

MARVEL SUPER HEROES™

Official Advanced Game Accessory

ALL THIS and WORLD WAR II

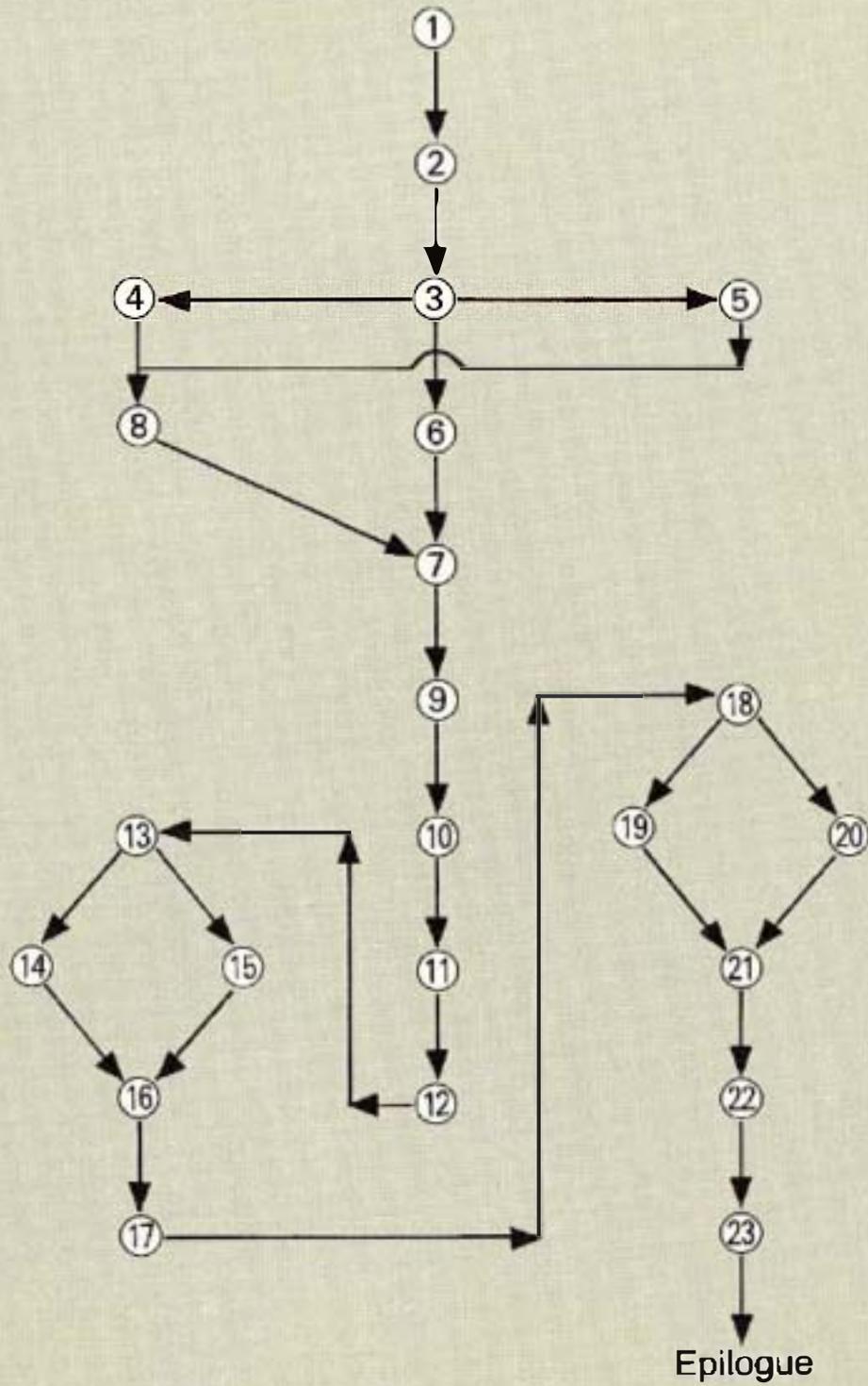
by Ray Winninger



First in the exciting TIME WARP series of adventures spanning the course of human history!

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MARVEL SUPER HEROES™

Official Game Adventure

All This and World War II

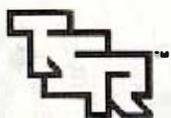
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INTRODUCTION

It is the summer of 1943. The world is in the grip of war.

Three quarters of the European continent lies in ruins, crushed beneath the heel of a German jackboot. Neither the sands of Africa nor the steppes of Russia are safe from the Nazi scourge. On the other side of the world, the waters of the Pacific run red with blood.

While the valiant allies struggle against seemingly overwhelming odds, the dictators of Berlin, Rome, and Tokyo gleefully divide the world amongst themselves for conquest. As the sun sets over Europe, freedom is soon to become little more than a fond memory.

Welcome, true believers, to the latest mind-mashing adventure for the mighty **MARVEL SUPER HEROES**® Roleplaying Game. *All This and World War II* is designed for a Judge and three to six players. The adventure can be played either on its own or as the prelude to the electrifying Time Travel Campaign Series (which also features *MT2—The Weird, Weird West*, and *MT3—The Man Who Would Be Kang*).

In the pages that follow, your players will be catapulted back into the second World War, where they must attempt to foil a bizarre Nazi plot that threatens all of history. Unlike other **MARVEL SUPER HEROES**® adventure modules, *MT1* is not designed for a specific group of Marvel heroes. Instead, guidelines are presented for setting up your own hero group using characters you design (though a list of suggested characters is presented for players who haven't the time or inclination to design their own heroes).

All This and World War II contains:
— a 48 page Adventure Book which includes a collection of guidelines for establishing your own hero group, descriptions of all the major and minor non-player characters the heroes will encounter along the way, and the necessary notes for running the adventure itself.

— a four-color, full-sized mapsheet depicting some of the adventure's major locales.

— and a cardstock cover featuring a summary of the adventure's heroes and villains, as well as an encounter flowchart to speed play.

As Judge, you can begin by reading over the adventure book until you have a complete understanding of the adventure and all its elements. It's probably a bad idea for even the most experienced of Judges to leap right into play without having read the adventure. If you're new to "Judgery" it also might not be a bad idea to take a look at the rulebooks from the boxed set one last time before beginning play (trust me, you will almost certainly find something that you have overlooked until now).

And now, without further adieu . . .

The Nazis? Time travel? Plot that threatens all of history?

Well, yeah.

Back in 1943, a timeship belonging to an extra-terrestrial race known as the Orphu crash-landed in Hitler's Berlin. Fortunately for the Nazis, there were no survivors, and the time craft quickly passed into the hands of the German High Command.

Top Nazi scientist Baron Zemo labored over the alien vessel for months before finally penetrating a few of its secrets. Zemo and his assistants eventually learned enough about the craft to enable them to construct two additional timeships using spare parts scrounged from the original vessel.

With three working time machines at their disposal, the Nazis now had

power over time and space within their very grasp! The only remaining task was to determine the most effective way to employ their new weapon in the struggle against the allied powers. It was the devious Red Skull himself who finally came up with the answer: Elite Nazi commando units were assigned to each of the time vessels and sent to pre-designated points in the future. There, the commando teams would try to get their hands on fantastic futuristic weapons which could be used against the allies.

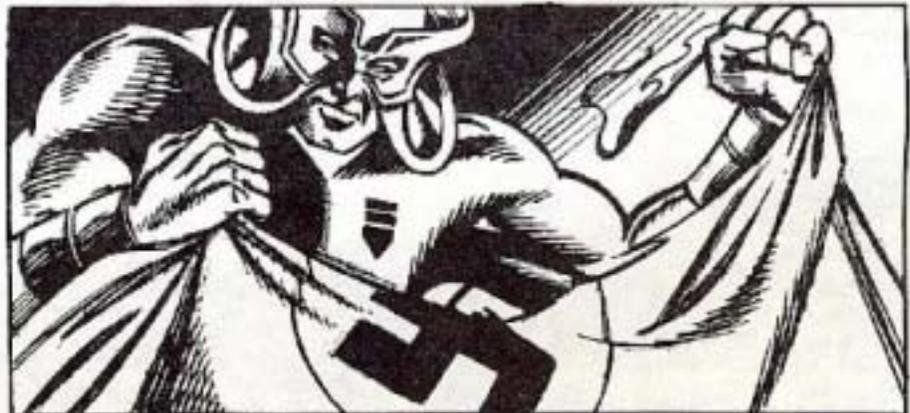
One of the teams was sent to the year 2146; from which the commandos managed to return with a formidable futuristic "super-vehicle" in tow. The other two teams were never heard from again; one was sent to the year 5718, and the other to the year 1989!

Now, we all know that the Germans lost the second World War, so apparently something went wrong before the hijacked super-weapon could be employed in the effort against the allies—but what? History provides no clues.

Cut To...

1989.

Klaus Kruppmann, one of Baron Zemo's original assistants on the Nazi time travel project, is still alive and well. In the early months of 1945, Kruppmann managed to conceal his former affiliation with the Nazis from allied officials, allowing him to defect to the United States



and escape Germany before the fall. Since the war, Krupmann has worked on a number of top secret projects for the US Government. Just recently, he was given a position in the research and development branch of what used to be the Supreme Headquarters International Espionage Law Enforcement Division (SHIELD).

Although Krupmann's surface allegiances may have changed, his loyalties **certainly** haven't. To this day, he remains a secret supporter of the Nazi party and a frequent contributor to the South American Nazi-backed criminal syndicates. Krupmann's dream is to restore the glory of the Third Reich; a dream which he hopes will soon become a reality.

Krupmann took extensive notes on the time travel project back in 1943, including the fact that one of the elite Nazi commando teams was sent forward to the year 1989. Among his notes, Krupmann found the commando team's projected point of arrival in the future era (what is now the sewer system beneath the city of San Diego), prompting him to devise an ingenious scheme.

Krupmann hopes to rendezvous with the commandos and help them accomplish their mission by providing the unit with access to sophisticated weaponry. He can then make sure that the commando team successfully returns to the past. Although he was taken off of the time travel project before he was able to learn the final fate of the super-weapon that was liberated from the year 2146, Krupmann believes that a second commando unit returning with more futuristic weaponry could significantly alter the outcome of the war, possibly rewriting history as we know it. The only people that stand in the way of Krupmann and his scheme, of course, are—

The Player Characters

Like each of the other adventure modules in the Time Travel series, *All This and World War II* is designed in such a way as to allow you to play

through the adventure using player characters of your own design. In fact, just a few short paragraphs from now you'll find guidelines and suggestions for creating your own hero group (be patient, they're worth the wait).

Those of you that haven't the time or ambition to create your own characters can use the West Coast Avengers as player heroes: Hawkeye, Doctor Pym, Tigra, and Wonder Man. In addition, a few new members of the West Coast Team are provided below:

The Vision

F	RM	30	Health:	140
A	EX	20		
S	AM	50	Karma:	60
E	IN	40		
R	EX	20	Resources:	PR(4)
I	GD	10		
P	RM	30	Popularity:	30

KNOWN POWERS:

Density Manipulation, Self: The Vision can control his density with Unearthly ability. His normal density is Good. At densities above Good, the Vision gains Body Armor equal to



the density rank, but at densities above Incredible he suffers a -1 CS to his Fighting and Agility ranks. At densities above Amazing, use the density rank in place of the Vision's Strength for Charging combat. At Unearthly density the Vision cannot move. The Vision can shift his density from Shift 0 to Unearthly (or any rank in between) instantaneously, save that he is limited to one density shift per round. He has developed a number of Power Stunts using this ability:

—Phasing through solid objects at Shift 0 density. Unlike normal phasing, this does not cause malfunctions in electronic equipment.

—Flight at Shift 0 density (Pcor speed).

—Disrupting living targets or non-living materials by solidifying inside them. The damage inflicted is equal to the Vision's chosen density rank, ignoring the target's Body Armor.

The Vision's precise computer brain enables him to use this stunt with little risk of killing living creatures.

Life Support: The Vision has Incredible Life Support powers and can survive in space for up to 40 rounds. He does not need to eat or breathe.

Solar Beams: The Vision can fire laser-like beams of solar energy from his eyes or the jewel in his forehead. This is a Remarkable Energy attack with a Range of 8 areas.

Solar Regeneration: The Vision has this power at the Amazing rank. Indoors, the Vision will still heal at an accelerated rate if solar or laser energy is directed at the jewel in his forehead.

Talents: The Vision has the Repair/Tinkering Talent.

Contacts: The Vision is an Avenger of long standing and is married to the Scarlet Witch. His best friends are Glynis and Ilya Zarkov, the stage magicians Glamor and Illusion.

Background: Ultron-5 obtained the deactivated body of the original, android Human Torch and forced the android's creator, Prof. Phineas T. Horton, to remove the android's flame powers and replace them with the abilities to synthesize energy and

manipulate density. Ultron then erased the Human Torch's memories and gave the synthezoid a new personality based upon the engrams of Simon Williams, alias Wonder Man. Originally programmed to destroy the Avengers, the Vision turned against Ultron-5 and helped destroy his creator. Joining the Avengers, the Vision had a long and illustrious career, assuming team leadership during the first Secret War. By this time, a control crystal in the Vision's brain was malfunctioning, urging him to implement a misguided plan to impose peace on the world by controlling military and civilian computer networks. The Avengers convinced him to abort the scheme, and the Vision removed the defective control crystal. He was ultimately forced to temporarily resign from the team.

Despite his originally "cold and unfeeling" demeanor, the Vision's love for the Scarlet Witch has always been strong. With the removal of the control crystal, the Vision became

capable of developing a true human personality. Recently, the Vision began developing strong family ties. He now regards Wonder Man as a brother, and the strong emotional bond between the Vision and the Scarlet Witch enabled them to bear children through mystical means.

Moon Knight

alias Marc Spector

F	RM	30	Health:	90
A	EX	20		
S	EX	20	Karma:	60
E	EX	20		
R	GD	10	Resources:	RM(30)
I	EX	20		
P	RM	30	Popularity:	10

KNOWN POWERS:

Power Boost: When the moon is in the sky, Spector's Fighting, Strength, and Endurance are raised to Incredible; his Agility is Remarkable, and his Health rises to 150. This increase



occurs as soon as the moon is clear of the horizon, and lasts as long as it is in the sky. As it is the rays of the moon that give him the added power, a new moon or eclipse will not trigger the transformation, but being inside or underground will not prevent its effects.

Weaponry: Moon Knight carries a number of weapons, including:
—10 throwing darts (range 5 areas, Good Edged damage).

—a “lasso-grapple” (range 1 area, Good damage or Excellent Grappling ability against one foe) that allows Moon Knight to scale walls at 2 stories per round.

—and a bola (range 3 areas, Typical Blunt damage, or Good Grappling).

Talents: Moon Knight is skilled in Firearms, Martial Arts A and Acrobatics, as well as Driver and Financier.

Contacts: Moon Knight has a small array of followers, including Marlene Alraud, Bertram Crawley, and Rick and Ray Johnson.

Background: Mercenary Marc Spector gave his life trying to prevent another mercenary from robbing an Egyptian archeological dig. Spector regained his life at the feet of a statue of the Egyptian god of the moon, Khonshu. Attributing his resurrection to that deity, Spector became Moon Knight.

For months afterward, Spector served as a freelance agent, with aliases as cab driver Jake Lockley and millionaire Steven Grant. He used “Grant’s” money to fund his crimefighting career. Tired of juggling several identities, Spector finally retired his other selves and sold the statue of Khonshu. When the buyer sought to turn the statue toward his own evil ends, three ancient priests of Egypt called upon Spector to rescue the statue and retake the mantle of Moon Knight, which he did, earning the honor of hosting the spirit of Khonshu within his body.

Recently, the spirit of Khonshu departed Spector’s body, beginning another chapter in the story of the Moon Knight.



The Scarlet Witch

alias Wanda

F	GD	10	Health:	46
A	GD	10		
S	TY	6	Karma:	60
E	EX	20		
R	GD	10	Resources:	TY(6)
I	EX	20		
P	RM	30	Popularity:	30

KNOWN POWERS:

Hex Spheres: This power is a unique and formidable type of Matter and Energy Control that alters a target’s probability field and causes it to experience unlikely events. Wanda cannot use the power to cause the impossible (she cannot create objects out of thin air, for example), but her power is otherwise limited only by the imagination. She can, for example, cause a device to suddenly malfunction, an object to collapse and fall apart, or projectiles and energy bolts to deflect their paths in

mid-flight.

In play, the player running the Scarlet Witch should describe the desired event to the Judge, such as “I want Kang’s force field to overload and short out.” The Judge then assigns the Intensity of the FEAT. In some instances, the Judge may rule that the event requires a successful Power Stunt. Wanda’s hex spheres will never affect objects with a material strength of greater than Class 10C0.

Wanda currently uses this ability at the Amazing rank.

Magical Abilities: Wanda’s hex spheres have seemed magical in effect, and some have assumed that she was a true sorceress. She also has the potential to wield powerful magic, but she only recently sought out true magical instruction. Wanda has an intuitive “sense” of mystical events, and has dreamt precognitive visions, detected the mystical impressions left upon an object by its former user, taught minor weather

control magic to a teenage student, and used magical ceremonies to speak with spirits in other dimensions. Treat each of these abilities as a developed power stunt that operates at a rank equal to Wanda's Psyche.

Talents: Wanda has a Magical Background and a wide knowledge of Occult Lore.

Contacts: In addition to her contacts within the Avengers, Wanda is a friend of the Inhumans and Doctor Strange. Wanda was also a student of the now deceased Agatha Harkness, and she can sometimes communicate with Harkness' dead spirit. Wanda's father is Magneto, her brother is the hero Quicksilver, and

she is married to the android Vision. The Scarlet Witch is currently tutoring Holly Ladonna, a local teenager, and her friends include Glynis and Ilya Zarkov, the stage magicians Glamor and Illusion.

Background: Wanda was born on Wundagore Mountain, citadel of the High Evolutionary and prison of the Demon Chthon. She and her brother Quicksilver were raised among Django Maximoff's gypsies, but fled when a mob attacked the troupe. They were later recruited by Magneto, and became members of the First Brotherhood of Evil Mutants. They eventually fled from his tyranny and joined the Avengers, where Wanda met and fell in love with her husband, the Vision.

Wanda and the Vision have taken several leaves of absence from the organization, most recently after the Vision's misguided attempt to seize control of the planet. Through the use of magic, Wanda and the Vision have realized their long-held dream of having children. Wanda, the Vision, and their sons Thomas and William live in Leonia, New Jersey, and are trying to live fairly normal lives despite the inevitable turmoil that is a part of any superhero's life.

Other teams from the Marvel Universe may be used as well, depending upon the preferences of your players. But neither Captain America nor the Sub-Mariner should be played, for reasons that will become apparent.

DESIGNING YOUR OWN HERO GROUPS

Creating a good, solid hero group is generally a four step process:

1. The Heroes

Obviously, the first step in creating a playable hero team is to have the players roll up their heroes. This whole process is discussed at length in pages 4-13 of *The Player's Book* (and in pages 3-16 of *MA3 — The Ultimate Powers Book*, for all of you "sophisticated" gamers). The first thing you should keep in mind while creating heroes for use in a **MARVEL SUPER HEROES™** campaign is that most role-playing adventures are a group activity. Consequently, you should advise your players to concentrate on designing hero characters that will work well within an organized hero team (like the X-Men, the Avengers, or the Fantastic Four). Shadowy "creatures of the night" and loner types are neat characters, but why would heroes like these ever team up with their comrades in the first place?

