

Finest Hour



The birth of Squadron UK in the dark days of World War 2
A Campaign pack
by **Simon Burley**

Finest Hour

An Origins Campaign Pack for Squadron UK

by

Simon Burley



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I would have been unable to complete this project without this art to give it the right “mood” and I am extremely grateful to Rick Hershey for making it available. I look forward to using more of his art in future projects.

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Super Portraits Powerful Villains And Power Heroes 2 By Action RPG Counters

This art is used on the following pages:

10, 22 (villain's face), 24, 25, 29, 31 and 36 (Hero after transformation).

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I was struggling to find a picture of a villain in Nazi power armour but found the perfect one in Action RPG counters Powerful Villains set. These pictures are of exceptional quality. I have had to try and bring the quality down to fit in with the low-tech style of this setting. I've tried to make the villains look like they've been snapped from a distance by spy cameras. The original artwork is truly beautiful and ludicrously good value.

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And

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Page: 33

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The portfolios are exactly what writers of Superhero RPG material need. I have used them before and will do so again and highly recommend them.

These and many other excellent portfolios are available from:

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The maps were mostly produced using maps and map counters from the web-site:

Rpgmapshare.com

Most of the map counters (and the grenade on page 7) were contributed by the creator and moderator of the site: **Steel Rat** – and are copyright ©, 2008 to him. The map of the entrance to the Tower of London is based on one contributed by **Bogie**.

This is an invaluable resource and I recommend it to everyone.

Additional maps (pages 8 and 9) were created with the help of Dungeonforge software. This is available from:

Dungeonforge.com

An excellent piece of software which I will be using if I ever produce any fantasy-based RPG products. It is so simple I may use it to draw maps when writing scenarios for personal use, let alone publication.

To the producers of the above resources and anyone who has ever written a Wartime novel or comic or produced a film or television programme in this setting my thanks.

Simon Burley
August 2008

Introduction

Twice the world has been gripped in the madness of a global war. Terrible. Destructive. Out of these wars came stories of awful atrocities and heroic deeds. Destruction and a frenzy of technological innovation. Terrible evil and great good.

Of the many stories which came out of these wars, some tell us of incredible beings with awesome powers. Gifted and cursed individuals who fought on both sides of these international conflicts – locked in battles beyond the abilities of merely mortal men. Superlative Heroes and hideous Villains – they helped shape the world we live in today.

And yet, we choose to forget them. We prefer to celebrate the sacrifices made by the millions of ordinary men and women across the world – sacrifices which brought the cherished freedoms we hold so dear today. To venerate the incredible would cheapen the almost inconceivable heroisms of mundane humanity.

But it happened. They fought. They saved us. They deserve to be remembered.

This is the story of some of these amazing people. Heroes of the Second World War whose deeds bordered on the supernatural. They didn't ask for this role. It was thrust upon them. Ordinary souls, they were thrust into the heart of unbelievable events and forged upon an altar of cutting edge technologies into living weapons. They chose to hold to the cause of freedom, face malevolent foes and become the deciding factor in conflicts most us have never heard of.

They deserve to be remembered.

Welcome to **Finest Hour**. This is an introductory campaign pack for the **Squadron UK** role-playing game. Referees and players will need a copy of those rules to use this pack

Finest Hour is a celebration of the fiction of the Second World War. The campaign setting presented here is based upon war films, television series and “Boys Only” pulp stories and comics. The Nazi's and their cohorts are evil dressed in cool uniforms. The Allied forces are made up of good-hearted, steel-jawed Heroes holding the line against the darkness.

But these war stories have a twist – the presence of super-powered freedom fighters and equally super-powered challenges for them to face.

The Campaign starts during England's darkest hour. Driven from Europe via the bloody shores of Dunkirk and facing the overwhelming might of the Luftwaffe at the beginning of the blitz – England stands alone.

The players will create ordinary English citizens who will be thrust into the heart of a dark mystery. In solving the mystery they will discover a side of the War of which most people are unaware. They will be faced with evil conspiracy and malevolent foes which they will only defeat with the cleverest strategies and the greatest heroism.

Following their success, they are co-opted by a Secret Organisation charged with the defence of the country. They become secret agents undertaking missions across the globe - the details of which can never be made public.

On one of these missions they discover the Nazi regime's most hideous secret. In combating it, they are changed forever. They become more than human opening a further chapter in their lives. Now they are truly “super-powered”. They face challenges and foes which are truly incredible.

Finest Hour is completely compatible with all earlier published versions of the rules. It just presents a new way to approach them.

Finest Hour contains a new and novel method creating and developing player characters through the adventures and settings it includes. Instead of starting the game as “Superpowered” characters, the players' Heroes start out as ordinary men or women who have adventures and face incredible threats with little more than their wits and their fists. This allows the players to “bond” with their characters real identities before they become “super” and adopt their crime-fighting personae. Many people find this gives them a much richer experience of playing their characters. They find them to be more three-dimensional than the costumed crime-fighters they usually play.

By the end of this book, the players characters will be equivalent to characters generated using the systems outlined in the **Squadron UK** rulebook and – should the players and Referee wish – will be ready to interact with them in “cross-over” adventures.



Chapter 1

Heroes Born

Before starting the campaign, the players will need to create characters to take part in it.

The people they are making are of the sort which would be encountered in a typical World War II story or film. Characters which could be created include:

- Heroic soldiers, sailors or pilots
- Brave civilians
- Criminals
- Scientists
- Police Constable, Fireman, ARP Warden

Any type of individual from war fiction can be created using the following guidelines.

Note that these are merely guidelines. They do not constitute a full set of character generation rules and will need to be used in conjunction with the **Squadron UK** rulebook. This contains full details of the abilities listed below.

Finest Hour uses a normal character sheet. Photocopy a character sheet from the **Squadron UK** rulebook and give one to each player. Make it clear to them that not all the boxes are going to be fully used initially. However, they need to know that the word “Superpowers” will come into use at some point during the campaign.

Attributes

Generate attributes using the usual system. Roll 4d6 and add the highest three scores to get a number from 3-18. Do this four times.

Referees may wish to insist players keep the attributes in the order in which they roll them. If players are allowed to re-arrange their attributes, they should be allowed to swap only two of them.

A player called Simon is creating a character. He rolls the dice and gets rolls of 8 (for Ego), 11 (Strength), 7 (Dexterity) and 11 (Vigour).

Abilities

Every character starts with one “ability”. This is equivalent to one Superpower.

Experienced players should be made aware that this may be the only opportunity they have to select some of these Advantageous Backgrounds or skills.

Abilities may be freely chosen. The players should come up with a character background for their character and choose abilities which are compatible with that background.

Players should choose one ability from the following list:

Ability
Brilliant Scientist - BioChemical
Brilliant Scientist - Mechanical
Contacts - Criminal
Contacts – Government
Larger*
Martial Arts*
Previous Training*
Reactions
Rich – Industrialist
Rich - Inherited
Sidekick
Skills*
Weaponskill*
* <i>Additional options available</i>

Ability Notes

Full descriptions of these may be found in the Superpowers and Advantageous Background sections of the **Squadron UK** rules – especially those listed as having “additional options”. For example, those rules specify the difference between the different types of Martial Arts available.

Where abilities differ from the Squadron UK rules, this is detailed below.

All Abilities are at Grade 1 only.

Larger

This may not be taken as **Taller**. Larger characters tend to be considered as Thugs and will either be infantry soldiers or criminal lackies.

Martial Arts

These are normally **Pugilist** – representing boxing skills. If **Oriental** Martial Arts are chosen this would represent a Chinese or Japanese character – either of which could be problematical. (Generous Referees may allow the character to be a Gurka.)

Skills

The **Skills** list still includes the three combat oriented skills – Hides in Shadows, Gymnastics and Stealth.

Special Note: Though characters only get one ability, the **Skills** ability still gives two minor or “normal” skills. A starting character could be Pilot with First Aid Skills, for example.

These “normal” skills should be amended and extended to take account of the background. A list of new or amended skills is given below.

Bomb Disposal
Cryptography
Demolition
Disguise
Driver
Electronics
Escapology
Locksmith
Mechanic
Ordnance
Pilot
Surgeon
Ventriloquism
Vocal Mimicry

Bomb Disposal is the ability to defuse and disarm explosive devices.

Cryptography is the ability to decode ciphers and secret messages. NB: WWII cryptographers later developed into computer programmers. This is the closest skill to Computer Use and this should be made clear to the players at this stage.

Demolition is the ability to handle and set explosives safely for maximum effect.

Electronics is the ability to use, repair and – in the right circumstances – build electronic devices. This includes radar and radio transmitters.

Mechanic is primarily the ability to repair and maintain any form of vehicle but also covers some basic skills such as plumbing.

Ordnance is the ability to repair, maintain and use – as WC: 1 – all forms of weaponry, including artillery.

Though the Referee should let the players choose their abilities freely, it would be extremely useful to have at least one Brilliant Scientist. The adventure assumes that someone with Biological/Chemical skills is a member of the Heroes' group. However, notes are included to adapt it if Physics/Electrical skills are the only ones available to the group.

It may also be useful if at least one of the group is a recognised member of His Majesty's Armed Forces.

The Referee may choose to encourage or allow players to select their characters' abilities as a group to ensure that they cover a wide range of options. This does not mean that the players should all have the same background, however. A range of backgrounds is as useful as a range of abilities. An eclectic mix of scientist, sailor and black marketer might prove more interesting than a squad of soldiers, for example.

Simon chooses Skills for his character. Looking this up he finds that this gives his character either one skill which affects combat directly (eg. Gymnastics) or two non-combat skills. He decides that his character has skills as a Pilot and in Electronics.

Languages

In addition to the above all the characters speak German like a native. Each player should come up with an appropriate reason for this – a German grandmother, for example.

A player may specify their character speaks another such as Italian, Russian or Japanese if they wish – in place of German - and this will have consequences for the development of the campaign.

Alternatively, they could speak two languages with an accent or three languages haltingly.

Background

The player now needs to come up with a simple one line background which explains his chosen ability and facility with languages.

Simon's character is a Royal Air Force radio/radar operator. His maternal grandmother is German and still lives in Munich.

Completing the character sheet

The player can now fill in the character sheet.

Character name: This should be left blank for the moment.

Alias: This is where the player should write the character's name. These should be names typical to the time and setting.

Simon calls his character William Walters – known to his flight crew as "Bill Sparks"

Sex, Height and Weight can be freely chosen by the player within the limits of the character design so far. Female Heroes are rare in this setting and should expect to be treated in a manner which, today, we would find politically incorrect.

Height should be noted in Feet and Inches and Weight in Stones and Pounds.

Bill Sparks has quite high Strength and Vigour. This indicates that he is quite large. He weighs 14 stones and is 6 feet 1 inch tall.

Movement: Add up the character's ORIGINAL rolls for Strength, Dexterity and Vigour – add 2 if previous training was chosen as an ability - and divide by 6. This is the number of **yards** they can move in one Combat FRAME. (See COMBAT.)

Bill Sparks physical attributes total up to 37 so he can move 6 yards in each Frame.

Equipment: The Referee will determine how many items of equipment the Heroes will start with but 3 is a typical number. Players may freely choose their equipment, which should be noted here.

Items must be appropriate to the WW II setting and the background and abilities of the character.



Typical items include:

Camera
Extra Ration Books
First Aid Kit
Gas Mask
Handcuffs
Lockpicks
Motorcycle Leathers
Pocket Watch
Portable transmitter/receiver
Revolver or similar fire-arm
Toolkit
Torch
Vehicle (Motorbike or car)

As usual, the Referee should decide what is or is not acceptable for their game. However, bear in mind that characters are relatively underpowered and they can afford to be generous.

Bill Sparks starts the game with a Gas Mask, Electrical Tool-kit and a Hand Torch.

Defence Class: Characters will start the game as DC: 8 unless they opt for motorcycle leathers (or similar) as part of their starting equipment in which case they will be DC: 5.

Bill starts with a Defence Class of 8.

Dodge Modifier, Damage Modifier, Frames per round, Strike Modifier, Pushback Threshold, HTK, Hospitalised, HTC, Staggered, Stunned, Recovery rate and Damage Dividers: These are all calculated as normal.

Superpowers and Advantageous Backgrounds: This box will only contain the ability chosen by the player.

Simon writes **Skills – Electronics, Pilot** in this box.

Energy/PSI/Magic points: This box will definitely be left blank at this point.

Attacks: If the Hero starts with a gun, this will be a WC: 1 attack and do 1d6+3 HTC damage and 2d6+3 HTK damage. It will take one action (2 frames) to fire the gun.

However, all Heroes can attack with their fist and/or foot. Unless they have abilities which affect it, this is a Weapon class 2 attack and does 2d6 HTC and 1d6-6 HTK and takes one frame – as noted in the rules.

Campaign ratings: These are not filled in prior to the character's first adventure.

Resource levels: As usual, characters start with a level of 4 in both Material and Financial resources. Depending upon the background story the Referee may allow a character to start with level 5 in one category provided the character is at level 3 in the other.

Simon explains that William Walters was born to a working class family and has worked his way up through the ranks through his ability with electronics. His Referee allows him to start with a 5 in his Materials Resource level and 3 in his Financial Level.

When all the character sheets have been completed, the characters are now ready to take part in their first adventure.



Chapter 2

A Dark Business

In this chapter the Heroes meet up for the first time and team up to foil a black marketeer who is hijacking a shipment of meat.

They will realise that there is more at work here than simple Black Marketeering and be drawn into undertaking further investigations of their own.

Part 1: Meat meet.

This is the initial meat hijacking which draws the characters together.

Getting the Heroes involved

These events take place late at night on the outskirts of a London suburb. The Referee will have to decide how and why each character comes to be present.

If possible, characters with similar backgrounds should be assumed to already know each other. Typical introductions could be:

Armed Forces: Pilots, Sailors and Airmen can be assumed to be on leave. They have met up at a local pub and had a pleasant night's drinking.

They are currently wandering the streets trying to find a taxi or night bus to take them their boarding houses. They are merry and singing but not too worse for wear.

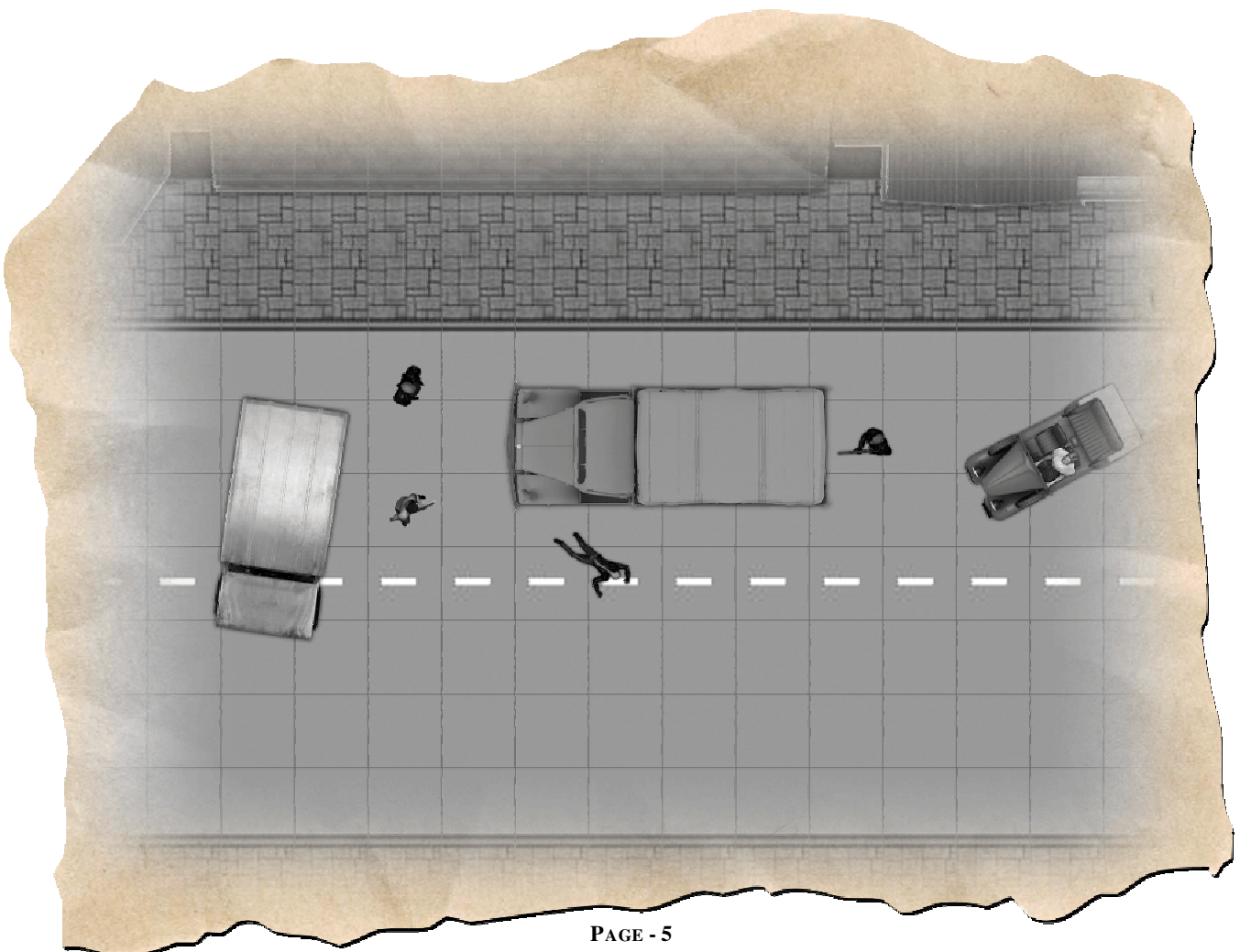
Scientists: These will be driving back from a meeting with Government advisers. If they do not possess a vehicle of their own, they will be being driven in a Government saloon with a female army driver.

Criminals: These will have been recruited in a local pub to take part in this "job". They will probably be keeping lookout. They do not know what the job is. They should be appropriately shocked when they discover the seriousness of the situation. (Anyone who plays a criminal character who goes along with the robbery should have their character arrested and be made to create a new one.)

Civilians: Either on their way home from the pub, work or on an appropriate errand. Characters at a loose end could be assumed to be part of the Home Guard or Air Raid Patrol.

The situation

As a large lorry carrying a consignment of meat goods, drives down the street, a van pulls in front of it, causing it to brake.



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A car then pulls up behind it. Figures wearing hats, trilbies and with scarves over their faces jump out of the car and van and pull the lorry driver from his cab, beating him unconscious.

This is shown on the map. The Heroes can come upon this from any direction.

The bad guys.

There will be two thugs present for each Hero involved in the scenario, plus a driver for the van and car.

The Thugs are all DC: 10, and have 2 Frames per round. They are rendered unconscious by

- 1) any blow with a damage modifier or of WC:3 or higher.
- 2) Two successful attacks of any kind.

If they are shot they will be killed if the HTK done is higher than the HTC otherwise they are knocked unconscious.

Half of the thugs are armed with shotguns or revolvers. The other half – and both drivers – are armed with club-type weapons. They are all carrying gas masks.

Also waiting in the van is the leader of the group. He is a black-marketeer called **Patrick O'Malley**.



