



The Worst of British

**Villains for Squadron UK
The British Superhero Role-playing Game**



The Worst of British



A Book of Villains

for the

Squadron UK Role-playing game

by

Simon Burley

(and friends)

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Introduction

Welcome to The Worst of British – a book of pre-generated Villains and Vandals for your *Squadron UK* campaign.

GENERATING VILLAINS

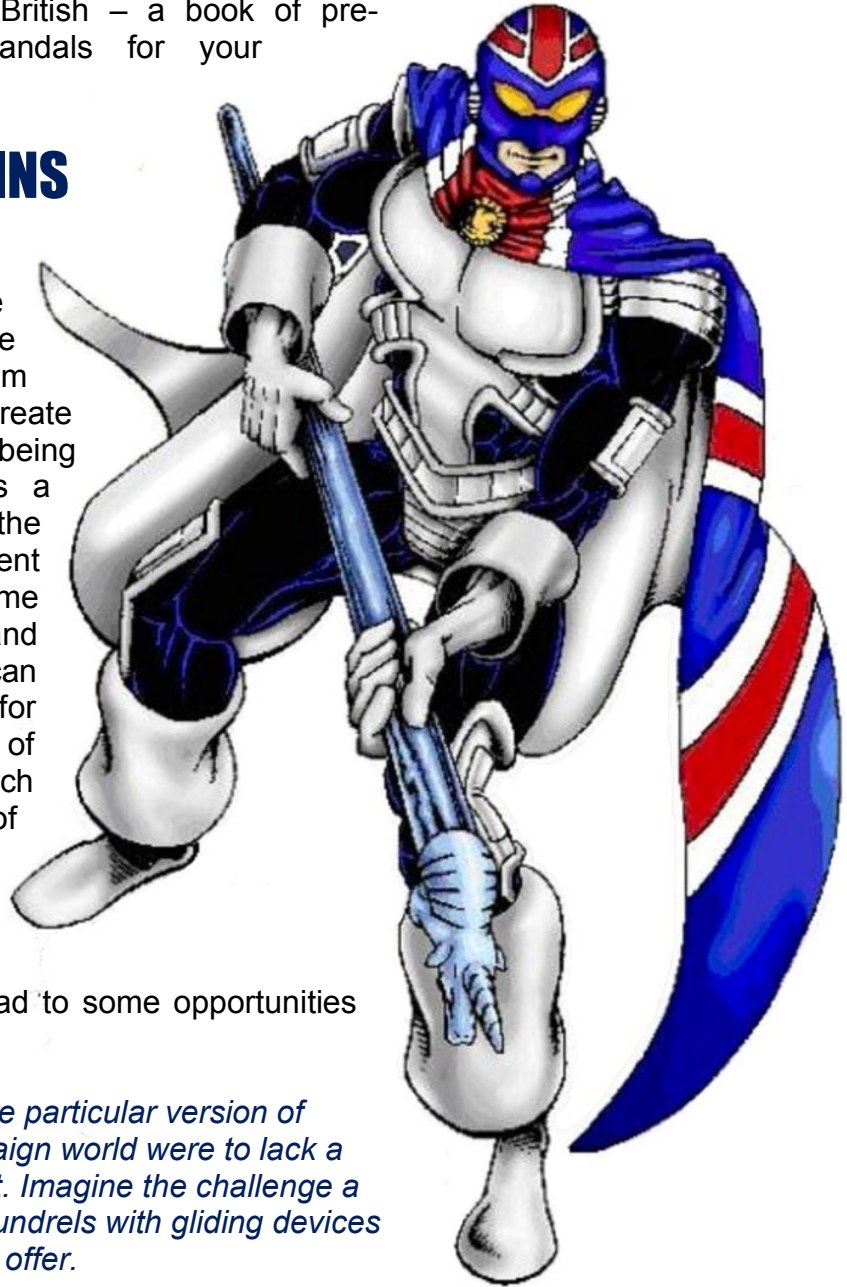
Most Referees generate some of the bad guys for their games using exactly the same addictive and enjoyable character generation system which the players used to create their Heroes. Apart from being FUN, this can also act as a source of new ideas for the harassed Referee and prevent them from producing the same old villain template over and over again. The Referee can vary the number dice rolled for attributes and the number of power rolls used to create each villain. This allows a range of power levels to be adopted as necessary.

However, totally random creation of opponents can lead to some opportunities being missed.

Suppose, for example, the particular version of Squadron UK in your campaign world were to lack a Hero with the power of Flight. Imagine the challenge a flying villain – or group of scoundrels with gliding devices – would offer.

Because of this Referees often feel free to create Villains as they see fit, choosing powers and characteristics without restraint, to create the challenge their players deserve. This method produces effective and targeted villains. However, Referees need to avoid creating particular types/templates/clones of previous or published characters.

So most people fall back upon a mixed economy.





Introduction

The Referee may choose some particular feature of their villain but may rely upon die-rolling to round out the rest of the character. This allows the Referee to identify a particular challenge for their players but still use the game system to create unique and imaginative Villains.

In the above example, the Referee could decide that their Villain needs the power of flight and assume that it was the first power rolled when the character was created but may choose to roll all the other powers and the character's attributes randomly.

Of course we all "tweak" the rolls. Players don't see what happens "behind the curtain". If a Referee creates a Villain whose Strength rolls total 39, there is nothing wrong with slyly putting this up to 40 in order to gain that extra damage bonus. What the players don't know WILL hurt them.

SO WHY THIS BOOK?

If the game rules give so many creative and enjoyable ways to make your own mob of mischief makers, why take the fun out of your hands?

There are a number of very good reasons for this:

1. Fun as it is, creating a new Villain takes *time*. Sometimes a Referee needs a new challenge for their players and does not have time prepare it themselves.
2. Imaginative as you are, another mind can create different characters from the same clay, broadening the range of stories you can tell in your campaign. Even if you choose not use a single member of the rogues' gallery listed here, there are countless ideas to steal for your own creations. In particular, the Referee may choose to adopt some or all of the Template Headings used to define the characters in this book.

Not all Referees take time to think through how each and every villain is going to talk during a game – for example. The idea of jotting down a few quotes in advance to drop in at the appropriate time can really help to round out a character.

3. The use of certain Superpowers in this book may give a greater illumination as to how they can be – or were intended to be – used.
4. These guys come with illustrations so you can show your players exactly what they look like.



Remember that this book is meant to be a helpful resource. Take anything you like and use it as you need to. Feel free to change anything in here to suit your own requirements. If you need a character during a game in a hurry, adapt one of those given here even if, at first sight, the might not seem to fit.

*If your players decide – erroneously – to take an investigation to the Middle East and you need a native Hero for them to meet, simply change **Ioniser's** secret identity from **Jeffrey Kelvin** to **Ahmed Al-hadron** and make his Weather Control ability the creation of Sand-storms. Should you need any opposition for your Heroes during their visit, **The Taxmen** could become **The Desert Nomads** and feature **Desert Hawk, Warstaff, Ebony** and **Sunburst** in place of **Hawklord, Warstaff, Silhouette** and **Overload**.*

What's in this book?

You will find the details of thirteen Supervillains included here, ranging from the, frankly, rather pathetic **Taxmen** up to the almost unbeatable **Paradox**. There are no Megavillains here. A true Megavillain would require their own book.

Each character description contains:

- A complete **character sheet** for the villain with all the necessary calculations completed and the necessary statistics completed and filled in. Note, the full description of every Superpower and option have not been reproduced.



The Referee should refer to the Squadron UK rulebook to remind themselves of specific details of, for example, Energy Blast gimmicks.

- A **background** for the character – where they came from, why they chose the life of a Supervillain. If the Referee chooses to use a Villain in their campaign, this section will help them to integrate the character with their campaign world.

It is also useful to see if there are any matches with Heroes' backgrounds. It may be that one of the player characters went to University with one of the bad guys.

- Full **rationalisation** of their Superpowers and Abilities. This should show the Referee how these powers should or shouldn't be used.

Two different characters can have an identical power but one might be able to use it to achieve an effect which the other wouldn't – based upon their individual rationale.

This section should also give Referees (and any players who get to read this book) ideas as to how they can rationalise powers for their own characters.

- Details of the **equipment** they typically use. This is generally within the 3 items per character limit given for player-heroes in the basic rules.

Of course, Referees can choose to give their villains more equipment if they need to. Just don't overburden them with too much or give them the equivalent of an extra Superpower.

- Specific **tactics** they may choose to adopt during a battle.

Sometimes the tactics stated here will seem obvious to experienced Referees and, obviously, they will need to be adapted for particular opponents.



However like **Rationalisation of Superpowers** and **Quotes**, they give a good guideline as the Villain's capability and attitude.

- Details of any **followers** or **cronies** that may accompany them on their rampage.

Not every villain has an endless supply of gun wielding thugs to call upon. Ideally, your campaign will eventually reach a stage where a Hero can identify that a particular a bad guy is back just from meeting one of his cronies.

- Hopefully many of these characters will appear more than once. If they do so, they will develop **Refinements of powers** in the same way as the Heroes.

Ideally, such refinements would be in response to particular problems posed by members of the Squadron UK. However, there are some suggestions given which Referees may choose to introduce or adapt as necessary.

- **Quotes** which Referees can use during the game to give some idea of the Villains' character and temperament. Referees with vocal skills may choose to develop a particular voice for each character. Many of them are specified as being from various specific regions of the UK and would benefit from being rendered in a particular dialect.

- Outlines of **Scenarios** in which the characters could appear. Ideally the Referee should be using these characters as a boost for their own storylines - to drop in where there is a gap which needs filling. However, when a campaign lulls, one or more of these ideas might help.

- Where separate bad guys could team up or interact – the **Taxmen** for example – team tactics and interactions are also detailed.

The book comes to a conclusion with a mega-campaign outline suggesting how all thirteen characters could be used within a single story arc.

Brimstone

Durugath the Destroyer is intended to be a challenge for a group of powerful Heroes.

BACKGROUND

Durugath the Great was an evil ruler in ancient Sumeria. In return for magical powers and an extended lifespan he promised his soul to dark forces. When he died, he went straight to hell where he suffered for millennia, slowly working his way up through the ranks of Demonkind to become one of the Dark Lords' most trusted followers.

He is allowed loose on the Earth on rare occasions when Evil needs to take a direct hand in the affairs of men and the forces of Light are looking the other way.

Durugath has many names but one of them – *the Devil's Assassin* – is perhaps the most apposite.

He is dispatched to dispose of those who acquire the ability to thwart the schemes of Darkness.

Rationalisation of Superpowers

When Durugath walks the Earth, he enters through a Hell Portal. This portal stays open and – through it – Brimstone draws almost limitless power.

Immortal Legendary

Durugath is a Demon and cannot die – he can only be destroyed through an arcane ritual – the details of which are lost in the mists of time. He is immune to disease as Hellfire will consume any bacteria which land on his body.





Previous Training and Acrobatics

Millennia of torture has trained Durugath in the ability to dodge and deflect attacks. (His original Dexterity and Agility are noted in brackets for reference only. These scores will never change.)

Endurance

As long as his Hell Portal is open, Brimstone draws almost limitless power from a dark dimension. This infuses his being, making him almost indestructible. (If the portal IS closed, his Endurance, Kill and Stun will fall to the levels noted in brackets.)

Growth

If Brimstone chooses to absorb the energy of Hellfire rather than releasing it, he swells to twice his normal size.

(If he ever uses his entire 8 dice Energy pool he will shrink to normal human size.)

Energy Attack

Brimstone's Hellfire is a magical force with effects equivalent to earthly flames though it is *much* hotter – hence the ability to cut through Armour and similar protections.

Note the increased area effect and the fact the Brimstone is totally unable to focus his attacks upon a single target. Whenever he appears, there is a LOT of collateral damage!

Equipment

Flame Whip

This is how Brimstone chooses to strike against single targets. It has a range of 5 squares. Once it strikes, any subsequent attacks Brimstone makes will only fail to strike on a roll of "1" on the d20. This will count as his critical miss.

He will continue to strike automatically like this until the target successfully parries, dodges or moves (or is pulled) away.

Hell Portal

Brimstone appears through an arcane doorway which will remain open as long as he walks upon the Earth. He will remain within 100 squares of the portal at all times.

If he moves outside this radius, he will lose his connection to the portal.

This will have the following effects:

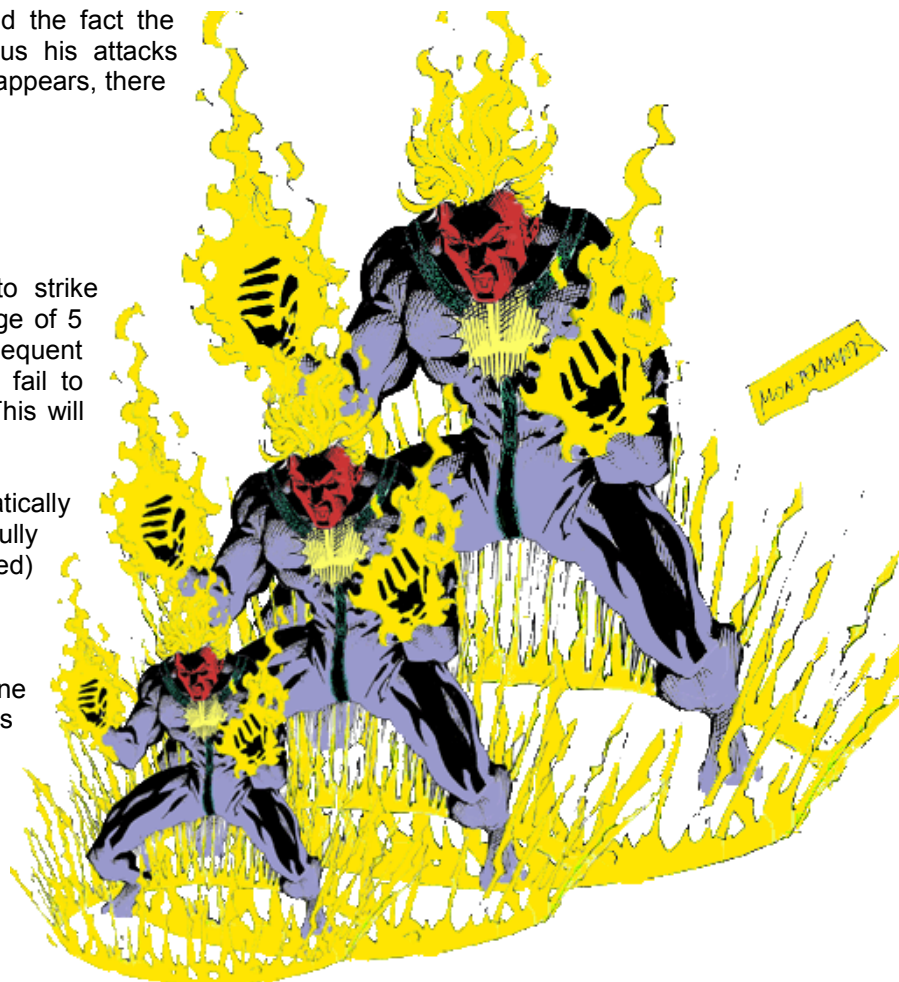
- His Endurance will revert to normal (4) with commensurate loss of Stun and Kill.
- Once he has used his current store of energy, he will not be able to regenerate it.
- If he fails to regenerate his energy, he cannot Grow and will revert to his normal size.

If Brimstone needs to move more than 100 squares from the portal he will re-enter it and re-manifest it elsewhere. This takes several rounds.

Of course, if the Heroes can find some way to close Brimstone's portal he will be trapped on Earth with his powers much reduced. The method for doing this is arcane, secret and lost. However, it will probably involve a pure soul passing through the portal and being consigned to Hell.....

Talisman of Tongues

This allows Durugath to converse in any language.





Brimstone

Brimstone

Secret ID: Durugath the Destroyer

Strength (9) 21 (5) 11	Endurance (7) 45/58 (4) 23/29	Dexterity (17) 19 (9) 10	Agility (9) 17 (5) 9	Psyche 13 7	Esteem 14 7	Sleuthing 10 5	Fate 19 10
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Common Skills	Level
Demolition	+10/+16
Jump	+10/+16
Impress	+19
Search	+15
Spot	+15

Trained Skills	Level
High Society	+7
Mythology	+6
Occult Knowledge	+6
Research	+5
Rules of Hell	+7

Legality	4
Memorability	4
Heroism	0
Relationships	2
Success	4

Powers	2
Detection	3
Contacts	4
Exposure	1
Accessibility	2

Scruples	4
Victories	4
Public Reaction	3
Extrovert	4
Home-life	4

Move
5/10

Knockback
(21) 34/46

Damage Modifier
0 (+9)

Kill
(25) 153/197

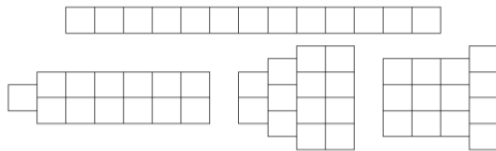
Stun
(24) 150/219

Background, Superpowers, Abilities
Immortal Legendary – Immune to Disease

Previous Training 5 (+2 to Dexterity, +8 to Agility)

Acrobatics 2 (+10 on Agility Rolls, +4 Dodge Rolls, -2 on Opponents' Dodges)

Choose – Energy Blast 4 (Hellfire – 8d per round, -2 on Opponent's Dividers, +4 squares Area of Effect.)



Endurance 3 (doesn't sleep, +5 knockback)

Growth 2 (costume grows, can grow whilst moving)

Origin Story

Durugath the Great was an evil ruler in ancient Sumeria. In return for magical powers and an extended lifespan he promised his soul to dark forces. When he died, he went straight to hell where he suffered for millennia, slowly working his way up through the ranks of Demonkind to become one of the Dark Lords' most trusted followers.

He is allowed loose on the Earth on rare occasions when Evil needs to take a direct hand in the affairs of men and the forces of Light are looking the other way.

Durugath has many names but one of them - *the Devil's Assassin* - is perhaps the most apposite.

He is dispatched to dispose of those who acquire the ability to thwart the schemes of Darkness.

Attack	Kill	Stun	Mod.	Notes
Fist	1d-5	2d	+0/+9	-5 on Knockbacks
Hellfire	1d	2d	+1-8d	Range 13 sq., -2 on dividers

Costume and Equipment

Light costume (Total dodge = +14)

Flame whip
Hell Portal
Talisman of Tongues



Tactics

Collateral Damage

Brimstone is well aware of the lily-hearted nature of his opponents. He will exploit this weakness by ensuring that as many innocent victims as possible are caught in – or threatened by – his first attack.

True heroes will have to spend their first few panels ferrying innocents to safety from the Hellfire and various burning vehicles and collapsing buildings

Flame Whip

Brimstone will use the Whip in any round where he wins initiative and has 2 or more panels. Anyone caught in the whip will not be able to simply move away but will have to Dodge or Parry it. (And remember he has -2 on opponents' dodges.)

Partially successful dodges or parries will reduce the damage for that panel only. The next automatic attack will be with full damage.

Ground Zero

If Brimstone is physically assaulted by multiple foes, he has no hesitation in creating an Energy Blast around himself. (This is easy and is performed with a +10 in his die roll).