Similarly, the heroes and their abilities should all complement each other. A powerful titan in battle armor

is a great character; but an entire team of them is redundant. Try to strike a balance. Make sure there is, for example, one scientist, one "stealth" expert, and one muscle-type in the group. A good hero team has plenty of brains, brawn, and everything in between.

Also, don't allow the players to think that they have finished creating their characters as soon as the last die has been rolled; at this point they have finished up with the numbers, now it's time to begin creating the true "character." Each player should be encouraged to come up with a personality and a brief background for his or her own hero. Dedicated players might even write up entries for their heroes similar to those that appear in the *Gamer's Handbook of the Marvel Universe*."

While we're on the subject of character histories, we should point out that each of the histories should somehow address the topic of how the hero in question met up with his or her comrades. Were the heroes drawn together because they all possessed a common characteristic (like the X-Men), were they friends

before they received their powers (like the Fantastic Four), or did they all bump into each other one day and decide to form a group (like the Avengers)?

2. Basic Group Background

Once each of the players has created his or her hero, it's time for everyone to put their heads together and answer some basic questions about the hero group itself. Coming up with a name is a good place to start.

After you have a name, you should decide whether or not your hero team is "formal" or "informal." Formal teams have very strict rules which must be observed by the members (like the Avengers and to a certain extent, X-Factor). If you decide that your group is formal, you should take the time to figure out exactly what its rules entail. Are there limits on the membership, certain signals the heroes must learn, or certain codes they must obey? The members of informal groups (like the Fantastic Four), on the other hand, pretty much live their lives as they please.



Another detail that deserves a bit of thought is the group's motivation. Why do the team members run around in spiffy suits and battle crime, and what do they hope to accomplish? In the Marvel Universe, the hero groups generally share one of three basic Motivations:

Mercenary: The hero group exists to make money. Most of these teams are hired by some corporation or individual with super-villain problems. Power Man and Iron Fist's Heroes-for-Hire was one such organization.

Official: Official groups are sanctioned and supported by some government agency or organization, and are directly assigned to fight crime and battle villains. The old Alpha Flight is a decent example.

Or, Philanthropic: These groups fight crime simply because they're made up of nice people. Philanthropic hero teams aren't all that interested in monetary reward and battle the villains simply because they wish to curb the spread of evil. The Fantastic Four is philanthropic.

Once agreed upon, the hero team's motivation should provide a lot of information to both the Judge and players alike. The Judge should now have a better idea of what sort of adventures to design and how to involve the heroes in a story (offer mercenary groups money, or confront philanthropists with injustice, for example); while the players should now have a much clearer idea of exactly how their heroes operate.

Finally, bring up the topic of group leadership. Does the group have a leader? If everyone agrees that the team leader is a player character, the players should probably elect him or her themselves; but be careful here. Allowing one player too much authority as group leader can often cut down on everyone else's fun. If need be, you can solve this problem by either limiting the team leader's authority (he or she only provides suggestions to the other heroes, or serves a mere administrative function, for example), or by talking the

players into adopting a rotating leadership policy.

3. Create Plot Foils

This next step is present for the Judge's benefit. Plot Foils are recurring characters or organizations that are used by the Judge to involve the hero team in adventures, or to pass along information to the heroes in order to keep an adventure moving. There are certain basic plot foils that are common to all hero groups. A plot foil can be an NPC friend or enemy, one of a team member's Contacts, or even a player character (if Gadget Man is a scientist in his secret identity, his team doesn't really need a separate Science Plot Foil). If everyone agrees that a given plot foil should be an NPC, the judge should take a few minutes to create and develop the character before beginning play.

The plot foils that are common to almost every hero group are listed below. Discuss each of the categories with the players; and, if a category is not filled by a player hero or one of the PCs' Contacts, work together to create an NPC to fill the void.

Science: If one of the heroes is not a scientist, they always have access to one. Science Plot Foils analyze alien and foreign technology or strange scientific phenomenon and pass on clues. Dr. Pym is the West Coast Avengers' Science Plot Foil.

Press: The press either loves the heroes or hates them. A press plot foil might pass along important information from the news morgue, or gain access to hidden records and files in order to keep an adventure moving.

Authority: Someone connected with law or government always has something to do with the hero team. An Authority Plot Foil can pass along important information or restrict the group's activities in order to keep an adventure moving. Henry Peter Gyrich is the Avengers' Authority Plot Foil.

Academia: The heroes always seem to know some old professor or librari-

an that can provide them with all of the obscure knowledge they need to decipher an adventure's clues.

Hostage: Finally, there is always someone who is relatively weak, innocent, and close to the heroes that makes a dynamite hostage for the villains. Many hero teams have more than one Hostage Plot Foil. Alicia Masters is one of the Fantastic Four's Hostage Plot Foils.

Using Plot Foils: Once you and your players have come up with a suitable list of plot foils for your hero group, you have a powerful tool at your disposal. Adventures are suddenly much easier to create and conduct.

Suppose, for example, you wanted to plan an adventure in which the Earth is attacked by a secret alien weapon from space. How do you begin the adventure? Well, how about a call from the team's Science Plot Foil asking the heroes to investigate a strange object that he has noticed rushing toward the Earth. If the heroes later learn that they must visit an ancient Egyptian pyramid, their Academia Plot Foil can pass along any background information they might need. In the end, if you need some way for the aliens to temporarily force the heroes to do their bidding, you can always have them grab the heroes' Hostage Plot Foil.

You should note that Plot Foils are not necessarily Contacts, or even friends. They exist solely to fill certain needs in adventure plot lines. The heroes cannot necessarily turn to a foil for help in a pinch. A Science Plot Foil that is unfriendly to the heroes, for example, might have involved the team in the sample adventure above by publicly challenging the heroes ("If the Crusaders are so great, then why haven't they taken care of the strange meteor that I noticed heading toward Earth!" "Whoa, what meteor? Okay, we'll check it out!").

In fact, you will be called upon to use your hero team's plot foils at certain points within this very adventure!

4. Headquarters and Equipment

The X-Men have the Blackbird, the Avengers have the Quinjet, and the Fantastic Four have the Fantasti-Car. Okay, what does your hero team have?

The Judge should naturally be reluctant to give the heroes anything for nothing; but a vehicle and a small piece of equipment or two (like signal rings, or encoded ID cards for everyone) probably wouldn't hurt. You might even want to allow the players to design their own vehicle using the hardware rules found in *The Players' Book*, perhaps setting down a maximum limit on any of the vehicle's

rank numbers and powers.

You should also think about the team headquarters. Viable HQs range from small offices in downtown skyscrapers to huge satellites that orbit the globe. How many different headquarters does the team have? Where are they located? Are these locations secret, or can anyone simply walk up and ask to see the team?

At some point, you'll probably want to draw up a floorplan of the HQ, and invent any other necessary details.

5. Go Play, Already!

By following these simple guidelines, you and your players should

have no problem creating a hero team that will soon rival the Uncanny X-Men! Developing your hero team as described above might seem like a lot of work, but once you get into it, you'll probably find that it's almost as much fun as playing the game itself. In any case, the time you spend putting the group together now will certainly be rewarded once play begins.

Okay, back to *All This and World War II*. Now that we have the heroes locked down, it's time to discuss the villains and supporting characters.

NON-PLAYER CHARACTERS

Below are the statistics and backgrounds for all of the major Non-Player Characters the heroes will encounter during play. These characters have been classified as either "friends" or "enemies" for the sake of convenience.

Friends

The Invaders

The Invaders are a group of costumed heroes that battled against the Nazis under the direction of the allied governments during World War II. A couple of the Invaders remain active crimefighters to this day.

These statistics are a little different from those found in the *Gamer's Handbook of the Marvel Universe™* and elsewhere. The figures represent the characters' abilities at the World War II stage of their careers. Later, they will improve with experience and age.

Captain America

alias Steve Rogers

F	AM	50	Health:	140
A	IN	40		
S	EX	20	Karma:	60
E	RM	30		
R	GD	10	Resources:	EX(20)
I	IN	40		
P	GD	10	Popularity:	100

KNOWN POWERS:

Shield: Cap's chief weapon is a circular shield made out of adamantium and vibranium. The shield's material strength is Class 3000, and it is immune to any damage, save that caused by magic or psionics (against either attack form its material strength is only Remarkable). Cap is still subject to Slams and Stuns while using the shield, but is considered to have a Monstrous Endurance for such purposes.

Cap can also throw the shield up to three areas away, inflicting Remarkable Blunt damage with a successful strike. One of Cap's established Power Stunts is to bounce the shield off a number of hard surfaces and have it return to him the following round.

Talents: Cap is a Weapon Specialist with the Shield, and receives a +2 CS



to his Agility when using it. He is also skilled in Martial Arts A, B, C, and E and has the Leadership and Military Talents.

Contacts: At the point the heroes will encounter him, Cap works with the US Army and is a member of the Invaders. Young Bucky Barnes is Cap's sidekick.

Background: In 1941, frail Steve Rogers, a military reject, was given the Super-Soldier Serum which enhanced all of his physical capabilities to slightly beyond the human limit. Rogers was then put through an intensive physical and tactical training program, and given the costumed identity of Captain America.

At this point in time, Cap takes on special missions for the US Army; and operates as a member of the Invaders, a team of allied heroes.



Sub-Mariner

alias Prince Namor of Atlantis

F	IN	40	Health:	160
A	RM	30		
S	AM	50	Karma:	66
E	IN	40		
R	TY	6	Resources:	TY(6)
I	RM	30		
P	RM	30	Popularity:	6

KNOWN POWERS:

Body Armor: Sub-Mariner's flesh can withstand the pressures of the deep ocean, and provides him with Good protection against physical attacks.

Resistance to Cold: Namor's physiology also protects him from extreme cold (Excellent resistance).

Swimming: Namor can swim at Good speed (4 areas/round, or 45 mph).

Flight: Using his ankle wings, Namor may maintain Poor airspeed (4 areas/round or 40 mph).

Water Breathing: Namor can easily breathe water as well as air.

Electrical Generation: The Sub-Mariner can generate electrical attacks similar to those of electric eels, doing Remarkable damage to targets up to one area away.

Limitation, Dehydration: If the Sub-Mariner is not immersed in water, he suffers a -1 CS penalty to each of his physical abilities and powers for every hour that has passed since his last immersion until they reach Typical rank. Though his Health is unaffected by this hourly drain, Namor will lose 30 Health per full day without immersion. Immersion in water immediately removes the penalty and "resets the clock."

Talents: Namor is skilled in Underwater Combat and suffers no penalties for fighting in that environment. He is an expert with Edged weapons and is also knowledgeable about all forms of sea life.

Contacts: At this point in time, Namor's only true contacts are his fellow Invaders.

Background: Prince Namor is the son of Princess Fen of Atlantis and Captain Leonard McKenzie of the surface world. He was raised along-

side his mother under the sea.

At first, Namor was very hostile toward the surface people, and regularly battled the Human Torch and his sidekick Toro. Eventually, however, the Torch was able to convince Namor that not all surface dwellers were his enemies, just those affiliated with the Axis powers, prompting him to join the Invaders as the Sub-Mariner.

The Human Torch

F	EX	20	Health:	100
A	EX	20		
S	EX	20	Karma:	22
E	IN	40		
R	TY	6	Resources:	FE(2)
I	TY	6		
P	GD	10	Popularity:	20

KNOWN POWERS: Android Body:

The original Human Torch was an android built by Prof. Phineas Horton.

Energy Sheath (Fire): The Human Torch can surround himself with a fiery field of Amazing intensity. This field gives him Amazing protection against weaponry since it will melt any item with less than an Amazing material strength.

Fire Generation: The Human Torch can emit blasts of Amazing rank and





intensity.

Fire Control: He has Unearthly control over flame, whether natural or created from his own powers.

Flight: The Torch can attain Excellent airspeed (10 areas/round, or 100 mph).

Resistance: The Human Torch has Class 1000 resistance to flame and heat.

Contacts: The Torch is a member of the Invaders. Toro is his human sidekick.

Background: The original Human Torch was an android created by Professor Phineas T. Horton in the year 1940. Shortly thereafter, the android began functioning as one of the world's first superheroes; and, in 1941, he joined up with Captain America and the Sub-Mariner to form the Invaders and oppose the Axis powers.

Union Jack

alias Brian Falsworth

F	RM	30	Health:	110
A	RM	30		
S	EX	20	Karma:	60
E	RM	30		
R	EX	20	Resources:	RM(30)
I	RM	30		
P	GD	10	Popularity:	60

KNOWN POWERS:

Sword: Union Jack carries a six inch steel dagger (Excellent Material Strength) that strikes for 10 points of Edged weapon damage. The sword can also be thrown.

Gun: Union Jack also carries a .455 caliber Webley revolver. The revolver has a range of 3 areas, strikes for 8 points of Shooting damage, and holds 6 shots.

Talents: Union Jack has mastered Martial Arts A, B, C, and E. He also has the Wrestling and Acrobatics talents.

Contacts: Union Jack is a member of the Invaders, and his family has strong connections throughout English nobility.

Background: Brian Falsworth is the son of Lord Falsworth, the original Union Jack that served the British government during World War I. Just before the war, Brian was imprisoned in Germany while travelling through Europe. There, he shared a cell with Eric Schmitt, a German chemist that had concocted a variant of the American Super-Soldier Serum. Schmitt gave young Brian a small vial of the serum, greatly enhancing his physical capabilities and reflexes. Brian was then able to escape and return to Britain, where he took up his father's mantle as Union Jack.

Bucky

alias James Buchanan Barnes

F	RM	30	Health:	80
A	EX	20		
S	GD	10	Karma:	22
E	EX	20		
R	TY	6	Resources:	EX(20)
I	GD	10		
P	TY	6	Popularity:	50

KNOWN POWERS:

None.

Talents: Bucky has mastered Martial Arts A, B, and E. He also has the Acrobatics talent.

Contacts: Bucky is a member of the Invaders and the partner of Captain America.

Background: An orphan from an



early age, Bucky was made a ward of the state and temporarily housed at Fort Lehigh in Virginia. There, he met Private Steve Rogers, who was secretly the costumed Captain America.

One night, Bucky accidentally burst in on Rogers as he was changing into his Captain America uniform. Sworn to secrecy, Bucky eventually persuaded Cap to train him, and became Cap's costumed partner.

Toro

alias Thomas Raymond

F	GD	10	Health:	70
A	EX	20		
S	GD	10	Karma:	18
E	RM	30		
R	TY	6	Resources:	FE(2)
I	TY	6		
P	TY	6	Popularity:	10

KNOWN POWERS:

Energy Sheath (Fire): Toro can surround himself with a fiery field of Remarkable Intensity. It gives him Remarkable protection against weaponry, since it melts any object with less than a Remarkable material strength.

Fire Generation: Toro can emit fiery blasts of Remarkable intensity.

Fire Control: Toro has Monstrous control over flame.



Flight: Toro can fly at Excellent airspeeds (10 areas/round, or 95 mph).
Contacts: Toro is an Invader and the partner of the android Human Torch.
Background: Tom Raymond is a mutant, born with the ability to control ambient heat energy. His father, Fred, worked for Professor Phineas T. Horton, the creator of the android Human Torch. One day, when young Tom was brought into contact with the Torch, he burst into flames himself, but remained unharmed. From this day forward he took on the name Toro, and began working as the Torch's partner.

Nick Fury

Nicholas Joseph Fury

F	IN	40	Health:	100
A	EX	20		
S	GD	10	Karma:	50
E	RM	30		
R	EX	20	Resources:	AM(50)
I	EX	20		
P	GD	10	Popularity:	50

KNOWN POWERS

Body Armor: In 1989, Nick normally wears a protective Kevlar vest, giving him Typical protection from most attacks.

Weapons: Nick normally arms himself with a needle gun which shoots a stream of finely honed slivers up to

6 areas away for Excellent Edged weapon damage. The needle gun holds 300 rounds, is made of Excellent strength material and features mother-of-pearl handgrips.

World War II: The statistics above refer to Colonel Nick Fury of the 1980's. During World War II, Fury has Remarkable Fighting ability, Excellent Endurance, and a Health of 80. His Resources are Feeble, and his Popularity is 25. The World War II Fury does not wear the Kevlar vest and is armed with a .45 caliber Thompson submachinegun (range of 6 areas, 25 points of Shooting damage), and 2 fragmentation grenades (see p. 46 of *The Player's Book*).

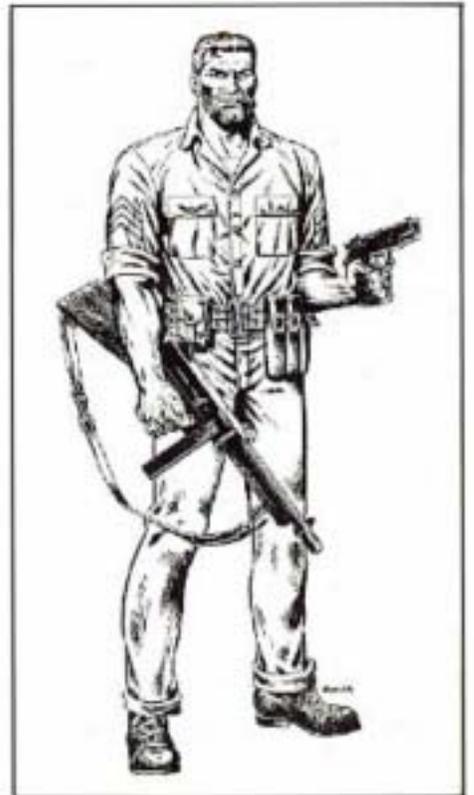
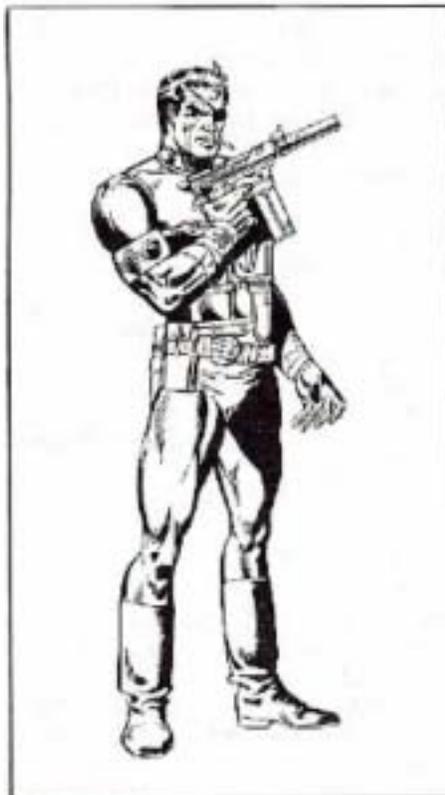
Talents: Fury has the Military and Espionage talents. He is a Pilot of air and space craft, a demolitions expert, and a skilled Marksman. He is trained in Martial Arts A, B, D, and E, and has the Wrestling and First Aid talents.

Fury's talents are the same during both World War II and the modern

age.