Patrick O'Malley is a full character, equivalent to the Heroes. He gets 4 free dodges versus any WC: 1 gun shots Heroes make against him. However, *their* dodges versus *his* gun shots are NOT free.

His grenades burst in a 6 yard by 6 yard square. They will either generate smoke - which obscures vision within that area - or release gas - which obscures vision as above and does 2d6 HTC per round to anyone who passes through it during a round. When a character takes any HTC from the gas, they have to roll a d20 and get a number equal to or less than their Vigour or fall unconscious.

Wearing a gas mask – possibly taken from one of the fallen heavies – will negate the effects.

Alias: Patrick O'Malley

EGO	STRENGTH	DEXTERITY	VIGOUR
10	10	10	10
HTK	Divider	Recover	Hospitalised
35	-	D6/hr	3
HTC	Divider	Recover	Stag./Stun
35	-	D6/rnd	6/3
Move	DC	Dodge	Damage
5yd	6	+1	-
Frame	Strike	P.back	Energy
4	-	20	-

Superpowers:

Weaponskill revolver

Equipment:

Leather Jacket

Revolver

Smoke and Gas bombs

Gas Mask

Attack	Fist/foot	Revolver	Grenades
WC	2	4	1
HTK	D6-6	2d6+3	-
HTC	2d6	D6+3	-
Time	Frame	Action	Action
Notes			See below

If the only scientifically skilled person with the group is Physics-based – **Skill Electronics** or **Brilliant Mechanical Scientist** – replace O'Malley's gas grenades with ones which explode with a flash, blinding people.

The villains' plan is to get a couple of people into the lorry, move their vehicles out of the way and drive off with the lorry – meat and all. They intend to unload it in a nearby field. If anyone interferes and/or the lorry is damaged, they'll grab whatever joints they can from the back of lorry, throw them into the car or van (or throw a side of lamb across their shoulders) and try and escape with whatever they can.

When it becomes clear the plan is spoilt, O'Malley will do whatever it takes to escape, using his revolver and grenades unmercifully.

Outcomes

In the highly unlikely event that all the criminals escape – with or without their target goods – the Referee will have to assume that the Heroes have annoyed Patrick O'Malley and that he comes looking for them – intent on revenge.

The ideal situation is that the Heroes capture one or more of the hired help but O'Malley gets away.

If O'Malley is captured, the thugs may be questioned as below but O'Malley himself will say nothing. The scenario can continue as outlined below but replace Patrick O'Malley with an older brother called **Seamus O'Malley** in all subsequent encounters.

A few curious faces will peer out of nearby windows and doors but the Heroes will have at least a quarter of an hour before anyone in authority turns up.

Make a note of anyone who:

- Uses the nearest telephone phone box to call the emergency services
- Looks after the welfare of the unconscious lorry driver
- Talks to and re-assures the worried people looking out of nearby buildings
- Questions the thugs (see below)
- Investigates the car and van for clues (see below)
- Tries to slip a couple of packets of sausages into their own pocket (tut tut!)

Thugs: They know that O'Malley is a successful black marketer. Many of them actual like and admire the bloke. He gets things for their families when they need them – aspirin for a sick wife for example. Under pressure they will tell that they don't know where he is based but that he hired them all from **The Boars Arms** pub on **Kavanagh Road** in the East End of London.

The Car and Van: These yield a map showing the field where the meat lorry was going to be unloaded. Going there or informing the Police about this will allow another 3 or 4 Thugs to be arrested but not yield any more information. If necessary – ie. if the Thugs escaped or couldn't be made to talk - the character can find an oily rag, used to wipe the car dipstick. It is a bar towel from **The Boars Arms** pub.

Grenades: Anyone who is a Brilliant Scientist or has appropriate skills will realise that the grenades are unusual – better than anything currently possessed by the British Army. How did they get into the hands of a crook like O'Malley?



Aftermath

After 15 minutes authority will arrive – firstly in the form of an ARP Warden who will be more concerned about the noise and getting everyone inside and the lights blacked out than he will about the crime. 5 minutes later a rather elderly constable will turn up. He will thank the Heroes and call for further assistance – including an ambulance for the injured driver – and rather earnestly set about taking statements.

If presented with evidence he will praise the Heroes again and say that he will pass it on to his superiors. It should become clear that urgent action is unlikely and the Referee should try to get the Heroes exasperated and desperate to investigate themselves.

Ratings

This is important as it is the first time Heroes get ratings and they will need them to succeed in the later parts of this adventure. A bit of extra time and care should be taken to make sure these are worked out properly.

Backing: Anyone in the armed forces gets a Backing score of 5 unless they are seen to argue with the Police which will lower it to 4. Anyone else will get a 3 if they are seen talking to the Police and a 2 if they are not.

Heroism: Based on the Heroes' actions in the adventure but give a low score to anyone who helped themselves to any of the meat.

Identification: Service Personnel get 5. Others get 4 unless they

are obviously bookish Scientist types when they get a 3.

Public Relations: If they looked after the driver, talked to the witnesses *and* spoke politely to the Police, they can get a 5. Most will probably get a 3.

Practice: This is a Practice 3 scenario so the Heroes should end up with a final Practice rating of 2.

Methods: 4 for questioning the Thugs or checking the car/van. 5 for doing both.

Publicity: Anyone who talks to the Police or civilians gets a 4. Otherwise they get 5. (They can get a lower rating if they want to hang around and wait for the press to arrive.)

Approachability: This is 3 unless a Hero gives the address of their boarding house to anyone – in which case it rises to 5.

Use of Powers: Using Brilliant Scientist or skills to investigate the grenades yields a 3. Using Larger or Martial Arts to intimidate thugs to talk gets a 2. Otherwise most characters will get a 1 in this area.

Contacts: This starts off at 3.

Conscience: If anyone maliciously shot and killed a thug – not in direct self defence – or stole some meat, they should have 2. Otherwise Heroes should have 5 unless there are compelling reasons in their background against this.

Expression: Rated from characters actions.

Success Rate: +1 if they saved the majority of the meat.

Public Response: Rate from Total Public Status.

Security: At wartime no-one can have higher than 6 security and this is only available to Heroes who walked through this adventure putting themselves in harms way without being hit by a single attack.

After ratings are determined, have the technical character roll percentage dice against their detective points. Consult the following table:-

Brilliant Scientist	Skilled Hero	Outcome
1 x Det. Pts.	Not poss.	The grenades bear similarity to work published by a German Scientist – Herr Schmolhaus – before the war started.
2 x Det. Pts.	1 x Det. Pts.	The grenades seem to be based on theories the character has seen published by a German scientist.
3 x Det. Pts.	2 x Det. Pts.	The grenades are based on advanced Science. The character has vague memories of seeing papers published on this.
4 x Det. Pts.	3 x Det. Pts.	The grenades are definitely in advance of anything the British Army has at the moment.
Higher	Higher	No further information

By the end of this adventure, the Heroes should be keen to get into London's East end in search of the **Boars Arms** and **Patrick O'Malley**.

Part 2: Into the East End

In this part of the adventure the Heroes track down Patrick O'Malley only to find a much more disturbing secret.

The situation

After the first section, Heroes will probably report to their boarding houses or rooms for a good night's sleep. As their slumber will not start until the early hours, they will almost certainly oversleep.

They will then need to meet up and make plans. This will almost certainly involve finding **The Boars Arms** that evening and going down there to either ask questions about O'Malley (**Public Status**) or listen to see what they can observe or overhear (**Detective Points**).

The Referee should role-play the situation in full, taking delight in playing the various rough and ready types who inhabit it. However, the ultimate outcome will be based on the following table:

Det. Pts. Or Pub. Sts. roll	Information obtained
1 x	O'Malley's address* and full details of the people there (see below).
2 x	O'Malley's address*.
3 x	The name of one of O'Malley's associates ("Slasher" Johnson – see below). He can be followed or interrogated.
4 x	No information
More	The pub crowd become suspicious and threatening.

Every character going in to the pub should make at least one roll, based on how they are acting. Suitable actions (disguise as a rough and ready type, buying rounds of drinks etc.) will make each roll one level more successful.

* O'Malley's address is: **312 Stephouse Avenue**. The house is only 5 streets from the pub.

Den of Thieves

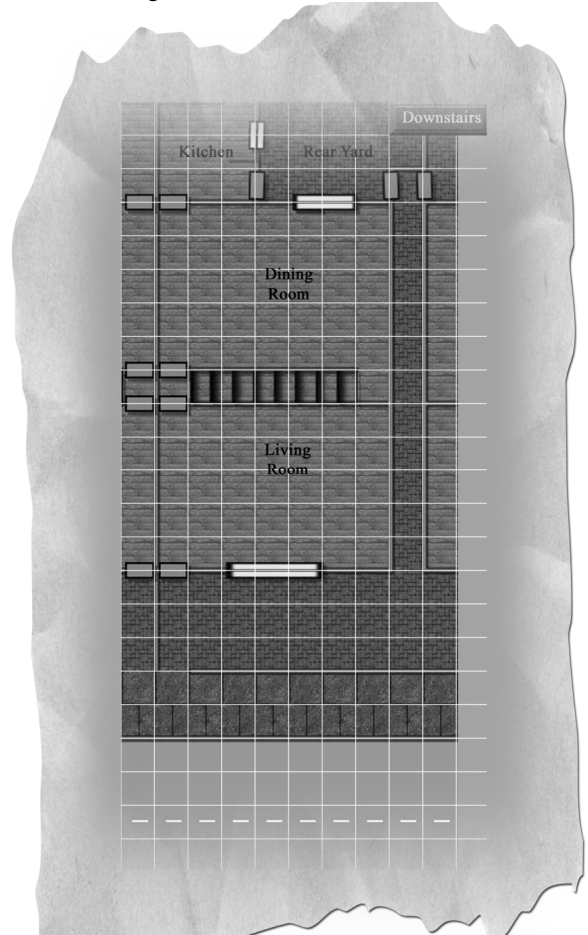
When the Heroes eventually find O'Malley's house, have each one make a further detective points roll. If they roll under their detective points they will notice that the house is already under surveillance. (This is an extremely difficult roll and it is neither necessary nor expected that the characters will succeed.)

The group watching the house is the **Black Watch**. They are a secret organisation dedicated to protecting the security of the nation. They suspect O'Malley is involved with a German spy ring but have no evidence of this. They are watching him to try and obtain some.

If the Heroes spot the Watchers and try to confront them, they will fade away. If the Heroes insist on pursuing them they will be led to an isolated location and surrounded by a squad of black clad men carrying sterling sub-machine guns. From here they will be blindfolded and taken to a secret location and interrogated unmercifully about their involvement in O'Malley's affairs.

Hopefully they will not spot the Black Watchers or will ignore or lose them and choose to investigate O'Malley's house.

O'Malley's house is a typical "2 up 2 down" terrace with an alley to the side leading to the back.



Inside there will be O'Malley – as before - and one henchmen for each Hero present.

The Henchmen are DC: 8, have 3 Frames per round and have 20 HTK and 20 HTC each.

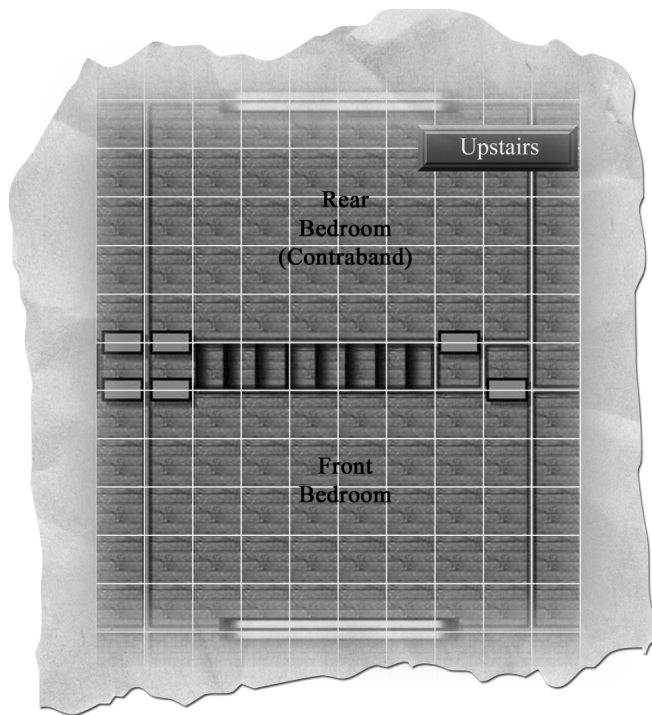
Each one has a specialised attack which they can use to attack with WC: 2. They are named after their attack. For example:

- "Slasher" Johnson (if not caught previously) uses a cut-throat razor
- "Slugger" McCall is an ex-boxer who uses his fists
- "Bill" Whitehouse uses a truncheon taken from a policeman
- "Black" Jack White uses a sap
- "Pot-shot" Pete Hawkins has a pistol

Once the characters have defeated O'Malley and his boys they can search the house.

Upstairs is a veritable cornucopia of forbidden goods. Meat, stockings, cigarettes, fruit. He even has some chocolate bars. The Heroes will be very tempted to take some of this for themselves (make a note of anyone who does).

Searching the house will reveal – on a roll under **twice** detective points – some more grenades and a small hand-written note on how to store and use them. (The watermark on the paper is German.)



Rolling under **one** times Detective points will reveal a note written in a diary detailing a meeting with someone called “Schmolhaus” at an address in central London (**3a The Gables, Butcher Street**).

The Heroes can also get this address out of O’Malley through appropriate questioning (**Public Status** roll). Schmolhaus is a German agent who supplies O’Malley with goods, information on where to get more and the special ordnance he needs to get them. O’Malley does not know why Schmolhaus is doing this. The German asks to see all goods taken but doesn’t often take much for himself.

A separate roll under **one** times detective points will reveal that every item in the haul has been tampered with – opened and re-sealed almost un-noticeably.

Technical characters will notice a bit more. Every item has been laced with some kind of substance. Further tests will be necessary to find out what this substance is. (Heroes who have sampled the goods might start to feel a bit queasy but this is psychosomatic.)

The Heroes will now have to decide whether to call the Police or not. In any event, it is too late to follow the leads right away. The best they can hope for is to find a Bed and Breakfast locally. (This will be rather rough and they will find it difficult to sleep because of the noise, smells and insect life.) They might be best off sleeping at O’Malley’s.

The technical character can use their portable kit to set up some tests of the substance found on the contraband goods. The results of these tests will be clear by the morning.

Part 3: The Enemy Revealed

Morning will dawn. If they chose to stay at O’Malley’s, they can find a few basic supplies in the kitchen. (If they need any other facilities, the WC is in the back yard.)

If they chose to find a Bed & Breakfast, they will be given something greasy which the landlady calls a “Full English”.

The Heroes will get the results of the tests on the strange substance found on the contraband goods.

Schmolhaus’s scheme

Schmolhaus is a brilliant biochemist. He has laced every item with a bacteria of his own creation. It can be imbibed or absorbed through the skin. It is currently dormant but will become active at some point within the next 24 hours, giving the victim severe stomach cramps – at the best – and causing death in many cases.

If the “technical character” in the player’s group is physics-based, then replace the bacteria with a poison encased in a slowly decaying ultra-thin ceramic coating with the same effects as above.

They should then head off to Schmolhaus’s flat. The Black Watch will follow them.

The characters will probably watch the flat for a bit before trying to break in. Nothing happens. When they do break in, they find it has been abandoned.

They will find burnt scraps of paper in the fire. These were notebooks, a map and the remains of what appears to have been a book about the life of King Arthur.

Careful investigation will reveal the following facts:

- Three words in the book about Arthur have been highlighted – **Excalibur**, **Merlin** and **Galahad**.
- One of the burnt books appears to be a guide to the **Tower of London**. If someone goes out and buys a similar guide they might spot that one of the items on display is a sword believed to have been owned by King Arthur. (It will take a LOT of work to discover this fact, however.)
- The map is one of London and had some annotations on it. The table in the room bears indentations which match the annotations. Characters can buy an exact copy of the map and match them up with the indentations. The Tower of London is circled but clear of the crosses which are dotted across the rest of the capital. Skilled pilots or navigators will recognise the arrows on the map as being indicative of an air raid - one timed to take place tonight!

Finding out all of this information will take hours of work. The situation will be further confused by the fact that the Black Watch will choose this moment to make their move. They will burst in and force the Heroes to explain what they are up to. This will waste even more time.

The Plot

The characters will have worked out some of the plot. They may be aware that Schmolhaus has laced contraband goods throughout the capital with a poison or bacteria set to strike this evening.

They should be aware that an air raid is timed to take place tonight.

They should have worked out that Schmolhaus is going to attack the Tower of London under the cover of the raid – presumably using his special grenades.

They may have guessed that he is aiming to steal an ancient sword believed to be Excalibur. More likely they’ll guess that he is going after the Crown Jewels, a propaganda coup.

FINEST HOUR

The emergency services will be too stretched by the air raid and sudden wave of illness sweeping the capital to respond to the attack on the Tower.

By the time they've worked all this out – and explained it to the Black Watch – darkness will be falling outside and they will hear the first air raid siren start to wail.

To the tower!

The Black Watch agents will pile the Heroes into their car and hurtle through the streets of London as the bombs begin to fall. They call desperately on the radio for support at the Tower of London.

Any Hero who sampled contraband goods must now roll a d20. If the score is higher than their Vigour they become ill and are incapacitated unless there is a Brilliant Scientist present to pump them full of appropriate palliatives.

Just as the Tower can be seen in the distance, the car will be caught in a bomb blast. All within the car take 2d6 HTK and HTC as it tumbles end over end, ruined. (If a skilled driver is at the wheel, they should be allowed a dodge vs. WC:0 to avoid the bomb.)

The agents are knocked out. The Heroes will have extricate themselves and grab a passing vehicle to get themselves to the Tower. Roll a d6 every 5 minutes to see what sort of vehicle is passing:

Die Roll	Vehicle
1	Commercial Van
2	Private Car
3	Motorbike
4	Military saloon
5	Government Saloon
6	Something outrageous.

They will get to the Tower of London before Schmolhaus. They will have to convince the Tower Guards – the famous Beefeaters – about the seriousness of the situation. It is whilst they are arguing that Schmolhaus's lorry pulls up.

Emerging from the lorry are a large number of what Schmolhaus describes as his "Soldaten".

Soldaten are German soldiers wearing full-body suits with internal gas masks and the distinctive Nazi helmet.

They are **DC: 7**.

They are armed with Schmeisser submachine gun and grenades which they use as **WC: 1**.

They have **two frames** per round and are knocked out by two normal blows or one if WC:3 or with a damage bonus.

There are **three** Soldaten for each Hero at the Tower.

Worse than the Soldaten, however, is the large, clanging, armoured apparition which emerges from the Lorry cradling a huge cannon of some kind in its arms.

This is Schmolhaus himself, wearing battle armour of his own design – code name **Korrosion**.

