

Battleground Weird War II

by Brian Cottrell



Human Torch: In 1939, Prof. Phineas T. Horton created an advanced android that had the appearance and intelligence of a human. Excited to show the world his newest creation, Prof. Horton held a press conference to unveil his greatest creation. As Horton presented it to the media, he lifted the glass tube off and gasped in horror as it burst into flames. The media were terrified and reported that the professor had created a monster. Once the authorities learned of this, they deemed the android too dangerous and a possible menace, ordering the professor to disassemble it. Feeling sorry for his creation, Horton decided to encase it in a block of concrete so no one would know that it wasn't disassembled. Horton told the authorities that he did as they instructed and the android was soon forgotten. Over time, a crack in the concrete allowed enough oxygen in that it ignited the android and the concrete soon melted away. Confused, the android began to search for its creator, inadvertently causing numerous fires and total chaos in the city. Soon realizing its actions could possibly harm others; the android extinguished itself in a large pool of water. Once extinguished, the android learned to control its flaming body at will. It was later reunited with its creator only to realize that Horton wanted to use it to get rich. The android decided that it would no longer be controlled by others but make its own way. It chose the name of Jim Hammond and then joined the NYPD as a patrolman. Along with being a policeman, the android often transformed into his fiery self to fight crime and other costumed criminals. It was during this time that Namor attacked the surface world on behest of Atlantis and was confronted by the android in which he and a human woman convinced him the errors of his ways and Atlantis' avenging son returned to his underwater world. The android later became ward to a young orphaned teen that had similar powers and the two became partners against crime under the names Human Torch and Toro. When World War II broke out, Winston Churchill championed the idea of a super human team that would fight the forces fascism and oppression and created the Allies' super hero team the Invaders. It was during this time that the Human Torch became more human by serving mankind and defending it from itself.

Name: Jim Hammond

Rank: Special Field Operative, Patrolman (NYPD)

Nationality: United States of America

Military Affiliation: Special U.S. Government Agent, The Invaders

Base of Operations: European Theater of War

Height: 6' 3"

Weight: 300 lbs

Eyes: Blue

Hair: Blond

Actions: The Human Torch has 2 Actions per turn.

Senses: The Human Torch acts like any other human when making any tests that are sensory-based.

Strength: The Torch has the average strength of a human man his size that engages in extensive physical activity.

Toughness: Due to his android make-up, the Human Torch is immune to all heat and flames no matter his current form as well as ignores his first Light Wound. His artificial body allows him to take more punishment than a normal human without shutting down due to shock, loss of bodily functions or blood so he will never suffer the +5 modifier while being Light Wounded. However, once damaged he will lose a single Action like normal.

Movement: The Torch can fly up to 18" and move up to 6" per Action. The Torch may swim as normal but cannot be in his flame form when doing so.

Training: The Human Torch has been trained by various sources that make him more confident and agile in both solid and flaming states. The Human Torch's training comes from the New York Police, when he was a police officer, the FBI, OSS and his teammate Captain America. He is proficient in all Allied firearms and explosives. He is also highly intelligent and will not suffer from the Non-Qualified or Captured Use rules unless the item or weapon is more advanced than the current period or of alien or supernatural origin. He is also an accomplished pilot of all known aircraft, boats and vehicles of the time.

Leadership: The Human Torch is considered an 18-0 Elite Hero. Because he doesn't have the inherent fears that a normal human would have developed as they grew to adulthood, the Torch will never take Gut Checks and is immune to the Man Alone, Enemy Vehicle and Breaking Point rules. He is also immune to any suppression result unless within a blast.

Weapons & Equipment: The Human Torch has been trained in all U.S. weapons and explosives but rarely arms himself with them unless it is specifically needed for the mission at hand.

Combustible Body: The Human Torch's body is covered with photoelectric solar cells that serve as his power source. These cells also allow him to transform into a gaseous plasma flame that can cover any or all of his body at will. He is capable of heating himself up to 1,000,000 degrees Fahrenheit but usually maintains his temperature around 780 degrees when in flame form. This trait also allows him to fly. The Torch cannot be forcibly smothered out unless he is completely submerged in water or if hit with anti-flame agents on a D20 score of 10+. When alight, all projectiles will pass through his gaseous form without any damage but if any part of him is solid then he will take damage as normal. The Torch can automatically set fire to anything that might be combustible within base-to-base with himself. If any surface is somewhat flame resistant like steel or concrete, then he can alight it on a successful ½ Skill Check. This can also be done in close combat with vehicles or bunkers in which the Torch melts a hole in the armor then projects a blast of flame into the hole. Anyone within the enclosed space will be hit with an A column hit with a -5 to the result in addition to suffering from the normal penetration roll result. Anyone within 2" of the Torch when alight will suffer from an automatic hit that will be determined by rolling a D4. A score of 1 will be a A, 2 a B, 3 a C and 4 a D column hit. The only exception to this is if at the beginning of the turn the Torch declares that he has lowered his temperature to a safe degree so others may stand near him without taking damage. Use the Torch SAFE marker to mark him when he is at this temperature.

Pyrokinesis: The Human Torch is able to control fire via telekinetic means, which allows him to create jets of flames and fireballs to use as offensive weapons. This characteristic allows him to produce a type of flamethrower using both normal and vehicle mounted flamethrower templates by expending an Action in focusing his flame burst in the direction desired. All normal flamethrower results apply. The Torch is also able to throw balls of flame like someone would throw a snowball; this is done by using an Action to mold several then throwing them at his target. He may create D4 fireballs per Action. These fireballs may be thrown within rifle range with a D column hit on a successful Skill Check. He may also use his flame attacks as a penetrating attack against armored targets. All fireballs will have an AP of 8 and the

flamethrower will be a 12. In addition to the normal damage these flame attacks will catch fire as stated within the flamethrower rules. Due to the sheer heat and lack of solid form, the Human Torch cannot lose in close combat unless he is in solid form or is attacked with anti-flame agents or weapons that smother his flame in which he will fight like normal. Remember, anyone within 2" of the Torch when alight will be auto hit so any close combat attackers must be fitted with heat resistant clothing or shielding to even engage him in close combat. His pyrokinesis also allows him to control any other fires that may be alight within 25" with a successful Skill Check. If passed he can manipulate the flames in any way he sees fit but cannot intensify the fire unless he uses flames from himself or other sources to do so.

Night Spotting: The Human Torch's glow is mostly within the Infrared spectrum and only gives off the same amount of light, as a small hand held covered flashlight would produce. Treat the Human Torch as a covered flashlight when trying to spot at night. Because most of his glow is within the Infrared spectrum, anyone equipped with Infrared spotting equipment will automatically spot him if within range on their spotlight.

Nova Burst: The Human torch is capable of expending all of the stored energy within his solar cells to create a single extremely intense blast of heat and fire called a Nova Burst. The temperature of this Nova Burst is above 1,000,000 degrees and causes devastating damage and destruction to anyone or anything within its blast. This is also very exhausting and once done, the Torch will revert to his solid state and collapse of exhaustion. To perform this attack, the Torch will expend 2 Actions to flare up then explode. The blast will have a 5D20" radius and anything touched by the blast will be destroyed or killed and everything within the radius of the blast will be on fire for the remainder of the battle. The only way to survive this blast is some type of shelter designed for such attacks, is supernatural in nature or is equipped with some type of equipment that would protect them from a 1,000,000-degree blast. Once the Nova Burst has occurred, the Human Torch will revert back to his solid state and be unconscious for the remainder of the battle.