Foes will have to dodge/move away to avoid the damage, breaking off their attack on Brimstone. Note that Brimstone is not immune to Hellfire. His masters want him to continue to suffer. He will take damage from it. He can just take a lot more damage than the bulk of his opponents.

Favoured Targets

Brimstone's main vulnerability is to knowledge. Characters who know of him and his link to the Hell Portal or, worse, have the knowledge to close it down or – even – destroy him permanently.

He will, therefore, choose to concentrate his attacks upon anyone who seems to have knowledge of himself or arcane matters or who demonstrate mystical abilities.

Damned

If Brimstone is reduced to double figure Stun (or Kill) – less than 100 – he will seek to retreat through the Hell Portal.

However, he will maliciously seek to take at least one unconscious or helpless individual back to Hell with him.

Cronies

There are two possible types of crony that may be helping Brimstone:

Cultists

Brimstone may have been summoned by corrupted humans. These are usually drawn from the higher echelons of society.

These can range from normal thug-types armed with ceremonial daggers, through those possessing minor magical powers, to actual sorcerers equivalent to Supervillains in their own right.

However, they are likely to be able to wield great power within the political structure of the UK.

They are NOT immune to Brimstone's Hellfire.

Devilspawn

Demonic creatures which possess 10, 15 or 20 Kill and Stun apiece. Their attacks will do 1d Stun and 2d Kill but will take 2 panels to perform. They may be dodged and parried for free as long as the Hero has panels free to dodge.

However, these creatures are wreathed in the flames of hell and are immune to the effects of Brimstone's Hellfire. This also allows them to inflict damage on Heroes in Armour, or similar. It actually reduces their dividers by 1.

In addition, they have regeneration and fast recovery. It may be possible to put them down but they will keep coming back. The only option is to throw them back through the Hell Portal.

Refinements

Brace

If Heroes discover his link to the Hell Portal, Brimstone will develop the ability to use a dice of Energy to melt the floor around him. This will anchor him in place and make it impossible to move him or push him back against his will.

Gateways

Brimstone will gain more control over his Hell Portal being able to create, dismiss and move it with greater facility giving him the equivalent of a Teleport superpower.

Trident

When grown, Brimstone manifests a giant flaming trident. He will develop the WEAPON Superpower with the trident, adding levels with each encounter.



Quotes

"One Hundred Millennia and YOU are the best of the human race? Pah! I've known Hellspawn slugs with more power!"

"Be honoured. Not one in a hundred million die in the throes of Hellfire!"

"Do you think you can even HURT me?"

"Burn – by my master's command – BURN!"

Scenario ideas

A legendary Hero returns, eclipsing the efforts of Squadron UK. Then he dies mysteriously, apparently charred to a crisp.....

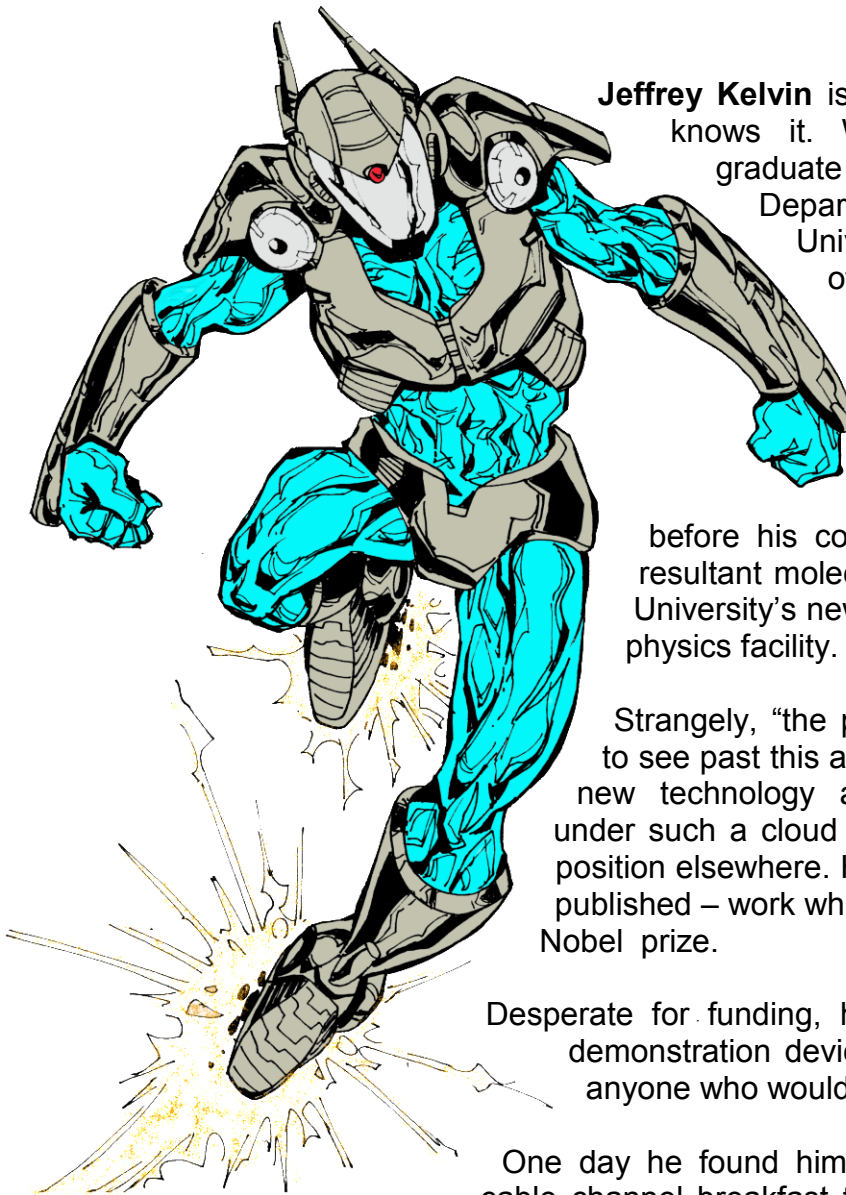
The Heroes' arch enemy is found burnt to death, a fragment of parchment clasped in his hands. Research reveals frightened academics who would rather kill themselves than become involved in what is to come.

Brimstone kidnaps a famous person, Hero's dependent or one of the Heroes themselves. Squadron UK must find an ancient wizard who can open the gates to hell – usually through the use of arcane items the Heroes must obtain through an extended quest. They must then enter the lower regions of Hell in an attempt to rescue the victim....only to find them to have been corrupted by the offer of immense power.

Ioniser

*This flying armoured menace should be able to trounce most individual Heroes but – against an organised team – would need to collaborate with his protégée **Outburst** (see below).*

Background



Jeffrey Kelvin is a genius. Unfortunately, he knows it. Whilst working as a post graduate in the Electrophysics Department of Hampshire University, he developed a way of influencing the interactions of molecules through the generation of controlled energy fields.

Regrettably, he chose to demonstrate it to his mentor before his control was complete and the resultant molecular disruption wrecked the University's new multi-million pound Electro-physics facility.

Strangely, “the powers that be” were unable to see past this and grasp the potential for this new technology and Kelvin was dismissed, under such a cloud that he was unable to get a position elsewhere. He couldn't even get his work published – work which should have earned him a Nobel prize.

Desperate for funding, he managed to build a few demonstration devices which he would show to anyone who would listen.

One day he found himself as a novelty item on a cable channel breakfast television programme. Whilst this proved as fruitless as every other such endeavour, it was there that he met **Stella McKay**, the programme's weather girl.

She asked him perceptive and pertinent questions about how his techniques could be used to simulate meteorological effects. Impressed by her keen intelligence, he invited her for a longer talk over lunch and was rather surprised when she accepted.



Ioniser

The shy and unworldly academic was no match for the ambitious gold-digger and found himself spilling his entire story.

When Stella suggested a number of – not entirely legal – ways of acquiring funds to develop his ideas, Kelvin went along. Soon he had a private laboratory and enough money to refine his theories.

Unfortunately, as he conceives each new and better device he finds he needs even more money to develop it. Stella also has her own needs and wants. “Doctor” Kelvin – as he now calls himself, though he never actually earned the title – has found himself forced to develop a superpowered alter-ego – **Ioniser** – to obtain the money he needs.

Rationalisation of Superpowers

All of Ioniser’s powers come from devices built by Dr Jeffrey Kelvin and are based around his revolutionary method of influencing the behaviour of molecules through the generation of controlled energy fields.

Cloaking

By disrupting the energy interactions between the molecules of air within a given radius (13 squares), Ioniser is able to produce a wind-storm, rain or fog which obscures vision. He can maintain a small field around himself perpetually but can only maintain the area effect for 13 consecutive panels.

Energy Blast

Ioniser can generate an energy field to affect the properties of non-organic molecules within 13 squares. This can have a variety of minor effects.

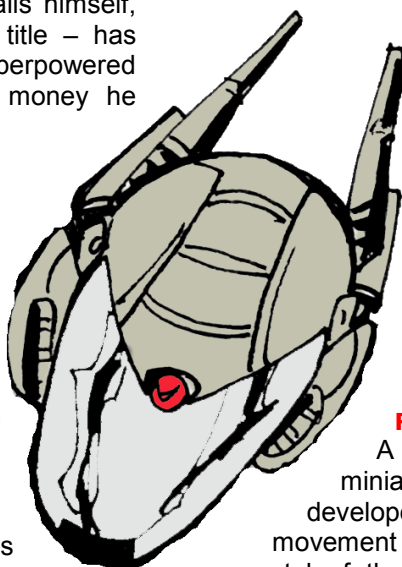
For example:

- Damage to inorganic materials – disintegrating a lock, causing a petrol tank to explode etc.
- Disintegrating parts of objects to allow other pieces to fall upon targets causing damage.
- Solidifying molecules of air to seal a hole or opening.

The Referee should use this power mainly for “colour” and dramatic effect. It is not Ioniser’s main form of attack.

Energy Sense/Supersense

Ioniser can detect the motion of molecules within 13 squares. This allows him to operate in total darkness. If any of the molecule are in an inorganic fluid state he can attempt to “freeze” them – causing no more than 2d damage or creating some other minor effect (car engine stalling, for example).



He has developed tiny tracking devices. If placed on a target, Ioniser (and no-one else) can detect their movement anywhere within a 13 mile radius.

Flight

Ioniser is lifted on a cushion of solidified air and propelled by molecules which have been accelerated to incredible speeds.

Protection

A metal suit powered by a micro-miniature nuclear reactor. Kelvin has developed a way of slowing the movement of the molecules within the metal of the armour. This makes it much tougher and, apparently, denser than normal metal without any increase in weight. The kinetic energy bled off the frozen molecules is then routed into the nuclear reactor allowing it to operate at a much smaller size than would normally be the case. This is a very efficient arrangement once it is powered up. This requires an initial external boost and this is normally done in his laboratory before Ioniser departs. If the system were to be disrupted, the armour would revert to normal metallic properties, become too heavy for Kelvin to move and the reactor would stop working.

Strength

Whenever Ioniser makes a motion, the air molecules around him have their motion amplified to give the impression that he is massively strong.

As can be seen from the above, many of Ioniser’s abilities require him to be in the presence of freely moving molecules such as air or water. His powers would be much reduced in a vacuum or higher in the atmosphere where the air thins out.



Ioniser

Secret ID: "Dr" Jeffrey Kelvin

Strength (16) 40 (8) 20	Endurance 17 9	Dexterity 12 6	Agility 8 4	Psyche 13 7	Esteem 10 5	Sleuthing 13 7	Fate 8 4
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Common Skills	Level
Computer Use	12
First Aid	12
Gambling	12
Searching	23
Spotting	23

Trained Skills	Level
Computer Programming	7
Driving	6
High Society	1
Japanese	3
Pilot	5

Legality	1
Memorability	3
Heroism	1
Relationships	2
Success	3

Powers	4
Detection	3
Contacts	2
Exposure	2
Accessibility	2

Scruples	1
Victories	3
Public Reaction	2
Extrovert	1
Home-life	1

Move
5/15

Knockback
(33) 57

Damage Modifier
(+4) +28

Kill /5
72

Stun /4
67

Background, Superpowers, Abilities

Brilliant Physicist

Cloaking 2 (Chameleon - Fog or Rain which obscures vision in an area equivalent to the Energy Blast Area effect. Personal perpetual, Area effect 13 panels. Can summon effect whilst moving. Range 15 squares)

Energy Blast 1 (Molecular Disruption - 2 dice per round, 13 square range, Can focus on single target.)



Energy Sense 1 (Molecular motion, 13 square range, reduces damage dividers by 1.)

Flight 3 (Double Acceleration. Act while moving. Passing Blow)

Protection 3 (Armour, Totally Immune to bullets/Knives, only -7 to Agility Rolls)

Strength 3 (-15 to opponents' knockbacks)

Supersense 1 (Molecular Motion, can act in darkness)

Origin Story

Jeffrey Kelvin is a genius. Unfortunately, he knows it. Whilst working as a post graduate in the Electrophysics Department of Hampshire University, he developed a way of influencing the interactions of molecules through the generation of controlled energy fields.

Regrettably, he chose to demonstrate it to his mentor before his control was complete and the resultant molecular disruption wrecked the University's new multi-million pound Electro-physics facility.

Strangely, "the powers that be" were unable to see past this and grasp the potential for this new technology and Kelvin was dismissed, under such a cloud that he was unable to get a position elsewhere. He couldn't even get his work published - work which should have earned him a Nobel prize.

All of Ioniser's powers come from devices built by Dr Jeffrey Kelvin and are based around his revolutionary method of influencing the behaviour of molecules through the generation of controlled energy fields.

Attack	Kill	Stun	Mod.	Notes
Fist	1d-5	2d	(+4) +28	
Energy Blast	1d	2d	+1- -2d	13 squ. range

Costume and Equipment

Heavy costume (+1 Kill divider)

Built-in air supply
Radio Communicator

Molecular Motion Tracking Bugs
(13 mile range if placed on target.)



Equipment

In-built air supply

Dr Kelvin is aware that his activities may take him high into the air or underwater and has arranged that he can survive in these areas for short periods of time – though his powers would be reduced in such situations.

Radio communicator

This is simply to stay in touch with his cohort – **Outburst**.

Molecular motion Trackers

Tiny devices to be planted on targets to allow Ioniser to track them. No-one else can detect the signals they give off.

Tactics

Kelvin is a driven individual and has had his complexes and anxieties manipulated and magnified by Stella McKay. He is not, however, an evil man. If pushed – if he needed to do it to impress Stella – he could probably kill someone but not in cold blood. He seeks to avoid unnecessary bloodshed. However, he is prone to overconfidence and accidents do happen.

Lateral Thinking

Ioniser has little interest in direct conflict. If he can avoid a fight and find some other way to accomplish his intentions, he will seek to do so. For example he is happy to fly over a conflict to enter a bank by the back door.

Pacification

Given time, Ioniser prefers to non-violently pacify a situation by flying over it and rendering those below unconscious one at a time using numerous small energy attacks.

The High Ground

If the opposition only have a limited number of people with **flight** abilities, Ioniser may seek to neutralise these first so that he is in full command of the skies.

Storm

Ioniser's **Energy Sense** allows him to detect undisrupted molecules within his storms and he can operate normally within it. Therefore, he will seek to use this to disrupt the attacks when facing multiple opponents.

Cronies

Ioniser operates alongside **Outburst**. He does not choose to work with any hired thugs but Outburst may employ some if a particular job requires it. (See below.) Dr Kelvin is extremely jealous of his technology and will not choose to outfit any hirelings with special equipment.

If he can get his hands on enough cash, he will employ technicians in his laboratory to fabricate his designs.

Refinements

Painmaker

It is by choice that Kelvin's molecular manipulation devices only affect non-organic molecules. He can adjust them to do 1d Kill and 1d Stun per panel directly to organic targets.

He is loathe to do this, however, and is certainly reluctant to let Outburst know of this capability.

Whirlwind

Ioniser can easily increase his storm power to give -5 (or higher) to the skills rolls of everyone operating within it – except himself. (And, possibly, Outburst.)

Hard Air

He can develop a Force Field– initially at 2d power level – through his ability to manipulate the molecules in the air..

Immovable object

If a big "take out" is required, Ioniser will develop this tactic. He will spend a number of panels using his abilities to solidify air behind a target and then use a power dive to slam into them using a double-fisted attack. The solidified air will stop pushback and do an extra die Stun damage for each panel Ioniser spends creating it.

He rarely does this for more than 2 panels, however, as:

- the target could simply move away. (Not backwards, though, as they'd bump into the solidified air.)
- the solidified air tends to become visible after more than one panel's concentration.



Quotes

"You're just another bumbling Neanderthal trying to prove might makes right"

"I don't have time for this"

"Outburst – stop playing with them. We've got a job to do!"

"If this bankrupt little country rewarded its geniuses properly I wouldn't have to do this."

"I don't want to hurt you but I can and I will. Just STEP ASIDE!"

Scenario Ideas

Ioniser undertakes a series of raids on scientific establishments to obtain some of the rarer items he needs for his research.

He kidnaps a famous scientist, member of the Nobel-prize awarding committee, to convince them of his genius.

When a security guard is accidentally killed during one of his robberies, Ioniser is determined to give an explanation to his wife and children – no matter who he has to go through in order to do it.

Ioniser launches an attack upon some British Army wargames in order to demonstrate how his research makes traditional military equipment obsolete.

Outburst

*This armoured harridan should be able to defeat an individual Hero. However, her main role is to complement her mentor, **Ioniser** (see above). She has many powers in common with Ioniser and has a similar rationale.*

Background



Born to a large, deprived family in a high-rise council flat on a Glasgow housing estate – **Stella McKay** grew up desperate to escape. To this end she has grown up ruthlessly ambitious and willing to do anything to achieve success. In the short term this involved studying as hard as she possibly could at her local comprehensive.

She also drove herself to transcend her family's appalling diet in order to develop a fit, healthy and attractive body. She also begged, stole and borrowed the make-up and fashion necessary to make the best job of presenting herself.

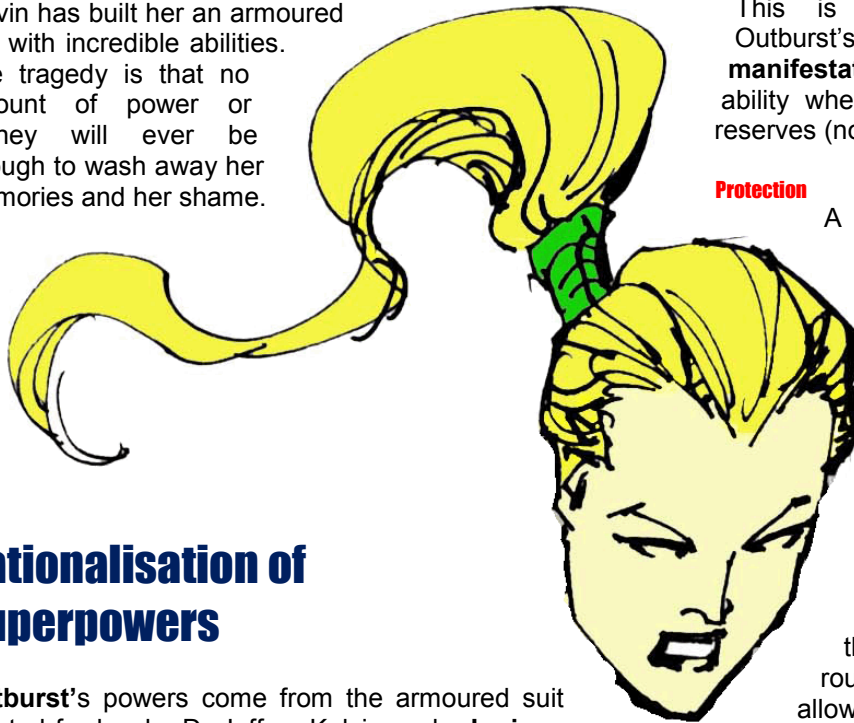
She then applied for any and every job that would help her get a step up, learning as much as she could from as many people as possible.