Korrosion			
Alias: Dr Konrad Schmolhaus			
EGO	STRENGTH	DEXTERITY	VIGOUR
12	18	10	10
HTK	Divider	Recover	Hospitalised
35	3	D6/hr	3
HTC	Divider	Recover	Stag./Stun
35	2	D6/rnd	6/3
Move	DC	Dodge	Damage
6yd	4	0	+3
Frame	Strike	P.back	Energy
4	-	20	30

Superpowers:

AB-Brilliant Scientist – Biochemical

Armour 1

Energy Attack 3 – Acid (Improved Damage and Area Effects 2, 4, 5, 6)

Energy Immunity - Acid

Equipment:

Armour

Acid Cannon

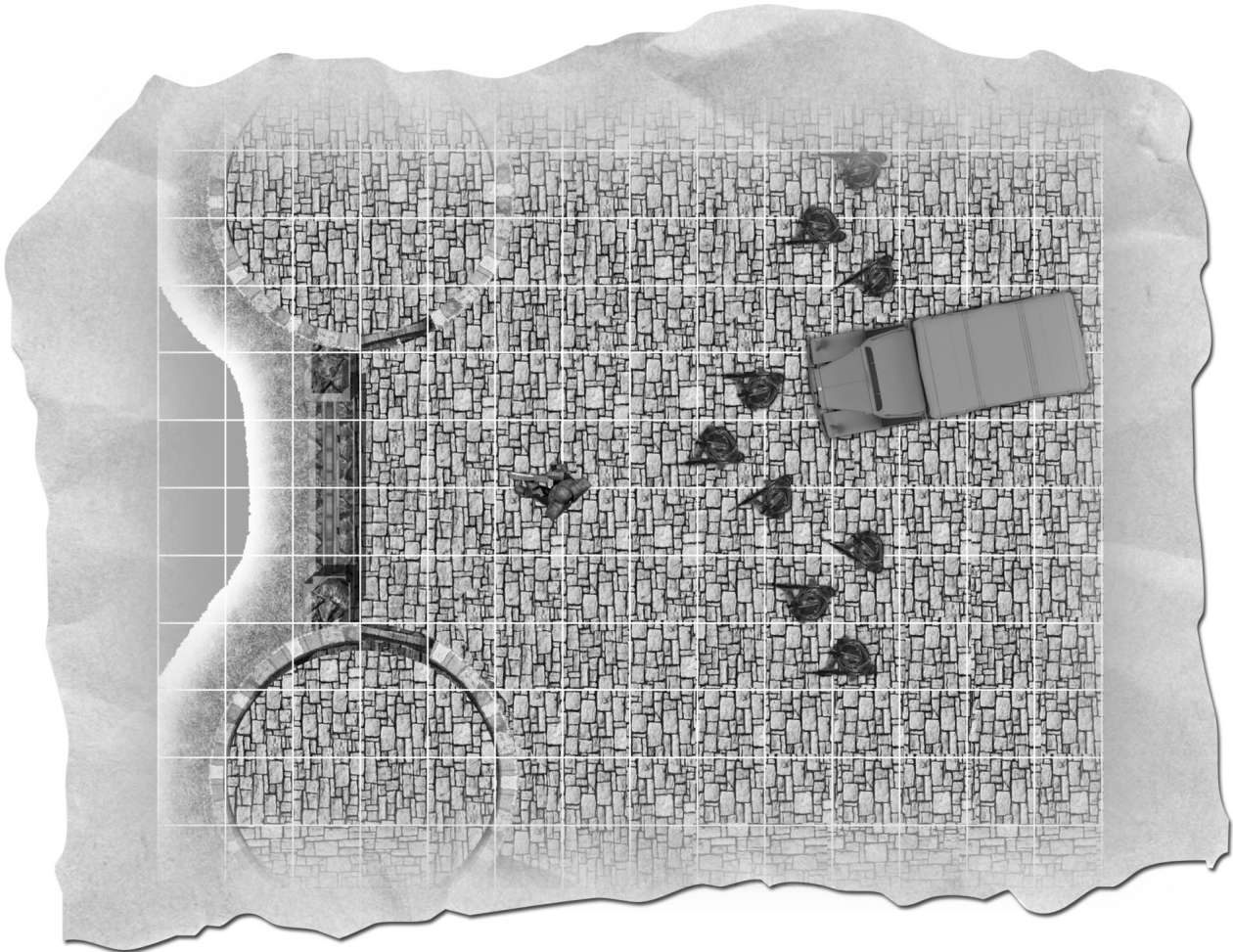
Gas Mask

Attack	Fist/foot	Acid	Cannon as club
WC	2	3	2
HTK	D6-6	1-6xd6	D6
HTC	2d6	1-6xd6	2d6+6
Mod.	+3		+3
Time	Frame	Action	Action
Notes		-3 to dividers	

If the Heroes' technical character is a physics-based one, replace Korrosion with **Blitzkrieg**. He has the same powers, Just change the Brilliant Scientist to **Mechanical** and the Energy Attack to **Electrical**.

Schmolhaus always splits his energy dice equally between HTK and HTC. ie. A 10 dice attack will do 5d6 HTK and 5d6 HTC.





He will open up with a weak area attack to take out as many Beefeaters or Black Watch as possible. He will seem surprised when Heroes dodge or survive his first attack.

Schmolhaus only wants the sword, as quickly as possible. He wants to get through the entrance and across to the **White Tower** – which houses the display featuring the sword – without delay. He is as likely to try and seal Heroes into a guardhouse - by melting the locks shut – as he is to try and kill them.

The Heroes should stand no chance of winning in this battle. The important thing is that they are *there* and they strive heroically to foil the dastardly enemy or provide succour and support to anyone suffering his attack. The most they could do is to try and escape with the sword Schmolhaus wants before he can get to it.

The Heroes may be busy guarding the Crown Jewels, however. This would be the sensible course of action. These are stored in a different part of complex, adjacent to but some distance from the White Tower. By the time they realise Schmolhaus's intentions it may be too late to interfere.

If a Hero is reduced to 0 HTK or below by Schmolhaus's acid attack they are not necessarily dead. They can go to minus HTK up to their Vigour total without dying. They are merely hospitalised. However, any Hero is hospitalised and reduced to less than 0 HTK by his attack will suffer terrible scarring.

Outcomes

If the Heroes somehow stop Schmolhaus here, then give them extremely generous ratings scores. They are true heroes! Introduce them to the Black Guard and go straight on to **Final Outcomes** (below).

If Schmolhaus succeeds, however, Heroes should receive rather less effusive ratings at this point. Their **Public Status** may be high – there was plenty of chance for heroism in the tower – but their **Personal Status** will take a battering. This counts as a failure towards **Success Rate** and their **Security** rating will be low.

The Black Watch will arrive and make sure they receive the best medical care. They will take charge of any German prisoners and ensure that they are properly interrogated. It is unlikely that Heroes will have enough time with prisoners before the arrival of the Black Watch to get anything other than their name, rank and serial number.

The Black Watch will also ensure that the Heroes do not talk to either the press or the police. The story of what happened here must *not* get out.

Part 4: A New Mission

As soon as possible – possibly whilst they are still bandaged and hospitalised - the Heroes will be taken to a highly secret location under St Paul's Cathedral.

They will sit at a long table. The head of the table is sitting in shadows. This is to conceal the figure there but the effort was a waste. The distinctive stout figure, measured mumbled tones and smoking cigar leave no doubt as to who is addressing them.

He introduces himself as “**Number 1**”. He reviews the Heroes actions so far, grumbling over every minor mis-step and mentioning successes without inflection. At the end, however, he will congratulate the Heroes on a job well done.

He will introduce them to the Black Watch, an organisation devoted to the security of the Nation and undertaking missions the public cannot be told about. He will “invite” the Heroes to join.

The Referee should try to imply that the Heroes have no real choice. It is an offer no true patriot could refuse and – were they to do so – they already know too much. They would have to be locked away for the duration of the war.

If any characters were killed during the battle with Korrosion - or if anyone refuses to join the Black Watch – the players concerned can make new characters. These should be considered to be an existing member of the Black Watch who is assigned to work with the new agents.

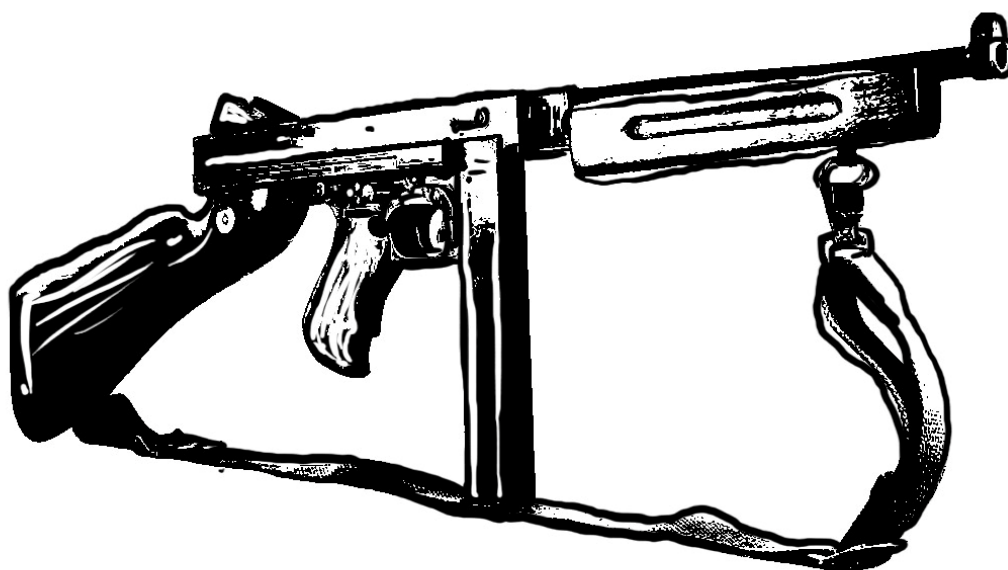
When the players accept Number One’s offer, he will thank them and order them to rest and recover, visit the Quartermaster and come back to see him the following day.

At the Quartermaster’s

The Heroes should be rewarded by being given some nifty bits of equipment. To start with they will be given form-fitting leather outfits – which can fit beneath their normal clothes. These give protection from the extremes of temperatures and are DC: 6.

In addition, each character should be given a piece of kit which matches their background ability:

Ability	Item
Brilliant Scientist - BioChemical	Micro-miniature portable laboratory.
Brilliant Scientist - Mechanical	Micro-miniature portable laboratory or team vehicle
Contacts - Criminal	Full pardon and documents to identify self to Police
Larger	Knuckle-dusters. Allows character to do d6-3 HTK damage and punch walls etc. without hurting hands.
Rich – Industrialist	Well concealed and secure money belt
Rich - Inherited	Well concealed and secure money belt
Sidekick	Separate DC: 6 suit and walkie talkies
Weaponskill	Special version weapon (easily concealed, lightweight etc.)
Bomb Disposal	Micro-miniature tool-kit.
Cryptography	Micro-miniature encryption/decryption device
Demolition	Micro-miniature tool-kit.
Disguise	Micro-miniature disguise kit including the ability to create latex masks.
Driver	Team Vehicle – Armoured Car
Electronics	Micro-miniature tool-kit.
Escapology	Micro-miniature lock picks and other tools.
Locksmith	Micro-miniature tool-kit.
Mechanic	Micro-miniature tool-kit.
Ordnance	Micro-miniature tool-kit.
Pilot	Team Vehicle – Plane
Surgeon	Micro-miniature tool-kit.
Ventriloquism	Transmitter and small loudspeakers
Vocal Mimicry	Transmitter and small loudspeakers



Back to Number One

When they are kitted out, there will be a second interview with number one. This will be more in the form of a briefing.

He will start by reviewing what is known. Schmolhaus has succeeded in stealing an ancient sword. Why is unclear. It could be for propaganda purposes or part of **Himmler's** fascination with so-called "occult" items.

As he took little or no damage, it is unlikely that Schmolhaus will have returned to Germany as yet. He probably has other targets in mind.

The Arthurian novel found had three words highlighted. If it is assumed that Schmolhaus has just stolen "**Excalibur**", he will now be after "**Merlin**" and "**Galahad**".

There is a Naval destroyer - **HMS Galahad** – currently being commissioned at Portsmouth dockyards.

However, analysts feel that it would be more logical for Schmolhaus will head first to the **Rolls Royce** Factory at **Derby**. There he will aim to steal the plans for the **Merlin** engine used in Spitfires and/or destroy the factory which makes them. Only then he will head down to Portsmouth to steal or scuttle the **HMS Galahad**.

The team are dispatched to Derby to stop him.

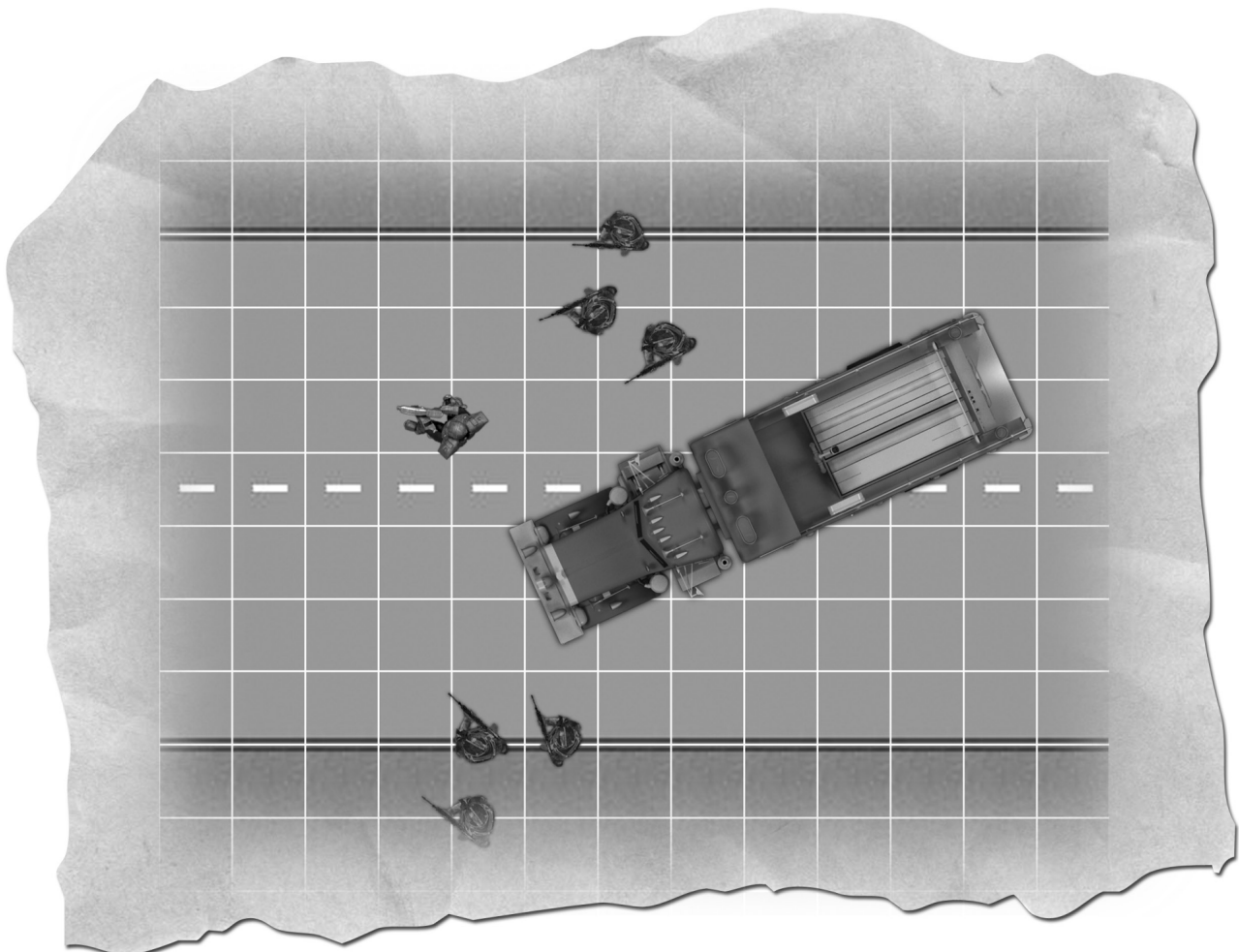
Part 5: Derby Day

As fast as they act, the team will arrive in Derby too late. As they approach they will realise that they are arriving in the middle of an Air Raid and the factory is ablaze. Fire Engines are arriving to fight the fires.

The team should get to the Factory and help out in fighting the flames. In the midst of the conflagration, an appropriate detective points roll from one of the characters will notice a fire engine *leaving* the scene. This is Schmolhaus and his Soldaten escaping with the plans for the Merlin engine.

This should be a closer fight than the one at the Tower of London:

- The characters are aware of the abilities of their opponent and may develop tactics to limit their effectiveness.
- He may have fewer Soldaten to draw upon. (His total number is still three per Hero, but if the characters managed to kill, capture or injure any during the battle at the Tower of London, these will not have been replaced.)
- Spraying people with water from a fire engine hose as they engage Schmolhaus will halve the damage from his attacks.
- The team only have to recover or destroy the plans Schmolhaus has clutched in his fist to force him to retreat.



If using the physics-option, spraying Blitzkrieg with water will short out his electrical cannon

The ideal outcome from this fight is for Schmolhaus to escape – either with or without the plans – and for the team to become extremely frustrated, wondering how they are ever going to defeat him. If this is the case, give them appropriate ratings – which should be slightly better than previously – and move on to Part 6.

If they manage to defeat Schmolhaus, give them reasonable ratings and go straight on to **Final Outcomes** (below).

Part 6: Harbour Days

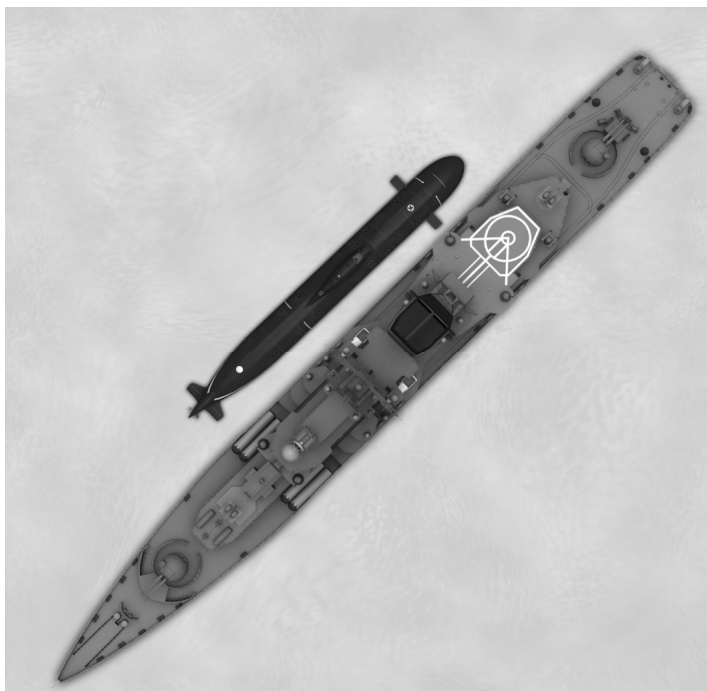
The Heroes' last chance to stop their evil German foe is when he attacks the **HMS Galahad**.

They have two advantages here. Firstly, they have time to prepare. Secondly, Schmolhaus has grown arrogant. He will be a bit less methodical in his planning. Also, as he knows it is his last mission, he will hang around a bit too long at the end, keen to see an end to the Heroes who have plagued him. In other words, the Referee should give the players every chance to defeat him at this juncture.

