right contains BEHEMOTH (See later.) The walls and doors have 100HTK apiece with damage dividers of 5. (They need it). They are locked and cannot be opened at this time.
- The main laboratory (which is where Cynthia Green is based) contains a nuclear reactor which could be overloaded for 50d6 HTK and HTC damage to anyone within 5 miles but everyone will work to avoid this.
- In the centre of the lab is a Hypermetric chamber which can be used to (temporarily?) remove one power from a Hero trapped inside it.
- The two sharks in the tank have 30HTK and HTC apiece. Though they only have 2 frames per round



and are DC: 8, they do double-handed penetrative damage with a +10 damage bonus.

The Orderlies and Athletes will seek to split up the Heroes and lure them into positions where they can use the advantages of the setting against them.

Climax: Cynthia Green herself will remain hidden in the basement laboratory. When discovered she will initially try to talk her way out of trouble. However, if she is only faced by one or two fairly weak or battered Heroes, she might be tempted to try out her newly developed abilities against them.



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Aftermath: Just the tide is turning in the Heroes' favour, Cynthia Green will promise to show them the secret behind her training regime.

With the push of a button, the super-strong, nigh-indestructible door by the entrance to the basement slides back to reveal a hideous BEHEMOTH. With a roar it emerges, ready to take revenge upon the world.

(If PSIBERIA is still around, now is a good time to have her creamed by the BEHEMOTH. If not, a couple of Orderlies or a weakened Olympian should to the trick....)

Chapter 4: "Behemoth Unleashed"

Summary: The Heroes have to defeat the Behemoth and prevent Cynthia Green escaping.

Detail: The Key to this battle is preparation. Without this, the battle can bog down into a boring slug fest between the Behemoth and the team's brick. The Referee should try to keep the battle more mobile and interesting. This will depend upon the powers of the individual Heroes but possibilities include:

- The Behemoth knocks a Hero back into the reactor which then starts to

build towards an overload. The team's scientist has to avert the catastrophe.

- The Behemoth throws a shark or two out of the pool at people.
- Behemoth lumbers up the stairs tearing them down behind it.
- If Behemoth is lured into the Hypermetric chamber, it can be stripped of some of its Strength.
- Cynthia Green uses her stunner (or causes an overload in nearby equipment) in order to charge the Behemoth and make it even stronger.

Campaign notes:

A Referee wishing for a more extended campaign can fix things so that the Behemoth pulls the laboratory down around itself. Heroes will then have to use their powers to save themselves and their comrades from the 10d6 HTK and HTC caused by the collapsing masonry. By the time they have dug themselves free, the Behemoth will be loose and rampaging across the countryside. It will cause strange infections in anyone it

meets. They mutate into superstrong menaces themselves and will have to be restrained until a vaccine can be brewed from the Behemoth's ichor, assuming it can be caught.

Climax: Ideally, the Heroes – battered from their previous exertions - should take a number of casualties. The last man standing will take out the Behemoth in a final act of bravery.

Aftermath: The Behemoth is a monster, pure and simple. It must be destroyed.

Without the potions brewed from its secretions, Sally Winter, Cynthia Green and the other athletes will return to normal in a matter of weeks.

The Orderlies, alas, will remain as they are and a Government Ethics Committee will have to sit to decide their future.

Officially, the Heroes will be praised for their actions in closing down Cynthia Green's experiments. In private, a number of people may be annoyed at their costing the country its best chance for Gold Medals ever.

Ratings:

Backing: This is yet another chance for a Hero to get full official backing (5) should they choose to join any of the various committees or bodies which will be set up following this tragic affair.

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Identification: A Hero who suffers from a low identification through strange looks may gain a +1 bonus if they appear alongside a picture of Behemoth in the paper. Compared to it, they look positively normal!

Practice: This scenario has a rating of 7. However, careful handling of the situation and the right "spin" on the story could raise it to 9. They *have* saved the country from serious embarrassment after all!

Approachability: This could receive a similar bonus to Identification.

Expression: Anyone who doesn't get an expression of 5 from this scenario - with all the opportunities for sports-related witticisms it contains – just isn't trying!