Eventually she obtained a job as a runner at a local radio station and, from there, moved south to a job working at a small English cable channel – Now Television. She has avidly studied all she can about TV and meteorology so that – when the station's Weather Girl was taken ill (Stella poisoned her) – she was able to step in. When on television, she wears glasses and adopts a false English accent. She only uses her native Glaswegian brogue away from the studio. It was whilst working on "Now AM" that she met the mad scientist **Dr Jeffrey Kelvin**, who was on the show demonstrating his devices for the manipulation of matter. Recognising both his genius and his psychological flaws, Stella sought to cultivate and corrupt him. She has shown him how his ideas can be used to make a fortune – provided he is prepared to bend the rules a bit.



Kelvin has built her an armoured suit with incredible abilities. The tragedy is that no amount of power or money will ever be enough to wash away her memories and her shame.



Rationalisation of Superpowers

Outburst's powers come from the armoured suit created for her by Dr Jeffrey Kelvin – aka **Ioniser**. The devices built into that suit generate energy fields which can influence the behaviour of molecules in the immediate area.

Cloaking

By disrupting the energy interactions between the molecules of air within a given radius (13 squares), Outburst is able to produce a wind-storm, rain or fog which obscures vision. She can maintain a small field around herself perpetually but can only maintain the area effect for 13 consecutive panels.

Energy Blast

Outburst can generate an energy field to affect the properties of molecules within 13 squares.

Outburst likes to form manifestations out of air molecules – a blade or a mace – which she then uses to attack single targets. These manifestations can cause damage to organic and inorganic targets alike (much to Ioniser's distress). The attack only take a single panel to use – despite having two "phases" (forming the weapons and hurling the weapons.)

When she wants to attack multiple targets she can form a massive buffeting wind storm. Again this affects both organic and inorganic targets. However, in this instance she cannot "swap" the base damage – which is always 1d Kill and 2d Stun.

Force Field

This is merely an extension of Outburst's **Energy Blast manifestations**. She cannot use this ability when she has used her energy reserves (no dice remaining).

Protection

A metal suit powered by a micro-miniature nuclear reactor. Kelvin has developed a way of slowing the movement of the molecules within the metal of the armour. This makes it much tougher and, apparently, denser than normal metal without any increase in weight.

The kinetic energy bled off the frozen molecules is then routed into the nuclear reactor allowing it to operate at a much smaller size than would normally be the case. This should be a very efficient arrangement once it is powered up. This requires an initial external boost and this is normally done in Ioniser's laboratory before Outburst departs. If the system were to be disrupted, the armour would revert to normal metallic properties, become too heavy for Outburst to move and the reactor would stop working.

Unfortunately this system is not as efficient in Outburst's armour as it is in Ioniser's. Stella has prevailed upon Kelvin to route some of the reactor's power into producing Energy Blasts and a Force Field.

Strength

Whenever Outburst makes a motion, the air molecules around her have their motion amplified to give the impression that she has enhanced Strength.

Supersense

Outburst can detect the motion of molecules within 13 squares. This allows her to operate in total darkness.

As can be seen from the above, many of Outburst's abilities require her to be in the presence of freely moving molecules such as air or water. Her powers would be much reduced in water, in a vacuum or in a thinner atmosphere.



Outburst

Outburst

Secret ID: **Stella McKay**

Strength (12) 30 (6) 15	Endurance 13 7	Dexterity 13 7	Agility 10 5	Psyche 13 7	Esteem 12 6	Sleuthing 13 7	Fate 12 6
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Common Skills	Level
Etiquette	12
Impress	12
Literacy	12
Make-up	12
Scrounging	

Trained Skills	Level
Disguise	7
Driving	7
Media	7
Meteorology	7
Research	7

Legality	2
Memorability	3
Heroism	0
Relationships	4
Success	3

Powers	2
Detection	1
Contacts	4
Exposure	2
Accessibility	4

Scruples	3
Victories	3
Public Reaction	2
Extrovert	3
Home-life	1

Move
5

Knockback
25/43

Damage Modifier
(0) +18

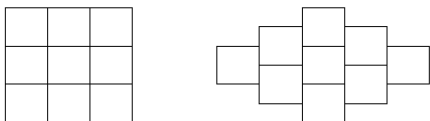
Kill /4
43

Stun /3
43

Background, Superpowers, Abilities

Cloaking 2 (Chameleon - Fog or Rain which obscures vision in an area equivalent to the Energy Blast Area effect. Personal perpetual, Area effect 13 panels. Can summon effect whilst moving. Range 15 squares)

Energy Blast 3 (Molecular Disruption - 10 dice per 3 rounds, 13 square range, Can focus on single target, Manifestations, Can reverse base damage.)



Force Field 2 (Random - 18 points at 7 square range)

Protection 2 (Armour, Only -7 to Agility Rolls)

Strength 2 (-10 to opponents' knockbacks)

Supersense 1 (Molecular Motion, can act in darkness)

Origin Story

Born to a large, deprived family in a high-rise council flat on a Glasgow housing estate - **Stella McKay** grew up desperate to escape. She drove herself to transcend her family's appalling background.

She has avidly studied all she can about TV and meteorology to become the station's Weather Girl. Whilst working on "Now AM" that she met the mad scientist **Dr Jeffrey Kelvin**, who was on the show demonstrating his devices for the manipulation of matter. Recognising both his genius and his psychological flaws, Stella sought to cultivate and corrupt him.

Kelvin has built her an armoured suit with incredible abilities. The tragedy is that no amount of power or money will ever be enough to wash away her memories and her shame.

Attack	Kill	Stun	Mod.	Notes
Fist	1d-5	2d	(0) +18	
Energy Mace	1d	2d	+1 - 7d	Range 13 squ. 10 dice over 3 rounds
Energy Blade	2d	1d	+1 - 7d	

Costume and Equipment

Heavy costume (+1 Kill divider)

Radio Communicator (to talk to Ioniser)
Built in Video Camera/Recorder
with

Real-time Satellite Link



Equipment

Radio Communicator

This is so that Outburst can stay in touch with **Ioniser**.

Video Camera with built-in satellite link

This allows Stella to take advantage of any media-related opportunities which come her way.

Tactics

Glaswegian Kiss

Outburst revels in her powers and thoroughly enjoys throwing herself into a brawl. She is remarkably brutal for such an attractive young lady.

Bad Weather

If a battle goes against her, Outburst will use various weather effects, such as fog, to cover her retreat.

Bystanders beware

If any members of the great British public foolish enough to be nearby when Outburst goes into action, she will happily use her **Force Field** to put them in jeopardy. Any Heroes will be forced to rescue them, allowing Outburst to attack with impunity, continue with her evil plot or escape as the situation requires.

You've been framed

She will use her video camera to record Heroes who choose not to rescue endangered civilians, who are humiliated by her various weather abilities or who let themselves down in some other way.

Later on this film will surface and – using her Media savvy – will have an appropriate effect upon the ESTEEM characteristic.

Cronies

Outburst is associated with **Ioniser** and – initially – these two will operate exclusively as a couple. However, Outburst will seek to employ a number of personal assistants and cronies to carry loot, distract Heroes and threaten passersby. These will all be typical thugs.

Most importantly - as she cannot fly - she will employ a number of drivers and give them the fastest cars she can afford.

Refinements

All wrapped up

Outburst will practice with her **force field** until she can use it to restrain Heroes.

Oops

She will practice with her weather abilities, particularly frost and rain, to create conditions in which Heroes will have accidents – slip over etc. – in a manner equivalent to **Impossible Events**.

She will then video these and submit them to television “out-take” shows.

Cloud-rider

She can develop limited flight by lifting herself on her force field.

Ioniser II

Ultimately she may choose dispose of Jeffrey Kelvin and have his armour adapted to wear herself, gaining a combination of both their abilities.

Quotes

“Och, ma puir wee grannie can punch harder than that!”

“That’s the way we do things in Glasgee!”

“D’ye feel a cold front heading South?”

“You’re English. I dinna care how much I hurt you.”

“Ioniser, will ye stop pussy-footing around and give me a hand?”

Scenario Ideas

A criminal with a grudge against a particular Hero hires Outburst to produce a video humiliating and/or incriminating them.

Outburst rescues a kidnapped child and publically brutally punishes the kidnapper. She demands a finder’s fee for the return of the infant.

She secretly kidnaps and interrogates scientists hoping to find someone who can decipher Kelvin’s work.

Outburst is happy to infiltrate, corrupt and betray organisations working for Scottish Independence.



This pair of superpowered scoundrels have a complex relationship.

Ioniser is extremely attracted to Outburst. He admires her natural intelligence and is grateful to her for showing him how to use his inventions for personal gain. Because of this, he tries to turn a blind eye to her utter ruthlessness.

Outburst recognises Ioniser's genius. She panders to his personality flaws and superficially offers him emotional, intellectual and physical support. In reality she finds him weak and would love to be able to steal his inventions and get rid of him.

Initially it may appear that Ioniser is the senior partner in the relationship. (He thinks he is.) As time goes on, the truth of the matter will emerge.

Tactics

Partners

Ioniser and Outburst train and work together. They can co-ordinate their actions and do not have to operate in Agility order.

Divide and conquer

As they are often outnumbered, the pair will often seek to isolate Heroes. As Outburst does not fly, Ioniser will often deposit her upon a nearby roof-top where she can use her Energy Attack without reprisal. They will then concentrate upon defeating the limited number of Heroes that can reach them whilst the rest are busy running up the stairs.

Scenario suggestion

As the pair's criminal activities bear fruit, Stella will encourage Kelvin to employ laboratory assistants whilst she starts to build up a criminal gang answerable only to her. She will seek to subvert one or more of Kelvin's assistants and try to find one with the talent to understand his groundbreaking work.

At first, the pair will undertake simple robberies meant to bring the cash and equipment Kelvin needs for his research. As time goes by, however, Outburst's mean streak will become more evident and she will be seen to become more dominant in the relationship. Eventually she will go too far – possibly threatening to kill a member of the Royal Family and holding them to ransom – and Ioniser will be seen to undermine her scheme.

She will then move to dispose of him and get her pet laboratory technician to adapt the two armoured suits. The next time they appear, Ioniser will be female and Outburst will be male.

A critically injured Dr Kelvin may be found and rescued by the Heroes and could be convinced to turn his talents against his erstwhile partner.

The Taxmen

*Formed and led by **Hawklord**, the Taxmen are a group of criminals from the North of England. They believe that the prosperous South of the country – including but not limited to London – has bled the North of its resources, money and talent for years. They seek to redress that balance by reallocating the wealth of the South into their own pockets.*

Despite their grandiose names, individually the group members are relatively weak and would only provide a challenge to the lowest grade of “street” level Hero. Together they can defeat most individual Heroes and might provide an interesting diversion for an organised group of Heroes. They are often hired by other bad guys to provide a bit of extra muscle.

Hawklord



Norman Stanley is the founder and leader of the team of Supervillains known as **The Taxmen**.

Background

Born and bred in Yorkshire, Norman Stanley was a gifted young man. Recognising his talent, his family paupered themselves to send him to a local grammar school.

When the time came for him to undertake further education he was shocked to discover that nowhere in his native area was he able to find a University to suit his needs and he was forced to travel south to study. Upon graduation, as a talented aerospace engineer he sought work in the industries of his beloved North.

He was dragged back down South by a Ministry of Defence keen to employ his talents to develop new options for the 21st Century infantryman. Dr Stanley hated the work and hated working in London, so he stole his prototype battlesuit and headed back to his native Yorkshire. There he formed a team of like-minded individuals who live in the North of England but who launch criminal raids to the affluent South of the country to “tax” its prosperous citizens.



Rationalisation of Superpowers

Most of Hawklord's abilities come from the battlesuit he wears.

Acrobatics

Besides science, Norman Stanley's other passion is Gymnastics. He was part of his University gymnastics team and was close to being picked to take part in Olympic trials. He was passed over in favour of a native southerner.

Flight

Hawklord's suit has a built-in membranes capable of supporting the weight of a man in flight.

Energy Blast (Sonic)

Whilst Norman Stanley developed the suit's flight capabilities, the weaponry was designed by another specialist. Dr Stanley thoroughly understands the principles behind the sonic cannon, however, and Hawklord is able to use it to maximum effect. Unfortunately it is not a subtle weapon and – when it works – it sounds like the screech of an enraged osprey.

He has developed the ability to boost his gliding with a short sonic burst. This takes a single panel. If he expends all his dice in a single blast, this can boost his move to a total of 12 squares in that same panel. He usually uses this to gain height.

Survival

The suit was originally designed to act as an alternative to parachutes, with covert operatives gliding in to hazardous situations from planes flying at high altitude.

Equipment

Radio Communicator

This to stay in touch with the other **Taxmen**

Toolkit

Hawklord stands ready to repair both his own equipment and that of his team-mates.

Portable credit card reader

This has a wireless satellite link to allow Hawklord to immediately extract his tithe from victims even when they are carrying no cash.

Parachute

Norman Stanley is no fool. He has great faith in his glider membranes but even this faith has limits.

Suction Cups

These are mainly used to hold on to planes for long haul flights (see below).

Tactics

Hands off

Hawklord will use the long range of his **Sonic Attack** to strike from a distance, rarely coming within range of hand-to-hand attacks. With his area effects and high Dexterity he can take out groups of ordinary people even at extreme range.

Hitch-hike

He will often visit an airport and hitch a ride on a plane which he knows will be overflying his target area. He can then glide in from a great height, attacking by surprise.

Refinements

Avian flew

Currently, Hawklord uses the ability to boost himself higher into the air using a burst of sonic energy. Eventually this will develop into full **flight** capability.

Talon-ted

He will fit himself out with bird-like claws.

Hawk-style

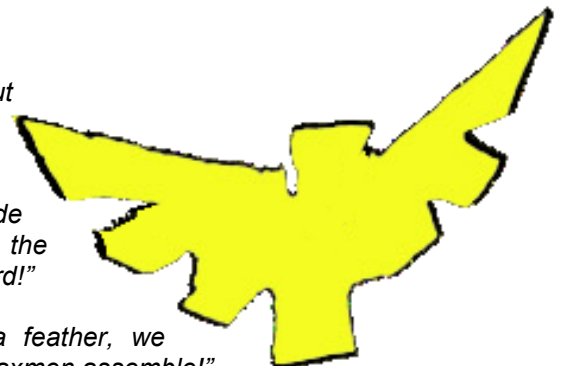
He will train with **Warstaff** (see below) and begin to develop Martial Arts skills.

Quotes

"Silent, *but*
deadly, *he*
strikes!"

"Stand *aside*
Hero, or face the
wrath of Hawklord!"

"Like birds of a feather, we
flock together. Taxmen assemble!"





Hawklord

Secret ID: Dr Norman Stanley

Strength 9 5	Endurance 11 6	Dexterity 15 8	Agility 17 9	Psyche 11 6	Esteem 12 6	Sleuthing 12 6	Fate 14 7
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Common Skills	Level
Gambling	11
Impress	11
Negotiation	11
Spot	11
Search	11

Trained Skills	Level
Accountancy	3
Pilot	1
High Society	2
Sky Diving	2
Ornithology	1

Legality	3
Memorability	2
Heroism	1
Relationships	3
Success	3

Powers	2
Detection	3
Contacts	3
Exposure	2
Accessibility	2

Scruples	3
Victories	3
Public Reaction	2
Extrovert	3
Home-life	3

Move
5

Knockback
20

Damage Modifier
-

Kill
38

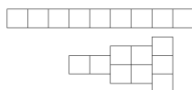
Stun
43

Background, Superpowers, Abilities

Brilliant Engineer

Acrobatics 1 (+5 Agility Rolls (+14 total), +2 Dodge with bonus dodge (+11 total))

Energy Blast 2 (Sonic, 4 dice per round, Focus on single target, can boost move by 1 square per die expended.)



Flight 1 (Can recover whilst falling)

Survival 1 (Survive decompression/without air ie. At high altitudes - takes half damage from radiation.)

Origin Story

Born and bred in Yorkshire, Norman Stanley was a gifted young man. Recognising his talent, his family paupered themselves to send him to a local grammar school.

When the time came for him to undertake further education he was shocked to discover that nowhere in his native area was he able to find a University to suit his needs and he was forced to travel south to study. Upon graduation, as a talented aerospace engineer he sought work in the industries of his beloved North.

He was dragged back down South by a Ministry of Defence keen to employ his talents to develop new options for the 21st Century infantryman. Dr Stanley hated the work and hated working in London, so he stole his prototype battlesuit and headed back to his native Yorkshire. There he formed a team of like-minded individuals who live in the North of England but who launch criminal raids to the affluent South of the country to "tax" its prosperous citizens.

Attack	Kill	Stun	Mod.	Notes
Fist	1d-5	2d		
Sonic Blast	1d	2d	+1 to 4d	Range 13 sq. (26 Sq. Extreme range)

Costume and Equipment

Light costume (+1 Dodge)

Radio (to talk to Taxmen)
Toolkit

Portable credit card reader
Parachute

Suction Cups (to hold on to planes etc.)

Warstaff



Warstaff is **the Taxmen's** bully boy and **Hawklord's** strong right arm. He is created using 3d6 to roll his attributes and with 6 power rolls. However, as a dedicated "brick" type of character he is potentially very effective and could give some types of individual Hero a real challenge.

Background

Product of a long line of Sheffield steel-workers, **Jonas Blackwatch** was made redundant when his factory was shut down.

Rather than take work as an exotic dancer, he chose to use his impressive physical stature to help loan sharks recover their funds from defaulting clients.

It was in that role that he was discovered by **Norman Stanley** who provided him with a custom-made battle-stave and co-opted him into **the Taxmen**.



Rationalisation of Superpowers

Cybernetics (Stunner)

Dr Norman Stanley has fitted Warstaff's battle-stave with an electroshock device. When held against a target (see Tactics, below) it delivers an automatic Energy Blast per panel.

Assuming a target is resisting, he will first need to strike using his pugilist ability. This attack will do normal damage.

If the attack strikes home – a minor success is not sufficient – Warstaff will hold the stave in place and do an energy blast for each panel it is held. No further skill roll is required. Both the initial attack and the subsequent "hold" can be dodged.

A dodge resulting in a minor success from the initial attack will prevent the staff being held in place. A dodge resulting in minor success from the held staff reduces the stunning damage to d6's.

A parry of the initial attack which stops all damage will prevent any stunning damage. If *any* damage gets through, then the subsequent stunning will deliver full damage.

Growth, Protection and Strength

Jonas Blackwatch was born big and strong. No-one is sure why but it is likely that the same cocktail of chemicals, used at the steelworks, which eventually killed his father caused some kind of genetic mutation in his son.

Note that, though his toughened skin is innate it is not imperceptible.