Schmolhaus' Scheme

Schmolhaus intends to steal or scuttle the new destroyer, HMS Galahad. This has just been commissioned and is at anchor in Portsmouth harbour alongside a couple of other Navy ships. These include an aircraft carrier where any team who have acquired a Team Plane can land..

Schmolhaus and his remaining Soldaten are aboard a U-boat lying offshore. One night he will call up his trade-mark air-strike to attack Portsmouth and the shipyards to distract the services. Some bombs will be targeted in the harbour itself, at the other ships, but only in a few specially selected locations – well away from the Galahad.



Under the cover of the attack, Schmolhaus's U-Boat will creep into Portsmouth harbour and surface alongside HMS Galahad. Schmolhaus and his Soldaten will emerge and, aided by 5th columnists aboard the ship itself, will take control of it and pilot it out to sea and back to the Fatherland.

Should anything go wrong with this plot, Schmolhaus will sink the ship. This may be by his own hand – using his acid cannon to melt a hole in the hull. Alternatively, it could be through using the torpedoes of the U Boat.

Foiling the plot

The Heroes should have loads of ideas on how they are going to foil Schmolhaus. They are probably not expecting the U-boat. Apart from that, they can probably make a pretty good guess at Schmolhaus's plans.

The Referee should allow just about anything they come up with to work – though he should try to make it sound as difficult and dangerous as possible. This could include:

- Discovering and, possibly, replacing the 5th column agents aboard the Galahad.
- Using the Team Plane or a plane from the Aircraft carrier to attack the U Boat, Soldaten or Schmolhaus.
- Boarding and taking over the U-Boat. (The crew will have minimal attributes). They will find the stolen sword and plans aboard to U-Boat.
- Setting a bomb to catch Schmolhaus. (They may feel that damaging or losing the Galahad is a price worth paying to stop Schmolhaus.)
- Manoeuvring Schmolhaus over the side of the ship and into the waters of the harbour. (His armour will cause him to sink and his acid cannon will be rendered useless.)

The players will almost certainly come up with plans of their own and any reasonably sensible ones should be encouraged to succeed.

There are many possible ways this battle could go. A Referee will need to be flexible and be prepared to handle encounters in a variety of locations, sometimes simultaneously. Because if this, detailed maps have not been supplied. Everyone knows what the inside of a submarine or the deck of a warship should look like.

Here are some example possibilities:

- If the Heroes decide to split their team, the Referee could find themselves dealing with one character leading a team of Black Watch agents in an assault on the U-Boat whilst another pilots a plane – intercepting the bombers attacking the harbour. A third group of Heroes could be waiting on Galahad to tackle the Villains as they board.
- The Heroes could all be waiting on the Galahad for Schmolhaus and his Soldaten to board (possibly disguised as 5th columnists).
- Heroes could intercept and board the U-Boat as it makes its attack run into the harbour.

The key here is to support the players' plans. Whatever choice they make will be the right one. Wherever they choose to tackle the villains is where they will encounter Schmolhaus.

He will not out-manoeuvre them but will fall for whatever

cunning plans they can devise.

One ideal outcome is for the Heroes to foil Schmolhaus's plot to steal Galahad. This will force him to start to scuttle her. The final battle with him could take place aboard a rapidly listing ship as the Heroes try to get past the German super-agent to seal off bulkheads to stop the ship sinking – succeeding by the skin of their teeth.

The overall aim should be to get the players to cheer loudly (and give a huge sigh of relief) as Schmolhuas finally meets his just rewards!

Final Outcomes

Give the Heroes some extremely generous ratings and award them medals - the Military Cross, DFC or similar would be appropriate. Of course, no-one can actually *know* that they've got the medals or what they did to earn them. Still it's a reward from a grateful Nation and they get to meet the King and Winston Churchill (for the first time, of course!)

Award the players 5 DUPs for each part of Schmolhaus's plot they completed – which could be as much as 15 in total – and ask them how they are spending them. Some will probably achieve a minor upgrade in abilities if they spend these wisely.

The Heroes get 48 hours leave before being called back to Headquarters for their next mission.....



Chapter 3

Dark Deeds across the world

By the dint of great effort, players' ordinary everymen characters have triumphed over almost insurmountable odds. They are now aware of a much more sinister side to the War – one which the populace of the country cannot become aware of. They have been sucked into working for a secret organisation which – though undoubtedly patriotic – brings immense hazard to its agents.

It is now time for the Referee to assess the state of the campaign.

Some players are find it frustrating playing at this level. The bad guys are tougher than they are. The simplest of encounters can be a challenge. A lot of time has to be spent upon unheroic matters which they may find mundane. They have to work hard just to stay alive.

If this is the way your players seem to be feeling this way about the campaign, go straight on to **Chapter 4**. This is the most likely course of events.

Some players, however, enjoy this type of game. They relish the challenges it offers. They enjoy the problem solving and espionage elements. The fact that they know there *are* foes of devastating power - who have to be out-witted rather than outfought – brings an additional spice of danger.

If your players are enjoying playing the game at this level then you can offer them through a number of missions across the world.

This chapter contains suggestions for further plots in which a Referee can expand into full adventures for their players. How much detail you put into each storyline is up to you. However, if your players are the sort who enjoy this kind of campaign, you will probably find that they are relishing the ambience of the background and even the simplest adventure will be fleshed out with episodes of character-driven role-playing.

They can complete as many, or as few, of these adventures as you wish –plus any of your own devising or which arise out the characters' actions. At any point – prior to the end of the War - at which action seems to be flagging, move on to Chapter 4.

Further missions

- A Belgian scientist has discovered an easy way to mass produce Helium gas. The Heroes must rescue him before the Germans can learn the secret of his process and use it to create a new fleet of Zeppelin airships.
- A member of the Royal Family has been shot down and captured. The Germans do not know who they have, as yet. The Heroes must break him out of a prisoner of war camp before the Germans find out who he is.
- German scientists working in deepest Africa are breeding and training Gorillas to fight on the battlefield. They must be stopped.

- Himmler has sent his agents to find an ancient artefact of great might. The Heroes are unable to stop the Germans obtaining it but manage to disrupt the ritual activating it, turning its arcane powers against the Germans.
- The Japanese are building huge mechanised humanoid tanks for deployment on the battlefield. This development must be proven to be ineffective.
- The Heroes recover a German decoding device known as the enigma machine.
- The Heroes discover Japanese plans to launch a sneak attack upon the American fleet in Pearl Harbour.
- German rocketry research must be disrupted before they can get weapon platforms into orbit or set up a base on the moon.
- Number one disappears and Winston Churchill starts to act strangely. Can the Heroes prove he has been replaced and rescue the real Churchill?

You will probably recognise elements of famous war films and books in the above list. If you need more adventures or want to design some of your own, just take your favourite film and give it a twist. Many Referees will find themselves able to “wing” adventures in this era – filling in the details as they go along – as long as they have a broad idea of the plot before they start.

Outcomes

Throughout this chapter, the Heroes should continue to develop. There are three ways in which this should happen:

- 1) They should be using DUPs to refine and enhance their abilities.
- 2) They should be capturing devices from the enemy or issued with devices from the Black Watch. These will help them complete their missions more easily.
- 3) They will encountering, for the first time, a number of villains who may turn up again later in the campaign. Though many of these opponents will be tougher than the Heroes, their plans may be defeated. The Heroes can then escape to return another day, preferably in **Chapter 7**.



Chapter 4

Dark Origins

In this chapter the Heroes are sent on a secret mission to locate and disrupt a German research institute. The establishment turns out to be devoted to the production of Paranormal Soldiers for the Nazi war machine. During the course of the mission, the Heroes are captured and used as guinea pigs by the Nazi scientists. Either that, or they steal and experiment with some of the technology being developed. They develop incredible new abilities and use these to destroy the base.

Escaping from German, they return home from the mission forever changed.....

This is where the Heroes become Superpowered and change from **Black Watch** Agents into **Squadron UK**.

In game terms, this constitutes the second half of the character generation process. It takes the characters from their relatively powerless condition to being equivalent to characters generated under the full **Squadron UK** rules.

Briefing

The Heroes will be called into a meeting with Number One. There will be four other agents present, three of whom they may know from previous missions:

- **Calder** - a short, enthusiastic yorkshireman.
- **Westerhouse** – intelligent and devious. The best and worst of the English public schools system.
- **Carr** - a straight-talking Londoner, product of a long line of market traders.

They are all good, competent agents. The fourth agent will be introduced as Lowell, an American. He will keep his own council, communicating in mono-syllables at best.

Number One will show aerial shots of an Austrian estate – known as “**The Aerie**”, perched on a plateau high atop a rocky crag. Hundreds of feet high, the only way to get to the Aerie on top of the crag is via cable car or a narrow road – which zig-zags up the side of the peak.

He will then flash up photos of a number of German – and other Axis – scientists. Again the Heroes may know of these from previous missions. **Dr Klaus Heinrich**, **Gretel Bernhardt**, **Professor Schmidt**, **Mark Spillane** (an American), **Franco Altolli**, **Hamamoto** etc.

ALL of these scientists have been moved into the Aerie.

There are more photos - showing air drop after air drop of goods and materials into the Aerie. Something is afoot. Something big.

The Heroes’ mission is to penetrate the Aerie, discover what is going on and report back – disrupting or destroying any research if possible.

Secret Briefing

The Black Watch has a leak. Number One does not know who it is but it must be one of the agents in this room. He does not believe it to be one of the Heroes and trusts them to root out the spy.

He does not tell them this, however, just in case he is wrong and one of them IS the leak.

That is why Lowell is included. Highly recommended by the Americans, he is the only person on the mission Number One can rely on not to be working for the enemy.



Planning

For the Referee getting the Heroes into the Castle is the whole point of this adventure, so any plans the Heroes might come up with should be allowed to work.

Don’t give this away, though. Role-play their planning sessions and the mission in as much detail as possible.

The other agents will contribute the planning. **Calder** favours hijacking a consignment of goods due to be parachuted into the castle and concealing the team in the crates. **Westerhouse** believes the group should act as a group of replacement Troops and infiltrate the Castle via the Cable Car.

Lowell will say nothing. If asked he will drawl that he could get himself in but doesn’t know how to drag half a dozen limeys along. (If he was undertaking the mission alone, his plan would be to be captured and then escape.)

Number One may suggest a neat plan – especially if this chapter takes place shortly after Chapter 2.

This is to use Schmolhaus's equipment, armour and identity. Someone can dress up as Korrosion and pretend to be Schmolhaus – escaping from the British. This will work particularly well if one of the Heroes was badly scarred by Schmolhaus' attack. He can pretend to be the Nazi scientist, scarred by an accident with his own equipment.

If this plan is adopted, the Referee has the option to allow the character wearing the Korrosion armour to learn how to use it. This will give the Heroes' team an added advantage but will make that character much more effective than the others for this adventure. During the adventure, this character will *not* undergo any strange experiences or become "super" in any other way. When the other characters gain their powers, this character will keep the equipment and powers stolen from Korrosion.

This is a lot less fun for the player than rolling their own powers. In addition, their character will have a harder "edge" that most other characters. Spraying people with acid is not nice! However, it does mean that the player ends up with a well rounded character design.

Most gaming groups choose not to take this option – players generally prefer to create their own character rather than having one presented to them "on a plate."

Make the Heroes to detail their plan, including all the ordnance they need and an appropriate escape route. Issue them with all the equipment they request. Make the players write it down. If they haven't got it written down they'll have to do without or steal it during the mission.

Give them any support they need. British Intelligence does have contacts in the Austrian resistance and the Black Watch will be given full access to them if the heroes need it.

The escape route is extremely important. The Heroes will be on a schedule as soon as mission starts if they are to meet the contacts or catch the plane which are going to get them out of Austria.

Issue them all with codenames for use over the radio:

- Base is referred to as "**Rapier**".
- Number one is "**Panatella**".
- Calder is "**Spanner**".
- Westerhouse is "**Hammer**".
- Carr is "**Chisel**".
- Lowell is "**Wrench**".

Suitable code-names for the Heroes might be similarly tool-kit based.

Make sure the players and their Heroes are fully prepared and everyone agrees on all aspects of the plan. The Heroes are then taken to their chosen mode of transport – presumably some kind of aircraft for parachuting into Austria - and their mission begins.

Into the Aerie

There are many ways the Heroes can approach the mission. The Referee needs to respond to the players' instructions appropriately and use their imagination and common sense to give the impression of a dangerous and secret mission. The two systems they can use to help out are Ratings and the random d6 table.

If the Heroes parachute in and wish to contact the local resistance, have them roll against their detective points and take the best result of the group.

Score	Outcome
1 x Det. Pts.	The Heroes locate the Resistance, sneaking up on them without being noticed. They also spot signs of a German Patrol in the distance and can warn the resistance of their approach in good time.
2 x Det. Pts.	The Heroes locate the Resistance.
3 x Det. Pts.	The Resistance locate the Heroes.
4 x Det. Pts.	The Heroes are unable to locate the Resistance.
Higher	The Heroes bump into a patrol of German Soldiers

If they are wandering the countryside and looking for a place to stay, you could have them roll against Personal Status – as above – or generate a d6 table:

Score	Outcome
1	Abandoned Farmhouse
2	Farmhouse with a family sympathetic to the Heroes
3	Farmhouse with a family who are unsympathetic to the Heroes but who are easily fooled
4	Farmhouse with a family who are unsympathetic and suspicious
5	Farmhouse being used by a patrol of German Soldiers
6	Roll again on another table with more extreme results (PoW on the run etc.)

The Referee can judge for themselves how much their players enjoy this aspect of the game and can go into it in as much or as little detail as they wish. (There is a lot of fun to be had with the cable car or the winding road leading up to the Aerie.)

Basically, whatever plans the Heroes have come up with should work but not perfectly. The Heroes should be able to infiltrate the Nazi research centre. If things do go awry and some of them get captured along the way – if they are injured and some of their associates killed - then all the better.

Occupants of the Aerie

The Aerie is has been set up by Himmler, on behalf of Hitler. It brings together research into supernormal abilities from across every scientific and para-scientific field. The hope is that the Scientists working there will be able to produce some kind of soldier with exceptional abilities who can help the Third Reich conquer the world.

There are six (or five*) scientists and experts leading the research here.

Dr Klaus Heinrich is a native German and an expert surgeon. He has had some success in grafting disparate body-parts together. Following a terrible accident - when a surgical lamp fell into him during an operation – he suffered a broken back. Though partially repaired, he is now permanently bent double. He intends to build himself a new perfect body and transplant his brain into it.

Professor Gerhardt Schmidt – born in Germany but raised in Transylvania - is an expert on all things occult. He is the only human to have ever captured a vampire. Rumour has it that he is part "Nosferatu" himself. With his pallid skin, limp, raven black hair and sepulchral voice, this theory does not seem all that outrageous to those that meet him.*



Gretal Bernhardt – an Austrian beauty - is a noted Zoologist working on isolating the genes that give animals their abilities. Extremely interested in and caring towards the animals she works with, she is cold and cruel towards humans – especially men. (Were she to come across a man who obviously cared as much about animals as she does, her attitude might thaw....)

Mark Spillane – an American - was banned from the sporting world for his experiments into hormones. He has been treating himself and is older than he appears. He has perfect teeth, a shining tan and the eyes of a monster.

Franco Altolli – Italian and proud of it - is world famous for isolating fissionable nuclear materials. Boasting of his direct descent from Roman Senators, Altolli constantly preens himself and admires his roman profile in the mirrors which adorn all the rooms he works in. A man of immense appetites, he eats and drinks profusely and avails himself of any female company he can. He has already fallen out with **Gretal Bernhardt** and **Kommandant Schultz** has had to place them in laboratories at opposite ends of the complex.

Hitori Hamamoto – from Japan - is a noted cyberneticist and expert on robotics. A typical diminutive and inscrutable oriental, nothing fazes him. If a group of armed intruders bursts in to his laboratory he will pause for a few seconds before calmly continuing with his work.

* Some Referees may prefer to leave out the occult element of this section and concentrate only on the more “realistic/scientific” elements.

How successful each of these have been in their research is up to the individual Referee to determine and will depend upon the requirements of the individual campaign. Certainly not all of them will have been successful (yet).

Examples of the kind of super-trooper each scientist *could* produce are provided in the next chapter. These are given as *possible* opponents for the Heroes.

The Referee should pick no more than one possible opponent per Hero involved. The most appropriate number is usually one less than the number of player-heroes in the group due to the other challenges offered by the Aerie.

Having selected the most appropriate superpowered opponents for the Heroes, the Referee should reveal some of them before the Heroes receive their powers and some afterwards.

For example, **Klaus Heinrich** might be accompanied at all times by “**Igor**” who is seen when the Heroes meet the scientist. When they try to escape the castle, alarms sound and **Hamamoto** sends his “**Samurai Supreme**” after them. This will be the first time they see this armoured killer.

In addition to the creations of the Scientists, there are a hundred Nazi soldiers in the base and led by a dozen officers.

These soldiers are crack troops. Each is DC: 10 and attacks with WC: 1.

They are, however, susceptible to attacks in the normal way. Any two successful strikes – or one attack of WC: 3 or with a damage bonus - will incapacitate or kill them.

The Kommandant of the Aerie is the scarred and monacled **Leon Schultz**. He should be played as the stereotypical evil Nazi.

It is not intended that Schultz get into combat. He will always retreat and order his soldiers to fight for him. If backed into a corner, however, he will be found to have 4 Frames per round, have DC: 10, WC: 2 and 20 HTK and HTC.

In addition to the above, two of the Heroes own team – **Calder** and **Carr** and are traitors. Each of them is a challenge by themselves – having the same statistics as Leon Schultz (see above).

They are not aware of each other. Normally, **Calder** will seek to betray the Heroes when they get into the Aerie. Whilst **Carr** will try to secretly reveal his status to the German forces at the earliest opportunity, he will seek to maintain his cover for as long as possible in order to try and scupper the Heroes’ escape plans.

Given that all these forces are ranged against the Heroes, this is why it is probably best for the Referee to choose one fewer opponents than there are Heroes.

If there are three Heroes in the team then Igor, Samurai Supreme, Calder and the Nazis should be a big enough challenge for them.

If balance needs to be adjusted then further challenges – in the form of other scientists’ creations - can always be thrown in later if necessary. Alternatively, if the Heroes are struggling, have Lowell gain some super abilities just like the players.

Investigating the Aerie

By now, the Heroes should be inside the Aerie. They may be captured or loose around the complex, possibly masquerading as soldiers or other legitimate occupants. Possibly a bit of both.

Whatever situation the Heroes are in, they should be allowed to find out about Aerie. They should discover that, whilst it appears to be a normal mansion-house and associated buildings above ground, there are secret levels of concreted tunnels in the bowels of the complex. They should get some indication of the horrendous experiments being performed here.

Once the Heroes have discovered enough, something will happen to make events take a new twist. Possibly one of the Scientists will see through the Heroes’ deception and/or **Calder** will reveal himself and turn against them. Some of the team may be captured but one or two should escape into the myriad tunnels running through the Nazi base.

There should be a little bit more role-playing. The Referee should make any uncaptured characters feel that they are the target of hot pursuit by squads of crack Stormtroopers.

Any captives will be questioned by Leon Schultz - “Ve heff

veys off making you talk!” – before the exasperated Kommandant turns them over to one of his scientific cohorts as experimental fodder.

