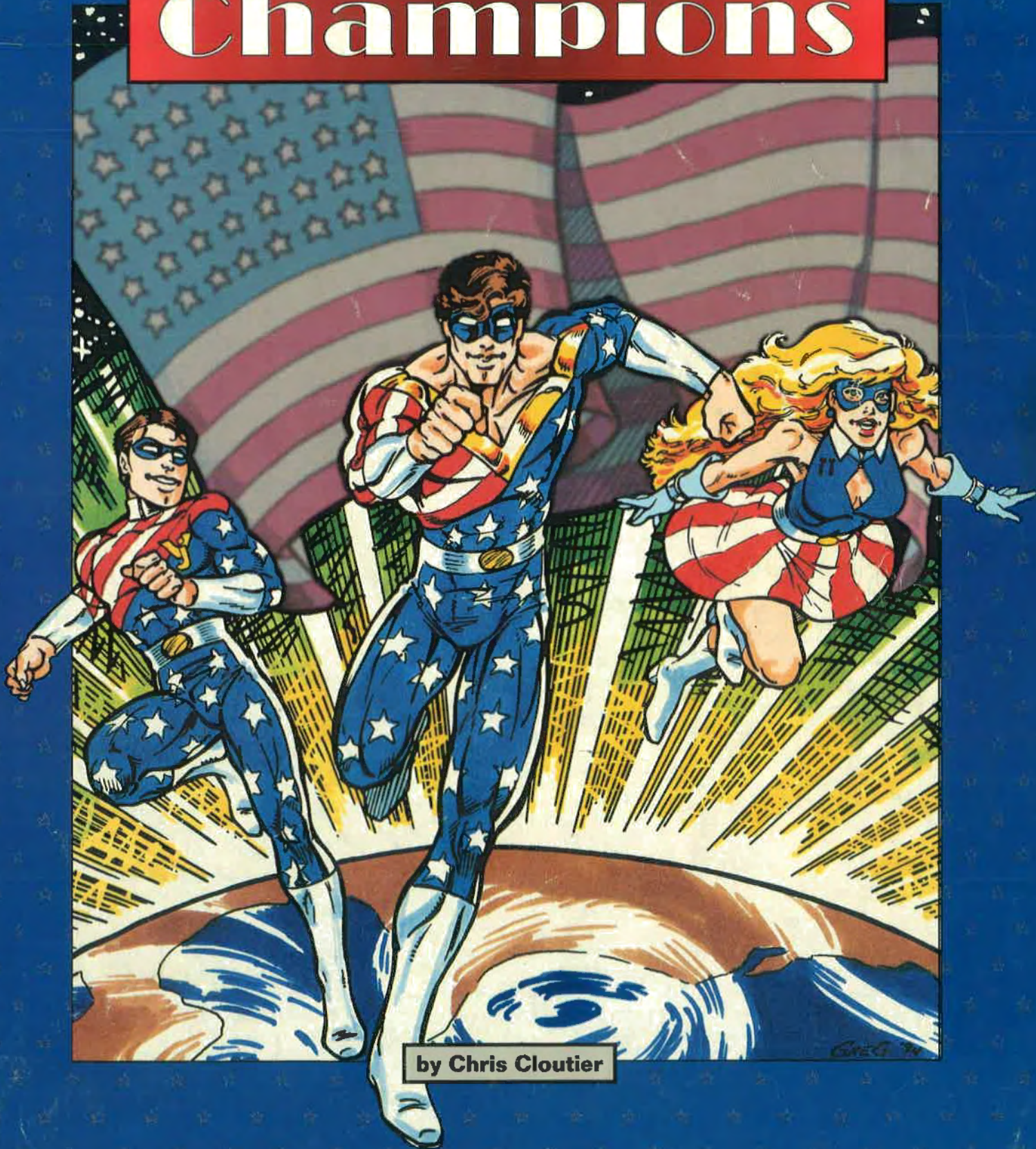


Golden Age Champions™



by Chris Cloutier

GOLDEN AGE CHAMPIONS™

HEROIC ROLE PLAYING DURING THE GOLDEN AGE OF COMIC BOOKS

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Thanks to the following:

- Those who helped produce the 1st ed. of GAC; co-writers Tim (Vanguard) Lasko and Bob (the Great Saladin) Schroeder, gun-guru Kevin (Sgt. Doc) Dockery, and the rest of the former Firebird Ltd. Gang.
- All those who played in my campaigns in Ann Arbor, Marquette, and Mpls/St.Paul, including: Dave (Red Racer) Burton, Dawn (Tiara) Campbell, Steve (Captain Concrete) Compher, Mike (loons too numerous to list) Coyne, James (Uncle Sam) D'Amour, Matt (Ninja) Fulton, Steve (Night Hawk) Derosier, J. Michael (Knight of St. Michael) Jackson, Scott (Totengeist) Jameson, Julian (Medusa) Nelson, Alan (Leaping Lizard) Nuss, Joe (Illinois Smith) Orosz, Fred (Knight-Owl) Steinmann, Ian (Captain Future) Van Oene, Dave (Boxing Briquette) Pullen, Dan (Peacekeeper) Ramsey, Eric (Fletcher) Yocum, and all those whose names and/or characters I've missed.
- Special thanks to Ross Anderson and his evil twin Robin Anderson (no relation); Game Masters Extraordinaire; creators of Shadowcat, Blond Bombshell, two characters named Flexible Man, and several other supers; who served as both friends and sounding boards.
- But most especially, thanks to my wife, Cecile, for putting up with all this nonsense for all these years.