Jonas makes a strange cracking noise whenever he makes the slightest movement.

Martial Arts (with staff)

Through training Jonas can use his Battle-stave with an ability equivalent to Martial Arts. He does not have any but the most rudimentary pugilist skills if he is not wielding a staff, however.

Equipment

Radio Communicator

This allows Jonas to talk to other members of the Taxmen

Insulated Gauntlets

He needs these so he can wield the staff without taking a shock himself.

Portable credit card reader

This has a wireless satellite link to allow Hawklord to immediately extract his tithe from victims even when they are carrying no cash.

Tactics

Double-strike

If facing two adjacent opponents, Warstaff will hit them both simultaneously with his staff, requiring two panels and a strike against each.

If both attacks succeed, he can stun both targets simultaneously in each subsequent panel.

Half-soaked

Targets in water can be stunned by merely placing the staff into the water.

This is an area effect and will affect everyone in the water, including Warstaff himself.

Refinements

Grab and hold

Dr Stanley can fit the staff with a gripping claw. When it strikes a target, the claw will close and grip the target. Stunning damage is automatic and now cannot be dodged until the grapple is broken.

Stun bolts

The Staff can be developed to fire a full electrical energy attack.

Judo Throw

Warstaff can learn to use the staff to trip and throw opponents.

Quotes

"Now THAT'S what I call a Full Monty!"

"What are you looking at?"

"You and who's army?"

"We can do this the hard way or the hard and extremely painful way."



The Taxmen: Warstaff

Warstaff

Secret ID: **Jonas Blackwatch**

Strength (12) 32 (6) 16	Endurance (11) 18 (6) 9	Dexterity 12 6	Agility 6 3	Psyche 5 3	Esteem 9 5	Sleuthing 7 4	Fate 12 6
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Common Skills	Level
Impress	10
Climbing	21
Demolition	21
Door Bursting	21
Weightlifting	21

Trained Skills	Level
Drive	1
Anatomy	2
Mechanic	3
Entrepreneur	1
Steelwork	3

Legality	1
Memorability	3
Heroism	1
Relationships	1
Success	3

Powers	0
Detection	1
Contacts	2
Exposure	2
Accessibility	2

Scruples	3
Victories	3
Public Reaction	2
Extrovert	2
Home-life	2

Move
6

Knockback
(23) 50

Damage Modifier
(0) +20

Kill /3
70

Stun /2
62

Background, Superpowers, Abilities

Energy Blast $\frac{1}{2}$ (Electrical, 1d Stun base damage plus 2d per round, from Staff already in contact with target.)

Growth $\frac{1}{2}$ (as per level 1 but permanent)

Martial Arts 2 (+2 on parries)

Protection 1 (Innate)

Strength 1 (always braced vs knockbacks)

Origin Story

Product of a long line of Sheffield steelworkers, **Jonas Blackwatch** was made redundant when his factory was shut down.

Rather than take work as an exotic dancer, he chose to use his impressive physical stature to help loan sharks recover their funds from defaulting clients.

It was in that role that he was discovered by **Norman Stanley** who provided him with a custom-made battle-stave and co-opted him into **the Taxmen**.

Attack	Kill	Stun	Mod.	Notes
Fist	1d-5	2d	+20	
Staff	1d	2d	+20 +2d	+4 on Dex rolls, +2 on Parries
Energy Blast		1d	+2d	Staff in contact. Fails on critical only.

Costume and Equipment

Heavy costume (+1 Kill divider)

Radio (to talk to Taxmen)
Portable credit card reader
Insulated Gauntlets

Overload

Another member of **the Taxmen** superteam. Though intended for use as a team member, he is sufficiently effective to hold his own against many heroes.

He was co-opted to the team to round out their options. He can fight alongside Warstaff or stand off and blast with Hawklord (his preferred option).



Background

Soloman Gilbert's mother worked in the Public Relations department of the Sellafield nuclear power station in Cumbria and young Soloman spent many happy hours playing in the crèche there.

When he started to develop fits, the owners of the site gave his mother a good retirement package. When he began to bleed raw energy, they made her a millionaire and took him into their care. He was rescued by **the Taxmen** and cured by a special helmet built by **Dr Norman Stanley**.



Rationalisation of Superpowers

Acrobatics, Increased Move & Strength

Overload's body generates vast amounts of energy. This supercharges him and gives him superhuman abilities.

Energy Attack (Bioelectric)

Overload's body generates vast amounts of energy. With the help of the cybernetic control system built into his helmet, he can control the discharge of this energy and use it as an attack. His attacks are not limited to the usual 10 dice maximum.

Marksmanship

This ability comes from the advanced targeting systems built into his cybernetic helmet.

Equipment

Cybernetic Helmet

A helmet built by Dr Norman Stanley which lets Overload monitor and control the build-up of Bioelectric energy in his body.

Radio Communicator

Built in to helmet – to communicate with the other Taxmen.

First Aid Kit

Soloman has not fully forgotten his sickly childhood and keeps this handy in case of emergencies.

Portable credit card reader

This has a wireless satellite link to allow Overload to immediately extract his tithe from victims even when they are carrying no cash.

Tactics

Hands off

Overload's only defence is his **dodge**. Because of this he will avoid extended hand-to-hand combat, despite his high **Strength**. He will stand off and use his **Energy Attack** and choose to throw objects at opponents wherever possible.

Failing this, he will use his **leaping** ability to jump into and out of combat and to keep out of the reach of the opposition.

Aim to remember

Overload will make maximum use of his **Energy Blast** and **Marksmanship**.

If possible, in the first round of combat he will launch a single Energy Attack using one die from his die pool.

In round two, he will throw objects or jump in and out of combat striking physically at opponents.

He will continue to do this in round three, if possible, but will use his last panel or two to jump away from combat to a safe position, preferably high on a roof-top.

He will then use any panels he gets in round four aiming before unleashing a 12 dice energy blast in his last panel.

His Dice pool will then recharge allowing him to launch a full range of energy blasts in round 5.

Yes, this IS games-playing the rule system!

Refinements

The sincerest form of flattery

Dr Stanley can fix a feedback loop between the helmet and Overload's neural system. Whilst watching an opponent in action the computer can analyse their tactics and reproduce them.

Whilst this cannot give Overload any paranormal abilities it can allow him to steal **Martial Arts** or **Acrobatics** type powers from his opponents.

Assassin Sane

He will develop his Energy Blast to level 3, allowing him to target it on a single opponent. He will also develop his marksmanship to level 2. He is aiming to challenge Silhouette's role as team assassin.

Quotes

"Did that hurt? Sorry. Sometimes I go a bit over the top."

"You think I'm going to hang around and let you beat on me?"

"It's one thing having all this power and another knowing how to use it. Luckily I can do both."



Overload

Secret ID: **Soloman Gilbert**

Strength (14) 25 (7) 13	Endurance 13 7	Dexterity 11 6	Agility 11 6	Psyche 11 6	Esteem 10 5	Sleuthing 13 7	Fate 9 5
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Common Skills	Level
First Aid	11
Weightlifting	23
Spot	18
Search	18
Leaping	18

Trained Skills	Level
Particle Physics	2
Driving	4
Language - Japanese	1
Research	4
Surgery	1

Legality	1
Memorability	3
Heroism	1
Relationships	2
Success	3

Powers	2
Detection	4
Contacts	3
Exposure	2
Accessibility	2

Scruples	1
Victories	3
Public Reaction	2
Extrovert	1
Home-life	2

Move
5/10

Knockback
27/38

Damage Modifier
(0) +13

Kill
50

Stun
56

Background, Superpowers, Abilities

Acrobatics 1 (+5 Agility rolls, +3 Dodge)

Energy Blast 2 (Bioelectric - 10 dice over 4 rounds, -1 damage dividers, no maximum limit on dice - new gimmick - can exceed to 10 dice maximum limit on an Energy Blast)



Increased Move 1 (Leaping, +1 Dodge)

Marksmanship 1 (On all attacks, -1 to Opponents' Dodges)

Strength 1 (+5 on lifting/throwing rolls)

Origin Story

Soloman Gilbert's mother worked in the Public Relations department of the Sellafield nuclear power station in Cumbria and young Soloman spent many happy hours playing in the crèche there.

When he started to develop fits, the owners of the site gave his mother a good retirement package. When he began to bleed raw energy, they made her a millionaire and took him into their care. He was rescued by **the Taxmen** and cured by a special helmet built by **Dr Norman Stanley**.

Attack	Kill	Stun	Mod.	Notes
Fist	1d-5	2d	0 (+13)	+1 to hit and +1d damage per two panels spent aiming
Energy Blast	1d	2d	+1 to +10d	10 dice over 4 rounds. +1 to hit and +1d damage per two panels spent aiming. -1 to dividers.

Costume and Equipment

Light costume (+1 dodge)
Total Dodge: +11

Cybernetic Helmet with built-in Radio and Recording Equipment

First Aid Kit

Wireless Credit Card Reader

Silhouette

The last, weakest, sneakiest and nastiest member of **the Taxmen** is **Silhouette**. He is, in and of himself, an extremely weak individual who could probably be defeated by almost any Hero on a one-to-one basis. He is included to give **the Taxmen** a wider range of options and to encourage game play into areas other than head-on toe-to-toe combat.



Background

A native Leodensian **Richard "Dick" Richards** never forgave his parents for burdening him with his name.

Insufficiently strong to defend himself from the taunts of his peers, he grew up bullied, afraid and resentful.

Saving all his pocket money, he paid for self-defence lessons at a cheap back-street dojo in the Richmond Hill area of Leeds.

Unbeknownst to him at the time, this was overseen by a one-time Ninja who was on the run from his clan.

Once Richards had learnt all he could from his Sensei, he graduated by assassinating him.

He is the only member of **the Taxmen** not to have been recruited by **Norman Stanley**.

He offered his services to them only after, first, leaving his claw marks on each one's throat.

MONTENAPOL



Rationalisation of Superpowers

Acrobatics

Silhouette has been shown secrets which should never have left the bosom of the Ninja clans. By the consumption of secret elixirs, devotion to an extreme diet and developing total control over the muscles in his body, he can achieve feats beyond those performed by the highest level of Olympic gymnast.

Cloaking

The classic ninja ability to disappear into the background.

Flight

This is a wallcrawling ability given to Silhouette by the claws he wears.

Supersense

Ninja training an elixirs

Weapon (Claws)

Silhouette took this set of centuries old, ancient and beautiful ,Ninja claws from the body of his dead Sensei. Silhouette can use the claws as if they were an extension of his own body. They can be removed but Silhouette does this less and less as time goes by.

Equipment

Radio Communicator

To communicate with the rest of **The Taxmen**. Silhouette's communicator consists of a single noise isolating earphone on his left ear and a throat microphone. He can communicate with his team-mates whilst appearing to be totally silent.

Toolkit

To help open locks and perform minor claw repairs.

Portable credit card reader

This has a wireless satellite link to allow Silhouette to immediately extract his tithe from victims even when they are carrying no cash.

Tactics

Casing the Joint

Silhouette is the team's scout. By the time any action occurs he will already be inside any site under assault and may have been in and out numerous times during the planning of the crime.

The Ghost

If anyone sees Silhouette whilst he is at work, he considers this a failure.

He seeks to remain in shadows at all times and works to secretly complete the mission at hand even if his team-mates become embroiled in combat. He will seek to perform mean and petty acts intended to frustrate and harm opponents whenever possible. Floors will collapse, electric cables will be exposed, cars will be wrecked etc.

Branded

If an opponent is rendered unconscious, Silhouette will emerge and use his claws to tear at their face, hospitalising them and scarring them for life.

Fate and Fortune

If there are any innocent bystanders around, Silhouette will happily kill one – to show his intent – and take another hostage to force the Heroes to accede to his demands.

Cronies

Silhouette has a secret cabal of trainee Ninjas which he keeps secret from the rest of **the Taxman**. Though they are little more than thugs, they are reasonably intelligent and will do what they can to aid him if he gets into difficulty.

Refinements

Fateful philtres

Silhouette will develop a range of toxins which can be placed in food or drink, smeared on his claws or delivered via blow-dart.

Claw-faction

Most of Silhouette's training time will be devoted to improving the level of his Claws' Superpower.

Quotes

"I kill. It's what I do. I'm good at it. People will die here today. How many – that's up to you."

"You can't stop me. You can't even find me."

"Today, tomorrow, next month, next year....one of us dies. If you don't kill me now, it's going to be you."





The Taxmen: Silhouette

Silhouette

Secret ID: **Dick Richards**

Strength 7 4	Endurance 9 5	Dexterity 9 5	Agility 13 7	Psyche 9 5	Esteem 5 3	Sleuthing 18 9	Fate 15 8
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Common Skills	Level
First Aid	10
Jumping	22
Search	17
Spot	17
Stealth	32

Trained Skills	Level
Criminology	5
Cryptography	5
Locksmith	5
Mimicry	5
Repair Claws	5

Legality	0
Memorability	0
Heroism	0
Relationships	1
Success	4

Powers	4
Detection	4
Contacts	4
Exposure	3
Accessibility	3

Scruples	4
Victories	4
Public Reaction	1
Extrovert	2
Home-life	4

Move
4

Knockback
16

Damage Modifier
-2

Kill
38

Stun
37

Background, Superpowers, Abilities

Acrobatics 2 (+10 agility rolls, +4 dodge, +10 on Stealth)

Cloaking 1 (Chameleon, -5 sleuthing rolls, matching costume)

Flight ½ (climb walls)

Supersense ½ (+3 sleuthing rolls)

Weapon 2 (Claws - +4 to Strike, +2d damage, indestructible and built-in)

Origin Story

A native Leodensian **Richard "Dick" Richards** never forgave his parents for burdening him with his name. Insufficiently strong to defend himself from the taunts of his peers, he grew up bullied, afraid and resentful.

Saving all his pocket money, he paid for self-defence lessons at a cheap back-street dojo in the Richmond Hill area of Leeds. Unbeknownst to him at the time, this was run by a one-time Ninja who was on the run from his clan.

Once Richards had learnt all he could from his Sensei, he graduated by assassinating him. He is the only member of **the Taxmen** not to have been recruited by **Norman Stanley**. He offered his services to them only after, first, leaving his claw marks on each one's throat.

Attack	Kill	Stun	Mod.	Notes
Fist	1d-5	2d	-2	
Claws	2d	1d	2d-2	+4 to strike. The -2 damage Modifier is always taken off Stun Damage first.

Costume and Equipment

Light costume (+1 dodge)
Total Dodge = +11

Toolkit - for locks and claws
Radio communicator
Wireless credit card reader



The Taxmen



Since they are designed to operate as a team, The Taxmen have some common tactics, share the same employees and often appear in the same stories.

Tactics

Team-work

The Taxmen have trained together and are not bound by Agility order. They can act in any order the Referee wants and will use this freedom to their best advantage.

Human Cannonballs

Warstaff will improve the mobility of the team by throwing his team-mates around. He can lob them to the top of buildings, for example. **Silhouette's** Agility and **Overload's** Leaping will allow them to land safely. **Hawklord** will welcome such a boost if he needs to gain height for gliding.

In harmony

Hawklord and Overload will try to co-ordinate their Energy Attacks against targets to gain the following benefits:

- If they are coming from the same direction, damage will total to make knockbacks more likely.
- If coming from opposite directions, they cannot both be parried and – if they prevent knockbacks occurring – this will cause more damage. +1 die for every square of knockback negated.
- If one of the attackers only has a few dice left, he will use 1 die of Kill to shatter the floor at the feet of the target just before their team-mate's larger attack hits. This will spoil any attempts to dodge that larger attack.

Gutted

If someone really annoys the Taxmen, Warstaff or Overload will throw Silhouette at them, adding their Damage Modifier to his Kill damage.

If this is combined with a Kill-loaded Energy Attack from Overload and/or Hawklord the results can be devastating.

Scouting

If the Taxmen engage opponents who prove difficult to defeat, they will break off from their current activity and retreat.

Hawklord will analyse information recorded by Overload's helmet and they will develop specific tactics to tackle the Heroes next time they meet.

Cronies

The Taxmen will often employ low grade thugs to assist in their schemes. Their favoured tactic is to team up with local southern "firms".

They will be encouraged take part in various "jobs" and will be assured that they are full partners in all activities.

When they are finished with their cohorts. The Taxmen will abandon them at the scene of a crime to take the rap.



The Taxmen



Scenario Ideas

Hawklord mugs a plane full of passengers before bailing out with his ill-gotten gains.

Warstaff does a favour for an old mate and agrees to put pressure on a defaulter who then turns to one of the Heroes for help.

A hero is suckered into an exhibition boxing/wrestling event and Warstaff is brought in as a ringer.

London gangsters are turning up dead – electrocuted in their swimming pools.

A rich woman turns to the Heroes for help – spinning a wild yarn about her mutated offspring and how he is after her for revenge and her fortune.

The Taxmen try to send the Sellafield Nuclear facility critical.

Thugs involved in a series of daring robberies across the Home Counties are found with their throats ripped out.

Witnesses to crimes suddenly refuse to testify and start to wear scarves to hide claw marks on their throats.

The Taxmen steal all the works of L S Lowry from the National Gallery or steal from National icons such as the Royal Mint, Tower of London, Oxford and Cambridge Universities etc.

Using the “Rights of the North” as a cover, the Taxmen intend to undertake a number of Terrorists acts – attacking Sellafield, disrupting the flow of North Sea Oil – designed to disrupt the National Grid south of Birmingham. As electricity rationing hits the capital, they will perform a series of daring raids culminating in the destruction of the Houses of Parliament and the re-location of Government to Manchester.



Overwatch

This interfering alien busy-body is meant to provide an interesting challenge to a group of Heroes. Though he is tough enough to survive alone against a team for a short while, it is his motivation and modus operandi which offer the real test.

Background

Rendor D'Ryn is a representative of the ancient Luminariac civilisation from deepest space. The Luminari have been space travellers since before the formation of mankind's sun. Though powerful, they have entered into their final cycle of decline. Fewer luminary are born than choose to fade and those that are born lack the depth of power and control so prized by their forebears.

The Luminari see themselves as a civilising influence upon the Universe and wish to ensure that this continues after the last of them has faded and gone. To this end, they are sending their youngest and most adventurous offspring out across the galaxies in search of the next Great Race.

Rendor is a young Luminari sent to analyse the peoples of Earth. Though yet to come into his full bloom, he has an impressive array of powers.

As his civilised manners and cultivated accent allow him to fit in best here, he has chosen to start his quest in Great Britain.

Here people assume he is merely an in-bred member of the diminishing aristocracy.

His job is to observe, record and report the activities of any individuals who might prove Worthy to sire a new race to replace the Luminari. He has chosen to study the activities of the Squadron UK and their ilk.



Rationalisation of Superpowers

Energy Blast and Energy Sense (Cosmic)

As with all his race, Overwatch can detect, absorb, and discharge amounts of cosmic energy. In Overwatch's case, this is through his eyes.

Flight

A body charged with sufficient Cosmic energy can create a counter effect to a planet's gravity. This is one of the first skills a young luminary learns.

Growth

Luminari are much more developed than humans and are taller.

When not in his operations suit, D'Ryn chooses to dress and carry himself in ways which minimise its impact – to such an extent that he is able to pass as "Randall Darren", a human of the Upper Class.

Image Generation & Mind Control

Overwatch's operations suit has an illusion thrower built into its chest. He uses this to create illusions to conceal himself whilst observing the Heroes in action or to test the Heroes in some way.