Alternative Origins

You should now assess the position of each Hero. Any captured Heroes have been turned over to Scientists as experimental guinea pigs. The free ones will either find storerooms full of experimental devices or stumble into the middle of high-technology experiments (or occult ceremonies). This is where the Heroes get their powers.

There are eight possibilities the Referee may wish to consider:

SURGERY: Dr Klaus Heinrich performs surgery on the Hero or – even – transplants their brain into a new body.

DRUGS: Mark Spillane pumps a cocktail of experimental chemicals into the Hero’s veins.

ANIMAL: Gretal Bernhardt gives the Hero a serum distilled from the essence of her favourite creatures.

DEVICE: The Hero finds an experimental device in a box in a store cupboard.

ARMOUR: The Hero hijacks a suit of battle armour after its test pilot doffs it following a trial run.

RADIATION: Franco Altolli bathes them in energy rays from his experimental reactor. Alternatively, the Hero takes a wrong turn and ends up trapped in the reactor room – just as it is turned on....

OCCULT: The Hero finds an ancient artefact with arcane powers locked away in a hidden room – or stumbles into the middle of an arcane ceremony directed by Gerhardt Schmidt. (Optional)

MONSTER: as the Hero moves through the dungeon level of the complex, a monster – Vampire, Werewolf or worse - looms from a nearby cell, scratching or biting him. (Optional)

Each one of these options has its own Superpower generation table. These are used exactly like the one on the main rulebook.

This is explained in the next chapter.

The Referee should role-play each Hero’s adventure up to the point at which they are about to gain their superpowers and then stop the game.

It is preferable if this could happen at the end, or towards the end of, a playing session. If players can roll their superpowers and then have time between game sessions to fully round-out and rationalise their characters, this part of the game will go much more smoothly and make the later part of the campaign more coherent.

Bill Sparks and his team are betrayed by Calder and captured by a squad of SS Soldiers.

Just as Kommandant Schultz is barking “Take zem away!” Bill looks over his shoulder and shouts “Thank God you’ve found us!”

As everyone turns, he kicks the nearest guard to the floor and runs down the corridor in a hail of bullets, sustaining a couple of grazes.

He runs into a room and slams the door, wedging it with a chair. Tearing the Vent from the wall, he pulls himself into the air-conditioning ducts, just as the door behind him burst open.

Struggling through the ducts, he kicks out another vent and throws himself through it. The room beyond is dark.

Suddenly he hears multiple clangs and the lights flash on, dazzling him. Metal shutters have fallen over the vents and doors and he is standing directly beneath some kind of glowing device, aimed right at him.

He ducks aside but a beam of some kind of energy catches him mid-stride.

At this point the role-playing is suspended.



Chapter 5

Heroes Reborn and their Enemies

This chapter contains the eight Superpower Generation Tables for each of the situations the Heroes may find themselves in. Where there are new powers or changes to the way powers work, these are explained.

In addition, it gives the details of eight possible opponents for the Heroes – each opponent being created using one of the tables. As well as their role as enemies for the Heroes, these villains act as examples of the sort of characters which can be created using each of the tables.

It is recommended that each player has up to **six** rolls on the table which relates to the situation their character is in. The normal rules of character generation apply. Players may stop rolling at any time and use any unused rolls to upgrade powers already rolled. Please note, however:

- Depending upon the table used, not all Superpowers used have access to all the grades they would have using the table given in the **Squadron UK** rules. There is a limit to how many grades of **Flight** can be taken using the **Animal** Superpower Generation Table, for example.
- Players can only upgrade powers rolled on the table at this stage and may not upgrade the characters existing abilities. They could not upgrade and existing **Martial Arts** Grade 1 to Grade 2 unless they roll it on the table, for example.

As always, Referees may vary the number of rolls they give their players, depending upon the kind of campaign they envisage running.

Surgery

This table is used for those unfortunates who have been handed over to Dr Klaus Heinrich. He will have performed some outlandish work on the Hero's body giving them remarkable abilities.

Superpower Notes

Additional Limb: The character has an extra arm/tentacle or similar. This gives one extra frame per round but this frame **MUST** be performed by the additional limb and may **NOT** involve either combat or movement.

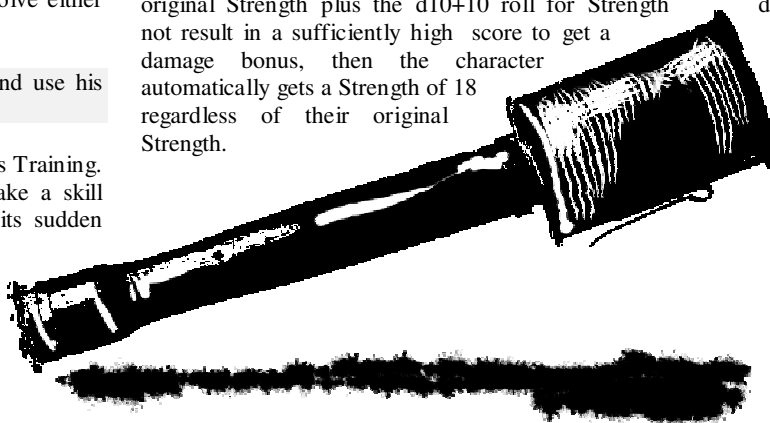
The Freak could move two frames, punch twice and use his tentacle to switch out the lights, for example.

Attribute Boost: This is exactly the same as Previous Training. i.e. 2 bonus attribute points. If the player wishes to take a skill instead of one or both of the attribute bonuses, then its sudden appearance must be clearly rationalised.

Larger: If this power is taken at Grade 1 and the character's original Strength plus the d6+2 roll for Larger does not result in a sufficiently high score to get a damage bonus, then the character automatically gets a Strength of 17 regardless of their original Strength.

Superpower	Notes	Die Roll		
Additional Limb	***	1		
Agility	*	2	-	4
Attribute Boost	***	5	-	7
Chameleon Ability		8	-	9
Claws		10	-	13
Cybernetics	***	14	-	18
Energy Attack	**	19	-	21
Energy Immunity	***	22	-	23
Energy Reflection	***	24		
Field Manipulation		25		
Flight	*	26	-	27
Health	***	28	-	33
Heightened Senses	***	34	-	37
Immortal		38	-	39
Intuition		40	-	41
Larger	***	42	-	50
Leaping	*	51	-	54
Martial Arts	***	55		
Precision	*	56		
PSI powers	*** +	57		
Reactions	***	58	-	61
Solidify		62		
Speed	***	63		
Strength	***	64	-	72
Tough Skin	***	73	-	81
Vigour	***	82	-	87
Wallcrawling		88	-	90
Boost existing ability		91	-	93
Roll on other table		94	-	95
Choose/Invent		96	-	100
Note	Explanation			
*	One additional grade available			
**	Two additional grades available			
***	Three or more additional grades available			
+	Costs TWO power rolls			

Strength: If this power is taken at Grade 1 and the character's original Strength plus the d10+10 roll for Strength does not result in a sufficiently high score to get a damage bonus, then the character automatically gets a Strength of 18 regardless of their original Strength.



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Boost existing ability: The ability the character possesses from their background is boosted in some way. For example:

Ability	Boost
Brilliant Scientist BioChemical	- Character does not need equipment to perform tests but can do them using natural senses.
Brilliant Scientist Mechanical	- Character can repair anything with their bare hands.
Contacts - Criminal	The characters' new abilities attract the interest of criminals world-wide. (Contacts score 11)
Contacts – Government	The characters' new abilities attract the interest of governments world-wide. (Contacts score 11)
Larger*	Large Grade 2
Martial Arts*	Martial Arts Grade 2.
Previous Training*	Additional 2 points to chosen attribute.
Reactions	Reactions Grade 2.
Rich – Industrialist	Business sense boosted. Financial Resource level 9.
Rich - Inherited	Business sense boosted. Financial Resource level 9.
Sidekick	The sidekick is experimented upon and gains one power roll.
Skills	Variable but normally a skill will turn into Brilliant Scientist
Weaponskill	Weaponskill Grade 2.

Roll on other table: The player can choose another table from this book or choose to roll on the table in the original rules (or any Superpower table from any supplement possessed by the Referee).

Choose/Invent: Select any power from THIS table or invent an appropriate one – with the Referee's approval.

Scenario Note

Surgery is the most difficult character development to work into the ongoing storyline. Whereas most of the other developments are either fast or instantaneous, it takes time for Heinrich to work his evil upon the Hero's flesh. Consequently, the Referee will have to factor this into the way they tell the story. The best way to do this is if any characters have been injured. They can be taken away for "medical treatment" before their comrades are questioned by Kommandant Schultz. The Referee can then assume that the surgery is taking place at the same time as the interrogation – though they should not reveal this to any of the players.

When the character recovers after surgery, they will actually have been cured of any injuries they previously had – even if they were hospitalised. They will be on full HTK and full HTC. They might not duly appreciate this, however, when they realise exactly what abominations have been wrought upon them!

Example Character

Igor is Klaus Heinrich's first successful experiment – that is, he actually has some semblance of life and can move around with a degree of autonomy.

He is built from the body parts of fallen storm troopers.

Igor is a dumb and uncommunicative brute who would be a real challenge for "ordinary" agents but less so for anyone who has developed paranormal abilities.



Notes: Igor was created by selecting 4 options from the surgery table. However, they were four "prime" options – which is why he is such an effective opponent.

IGOR

Alias: **Various**

EGO	STRENGTH	DEXTERITY	VIGOUR
3	(14) 40	6	(14) 30
HTK	Divider	Recover	Hospitalised
105	4	D6+3/hr	10
HTC	Divider	Recover	Stag./Stun
105	3	D6+3/act.	20/10
Move	DC	Dodge	Damage
6yd	4	0	+25
Frame	Strike	P.back	Energy
4	-	25	-

Superpowers:

Health 1 – Fast recovery

Larger 1

Strength 1

Vigour 1

Equipment:

None

Attack	Fist/foot		
WC	2		
HTK	D6-6		
HTC	2d6		
Mod.	+25		
Time	Frame		
Notes			



Device

If a character has managed to avoid capture or escape from the clutches of the Nazis, as he searches through the rooms and corridors of the complex, he will discover an experimental prototype of some kind.

This will almost certainly have been made by **Franco Altoli** or **Hitori Hamamoto** – the Referee can decide which one after the powers have been rolled. (If it is a suit of Armour, it will probably have been made by Hamamoto.)

Superpower	Notes	Die Roll		
Agility	*	1		
Armour	**	2	-	9
Chameleon Ability		10		
Claws		11	-	12
Cybernetics	***	13	-	20
Energy Attack	***	21	-	27
Energy Immunity	***	28		
Energy Reflection	***	29		
Field Manipulation		30	-	31
Flight	***	32	-	36
Force Field	**	37	-	41
Growth	***	42		
Health	***	43	-	44
Heightened Senses	***	45	-	46
Intangibility	*	47		
Intuition		48		
Larger	***	49	-	52
Invisibility		53	-	54
Leaping	*	55		
Martial Arts	***	56		
Mass Variation: Other		57		
Mass Variation: Self		58	-	59
Precision	*	60		
PSI powers	*** +	61	-	62
Radar Sense		63	-	64
Reactions	***	65		
Skills	***	66		
Solidify		67	-	68
Speed	***	69		
Strength	***	70	-	77
Stretch		78		
Stunner		79	-	80
Vehicle	#	81	-	87
Vigour	***	88		
Wallcrawling		89		
Weaponskill	***	90	-	95
Weather Control	**	96		
Boost existing ability		97		
Roll on other table		98		
Choose/Invent		99	-	100

Note	Explanation
*	One additional grade available
**	Two additional grades available
***	Three or more additional grades available
+	Costs TWO power rolls
#	Costs NO power rolls

Superpower Notes

Growth: If this power is taken at Grade 1 and the character's original Strength plus the d6 roll for Growth does not result in a sufficiently high score to get a damage bonus, then the character automatically gets a Strength of 16 in their grown form regardless of their Strength when normal sized.

Larger: If this power is taken at Grade 1 and the character's original Strength plus the d6+2 roll for Larger does not result in a sufficiently high score to get a damage bonus, then the character automatically gets a Strength of 17 regardless of their original Strength.

Strength: If this power is taken at Grade 1 and the character's original Strength plus the d10+10 roll for Strength does not result in a sufficiently high score to get a damage bonus, then the character automatically gets a Strength of 18 regardless of their original Strength.

Boost existing ability: The ability the character possesses from their background is boosted in some way. For example:

Ability	Boost
Brilliant Scientist - BioChemical	All the equipment needed to conduct tests is built into the device.
Brilliant Scientist - Mechanical	Character can repair anything with the tools built into the device.
Contacts - Criminal	The characters' new abilities attract the interest of criminals world-wide. (Contacts score 11)
Contacts – Government	The characters' new abilities attract the interest of governments world-wide. (Contacts score 11)
Larger*	Large Grade 2 – and expanding suit.
Martial Arts*	Martial Arts Grade 2.
Previous Training*	Additional 2 points to chosen attribute.
Reactions	Reactions Grade 2.
Rich – Industrialist	Technology arising from device can be marketed. Financial Resource level 9.
Rich - Inherited	Technology arising from device can be marketed. Financial Resource level 9.
Sidekick	The sidekick gets their own device and gains one power roll.
Skills	Variable but normally a skill will turn into Brilliant Scientist.
Weaponskill	Weaponskill Grade 2.

Roll on other table: The player can choose another table from this book or choose to roll on the table in the original rules (or any Superpower table from any supplement possessed by the Referee).

Choose/Invent: Select any power from THIS table or invent an appropriate one – with the Referee's approval.

Example Character

Arnold Schweisser is a famous german test pilot. Co-opted to the Aerie, he has been given a suit designed by Hamamoto.

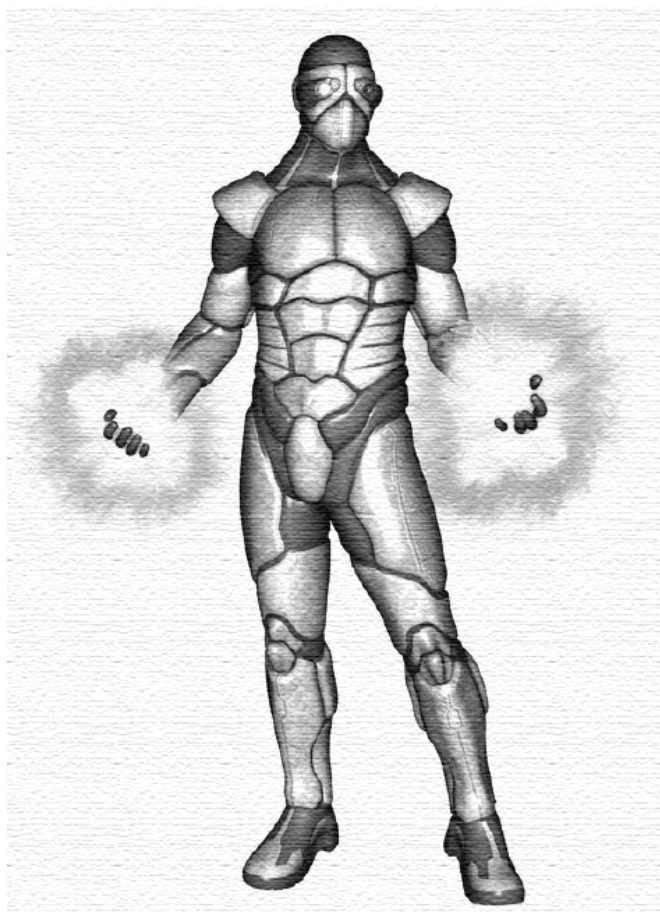
Leuchtkäfer (Firefly)			
Alias: Arnold Schweisser			
EGO	STRENGTH	DEXTERITY	VIGOUR
10	14	14	17
HTK	Divider	Recover	Hospitalised
58	-	D6+1/hr	5
HTC	Divider	Recover	Stag./Stun
70	-	D6+1/rnd	13/6
Move	DC	Dodge	Damage
7.5yd 15yd	6	+1	-
Frame	Strike	P.back	Energy
4	-	20	22
Superpowers: Energy Attack 2 – Flame (22 dice, Area Effect 2 & 3, Quik Blast) Energy Immunity – Heat/Fire Flight 1 Precision 2 (on Energy Attack) Skills – Electronics, Pilot			
Equipment: Gas Mask with built in oxygen supply Parachute Heat Resistant costume			
Attack	Fist/foot	Flame	Flame quik
WC	2	3	3
HTK	D6-6	1-6xd6	1-4xd6
HTC	2d6	1-6xd6	1-4xd6
Mod.		+5 plus	+5 plus
Time	Frame	Action	Frame
Notes		+5 per frame of aiming	+5 per frame of aiming

Tanks of concentrated rocket fuel are hyper-compressed before being ejected through nozzles in the back of the wrists. (In other words, he uses an extremely advanced flame-thrower.)

The extreme heat is used to warm gas in between the layers of the suit which allows Firefly to float around. He guides himself by using small directional jets.

A radar tracking system allows the villain to target his attacks extremely accurately.

Notes: **Leuchtkäfer** is generated using exactly the same system as the Hero characters – that is, he had one starting ability. In Schweisser's case this was Skills in Piloting and Electronics. He was given 6 power rolls and the **Device** superpower generation table.



Drugs

One of the captured Allied Agents may be turned over to **Mark Spillane**. This renegade scientist will inject them with a variety of potions designed to enhance their natural abilities. So far, he has had few successes but even he may be surprised at some of the side effects his treatments have upon his victim.

Superpower Notes

Attribute Boost: This is exactly the same as Previous Training. i.e. 2 bonus attribute points. If the player wishes to take a skill instead of one or both of the attribute bonuses, then its sudden appearance must be clearly rationalised.

Growth: If this power is taken at Grade 1 and the character's original Strength plus the d6 roll for Growth does not result in a sufficiently high score to get a damage bonus, then the character automatically gets a Strength of 16 in their grown form regardless of their Strength when normal sized.

Larger: If this power is taken at Grade 1 and the character's original Strength plus the d6+2 roll for Larger does not result in a sufficiently high score to get a damage bonus, then the character automatically gets a Strength of 17 regardless of their original Strength.

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Superpower	Notes	Die Roll		
Agility	*	1	-	7
Attribute Boost	***	8	-	11
Chameleon Ability		12	-	13
Claws		14	-	15
Energy Attack	**	16	-	17
Energy Immunity	***	18	-	19
Energy Reflection	***	20		
Growth	***	21	-	26
Health	***	27	-	30
Heightened Senses	***	31	-	34
Immortal		35		
Intuition		36		
Larger	***	37	-	43
Invisibility		44		
Leaping	*	45	-	48
Martial Arts	***	49	-	52
Mass Variation: Self		53		
Precision	*	54	-	55
PSI powers	*** +	56	-	60
Radar Sense		61	-	62
Reactions	***	63	-	64
Shapechange	#	65		
Shrink		66	-	67
Skills	***	68		
Solidify		69		
Speed	***	70	-	72
Strength	***	73	-	80
Stretch	*	81	-	82
Tough Skin	***	83	-	89
Vigour	***	90	-	92
Wallcrawling		93		
Boost existing ability		94	-	95
Roll on other table		96	-	97
Choose/Invent		98	-	100

Note	Explanation
*	One additional grade available
**	Two additional grades available
***	Three or more additional grades available
+	Costs TWO power rolls
#	Could cost NO power rolls

Strength: If this power is taken at Grade 1 and the character's original Strength plus the d10+10 roll for Strength does not result in a sufficiently high score to get a damage bonus, then the character automatically gets a Strength of 18 regardless of their original Strength.