Background: Nick Fury first made headlines during World War II as the leader of the "Howling Commandos," an elite allied fighting unit. During his time with that team he was injected with the "Infinity Formula," a drug which has retarded his aging. Following the war, Fury engaged in numerous military and espionage operations, until he was contacted by a mysterious Board of Directors to create and direct SHIELD. Until recently, Fury remained the head of SHIELD operations, overseeing an espionage network that included major bases in most cities in the free world, an orbital space station, and a flying fortress known as the Helicarrier. Fury discovered widespread corruption in the organization and found that he had to destroy SHIELD to eliminate it.

In this module, Fury has decided to accept an offer from the Federal Government to fine-tune some of the country's advanced weapon systems.



Note: During the adventure, the heroes will meet Nick Fury in both 1989 and 1943 (as the leader of the Howling Commandos). Notice that Fury's equipment and statistics are different in his two incarnations.

Howling Commando (Typical)

F	EX	20	Health:	50
A	GD	10		
S	GD	10	Karma:	22
E	GD	10		
R	TY	6	Resources:	FE(2)
I	GD	10		
P	TY	6	Popularity:	10

KNOWN POWERS:

Weaponry: Each of the Howling Commandos is armed with a .45 caliber Thompson submachinegun, and 2 fragmentation grenades (see Nick Fury, above, for statistics).

Talents: Each of the Howling Commandos has Military and Marksman-

ship talents and is trained in Martial Arts A, and B.

Background: Assume that each of the Howling Commandos have the statistics above. There are twenty of them in all, including: Timothy "Dum Dum" Dugan, Gabriel Jones, Robert "Rebel" Ralston, Percival "Pinky" Pinkerton, Isadore "Izzy" Cohen, Dino Minelli, and Eric Koenig.

Major Anthony Holland

F	GD	10	Health:	36
A	TY	6		
S	GD	10	Karma:	22
E	GD	10		
R	GD	10	Resources:	EX(20)
I	TY	6		
P	TY	6	Popularity:	15

KNOWN POWERS:

Weaponry: Holland is armed with a .45 caliber pistol (Range 3 areas, 5 points of Shooting damage, 6 shots).

Talents: Holland has the Military

Talent.

Background: Major Holland is General Thomas Dozier's right-hand man (see Enemies, Thomas Dozier). Holland is unaware that Dozier has been brainwashed by the Red Skull. Holland is a dedicated and loyal soldier.

During the adventure, the heroes will meet both Holland and Dozier shortly after they travel back to World War II.

ENEMIES

The Red Skull

Johann Schmidt

F	EX	20	Health:	80
A	EX	20		
S	GD	10	Karma:	125
E	RM	30		
R	RM	30	Resources:	IN(40)
I	EX	20		
P	MN	75	Popularity:	-100

KNOWN POWERS:

Hypno-Wash: Just before this adven-



ture begins, the Red Skull's top scientific advisors have completed work on the Hypno-Wash, a powerful brainwashing device that operates at Amazing intensity.

Talents: The Red Skull has Marksmanship, Leadership, and Martial Arts A, C, and E.

Contacts: The Red Skull is the second most powerful man in the Third Reich, more powerful than any save Hitler himself. He has worked with Baron Zemo, Arnim Zola, and Baron Blood.

Background: Bellboy Johann Schmidt was chosen by Adolf Hitler himself to become the "Perfect Nazi."

Shortly thereafter, Schmidt was totally immersed in Nazi ideology and training, and given the mask and uniform of the Red Skull. As the Red Skull, Schmidt exceeded Hitler's expectations in cruelty and evil, and eventually went on to rival the madness of Hitler himself. Shortly before the adventure begins, the Skull's scientific advisors completed work on the experimental Hypno-Wash device. The Red Skull has used this device to brainwash General Thomas Dozier, and has had Dozier returned to the Allied High Command, where he now functions as a spy.

In this adventure, the heroes will first encounter the Red Skull in Hitler's secret bunker in East Prussia.

Adolph Hitler

F	PR	4	Health:	20
A	TY	6		
S	TY	6	Karma:	95
E	PR	4		
R	GD	10	Resources:	AM(50)
I	GD	10		
P	MN	75	Popularity:	-100

KNOWN POWERS

None.

Talents: Hitler has the Leadership talent.

Contacts: As the head of the Third Reich, Hitler can call upon thousands of soldiers and bureaucrats.

Background: Adolf Hitler seized



control of the Nazi party after his release from German prison, and began engineering a road to world conquest. In 1940, Hitler discovered young Johann Schmitt and offered to make him the "Perfect Nazi." Since then Schmitt (as the Red Skull) has grown so powerful within the Third Reich that it is now he, rather than the Furher, that is giving most of the day-to-day orders.

The heroes will encounter Hitler when they travel to his secret bunker in East Prussia late in the adventure.

Baron Zemo

Baron Heinrich Zemo

F	EX	20	Health:	46
A	GD	10		
S	TY	6	Karma:	54
E	GD	10		
R	IN	40	Resources:	RM(30)
I	PR	4		
P	GD	10	Popularity:	-20



KNOWN POWERS

Adhesive X: Zemo has developed an adhesive of Unearthly strength which sets in a single round.

Laser Pistol: The Baron carries a laser pistol of his own design which inflicts Excellent Energy damage at a range of 5 areas.

Talents: Zemo is expert in the fields of adhesives, physics, weaponry, and artificial life.

Contacts: Zemo often works with the Red Skull, Arnim Zola, and Baron Blood. He is also close to Adolf Hitler.

Background: Heinrich Zemo is one of the Third Reich's premier scientific geniuses. He is often called upon to perform special scientific research for no less than Adolf Hitler himself. It was Zemo that successfully penetrated the secrets of the Orphu time-ship and duplicated its abilities (see the Introduction).

When the adventure opens, Zemo is at Baron Blood's castle in Romania, analyzing the alien super-weapon that was retrieved from the year 2146 by one of the elite Nazi commando units.

Baron Blood

Lord John Falsworth

F	EX	20	Health:	120
A	RM	30		
S	RM	30	Karma:	60
E	IN	40		
R	GD	10	Resources:	EX(20)
I	EX	20		
P	RM	30	Popularity:	-30

KNOWN POWERS

Bio-Vampirism: Blood possesses many of the powers of a normal vampire. He can derive life from the blood of others with Remarkable ability. His bite causes Good Edged damage.

Vampiric Protection: Blood is immune to all Physical attacks (though not Slams and Stuns) save those that normally harm vampires. A wooden stake through the heart will kill him, as will any weapon which beheads him. Silver weapons do normal dam-

age and the Baron takes Good damage from contact with holy water or holy symbols. Blood cannot stand garlic.

Unlike other vampires, Baron Blood does not take damage from sunlight (he was given special treatments by Nazi scientists to eliminate this vulnerability).

Hypnosis: Baron Blood has the Remarkable ability to hypnotize potential victims by staring into their eyes.

Animal Control: Blood has Remarkable control over mice and rats.

Weather Control: The Baron has Poor control over the weather within a one-mile radius.

Flight: Unlike other vampires, Baron Blood does not need to turn into a bat to fly. In fact, the same treatments he undertook to protect himself against sunlight also prevent him from turning himself into a bat or a mist, like most vampires.

Talents: Blood has the Espionage talent.



Contacts: Blood frequently works with the major figures of the Third Reich (Hitler, the Red Skull, Baron Zemo, Arnim Zola, etc).

Background: Lord Falsworth became a vampire when he was bitten by Lord Dracula himself, just before the outbreak of the First World War. During World War I, Falsworth offered his services to German Intelligence and was given the code-name Baron Blood. At the end of the war, he came into conflict with his brother Montgomery, who was serving as the first Union Jack.

During the decades that followed, Blood followed Adolf Hitler's rise to power and again offered his services to the Germans. He now serves as a special Nazi operative in England and elsewhere abroad.

The super-weapon that was captured from the year 2146 by Nazi commandos was taken to one of Blood's dwellings, a castle deep in the Romanian mountains, for testing.

General William Dozier

F	TY	6	Health:	24
A	TY	6		
S	TY	6	Karma:	22
E	TY	6		
R	GD	10	Resources:	RM(30)
I	TY	6		
P	TY	6	Popularity:	10

KNOWN POWERS:

None.

Talents: Dozier has the Military talent.

Background: General Dozier commands most of the American forces in Italy. Just before the adventure opens, Dozier was captured by the Red Skull and brainwashed with the new "hypno-wash" device. The Red Skull then returned Dozier to his command, where he functions as a secret Nazi spy.

The heroes will encounter Dozier immediately after they make the journey back to 1943.

Klaus Kruppmann

F	PR	4	Health:	24
A	TY	6		
S	PR	4	Karma:	50
E	GD	10		
R	RM	30	Resources:	RM(30)
I	GD	10		
P	GD	10	Popularity:	5

KNOWN POWERS:

None.

Talents: Kruppmann is a genius in the fields of Physics and Time Travel. He also has the Repair/Tinker talent.

Background: Kruppmann is one of the Nazi scientists that helped Baron Zemo unlock the secrets of the Orphu time vessel.

After the war, Kruppmann managed to conceal his membership in the Nazi party from Allied officials, who invited him to defect to the United States. Although he has been working for the Americans for decades, he has never lost his fierce loyalty to the Third Reich. Kruppmann was recently appointed to head up the time travel project under develop-

ment by the US Government

Even more recently, Kruppmann has hit upon a plan for restoring the glory of Reich. He hopes to rendezvous with the team of commandos that were sent forward to the year 1989 in order to help them accomplish their mission, hopefully changing history in the process (see the Introduction).

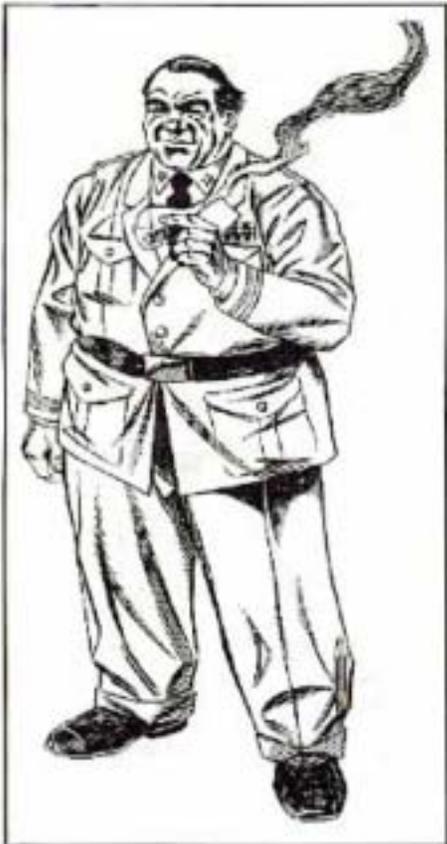
Kruppmann is a cold, silent man. He only speaks when spoken to, and has just a hint of a German accent.

Blautot Commandos

F	EX	20	Health:	60
A	GD	10		
S	GD	10	Karma:	40
E	EX	20		
R	GD	10	Resources:	RM(30)
I	EX	20		
P	GD	10	Popularity:	10

KNOWN POWERS:

Weaponry: Each of the commandos



is armed with a Schmeisser submachinegun (Range 6 areas, 25 points of Shooting damage), 2 fragmentation grenades (see page 46 of *The Player's Book*), a smoke grenade (ditto), and an assault knife (Good Edged damage).

Talents: Each of the commandos has the Military talent and is trained in Martial Arts A, and B.

Background: The Blautot ("blue death") Commandos are the elite Nazi soldiers that were sent into the year 1989 as part of the Red Skull's plan to capture futuristic technology. There are twelve of the soldiers in all.

Nazi Soldier (Typical)

F	TY	6	Health:	20
A	TY	6		
S	TY	6	Karma:	16
E	GD	10		
R	PR	4	Resources:	PR(4)
I	TY	6		
P	TY	6	Popularity:	0

KNOWN POWERS:

Weaponry: Typical Nazi soldiers are armed with either: a Schmeisser submachinegun (Range 6 areas, 25 points of Shooting damage), or a bolt action rifle (Range 10 areas, 10 points of Shooting damage) depending upon the situation. Most also carry a fragmentation grenade (see page 46 of *The Player's Book*).

Background: Use these statistics whenever the text calls for a typical Nazi soldier.

Karma Points

At the end of each chapter, a list of suggested Karma Point bonuses (or losses) appears. These points are to be split evenly among the heroes participating in the events of the chapter, though you have the option of giving more of the points to heroes who do the lion's share of the work. If the characters elect to form a Karma Pool for the adventure, all Karma Point awards go directly to the pool.



CHAPTER 1: THE SUMMONS

SUMMARY: The heroes are contacted by Colonel Nick Fury and asked to participate in a top secret weapons test.

STARTING: As the heroes are entering their headquarters for a regularly scheduled meeting one afternoon (morning, evening, whatever), they notice a large parcel (approximately 3 feet by 3 feet by 2 feet) just within the doorway. The package is addressed to the hero team.

No matter how thorough the installation's security measures, there will be no record of anyone ever delivering the parcel, nor will there be any indication of a break-in. All attempts to discern exactly where the parcel came from or who left it (dusting for fingerprints, examining the surface for fibers, etc), will prove fruitless; as will any attempts to see or hear what is inside the package without actually opening it (x-ray, metal detectors, etc).

Once the heroes finally open the parcel, they will find that it contains a small video monitor. Five seconds after the package is opened, the monitor will begin to beep, finally flickering into life to display the face of Colonel Nick Fury.

Read the following to the players:

"Good afternoon (morning, evening, whatever), INSERT TEAM NAME. My name is Nick Fury. You might have heard of me as the Executive Director of the Supreme Headquarters International Espionage Law-Enforcement Division, otherwise known as SHIELD. I hope this little stunt didn't scare you too much; but I had to guarantee that you and I would be the only parties privy to this conversation.

I don't have time to beat around the bush so I'm going to get straight to the point. Two days from now, the Research and Development Branch of a classified branch of the US military will be testing the new Cavalier Infantry Support System. We would like

you to participate in that test.

This isn't fun and games, boys and girls. The testing itself will be hard work; but if you cooperate we'll see that you're well rewarded. Any questions?

ENCOUNTER: The video monitor is a two-way communication device. It was left in the heroes' headquarters by a highly trained operative who easily overcame all of the installation's security measures.

Regardless of how secretive the heroes think they are, Fury already knows a great deal about them (As the former head of SHIELD, he knows almost everything about almost everybody!). The parcel was lined with a special lead foil to cancel out x-rays or other penetrative measures.

Fury's Response to Questions. The heroes will undoubtedly ask Fury a number of questions. His

answers to the most likely queries are:

Q: WHEN AND WHERE?

A: "I can't tell you that unless you agree to participate."

When the heroes finally grant their consent, Fury will inform them that they are to report to a secret western research lab, located just outside of Albuquerque, New Mexico (he gives the heroes the base's exact location). Fury himself will travel to New Mexico to meet the team at the airport, where he will give them further instructions.

Q: JUST WHAT IS THE "CAVALIER INFANTRY SUPPORT SYSTEM"?

A: "I can't answer that question until you agree to participate."

If the heroes have already agreed to participate, Fury will respond, "Cavalier is a fully automated, self-propelled close support system. I can't tell you any more until you



reach New Mexico."

Q: HOW LONG WILL THE TESTING TAKE?

A: "Should only be a day or two."

Q: WHY US?

A: "Cavalier was specially designed to function against opponents with powers similar to those of you and your teammates. There is no better way to test the system than to put it up against the real thing. I can assure you, however, that the testing is not dangerous."

AFTERMATH: If the heroes don't agree to participate in the test immediately, you should think back to the guidelines for designing your own hero groups that were presented earlier. Here is where the team's motivation becomes important. If the heroes are *mercenaries*, Fury will offer them money; if the team is *official*, Fury will have already received the necessary clearance from its superiors to order the team members to cooperate; and if the team is *philanthropic*, Fury will stress the Cavalier system's importance to the national defense.

liar system's importance to the national defense.

In any case, he should be able to make them an offer they can't refuse.

When the heroes decide to travel to Albuquerque, go to **Chapter 2**.

KARMA:

Agreeing to participate	+ 10
Asking follow-up questions	+ 5

CHAPTER 2: THE GRAND TOUR

SUMMARY: The heroes arrive in Albuquerque, where they are met by Col. Fury. Fury provides them with quarters and gives them a tour of the facility.

STARTING: Allow the players to come up with their own means of transportation out to New Mexico. Perhaps they can take the team vehicle (if they have one); otherwise, if worse comes to worse, they can always book passage on a commercial airline (Fury will reimburse them for the trip so there is no need for Resource rolls).

When the team arrives at the Albuquerque airport, Fury himself will be there waiting for them. He will then usher everyone into a government van which will take the heroes to a large house located in Albuquerque's northern suburbs. For the duration of the weapons testing, this house (and the van they arrived in) will be placed at the heroes' disposal. Inside, there is plenty of living space for everyone, and a complete assortment of modern conveniences.

After they have had time to get accustomed to their new surroundings, Fury will drive the heroes out to the weapons research lab, which is located in the desert, ten miles outside of Albuquerque.

Read the following text:

After a fifteen minute drive, you arrive at a large fenced-in compound. You notice ultra-modern motion detectors and bio-scanners all along the perimeter. This base is probably one of the most well-secured facilities in the entire country. Whatever it is that goes on here, the people obviously don't want too many people to know about it!

(As Fury) "This base is classified top secret. From this moment on, you are all subject to the Official Secrets Act. Right now, I'm going to take you inside and show you around a bit.

"By the way, you'll notice the security equipment scattered all along the perimeter. Every inch of the base features state of the art anti-intruder systems. Nobody, and I do mean NOBODY can get in here without authorization. From now on, you better carry these ID cards with you at all times." (Fury hands each of the heroes a photo ID).

ENCOUNTER: Fury will usher the heroes inside and begin showing them around the base. Show the players the schematic map of the

testing facility located on the mapsheet. Fury's tour will take the group to each of the locations detailed below:

Fury's Office. The tour will begin with Fury's own office. The office is very comfortably furnished and features a huge bank of video monitors and displays. Its polished wood paneling seems to clash with the anti-septic metallic look that runs throughout the rest of the base.

"This is my office. From here I can monitor security within the complex, as well as keep on top of incoming and outgoing communications. The place is kind of clean since I don't spend a lot of time in this part of the country."

Before the heroes leave the area, they will notice a strange photograph on the wall behind Fury's desk. The photo was taken back in 1943 and shows Nick Fury and his Howling Commandos posing with a group of figures wearing strange red and blue costumes. There are just as many costumed figures in the photograph as there are heroes present. When Fury notices the heroes eyeing the photograph, he says:

"That was taken back in the good old days—1943. Don't know who the strangers are, but they sure saved

our butts."

Security Office. The next stop is the security office. Inside, Fury will introduce the heroes to Special Director Mike Casey, the man in charge of base security. Casey is the young, eager type. He is pleased to have such an important assignment after only a few years with the organization, and his enthusiasm is readily apparent.

Five men are constantly on duty in the security room. The room features a bank of monitors similar to those found in Fury's office. Almost every location in the base can be viewed from here.

Research Lab Number One. Each of the facility's labs are huge rooms stuffed full of every type of scientific equipment imaginable. In this first lab, Fury will introduce the heroes to Dr. Klaus Kruppmann, who is at work on a project with several of his assistants. Spread out on a table in front of the doctor are scores of papers and documents.

"I'd like you to meet Dr. Kruppmann, one of our head researchers.