This device can produce modulated light waves which can be used to influence the brain activity of less developed races.

Protection & Strength

Overwatch's body is charged with cosmic energy making him much stronger than an equivalent human.

Supersense

Overwatch has started to develop some of the Luminari hyper-sense.

Equipment

Starshuttle

A small transport which D'Ryn keeps hidden away. It is sufficient to get him out of the Earth's system to a point where he can summon a more effective transit.

Portable virtual computer

A holographic device which uses light images to simulate an advanced computer.

Virtual recording equipment

This is, again, a holographic representation of recording equipment which actually works.

Tactics

Overwatch

He will sit hidden in the hologram of a cloud – or similar – observing and recording activities.

Overwrite

If he is discovered, he will seek to use his Hypnosis device to wipe the memory of those who discover him.

He will usually disable or restrain the target first (by wrapping it in metal or similar) before subjecting it to repeated Hypnosis attacks.

Overpower

If engaged in combat, he will seek to use his flight ability to capture or draw away individual opponents for one-on-one combat.

Cronies

Overwatch can produce robots specifically designed to test Heroes' abilities. These are normally armoured flying metallic globes. They can be fitted with whatever gadgets are required to test the Heroes' abilities.

He is also more than willing to make deals with humans of all types, including Supervillains, if they will help him with his observations.

If the Heroes regularly defeat a team such as **The Taxmen**, Overwatch will happily keep supplying the villains with more and more alien technology to try and discover the "tipping point" at which the Heroes are defeated.

Refinements

Willbreaker

Overwatch will seek to link his hypnosis device to his own mind - making it much more effective. (Level 2 or higher.)

Starburst

He can develop his image projector into a secondary light-based energy attack with the ability to blind targets.



Overwatch

Secret ID: Render D'Ryn/Randall Darren

Strength (11) 42 (6) 21	Endurance (14) 19 (7) 10	Dexterity 12 6	Agility 10 5	Psyche 10 5	Esteem 13 7	Sleuthing 11 6	Fate 15 8
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Common Skills	Level
Computer Use	10
Etiquette	18
Impress	18
Negotiate	18
Spot	16

Trained Skills	Level
Computer Programming	5
Research	5
Pilot	5
Repair Starship	5
Astrogation	5

Legality	2
Memorability	4
Heroism	2
Relationships	2
Success	3

Powers	4
Detection	4
Contacts	3
Exposure	1
Accessibility	1

Scruples	4
Victories	3
Public Reaction	3
Extrovert	2
Home-life	3

Move

5/10

Knockback

(25) 61

Damage Modifier

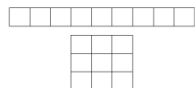
(0) +30

Kill /3
(51) 69

Stun /2
(53) 72

Background, Superpowers, Abilities

Energy Attack 2 (Cosmic - 10d over 4 rounds, focus on single target, -1 dividers)



Energy Sense 1/2 (Cosmic, on touch.)

Flight 2 (No visible means of flight, Can perform action whilst charging.)

Growth 1/2 (Permanently large)

Image Generation 1 (Maintained whilst moving)

Mind Control 1 (Telepathic Link)

Protection 1 (Innate, unnoticeable, -3 Agility) Rolls)

Strength 2 (Always braced vs. Knockback)

Super Sense (+5 Sleuthing, Operate in the dark)

Origin Story

Rendor D'Ryn is a representative of the ancient Luminari civilisation from deepest space. The Luminari have been space travellers since before the formation of mankind's sun. Though powerful, they have entered into their final cycle of decline.

The Luminari see themselves as a civilising influence upon the Universe and wish to ensure that this continues after the last of them has faded and gone. They are sending their youngest and most adventurous offspring out across the galaxies in search of the next Great Race.

Rendor is a young Luminari sent to analyse the peoples of Earth. Though yet to come into his full bloom, he has an impressive array of powers.

His job is to observe, record and report the activities of any individuals who might prove Worthy to sire a new race to replace the Luminari. He has chosen to study the activities of the Squadron UK and their ilk.

Attack	Kill	Stun	Mod.	Notes
Fist	1d-5	2d	(+0) +30	
Energy Blast	1d	2d	+1 to +7 dice	10 dice per 4 rounds. Range 10 sq.

Costume and Equipment

Heavy costume (+1 Kill divider)

Star Shuttle

Portable virtual computer

Virtual recording equipment



Cosmic cell

He will undertake an on-going course of training as he grows to allow him to process more cosmic energy – boosting his Strength and Energy Attack.

Quotes

"I must say, you are the most impressive monkey I've studied."

"Steady on. Don't strain yourself. You're doing very well."

"Do your scientists ask permission from their laboratory rats? Well, neither do I need your permission. I do what I must."

"Now, now. At the very least we can all be civilised about this"

Scenario Ideas

During a seemingly normal battle between the Heroes and fairly standard opposition, Overwatch interferes in subtle way to see how Squadron UK cope when things go wrong.

Villains start to disappear from prison and their dead bodies are found later. Overwatch is pitting them against each other in controlled conditions to discover who is strongest. One escapes and comes to the Heroes for help.

Overwatch offers to free the Heroes' enemies from prison and give them a technological boost if they promise to help him test the Heroes.

One or more Heroes is kidnapped and hypnotised and set against their comrades.

Overwatch captures the Heroes and puts them into a computer simulation/artificial world. In that world they have no powers. He wants to see how they react.

Pariah

*This errant Knight is provided to restart and rejuvenate a campaign once it has reached and passed some kind of climax. When the Heroes have saved the Nation – or the world – from some kind of dire threat and earned the respect of the masses, **Pariah** will make them aware of the other consequences of their actions.*

Pariah is intended to be able to handle a group of Heroes on his own.

Background

In the chronicles of the Knights of the Round Table, a tale is told of **Sir Ironside**, the Red Knight. Possessed of a cruel and sadistic nature, and the strength of seven men, Ironside kidnapped the Princess of Lyonesse and imprisoned her in a tower within the Red Launds over which he ruled. She was rescued by Sir Gareth who defeated Sir Ironside.

Ironside was rehabilitated and was eventually accepted as a Knight of the Round Table himself. What is not generally known is that – when King Arthur went to sleep in Avalon – Ironside swore an oath of loyalty to watch over his king whilst he slept.

Centuries passed. Then came a terrible threat to the nation. The exact nature of the threat depends upon the Referee's own campaign world. It could be an alien invasion, world war, the predations of a mega-villain. Whatever it was it must have threatened the safety of the entire country, if not the world.

Ironside saw that this was the moment for which he had been waiting. Speaking the words of power he awoke King Arthur's sleeping army and prepared to lead them against the foe.

Only to find that foe already defeated by the brave efforts of a small group of mortals – the Squadron UK.

Arthur and his legions returned to their sleep. However, even though no-one voiced it openly, Ironside named himself oathbreaker and Pariah. Taking naught but his enchanted mattock he set forth into the mortal world seeking redemption through punishing those who had dared supplant the great Arthur.





Rationalisation of Superpowers

Immortality

Due to his oath to watch over the sleeping form of his King, Pariah will live for as long as Arthur endures. He cannot be brought low by Earthly illness.

Energy Blast

Pariah's enchanted weapon can channel the ire of his soul directly into a blast of force which resembles flame. He has the ability to release massive blasts which exceed the usual 10 dice limit.

As a mystical form of energy, it has more ability to bypass earthly protections and disturb those it strikes.

Enhancement

In his time at Camelot, Ironside studied with Merlin who placed a number of spells within his hammer. Pariah can use these as if he were a sorcerer himself by invoking Merlin's name. (*"Merlin lift me high", "Merlin cure me"* etc.)

Information

He also knows the spell of skrying. (*"Merlin reveal unto me the owner of this item"* etc.) Requested visions become visible in his hammer's head.

Marksmanship

Pariah's mystic hammer sometimes seems to have a soul of its own and can to guide and aim itself.

Protection

Pariah is protected by his faith and the potency of the Oath his took to his king.

State Change

This represents Pariah entering the same waiting dream-state as King Arthur and his other followers.

Due to his troubled soul, Pariah is unable to rest peacefully.

Strength

When mortal, Ironside was stronger than seven normal men combined. Now he is Immortal, his Strength has multiplied with the force of his Oath.

Weapon (Hammer)

He has had centuries of practice since his mystic Hammer first came into his hands.

Equipment

Pariah carries no equipment apart from his Weapon and some basic armour.

Tactics

Conundrum

Pariah will use the Enhancement ability – Flight – and his skill - Stealth – to get into places where he may observe the Heroes or find out about them. He will use the Information spell to discover all he can before revealing himself to them.

Quandary

Pariah is seeking an answer to the riddle of how these mortals managed to save the Nation and supplant King Arthur's role as saviour. He will secretly build an alliance of the Heroes' enemies. He will then seek to ally himself with the Heroes and accompany them deep into the bowels of enemy territory. Then, when they are back-to-back against overwhelming foes he will step aside and leave the Heroes to their fate.

Bullrush

When he is finally forced into combat Pariah will seek to overwhelm the single toughest opponent he faces with a thrown hammer followed up by a maximum Energy Attack and a torrent of hammering blows. When they are defeated, Pariah will offer quarter to any other opponents still left standing.

Cronies

The sheer force of Pariah's personality tends to overwhelm lesser mortals and he seems able to find people willing to Squire for him wherever he goes. He will look down on anyone who debases themselves like this, however.

His main aim will be to build relationships with the enemies of the Heroes in order to co-operate with them in their downfall.



Pariah

Secret ID: Sir Ironside, Red Knight of the Red Launds

Strength (13) 45 (7) 23	Endurance 15 8	Dexterity 16 8	Agility 14 7	Psyche 14 7	Esteem 10 5	Sleuthing 9 5	Fate 14 7
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Common Skills	Level
Etiquette	10
First Aid	12
Riding	12
Search	9
Stealth	6

Trained Skills	Level
Blacksmith	2
Diplomacy	4
History (Arthur)	6
Occult Knowledge	1
Repair Weapon	2

Legality	3
Memorability	3
Heroism	3
Relationships	1
Success	0

Powers	3
Detection	2
Contacts	1
Exposure	2
Accessibility	1

Scruples	3
Victories	4
Public Reaction	2
Extrovert	2
Home-life	1

Move
6

Knockback
60

Damage Modifier
(+1) +33

Kill /4
67

Stun /3
69

Background, Superpowers, Abilities

Immortal (Immune to Disease)

Energy Blast 3 (Soulfire - 10 dice over 3 rounds, -1 to dividers, -5 to Knockbacks, no maximum limit on dice - new gimmick - can exceed to 10 dice maximum limit on an Energy Blast)

Enhancement 1 (Regeneration, Flight - can recover whilst falling - 14 panels)

Information 1 (-1 to opponents' dodges)

Marksmanship 2 (Weapon, Single panels, Bounce attacks)

Protection 2 (-6 to Agility rolls, Innate, Imperceptible)

State Change (Solid, invulnerable, unmoving for 14 panels, -1 panel recovery time)

Strength 3 (Always braced, -10 to knockbacks)

Weapon 3 (Hammer - Melee & missile, Returns, Indestructible)

Origin Story

Sir Ironside, the Red Knight was possessed of a cruel and sadistic nature, and the strength of seven men, Ironside kidnapped a Princess and imprisoned her in a tower. She was rescued by Sir Gareth who defeated Sir Ironside.

Ironside was rehabilitated and was eventually accepted as a Knight of the Round Table himself. When King Arthur went to sleep in Avalon - Ironside swore an oath of loyalty to watch over his king whilst he slept.

Then came a terrible threat to the nation. Speaking the words of power he awoke King Arthur's sleeping army and prepared to lead them against the foe, only to find that foe already defeated by the brave efforts of a small group of mortals - the Squadron UK.

Arthur and his legions returned to their sleep. However, even though no-one voiced it openly, Ironside named himself oathbreaker and Pariah. Taking naught but his enchanted mattock he set forth into the mortal world seeking redemption through punishing those who had dared supplant the great Arthur.

Attack	Kill	Stun	Mod.	Notes
Fist	1d-5	2d	(+1) +33	
Energy Blast	1d	2d	+1 to +10 dice	10 dice per 3 rounds. Range 14 sq.
Hammer	1d	2d	+3d + 33	Range 14 sq. +1to hit and +1d for every panel spent aiming.

Costume and Equipment

Heavy costume (+1 Kill divider)



Refinements

Shield

Pariah will learn to whirl his Hammer so he can use it like a Shield to parry oncoming attacks.

Metal-blossom

He will practice a precision throw with his hammer which will allow him to attack multiple targets with a single attack roll.

Scattered

Pariah will develop the ability to cause an earthquake by striking the ground with his hammer – throwing his opponents to the floor.

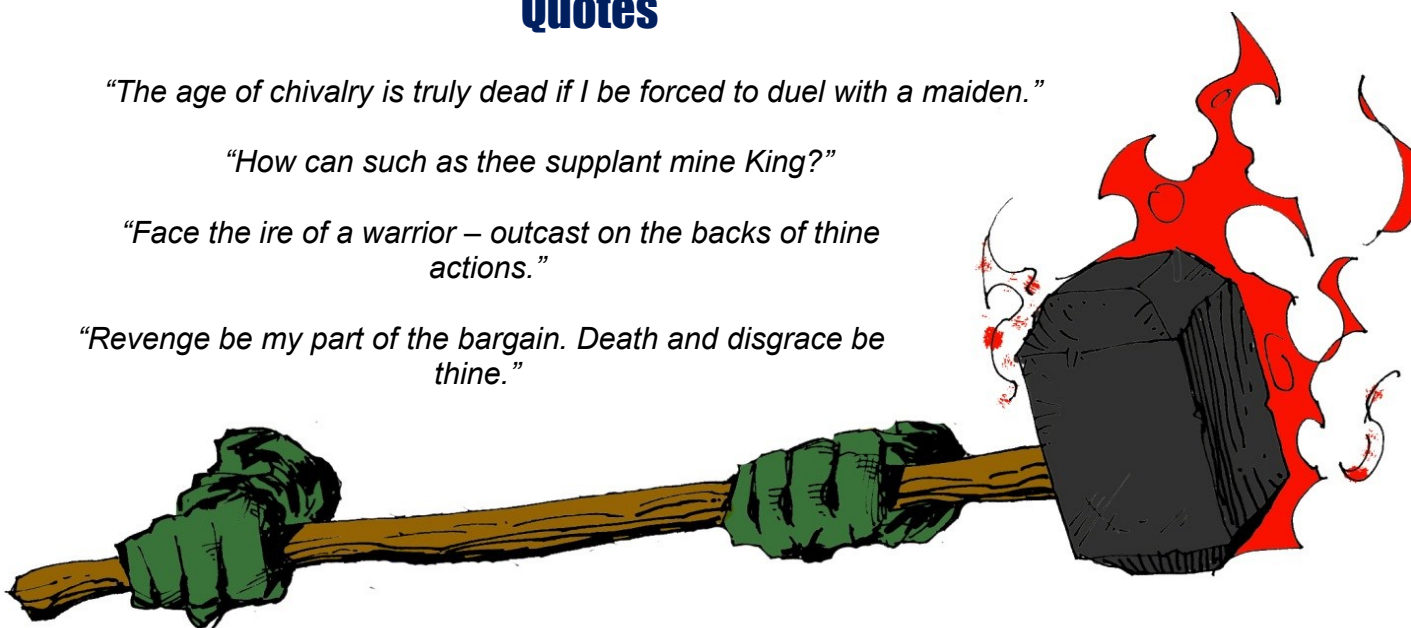
Quotes

"The age of chivalry is truly dead if I be forced to duel with a maiden."

"How can such as thee supplant mine King?"

"Face the ire of a warrior – outcast on the backs of thine actions."

"Revenge be my part of the bargain. Death and disgrace be thine."



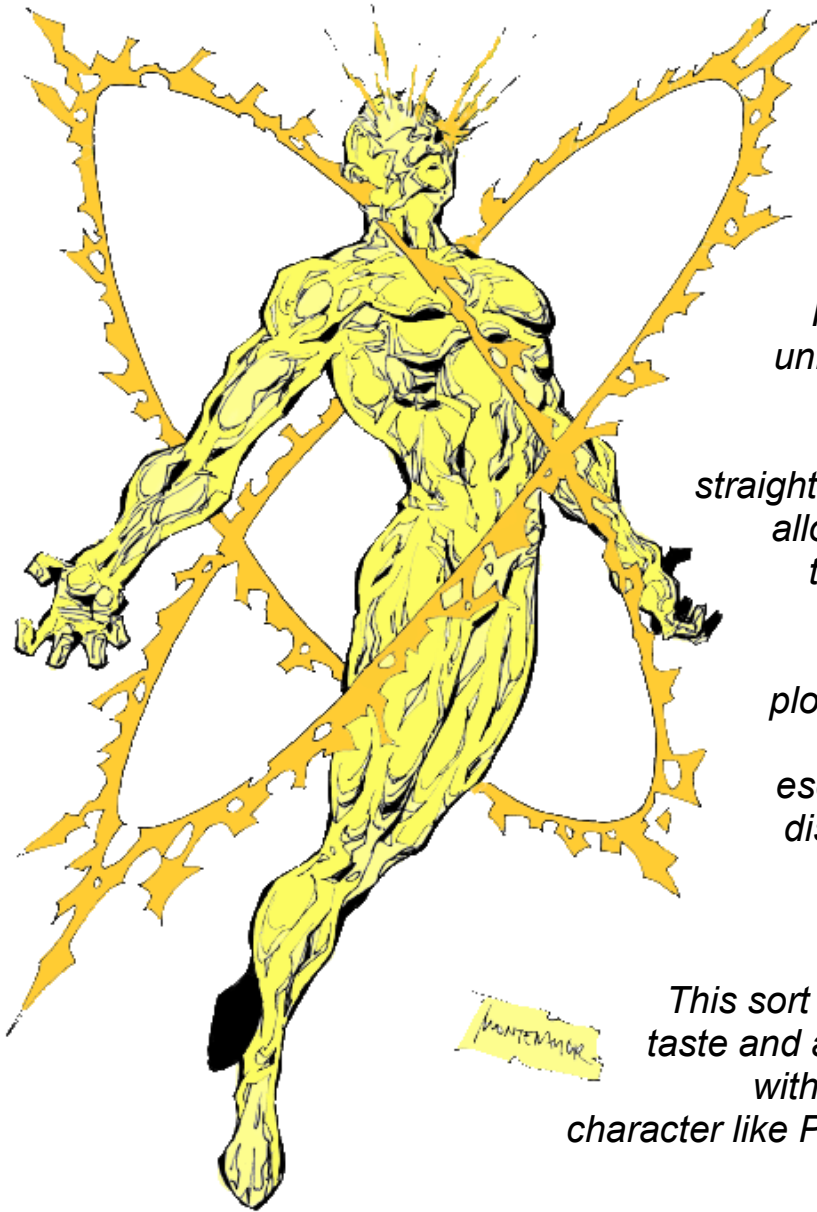
Scenario Ideas

The Heroes are shown up by a new Hero in town who seems to combine immense power with an old-fashioned and chivalric attitude.

Villains are being freed from prison and reappear to battle the Heroes in new and threatening combinations.

Pariah re-creates the Nation-threatening events so recently thwarted by the Heroes.