Roll on other table: The player can choose another table from this book or choose to roll on the table in the original rules (or any Superpower table from any supplement possessed by the Referee).

Choose/Invent: Select any power from THIS table or invent an

appropriate one – with the Referee's approval.

Boost existing ability: The ability the character possesses from their background is boosted in some way. For example:

Ability	Boost
Brilliant Scientist - BioChemical	Character does not need equipment to perform tests but can do them using natural senses.
Brilliant Scientist - Mechanical	Character can repair anything with their bare hands.
Contacts - Criminal	The characters' new abilities attract the interest of criminals world-wide. (Contacts score 11)
Contacts – Government	The characters' new abilities attract the interest of governments world-wide. (Contacts score 11)
Larger*	Large Grade 2
Martial Arts*	Martial Arts Grade 2.
Previous Training*	Additional 2 points to chosen attribute.
Reactions	Reactions Grade 2.
Rich – Industrialist	Business sense boosted. Financial Resource level 9.
Rich - Inherited	Business sense boosted. Financial Resource level 9.
Sidekick	The sidekick is experimented upon and gains one power roll.
Skills	Variable but normally a skill will turn into Brilliant Scientist
Weaponskill	Weaponskill Grade 2.

Example Character

Famed actor Bernhardt Wilhelm was tragically struck down with a degenerative illness in 1938. Ironically, if it weren't for the war and the technological developments it fostered, he would now be dead. As it is, experimental drug treatments have cured his illness and given him abilities beyond those of mortal men.



Doppelganger			
Alias: Bernhard Wilhelm			
EGO	STRENGTH	DEXTERITY	VIGOUR
14	10	6	12
HTK	Divider	Recover	Hospitalised
42	-	D6/hr	4
HTC	Divider	Recover	Stag./Stun
45	-	D6/rnd	8/4
Move	DC	Dodge	Damage
5yd	6	+5	-
Frame	Strike	P.back	Energy
4	-	20	-
Superpowers: Agility 2 Chameleon Ability Heightened Senses (Microscopic Vision) Martial Arts (Oriental) 2 Skills (Disguise/Vocal skills)			
Equipment: Colour changing suit Rope & grappling hook Microfine tool-kit			
Attack	Fist/foot	Fist/Foot Kill	
	Coma		
WC	3	3	
HTK	D6	2d6+3	
HTC	2d6+6	D6	
Mod.			
Time	Frame	Frame	
Notes	Crit. Hit on 19-20 if studying for 2 Frames		

Mark Spillane's ad hoc cure for Wilhelm's degenerative muscle disorder worked incredibly well. The muscle tissue was rebuilt to a much enhanced degree which has allowed the actor to develop incredible athletic abilities and learn complex martial arts moves with minimal training.

The redevelopment of the muscle tissue within his eyes has meant that he has developed the ability to focus on much smaller objects than most human beings.

Unfortunately, as happens all too often with Spillane's work, there was a side effect - random and rapidly-changing mottling of the flesh. To any other individual this would have meant a life-time hidden behind the folds of a mask. Wilhelm, however, has used every ounce of his acting ability and willpower to master the colour changing and he can now control it at will.

Notes: **Doppelganger** is created using the same system as the players. His disguise and vocal skills come from his background as an actor. He developed his other powers as a result of Spillane's treatments.

Scenario Note

Given Wilhelm's acting ability, a sly Referee with a clever and co-operative player, may choose to have Wilhelm replace one of the Heroes in an attempt to infiltrate British Intelligence and act as a double agent. When this ploy is discovered and player's own character is finally rescued, the Referee may choose to reward them with more power rolls – the result of more extensive experimentation whilst they were captured.

Animal

A captured Hero may be placed into the hands of Greta Bernhardt. She will treat them with serums distilled from the essences of her favourite creatures, giving them animalistic abilities – and, possibly, tendencies.

Superpower	Notes	Die Roll		
Additional Limb	***	1		
Advantageous Background		2		
Agility	*	3	-	9
Attribute Boost	***	10	-	14
Chameleon Ability		15	-	18
Claws		19	-	22
Energy Attack	**	23	-	25
Energy Immunity	***	26		
Energy Reflection	***	27		
Field Manipulation		28		
Flight	**	29	-	35
Growth	***	36	-	37
Health	***	38	-	41
Heightened Senses	***	42	-	44
Intuition		45	-	46
Larger	***	47	-	50
Leaping	*	51	-	54
Martial Arts	***	55	-	57
Precision	*	58		
PSI powers	*** +	59		
Radar Sense		60	-	61
Reactions	***	62	-	63
Replication		64	-	
Shapechange	#	65	-	69
Shrink		70		
Sidekick	***	71		
Skills	***	72		
Speed	***	73	-	75
Strength	***	76	-	82
Stretch	*	83		
Tough Skin	***	84	-	90
Vigour	***	91	-	93
Wallcrawling		94	-	95
Boost existing ability		96		
Roll on other table		97		
Choose/Invent		98	-	100

Note	Explanation
*	One additional grade available
**	Two additional grades available
***	Three or more additional grades available
+	Costs TWO power rolls
#	Could cost NO power rolls

Superpower Notes

Additional Limb: The character has an extra arm/tentacle or similar. This gives one extra frame per round but this frame MUST be performed by the additional limb and may NOT involve either combat or movement.

Monkeyman could move two frames, punch twice and use his tail close a door, for example.

Advantageous Background: This either makes the character RICH, gives them CONTACTS or makes them the equivalent of a BRILLIANT SCIENTIST. Suggestions include:

AB	Animal
Rich	Can grow and shed ivory.
Contacts	Talk to the animals
Scientist	Instinctive knowledge of the animal world

Attribute Boost: This is exactly the same as Previous Training. i.e. 2 bonus attribute points. If the player wishes to take a skill instead of one or both of the attribute bonuses, then its sudden appearance must be clearly rationalised.

Growth: If this power is taken at Grade 1 and the character's original Strength plus the d6 roll for Growth does not result in a sufficiently high score to get a damage bonus, then the character automatically gets a Strength of 16 in their grown form regardless of their Strength when normal sized.

Larger: If this power is taken at Grade 1 and the character's original Strength plus the d6+2 roll for Larger does not result in a sufficiently high score to get a damage bonus, then the character automatically gets a Strength of 17 regardless of their original Strength.

Strength: If this power is taken at Grade 1 and the character's original Strength plus the d10+10 roll for Strength does not result in a sufficiently high score to get a damage bonus, then the character automatically gets a Strength of 18 regardless of their original Strength.



Boost existing ability: The ability the character possesses from their background is boosted in some way. For example:

Ability	Boost
Brilliant Scientist - BioChemical	Character does not need equipment to perform tests but can do them using natural senses.
Brilliant Scientist - Mechanical	Character can repair anything with their bare hands.
Contacts - Criminal	The characters' new abilities attract the interest of criminals world-wide. (Contacts score 11)
Contacts – Government	The characters' new abilities attract the interest of governments world-wide. (Contacts score 11)
Larger*	Large Grade 2
Martial Arts*	Martial Arts Grade 2.
Previous Training*	Additional 2 points to chosen attribute.
Reactions	Reactions Grade 2.
Rich – Industrialist	Business sense boosted through animal cunning. Financial Resource level 9.
Rich - Inherited	Business sense boosted through animal cunning. Financial Resource level 9.
Sidekick	The sidekick is experimented upon and gains one power roll.
Skills	Variable but normally a skill will turn into the equivalent of a Brilliant Scientist.
Weaponskill	Weaponskill Grade 2.

Roll on other table: The player can choose another table from this book or choose to roll on the table in the original rules (or any Superpower table from any supplement possessed by the Referee).

Choose/Invent: Select any power from THIS table or invent an appropriate one – with the Referee's approval.

Example Character

Gustav Schiller was a brutal animal of a man (Larger). Sentenced to death for multiple murders he volunteered instead for **Gretel Bernhardt's** vile experiments.

Over a period of months and after injection after injection of a serum derived from bats of all species, Schiller has grown huge bat wings – strong enough to carry him (Flight) gracefully (Agility). He has developed a tough and leathery skin (Tough Skin). His ears have grown to resemble a bat's and he has developed extremely sensitive hearing (Heightened Senses) which gives him a warning about impending danger (Intuition).

Given the codename: **Nocturne**, he no longer looks or acts completely human. He has also developed a craving for blood, he tells his creator, but this is a lie to cover his own disgusting tastes.

Notes: Nocturne is created using the same system as the Heroes (1 background ability and 6 power rolls).

Nocturne			
Alias: Gustav Schiller			
EGO	STRENGTH	DEXTERITY	VIGOUR
11	(15) 21	10	(11) 18
HTK	Divider	Recover	Hospitalised
65	4	D6+1/hr	6
HTC	Divider	Recover	Stag./Stun
62	3	D6+1/rnd	12/6
Move	DC	Dodge	Damage
6yd 20yd	4	+2	+6
Frame	Strike	P.back	Energy
4	-	25	-
Superpowers: Agility 1 Flight 2 Heightened Senses (Hearing) Intuition Larger Tough Skin Equipment: Knuckledusters Gas Mask Leather straps/webbing			
Attack	Fist/foot		
WC	2		
HTK	D6-4		
HTC	2d6		
Mod.	+6		
Time	Frame		
Notes			

Armour

If a character has managed to avoid capture or escape from the clutches of the Nazis, as he searches through the rooms and corridors of the complex, he will discover a set of experimental prototype armour. This will have been made by **Hitori Hamamoto**, the Japanese cybernetics specialist.

Scenario Note

The Hero could discover the suit of armour packed away in a box. Possibly they climb into the box to avoid pursuit and find the armoured suit. They could then climb into it to further confuse pursuers only to find it difficult or impossible to remove.

If the Armour is found packed away, the Referee might need to answer the question as to why such a useful and successful design is not yet being used or in mass production. A good way to answer this question is to build a design flaw into the suit which the Hero, by chance or skill, manages to overcome. For example, all previous users of the suit suffered from broken bones through their over-compensation for the internal powered skeleton.

Alternatively, the Hero could come across a German soldier removing the suit after a test run. This soldier will have removed so much of the suit that they will be unable to use its abilities against their assailant. In addition, they will be a typical thug with 2 frames per round and easily knocked out.

Superpower	Notes	Die Roll		
Additional Limb	***			
Agility	*	1		
Armour	**	2	-	9
Chameleon Ability		10		
Claws		11	-	13
Cybernetics	***	14		21
Energy Attack	***	22	-	29
Energy Immunity	***	30		
Energy Reflection	***	31		
Field Manipulation		32	-	33
Flight	***	34	-	41
Force Field	***	42	-	46
Growth	***	47		
Health	***	48	-	49
Heightened Senses	***	50	-	51
Intangibility	*	52		
Intuition		53		
Larger	***	54	-	57
Invisibility		58	-	59
Leaping	*	60		
Martial Arts	**	61		
Mass Variation: Other		62		
Mass Variation: Self		63	-	64
Precision	*	65		
PSI powers	*** +	66	-	67
Radar Sense		68	-	69
Reactions	***	70		
Skills	***	71		
Solidify		72	-	73
Speed	***	74		
Strength	***	75	-	82
Stretch	*	83		
Stunner		84	-	88
Vigour	***	89		
Wallcrawling		90		
Weaponskill	***	91	-	92
Weather Control	**	93		
Boost existing ability		94		
Roll on other table		95		
Choose/Invent		96	-	100

Note	Explanation
*	One additional grade available
**	Two additional grades available
***	Three or more additional grades available
+	Costs TWO power rolls

Special Note

When a character is generated using the Armour table, they are automatically given **Armour Grade 1** before making any further power rolls.

They should then be given one less power roll than their companions. For example, if every other player is given 6 power rolls, the player rolling on the Armour table will only have 5, plus Armour Grade 1.

However, the player may not upgrade their Armour unless they roll it as a power on the table. Should they roll Armour as a Superpower on the generation table, their Armour grade will automatically rise from 1 to 2. They can upgrade it to grade 3 with a single additional power roll. However if they fail to roll Armour as a power on the table, they are left with Armour Grade 1.

Superpower Notes

Additional Limb: The character has an extra arm/tentacle or similar. This gives one extra frame per round but this frame MUST be performed by the additional limb and may NOT involve either combat or movement.

Mechspider could move two frames, punch twice and use his mechanical arms to dismantle a bomb, for example.

Attribute Boost: This is exactly the same as Previous Training. i.e. 2 bonus attribute points. If the player wishes to take a skill instead of one or both of the attribute bonuses, then its sudden appearance must be clearly rationalised.

Growth: If this power is taken at Grade 1 and the character's original Strength plus the d6 roll for Growth does not result in a sufficiently high score to get a damage bonus, then the character automatically gets a Strength of 16 in their grown form regardless of their Strength when normal sized.

Larger: If this power is taken at Grade 1 and the character's original Strength plus the d6+2 roll for Larger does not result in a sufficiently high score to get a damage bonus, then the character automatically gets a Strength of 17 regardless of their original Strength.

Strength: If this power is taken at Grade 1 and the character's original Strength plus the d10+10 roll for Strength does not result in a sufficiently high score to get a damage bonus, then the character automatically gets a Strength of 18 regardless of their original Strength.

Roll on other table: The player can choose another table from this book or choose to roll on the table in the original rules (or any Superpower table from any supplement possessed by the Referee).

Choose/Invent: Select any power from THIS table or invent an appropriate one – with the Referee's approval.

Boost existing ability: The ability the character possesses from their background is boosted in some way. For example:

Ability	Boost
Brilliant Scientist - BioChemical	Character can perform tests using tools and equipment built into the armour.
Brilliant Scientist - Mechanical	Character can repair anything using tools and equipment built into the armour.
Contacts - Criminal	The characters can talk to feral animals – rats etc. (Contacts score 11)
Contacts – Government	The characters can talk to pets – cats, dogs etc.. (Contacts score 11)
Larger*	Large Grade 2
Martial Arts*	Martial Arts Grade 2.
Previous Training*	Additional 2 points to chosen attribute.
Reactions	Reactions Grade 2.
Rich – Industrialist	Technology arising from armour can be marketed. Financial Resource level 9.
Rich - Inherited	Technology arising from armour can be marketed. Financial Resource level 9.
Sidekick	The sidekick also finds a suit of armour.
Skills	Variable but normally a skill will turn into the equivalent of a Brilliant Scientist.
Weaponskill	Weaponskill Grade 2.

Example Character

Leo Halsinger fights using armour and a sword designed by the Japanese scientist **Hitori Hamamoto**. True Japanese Samurai have turned their back on this artificial aid so Hamamoto has tried to instil Samurai virtues into Halsinger, with limited success.



Samurai Supreme			
Alias: Leo Halsinger			
EGO	STRENGTH	DEXTERITY	VIGOUR
12	16	16	16
HTK	Divider	Recover	Hospitalised
56	4	D6+1/hr	5
HTC	Divider	Recover	Stag./Stun
56	3	D6+1/rnd	11/5
Move	DC	Dodge	Damage
8yd	3	-	+1
Frame	Strike	P.back	Energy
4	+1	20	-
Superpowers: Armour 2 Cybernetic Weapon 2 Leaping 1 Weaponskill 1 Equipment: Armour Sword Bag of powder (to throw in opponents' eyes)			
Attack	Fist/foot Weapon hilt	Sword	
WC	2	4	
HTK	D6-6	2d6+10	
HTC	2d6	D6+10	
Mod.	+1	+1	
Time	Frame	Action	

Radiation

The character is either deliberately – if they have been captured – or accidentally – if they are free in the Aerie complex – exposed to radiation from the reactor created by **Franco Altolli**.

Note	Explanation
*	One additional grade available
**	Two additional grades available
***	Three or more additional grades available
+	Costs TWO power rolls
#	Could cost NO power rolls

Superpower Notes

Additional Limb: The character has an extra arm/tentacle or similar. This gives one extra frame per round but this frame **MUST** be performed by the additional limb and may **NOT** involve either combat or movement.

Major Mutation could move two frames, punch twice whilst using his tentacles to carry a Land Girl to safety, for example.

Attribute Boost: This is exactly the same as Previous Training. i.e. 2 bonus attribute points. If the player wishes to take a skill instead of one or both of the attribute bonuses, then its sudden appearance must be clearly rationalised.

Superpower	Notes	Die Roll		
Additional Limb	***	1	-	2
Agility	*	3	-	4
Attribute Boost	***	5	-	6
Chameleon Ability		7	-	8
Claws		9	-	10
Energy Attack	***	11	-	17
Energy Immunity	***	18	-	19
Energy Reflection	***	20	-	21
Field Manipulation		22	-	26
Flight	***	27	-	30
Force Field	***	31	-	35
Growth	***	36	-	37
Health	***	38	-	39
Heightened Senses	***	40	-	41
Immortal		42	-	43
Intangibility	*	44	-	45
Intuition		46	-	47
Larger	***	48	-	49
Invisibility		50	-	51
Leaping	*	52	-	53
Martial Arts	***	54	-	55
Mass Variation: Other		56	-	57
Mass Variation: Self		58	-	59
Precision	*	60	-	61
Probability Manipulation		62	-	63
PSI powers	*** +	64	-	65
Radar Sense		66	-	67
Reactions	***	68	-	69
Replication		70	-	71
Shapechange	#	72	-	73
Shrink		74	-	75
Skills	***	76		
Solidify		77	-	78
Speed	***	79	-	80
Strength	***	81	-	84
Stretch	*	85	-	86
Teleport	**	87	-	88
Tough Skin	***	89	-	90
Vigour	***	91	-	92
Wallcrawling		93	-	94
Weather Control	**	95	-	96
Boost existing ability		97	-	98
Roll on other table		99		
Choose/Invent		100		

Growth: If this power is taken at Grade 1 and the character's original Strength plus the d6 roll for Growth does not result in a sufficiently high score to get a damage bonus, then the character automatically gets a Strength of 16 in their grown form regardless of their Strength when normal sized.

Larger: If this power is taken at Grade 1 and the character's original Strength plus the d6+2 roll for Larger does not result in a sufficiently high score to get a damage bonus, then the character automatically gets a Strength of 17 regardless of their original Strength.

Strength: If this power is taken at Grade 1 and the character's original Strength plus the d10+10 roll for Strength does not result in a sufficiently high score to get a damage bonus, then the character automatically gets a Strength of 18 regardless of their original Strength.

Roll on other table: The player can choose another table from this book or choose to roll on the table in the original rules (or any Superpower table from any supplement possessed by the Referee).

Choose/Invent: Select any power from THIS table or invent an appropriate one – with the Referee's approval.

Boost existing ability: The ability the character possesses from their background is boosted in some way. For example:

Ability	Boost
Brilliant Scientist - BioChemical	Character can perform tests using their natural senses.
Brilliant Scientist - Mechanical	Character can repair anything using their bare hands.
Contacts - Criminal	The character's abilities attract the interest of criminals world-wide. (Contacts score 11)
Contacts – Government	The character's abilities attract the interest of world-wide Governments. (Contacts score 11)
Larger*	Large Grade 2
Martial Arts*	Martial Arts Grade 2.
Previous Training*	Additional 2 points to chosen attribute.
Reactions	Reactions Grade 2.
Rich – Industrialist	Improved business sense. Financial Resource level 9.
Rich - Inherited	Improved business sense. Financial Resource level 9.
Sidekick	The sidekick also catches a dose of radiation – 1 power roll
Skills	Variable but normally a skill will turn into the equivalent of a Brilliant Scientist.
Weaponskill	Weaponskill Grade 2.