Success Rate: Defeating Cynthia Green and defeating the Behemoth count as two separate successes so a +2 may be given at this stage.

Security: Defeating the Behemoth should definitely make the Heroes feel more secure.

Future Issues

A) What is going to happen to the Orderlies?

B) Did PSIBERIA manage to escape with any of Dr Green's research?

C) The Heroes find an egg is the Behemoth's cell.

Was the Behemoth male or female and where is its mate?

D) Will the Heroes agree to join the British Olympic team? Will they be allowed to participate?

E) What other pro-celebrity events will the Heroes be invited to participate in?

Villains:

Sally Winter - background:

Sally Winter is an indifferent middle-distance runner. In most countries she wouldn't even make the Olympic squad. That makes her Britain's best medal hope.



Following yet another season of disappointment, Sally was approached by the famed scientist Dr Cynthia Green.

She explained that she had developed a revolutionary new training programme.

Through a tough training regime, and the injection of ungeants from the body of the Behemoth, Sally Winters has become the greatest all-round athlete this country has ever known. She doesn't know the source of her abilities and, deep down inside, she feels a bit guilty. However, she is winning event after event and passing drug test after drug test so she isn't asking too many questions.

The Olympian			
Alias: Sally Winters			
EGO	STRENGTH	DEXTERITY	VIGOUR
10	20	20	20
HTK	Divider	Recover	Hospitalised
70	4	1d6+1/hr	6
HTC	Divider	Recover	Stag/Stun
70	3	1d6+1/rnd	13/6
Move	DC	Dodge	Damage
10m	4	+2	+5
Frame	Strike	P.back	Energy
4	+5	20	-
Superpowers: AB Previous Training (Dexterity) Agility 1 Martial Arts (Pugilist) 2 Strength 1 Tough Skin 1 Vigour 1 Weaponskill 1 (Any Olympic Missile)			
Equipment: None carried but usually has access to Olympic Equipment.			
Attack	Fist/ /Foot	Sunday Punch	
WC	3	3	
HTK	1d6	1d6	
HTC	2d6+6	3d6+12	
Mod.	+5	+5	
Time	Frame	Action	
Notes	+5 Strike	+7 Strike "Going for Gold!"	

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During the scenario, her success will go to her head and she will start to refer to herself in the third person as "Olympian".

Quotes: "It takes blood, sweat and tears to get a body like mine. I'd like to share some of that around...", "At least I'm still human." "I'm the best there's ever been. I'm the OLYMPIAN!"

Options: If you need to upgrade Olympian take Strength, Dexterity and/or Vigour to 21 (75 HTK/HTC.)

PSIBERIA - background:



Born and raised on the Siberian steppes, Susan Imanov was identified at an early age as having latent psionic powers. She was sent to the Russian Paranormal Training institute where her abilities were developed and honed.

Recently she has been co-opted to the Russian Athletics Commissariate with a roving brief to travel the world and

expose immoral or illegal practices on the part of other nations.

She has been issued with an experimental battle-suit which has the dual role of enhancing her Psionic abilities and giving her the ability to manipulate cold. Only a native of a cold country could use such a suit successfully.

PSIBERIA			
Alias: Susan Imanov			
EGO	STRENGTH	DEXTERITY	VIGOUR
15	10	15	15
HTK	Divider	Recover	Hospitalised
52	3	1d6/hr	5
HTC	Divider	Recover	Stag./Stun
54	2	1d6/rnd	10/5
Move	DC	Dodge	Damage
7m	4	+1	-
Frame	Strike	P.back	PSI/Energy
4	-	20	25 + 10 / 15
Superpowers: Armour 1 Cybernetics 1 (Power Booster, +10 PSI points) Energy Attack (Cold) 1 (with manifestations) Martial Arts (Oriental) 1 Psionics 2 (Control, Mindwar, Psionic Blast, Telepathy) Skills (Gymnastics)			
Equipment: Armour Psionic Booster Helmet Surveillance/Recording equipment			
Attack	Fist/ /Foot (KO)	Cold Attack	Fist/ Foot (Kill)
WC	3	3	3
HTK	1d6	1-6xd6	2d6+3
HTC	2d6+6	1-6xd6	1d6
Mod.	-	-	-
Time	Frame	Action	Frame
Notes		15d6 per 5 rounds	

Notes: Each antenna on PSIBERIA's helmet gives her 5 extra PSI points per 5 rounds.