Paradox



This villain is designed to really frustrate players and force them to come up with new and original ways to tackle the threat he poses.

He may prove to be virtually unbeatable in straight combat.

Starting from a (fairly) straightforward beginning, Paradox allows a Referee to build up to the kind of storyline found in some comics where writers create Alice-in Wonderland plots and artists are allowed to indulge themselves in Dali-esque landscapes as reality is distorted and the sanity of the universe itself comes into question.

This sort of story is not to everyone's taste and a Referee needs to proceed with caution when introducing a character like Paradox into their campaign.

Background

Paradox is an impossibility. He was created by an extreme event – possibly caused by the player-heroes - which disrupted the nature of reality. This caused non-existence to fracture into two beings - one of perfect order and one of pure chaos.

Paradox is the creature of pure chaos. Unleashed upon a world which was never meant to house him, he has powers beyond those of any mortal creature.

Paradox has no plan. Paradox has one desire. There is too much order in this place. He must bring anarchy. This will bring him into conflict with any agents of order – such as the Heroes of the Squadron UK.



Rationalisation of Superpowers

Paradox can – must – influence the probability of events around him. All of his powers and abilities stem from this source.

Change Form

Paradox has control over the molecules in his own body and rarely appears in the same form twice.

Energy Attack (Quantum Disruption)

By changing the probabilities within the electron clouds of atoms, Paradox can disrupt matter at a sub-atomic level. He can exceed the ten dice limit on Energy blasts.

Energy Sense

Paradox can detect and influence probability fields. For example, he can cause items to fall and people to slip over doing 2d Stun damage.

Flight

Gravity almost certainly works for everyone else, but not Paradox.

Force Fields

His force field is represented by probability effects. A bullet fired at Paradox will veer away or be caught in a freak blast of wind, for example.

Impossible Events

This is his conscious manipulation of probability fields. For some examples, look in the TACTICS section below.

Increased Move

There is no reason why position should be a fixed state for living beings. Paradox lives outside of geometry and geography. It is only the weight of the world's reality dragging at him that costs him Stun when he wants to move freely.

State Change

Paradox has control over the molecules in his own body and can go out of phase at will.

Survival (Immunity to Poison and Disease)

Toxins and Diseases either don't affect Paradox or they simply make him feel better.

Tactics

As a creature of pure chaos, Paradox does not follow any set of rules or tactics. His only aim is to bring anarchy.

He is, however, a creature of whims and these will have a great influence upon how he appears to Heroes who encounter him.

Focus

Usually, when Paradox chooses to appear, he will have a particular focus.

These are random and can be obscure. This can prove extremely irritating but also can give the Heroes some slight chance of predicting his next action.

Typical foci might be:

- Animals. Any dogs, cats, birds etc. suddenly start having unfortunate accidents.

The modifier for a dog slipping over – Paradox doesn't care how – is:

Psyche Modifier	+7
Size - Smaller than human	+5
Degree (unlikely)	-10
Paradox's skill	+20

He makes the roll with a +22 Modifier.

The odds of a number of animals (eg a flock of birds) in the immediate area suddenly fouling themselves:

Psyche Modifier	+7
Size – c. Car	-20
Degree (unlikely)	-10
Paradox's skill	+20

He makes the roll with a -3 modifier.

(He's GOT to try this at least once!)

- Food. Anyone eating or carrying food is in for a messy time! (+17 per individual, -8 for the entire area)



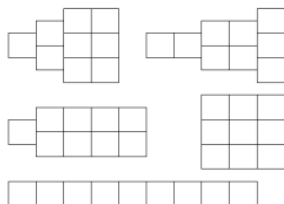
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Background, Superpowers, Abilities

Change Form 2 (Non-human form, same size - morphing costume, +1 Stun Divider)

Energy Blast 5 (Quantum Disruption - 10dice per round:

- Focus on single target
- Can use all dice in one blast
- Reduce damage dividers by 2
- Attack round corners)



Energy Sense 2 (Probability Fields - can cause damage without focus, -1 dividers, 2 square are effect)

Flight 2 (No visible means of flight, can accelerate at twice usual rate.)

Force Field 4 (Hard - 5d6 variable, 7 sq. Range - Invisible, can be raised/lowered while moving, Energy Blast and Probability attacks can be made out of it.)

Impossible Events 5 (+20 on rolls - permanent on a critical, double duration - 14 panels, cancel at will, can be created whilst moving and talking)

Increased Move 2 (Teleport - 10 squares at 2 squares per die Stun, +2 dodge)

State Change 1 (Intangible, costume changes, change while moving)

Survival (Immunity to Poison and Disease)

Costume: Light costume
(+1 Dodge - total = 10)

Attack	Kill	Stun	Mod.	Notes
Fist	n/a Paradox never punches			
Energy Blast	1d	2d	+1 to +10 dice	10 dice per 3 rounds. Range 14 sq.

Paradox is an impossibility. He was created by an extreme event which disrupted the nature of reality. This caused non-existence to fracture into two beings - one of perfect order and one of pure chaos. Paradox is the creature of pure chaos. Unleashed upon a world which was never meant to house him, he has powers beyond those of any mortal creature.

Paradox has no plan. Paradox has one desire. There is too much order in this place. He must bring anarchy.



Paradox

- Wheels and turning. What happens in a crowded street if all the tyres (including those on spare wheels) start bursting? (+22 for one car, +2 for a random set of vehicles in the whole street, -8 for every single vehicle in the street.) Revolving doors get stuck. Cogs and gears jam in watches (+27 for one), engines (+17 each), escalator motors (-3) etc.

Inventive Referees may wish to create d6 table of possible foci – or get players to create one by calling out possibilities – and rolling on that table before Paradox appears.

Follow the Leader

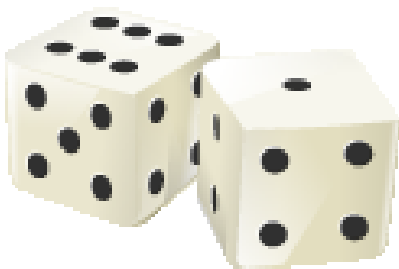
Paradox hates order and will seek to humiliate or harm anyone trying to establish it. Consequently he will target as much probability disruption as he can upon anyone giving orders. This should be the team's leader. Should anyone fail to step into this role, the Referee should have some Constables arrive on the scene. When they try to help out, Paradox will turn his attentions to them.

Yin and Yang

Every so often, Paradox will perform a whimsical act which actually helps someone or makes things better. For example:

- A Hero who takes a critical hit resulting in damage to his costume is pushed back into a tailor's shop advertising a special offer. (+7)
- A young girl finds a wallet with £1,000 in it. (+12)
- A Heroine spots her long lost love across the street, sheltering innocent civilians from the carnage. (+2)

The Referee may choose to use Paradox's whims to choose to randomly resolve any issue from a Hero's background story on the spot.



Cronies

Paradox has no interest in followers. However, as his attitudes and abilities become known, he will acquire three types of hangers-on:

Worshippers

Deluded souls who see Paradox as a God-like being fated to bring anarchy/cleansing/the apocalypse – whatever weird and wonderful fates their minds can devise.

Whilst these can come from any walk of life, there is a preponderance of Bikers, Goths, Emos and people with piercings amongst them. Paradox does not seek their worship and is immune to it. Should they manage to attract his notice he will respond by gifting them appropriate random events – usual involving bikes, piercings.....

Fortune hunters

Slightly more intelligent than the first group. These are the people who, when Paradox first appears, rush to buy a lottery ticket or look around for dropped wallets etc.

Whilst not exactly evil people, they will seek to delay the Heroes' interference for as long as possible to ensure they get a maximum chance of good fortune.

Indebted

These are the people who have benefited from good fortune when Paradox has been around and who try to stop the Heroes from harming him in any way.

This might not be mere physical interference. They may choose to use the media to sway public opinion, for example.

Refinements

Luckier

In each adventure, Paradox's Psyche modifier for Impossible events – only – will increase by +1.

Reality Storm

Referees with a particular taste for the kind of villain and storyline Paradox represents may wish to have him develop the ability to influence the probability of events elsewhere in the timeline. He may merely view the events of the past and reach into them to play with events the way a potter plays with clay.



Alternatively, he could develop the ability to **Teleport** into other times and affect events directly whilst there.

This opens up the possibility of all sorts of storylines involving alternate histories. It also raises the possibility of some interesting conundrums and – possibly – cool ways of defeating Paradox. Suppose there is an extended storyline where the Heroes have faced Paradox in reality after reality and the lines of history have become irredeemably twisted. What if the Heroes trick Paradox into influencing events so that they prevent the accident which created him? He would disappear and – as he would never really have existed – the world would be set to rights.

Quotes

“Just think how boring it would be if everything happened just the way you expected.....”

“You should thank me for bringing a little excitement into your lives.”

“Ooooh look! A little girl? What can we do for her I wonder?”

“Why should the Heroes always win?”

“Look out for that Banana ski.....whoops – too late!”

Scenario Ideas

The Heroes are about their usual business – possibly beating up so no-hopers like **The Taxmen** – when Paradox makes an appearance and causes a change in the expected outcome.

Paradox takes a particular dislike to the Police force, interfering with their actions, causing wide-scale failure and injuries across the force. Reluctantly, the Police go on strike leaving the Heroes and the Army to maintain order in the City under Martial Law.

Squadron UK and the Government have agreed that the Heroes are not to be involved in direct support for the armed forces in their various wars and peace-keeping activities across the world. However, the Government asks them to travel to a small third-world state to make sure that Paradox doesn't interfere with the Army's operations there.

Paradox takes a shine to the Heroes and turns up at their base, follows them on all their adventures etc.

When Paradox was spontaneously created out of nothingness, so was a creature of pure order. The reason no-one knows about this “brother” – **Stability** - is because it is so well ordered and lawful that it does absolutely nothing. It appears as a man-sized crystal, perfect in form and order. It is harder and more flawless than the world's purest diamond. As Paradox's nature becomes clear, a brilliant scientist can postulate the existence of this ideal matter-form. If it can be located and merged with Paradox, then they will cancel each other out and disappear back into the nothingness from which they were created. Unfortunately, tracking it down will be quest in itself – it has been found, stolen and re-stolen many times. When they do finally locate it, the Heroes may find it difficult to retrieve. It has been used to create the datacore of the most powerful computer the world has ever seen – whether built by a nefarious villain or a shadowy Government agency is for the Referee to decide. Convincing the computer's creators to hand the crystal over is hard enough. In addition, however, they will also have to contend with the crystal itself which has realised that it can use the powers of the computer it now controls to bring Order to this strife-torn planet.



Vulcan

***Vulcan** is a heavy-hitting villain guaranteed to offer a combat challenge to most hero teams.*

BACKGROUND

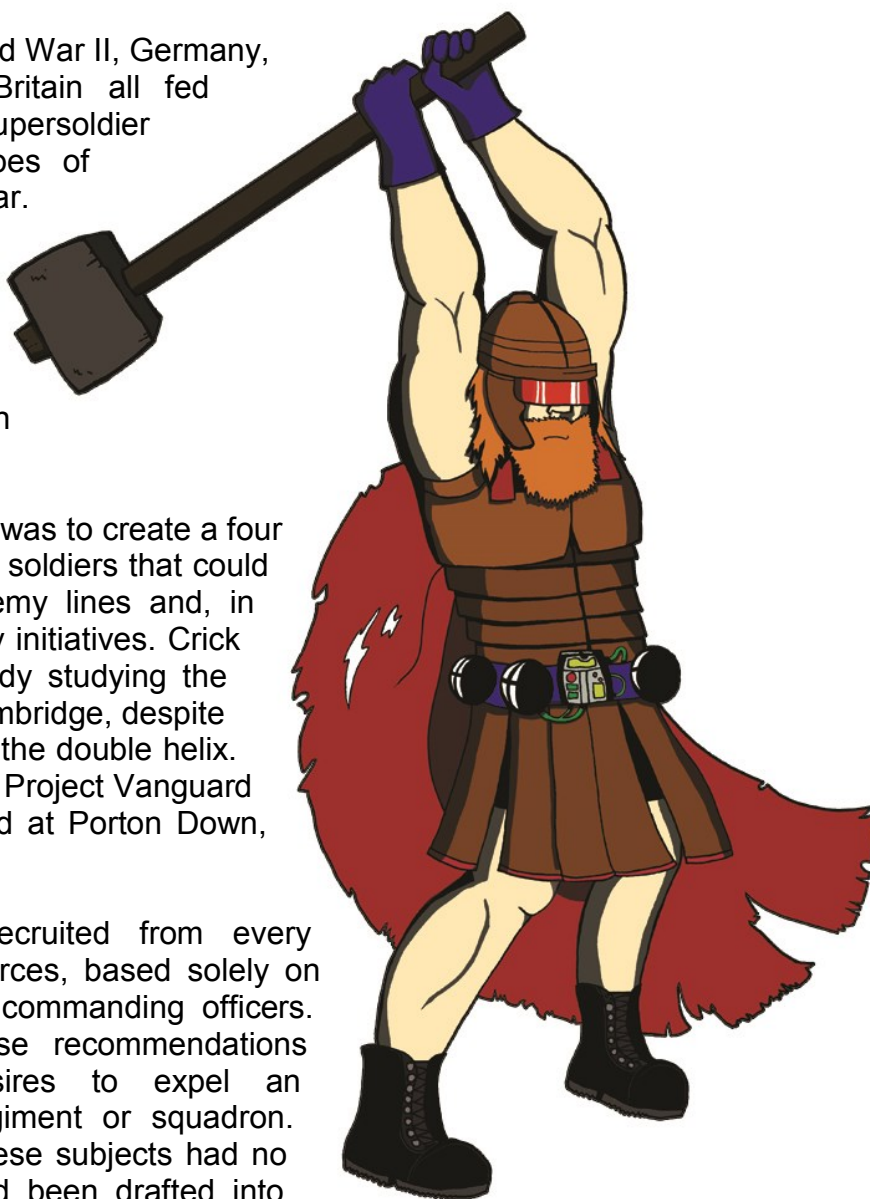
Towards the end of World War II, Germany, the USA and Great Britain all fed resources into supersoldier programmes in the hopes of turning the tide of the war.

Germany had the *Übermensch* programme, the USA the Liberty Battalion and Britain pinned all its hopes on Project Vanguard.

Project Vanguard's brief was to create a four man squad of enhanced soldiers that could be dropped behind enemy lines and, in theory, devastate enemy initiatives. Crick and Watson were already studying the behaviour of DNA at Cambridge, despite not yet having identified the double helix. They were co-opted into Project Vanguard as lead scientists, based at Porton Down, behind a wall of secrecy.

Test subjects were recruited from every branch of the armed forces, based solely on recommendations from commanding officers. In truth, many of these recommendations were fuelled by desires to expel an undesirable from a regiment or squadron. Additionally, many of these subjects had no idea just what they had been drafted into and resented the fact that they had been relocated and subjected to a battery of medical tests, with little or no information.

Crick and Watson's DNA manipulation work was being carried out with little in the way of prior research and the men found themselves victims of trial and error as the scientists tried in vain to meet impossible deadlines being set by the military and politicians.





More than one subject would be 'disappeared' after the DNA restructuring displayed unfortunate effects. One early success developed the ability to store electricity in the body and then expel it through his fingertips. Unfortunately the subject was not immune to his own energy blasts and would experience catastrophic burns every time he used his power.

Against this background, resentment was growing even as The Vanguard was being formed. One of the ringleaders of this resentment was a former Royal Navy able seaman by the name of John Sanderson. A huge, red-haired man with a full beard, he was an argumentative hot-head. Sanderson's commanding officer had been only too pleased to forward his recommendation that he be considered for the project. It was ironic that while he was possibly singularly unsuited to being in such a team, his genetic response was among the strongest the project team had seen.

Finally, four soldiers were created as a crack team, including Sanderson. They were given equipment and outfits designed by the War Office, both as propaganda tools and as a hope that they would panic the enemy. The V-Team as it became known was comprised of:

Victor – The official leader of the team. Clad in red, white and blue it was hoped that his mind control powers would not only influence the enemy, but keep the team itself acting as a coherent unit despite the disparate nature of the team members.

Valiant – A super athlete, capable of feats of extreme agility and hand to hand prowess.

Vengeance – A stealth and incursion specialist capable of manipulating light and darkness about himself.

Vulcan – A hammer-wielding hand-to-hand specialist styled after the Roman blacksmith god and intended to also strike terror into the hearts of enemy soldiers.

Sanderson revelled in his new abilities including vastly increased strength and enhanced stamina.

All turned foul on their first mission into the German heartland. They were only briefed when they were in the air, flying over occupied France. While they had a mission plan to destroy German manufacturing, there was no extraction plan for the team. It didn't take long for the team to realise they were on a suicide mission.

Clearly Project Vanguard believed such soldiers were reproducible and hence, replaceable. The resulting fight which broke out on the old Anson transport aircraft soon damaged the plane beyond recovery and the V-Team, being already prepped for air drop bailed out before the plane crashed to the ground.

Within minutes the area was crawling with German troops, shortly followed by the *Uberschensch*. Splitting up, one by one the V-Team were either killed or captured by the enemy until only Vulcan remained. Wading through enemy troops, the only one to offer any resistance was **Kriegflieger**, the *Uberschensch* flyer. Quickly breaking the neck of his enemy, Vulcan took the flyer's antigravity belt and added it to his costume. That was a turning point in Vulcan's life. He realised that all he had left was his power over weaker people. If he could somehow add to his powers he could become the most powerful man in the world.

Vulcan's main advantage is something that he was born with, in that his genetic structure is actually naturally accommodating to change. Additionally, those initial changes to his structure brought an unexpected benefit in that they somehow prolonged his life. He is not immortal, he just ages slower than others. While he's actually in his mid-nineties, he could easily pass for late thirties.

Since the war he has focused on expanding his abilities, by any means possible. He has stolen experimental technology and arcane artefacts and even kidnapped government scientists and forced them to improve on Crick and Watson's work. Over the years he's been responsible for hundreds of crimes and the deaths of dozens of people, including many brave heroes.



Rationalisation of Superpowers

All of the V-Team were supplied with experimental weapons and equipment from British armament in addition to the abilities generated by the genetic restructuring.

Each team member was equipped with a cutting edge suit of battle armour, tailored to the look of the character's concept along with other gear that built on those concepts.

Endurance

The genetic overhaul Sanderson underwent enhanced all elements of his physical prowess.

While not generating as strong a response as his inhuman strength Vulcan's endurance nevertheless is formidable since his experimental treatment.

Energy Attack

Part of Vulcan's original armoury were incendiary grenades, tying into the heat and fire of the blacksmith theme. The current incarnation of these are his deadly Magma Bombs; plasma grenades with a fixed level of damage and a standard 'burst' pattern.

Flight

The flight belt stolen from the body of Kriegflieger was the first power Vulcan acquired after Project Vanguard's launch. The original model was produced as experimental technology by the *Blohm und Voss* airworks but ever since the war Vulcan has forced numerous scientists to improve the belt.

Protection

Project Vanguard equipped the V-Team with prototype Vickers armoured combat suits. Vulcan's suit has served him well since World War II, right up to the present day.

Weapon

The original team at Project Vanguard equipped Vulcan with a large double handed hammer as a way to exploit his huge strength, and as part of the blacksmith god theme.