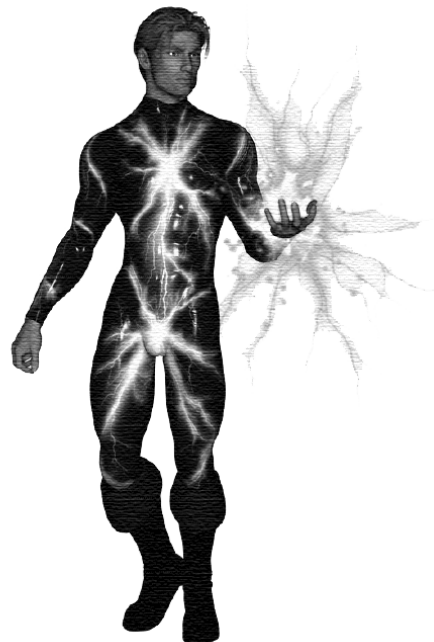
Example Character

Notes: Fulmineo is built on 5 power rolls. Before Mario Estallino was exposed to radiation, he had no particular talents or abilities.

Bathed in radiation from an experimental reactor, the molecules of Fulmineo's body have become unstable. Light can now pass through him, making him invisible. To a lesser extent, matter can also pass partially through him – reducing the damage he takes (hence the increased Vigour).

With concentration he can turn selected molecules from his own body into photons and vice versa.

This gives him the ability to create bolts of light energy (Energy Attack) or increase or reduce the amount of illumination in a given area. He can dazzle a chosen target causing them to stumble and take 2d6 HTC damage (fully divided). (Field Manipulation)



Fulmineo			
Alias: Mario Estallino			
EGO	STRENGTH	DEXTERITY	VIGOUR
13	9	9	(11)19
HTK	Divider	Recover	Hospitalised
65	-	D6+1/hr	6
HTC	Divider	Recover	Stag./Stun
68	-	D6+1/rnd	13/6
Move	DC	Dodge	Damage
5yd	6	+1	-
Frame	Strike	P.back	Energy
4	-	20	21
Superpowers: Energy Attack (Coherent light) 2 (Area Effect 5&6, Quik blast) Field Manipulation (Light) Invisibility Vigour			
Equipment: Transparent costume			
Attack	Fist/foot	Energy Attack	Quik blast
WC	2	3	3
HTK	D6-6	1-6xd6	1-4xd6
HTC	2d6	1-6xd6	1-4xd6
Mod.			
Time	Frame	Action	Frame
Notes			

Occult Item

If a character has managed to avoid capture or escape from the clutches of the Nazis, as he searches through the rooms and corridors of the complex, he will discover an ancient item of some kind. Brought back by the Third Reich's roving teams of archaeologists, this item has remained dormant until now. For some reason – sensing the Heroes' innate goodness or desperate need, perhaps – it will come to life in his hands and grant him remarkable powers.

Superpower	Notes	Die Roll		
Additional Limb	***	1		
Advantageous Background		2	-	3
Agility	*	4		
Armour	**	5	-	8
Attribute Boost	***	9		
Chameleon Ability		10	-	11
Claws		12		
Cybernetics	***	13	-	18
Energy Attack	**	19	-	23
Energy Immunity	***	24		
Energy Reflection	***	25		
Field Manipulation		26	-	27
Flight	***	28	-	32
Force Field	*	33	-	35
Growth	***	36		
Heightened Senses	***	37		
Immortal		38	-	40
Intangibility	*	41		
Intuition		42		
Larger	***	43		
Invisibility		44	-	45
Leaping	*	46		
Magic	*** +	47	-	52
Martial Arts	***	53	-	54
Mass Variation: Other		55		
Mass Variation: Self		56		
Precision	*	57		
Probability Manipulation		58		
PSI powers	*** +	59		
Radar Sense		60		
Reactions	***	61		
Replication		62	-	63
Shapechange	#	64	-	65
Shrink		66		
Sidekick	**	67	-	69
Solidify		70		
Speed	***	71	-	72
Strength	***	73	-	77
Stretch	*	78		
Teleport	**	79	-	82
Tough Skin	***	83	-	86
Vehicle	#	87	-	88
Vigour	***	89		
Wallcrawling		90		
Weaponskill	***	91	-	95
Weather Control	**	96		
Boost existing ability		97	-	98
Roll on other table		99		
Choose/Invent		100		

Note	Explanation
*	One additional grade available
**	Two additional grades available
***	Three or more additional grades available
+	Costs TWO power rolls
#	Could cost NO power rolls

Superpower Notes

Additional Limb: The character has an extra arm/tentacle or similar. This gives one extra frame per round but this frame **MUST** be performed by the additional limb and may **NOT** involve either combat or movement.

Mephistolus could move two frames, punch twice and use his tail to pull a fallen comrade from danger, for example.

Advantageous Background: This either makes the character **RICH**, gives them **CONTACTS** or makes them the equivalent of a **BRILLIANT SCIENTIST**. Suggestions include:

AB	Occult Item
Rich	The item can make (lay?) gold.
Contacts	Commune with the spirit world
Scientist	Knowledge of all things Arcane.

Attribute Boost: This is exactly the same as Previous Training. i.e. 2 bonus attribute points. If the player wishes to take a skill instead of one or both of the attribute bonuses, then its sudden appearance must be clearly rationalised.

Growth: If this power is taken at Grade 1 and the character's original Strength plus the d6 roll for Growth does not result in a sufficiently high score to get a damage bonus, then the character automatically gets a Strength of 16 in their grown form regardless of their Strength when normal sized.

Larger: If this power is taken at Grade 1 and the character's original Strength plus the d6+2 roll for Larger does not result in a sufficiently high score to get a damage bonus, then the character automatically gets a Strength of 17 regardless of their original Strength.

Strength: If this power is taken at Grade 1 and the character's original Strength plus the d10+10 roll for Strength does not result in a sufficiently high score to get a damage bonus, then the character automatically gets a Strength of 18 regardless of their original Strength.

Roll on other table: The player can choose another table from this book or choose to roll on the table in the original rules (or any Superpower table from any supplement possessed by the Referee).

Choose/Invent: Select any power from THIS table or invent an appropriate one – with the Referee's approval.

Boost existing ability: The ability the character possesses from their background is boosted in some way. For example:

Ability	Boost
Brilliant Scientist - BioChemical	Character does not need equipment to perform tests but can do them using the unnatural senses of the item.
Brilliant Scientist - Mechanical	Character can repair things by waving the item over them.
Contacts - Criminal	The characters' new abilities attract the interest of criminals world-wide. (Contacts score 11)
Contacts – Government	The characters' new abilities attract the interest of governments world-wide. (Contacts score 11)
Larger*	Large Grade 2
Martial Arts*	Martial Arts Grade 2.
Previous Training*	Additional 2 points to chosen attribute.
Reactions	Reactions Grade 2.
Rich – Industrialist	Business sense boosted by the item. Financial Resource level 9.
Rich - Inherited	Business sense boosted by the item. Financial Resource level 9.
Sidekick	The sidekick gains one power roll from a detachable part of the item.
Skills	Variable but normally a skill will turn into the equivalent of a Brilliant Scientist.
Weaponskill	Weaponskill Grade 2.

Example Character

Johan Steinbeck was a highly respected archaeologist who was sent by the Third Reich to search the globe for ancient items of power.

After much research, he discovered a medallion made from what appeared to be a single scale taken from a huge reptilian hide.

When Steinbeck clutches the medallion to his forehead, he mutates into a dragonoid creature with the ability to breathe fire.

Notes: Feuerdrache is created using the same rules as a Hero. His original ability was his skill in linguistics and as an archaeologist. He was given a further 6 power rolls but took shapechange in its free form.

When in dragonform, his body is generates massive internal heat. This allows him to breath flame and allows him to move as fast a lizard in extremely warm conditions.

His scales and claws are made of a crystalline material resembling rubies. He can produce a wall of this substance which he can move around through the power of the dragonscale medallion. Once this crystal wall is shattered, it cannot be regenerated for 20 hours. However, the shattered crystal can be collected and has proved to be of great monetary worth.

Feuerdrache

Alias: **Johan Steinbeck**

EGO	STRENGTH	DEXTERITY	VIGOUR
15	12	10	14
HTK	Divider	Recover	Hospitalised
49	3	D6/hr	4
HTC	Divider	Recover	Stag./Stun
50	2	D6/rnd	9/4
Move	DC	Dodge	Damage
6yd	4	3	-
Frame	Strike	P.back	Energy
4	-	20	15

Superpowers:

AB (Rich)

Claws

Energy Attack 1 – Flame (Improved Damage)

Force Field 1(General Force Wall 20 HTK)

Shapechange (Specific)

Skills (Archaeology, Linguist)

Speed 1

Tough Skin 1

Equipment:

Dragonscale Medallion

Backpack containing compacted spare clothing.

Attack	Fist/foot	Claw	Flame Breath
WC	2	2	3
HTK	D6-6	2d6	1-6xd6
HTC	2d6	1d6	1-6xd6
Mod.			-
Time	Frame	Frame	Action
Notes			-3 to dividers



Monster

Professor Gerhardt Schmidt – is an expert on all things occult. He has met and taken samples from monsters all over the world. He knows many ceremonies designed to contact demons, raise spirits and animate corpses or golems. He may even have conducted some of these ceremonies. A captured Hero may be used as a sacrifice by Schmidt at one of these ceremonies or a free character could disrupt an arcane experiment, taking powers intended for Schmidt.

Superpower	Notes	Die Roll		
Additional Limb	***	1		
Agility	*	2	-	5
Armour	**			
Attribute Boost	***	6	-	7
Chameleon Ability		8	-	9
Claws		10	-	11
Energy Attack	**	12	-	14
Energy Immunity	***	15		
Energy Reflection	***	16		
Field Manipulation		17		
Flight	***	18	-	25
Force Field	*	26		
Growth	***	27	-	29
Health	***	30	-	32
Heightened Senses	***	33	-	35
Immortal		36	-	37
Intangibility	*	38		
Intuition		39		
Larger	***	40	-	42
Invisibility		43	-	44
Leaping	*	45	-	47
Magic	*** +	47	-	49
Martial Arts	***	51	-	53
Mass Variation: Self		54		
Precision	*	55	-	56
PSI powers	*** +	57		
Radar Sense		58	-	59
Reactions	***	60	-	61
Replication		62		
Shapechange	#	63	-	66
Shrink		67	-	69
Skills	***	70		
Solidify		71		
Speed	***	72		
Strength	***	73	-	79
Stretch	*	80		
Tough Skin	***	81	-	87
Vigour	***	88	-	91
Wallcrawling		92	-	94
Weaponskill	***	95		
Weather Control	**	96	-	97
Boost existing ability		98		
Roll on other table		99		
Choose/Invent		100		

Note	Explanation
*	One additional grade available
**	Two additional grades available
***	Three or more additional grades available
+	Costs TWO power rolls
#	Could cost NO power rolls

Superpower Notes

Additional Limb: The character has an extra arm/tentacle or similar. This gives one extra frame per round but this frame **MUST** be performed by the additional limb and may **NOT** involve either combat or movement.

Demonspawn could move two frames, punch twice and use his tail to wave a white flag, for example.

Attribute Boost: This is exactly the same as Previous Training. i.e. 2 bonus attribute points. If the player wishes to take a skill instead of one or both of the attribute bonuses, then its sudden appearance must be clearly rationalised.

Boost existing ability: The ability the character possesses from their background is boosted in some way. For example:

Ability	Boost
Brilliant Scientist - BioChemical	Character does not need equipment to perform tests but can do them using their unnatural senses.
Brilliant Scientist - Mechanical	Character can repair things with their bare hands.
Contacts - Criminal	The characters' new abilities attract the interest of criminals world-wide – living and dead. (Contacts score 11)
Contacts – Government	The characters' new abilities attract the interest of governments and secret cabals world-wide. (Contacts score 11)
Larger*	Large Grade 2
Martial Arts*	Martial Arts Grade 2.
Previous Training*	Additional 2 points to chosen attribute.
Reactions	Reactions Grade 2.
Rich – Industrialist	Business sense boosted by unnatural cunning. Financial Resource level 9.
Rich - Inherited	Business sense boosted by unnatural cunning. Financial Resource level 9.
Sidekick	The sidekick also gains one power roll.
Skills	Variable but normally a skill will turn into the equivalent of a Brilliant Scientist.
Weaponskill	Weaponskill Grade 2.

Growth: If this power is taken at Grade 1 and the character's original Strength plus the d6 roll for Growth does not result in a sufficiently high score to get a damage bonus, then the character automatically gets a Strength of 16 in their grown form regardless of their Strength when normal sized.

Larger: If this power is taken at Grade 1 and the character's original Strength plus the d6+2 roll for Larger does not result in a sufficiently high score to get a damage bonus, then the character automatically gets a Strength of 17 regardless of their original Strength.

Strength: If this power is taken at Grade 1 and the character's original Strength plus the d10+10 roll for Strength does not result in a sufficiently high score to get a damage bonus, then the character automatically gets a Strength of 18 regardless of their original Strength.

Roll on other table: The player can choose another table from this book or choose to roll on the table in the original rules (or any Superpower table from any supplement possessed by the Referee).

Choose/Invent: Select any power from THIS table or invent an appropriate one – with the Referee's approval.

Example Character

Gustav Stoller is a petty thief who has made two major errors. First of all, whilst still human he chose to burgle the house of a lycanthrope. Secondly, after he was turned into a werewolf, he chose to try and burgle Gerhardt Schmidt's home. He was captured and taken to the Aerie for experimentation.



Notes: Nachtjäger is created by using the same "ability plus 6 power rolls" system as the players. In this case, however, the 6 power rolls have been chosen to match a fairly classic werewolf template, making him a slightly tougher proposition than a completely randomly generated character.

He's a werewolf. Nothing more need be said.

Nachtjäger

Alias: **Gustav Stoller**

EGO	STRENGTH	DEXTERITY	VIGOUR
12	12 (27)	12	14
HTK	Divider	Recover	Hospitalised
49	4	D6/rnd	4
HTC	Divider	Recover	Stag./Stun
50	4	D6/rnd	9/4
Move	DC	Dodge	Damage
6yd	4	0	+12
Frame	Strike	P.back	Energy
4	-	20	-

Superpowers:

Claws

Health 1 – Regeneration

Heightened Senses (Animal)

Leaping 1

Shapechange (Specific)

Skills (Climbing, Locksmith)

Strength 1

Tough Skin 1

Equipment:

Lockpicks

Rope and Grapple

Spare clothing

Attack	Fist/foot	Claw	
WC	2	2	
HTK	D6-6	2d6	
HTC	2d6	1d6	
Mod.	+12	+12	
Time	Frame	Frame	
Notes			

Further options

Referees should feel free to roll some of their own protagonists on the various tables, either for use in this scenario or at other places throughout the campaign.

In addition, there are other possibilities:

- More "classic" monsters (vampyre, yeti etc.) are being kept in the dungeons.



- If the Heroes used the Korrosion armour to sneak in, it can be given to another German operative to use against them. If not, there could be a duplicate set in the Castle. This is a neat option because it gives the Heroes a gauge of how much they have toughened up.
- Famous WW2 characters from literature could be present – possibly captured and brainwashed to fight against the characters.

Bill Sparks runs into a room and slams the door, wedging it with a chair. Tearing the Vent from the wall, he pulls himself into the air-conditioning ducts, just as the door behind him burst open.

Struggling through the ducts, he kicks out another vent and throws himself through it. The room beyond is dark.

Suddenly he hears multiple clangs and the lights flash on, dazzling him. Metal shutters have fallen over the vents and doors and he is standing directly beneath some kind of glowing device, aimed right at him.

He ducks aside but a beam of some kind of energy catches him mid-stride.....

Simon's Referee turns to the **Radiation** Table and gives Simon 6 power rolls.

Simon rolls 36%. This is **GROWTH**.

He then rolls 78%, **Solidify**.

The next roll is 12%. **Energy Attack**.

Simon stops rolling and uses his last three rolls to upgrade Energy Attack to Grade 3.

The Energy should be Radiation but the Referee rules that it is electrical-magnetic radiation. (This is to fit with Bill's nickname and to allow him the option of developing Electrical Field Manipulation later in the campaign. He does not tell Simon of this, however.)

A quick chat agrees a rationalisation. Bill has absorbed a massive dose of Electromagnetic Radiation. He can use this to generate an Energy Field. Normally the field surrounds Bill, obscuring his features and making him appear much larger than normal (effectively, **GROWTH**). In this form he can fire bolts of electromagnetic radiation. Simon chooses the Gimmicks Area Effect, Manifestations and Location.

If he concentrates the field down around him, it solidifies to an opaque crystalline shell (Bill can see out of it) which is impervious to damage. In this form he cannot use his **ENERGY ATTACK**. (The Referee is quite firm about this!)

Simon rolls the extra dice for **GROWTH** and **ENERGY ATTACK** whilst the other players are experimented upon.

The Role-playing is then resumed. The Referee gives a description of what happens when Bill is hit by the energy beam. Simon role-plays Bill's shock. Guards burst in and attack him but, with his new found abilities, Bill defeats them easily. Then, growing more familiar with his new powers as he goes along, he rampages through the castle, finding and freeing his comrades.



Chapter 6

Escape to the Light

In this chapter the Heroes escape from the Aerie and return to England, forever changed.

Escape

Exactly what happens when role-playing is resumed will depend upon the situation the Heroes were in when the game was suspended.

If all the Heroes were captured, then each player should be given a short time (1 minute is appropriate) to outline how their character intends to escape from their predicament – whether using their new-found abilities or not. The Referee should determine the appropriate rolls needed and let them try. Hopefully at least a couple of Heroes will be able to break free and rescue their captive comrades (see below).

If all the Heroes were loose around the Aerie, then the Referee should set up an individual battle for each modified Hero in the corridors of the complex against either a squad of Nazi stormtroopers or one of the opponents detailed in the previous chapter. These battles should be played out simultaneously, using a single die-roll for initiative. Any Hero who successfully concludes their battle will hear the sounds of combat coming from elsewhere in the complex. It will take them one round to arrive at the scene of one of their comrades' battles where they can join in to help out. In this way, they can all slowly meet up.

If some Heroes were captured and some free, those that were free can use their new-found abilities to locate and free their captured colleagues. The exact method they use will depend upon the powers they have acquired, but any one of them should be able to successfully interrogate a passing Nazi as to the location of their friends.

Once the Heroes are free and have all met up, the Referee should throw in a gratuitous fight against 20 or so Nazi soldiers before the Heroes reach ground level and escape the complex.

Allies and Deceptions

It is up to the Referee to decide what has happened to the American agent – **Lowell**. Referees who like to have NPC Heroes around to help out may choose to upgrade him in the same way as the player-characters. If this is the case, the Referee should also upgrade the opposition by throwing in one more Superpowered opponent in the final battle.