If they are damaged (they have 5 HTK each) she will lose those points.

Quotes: "We Russians are always accused of cheating, yet you decadent capitalists are the worst!", "Taste the icy breath of Mother Russia", "Don't you think it would be a good idea to....?"

Options: You can upgrade PSIBERIA by:

- Changing the Energy Attack gimmick to area effect.
- Upgrading the Energy Attack to Grade 2.
- Giving the Armour Strength Grade 1 (Strength: 25, +1 on both dividers)

Orderlies:

Clones grown in the laboratory by Cynthia Green, each Orderly has had it's nervous system numbed.



GOING FOR GOLD

This makes it totally immune to pain and physical pleasure. The only enjoyment they get is through drugs she gives them each night – ensuring they are totally loyal to her.

DC: 8, 2 Frames per round.

Their Fist attacks are WC: 1 but their guns are WC: 2. Heroes do not get free combat responses against them and they can affect Heroes with Tough Skin or Armour (albeit fully divided).

They are totally immune to HTC damage. If they take more than 10HTK they are incapacitated. If they take 20HTK they are killed.

(NB: They have a “theoretical” HTC: of 20 and Vigour of 5. Any attack which does more than 25 HTC will cause HTK damage on them.)

Quotes: “Dat wasn’t very nice!”, “Der boss lady sez to hurt you”, “Oooh! Dat’s clever!”

Options: You can upgrade Orderlies by:

- Giving them 3 Frames per round.
- Allowing them to take 15HTK before collapsing.
- Giving them blasters which reduce damage dividers by 1 apiece.

Athletes:

There are other competitors being prepared by Cynthia Green.

Though not as far along in their “training” as Sally Winters, they can still cause some problems for the Heroes.

DC: 10, 3 Frames per round.

Rendered unconscious by any attack by Superpower or with a damage bonus.

They all have **Skills (Gymnastics)** which gives them a total dodge modifier of 2 and allows them to gain a +2 damage modifier to fist/foot attacks when gamboling, swinging etc. into combat.

Their fists/feet are WC: 1 and do single-handed concussive damage. However, each athlete specializes in one of the Olympic thrown missiles. With these they are WC: 4. They take an action to use.

Shot putt: Double-handed concussive damage. 5m. range

Hammer: Double-handed concussive damage. 10m. range.

Discus: Single-handed concussive damage 15m. range.

Javelin: Double-handed penetrative damage 20m. range.

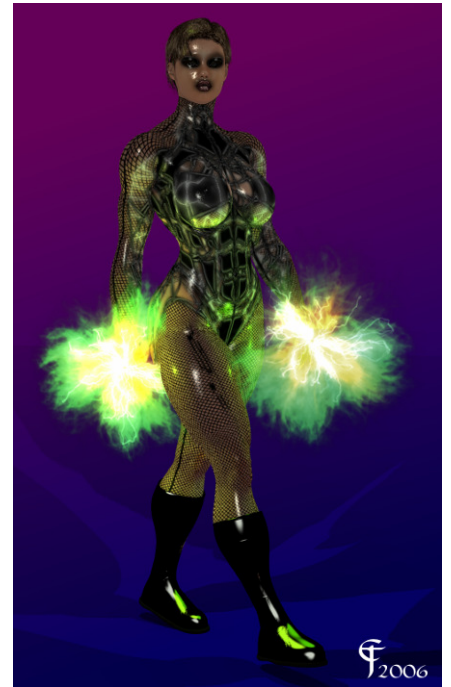
Note: lower Defence Classes will be immune to these attacks as normal.

Quotes: None. If you choose to use athletes, they will be a dour and taciturn lot.

Options:

- 4 Frames
- 20 HTK/HTC
- Martial Arts Grade 1

Dr Cynthia Green - background:



Cynthia Green is a biochemist specializing in the treatment of sports injuries. Her research led her to the conclusion that prevention is better than cure. She sought to breed a better, stronger athlete. This led to the Orderlies and, eventually, the Behemoth.