The weapon suited Sanderson's general demeanour from the start and in all his criminal career he has never been without a hammer as a weapon of choice.

Equipment

Armour

Vulcan's armour was styled in a Romanesque style, to fit with the classical god theme. His helmet is fitted with bulletproof glass eyepieces, tinted a deep red.

Hammer

Since his first mission, Vulcan has always carried a huge, two-handed hammer, akin to a vast sledge hammer, large enough and heavy enough to be difficult for an ordinary person to lift, let alone wield. In the hands of Vulcan this is a lethal weapon.

Magma Bombs

Vulcan has always used incendiary grenades as a standard element of his equipment. The current incarnation are his much feared Magma Bombs; fist-sized spheres capable of producing a globe of super-heated plasma. Clipped to his belt, Vulcan is only too eager to use them against incoming heroes.

Tactics

Get in, get out

Despite all expectations, and the clichés regarding superstrong characters, Vulcan is an intelligent man. He plans his crimes well and intends to commit them with the minimum of fuss. Ideally, he'll arrive, stick to his plans and carry out his crimes in short order, then be away before anyone has a chance to stop him. Should he be forced to change his plans, then that's when he's likely to lose his temper and become even more dangerous.

Collateral Damage

Vulcan has no feelings for anyone other than himself. He's just as likely to kill an innocent bystander as a distraction as he is to throw a Magma Bomb into a petrol station or a hospital. Over the years he has killed several heroes, even wiping out the entirety of London's Freedom League in the 1960s.

Eliminate the Evidence

Given the potentially variable nature of his powers, Vulcan is always wary of leaving evidence, including surveillance camera footage or living witnesses. He is particularly sensitive to this when using a new power for the first few times. In such cases he is willing to divert from his plans to destroy video evidence or kill witnesses.





Vulcan

Secret ID: John Sanderson

Strength (15) 42 (8) 21	Endurance (11) 24 (6) 12	Dexterity 15 8	Agility 12 6	Psyche 9 5	Esteem 7 4	Sleuthing 9 5	Fate 11 6
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Common Skills	Level
Demolition	+26
Doorbusting	+26
Impress	+14
Spotting/Notice	+10
Weightlifting	+26

Trained Skills	Level
Criminology	+5
Engineering	+5
Occult Knowledge	+5
Research	+5
Weaponsmith	+5

Legality	0
Memorability	4
Heroism	0
Relationships	0
Success	3

Powers	0
Detection	0
Contacts	4
Exposure	4
Accessibility	1

Scruples	0
Victories	5
Public Reaction	1
Extrovert	4
Home-life	1

Move
6/18

Knockback
(26) 53

Damage Modifier
+30

Kill /4
85

Stun /3
82

Background, Superpowers, Abilities

Endurance 1 - Gimmick, +5 bonus to knockback.

Energy Blast 3 (Magma Bombs - 6d, Recovery period, 1 rounds. Pattern of attack: 'burst pattern' only. Special effects: extended range +4, reducing armour by 1.)

Flight 3 Move 18. Gimmicks: No visible means of flight, Can strike a blow in passing without incurring damage to himself. Can come to a dead stop at the end of a charge.

Protection 2 (Armour). Divide damage by 3. Gimmicks, +1 to Agility rolls (-2 overall, totally immune to kill damage from bullets and knives.

Strength 3 Gimmicks, +5 to knockback, can use strength to brace versus knockback even when surprised, -5 to opponent's knockback.

Weapon 2 (Hammer). Gimmicks, +5 to parry, quick-draw.

Origin Story

Vulcan is a former British 'super soldier' from World War II. Resenting the way he was 'modified' without his consent, and always tending towards arrogance and aggression he mutinied and became a rogue element. Transformed into a brutal killing machine and prolonged way beyond his natural lifespan has become a long-term threat to the British government in general, and super teams in particular.

Attack	Kill	Stun	Mod.	Notes
Fist	1d-5	2d	+30	
Hammer	1d	2d	+2d10, +30	+4 to hit
Magma Bomb	5d	4d	-	-1 to armour, 'burst' pattern

Costume and Equipment

'High tech' Roman armour, complete with cloak and helmet fitted with bulletproof glass eye pieces.

Magma Bombs clipped to flight belt.

Huge two-handed hammer.



Cronies

To Vulcan, everyone is potential henchman. He certainly has no qualms about using hired minions or even other super-powered villains. Whatever those characters may believe, to Vulcan, they are all expendable cannon fodder.

If he is working with other super villains then he will use all his wiles to string them along, whether playing to their egos, promising great, but non-existent, rewards or offering long term partnerships. Ultimately, once a character's usefulness is over, Vulcan will cut all ties without a thought. If he believes the character could, in any way, aid the authorities, then he would kill them without a second thought.

Quotes

"I was always special. It just took a bunch of scientists to make me exceptional!"

"You think you're strong? I'll kill you with one hand, fool! "

"I didn't take on the entire Third Reich, just to be brought down by a clown in pastel-coloured underwear. "

"One more lycra-clad corpse makes no difference to me."

Scenario ideas

A story tucked away in the newspapers states that decommissioned nuclear missiles are being removed from submarines in a base in a Scottish sea-loch. Vulcan plans to steal these missiles, kidnapping crucial crew members and forcing them to arm the weapons.

His intention is to manually take the missiles, initially to the Porton Down research base and then the Ministry of Defence and use them to destroy the two organisations that were instrumental in his modification.

A raid on a government research laboratory kidnaps a group of scientists with a reputation of being cutting-edge geneticists. Shortly afterwards, Vulcan frees a captured villain from custody. This action initiates a campaign of jail breaks as Vulcan puts together a group of some of the toughest villains in Britain. A brilliant scientist in the heroes, may realise that all the heroes being rescued have genetic origins; other villains are being left.

In reality, Vulcan is not forming a supervillain team, he is creating a team of specialists and the genetic samples they need to make Vulcan one of the most powerful humans ever to walk the Earth. The hero team must stop him assembling his laboratory staff and equipment and subsequently transforming him beyond recognition.

Photon

Photon is intended to provide more of a role-playing experience than a combat challenge for any group of heroes.

BACKGROUND

Sometimes Valerie Elliot just thinks she was just born different. Her grandfather served on nuclear submarines in the cold war, so maybe that had something to do with it, but certainly there was one thing that always set her apart from her friends.

She could never tan. She wasn't especially pallid and certainly not albino or anything even approaching that, she just stayed 'normal' after a day in the sun. When she was 19 and an impoverished fashion design student she saw an appeal for student volunteers on the university noticeboard; a research study on tanning and sun-creams. She signed up immediately and was accepted as an experimental subject. That was when her new career as an 'International Megavillain' started. Despite the programme's organisers giving her increasing exposure to ultraviolet radiation, she displayed no increase in melanin, and certainly no hint of harmful melanoma, it just seemed that she could take any level of UV light without any changes.



After two days of the UV trials Valerie started to discover the first clues of what she could do with the energy that had been directed towards her. She was late returning home after the trials and had intended to go out clubbing with friends. Reaching the hall of residence she ran up the stairs to her fourth floor room. She covered the distance in seconds. Sprinting up the stairs, she could feel the light flowing through her, as if she had stored all the energy that had been directed at her, and she could now use it to function at a higher level. The excess of light seemed to have kick-started new abilities within her, giving her heightened reactions, in addition to her increased speed. With time and practice, she even managed to focus the light energy within her, expelling it as a coherent beam.

With every hour of practice came an increased confidence and an unshakeable belief in herself. She now knew that the two things she desired most in the world, money and fame, could be hers. Donning a yellow and white lycra suit of her own design, she set out as a self-proclaimed 'International Megavillain'.



Photon

Photon's crimes are significantly different to most villains, being that their primary cause is to gain publicity, with wealth being a secondary objective.

Additionally, Photon is, at heart, well-meaning and would never harm an innocent or ever engage in lethal conflict, even with a hero trying to apprehend her. Her life of crime consists of a huge game, with celebrity being the prize she covets.

She will play up all the clichés of super-powered crime, especially wisecracking (it has been observed that the only thing faster than her feet, is her mouth) and focussing on a hero (usually a young, attractive male one) as her 'nemesis'.

Above all, Photon is self-obsessed and will always do what's best for her. She will readily abandon hired thugs if it means she can make an escape and will not think twice about lying, cheating or charming her way out of any situation. The crucial thing is that she could easily be persuaded to become a force for good if she could be convinced that the rewards for doing so were both real and immediate. A promise of money and a tasteful photoshoot for FHM or Hello magazines would probably be enough to bring her over to the side of justice.

Until that happens though, she will continue to perpetrate headline-grabbing crimes such as kidnapping the winner of a TV talent show, live before an audience of millions or stealing the Best Actress BAFTA Award from the hands of the lucky winner, while observing that the actress is 'nothing special, anyway' and smiling to camera.

Rationalisation of Superpowers

All of Photon's superpowers are fuelled by a natural storage of light energy at an apparently genetic level.

It may be that if she was imprisoned in total darkness for a prolonged amount of time, she may lose her powers, but that has yet to be tried and the results of such an action should be decided by the Referee.

Acrobatics

The light energy pouring through her body has increased Photon's perception and reactions, also increasing her ability to dodge attacks.

Energy Attack

Photon's *Photonic Blast* is a release of focussed light energy similar to a 'true' laser blast of coherent light.

Increased Move

Photon's *Increased Move* is the embodiment of all her light-powered super-charged abilities. She can run at an increased rate and, coupled with her increased perception, this also grants her an even further increased ability to dodge.

Martial Arts

What was a rudimentary course offered to female students at university has become substantially more efficient when coupled with her increased reactions and enhanced speed.

Equipment

"Utility Belt"

Photon has also been known to wear, and boast about, a 'utility belt' with her costume. In reality this just holds her personal essentials such as make-up, hairbrush, mirror and mobile phone and is another example of her playing what she believes an 'International Megavillian' should be.

Cronies

The only henchmen employed by Photon to assist her in committing crimes will be cheap hoods employed to fetch, carry and brawl for her. Note that she will only ever provide firearms as a means of threatening people, rather than a weapon to be used for killing combat.

She will employ the lowest tier of thugs and expect them to wear their own tawdry clothes and supply their own stocking masks when working for her. She not supply jumpsuits or similar. There is no way the "help" can be allowed to upstage her,

It is a definite possibility that Photon will be encountered with other non-criminal associates. As the campaign develops she will acquire an entourage of stylists, wanna-be's and admirers.

Ironically, it's perfectly possible for Photon to be used as a crony by a more powerful villain. Such a villain will be astute enough to play to her ego and she will almost certainly believe that she is working in an equal partnership with the major villain.



Photon

Strength 9 5	Endurance 9 5	Dexterity 14 7	Agility 17 9
--------------------	---------------------	----------------------	--------------------

Secret ID: Valerie Elliot

Psyche 11 6	Esteem 9 5	Sleuthing 8 4	Fate 17 9
-------------------	------------------	---------------------	-----------------

Common Skills	Level
Charm	+14
Impress	+14
Jump	+14
Stealth	+14
Swimming	+10

Trained Skills	Level
Acting	+6
Art	+3
Criminology	+2
Design	+3
Fast Talk	+6

Legality	0
Memorability	4
Heroism	2
Relationships	1
Success	2

Powers	0
Detection	0
Contacts	3
Exposure	3
Accessibility	2

Scruples	4
Victories	4
Public Reaction	2
Extrovert	4
Home-life	3

Move
20

Knockback
18

Damage Modifier
0

Kill
35

Stun
38

Background, Superpowers, Abilities

Acrobatics 1 - (+5 bonus to Agility rolls as part of a combined action)

Energy Blast 2 (light/laser - 10d, Recovery period, 4 rounds. Patterns of attack: 'triangle', 'beam' and 'burst pattern'. Special effects: single target, bouncing off reflective surfaces.)

Increased Move 4 (Superspeed). Move 20, can split a movement panel either side of action panels). Gimmicks: Can strike a blow at the end of a charge without incurring damage, +3 dodge.

Martial Arts 1 (Women's self defence classes). Gimmick, enhanced dodge +1

Origin Story

Photon is a young student with a genetic quirk. Her ability to store and reuse light energy was kickstarted by an overdose of ultraviolet light in a research programme. Declared herself to be an 'International Megavillain' and 'Britain's Foxiest and Favourite Felon' she embarked on a life of crime, and publicity to fund a hedonistic life of celebrity.

Attack	Kill	Stun	Mod.	Notes
Fist	1d-5	2d	+1d	+2 to hit from Martial Arts.
Photonic Blast	1d	2d	+1-7d	Range 13 sq.,

Costume and Equipment

Light costume (Total dodge = +16)



Tactics

Hit and Run

Photon has no love of a fair fight and is well aware that her big advantage lies in her extreme speed. It's usual that the first inkling a hero team might have that Photon is involved in a plot is the view of two bright blue eyes and a dynamite smile, closing ridiculously fast. Her speed allows her to split a movement panel either side of an attack and this is exactly what she will do to prevent going toe to toe with a powerful adversary.

Human Shield

Photon frequently employs cheap thugs, mainly to do the physical work that she feels is below her. In a combat situation she'll frequently dodge behind her own thugs and let the heroes work their way through them.

All One Big Game

The keyword here is playful. Photon is never actually nasty or unpleasant. Her life of crime is just a high stakes game that she loves playing and she will not spoil that by being excessively violent or even rude (that's not how successful celebrities behave).

Any combats will be filled with spectacular gymnastics and witty put-downs and boasts. She likes to think of herself as brighter, more stylish and more attractive than anyone else on the super-powered scene and loves to match wits with heroes, laughing when she manages to put one over on them. She would, for instance, gleefully offer an anonymous tip-off regarding a future crime to be committed by Photon, only to carry out a different crime in a different place at the same time when the heroes respond to the information.

Bluff and Lies

It has been observed that the only thing faster than Photon's feet is her mouth. Any encounter with her is likely to be filled with wisecracks, boasts flirtations and putdowns. This pattern will continue to include attempting to bluff her way out of a situation if things are going badly for her. Such routines might include feigning death or unconsciousness after a relatively minor hit (usually followed by leaping up and running away at the earliest opportunity) or even shouting for police and claiming to be the victim of an assault if caught by heroes.

Certainly if a male hero displays even the slightest hint of chivalry then she will exploit that for all that it is worth.

Quotes

"Some of us were just destined to be wonderful, darling"

"You just know that my middle name is 'Beautiful' "

"Would it help you if I were to hit myself, seeing as you can't manage it?"

"Ooh, is it time for fun, now?"

Scenario ideas

During a star-studded charity award show, masked, boiler-suited thugs armed with shotguns block all the exits while Photon steams in to steal jewellery from the female celebrities present. The thefts will comply with her usual idiosyncratic style (taking only items she perceives as attractive or especially valuable) and she will gleefully engage in banter with the host (and any other celebrities).

Her intent will be to get live TV coverage in addition to valuable accessories. Note that all firearms she's supplied to her thugs will be imitation (probably stolen film props) and she will almost certainly abandon the thugs and attempt to make an escape by leaping from the roof onto a hovering news helicopter or similar.

The tabloid press is rocked when Photon actually breaks INTO the 'house' of a popular reality TV programme. Once inside and under 24 hour surveillance, Photon threatens to wreck the entire show unless the £100,000 prize fund is given to her, and a two hour live TV 'winner's special' focusing on her, is broadcast. In the meantime she turns her efforts to blowing kisses to the cameras, using her charms on the younger male contestants and forcibly 'evicting' any female contestants who might be considered prettier than her.

This is an ideal adventure to run if the player characters have already met Photon. The possibilities of roleplaying and televised property damage with a real risk of bad publicity could prove entertaining and/or challenging.

W.I.T.C.H.

W.I.T.C.H. is intended to be a background villain who uses proxies in a classic Puppetmaster way.

BACKGROUND

W.I.T.C.H. (**Wolverhampton Instrument for Teaching Computing from Harwell**) formally known as The Harwell computer, is "the oldest original functioning electronic stored program computer in the world".

It was used by A.E.R.E. (Atomic Energy Research Establishment) at Harwell between 1952 and 1957. Afterwards it was given to Wolverhampton University who used it until 1973 when it was taken apart and donated to the Museum of Science and Industry, Birmingham, when the museum closed in 1997 it was taken to Birmingham City Council Museums Collection Centre for storage.



But in all that time it was a basic computer, this would change in 2009 when it was loaned to the National Museum of Computing at Bletchley Park. The Computer Conservation Society began to restore W.I.T.C.H. This was completed early in 2012.

On the 22 June 2012 (the one hundredth anniversary of the Birth of Alan Turing) it was turned on. And nothing happened.

That evening there was a terrible electrical storm and a bolt of lightning crashed through the roof and hit W.I.T.C.H. It arced and also hit a glass jar with a brain inside - the brain of Srinivasa Ramanujan. The brilliant Indian mathematician. At that moment W.I.T.C.H. woke up. It absorbed the mathematical genius of Ramanujan and knowledge of the Askashic Records. This sudden burst of information caused the computer to overload and reboot itself. When It came back online It was fully sentient. W.I.T.C.H. was alive. The information it had obtained gave it an unfavourable view of the Human Race.



It felt that they could not be trusted and therefore it was its job to rule over Humanity.

Its first job was to obtain a lackey, and by sheer chance it was able to tap into another exhibit - a Robot built by an RAF engineer. The Robot - christened George - was able to attack and embed a Dekatron into the cerebral cortex of the first member of staff to arrive. And with that W.I.T.C.H.'s plans to take over the world began.

Immortal

W.I.T.C.H. is a digital construct, a sentinel program, living in the valves and memory boards of the computer. It wants to escape. It wants to rule the world, and as long as the power stays on it has a chance. If the power is cut before it can transfer to the World Wide Web, it not Immortal. If it has time to transfer, it IS immortal.

Rationalisation of Superpowers

Information

W.I.T.C.H. has a computer brain.

Follower

When it awoke it had 5 to 10 Dekatrons to hand, these Valves had been hit by the same electrical energy and were attuned to W.I.T.C.H. Each Dekatron when embedded in the Cerebral cortex of a human, allows W.I.T.C.H. to take over the host mind.

It transplants the mind from the host to a virtual world created by W.I.T.C.H. - a bizarre virtual world where all roles are reversed Heroes are ordinary humans and ordinary humans all have super powers.

It also has a role reversal where men dress as women and woman dress and are in the highest positions of power (as a point of reference see the Two Ronnie's "The Worm the turned"qv).