"Dr. Kruppmann is one of my most trusted researchers, simply because he and I seem to be the only people around this place old enough to remember World War II."

Kruppmann will be courteous to the heroes, but they will tend to make him a little nervous. He is wondering if their sudden presence could have an impact on his plot (see the Introduction and the next chapter for details).

Ask anyone who tries to look at the papers spread out before Kruppmann to make a Remarkable Intensity Reason FEAT roll. If the observer has any sort of science Talent, lower the intensity of the FEAT to Good. If this FEAT succeeds, the hero will be able to discern from the paperwork that Kruppmann and his assistants must be working on a project that involves "chronal locomotion" (chronal locomotion means "time travel"). The project team is, in fact, attempting to

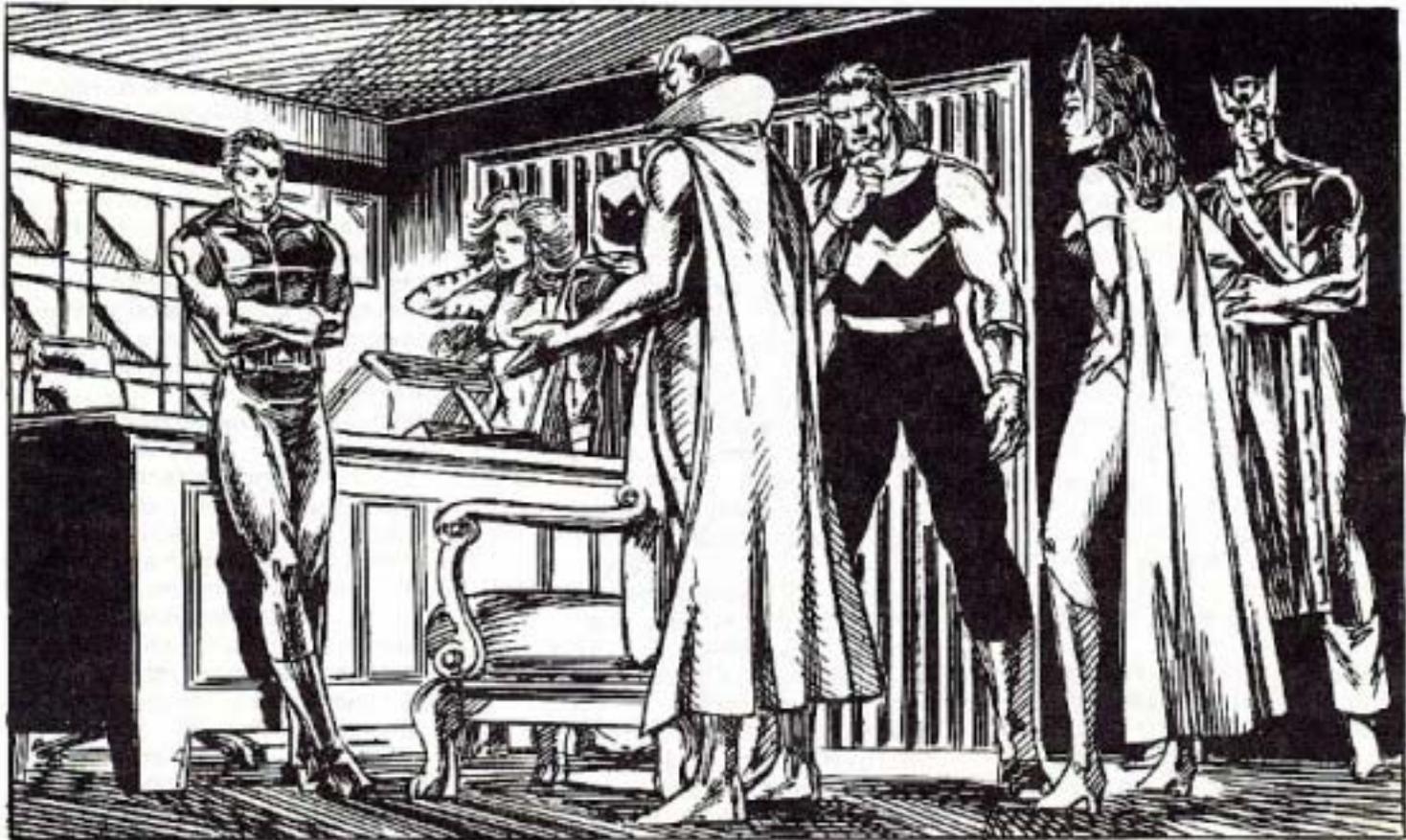
develop a time machine of its own, though success is a long way off. It was Kruppmann's inexplicable knowledge of the field (remember that he was one of the men that helped Baron Zemo dissect the Orphu craft back in 1943) that originally secured his position with the organization.

Research Lab Number Two. This lab is identical to its counterpart. Here, Fury will introduce the heroes to Dr. Jack Cooper, another researcher.

"This is Doctor Cooper, he is overseeing the work on the Cavalier for us."

Cooper is a much younger man than Kruppmann. When the heroes enter, he and his assistants will be performing delicate tests on some minute electronic components. Cooper will make it known that he does not appreciate the interruption, and he is so involved with his work that he will seem to barely notice the heroes at all.

Offices and Test Floor. Fury will



point out the locations of the office block and the main test floor, but won't take the heroes around to either area.

Winding up the Tour. When the tour is complete, Fury will give the heroes further instructions: "Okay, now that you know what is going on, you can head back to the house and get some rest. I want you back here tomorrow morning at 7 am sharp to begin the tests."

AFTERMATH: Throughout the course of the tour, Fury will refuse to answer any questions about the Cavalier system, or the tests themselves ("all of your questions will be answered soon enough").

Both Cooper and Casey are of little importance to the adventure. They are present only to flesh out the complex. Should you need statistics for either of them (or anyone else in the

complex) during play, use the stats for a typical federal agent found on page 63 of *The Judge's Book*.

When the heroes return to the base the next morning, go to Chapter 3.

KARMA:

Taking the tour +5
Peeking at Krupmann's papers +10

CHAPTER 3: TRIAL BY COMBAT

SUMMARY: The heroes begin testing the Cavalier support system. The tests are immediately interrupted by marauding Nazi Commandos.

STARTING: When the heroes report back to the research lab the next morning, Fury is there to greet them. After the obligatory formalities, he ushers the team into the room marked Main Testing Floor, one of the areas they did not enter during the tour.

Read the following text:

"Ladies and Gentleman, allow me to introduce you to Cavalier." Fury punches a few buttons on a remote control unit and the entire lab begins quaking. Suddenly, a huge hulking robot comes walking out from behind a bank of machinery!

"Cavalier was designed to fill two different roles. First of all, its supposed to function as infantry support. Instead of calling for a tank, the men can now call for a Cavalier. The unit itself requires no human crew or instruction once activated, and its firepower is superior to any tank in the world's arsenals.

"Cavalier's second function is to possibly provide local police departments with a low-risk weapon which is usable against a typical super-powered menace. The robot can engage a special secu-

rity program which will prevent it from harming innocent bystanders, or unnecessarily destroying property.

"We are going to stage some mock combats between yourselves and the robot in order to test its effectiveness. All of the robot's weapons systems have been set on non-lethal. I have to warn you though—Cavalier is good. Don't let up; give the robot everything you've got.

"Now, any questions?"

ENCOUNTER: Get out the battle map of the test floor, located on side A of the mapsheet. Use any convenient marker for the Cavalier robot.

Fight a normal combat between the heroes and the robot. Cavalier's statistics are as follows:

F	A	S	E	R	I	P
IN	RM	IN	AM	EX	IN	TY
Health:	160	Karma:	66			

Armor: The robot's armored hull provides it with Remarkable protection from Blunt attacks and Good protection from Energy and Force attacks. The robot has Amazing resistance to heat, cold, and radiation.

Blaster Cannons: Located on Cavalier's upper hull are two linked blaster cannons which strike in tandem for Remarkable damage (maximum range of 4 areas). If the heroes disable one of the cannons, the other

strikes for Excellent damage. The cannons are connected to a special computer tracking mechanism which is designed to home in on a target. The first round that the cannons fire at a target, they attack with Good Agility. The second consecutive round that they fire at the same target, they strike with Excellent Agility; and the third round, Remarkable Agility.

Electrified Hull: If any of the heroes attempt to climb on top of the robot, it will automatically electrify its outer hull, causing Excellent electrical damage to everyone in contact.

Stable Tracking Pads: The large foot pads on the robot's "legs" are so stable that Cavalier is immune to Slams.

Fault: Of course, the Cavalier has yet to be perfected. The first time the robot suffers a Stun result, an outer panel will pop off, revealing a loose bundle of wires. If these wires are hit (-2 CS penalty to target the wires) by an energy attack that causes at least Excellent damage, the entire robot will short out and come crashing down to the floor.

All of Cavalier's weaponry is set on "non-lethal," meaning that no matter what happens during the battle, the heroes cannot possibly die. Fury is the only one present in the room beside the heroes. Throughout the course of the test, he will be busy scrawling notes on the robot's performance.

Kruptmann's Plot. Last night, after most everyone left the base, Kruptmann temporarily "borrowed" a high-speed shuttle and flew out to rendezvous with the Nazi commando team arriving from the past. The commandos' time craft materialized in the sewers beneath San Diego, California at approximately 1 am. Kruptmann quickly convinced the team that he was an ally and brought them back to his home in Albuquerque, where they have set up a temporary base of operations.

Kruptmann is hoping to help the commandos steal the Cavalier system, and return to 1943. Kruptmann himself does not know too many of the specifics about the Cavalier project (it isn't his assignment), but he believes that it is just the sort of weapon that could help the Nazis win the war and change history.

Kruptmann gave the head of the commando squad a micro-scanner tool from his laboratory, and showed the commandos how to use the tool to disable the base's scanners, motion detectors, and other security measures. Kruptmann also left a pile of lab coats lying just inside the perimeter so the commandos could put them on and move about undetected (there is so much traffic inside the base that it is doubtful that anyone would notice a few new faces). The commandos know exactly where the Cavalier is located, and they hope to capture the robot and use it to blast their way out of the base. Kruptmann will then meet them at a pre-designated location in the desert after he leaves the base that evening, and shuttle them back to San Diego and their time craft.

By some strange coincidence, Kruptmann advised the commandos to attempt to infiltrate the base at exactly 7 am the next morning, the time that the Cavalier is being tested. The good doctor did not know that Fury was planning the test, and had no idea why the heroes were visiting the labs. Around the facility, things are usually at their slowest early in the morning, so 7 am seemed like a good time.

Exactly two rounds after the battle with the Cavalier begins, all six of the Nazi commandos will show up on the test floor, wearing their lab coats. The commandos will panic when they see the heroes engaged in battle with the robot (they were told that the Cavalier would be unattended), and draw their weapons. Play out the ensuing combat as usual (see the Non-Player Characters section for the commandos' statistics and weapons). Fury will quickly join in against the commandos.

During the battle, the Cavalier will continue to attack until disabled. The robot will only attack the heroes, since they are the only targets that it has been programmed to accept as "enemies." When Fury enters the fray, he will drop the robot's control box on the floor in one corner of the lab. If any of the heroes picks up the control box during the battle, he or she can shut the robot down and prevent it from making further attacks. If the hero who picks up the control box can make an Excellent Intensity Reason FEAT roll, he or she can figure out how to switch the robot's programming so that it will attack the commandos instead of the heroes.

Searching the Commandos. In any case, Fury and the heroes shouldn't really have a problem defeating the commandos. If things start to go against the heroes, you can have a squadron of base security officers arrive (they heard all the commotion) and join in on their side. Once the battle is over, the heroes will probably want to search the intruders (if necessary, Fury will suggest it). Under their lab coats, each of the commandos wears a jet black uniform. Located on each side of the collar on these uniforms is a badge featuring a mysterious blue skull and crossbones, the symbol of the Nazi Blautot commando unit. Other than their weaponry (which anyone with the Military Talent can recognize as German World War II vintage), the commandos have only one other possession: the micro-scanner tool which was given to them by Krupt-

mann. The scanner is marked with the base insignia and obviously came from one of the labs within the complex.

If asked, Fury does not recognize the commandos' badges and has no idea where the soldiers might be from. Fury knows that the commandos' weapons are German World War II issue, but he won't even bother to tell the heroes unless asked.

AFTERMATH: After the commandos are subdued, base security will take them away to the brig, located near the security office. Just before the soldiers are taken away, Cooper, Casey, Kruptmann, and just about everyone else in the base will show up, hoping to find out what is happening. Fury will then ask the heroes to begin investigating the break-in, while he heads for his office to see what he can learn from central HQ.

If the players want to go participate in the commandos' interrogation, proceed to Chapter 4; if the players decide to look into the commandos' skull and crossbones badge, go to Chapter 5; and if the players want to go outside and investigate the perimeter looking for clues as to how the commandos gained entry, go to Chapter 6. If the heroes try to follow up on the micro-scanner clue, discourage them for the time being by informing them that all the labs will be closed for the next 30 minutes for security reasons.

KARMA:

Defeating the Cavalier robot	+15
Shutting down Cavalier	+10
Reprogramming Cavalier	+15
Defeating the commandos	+15
Finding the badges and scanner	+10



CHAPTER 4: POLITE CONVERSATION

SUMMARY: Aided by security personnel, the heroes attempt to interrogate the Nazi commandos.

STARTING: Michael Casey, the chief of complex security, and a team of his officers will shuttle the commandos off to the base's brig and detention center immediately after the break-in, while Fury runs to his office to report and monitor incoming communications. Ten minutes later, a couple of the commandos will regain consciousness and the base personnel will begin the preliminary interrogation.

Read the following text to the players:

You make your way past a throng of personnel into the facility's security and detention wing. Since the break-in, the entire base has suddenly become a madhouse.

Michael Casey, the chief of security meets you inside. "So far we haven't been able to get much out of them. Go ahead, take your best shot."

ENCOUNTER: The heroes will then be lead into Casey's office, which currently houses one of the commandos, guarded by a team of four security officers. No matter what questions the heroes ask, the prisoner will only respond, "Schmidt, Konrad, 776K4-6617g," in a thick German accent.

After a few moments, Casey will comment, "Yeah. That's all we got out of the other one, except his name is Hermann Volkmann and his number is 885K3-7381g. It's obviously supposed to be some sort of military service number; but we've been checking the records. There is no record of a '776K4-6617g' or a '885K3-7381g' in any armed force in the world. We've even checked out the Warsaw Pact nations. The serial number just doesn't fit any known format."

Schmidt is actually giving his true service number in the German Army. Since the number is more than forty

years old, there is no record of the number (or even an army that uses such a format for its serial numbers) in the computers.

Of course, psychic powers would help the interrogation quite a bit. But the Nazis have undergone training that makes them difficult to hypnotize (-2 CS to any attempt to use telepathy or hypnosis on the commandos).

AFTERMATH: After checking out the commandos, the heroes have several possible courses of action. First of all, if they caught the "chronal locomotion" clue in Krupmann's lab back in Chapter 2 and put it together with the commandos' World War II weaponry and the information they

just gained through the interrogation, they might begin to suspect that the commandos are from the past. In this case, they will probably want to visit Krupmann's lab in order to check him out. Go to Chapter 7.

The heroes might also visit Fury's office to confer and see what he has learned. In this case go to Chapter 8.

Otherwise, if they have not done so already, the heroes can check on the skull and crossbones badge they found on the commandos (Chapter 5), or investigate the perimeter to find out how the commandos managed to enter the complex (Chapter 6).

KARMA:

Interrogating the prisoners +5



CHAPTER 5: BLUE DEATH

SUMMARY: The heroes attempt to identify the blue skull and crossbones badges found on the commandos that assaulted the facility.

STARTING: This encounter is sort of unusual. Allow the heroes to come up with their own method for looking into the badge, subject to the guidelines below:

— No one on the base recognizes the badge or knows anything about it, except Kruppmann, and he won't admit it.

— And, there are no records of the badge in the base's computer records, nor in the heroes' own computer files, should they have an opportunity to look.

ENCOUNTER: It is up to you to decide whether or not the heroes' efforts are successful. Basically, information about the badge can only be gained from sources knowledgeable about World War II.

As long as you decide that the

heroes' source of information is valid (Academic Plot Foils and the Public Library are valid, other base personnel, including Fury, aren't), the heroes come up with the information summarized below. It will take four hours for the heroes (or their Plot Foil/Contact) to come up with this information if they don't really know what they are looking for, or just one hour if the heroes mention that they already suspect that the commandos might be from World War II.

Heroes' Information. The heroes learn that the badge is the insignia of the Blautot ("blue death") Commandos, an elite Nazi fighting unit. The Blautot commandos mysteriously disappeared in 1943, and no one knows what happened to them.

All of this is contained a book called *World War Two inside and Out: All the People, All the Places, and All the Events*, written by Hamilton Crane. It is important that the heroes get their hands on a copy of this book at some point during the adven-

ture, as it contains clues that will become important later. If the heroes themselves track down the information, they find the book. If the heroes were dealing with a Plot Foil/Contact over the telephone, he or she will give them the title and author of the book and recommend that they stop off at the Albuquerque Public Library and pick it up.

AFTERMATH: The heroes still have several courses of action available. If they have not yet done so, they may wish to interrogate the prisoners (Chapter 4), investigate the perimeter (Chapter 6), or check in with Colonel Fury (Chapter 8). If the heroes suspect that Kruppmann might be involved in the break-in, and head to his lab in order to investigate, proceed to Chapter 7.

KARMA

Identifying the badge	+10
Doing so in under two hours	+5

CHAPTER 6: PATROLLING THE PERIMETER

SUMMARY: The heroes investigate the base perimeter, hoping to find out how the commandos managed to circumvent the state-of-the-art security measures.

STARTING: Read the following text to the players:

Outside, the perimeter looks normal. There are no signs of forced entry or a breakthrough. Obviously, the intruders are professionals.

ENCOUNTER: The heroes can then examine the security systems themselves. Anyone with any sort of Science or Security Systems Talent can make a Typical Intensity Reason FEAT roll to determine that the security scanners have not been tampered with in any way and are still functioning normally. After

examining the security equipment further, the individual can then attempt an Excellent Intensity Reason FEAT. Success means that the hero realizes that the commandos could have used a micro-scanner tool (like the one they actually found on the intruders) to cause the detectors to temporarily echo and display a false image back in the security room.

AFTERMATH: This is actually an extremely important clue. It tells the heroes that the commandos must have had the micro-scanner before they entered the base, and did not steal it once inside. Since the micro-scanner comes from an on-base lab, the commandos must have an insider helping them out.

From other clues which the heroes may or may not have picked up, they might already suspect Dr. Kruppmann

and head to his lab to confront him. In this case, go to Chapter 7.

If the heroes do not suspect Kruppmann, they will probably try to reveal the culprit by searching both labs in the facility to find out which is missing a micro-scanner. In this case, the search will quickly lead them to Kruppmann's lab (Cooper's scanner is present and accounted for). Again, go to Chapter 7.

Otherwise, if the heroes have not carried out all of the preliminary investigations, they may decide to interrogate the prisoners (Chapter 4), check in with Fury (Chapter 8), or try to identify the commandos' badges (Chapter 5).