Other Referees may prefer to have him die during whatever procedure he was subjected to. This shows that there is a degree of danger in the Germans' experiments and gives the Heroes a more personal motivation in combating the Nazi threat.

The final option is to have him alive but unmodified. This gives a degree of cover to **Carr** (see below) and allows the Referee to comment on the changes in the Heroes "in game" without, necessarily, making the Heroes' group any stronger.

Carr will be rescued and will be unmodified. He has informed Kommandant Schultz of his true identity to save himself from experimentation. This may make the players suspicious.



Carr's plan is to travel with the Heroes for as long as possible. If he gets a good opportunity to betray them or to scupper their escape plans, he will do so. Otherwise he will stay with the group and take every chance he gets to undermine them in petty ways. He is doing this to spoil the escape of a few of the Heroes, but not all of them. He intends to travel back to England and take up the position of double-agent again – accompanied by as few surviving agents as possible.

Finally, there is the possibility that **Doppelganger** (see above) has replaced one of the Heroes. If this is the case, it is his interests to see that the escape succeeds and he will work with the real Heroes to ensure that they get away.

Disruption

The Heroes' mission was to penetrate the Aerie, discover what is going on and report back – **disrupting or destroying any research if possible**. Any attempt the Heroes make to fulfil the last part of this mission specification should be allowed to succeed. As usual the Referee should try to give the impression that the Heroes are having to strive against great difficulty and require them to overcome some nominal difficulties. However, ultimately, their success should not be in doubt.

Exactly what happens will depend upon the players individual plans. Maybe they will try to turn the various factions in the complex against each other – for example by releasing the monsters locked in its greatest depths. Alternatively they may decide to set a fire or set off a series of explosions.

The easiest way to completely wipe out the entire complex is to cause an overload in **Franco Altoli**'s experimental nuclear reactor. As outlined above, this will not be easy. The Heroes will have to fight their way to the reactor room. Then, whilst most of the group hold off the hordes of Nazi soldiers trying to blast their way in, one of them will have to enter the central chamber of the reactor. It should be made clear to them that they are suffering radiation damage (roll a couple of d6 HTK/HTC damage for each round they are in the chamber) and that there "may" be long-term consequences.

When the irradiated Hero finally starts off the chain reaction, the group will have to seal the room to prevent anyone getting it to stop the overload. They will then have to escape themselves before the whole place goes up.

Apocalypse

This section needs to have a climax. After the Heroes leave the mansion which makes up the top level of the complex, and as they are about to leave the grounds, Kommandant Leon Shultz will appear, megaphone in hand, flanked by hordes of armed soldiers and, possibly, a tank or two.

"Halt! You schweinhund sink you vill escape with the Reich's secrets? You sink you are powerful now? You are nussink! You vere never our only successful test subjects. You are just target practice for our real successes. Witness, now, the fruits of cherman brilliance.

"Super-troopers – ATTACK!"

At this point the line of Nazis will part and a selection of the opponents from chapter 5 will step forward. There will be one fewer troopers than there are superpowered characters in the Heroes' group.

Shultz, his soldiers and – if the Referee wishes – artillery will also attack. Though they are typically extremely weak, there should be a pretty near endless supply of soldiers. The Heroes need to find clever ways of stopping their advances (blasting holes in the ground) or shattering their morale and causing them to retreat.

Further spice can be added to this battle in a number of ways:

- Make one section of the battle area a minefield but do not tell the players this until one of them has stumbled into it and suffered an explosion (3d6+6 HTK, 2d6+6 HTC at -2 to dividers)
- Carr will give all sorts of "helpful" advice – for example directing the players into the minefield above
- If the Heroes have set some kind of countdown – like setting the reactor to overload – the Referee could keep constantly reminding them of this.
- The Germans can call in air support. A couple of Stukas could arrive and start bombing and strafing the Heroes.

The ideal mood to create is one of overwhelming odds whilst facing imminent destruction as the complex counts down to destruction.

However, the Referee should be careful not to go over the top. The Heroes should win this battle and escape. Their enemies should be left devastated and the complex should be destroyed. Good tricks are:

- Lowell (if non-superpowered) will get the Heroes to blast or tear off the hatch of a tank. He will disappear inside. A round later, the tank will turn upon the Nazi soldiers.
- If the Heroes have not set the complex to explode then Lowell can use his tank (or, more simply, a couple of grenades) to destroy the air intake valve for the reactor causing and overload to start. The Nazis will start to flee in panic as soon as they are aware of this.
- If a Stukka dive-bomber is successfully attacked, it will crash amongst the mass of Nazi soldiers causing many casualties and prompting panic and retreat.
- An appeal to one of their opponents may cause them to switch sides. **Igor** and **Nachtjäger** are particularly vulnerable to this whereas **Samurai Supreme** can be bought off with promises of appropriate payment.
- Encourage the Heroes to use their powers to create a way of protecting themselves as the complex explodes – blasting a makeshift shelter, using a forcefield to protect the group, grabbing comrades and flying off etc.

Sparks – as Bill now calls himself – would use his **Energy Attack** blast a hole in the ground and call his comrades into it. He would then **Solidify** himself across the entranceway, screening them from harm

Outcomes

Hopefully the Heroes will win this battle – emerging from their make-shift shelter to view the devastation which is all that is left of the Nazi's evil research complex.

If things go wrong, then the last thing a Hero may see and hear before passing out is Leon Shultz shaking the hands of **Carr** and **Doppleganger** and wishing them luck in their mission to infiltrate British Intelligence. (Recovering the campaign from this position is a difficult proposition.)

If the Heroes do escape, they will find that things are not exactly straightforward from this point. Their original plans for leaving the country will have fallen through – either they have missed their rendezvous or their contacts have been betrayed by Calder or Carr. Though they have destroyed the complex, they are still behind enemy lines surrounded by countless enemies.

The players should be encouraged to use their characters new powers to develop appropriate exit strategies. This shouldn't prove too hard for people with their abilities.

There are opportunities for role-playing here. If the players choose to make contact with local resistance fighters, remember to portray their shock upon meeting anyone who has been mutated or operated upon. If the ambush a squad of German soldiers, there will be team-members who will no longer be able to wear the uniforms convincingly.

Eventually, by dint of great effort and through cunning and ingenuity, the Heroes should be able to make their way back to the shores of their native England. Successful. Heroes. But changed – forever changed.

Debriefing and Ratings

The players should now be rewarded with extremely generous ratings. The exact level of these will depend upon the way the group chooses to operate from now on.

They could choose to continue the way they have previously, as secret agents working for **The Black Watch**. Number one will support this – if this is what the characters want - though he would prefer another strategy.

Alternatively, they could choose to “go public”. Renaming themselves **Squadron UK** they could be announced to the Nation as a new breed of British Hero and the latest weapon against the Nazi threat. This is the route Number one prefers:

- It would prove a massive propaganda boost to the country as a whole.
- It would enable to the team to access the full range of Government and popular support.
- The team could still secretly operate as members of The Black Watch.
- The team would act as a lightning rod to draw out the Axis’ most deadly inventions and opponents. (In other words, they’d have a great big target drawn on their backs....)

If they choose the latter option, they will be given costumes, a little bit of appropriate equipment, and be filmed for a **Pathe Film** News broadcast.

Public Status

Backing: 5 if they go public, 4 if they remain secret.

Heroism: 3 to 5 depending upon how they acted in the adventure. Typically, the least Heroic Hero in the group will get 3 and the most Heroic will get 5 with everyone else getting 4. However, there is the definite possibility here that every member of the group could have earned a 5 for Heroism.

Identification: It is highly likely that everyone’s identification score will suffer a -1 modifier (at least) from its previous status. Severely mutated or modified individuals will have a rating of 1 if they choose to remain secret or 2 if they are a member of the Government sponsored Squadron UK (with the weight of the nation’s propaganda machine behind them).

Public Relations: A score from 1 to 3 if they choose to keep themselves secret or from 3 to 5 if they go public. Anyone who makes a speech as part of the team’s promotional film will get at least a 4, with most gaining a 5.

Practice: 6 if they keep their mission secret or 9 if they announce that the first mission of Squadron UK was to save the nation from a group of meta-powered Nazi super-troopers.

The Heroes could easily emerge from this process as **popular** and one or two may even just scrape into the **National Hero** bracket.





Detective Points

This is the area where the Heroes are likely to show least improvement. This will almost certainly be addressed in their next mission. They will start that mission with their powers and be able to use them effectively to solve the problems they face.

Methods: 5 for anyone who brought back any research notes from the Aerie.

Publicity: This is rated from Public Status as normal except that – if the Heroes choose to remain members of the Black Watch – they gain a +1 on their score. So a National Figure who is secretly an agent for the Black Watch would have a Publicity rating of 2.

Approachability: Unless there are compelling reasons otherwise, this should be 5.

Power Use: There was little opportunity for Heroes to demonstrate this during this adventure so this could be low. However, if anyone did use their enhanced abilities to, for example, intimidate and question Nazi soldiers or scientists and obtain some of the research data, the possibility of gaining a 5 in this area does exist.

Contacts: Making friends in the resistance movement on the continent will gain a +1 providing this does not take the total above 6.

Going public whilst remaining members of the Black Watch will gain anything up to +2 on contacts but will not take the total above 8.

Personal Status

Conscience: The possibility of a 5 exists for anyone who was able to complete this mission without compromising their personal values.

Expression: Rated from the characters actions as always. There is the possibility of improvement or a drop in this area depending upon how the character responded to gaining their new abilities.

Success Rate: If the Heroes escaped with information about the Nazi plot then this adventure counts as a success. If they received enhanced powers, escaped with details of the Nazi plot, destroyed the secret base AND brought back some research notes, give them a +2 on success rate.

Public Response: Rate this directly from Public Status. This should be fairly good.

Security: Generally this should now be in the 7 to 9 range due to the Heroes new powers. A score of 10 is possible for any Hero who was particularly lucky and successful during the adventure. Lower levels are possible for Heroes whose physical modifications are of a more extreme nature.

Overall, the Heroes' Personal Status should be quite high and it is not unlikely that one or more players could have a Hero Point or two at this stage.

It is time for Squadron UK to take their place on the world stage.....

Chapter 7

Heroic Deeds across the world

The Heroes are changed. Forged in the crucible of the Wars darkest secrets, Squadron UK have arisen to save the world.

The campaign will now enter a new phase. There are three types of adventure the Referee might consider running for their Heroes:

Slugfest

The Referee can design and run adventures analogous to those found in more mainstream Squadron UK campaigns. Superpowered bad guys create evil plots and the Squadron UK thwart them.

These sorts of adventures are easy to create, set up and referee. You may decide to run one or more of these for the players to allow them to “find their feet” with their characters’ new abilities.

Loose Ends

If the Referee has run any additional adventures for their players when their characters were “normal” – possibly using one or more of the outlines given in Chapter 3 – some of these can be revisited.

As discussed in that chapter, they may have encountered foes who were too tough to be out-fought and the Heroes may have succeeded by outwitting them. The Heroes are now tough enough to stand a chance of winning a stand-up toe to toe combat and can now go back to finish the job.

Last time they may have delayed the Japanese research into giant humanoid tanks – mecha - for example. This time they can trash the robots themselves.

If the Referee chose to have **Doppelganger** and/or **Carr** infiltrate **The Black Watch** and undermine the Heroes’ work, then they will have to be unmasked and foiled. (This may entail the recuing of a comrade who has been in Nazi hands since Chapter 4! It is lucky there were shipped out to Berlin before the Aerie was blown up.)

Turning points

The Heroes can also be involved in some of the War’s pivotal events. They can help out the Army at **El Alamein** or in seizing the bridge at **Arnheim**. They certainly should be at the forefront of storming the beaches on **D-Day**.

The Heroes can be present at any event which happened during world war two or which has been portrayed on film. In fact, one effective campaign model is to research a simple timeline of the war and then to design scenarios which guide the Heroes through as many key events and meeting as many key personalities as possible.

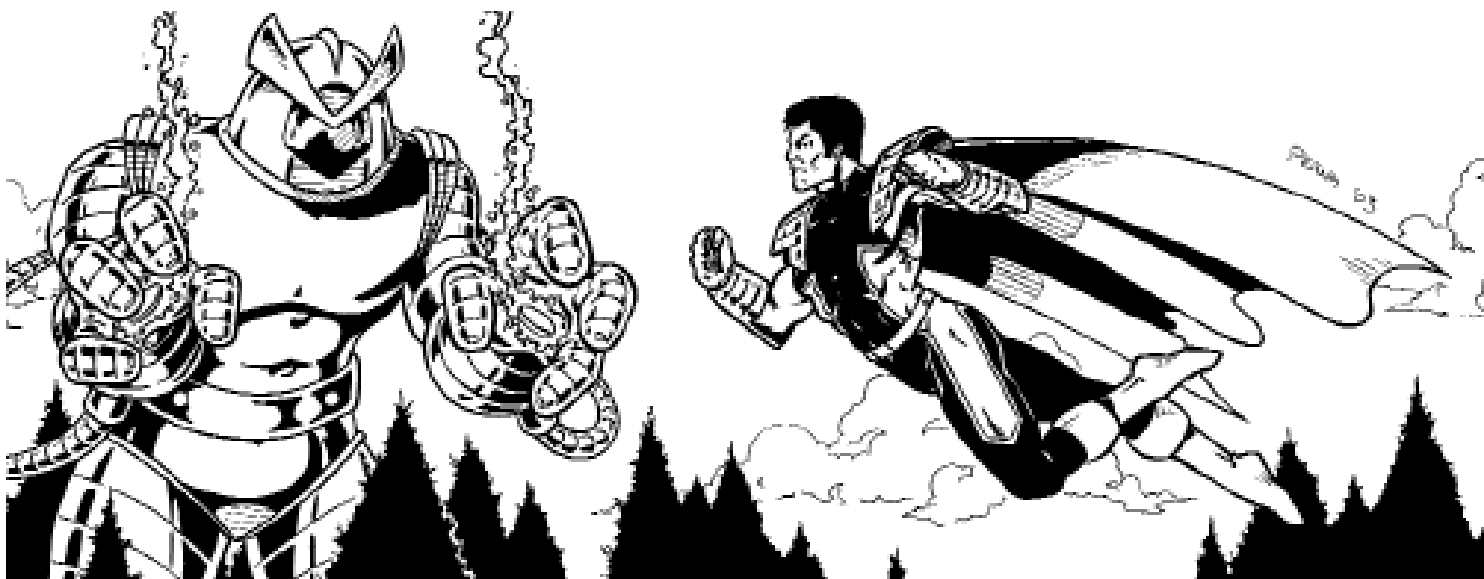
There is no rule to say that the War has to develop in exactly the same way as it did in the real world. If the Heroes are able to save Glenn Miller, for example, then there is no reason why the Referee should not allow this.

A suitable climax for a World War 2 campaign would involve the resolution of the war with Japan. Given their experiences with **Franco Altolli’s** nuclear reactor, the Heroes can be co-opted to work with American scientists on the **Manhattan project**. (Obviously they’ll foil various axis attempts to steal or undermine the research whilst launching missions of their own to derail Hitler’s own atomic research.)

During this liaison, they will become aware of the US Government’s plan to use nuclear weapons against Japanese cities. The Heroes must stop these bombs from being launched whilst, at the same time, forcing the Japanese to surrender by making a devastating attack of their own.

Anybody that manages to pull off both sides of such a pincer movement to bring the War to a successful and humane closure will definitely deserve the title “Hero”.

At the end of the War, the Referee might justifiably think about “retiring” the campaign or putting it on hold. It will be hard to surpass this climax.



Chapter 8 Peacetime

World War II was Squadron UK's finest hour. Ordinary men were called by extraordinary circumstance to perform duties for King and Country – and the world – beyond the conception of most people.

What to do when it's all over? To be fair, the Heroes deserve a retirement and the Referee deserves a rest. It is probably a good time to take a break from this campaign and start something else.

However, should the players clamour for more and the Referee feels they still have some petrol in their tank, here are some possibilities they may wish to consider:

Dark Days

The post-war years are particularly dark. Rationing is still in place and crime is rife. War-time technology has been left scattered across the world for any miscreant to pick up and use. Nazi war criminals have escaped to fester their evil plots across the world. More than one mad man is scheming to set up a Fourth Reich or to grow clones of their fallen Heroes.

It is the start of the Cold War with Western Governments playing secret chess games with the secret might of the Eastern Bloc.

It is also the time when people start to see UFO's and spacecraft are alleged to have crashed.

A Referee who wishes to continue their campaign into post-war years can find plenty to occupy their players.

Unto the 21st Century

The comicbook standard plot at this point is to bring the World War 2 Heroes into the present day. If the Referee and players have a pre-existing campaign then the Heroes of Finest Hour can be integrated with that one. There are several possibilities:

Suspended Animation: The Heroes are frozen. This may be an accident following a mission in the Arctic, the result of the actions of an evil villain or through the back-stabbing of an ungrateful Government unsure of what to do with its superpowered operatives now that the war is over. To be honest, this method is such a cliché that only the most hackneyed of Referees can bring themselves to use it.

Time Warp: A freak burst of energy – possibly the result of being caught in a nuclear explosion at the end of the War – opens a rift in time and the Heroes are pulled through into the future. This is a particularly neat method as it saves all the messy post-war stuff and simply transplants the Heroes from where they were to where they need to be. They will find that their actions brought a successful conclusion to the war but will find it difficult to convince people that they really are the legendary Squadron UK of World War 2.

Time dilation: After the end of the war, the Heroes have an adventure in space – either through being kidnapped by UFO or through thwarting a rogue Nazi scientist's space programme. Upon returning to the earth, they find that over a quarter of a century has passed.

Out of Retirement: The Heroes retired at the end of World War Two and have lived through the intervening years. Some major threat to the world, or resurrection of an old adversary, requires them to dust off their costumes and return to the fray. They will have to be really desperate, however, as anyone amongst them who is not immortal will now be in their 80's or 90's and will have much reduced attributes.

Rejuvenation: As above but, this time, there is a serum, treatment or brain transfer to clone or robot bodies which the Heroes can be given to give them back their youth. A typical plot-line is to have all the present-day Heroes either absent on missions or defeated and captured by some overwhelming threat. The Government call on the Squadron UK of World War Two and give them an experimental youth serum. However, the effects of the serum are of strictly limited duration.....

New Generation: The grand children (or great grand-children) have inherited the powers of the original Squadron UK and have been trained by their forebears (against the wishes of their parents) to take their place. The players can effectively play the same characters but may need to either re-roll their attributes or apply reasonable modifiers to them at the Referee's discretion. (A typical method is to apply a random -3 to +3 modifier to all attributes provided the overall modifications add up to zero.) There is nothing to stop the Hero's grandchild being a different sex from the original.

Squadron UK may have been born in World War 2 but their names can live forever!



World War II.

The country faces its greatest challenge.

Ordinary men stand against terrible threats.

No-one will survive unchanged.

Surely this will be their Finest Hour.



This specially designed campaign pack contains:



- Rules for creating and playing ordinary servicemen and citizen Heroes of the War
- Multiple systems for changing them into Superpowered Warriors
- Numerous fully detailed opponents - superpowered and otherwise
- Adventures and scenarios which tie everything together
- Enough suggestions and scenario seeds to run a full campaign ranging throughout World War II and into the present day.

A totally new spin on the Squadron UK Role-playing game