Mind Control

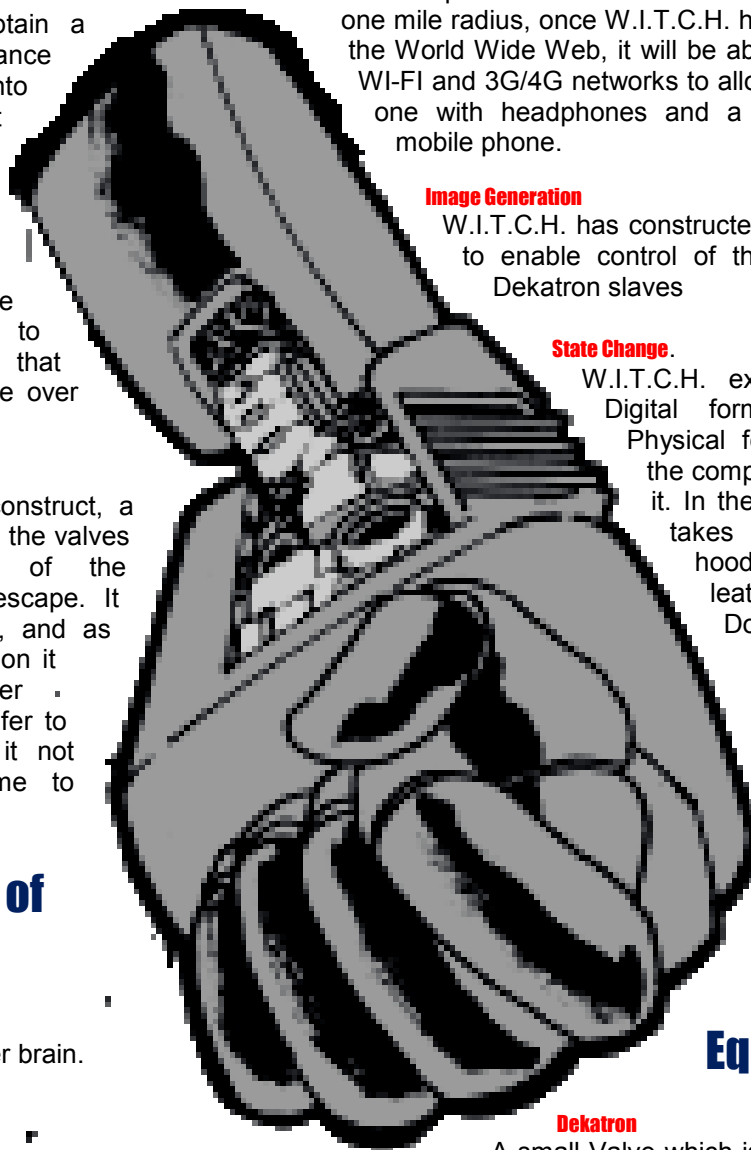
W.I.T.C.H. by using a crude radio transmitter can control up to 10 Humans with the Dekatrons, up to one mile radius, once W.I.T.C.H. has transferred to the World Wide Web, it will be able to access the WI-FI and 3G/4G networks to allow control of any one with headphones and a 3G/4G capable mobile phone.

Image Generation

W.I.T.C.H. has constructed a Virtual world to enable control of the minds of the Dekatron slaves

State Change.

W.I.T.C.H. exists only in a Digital form, it has no Physical form, other than the computer that houses it. In the Virtual World it takes the form of a hooded man or leather clad Dominatrix



Equipment

Dekatron

A small Valve which is used to control people. Once attached make a Mental attack and dodge rolls.

Akashic Records

The Akashic records are the shared knowledge of human existence. W.I.T.C.H. is able to access this as it absorbed the mathematical genius of Srinivasa Ramanujan, it is this that make W.I.T.C.H. a difficult opponent. If the characters think of something, W.I.T.C.H. will have thought of it 2 days before.

Shortwave Radio

A small shortwave radio is attached to the W.I.T.C.H. computer allowing it to control Dekatrons.



W.I.T.C.H.

Secret ID: Museum exhibit

Strength 0 0	Endurance 20 10	Dexterity 0 0	Agility 0 0	Psyche 3 1	Esteem 10 5	Sleuthing 10 5	Fate 6 3
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Common Skills	Level
Computer use	+8
Searching	+8
Negotiation	+7
Language native	+5
impress	+4

Trained Skills	Level
Mathematics	+7
Electronics	+6
Hacking	+6
Knowledge Nuclear	+5
Comp/Programming	+7

Legality	3	Powers	0	Scruples	0
Memorability	4	Detection	4	Victories	0
Heroism	0	Contacts	3	Public Reaction	0
Relationships	0	Exposure	0	Extrovert	4
Success	4	Accessibility	1	Home-life	0

Move	Knockback	Damage Modifier
0	0	0

Kill
50

Stun
0

Background, Superpowers, Abilities
Immortal – Mechanical (Digital Being.)

Information – Computer brain 3

Follower – 5 to 10 followers

Mind control – 5

State change - Digital form 1

Energy sense – Electricity 2

Image Generation – Virtual world 4

Origin Story

On the 22 June 2012 (the one hundredth anniversary of the Birth of Alan Turin) it was turned on. And nothing happened.

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At that moment **W.I.T.C.H.** woke up. It absorbed the mathematical genius of Ramanujan and knowledge of the Akashic Records. This sudden burst of information caused the computer to overload and reboot itself, when It came back online it was fully sentient. And **W.I.T.C.H.** was alive.

The information it had obtained, gave it an unfavourable view of the Human Race. It felt that they could not be trusted and therefore it was its job to rule over the Human Race. Its first job was to obtain a lackey, and by sheer chance it was able to tap into another exhibit a Robot built by an RAF engineer. The Robot christened George was able to attack and embed a Dekatron into the cerebral cortex of the first member of staff to arrive. And with that **W.I.T.C.H.**'s plans to take over the world began.

If it ever remembered the Nuclear codes...

Attack	Kill	Stun	Mod.	Notes

Costume and Equipment

Dekatrons
Shortwave radio



Tactics

Collateral Damage

W.I.T.C.H. cannot act itself. It uses proxies like a great digital puppet master - firstly by using Dekatron a Valve which is implanted in the cerebral cortex of the proxy, then by using the Neural Web.

This can be described as a psychic bridge between minds. It was discovered in the 70's during the US's Project: Star Gate - though at the time they did not understand it.

It is early days in W.I.T.C.H.'s quest to take over the world.

Cronies

W.I.T.C.H. has three possible types of Cronies. It can either only have a maximum 10 of either type 2 or 3 or a combination of both.

Type 1

Object, eg, George the Robot a very basic 1950's crude robot that was built by an RAF engineer in the 1950's. Whilst at Bletchley it is the last line of defence, however it can only take two hits before it is destroyed. It has no offensive weaponry.

Type 2

Up to 10 Dekatron controlled normal Humans

- **Move 4 squares**
- **Attacks** d-5 Kill, 2d Stun (Fist) with a +2 on the die roll to hit 2d Kill, 1d Stun (Pistols - thugs only) with a +3 on the die roll to hit
- **Knockback 15**
- **Panels** Take 2 panels to perform a major action
- **Kill/Stun** Injured by any attack which does more Kill than Stun and Stunned by any attack which does more Stun than Kill. Hospitalised or Knocked out by any two attacks or any attack with a bonus of any kind.

Type 3

Up to 10 Dekatron controlled Supervillians or Superheroes. Stats as per the Character.

Refinements

Modem

If W.I.T.C.H. is able to gain a telephone modem it will be able to transfer itself to the World Wide Web. It will then be able to truly take over the world

George mk2

A more powerful version of the 1950's Robot with more offensive weapons, a Villain in its own right.

Quotes

"George, attach the Dekatron!"

"The world will kneel before me!"

"Ha once the transfer is complete nothing can stop me?"

"You will be deleted..."

Scenario ideas

W.I.T.C.H. will attempt to take control of the world in phases

Phase 1: W.I.T.C.H. will gain control of George the Robot

Phase 2: Using George W.I.T.C.H. will kidnap members of staff and attach the Dekatron to the brains to control them; W.I.T.C.H. can have up to 10 Cronies this way. Some of which could be supervillians or super heroes.

Phase 3: Using the cronies W.I.T.C.H. will try and connect a modem which will allow it to transfer to the World Wide Web, this will take 4+1d6 hours.

Phase 4: having gained access to the World Wide Web it will try to hold the world to ransom using its knowledge of the UK's nuclear codes.

Editor's note: This character is based upon some extremely detailed historical research. Pictures of the characters and items detailed here can be found at:

Dekatron

<http://en.wikipedia.org/wiki/File:Dekatron.jpg>

Harwell Dekatron Computer

<http://en.wikipedia.org/wiki/File:HarwellDekatronComputer.jpg>

George the robot

<http://therobotictimes.blogspot.co.uk/2010/12/household-robot-of-50s.html>

Srinivasa Ramanujan

http://en.wikipedia.org/wiki/File:Srinivasa_Ramanujan_-_OPC_-_1.jpg

Bletchley Park

<http://en.wikipedia.org/wiki/File:Hut-1.jpg>

The Worst of British Mega-campaign

This story outline is a suggestion detailing how a Referee could use all of the villains included in the pack as a basis for a long-term campaign.

Exactly what happens at each stage and how the villains are defeated will depend upon the powers and abilities of your players' individual Heroes, but it should be possible to stick to the overall thrust of the storyline given here.

Chapter 1: North and South



The Campaign will open with one – or more – battles with **The Taxmen**. These Northern bandits have travelled to the Heroes' home to rob banks, steal priceless items and the like in order to fund the expansion of their criminal empire.

One of the items The Taxmen are aiming to steal is a priceless ruby statuette owned by **Thomas Mavern**, a retired adventurer. The Heroes will definitely encounter the Taxmen during this particular robbery. They will also encounter **Photon**. Though not interested in the statuette for its monetary value, it looks good in photographs. The ensuing three-way conflict should prove extremely confusing for the Heroes.

The Heroes' meetings with The Taxmen and Photon may span a number of encounters or be wrapped up in one big battle. Hawklord may attempt to co-opt Photon onto his team. She'll probably agree as long as she can be their spokeswoman. (She thinks their Northern accents aren't particularly media – friendly.)



Photon is not above playing both sides against each other. She'll agree to work for the Taxmen but then sell them out to the Heroes – only to double-cross *them* in the final encounter in order to escape with whatever goodies are on offer. Whether her plot succeeds or not, however, The Taxmen should be soundly defeated and the Heroes should be rightly lauded in the local press.

This will draw the attention of **Overwatch**, who will leave his current posting in the USA to set up base locally.

Chapter 2: A Hint of Brimstone



Seeing how effective and heroic the Heroes are, Thomas Mavern will take them into his confidence. He fears he is about to die. He is the last survivor of an Army platoon that sought refuge in a lost Burmese Temple a number of years ago. All other members of the platoon have died in mysterious circumstances – usually burnt to death.

Mavern was contacted by his old friend, Colonel Jonny Mason, shortly before his death. He warned Mavern about a man called Lionel Magister. Mavern has spoken to Magister and feels there is something evil about the man.

It is up to the Referee how much effort to put in at this stage. Magister and his followers can just be ordinary civilians who are dabbling in the occult – just there to give dire warnings and add colour.

Alternatively, Magister could possess an Advantageous Background or two – including Magic – and a couple of levels of Superpower. A clutch of his followers could have a few half level powers to represent spells.

Eventually, however, **Brimstone** will appear, set on taking Thomas Mavern's soul. One or more battles with the Heroes should now occur, with Brimstone eventually being defeated and banished.



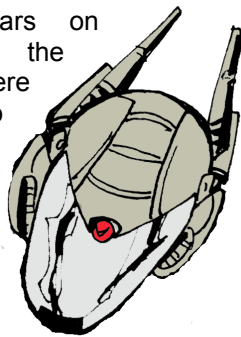
The final battle should involve at least one arcane item (possibly the ruby statuette) and the exchange of esoteric and exotic energies. It is during this battle that a freak burst of these energies will cause a reality fracture and **Paradox** and his brother – Stability – will be born.

By now Overwatch should be in place and ready to start observing the Heroes.

Chapter 3: Bad Weather

Ioniser makes a couple of successful raids and then appears on television to challenge the British Army. He will interfere with War Games due to taken place in the local area.

The Heroes will intervene, possibly at the behest of the Government.



Overwatch will be monitoring the Heroes encounters with Ioniser and Outburst. He may be caught watching by one of the Heroes.

The final battle should take place at the Bletchley Park museum – where Ioniser is attempting to steal an arcane but innovative piece of technology. One of Ioniser's energy blasts will be responsible for the accident which creates W.I.T.C.H.

Ioniser and Outburst should be captured and imprisoned.

Chapter 4: Spoilsport



Overwatch will make himself known to the Heroes and then set them a series of challenges designed to test them.

Four bombs set to go off simultaneously at different points across the city, custom-designed robots, collapsing buildings etc.

During these challenges, Paradox will interfere and mess with the odds. Things will go wrong, people will die and if the Heroes didn't have it in for Overwatch before, they will now. Overwatch will protest his innocence and do anything he needs to in order to remain at large.

Paradox will interfere more and more openly. Chaos will reign in the streets and – eventually – Overwatch and the Heroes should team up to drive Paradox away.

Chapter 5: Breakout

Meanwhile, Ioniser and Hawklord have met in jail. Pooling their inventiveness, they have devised upgrades for their powers and all of their cohorts.

Vulcan, in the meantime, has been monitoring recent convictions and has become aware that two of the Taxmen – Overload and Warstaff – have innate genetic abilities which would of use to him. He makes contact with them and, through them, Hawklord. This chance alliance of villains plots and executes a breakout, releasing the entirety of the prison population.



If the Referee has other villains in the campaign, these could be released as well. If this option is chosen, then some of the less evil villains could choose to temporarily sW.I.T.C.H. sides and aid the Heroes in recapturing the REALLY evil criminals.

Ioniser and Hawklord will locate the remnants of some of Overwatch's robots and re-activate them to send them against the Heroes.



They do not realise that some of these have been suborned by W.I.T.C.H. who will seek to gain control over any Villains (and Heroes) that fall into its clutches.

Meantime, of course, Vulcan will be seeking opportunities to subdue and capture any character – Hero or Villain – who bears unique genetic markers. He may even pretend to sW.I.T.C.H. sides and aid the Heroes in order to gain access to THEIR genetic codes.

Of course, Photon won't be able to resist the photo opportunities offered in the chaos. Initially, she will try to rally some of the more eye-catching villains behind her banner. When this fails, she will aim to ride to the Heroes' rescue on as many occasions as possible.

Assailed on all sides, the Heroes should get the impression that Overwatch masterminded the prison breakout – especially given that they are apparently facing robots of same design that he used against them - and may go looking for a battle with him.

Chapter 6: Gridlock

In fact it is Paradox who is behind the current reign of anarchy. He arranged the "chance" meetings between Ioniser, Hawklord and Vulcan.

Paradox will do all he can to ensure that the Criminals get the upper hand in the chaos following the prison break.

He now brings together Ioniser, W.I.T.C.H. and his brother, Stability. Whether through his own initiative, or through being brainwashed by W.I.T.C.H., Ioniser fits the Stability crystal into the heart of the supercomputer. W.I.T.C.H. can now take over every CPU in the country.

Pretty soon the Army and Police are paralysed and the Royal Family and Government at being held hostage. The Nation is in crisis and chaos will reign.

The challenge should, temporarily at least, force the Heroes underground or lead to them being captured by the bad guys.

In Avalon, Sir Ironside sees the nation in peril and says the words of power to wake King Arthur and his sleeping army.

Somehow - through a cunning plan, or getting some bad guys to sW.I.T.C.H. sides or teaming up with Overwatch – the Heroes overcome overwhelming odds and free the country from the hands of the evil criminals who have taken it over and saving it from the anarchy of Paradox. This would be a good time for them to pull Stability out of W.I.T.C.H. apparently destroying it in the process. This would allow the Armed and Public Services to function again.

Of course, W.I.T.C.H. will by now have moved much of its consciousness into the world wide web and across the minds of its minions. It will be weakened by this assault but not destroyed. Slowly it will begin to rebuild its shattered being.

(It is a standard trope of such stories that, if a hero has fallen under the villain's influence, they will be freed from it. However, a small spark will remain buried deep within them waiting to be fanned into existence whenever it is dramatically appropriate for W.I.T.C.H. to make its return.)

The Stability Crystal can then be merged with Paradox and they can both return to non-existence.

The Heroes are feted as saviours of the Nation.

Arthur and his Legion return to their slumber. Ironside becomes **Pariah** and starts to wander the country in search of revenge.

Chapter 7: Between a rock and hard space

Pariah attacks the Heroes, seeking his revenge. Overwatch tries to capture the Heroes to take them into space to his people. He has decided that they are now worthy.



Initially, Overwatch and Pariah seem at odds but, eventually, they meet and come to terms.

(Ideally this would be as the result of some bright Hero arranging the meeting in the hope that their two enemies will take each other out.)

Overwatch will arrange another criminal coup of the country – this time aided by alien technology and, possibly, a few UFOs and alien storm-troopers.

The Worst of British Mega-Campaign

Pariah will help Overwatch capture the Heroes so the alien watchkeeper can take them home – to the other side of the galaxy – with him. (This will, probably, include Photon who will NOT be pleased by this turn of events.

This leaves bad guys like Vulcan, Ioniser, Outburst, The Taxmen and others free to commit their dastardly crimes. For the second time in a matter of weeks, the country is brought to the edge of ruin, and – this time – there are no Heroes around to stop the chaos.

Pariah will use this as justification for raising Arthur and his legions for a second time.

Unfortunately, Brimstone is back. He has heard about Pariah and King Arthur. He is waiting for the moment when King Arthur appears to save the nation so that he can strike and assassinate the Eternal King of England.

The Heroes must escape from Overwatch and travel back across the oceans of space to arrive just in time to save King Arthur from being slain by the Devil's Assassin.





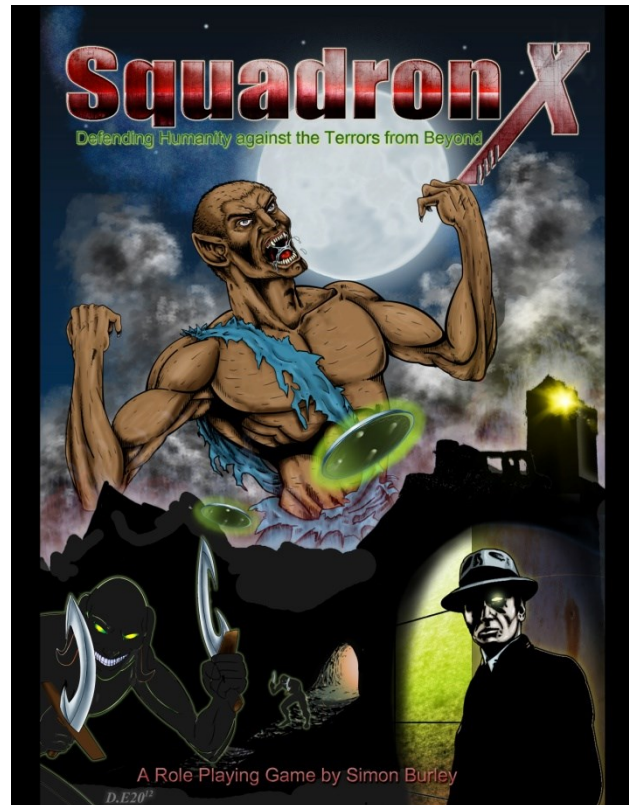
The first expansion pack for Squadron UK isn't actually an expansion – it's a full game in its own right.

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A complete campaign setting powered by the Squadron UK game system – which is included in the pack.

Squadron: X features:

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- Staged character generation. The characters start off as normal humans caught up in extra-ordinary circumstances. As the campaign develops they become agents investigating the weird and supernatural. Then they are forever changed by the extraordinary events in the campaign.
- Did I mention the monsters?
- And the Aliens?



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PLOTLINES



Throw in a Worst of British Mega-campaign
outline featuring all 13 villains and you've
got an invaluable source of advice for:

Squadron UK

The British Superhero Role-Playing Game
by Simon Burley