KARMA:

Deducing the use of a scanner	+10
Tracing the inside man to Kruppmann	+15

CHAPTER 7: KRUPTMANN'S REVENGE

SUMMARY: Suspicious of Krupmann, the heroes enter his lab and confront him.

STARTING: Unless the heroes use some transportational power, this chapter cannot take place within the first thirty minutes after the break-in since Fury will have both labs completely sealed off (with all of the doctors and research assistants inside) for security reasons.

Read the following text:

Krupmann's lab is in a slight state of disrepair. Boxes and papers lie strewn everywhere.

The doctor himself is the only one in the laboratory. Apparently, he has dismissed his assistants for the day.

ENCOUNTER: By this time, the heroes probably suspect that Krupmann or someone in his lab is involved with the break-in. In any case, whenever the heroes enter the lab, Krupmann will be busy packing away a few notes and pieces of apparatus. He is planning to gather a few of his things and run. With the

failure of the break-in, he believes that it is only a matter of time before someone uncovers his involvement.

When he sees the heroes enter, Krupmann's fears look to be justified. He is obviously extremely nervous. If asked about the micro-scanner, he will identify the tool as having come from his lab, and will claim that the intruders must have somehow stolen the tool after their arrival (which the heroes will recognize as a lie if they have found the clues out on the perimeter).

If asked about his nervous condition, or whenever the heroes finally get around to searching the lab, Krupmann will finally snap and produce an experimental laser rifle from under a lab table (range of 3 areas, Remarkable Energy damage) in desperation. He will attempt to shoot the heroes and flee.

Krupmann will undoubtedly prove little threat to the heroes. After they have disposed of him, they will probably want to search both the doctor and his laboratory. The only thing out of the ordinary that they will find in the lab is that the micro-scanner tool is missing from a glass cabinet that features a combination lock. Krup-

mann himself has nothing of interest on his person except for his wallet which contains identification cards listing his address.

If the heroes take the time to look at the papers Krupmann was packing away, they can each attempt to make an Excellent Intensity Reason FEAT Roll to recognize that the doctor was working on some sort of "Chronal Locomotion" (time travel) project.

Two rounds after the heroes have subdued Krupmann, a detail of base security guards will arrive (they heard the commotion) to haul the good doctor down to the brig. If the guards are asked about the locked glass cabinet, they will inform the heroes that Krupmann alone knows the combination.

AFTERMATH: By now the heroes should have a pretty good idea of exactly what is going on. They might have even already guessed that the commandos are time travellers from the past. In any case, they will surely want to know exactly what Krupmann and his pals were up to. They will probably start by visiting the doctor's home (if they missed Krup-



mann's address in his wallet, they can ask anyone in the base where he lives). In this case, go to **Chapter 9**.

If they have not already done so, they may still want to carry out some of the preliminary investigations of the break-in. If they try to interrogate the commandos go to **Chapter 4**; if they try to uncover the mystery of the intruders' badges proceed to **Chap-**

ter 5; if they want to investigate the perimeter go to **Chapter 6**; and if they wish to speak with Col. Fury, go to **Chapter 8**.

If the heroes attempt to revive and interrogate Krupmann (or if they later ask to interrogate him while he is in the brig) he will absolutely refuse to answer any questions. As above, psychic powers might reveal

some information, but Krupmann was given the same treatment as the commandos, and all attempts to hypnotize him or read his mind suffer a -2 CS penalty.

KARMA:

Going to the lab to investigate	+5
Defeating Krupmann	+10
Attempting to interrogate him	+5

CHAPTER 8: FURY IS FURIOUS!

SUMMARY: The heroes speak with Col. Fury.

STARTING: Fury won't be available in his office for about the first hour after the break-in. (He is too busy filing reports.) Thereafter, the heroes will have no problem getting in to see him; but don't let the group in until they have had ample time to conduct their investigations.

Read the following text:

The sounds of whirring computers and buzzing phones fill Fury's office. Apparently, his people are just beginning to catch wind of the break-in.

Fury is an impressive sight in a crisis. He is calm, collected, and obviously in total control of the situation.

ENCOUNTER: This encounter basically exists to make sure that the heroes have not missed any important clues. While the heroes have been conducting their investigations, Fury has had his own security people looking into the matter as well. Security has uncovered all of the clues found in Chapters 4 and 6. If asked, Fury will share all of this information with the heroes. He will also answer any other reasonable questions. If Fury is asked what Krupmann is working on, he will reveal that the doctor is heading up research on time travel. Fury is quite certain that Krupmann's lab work is a long way away from actually constructing a working time machine. If asked about the "Blautot commandos," Fury will answer that he heard of the unit during World War II, but knew

very little about it.

Fury will also ask the heroes for a report on their own progress. If the team has already uncovered Krupmann's involvement, Fury will ask them to keep the matter quiet for the time being, and will recommend that the heroes go check out Krupmann's home. If they have yet to find the address, Fury will give it to them.

AFTERMATH: If the heroes go to Krupmann's home, go to **Chapter 9**. If they try to identify the commando's badges, go to **Chapter 5**.

KARMA: There is no Karma award for this chapter.

CHAPTER 9: KRUPTMANN'S CASTLE

SUMMARY: The heroes visit the home of Klaus Krupmann, looking for clues.

STARTING: Krupmann lives in a large home located just outside of the Albuquerque city limits (about a fifteen minute drive from the test facility). Getting out to the house should be no problem (remember that the heroes have a van at their disposal).

Read the following text:

Krupmann's home is a large suburban mansion. According to Nick Fury's records, Krupmann lives alone, so there shouldn't be anyone present when you arrive.

From the outside, it looks as though the house probably features at least fifteen rooms, and maybe twenty.

ENCOUNTER: All of the doors leading into the house are secured by deadbolt locks (Remarkable material strength). The doors themselves are of Excellent material strength. The locks can be picked with an Excellent intensity Agility FEAT roll.

Inside, Krupmann's home lives up to its exterior appearance. The mansion is large, plush, and extremely well maintained.

The heroes' search for clues won't

last very long. As soon as they enter, they will notice a series of packs and sleeping bags spread out all over the living and dining rooms. The gear is all obviously some sort of military issue (it belongs to the commandos, who set up a temporary base here after Krupmann picked them up in San Diego).

Spread out all over a living room table are photographs and documents. The photographs show Krupmann in a German Army uniform, working with Nazi scientists. They were obviously taken some time in the mid 1940s.

The documents include Krupmann's World War II military papers, the faked background sheet that he submitted to Allied authorities at the end of the war, and a pair of lengthy scientific journals. The first journal (which is obviously several years old) tells the story of the crash-landing of the Orphu time machine back in 1943, and describes the work that Baron Zemo and Krupmann put in to create two duplicates of the craft. The journal then goes on to discuss a mysterious "mission" in which three commando teams would be sent out into the future. The notes indicate that one team was sent to the year 2146 and that another was sent to the year 1989; the destination of the third team is not listed. Just below the 1989 entry is a notation that reads in German: "TIMESHIP'S ESTIMATED POINT OF ARRIVAL IN 1989:" and includes a set of latitude

(23.260 degrees north) and longitude (117.157 degrees west) coordinates. When the team gets around to checking into them, it will find that these coordinates lie directly beneath a San Diego street. A later entry reads, "Team One (2146)—Successful! Team Two (1989)—final fate unknown. Team Three—final fate unknown."

The second journal is obviously Krupmann's secret notes on the time travel project he has in progress. The notes clearly indicate that Krupmann is meeting with almost no success in his efforts to construct a working time machine from scratch (even Baron Zemo needed to scrounge parts from the original Orphu timeship in order to construct the Nazi time vessels back in 1943). In several places in the journal's margins, Krupmann has included demented ravings detailing his plans for restoring the glory of the Third Reich if and when he manages to construct a working time machine for the Government. One note in particular reads: "Interesting thought: Why should I construct a time machine now, when we already did so more than 45 years ago!—if I were to locate and rendezvous with the 1989 team we sent out in 1943, perhaps I could help them fulfill their mission and return. If another team was to return successfully, perhaps the entire course of history could be changed! Cooper's Cavalier project looks like just the sort of thing they

would be looking for."

Krupmann had all of these notes out in order to show them to the commander of the Nazi commando unit so he could prove to the commander that he was, in fact, an ally.

There will also be a copy of Hamilton Crane's *World War Two Inside and Out: All the People, All the Places, and All the Events*, lying on Krupmann's table. The book is open to the pages describing the Blautot commandos, and the heroes will instantly recognize the unit's skull and crossbones symbol as matching the badges they found on the intruders earlier (see Chapter 5 for further details). You should encourage the players to take the book with them for future reference; it holds many clues which will become important later.

There are no other items of interest within Krupmann's house.

AFTERMATH: From the clues found here, the heroes have enough to puzzle almost everything out. The only mystery that remains is the exact nature of the commandos' mission.

Eventually, the heroes will probably decide to proceed out to the arrival coordinates listed in Krupmann's journal in order to search for the Nazi timeship. When they do so, proceed to Chapter 10.

KARMA:

Travelling to Krupmann's House + 20

CHAPTER 10: THE TIME MACHINE

SUMMARY: The heroes proceed to the point where the Nazis arrived in 1989, hoping to find their time machine and further clues.

STARTING: It is likely that the heroes will report back to Fury after visiting Krupmann's home in Chapter 9. Fury, of course, will be shocked to learn that Krupmann was involved in the attempt to steal the

Cavalier, and will be even more shocked to learn that Krupmann was once a top Nazi scientist and was planning to eventually use his research to restore the might of the Third Reich. If the heroes don't know what to do next, Fury will come right out and ask them to head to the point where the commandos arrived in 1989, in order to search for the Nazi time machine (the time machine is

just too dangerous to leave lying around; and, for the time being, Fury doesn't want any official personnel involved in the case for security reasons). Fury will also renew his request that the heroes keep the entire matter quiet.

When the heroes finally get around to looking into the coordinates they found in Krupmann's journal, they will find that the Nazis seem to have

arrived beneath the streets of San Diego. Getting to San Diego should prove no problem (if the heroes don't have their own transportation, Fury will lend them a shuttle). When the heroes arrive and make their way down into the sewers, read the following text:

The coordinates you found in Kruppmann's house indicate that the Nazi commandos arrived somewhere in the sewers beneath San Diego. One short trip later, you are hot on their trail.

The San Diego sewers are like sewers everywhere: dark, and rat-infested. As you come to the exact coordinates listed in Kruppmann's journal, you hear a low buzzing noise.

ENCOUNTER: After the heroes come around one last corner, they are face to face with the Nazi time machine (the source of the buzzing

noise). The time capsule itself is a small metal sphere, roughly twelve feet in diameter. There is an obvious metal door in its center. The door is unlocked.

Inside the time machine, the heroes find a complex bank of instruments and computers. A chronometer on the wall shows that current date and year is April 18, 1989, and that the capsule has apparently arrived from September 18, 1943.

Lying on one of the control consoles is a memo that reads, in German:

"From the German High Command to Commander, Blautot Commandos: You and your men are to proceed to the year 1989 (the exact arrival coordinates have already been fed into the instrumentation) There, you are to locate the most formidable futuristic weapons, capture them, and return so that we may employ these devices in our efforts against the allied powers. Other teams have been sent out into the future with similar missions. You will depart

tomorrow morning.
—Der Furher."

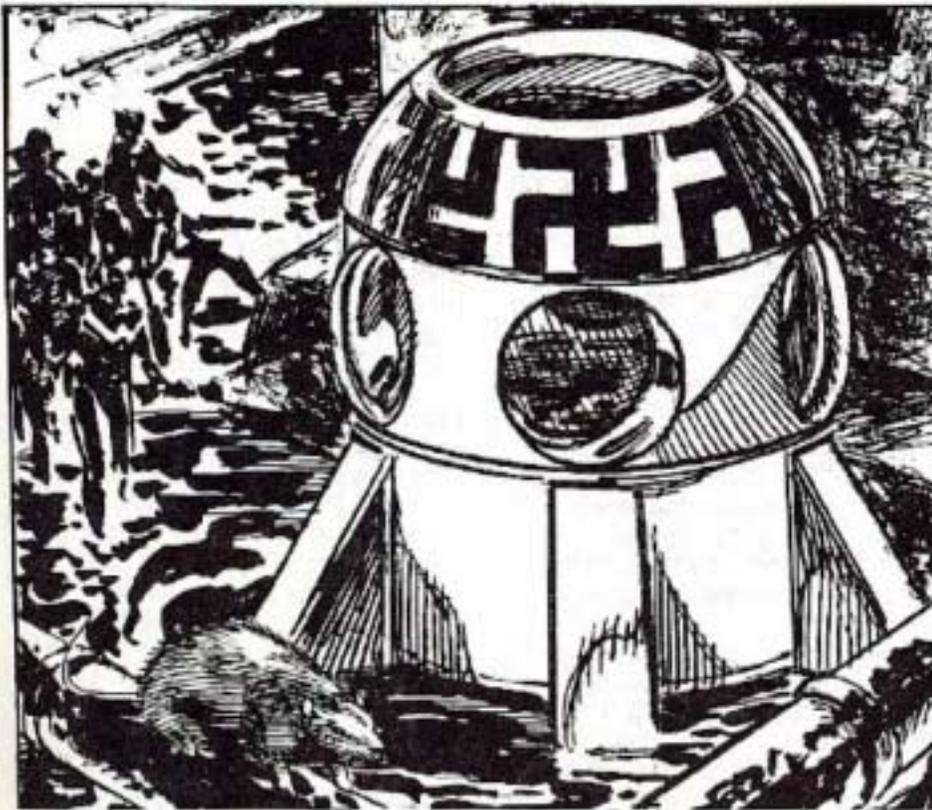
AFTERMATH: The heroes now know the entire story behind what happened at the test base. All of their information, however, leads them to believe that more than one Nazi team was sent out in quest of futuristic technology, and that at least one team successfully completed its mission. At this point, the heroes are probably wondering exactly what happened to the futuristic weaponry captured by the Nazis. It is likely that the heroes will decide to take the time machine right back to 1943 to find the weapons from the future and make sure that the Nazis are unable to employ them.

If the heroes decide to take no action, Fury will get in touch with them while they are still in San Diego, and ask for a complete report. After he hears their story, Fury will suggest that the heroes take the time machine, return to 1943, and reclaim the captured Nazi technology in order to protect history. If the heroes claim that there is no need to investigate and try to present an argument along the lines of "well, its 1989 now and we all know the Germans lost the war, so obviously someone stopped the Nazis before they could use their captured weaponry," Fury will simply respond, "Yes. But can we run the risk that this someone was not yourselves time travelling from the future?" If asked, Fury will not accompany the heroes, nor will he send any official personnel (Fury himself is too busy to go, and he still doesn't want any other personnel to find out about the entire incident for security reasons).

When the heroes finally decide to hop in the time machine and travel back to the past, go to **Chapter 11**.

KARMA:

Finding the time machine +25
Needing Fury's prompting -10



CHAPTER 11: BACK TO THE PAST

SUMMARY: The heroes travel back to 1943 in order to prevent the Nazis from using any weaponry they have captured from the future.

Once they arrive, the heroes shortly encounter General Dozier and Major Holland of the US Army

STARTING: After the heroes decide to return to the past, the first thing they will have to do is figure out how to work the time machine. This should present them with little difficulty. Anyone with a Reason of Good or better that examines the machine's controls realizes that there is a special "recall switch" installed in the control panel which automatically returns the capsule to the time and place it occupied just before making its most recent jump. In this case, it is reasonable to expect the recall switch to return the capsule to September 18, 1943.

Of course, the timeship can be piloted without using the recall switch, allowing its operator to lock-in the destination of his or her choice; but the controls are so complex that puzzling out how to operate the craft could take months of research and experimentation. For the purposes of this adventure, the heroes can't really figure out how to use all of the time machine's capabilities (they will learn how to steer the time machine in part two of the trilogy, *MT2—The Weird, Weird, West*, coming soon).

Before the heroes take off, you should encourage them to take their copy of Hamilton Crane's *World War Two Inside and Out: All the People, All the Places, and All the Events* along with them (the heroes should have found a copy of the book in either **Chapter 5** or **Chapter 9**), since the book contains some clues which will prove important later. If the heroes left their copy back in Albuquerque and plan to leave directly from San Diego, have Fury get in touch with the heroes and advise them to send someone by the nearest army base before they leave for the past (Fury will provide the heroes with the base's location). When the

heroes' representative(s) arrive at the facility, the staff will have a package marked "TOP SECRET" waiting for them. Inside the package is a copy of Crane's book and a telegram that reads, "Thought this might prove useful. It's one of the best reference books on the era that I have read—Fury."

No matter how the heroes get a copy of the book, Fury will caution them before they leave for 1943 that under no circumstances should the heroes leave the book in the past. "It's a risk just letting you take it back with you," Fury says. "Armed with the information in that book, either side could drastically change the outcome of the war, and the damage to the timestream would be irreparable. Don't let anyone know you have it, and only reveal as much information as you have to in order to complete the mission."

Before they leave, it is possible that one of the heroes will delve into Crane's history in an attempt to find out whether or not anything significant happened on the date September 18, 1943. If so, he or she will learn that the Allied Powers had invaded Italy a few months earlier, and were embroiled in a major struggle with German defenders all through the fall. Although there is no mention of any significant events occurring on September 18, the book does say that the Germans orchestrated a major unexpected counter-offensive which began on September 22.

When the heroes are finally ready to leave, read the following passage:

Crossing your fingers and holding your breath, you pull the recall switch, causing the capsule to roar into life. A loud wheezing fills the air, as the timeship begins to jolt and shake.

After a few seconds you begin to see bright flashing spots and your head starts pounding. The groaning and shaking is becoming much worse. Something must be wrong.

ENCOUNTER: Actually, the time machine was lightly damaged when the Nazi commandos landed the vessel in 1988. This damage is responsible for all of the groaning and shaking; and because of the damage, the capsule's occupants will be exposed to an inordinate amount of shock as they pass through the timestream. Each of the heroes must make a series of three Endurance FEATs. The Intensity of the first FEAT is Typical, the Intensity of the second FEAT is Good, and the Intensity of the third FEAT is Excellent. Each hero takes five points of Health damage for each FEAT he or she fails.

When the capsule finally comes to a stop, the heroes will notice that the internal chronometer reads, "September 21, 1943" (the damage to the capsule also threw off its guidance systems, causing the vessel to arrive three days late). It is impossible to see outside of the time capsule without opening the door, but the heroes will be able to hear loud explosions coming from just outside the capsule immediately after the timeship comes to a halt. When they finally open the door to exit, read the following text:

The time capsule has come to rest in a clump of thick vegetation at the bottom of a steep gully. It is broad daylight, and overhead you can hear the whine of exploding artillery shells. This is 1943 all right!

Just over the lip of the gully you can see an overturned jeep and a group of three pinned American soldiers fighting for their lives. The Americans are completely encircled by German forces. In fact, the same German troops that are encircling the Americans are encircling your gully as well.

Of course, the recall switch should have brought the time capsule back to the lab in Germany from which it departed, but the damage to the vessel threw it off course, forcing it down in the middle of a battle in Cen-

tral Italy.

