

Battleground Weird War II

by Brian Cottrell



Prince Namor: Namor is the avenging son and champion of the people of Atlantis. The prince is a Homo sapien/Homo mermanus hybrid and son to the Atlantian princess Fen and the American ship captain Leonard McKenzie. After the death of his father by a misunderstanding with the Atlantians, he was born a prince of Atlantis. Namor grew to despise his human cousins and attacked a group of divers studying the ocean floor near the underwater city. He was then tasked by the king to retaliate for the human's transgressions, which led him to attack New York City. Namor would soon realize the error of his ways from a policewoman named Betty Dean, who would accompany him on his various adventures. They would eventually become lovers. With the outbreak of WWII, Hitler ordered Atlantis destroyed and a Nazi submarine fleet attack caused horrible damage and casualties to the kingdom. When the king himself was put into a coma because of the attack, Namor's goal was clear: the destruction of the Axis powers for their aggressions on both the surface and in the underwater world. Namor would join the Allied super-team the Invaders and fight alongside his old time adversary the Human Torch, as well as Captain America whom he respected greatly. Namor is a powerful ally against the Axis powers and a champion of freedom for all people of the world, above or below the water.

Name: Namor McKenzie
Rank: Prince & Captain of Atlantis, Special Field Operative
Nationality: Atlantis
Military Affiliation: Atlantis Military & the Invaders
Base of Operations: European Theater of War & Atlantic Ocean
Height: 6' 2"
Weight: 310 lbs
Eyes: Blue-Gray
Hair: Black

Actions: Namor has 3 Action per turn.

Senses: Due to his hybrid physiology, Namor can see in all dark environments with a +2 column shift and not the normal double the range rules. This is only a +1 if sighting under dimly lit water. He may sight per normal rules both in and out of the water and can hear up to double the normal range above water and the normal range within. Namor can also hold his breath indefinitely if needed.

Strength Level: Namor poses incredible strength in relation to both humans and Atlantians. He can press up to 70 tons at a ¼ Skill Check when wet and about 40 tons when not. He may throw anything up to ten times the normal range. Things that weigh 1 ton or more may be thrown up to 2D20" with an appropriate Skill Check as listed below. When in close combat he rolls 2 dice choosing the best result and will never lose against a normal human or Atlantian unless he rolls a double 20 (note: this doesn't apply to super-powered opponents). Namor also has an armor penetration value of 40 with a +5 to the damage result.

Throwing Test Chart

Weight	Skill Check
Under 1 ton	Normal
1-20 tons	¾
21-40 tons	½
41-80+ tons	¼

Toughness Level: Namor is incredibly tough compared to both his respective races. He is immune to all freezing temperatures and pressure. His physique is such that he ignores the first 2 Light Wounds or first Heavy Wound received and in addition will never take Morale Checks due to damage. He also receives a +3 to all damage taken by any means.

Movement: Due to Namor's mutated hybrid physique, he is able to move or fly up to 8", crawl up to 4" and swim up to 10" per Action. Namor may also move from a prone position to standing for free

Hybrid Mutations: Namor has two pairs of vestigial wings growing from his ankles. It appears that these don't have any functional characteristics but could have something to do with his mutant ability to fly.

Training: Namor has refused any training that has been offered to him by the Allies and even his fellow Invaders but he is extremely well versed in a lethal Atlantian martial arts that is comparable to all of man's put together. He is self-taught in weaponry and explosives of human and Atlantian design and will ignore all Unqualified, Captured Use and Crew Served rules unless the technology is advanced for the time or is alien or supernatural in nature. Namor is an expert pilot of all aircraft, boats and vehicles of the day, both of human and Atlantian design.

Atlantis Prince-At-Arms: Namor is a 19-4 Legendary Leader with a Command Range of 20" to any forces of Atlantis that may accompany him into battle otherwise he is normally a 18-3 Elite Hero with a 16" Command Range.

Weapons & Equipment: Namor rarely uses any kind of weapons other than a ceremonial trident but will do so if the mission or situation calls for it. His trident will give him a -2 bonus whilst in close combat and may be thrown as far as Namor can see causing an A column hit with a -5 modifier. It cannot be used against dedicated armored targets.

Stubbornness and Rage: Namor is extremely stubborn quick to anger. When enraged, he has been known to commit vile and heinous acts on those who have wronged him. Due to these characteristics, he will never show Quarter unless Captain America is within Command Range or a ¼ Skill Check is rolled and will ignore all fear-based testing, can never be Suppressed and will never makes Gut or Moral Checks in battle. He also dislikes the Human Torch immensely and, due to this, may come to psychological blows with his teammate. Unless Captain America is present on the battlefield, Namor must pass a successful Skill Check

when within Leadership Range of the Human Torch. If he passes his test then he may act as normal, but if he fails he will attack the Torch for D4 Actions until he calms down and comes back to his senses.

Vengeful Teammate: If for any reason any of the Invaders fall in combat, Namor will automatically become Fanatic and will show No Quarter to all enemy units for the remainder of the battle.

Limitations: If Namor rolls more than 5 20s during a battle above water, he will start to be effected by the dry air. Any additional 20 rolls will cause an H column hit with no modifiers applied then if another 20 a G, F, etc. Namor can reverse this by spending 1 Action totally submerged in water or up to D6 Actions by dousing himself with a nearby water source like a sink, canteen or puddle. Once re-hydrated, any damage taken before will reverse in D6 turns as his strength returns.