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Printed in U.S.A., First Printing 1994

Produced & Distributed by Iron Crown Enterprises, Inc., the exclusive manufacturer of Hero Games.

STOCK #: 436

ISBN 1-55806-212-2

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INTRODUCTION

"Hello Mr. and Mrs. America, and all the ships at sea! Let's go to press..."

radio correspondent Walter Winchell

It is a time of great social and political upheaval. America is in the process of pulling itself out of the Great Depression while Europe, North Africa, Asia and the islands of the Pacific are in the grip of global warfare. The Nazi Blitzkrieg thunders first across Poland and then France. The Luftwaffe rains death and destruction on England even as the U-boats of the Kriegsmarine try to strangle the island nation by cutting off its supplies. Across the world, the forces of the Empire of Japan dominate East Asia and the Pacific. Suddenly, the American naval base at Pearl Harbor is attacked and America enters the war.

In the midst of this maelstrom, the first comic book superheroes came into being (many of whom retain their popularity to this day). Some started as grim avengers of the night, having been born to fight the injustices of the Depression. Others came as a response to the threat that the Axis posed free men and women everywhere. Ultimately, they were all influenced by the greatest event of that time, the Second World War. The period is known as the "Golden Age" of comic books.

Welcome to *Golden Age Champions*, the **Champions** sourcebook for roleplaying during the dawn of comic book superheroes.

WHAT YOU GET

Golden Age Champions (or GAC) contains the raw materials for running a Champions campaign set in the 1930s and 1940s. The items contained within are also meant to mesh with the regular Champions Universe and provide a common historical background and plot devices for a modern campaign. It is organized as follows.

Introduction: What you are reading at this very moment.

Sourcebook: This section starts with a brief history of the Golden Age of comics and a comparison against the real world of the time. This leads into the chapter on character creation which contains insights into designing GAC characters and sidekicks and describes the common types of Golden Age heroes, their origins and motivations and how

these should relate to your own heroes and villains. This section also describes several different types of GAC campaigns. The Sourcebook also includes historical source material (the biographies, WWII and homefront trivia and timelines) so that the GM can run a GAC campaign without actually being a historian, and so the player can find inspiration for character creation and roleplaying.

Campaign Book: This section contains the premise behind the HERO GAC campaign, as well as those specific things necessary to run it: Heroes, Villains, NPCs, hardware; and about a dozen scenarios dealing with homefront America, war ravaged Europe, island hopping in the Pacific, and interdimensional travel.

HOW TO USE THIS BOOK

If you are a GM, you should probably read the entire book. At the very least, read through the sourcebook section and breeze through the campaign sections so you can get a feel for the period before actually running anything. If you are a player, I would offer the same advice...only, please stay out of the scenarios until your GM has had the option of running them.

AUTHOR'S NOTES

GAC was originally published in 1985 by Firebird Ltd. as *The Golden Age of Champions*. When the rights reverted to me a couple of years ago, I approached Hero Games concerning a complete rewrite. You hold it before you.

The biggest change (other than the cosmetic changes of modern typesetting and word processing equipment) is probably the deletion of several pages of rules for vehicle movement and combat, and several rules (for growth, shrinking, sidekicks, etc.) which now appear in *Champions*. These deletions allowed for the inclusion of many more villains, heroes and scenarios than in the earlier edition. Next, the timeline has been expanded and divided into three sub-timelines, while serious oversights in the biographies and elsewhere have been corrected. Finally, every essay in the book has been rewritten with an eye toward better representing the Golden Age to **Champions** role-players.

Pay your taxes, and beat the Axis,

Chris Cloutier

Golden AgeTM Champions

**It's World War II ...
Do you know where
your heroes are?**

Golden Age Champions takes you back to simpler times, when heroes were heroes, and villains were Nazis. Everything you need to simulate the Golden Age of wartime comic books is included here—you couldn't ask for a more complete look at those bygone days of superheroes. Here's what you'll find inside:

Players:

- Creating Golden Age Heroes
- The Weapons of War
- Swell Vehicles!
- A Primer on the War Years and the Homefront

GMs:

- How to set up a *Golden Age Champions* campaign
- A detailed Historic Timeline
- Government organizations, complete with package deals
- Over 40 new Villains!
- Over a dozen new Heroes!
- Plenty of source material on the War
- Scenarios to get you started quickly!



Golden Age Champions gives you all you need to run a wartime campaign. So fire up your patriotism, salute the flag, and go forth to make the world safe for Truth, Justice and an American Victory with *Golden Age Champions*!

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Made in U.S.A. #436
ISBN 1-55806-212-2 ICE2000

Produced and Distributed by **ICE, Inc**
P.O. Box 1605 Charlottesville, VA 22902 USA