The three pinned soldiers are a man in his late fifties, a little overweight but rough-looking (General Thomas Dozier), an officer in his early forties, with gray streaks through his blond hair (Major Anthony Holland), and their non-commissioned driver, tall, lanky and jittery. See the NPC section for Dozier's and Holland's statistics, and use the stats for a typical soldier found on p. 63 of the *Judge's Book* for the driver. Dozier and company were out surveying the troops when the American line was temporarily overrun, stranding them behind enemy lines. Encircling the Americans are 12 Nazi soldiers, and a PzKw IV tank. The tank has the following stats:

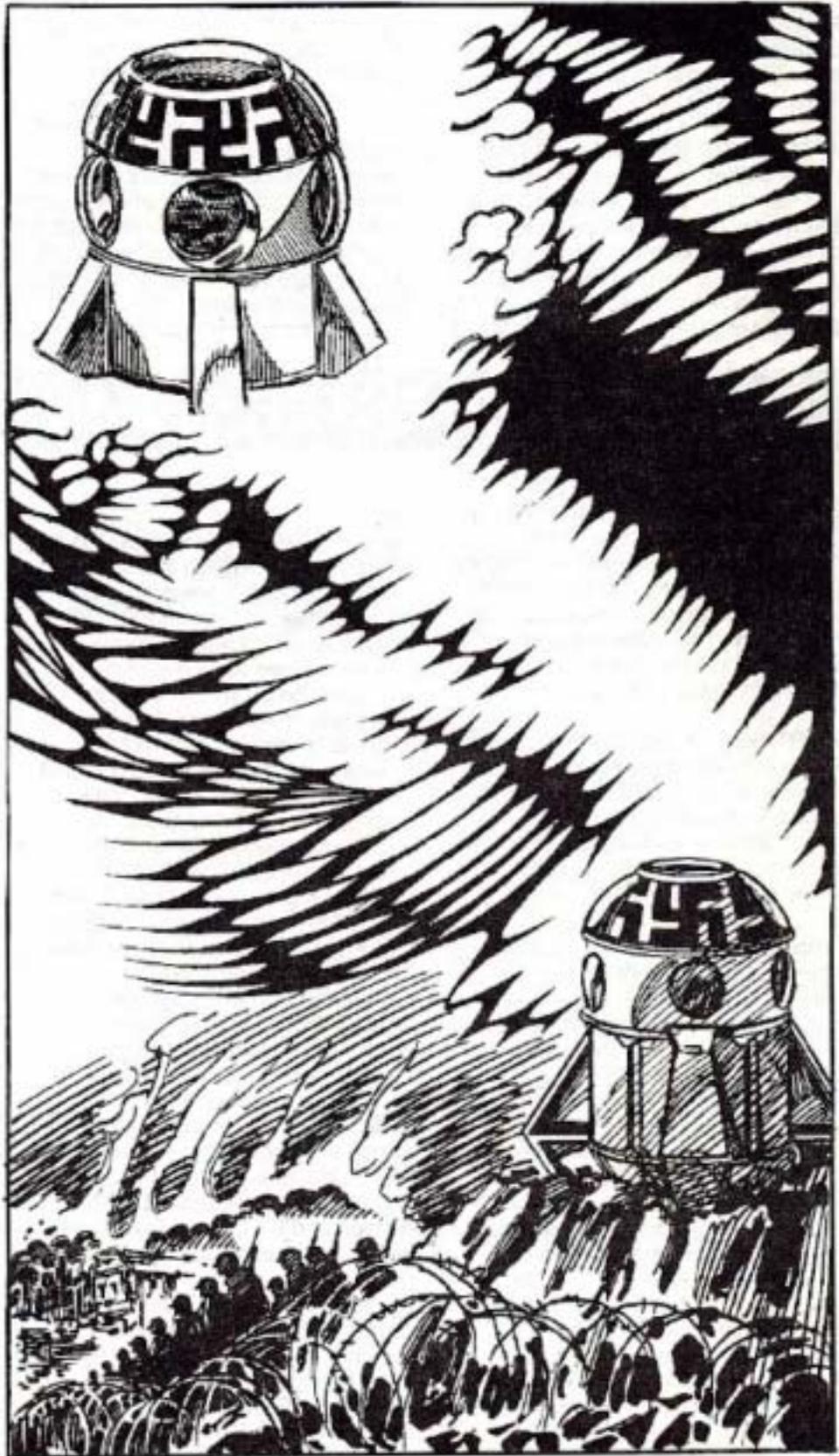
Com	Spd	Body	Prot
TY	TY	IN	RM

The PzKw IV is armed with a 75mm main gun (Poor Agility, range of 10, 40 points of Shooting damage); and a machine gun (Typical Agility, range of 10, 30 points of Shooting damage)

If the heroes ever want to break out, they have little choice but to fight the German troops. Go ahead and break out landscape #1, located on side A of the mapsheet. The pinned soldiers start in the area marked "A," the heroes begin in the gully, and the Nazis begin encircling everybody. When the battle begins, the heroes will have a slight edge due to the fact that the Nazis are not aware of their presence. When they finally make their move, the heroes automatically get a free round of combat due to surprise.

Once the battle gets into full swing, Dozier, Holland, and the driver will join in on the heroes' side. No matter what happens, make sure that neither Dozier nor Holland is severely injured during the ensuing battle (go ahead and fudge the die rolls if you must). All three of the pinned soldiers are armed with Thompson submachineguns (range of 5 areas, 25 points of Shooting damage).

The Germans should prove little difficulty for the heroes and their new-



found allies. Once the battle is over, Dozier will introduce himself and his colleagues and invite the heroes back to his nearby command post.

AFTERMATH: If the heroes decline Dozier's offer, he will inform them that the entire area is expected to be overrun by German troops at any moment and that it would certainly be within their own best interests to return with him to a safe position. The heroes may be reluctant to leave

the time machine behind in the gully, but for now they have little choice (moving the time capsule is an Incredible Intensity Strength FEAT roll, should anyone try). Player characters wishing to keep the time machine from being used may either make an Excellent Intensity Reason FEAT to correctly disable the craft, or smash through the Good protection of the machine and deliver at least 30 points of damage).

If the heroes hint that they are

looking for a "Nazi super-weapon," Dozier will confess that his people have heard rumors of such and that he is momentarily expecting a report on the subject from some of his top operatives.

When the action moves to Dozier's command post, proceed to **Chapter 12**.

KARMA:

Making the jump into the past	+10
Defeating the Germans	+25
Saving the driver's life	+15

CHAPTER 12: ENTER THE INVADERS

SUMMARY: The heroes accompany Dozier and Holland back to the American Command Post where they meet the Invaders, who have important clues as to the whereabouts of the Nazi time machine and the super-weapon the Nazis managed to capture from the year 2146.

STARTING: The American Command Post is only about five miles from the spot where Dozier and Holland were pinned. It should take everyone present no time at all to right Dozier's jeep and speed back to the CP.

Read the following text:

The ride back to the American Command Post is short and uneventful. As you arrive, you are caught up in a throng of American soldiers that are coming and going. It is still difficult for you to adjust to the idea that you are actually back in 1943.

As Dozier drives into the base, everyone seems to snap to instant attention. Before Dozier can even get out of the jeep, a young non-com has already rushed to greet him:

"General, you have visitors inside—it's urgent." With a stern look on his face, Dozier moves ahead and motions for you to follow.

As you move into General Dozier's office, you are suddenly face to face with the Invaders, the leg-

endary allied heroes of World War Two! Without skipping a beat, their leader, Captain America, begins to speak, "General, we haven't much time. Our sources were correct—the Nazis do have some sort of super-weapon. So far, we have learned that three of the Nazis' best commando teams were sent out on some sort of top secret mission, and that the super-weapon was the mission's end result. The Nazis are almost certainly planning on unveiling the weapon for the surprise counter-offensive in this region that we believe is scheduled to begin at 1400 hours tomorrow afternoon. We also believe that the weapon is being stored in either a place called Castle Vladistopol or in Hitler's private bunker itself. Our problem now is finding where either is located."

ENCOUNTER: Captain America will barely even notice the heroes as he makes his speech. When he concludes, he will pause to introduce himself and his colleagues. There will be one Invader present for each player hero (choose any you feel are appropriate). At first, Cap will seem rather suspicious of the newcomers; but after Holland relates how the heroes helped him and Dozier escape the German encirclement, the suspicion will quickly subside.

From what Captain America said,

the heroes should realize that the Invaders are on the trail of the weapon that the Nazis managed to capture from the year 2146. If the heroes are to succeed in their mission, they must locate and destroy the weapon before the Nazis are able to employ it in tomorrow's offensive.

The Invaders might not know where Castle Vladistopol or Hitler's private bunker are located, but the player heroes can quickly find out: All they need to do is look into Crane's history book (remember that Crane's book is subtitled "all the people, all the places, all the events"). If the heroes look up either topic here is what they will find:

"Castle Vladistopol is the name that local inhabitants gave to Castle Gracht, a medieval fortification that lies just outside of the village of Stronberg in Romania. During the war, the Nazis used the Castle as a scientific research facility until the Fall of 1943."

and—

"Hitler had a private bunker located in East Prussia (what is today Northern Poland), in the forests north of the town of Venstok. According to German records, the bunker went unused after the Fall of 1943."



The only problem is that the heroes have no idea which one of the locations actually houses the super-weapon, and that both locations are so far away and so far apart that there is no way the heroes could possibly cover them in time (it is currently 4:00 pm, and the German counter-offensive is scheduled for 2:00 pm tomorrow—22 hours from now).

The obvious solution is to ask the Invaders for help. Working together, and with some of the General's military equipment at their disposal, the two hero teams should have plenty of time to visit both locations and find the Nazi weapon.

If and when the heroes do decide to come forward and reveal that they know where the two Nazi strongholds are located, they can tell the Invaders, Dozier, and Holland anything they like—either the truth ("We know where Hitler's bunker is because we are from the future"), or an appropriate fiction. Since the Allies are rather desperate at the moment they are likely to believe anything.

Although they might not realize it right away, the heroes really have no choice but to involve the Invaders.

Barring powerful travel powers, there is simply no way they can get to Romania or East Prussia in the time allotted unless someone provides them with some form of transportation and assistance; and Dozier will not agree to help the heroes at all unless they are cooperating with the Invaders. If the players start talking about stealing a plane or some such plan, simply point out all the things that could go wrong with such a plan and how little room there is for error.

Once the heroes have decided to work with the Invaders, Captain America will suggest that all of the heroes present split up into two groups of equal size, with one group heading to Romania, and the other to East Prussia. Each of these two assaults will then be played out separately. Have any players that do not have characters participating in the assault take on the roles of any Invaders present, and allow a player to transfer any Karma that he or she earns as an Invader to his or her own hero. Captain America will insist that each strike team contain a mixed force of Invaders and player heroes, since he has yet to find out how far he can

trust the player characters.

Dozier's Plan. Don't forget that General Dozier was captured and brainwashed by the Red Skull before the adventure began, and slipped back to the Americans so he could function as a spy. With Holland and the Invaders around, Dozier has little choice but to give his full consent to any attempt to attack the Castle and Hitler's bunker, lest he reveal himself. As soon as the heroes set off on their missions, however, Dozier will slip away and contact the Red Skull to warn him of their coming. The Skull will then see to it that both of the hero teams receive a rather nasty reception.

AFTERMATH: If the players don't realize that they can consult the history book to learn the locations of the Nazi strongholds, allow each of them a Typical Intensity Reason FEAT roll to think of it.

When you are ready to proceed, conduct the assault on Hitler's bunker first. Go to Chapter 13.

KARMA:

Using the Crane book	+ 15
Asking the Invaders for aid	+ 5

CHAPTER 13: HITLER'S BUNKER

SUMMARY: One of the heroes' two strike teams heads for East Prussia, in order to storm Hitler's private bunker.

STARTING: From the information in Crane's book, the heroes can locate the bunker precisely. Captain America suggests that the members of the strike team fly over the bunker in an Allied transport plane under the cover of darkness, and then parachute into attack position. After the mission is complete, the team can then be picked up later by a British submarine.

The plane ride will be uneventful (just the usual close call or two with German fighter patrols). Once the heroes reach East Prussia (no sooner than 9:30 pm), read the following text:

Below you are the sprawling forests of East Prussia. You are almost over the bunker itself.

A few moments later, you catch a glimpse of what must be your objective: a small lighted structure located on the sea coast, just north of the town of Venstok.

ENCOUNTER: The heroes must now parachute down into the forests, unless of course, their powers can compensate. Anyone who jumps must make a Remarkable intensity Agility FEAT roll (yes, Remarkable; they are parachuting into a forest at night!). Failure means that the hero is snagged in the trees on the way down and takes Good damage. Once all of the heroes are on the ground, they can release any of their comrades caught in the trees and proceed with the mission.

If they jumped, the heroes will land about a mile and a half away from the lighted structure they spotted

from the airplane (if they fly or glide down, they can land wherever they wish). At some point, the heroes will probably want to make their way out toward the bunker for a scouting mission. When they do, read the following text:

The lighted structure must be what you are looking for. Off in the distance, you can see guards everywhere.

The structure itself sits on a forested hill overlooking the sea coast. About a half mile west of the bunker is a small fishing village and harbor.

From what you can see, it looks as though there are ten guards on each side of the bunker.

AFTERMATH: The heroes must now decide how they are going to approach the bunker. We provide details for two likely choices: the Player Characters can quietly make their way through the forest and storm the bunker from the front or side, or they can head out to the fishing village, attempt to appropriate some boats, and assault the bunker from the sea coast, where there are likely to be less guards. If they choose the former option, head to **Chapter 14**; if they choose the latter, head to **Chapter 15**.

KARMA:

Getting to East Prussia	+ 10
Scouting out the bunker	+ 25



CHAPTER 14: FRONTAL ASSAULT

SUMMARY: The heroes make their way through the forest to the front of the bunker and attempt to storm the structure and make their way inside.

STARTING: Read the following text to the players:

There is about a quarter mile of forest between yourselves and the bunker, all uphill. The bunker appears to be 50 feet from the forest edge. There are at least ten Nazi soldiers guarding the entrance.

ENCOUNTER: Allow the heroes to come up with their own plan of action. If the group attempts to sneak silently through the forest, have them all make Typical intensity Agility FEAT rolls. Failing a FEAT roll means that the Nazis hear them approach and send five men to investigate (there are, in fact, ten Nazi soldiers present outside the bunker entrance, but don't give the players an exact count until their characters are out of the forest). If the heroes come up with some sort of clever plan for moving through the forest (such as setting up a diversion, etc), give them an appropriate modifier to their Agility FEATs, say from 1 to 3 CS.

Once the heroes reach the edge of the forest, they will see the ten Nazi guards lined up in front of the entrance, which is approximately 50 feet away. At this point, the heroes

have no further cover. Without relying on any stealthy powers or skills they might have, they must almost certainly move to attack the guards. If the heroes try a diversion or something similar, they will be able to draw five of the soldiers away from the door to investigate.

When the battle is finally joined, use any handy exterior map and play out a normal combat. Unless the heroes blew an Agility FEAT while approaching the bunker, the Nazis cannot act during the first round because the heroes will automatically take them by surprise.

Once the heroes have defeated the Nazi guards, they can move into the bunker. The invaders, not entirely trusting the player characters, will refuse to allow any of the heroes to stay outside the bunker as a guard. As soon as all of the heroes are inside, read the following text:

Inside Hitler's bunker, you find a long corridor that stretches off into semi-lit darkness.

All of a sudden, you hear a loud thud behind you. Half a second later there is a similar thud in front. Huge steel slabs have just sealed you off in the corridor.

Suddenly your newfound "prison" is filled with a horrible, raspy voice; a voice which the invaders instantly recognize as that of the Red Skull himself.

"Sleep tight, my friends. You still have a long evening ahead of you!"

You can barely hear a sharp hiss cutting out over the sound of the Red Skull's laughter.

After Dozier informed him that the heroes were coming, the Red Skull set up this gas trap. The gas is a powerful knockout formula (Shift X Intensity) that acts after a mere five seconds of exposure. No matter what course of action they adopt, the heroes will almost certainly succumb to the gas (the steel barriers that imprison the heroes are of Shift X material strength).

AFTERMATH: After the gas takes effect, the Red Skull will check to make sure that all the heroes have been affected. If a character has not succumbed (say, if he has a force field protecting him against the gas) the Red Skull will demand the hero's surrender, before the cell is flooded with an equally powerful but far more lethal gas, certain to kill the hero's companions. Assuming that the hero will cooperate in this case, the Skull will have the heroes taken away to the bunker's detention center.

Go to **Chapter 16**.

KARMA:

Sneaking through the forest	+5
Defeating the guards	+10
Setting up a diversion	+10

CHAPTER 15: TWO IF BY SEA

SUMMARY: The heroes approach the bunker from the shoreline.

STARTING: The fishing village is about a mile away from the bunker. The heroes can easily move into the village completely undetected and capture fishing boats moored in the villages' small harbor, if they so desire. After the heroes begin their approach to the rear of the bunker (either by using the boats, swim-

ming, or flying if they are capable), read the following text:

As you approach the rear of the bunker with only the moonlight to guide you, you catch a glimpse of five Nazi guards posted at the rear entrance.

The bunker itself sits atop a steep hill, approximately 50 feet over the shore.

ENCOUNTER: The heroes can easily come all the way up to the hillside in the water without attracting any attention. Once they get to the hill, they can sneak up to a point that is just about ten feet away from the bunker by passing a Poor intensity Agility FEAT roll. From there, they must attack the guards to gain entry, appropriate superpowers notwithstanding. If anyone fails the FEAT roll on the way up, two guards will come



down to investigate.

Once the battle is joined, use any handy exterior map. Unless anyone blew a FEAT roll coming up the hill, the heroes will automatically receive one free round of surprise on the Nazis.

Once the heroes have defeated the Nazi guards, they can move into the bunker. As above, the Invaders will insist that the party enter as a whole. As soon as all of the heroes are inside, read the following text:

"Inside Hitler's bunker, you find a long corridor that stretches off into semi-lit darkness.

All of a sudden, you hear a loud thud behind you. Half a second later there is a similar thud in front. Huge steel slabs have just sealed you off in the corridor.

Suddenly your newtounc "prison" is filled with a horrible, raspy voice; a voice which the Invaders instantly recognize as that of the Red Skull himself. "Sleep tight, my friends. You still have a long evening ahead of you!"

You can barely hear a sharp hiss cutting out over the sound of the Red Skull's laughter.

This trap is identical to the one the heroes might have encountered in Chapter 14.

AFTERMATH: After the gas takes effect, and any unaffected characters surrender, the Red Skull will have the heroes taken away to the bunker's detention center. Go to Chapter 16.

KARMA:

Attacking from the rear	+5
Defeating the Nazi Guards	+10
Setting up a diversion	+10

CHAPTER 16: RED SKULL-DUGGERY

SUMMARY: The Red Skull attempts to brainwash half of the heroes and orders them to kill the other half while a delighted Hitler looks on.

STARTING: One half of the heroes (round fractions down; the more powerful characters in the group are a better choice) will wake up in the Red Skull's laboratory in the bunker. The Skull is planning on using the heroes as subjects to test his new hypno-wash device. Read the following text to these heroes:

You wake up chained to a table in a cold, antiseptic laboratory. The Red Skull is standing over you, gloating.

"Welcome. I don't know how you found this bunker, but you were foolish to come here. Did you really think you could prevent us from carrying out our master plan?"

"Don't worry, I won't kill you—not yet. Instead, I must thank you. You see, you have just given me the perfect opportunity to test the effectiveness of our new hypno-wash device, the latest product of Fascist genius!"