Using fluids drawn from the Behemoth she has been able to boost the performance of existing athletes and has started to use them upon herself. She looks much younger than her fifty-plus years.

In addition she has armed herself with a stunning device which she uses to subdue

GOING FOR GOLD

Orderlies or Athletes when their powers cause them to lose control.

Dr Cynthia Green			
EGO	STRENGTH	DEXTERITY	VIGOUR
10	20	18	20
HTK	Divider	Recover	Hospitalised
70	4	1d6+1/hr	6
HTC	Divider	Recover	Stag./Stun
70	3	1d6+1/rnd	13/6
Move	DC	Dodge	Damage
10m	4	+2	+5
Frame	Strike	P.back	Energy
4	+3	20	-
Superpowers: AB Brilliant Scientist - Biochemistry Agility 1 Martial Arts (Pugilist) 2 Strength 1 Stunner Tough Skin 1 Vigour 1 Equipment: Stunner Two-way radio			
Attack	Fist/ /Foot	Sunday Punch	Stunner
WC	3	3	3
HTK	1d6	1d6	-
HTC	2d6+6	3d6+12	3d6
Mod.	+5	+5	-
Time	Frame	Action	Action
Notes	+3 Strike	+5 Strike "This won't hurt a bit"	10m. range

Quotes: "I'm merely working to improve the human condition", "Who are you to judge me? At least I'm still human!"

"I can see you need a lesson in ethics..."

Options:

- Replace Stunner with electrical energy attack
- Armoured suit (DC: 4)
- Megavillain status. (If you choose this all her other powers will need revision/upgrading)

The Behemoth - background:

This huge, ugly brute is the result of Cynthia Green's genetic experiments.



Though too wild and untamed to be of direct use itself, its bodily fluids have proved incredibly effective in the development of athletic ability in others.

Cynthia Green keeps the Behemoth locked in her cellar. She will release it if she feels threatened.

The Behemoth			
EGO	STRENGTH	DEXTERITY	VIGOUR
6	6(50)	6	6(36)
HTK	Divider	Recover	Hospitalised
104	7	1d6+5/rd	10
HTC	Divider	Recover	Stag./Stun
105	7 (8)	1d6+5/rnd	20/10
Move	DC	Dodge	Damage
5m	1*	-	+35(+)
Frame	Strike	P.back	Energy
4	-	30	-

Superpowers:

Absorption**

Health (Regeneration)

Heightened Senses (Smell)

Larger 2

Strength 3 (+)

Tough Skin 4

Vigour 2

Equipment:

None

Attack	Fist/ /Foot		
WC	2		
HTK	1d6-6		
HTC	2d6		
Mod.	+35 (+)		
Time	Frame		
Notes			

* Struck as DC: 8

** If the Behemoth is struck by an "active" Energy attack, it will absorb it and get stronger.

Split the total damage done in half and add this onto HTC and Strength.

This may boost its damage dividers but will definitely increase its damage modifier. Cynthia Green will seek to "power up" the Behemoth using her Stunner and/or any nearby electrical energy sources. If it gets anywhere near the nuclear reactor it will become unbelievably powerful.

The "absorbed" energy will bleed away at the rate of 5 points from Strength and HTC per round. In addition it can be neutralised through the application of passive or negative energies – such as PSIBERIA's cold attack.

Quotes: "Grrrr!", "Uuuuargh!"

Options:

- Strength 4 (Strength: 60, HTC Divider of 8)
- Fast Recovery
- Absorbed Energy does not bleed away for hours

Notes: It is vital that the Referee try to anticipate how a battle with the Behemoth will go and institute tactics to prevent it becoming bogged down in a slug-fest.



**SHE HAS NO
“SUPERPOWERS”. SHE’S
JUST A NORMAL ATHLETE.**

**JUST HOW DOES SHE
OUTPERFORM THE
SUPERPOWERED HEROES
OF SQUADRON UK AT THE
PRO-CELEBRITY
ATHLETICS TOURNAMENT?**

**THE INVESTIGATION LEADS
TO A MYSTERIOUS SCIENTIST.**

HER PRIVATE ARMY.



AND A DEADLY SECRET.