ENCOUNTER: The chains that bind the heroes are only of Amazing material strength, though for the first thirty minutes after they wake up the heroes will still be weak from the knockout gas (-2 CS to Strength and any super-powers).

The hypno-wash device itself is a small metal cube, approximately six inches on each side.

After his brief gloat outlined above, the Red Skull will walk into an observation room and activate the hypno-wash, which will begin to flash and vibrate. At the moment the device is activated, each of the heroes will experience a sharp headache.

For each round that the hypno-wash is activated, each of the exposed heroes must make a Psyche FEAT roll to determine whether or not he or she will succumb to its effects. The first round

that the device is activated, the intensity of the Psyche FEAT is Good, and the intensity increases each round thereafter until it reaches Amazing. As soon as a hero fails a FEAT, his or her eyes glaze over and the hero becomes a pawn of the Red Skull. Resisting the effects of the hypno-wash is very painful: each of the heroes take 5 points of Health damage for each of their successful FEAT rolls due to mental strain and stress. As soon as the Red Skull thinks the hero has succumbed to the device, he or she is no longer subject to the Psyche FEATs.

If a hero passes all of the Psyche rolls all the way up to and including the Amazing Intensity FEAT, the Red Skull will conclude that he or she is not a suitable candidate for brainwashing. He will then return the hero to the detention area (where the heroes not being brainwashed are waiting), select a new hero, and subject him or her to the process.

It is possible that one or more of the heroes will attempt to trick the Red Skull into believing that the device has affected them when it really hasn't (that is, they make their Psyche FEAT, but act as though the brainwashing has taken effect). In this case, make an Excellent Intensity Reason FEAT for the Red Skull. If the FEAT is successful, the Skull sees through the deception and continues to subject the hero to the device. If the FEAT fails, the Skull is fooled, and the hero is no longer susceptible to the hypno-wash.

A hero that fails any of the Psyche FEATs is temporarily subject to the Red Skull's will. He or she will follow all of the Skull's orders without hesitation.

After all of the brainwashing is completed, Hitler himself will enter with five Nazi soldiers. The Skull will then order his new thralls to heel the Fuhrer as a test of their loyalty.

The Maze. As soon as the brainwashing is complete, the Red Skull will have ten Nazi guards lead his slaves into the large room at the eastern end of the bunker. Once inside the room, the heroes will find

themselves in a huge labyrinth. Over the labyrinth is a plexi-glass dome (the dome is about thirty feet above ground level and is made of Unearthly material) that houses an observation chamber. Hitler, the Red Skull, and five Nazi guards are currently in the observation chamber, looking down to the floor below. The guards that brought the brainwashed heroes into the complex will then hand each of them a luger (3 area range, 10 points of damage, 8 shots) and leave.

A few minutes later, a team of twenty Nazi guards will fetch the rest of the heroes from the detention area and lead them into the labyrinth, warning them that things will go badly for their missing compatriots if they do not cooperate. The Red Skull will then begin to speak:

"Now we shall see if our new toy is effective. Listen to me, my minions. Those people in front of you (*pointing to the non-brainwashed heroes*) are enemies of the Fuhrer. You must destroy them."

Each of the brainwashed heroes will then respond, "we must destroy," and begin chasing the non-brainwashed heroes through the maze, brandishing their pistols. Play this out as a normal combat (the brainwashed heroes are temporarily NPCs, use the map of the bunker located on side A of the mapsheet). None of the brainwashed heroes can spend Karma, but they fight to the best of their abilities otherwise, using whatever tactics and maneuvers you can devise.

After the second round of combat, the Red Skull will address all of the heroes over a PA system as the battle rages on: "I'm sorry that we cannot stay and watch; but I am afraid that we have more important matters to attend to for now. I will send some men back here in 60 minutes to clean up the corpses."

Restoring the Brainwashed Heroes to Normal. In order to survive, the non-brainwashed heroes

may find it useful to restore their companions to normal. There are at least three ways that this can occur:

First, any mental attack on a brain-washed hero may break the hypnosis. In addition to any other effects the power might have, the brain-washed character gets a FEAT to throw off the effects at a rank equal to the rank of the attack, against incredible resistance. (For example, if Psycho-Ninja were to hit the brain-washed Human Torch with an Amazing strength Psionic Attack, the Torch would receive a green FEAT roll at Amazing rank to cast off the hypno-wash.) Unfortunately, such an attack must first succeed, and all hypno-washed characters are resistant to further mental effects (-2 CS).

Second, the heroes can attempt to reason with their brainwashed companions as they are being stalked in an effort to help them realize what they are doing ("No Cap, we're your friends. Hitler is your enemy!"). In this case, allow the brainwashed hero a Remarkable intensity Psyche

FEAT roll to shake off the effects of the hypno-wash. The other heroes can keep attempting to coax their brainwashed companions until they finally succeed (give the brain-washed target another Psyche FEAT each round); but the brainwashed target won't stop attacking until he or she finally shakes off the effects of the device.

And finally, as the Red Skull did not have time to "seal" the hypnosis, any affected heroes that are knocked unconscious are automatically free of the hypno-wash's influence when they wake up.

AFTERMATH: Eventually, the free-willed heroes should overcome their attackers. At this point, the Invaders will urge the player characters to turn their attention toward getting everyone out of the maze and resuming the search for the Nazi "super-weapon." The door that leads into the labyrinth chamber is locked (the door is made of Monstrous strength material) from the outside.

If the heroes can't break free on their own, they're stuck. True to his word, the Red Skull will send a team of five Nazi soldiers to check up on the battle one hour after he and Hitler leave the observation deck (by this time, any unconscious heroes will have probably regained consciousness). If the heroes make any sort of attempt to set up an ambush (wait just inside the door for the soldiers as they enter, etc.) give them a free round of surprise on the Nazis. Once the Nazi soldiers are defeated, the heroes can quickly make their way out of the room.

Go to Chapter 17.

KARMA:

Resisting hypno-wash (per round)	+5
Tricking the Red Skull	+20
Successfully reasoning with a hero	+15
Knocking a hero out	+10
Waiting for the guards	-5
Defeating the guards	+10
Defeating the Red Skull	+100
Capturing Hitler	+150

CHAPTER 17: DE-BUNKING THE BUNKER

SUMMARY: After escaping from the labyrinth, the heroes search the bunker, looking for the weapon that the Nazis managed to capture from the future.

STARTING: Once the heroes exit the labyrinth, read them the following text:

Everything seems rather quiet in the bunker. They don't seem to know that you have escaped.

That's a problem that's solved easily enough!

ENCOUNTER: Show the heroes the map of the bunker located on side A of the mapsheet and allow them to wander at will. The small number located beneath the name of each

room is the number of Nazi guards that are present in the room when the heroes arrive. After the heroes' second encounter with Nazi soldiers, all of the guards remaining in the bunker will rush to attack (add up the remaining troops). After the heroes win this battle, the bunker will be completely devoid of defenders.

By the time that the heroes leave the labyrinth, the Red Skull and most of the soldiers present at the base have already left (they are travelling to Italy to participate in the upcoming counter-offensive).

The items located in each room that may be of any interest to the heroes are summarized below:

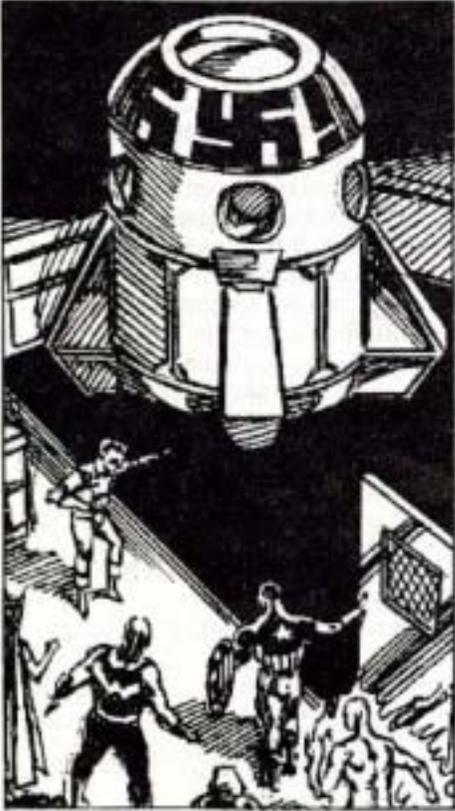
Test Lab: Located in the test lab is the original Orphu timeship from which the Nazis constructed their

duplicates. Spread out on a lab table is a pile of notes detailing the entire story of how the vessel crashlanded and how Baron Zemo and Klaus Kruptmann were able to make two duplicates of the craft.

The Invaders will certainly want to destroy the craft in order to guarantee that the dangers of irresponsible time travel are kept to a minimum. The Time machine has Remarkable Body and Good protection.

Also located on the lab table is another pile of notes discussing the Red Skull's hypno-wash device. These notes make constant reference to a "Project Orion," which was apparently the hypno-wash's first full test.

Hitler's Quarters: When the heroes arrive, this room is empty, Hitler hav-



Storage: Located in this storage room is enough weaponry to equip an entire platoon of German soldiers, and a parcel of high explosives. By using these explosives, the heroes can cause monstrous damage to all the material in any three adjacent areas. This would, by the way, destroy the Nazi time machine.

AFTERMATH: Once the heroes are done here, they can easily leave the bunker. Without mighty transportation powers, the heroes must rendezvous with the Allied submarine which will take them to an airbase and put the heroes on a plane that will get them back to Italy by 1 pm the next day.

Begin playing out the mission of the second strike team with **Chapter 18**.

KARMA:

Entering Hitler's quarters	+ 10
Entering the test lab	+ 35

ing fed with the Red Skull.

Spread out on Hitler's table are papers detailing the history of the secret commando missions sent out into the future. The papers clearly indicate that only the team sent to 2146 AD succeeded, while the other two teams were never heard from again. The papers also note that the weapon from 2146 was moved to Castle Vladistopol for safe keeping.

Also located in Hitler's quarters is a locked trunk (Excellent material strength) marked TOP SECRET. Inside the trunk are a number of odd-looking red and blue bracelets. There are a dozen or so of them, at least as many as the player characters. Unknown to the players, these belonged to the original Orphu time-travellers, designed to help the time-travellers fit in with the native life-forms. The bracelets cover their wearer with an illusion that he or she is a normal human wearing a strange red-and-blue uniform. The Invaders will certainly want to take the Top Secret bracelets.



CHAPTER 18: INTO ROMANIA

SUMMARY: The heroes' second strike team makes its way into Romania. Along the way, it encounters a truck full of Nazi scientists.

STARTING: Okay, make sure everyone switches over to the characters they will be using for the second strike mission. When you are ready, read the following text:

From Crane's book, you have no problem figuring out the position of Castle Vladistopol.

In order to get you into Romania, the US Army has placed you aboard a small bomber which penetrates German aircover and lands at a secret airstrip located deep within Romania that is held by an Allied resistance group, a mere ten miles away from the castle.

By the time you touch ground, it is almost 9:00 pm.

STARTING: A small band of partisans will meet the heroes at the airstrip and provide them with directions to the castle, but the partisans will refuse to accompany the heroes on their mission. If the heroes

try to pump the locals for information, the only news that the partisans can provide the heroes is that the castle is the only Nazi base within approximately 50 miles.

If the heroes start hiking down the road (rather than flying or such) they will hear a vehicle coming up the road behind them after about eight miles. The road is lined by a thick forest, so most heroes can easily hide if they so desire (no FEAT necessary).

As the vehicle passes, the heroes will recognize it as a German Army truck. About 100 yards past the heroes' position, the truck will stop and pull over. The truck's four-man crew will then step down to take readings from a weather station set up at the roadside.

If the heroes spoke to the resistance fighters they met at the airstrip earlier and learned that there are no other nearby Nazi bases, they should realize that the truck must have come from (and must be returning to) the castle. In this case, they might decide to capture the Nazis, take their uniforms, and try to enter the castle in their stead. (The GM should bear in mind how difficult this might

be for any women, or for bizarre-looking heroes.) If they do decide to infiltrate the base, play out any combat that ensues using the typical Nazi soldier stats for each of the four crewmen. The heroes will automatically gain a free round due to surprise.

The heroes may wish to capture and interrogate the Nazis. If so, the Germans will know about the layout of the Castle and the Nazi force there, but they have not been briefed about any futuristic weapons.

If the heroes decide to ignore the truck, the four Nazis will take their readings and leave without incident.

AFTERMATH: If the heroes decide to pose as Nazi soldiers and attempt to enter the castle in the truck, go to Chapter 20. Otherwise, go to Chapter 19.

KARMA:

Speaking with the partisans	+5
Ignoring the truck	+10
Defeating the Nazis	+10



CHAPTER 19: UP THE MOUNTAIN

SUMMARY: The heroes approach the Nazi castle and attempt to make their way inside. Just before they reach the castle proper, they encounter a band of resistance fighters that would like to remove the Nazi threat from the region.

STARTING: Read the following text to the players:

As you continue to make your way up the road, all is quiet—almost too quiet.

When you are about a half mile away you first catch sight of the castle. The castle itself is a huge, dominating structure, dark and evil. Just the sort of place the Nazis would pick for a stronghold.

Another quarter mile up the road, you hear movement just ahead. Surveying the thick forest that covers either side of the road, you catch a glimpse of a half-dozen or so shadows moving in the darkness. Whoever they are, they aren't wearing German uniforms; of that you are certain. They are fast, and seem to know the territory.

Suddenly, you are taken by surprise by a sharp voice coming from directly behind you, speaking in Romanian. "Who are you? What is your business here?"

ENCOUNTER: The voice belongs to a man named Olaf, who heads up a local group of resistance fighters (these resistance fighters are not affiliated with those the heroes met at the airstrip). The moving shadows are some of Olaf's men. Once the heroes stop and show their faces, Olaf will quickly recognize the members of the Invaders, and identify himself (in English) and his men.

Olaf will tell the heroes that he and his men are planning to coordinate an attack on Castle Vladistopol in order to remove the Nazis from his land. As he speaks, Olaf will constantly mention a "blood curse" that the Nazis have brought with them into the region, though he will refuse to elaborate if asked. Characters wishing to mentally probe for Olaf's concerns find visions of vampires but nothing more specific.

If the heroes ask him for any guidance, Olaf will only be able to tell them that the easiest way into the castle is to scale its rear face, and slip in through the upper observation turret. If the heroes ask Olaf and his men to join them, the resistance fighters will refuse, as they are part of another plan to invade the castle and cannot chance their lives now.

After bidding the heroes good luck, Olaf and his men will sneak back into the woods.

Getting into the Castle.

Once the heroes get up to the castle, they will have at least two choices as to how to get inside. Barring any useful powers, they can either storm the main gate, or sneak around back, scale the wall, and slip in through a rear observation turret.

The main gate is guarded by 15 Nazi soldiers. There is a space of about 50 yards between the gate and the edge of the woods, so there is no way that the heroes can take the Nazis by surprise. If the heroes try to set up a diversion, they can draw half of the guards away from the gate. Once all of the guards have been defeated, the heroes will have no problem slipping inside.

The back of the castle is not guarded at all, but the only entrance is an observation turret that is about 500 feet off the ground since the

castle sits atop a steep hill; and it's a hard climb to the top. Of course, if one or more of the heroes is able to fly, this might not be a problem. Any hero that tries to scale the castle face must make three consecutive Good intensity Agility FEAT rolls. Failing a roll means that the hero falls unless he or she can make a Good intensity Strength FEAT (characters significantly heavier than normal humans will need to make proportionately more difficult FEATs; see the Player's Book for assessing falling damage). Once the heroes reach the top of castle, they will find five Nazi soldiers stationed as look-outs in the observation turret. Once they defeat these soldiers (with a round of surprise), the heroes can easily enter the castle.

AFTERMATH: Once the heroes are inside the castle (no matter how they enter), they will find themselves in a long, dark corridor. As soon as all of the heroes are inside, they will hear a loud whir as a panel in the ceiling opens to reveal a strange piece of machinery. The machine will instantly attack the heroes with a series of energy bolts. The energy bolts automatically hit all targets in a single area and act as a Shift X knockout attack. It has a range of 8 areas.

When General Dozier informed the Red Skull that the heroes were coming, he alerted Baron Blood and Zemo at the castle. Baron Zemo then rigged up this little trap. The heroes will awake about one hour later, on the castle's secret flight deck. Go to Chapter 21.

KARMA:

Asking Olaf for advice	+5
Defeating the Nazi guards	+10
Going up the back wall	+5

CHAPTER 20: BEST LAID PLANS

SUMMARY: The heroes, after capturing the Nazi truck, attempt to enter the castle posing as Nazi soldiers. Just before they reach the castle, they are attacked by resistance fighters who temporarily mistake them for Nazis.

STARTING: Read the following text:

As you drive down the road, there is an explosion and your path is suddenly blocked by a fallen tree. Almost immediately, you see scores of shadows leaping out of the woods. You hear a man scream something at you as he attacks.

ENCOUNTER: The resistance fighters are Olaf (from Chapter 19) and ten of his men. Because the heroes are in a German vehicle, Olaf's men mistake them for Nazi soldiers. Play out the first round of combat normally using the stats for a typical soldier found in the *Judges Book* for Olaf and his men (all are armed with nor-

mal rifles that have a range of 7 areas and strike 4 times each for 10 points of Shooting damage).

Starting with the second round of combat, the heroes can convince the resistance fighters that they are not Germans. If no one attempts to set Olaf and his men straight, Olaf must make a Poor intensity Reason FEAT each round to recognize one of the Invaders and realize his mistake. He will then immediately call off the attack and apologize.

Once the battle ceases, Olaf will introduce himself and his men (see Chapter 19 for details).

Getting into the Castle. Once the resistance fighters have been dealt with, the heroes can then continue on toward the castle. As they approach the main gate, a pair of German sentries will come forward to greet them. There are 14 other soldiers guarding the castle gate.

The two sentries will approach the truck and look inside. If the heroes are wearing German uniforms, the sen-

tries will salute ("Heil Hitler") and open the gate for the truck to pass (the sentries won't bother to look in the back of the truck). If anything goes wrong, the sentries and the other Nazi guards will rush forward to attack.

If there is no incident, the heroes can enter the castle unopposed. If the guards attack, the heroes can enter as soon as they have defeated the Nazi soldiers.

AFTERMATH: Once the heroes are inside the castle they will find themselves in a long, dark corridor. As soon as all of the heroes are inside, they will hear a loud whir as a panel in the ceiling opens to reveal a strange piece of machinery. This attack is identical to the one in Chapter 19. The characters wake up an hour later in Chapter 21.

KARMA:

Defeating the resistance	-25
Convincing Olaf to stop the attack	+5
Entering the castle without incident	+15
Defeating the Nazi guards	+10

CHAPTER 21: BLOOD CURSE

SUMMARY: The heroes wake up on the castle's secret flight deck, where they are face to face with Barons Blood and Zemo and the "super-weapon" captured from the year 2146.

STARTING: Read the following text to the heroes:

You wake to the sight of the German flag run up a long wooden pole in what appears to be a huge chamber within the castle. Behind you, a pair of large sliding metal doors are open to the outside, and series of "slingshot" devices hold Nazi warplanes that are ready to be launched out into the sky. One of the slingshots holds a strange, sleek saucer shaped object. There is no question that the object is a weapon of war. It must be your objective—the super-weapon from

the year 2146.

Standing in front of you is top Nazi scientist Baron Zemo and 30 Nazi troopers. As he sees you regaining consciousness, the Baron begins to laugh. Suddenly, Zemo's laugh is cut short by a sharp voice. Whirling around, you are suddenly confronting Baron Blood, the vampiric Nazi menace. "We have not yet killed you because we want you to witness our greatest triumph!"

ENCOUNTER: Baron Blood is the "blood curse" that the resistance fighters were referring to in Chapters 19 and 20. Since he was assigned to come out to the castle in order to supervise the preparation of the "super-weapon" captured from the future, Blood has been periodically

feasting on the peasants that live in Olaf's village. Notice that the heroes are not bound. Zemo and Blood believe that the heroes will not prove a threat as long as there are so many guards present.

If the heroes give him a chance (that is, they don't try to destroy the super-weapon immediately), Blood will begin gloating about the Nazi's master plan. He will relate the entire story behind the crash-landing of the Orphu. Blood will then reveal that the Nazis selected their three best commando teams and sent each of them out into the future in quest of advanced weaponry and technology that could be employed against the Allies.

The object, Blood will explain, is some sort of airborne attack vehicle. Its armor on every side (but the top) is nearly impenetrable; and its weaponry is capable of destroying small cities.



By employing their new weapon, the Germans hope to beat the Allies back out of Italy and eventually win the war. The futuristic weapon will be spearheading the Nazi counter-attack which is scheduled to begin six hours from now. The weapon is scheduled to leave for Italy in mere moments.

Just after Blood finishes his gloating, he will launch the super-weapon (but not the planes) with a great deal of fanfare to the thunderous applause of the German troops.

Olaf's Attack. Just after Blood launches the super-weapon, a loud explosion will rock the entire complex. Suddenly a German staff officer will rush forward and announce that the entire castle is under attack. After Olaf and his men realized that members of the Invaders were infiltrating the Nazi castle themselves, they decided to move up their own time table to take advantage of the confusion that was sure to follow.

After the German officer announces the attack, 20 of the Nazi troopers will leave to rush off and battle the resistance fighters. If the heroes still haven't decided to attack four rounds later, Olaf and 12 of his men will show up on the flight deck where the heroes are held and begin combat.

If the heroes attacked the Nazis immediately after waking up and did not give Blood a chance to gloat, Olaf and company will arrive exactly four rounds into the battle.

The Heroes' Break Out. At some point, the heroes will probably fight their way out of the complex or make an effort to destroy the futuristic weapon. Whenever the heroes begin to fight, they must deal with any Nazi soldiers that are still present on the flight deck, as well as Blood and Zemo, before they can get to the exit or the super-weapon. Once Olaf arrives, he and his resistance fighters will close to combat the troopers, half of which will return fire, and half of which will join Barons Zemo and Blood in attacking the heroes.

When the battle begins, pull out the map of the flight deck located on side A of the mapsheet. During the battle, the Nazis will remain clustered five to an

area (thus allowing the heroes to attack whole groups of them at once, see *The Player's Book*).

The heroes must also figure out some way of dealing with the undead Baron Blood. The easiest method of taking care of Blood is to pull down the wooden flag pole (it was the first thing the heroes saw after they woke up, remember?) and use it as a wooden stake (the flagpole has Good material strength). If the players come up with some other method of defeating the vampire, it is up to you to gauge its success. (The only items present on this level of the castle are those that you would normally expect to find on a flight deck or in an aircraft hangar.) Also remember that Baron Blood is immune to the effects of sunlight, so solar blasts, such as those used by the Vision, have no additional effect on this vampire.

Blood will continue to press his attack, no matter how badly he's over-matched, until he realizes that the players have means at their disposal to end his existence, at which time he will attempt to flee out the hangar door and into the Romanian woods.

Dealing with the Super-Weapon. If Blood has not yet managed to launch the super-weapon before the fight with the heroes breaks out, the heroes can automatically attack the machine (if they so choose). It has Amazing Protection (only Good quality on the blue-domed top) and Excellent Body.

If the super-weapon has been launched, the heroes can jump in Nazi fighter planes (if they can't fly fast enough) and attempt to shoot it down before it gets very far. There are three Nazi fighters waiting to be launched from the catapult device, but it will be impossible to launch any fighters until after any Nazis remaining on the flight deck have been defeated. If the heroes choose this course of action, play out a normal aerial combat using the vehicle rules found in the *Player's Book*. Use the statistics below for the vehicles involved:

Future Super-Vehicle

Cont	Speed	Body	Prot
UN	GD	EX	AM

The super-vehicle is armed with two laser cannons that fire with Excellent Agility and strike for Remarkable damage. The super-vehicle's other armaments can only affect ground targets.

The alien craft has room for a pilot, but is currently computer-controlled. It will attack only those planes or flying characters who first fire upon it, and it will keep attacking one target until that target moves out of range (15 areas).

The super-vehicle's Protection is only Typical against attacks made from its top. In combat, a shot can be targeted at the top with a -1 CS modifier.

German ME-109 Fighter

Cont	Speed	Body	Prot
GD	RM	TY	EX

The ME-109 is armed with a machinegun that strikes with Good Agility for Remarkable damage.

Any aerial combat will last for a maximum of ten rounds. At the end of that time, the super-vehicle will accelerate to Monstrous speed and pull away.

Getting out of the Castle. Once all of the Nazis have been cleared off the flight deck, the heroes can leave unopposed. If they wish to stick around and help the resistance fighters take the castle, Olaf will dissuade them. "This is our country," he will say, "and our people who have been conquered. We cannot thank you enough for the inspiration and opportunity you have shown us, but please, allow us this victory."

AFTERMATH: The heroes can return to the nearby airstrip held by resistance fighters and rendezvous with a plane that will have them back in Italy by 1 pm (one hour before the German counter-attack is scheduled to begin). Go to Chapter 22.

KARMA:

Defeating the Nazi soldiers	+10
Defeating Baron Zemo	+20
Defeating Baron Blood	+50
Destroying the super-weapon	+40
Failing to destroy the weapon	-20

CHAPTER 22: PROJECT: ORION RISING

SUMMARY: The heroes return to Italy where they are attacked by the Red Skull and General Dozier, his brain-washed slave.

STARTING: After all of the heroes arrive back at the American Command Post in Italy, they will receive a message from General Dozier asking them to report to his office once all of their comrades have returned (from this point on, the Invaders become NPCs once again). When all of the heroes arrive in the General's Office, read the following text:

You all arrive back at the American Command Post and arrive to find Dozier and Holland awaiting you.

Dozier says, "Ah come in. There is someone here that would like to talk to you."

Suddenly, a horrible raspy voice shoots out from behind you.

"Ladies and Gentlemen, I would like you to meet Project Orion."

The worst part is that you recognize the voice as that of the Red Skull! Before you can get a grip on the situation, the Red Skull and ten Nazi troopers have machine guns trained on you. So does the American General Dozier!

ENCOUNTER: After the heroes' two victories in East Prussia and Romania, the Red Skull decided to get rid of the Invaders before the big counter-offensive, to guarantee that they could not fight alongside the Allied soldiers. He decided it was time to play his trump card—the brainwashed General Dozier. Dozier snuck the Skull and his troopers into the base just over an hour ago, while everything was quiet (most of the troops were away preparing for the upcoming battle).

Just after the Red Skull greets the heroes, he and his men will open fire. By now, the heroes should have had a pretty good idea that there was a traitor somewhere within their camp: the ease with which both strike teams were captured when they arrived at their destinations and some of the Red Skull's comments along with the mys-

terious references to a "Project Orion" should have tipped them off. If any of the heroes voices his or her suspicions before entering to talk to the General, the Nazis will fail to catch the heroes off guard; otherwise, the attackers will receive one free round of combat against the heroes due to surprise. Once the battle starts, the Invaders and Holland will all battle against the Nazis alongside the heroes.

If the heroes were so certain there was a traitor in the American camp that they came up with some sort of plan for entering the General's office, it's up to you to judge its success or failure.

If the heroes are winning after two rounds of battle, the Red Skull will begin to suspect that things are not going quite the way he planned. In the third round, the Skull will attempt to flee. If he makes it out of the General's office, the Skull will head straight for the American truck. Once in the truck, he will speed off down the road toward the German lines. There are no other vehicles around with which to give chase. Unless one of the heroes pursuing the Skull can travel at 70 mph without transport (Excellent land speed or Typical air speed), the Skull will automatically escape.

AFTERMATH: After the heroes defeat the Nazis, Dozier will wake up, unable to remember anything of the past several days. He is no longer subject to the effects of the hypno-wash.

Whether the heroes have destroyed the super-weapon or not, the Invaders will ask them to stick around and fight in the big battle against the Nazis. If at any point during the adventure, the heroes look up what actually happened during the upcoming battle in Crane's history book, they will read the following account:

"...The Allied soldiers pulled a victory out from nowhere when a group of strange red and blue garbed figures showed up and helped turn the Nazis back..."

From all of this, the heroes might realize that they should participate in the battle against the Nazis, either to help the Allies or to maintain history.

By this time, Captain America has deduced that the player characters are from the future, and he will suggest that the heroes wear the "Top Secret" bracelets from Hitler's bunker. These bracelets will cloak their wearers in illusionary red and blue uniforms, disguising them from the prying eyes of war correspondents and historians.

If the heroes have already destroyed the futuristic weapon and turn down the Invaders' offer before looking up the battle in the book, they will find themselves unable to use their time machine to return home. They were supposed to help out in this battle, one of the turning points of the war, and if they choose to do otherwise, their own future would be so radically different that the "recall" button has no clear destination.

If the heroes did not take the Orphu bracelets with them when they left Hitler's bunker, the Red Skull will be carrying them (along with papers explaining that they were worn by the original alien time travelers) when he sets up his ambush at Dozier's office, and will conveniently drop them when he flees.

If the heroes have not yet destroyed the futuristic super-weapon, you should inform them that some damage has probably been done to the historical time line already. In order to prevent any further damage, they will have to destroy the super-weapon during the upcoming Nazi onslaught.

When you are ready to fight the big battle, go to **Chapter 23**.

KARMA:

Suspecting a traitor	+ 15
Defeating the Nazis	+ 10
Capturing the Red Skull	+ 20

CHAPTER 23: THE BIG BATTLE

SUMMARY: The heroes, alongside the Invaders and the Allied troops fight off the Nazi counter-offensive.

ENCOUNTER: Play out the big battle using the special rules below: First, get out side B of the mapsheet and cut out the troop counters located on the third panel of the cover. The grey counters represent Axis forces, and the Green counters represent Allied forces. A soldier symbol on a counter means that the counter represents an infantry unit. A tank symbol on a counter means that the counter represents a tank unit. There are also counters for each of the Invaders, blank counters to represent the player heroes (write the name of each hero on the counters before you begin), and counters for the Red Skull and the futuristic super-weapon. The Red Skull can only participate in the battle if he escaped in Chapter 22. The super-weapon will only participate in the battle if the heroes failed to destroy it in Chapter 21.

Notice how most of the counters show a Fighting rank (for example, "F:Rm"). This works just like the Fighting attribute, as explained below. The counters for the Invaders, the Red Skull, and the player heroes, don't have a Fighting rank (just a "+2 CS" notation, see below).

To begin the battle, set up all of the Axis forces behind the Axis start line, and have the players set up all of the Allied forces behind the Allied start line (place as many units as you like in each area). During the battle, you will move the Axis forces, while the players move the Allied forces.

Moving and Fighting. Play out the battle in rounds just like a normal battle. At the beginning of each round, roll an initiative die as though you were playing out a normal battle (the Intuition ranks of all of the Axis and Allied soldiers present is considered to be Typical for the purposes of modifying the initiative roll as explained on p. 14 of the *Players Book*). The side that wins the initia-

live moves all of its forces first. The side that loses Initiative moves all of its forces second.

When it is your turn to move, you can move as many of your units as you want. An infantry unit can move two areas, a tank unit can move four areas, a hero or villain can move as many areas as the character is usually permitted to move in combat, and the super-weapon can move 12 areas.

Once you enter an area containing an enemy unit you must stop in that area to fight. Don't do any fighting until you have finished moving all of your units.

In order to fight, make a FEAT roll using the Fighting rank of the best unit you have in the area (the one with the highest Fighting rank). The intensity of this FEAT is equal to the Fighting rank of the best opposing unit in the area. There is a +1 CS to the FEAT for each additional friendly unit in the area and a -1 CS for each additional enemy unit in the



area. In addition, there is a -1 CS to the FEAT if the fighting is occurring in a mountain area (the mountain areas are brown).

If the result of the FEAT is white, all friendly units in the area must "retreat" one area. When a unit retreats, the opposing player gets to move the retreating unit to any adjacent area that is closer to that side's start line. If the result of the FEAT is green, all enemy units must retreat one area. If the result of the FEAT is yellow or red, all enemy units in the area are eliminated and removed from the board.

Heroes and Villains. For the purposes of this battle, individual heroes and villains don't have Fighting ranks. Instead, they just contribute a +1 CS to the Fighting FEAT roll in any area in which they are attacking or a -1 CS

to the Fighting FEAT roll in any area in which they are defending. Heroes and villains can never enter an area containing an enemy unit unless they are entering the area along with friendly non-hero units.

Winning the Battle. The battle is over as soon as one side captures the other side's command post (as signified by the appropriately colored stars on the map). In order to capture a command post, a side must force all of the enemy units out of the command post area and occupy it with friendly troops alone.

If the Allies are beginning to lose the battle (whenever the Axis ends a turn within three areas of the Allied Command Post) the Allies automatically receive reinforcements. Half of the Allied units that have been eliminated so far (the Axis players'

choice) immediately reappear at the Allied command post. If the Axis takes the Allied Command Post, the Axis doesn't win right away. Instead the Allies are given one turn in which to counter-attack and remove the Axis units from the command post area. Likewise, the Axis receives one turn to counter-attack if their base is overrun, but the Axis does not receive any reinforcements.

AFTERMATH: With the reinforcements and the heroes fighting for the Allies, it is almost impossible for the Allies to lose the battle. When it is all over, go to the Epilogue.

KARMA:

Winning the battle	+30
Needing Reinforcements	-5
The Allied post is captured	-5

EPILOGUE: ALL'S WELL THAT ENDS WELL

SUMMARY: After the battle, the heroes head back to their own time. Just before they leave they encounter Nick Fury and his Howling Commandos.

STARTING: The heroes say their good-byes to the Invaders, Dozier, and Holland. Dozier tells the heroes they have earned the thanks "of all the free world," and no one contradicts him. It's a great day for the Allies.

The heroes have one last opportunity to really foul up the timestream. They could do it in a number of ways, including offering their reference book to the Allied High Command (it does, after all, contain the identity of many Nazi spies, the location of all Nazi secret bases, and the Axis troop distributions and battle plans for the remainder of the war). The heroes could also offer to stay a while longer and team up with the Invaders, thus bringing the war to an early conclusion. If the heroes propose to do anything but take themselves and their

book back to 1989 immediately, Captain America will step in and remind the heroes (and everyone else) of their responsibility to the timestream. "What seems like a good idea now could prove disastrous for the future," Cap will say. "Let's leave the future alone. Go home."

ENCOUNTER: Notice how one of the Allied counters reads "Howling Commandos?" This unit actually represents Nick Fury and his men. For purposes of discussion, we will assume that this counter survived the battle. (In fact, the referee had better make sure this counter survives, because if not, we've entered a really ugly causality loop, since it was Nick who sent the heroes back to WWII in the first place.)

After the battle is over, the heroes will probably start heading back toward their time machine (yes, it's still there!). As they leave the site of the battle and say goodbye to the Invaders, a soldier whom they will

instantly recognize as Nick Fury will approach them.

Read the following text:

"Hey you guys were great out there!" The voice is somehow strangely familiar. Spinning around you recognize Nick Fury among a group of soldiers that are approaching you. Fury has obviously changed quite a bit over the last 45 years.

One man is holding an old flash camera. "Hey you guys got time for a picture?"

Why not, you think, as you quickly pose with Fury and the men known as the "Howling Commandos," and then head off toward your captured time machine.

As you leave, it suddenly occurs to you: You've seen the picture that man just took. It was hanging on the wall of Fury's office back in Albuquerque!

VISION

F RM 30
 A EX 20
 S AM 50
 E IN 40
 R EX 20
 I GD 10
 P RM 30

Health 140
 Karma 60

Powers:

Density Manipulation, Self Unearthly
 Body Armor equal to Density rank
 Phase through solid objects
 Fly at Poor speed
 Disrupt targets by solidifying inside them
 Life Support—Incredible
 Solar Beams—Remarkable
 Solar Regeneration—Amazing
 Talents: Repair/Tinkering

MOON KNIGHT

F RM 30
 A EX 20
 S EX 20
 E EX 20
 R GD 10
 I EX 20
 P RM 30

Health 90
 Karma 60

Powers:

Power Boost: When moon is up, F, A, and S become
 IN: A becomes RM; Health becomes 150
 Weapons: 10 darts—Good Edged damage, Range 5
 Lasso-Grapple—Good damage, Excellent Grappling
 Bola—Typical Blunt damage, Good Grappling
 Talents: Firearms
 Martial Arts A
 Acrobatics
 Driver
 Financier

SCARLET WITCH

F GD 10
 A GD 10
 S TY 5
 E EX 20
 R GD 10
 I EX 20
 P RM 30

Health 46
 Karma 60

Powers:

Hex Spheres—Amazing
 Magical Abilities—Remarkable
 Talents: Magical Background
 Occult Lore

HAWKEYE

F GD 10
 A RM 30
 S GD 10
 E EX 20
 R TY 5
 I GD 10
 P TY 5

Health 70
 Karma 22

Powers:

Enhanced Vision—Remarkable
 Equipment: Bow—3 arrows/round, range 7
 Arrowheads—Acid—Monstrous damage, range 3
 Bola—Remarkable entangle
 Boomerang
 Cable—Incredible material strength
 Electrical—Amazing damage, range 5
 Explosive—Amazing damage
 Flare—Good light, Amazing damage
 Magnetic—Incredible adherence
 Net—Incredible entangle
 Pully—Remarkable adherence
 Rocket—+1 area range
 Siren—Excellent noise
 Smoke—covers 1 area
 Suction Cup—Remarkable adherence
 Tear Gas—covers 1 area
 Thermal—Remarkable damage
 Vibration—Excellent damage
 Skymobile
 Talents: Archery
 Arrowhead Design and Construction
 Circus Lore

TIGRA

F EX 20
 A IN 40
 S IN 40
 E RM 30
 R TY 6
 I RM 30
 P EX 20

Health 130
 Karma 56

Powers:

Enhanced Sense—Monstrous
 Night Vision—Incredible
 Claws—Good Edged damage
 Empathy—Excellent
 Lightning Speed—3 areas/round, Monstrous endurance
 Alter Ego—Remarkable
 Talents: Biology

WONDER MAN

F EX 20
 A RM 30
 S UN 100
 E MN 75
 R TY 6
 I TY 6
 P TY 6

Health 225
 Karma 18

Powers:

Body Armor—Amazing
 Invulnerability—Class 1000 against heat and cold
 Life Support—Class 1000
 Flight—Good speed
 Talents: Stuntman
 Actor
 Businessman

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