

Battleground Weird War II

by Brian Cottrell



The Bat-Man: Bruce Wayne was orphaned as a young boy when a would-be mugger killed his father in a scuffle. The horror of seeing her husband dead caused his mother to suffer a massive heart attack and die in Bruce's arms. After reaching adulthood and receiving his father's inheritance, Bruce was still haunted by his parent's death. Because of his loss, he decided to devote his life to the fight against crime so no one else would have to go through what he did as a boy. Bruce dedicated every second to this cause and soon became a superior athlete and detective. Using his wealth, Bruce designed numerous devices and vehicles to help with his crusade. He soon took on the guise of the Bat-Man to help strike fear into the hearts of Gotham's criminal element. The police considered the Bat-Man a criminal himself, but once his true intentions were known, Commissioner Gordon realized him to be of great help to the citizens of Gotham City. The Bat-Man is often called on by Commissioner Gordon as a special police detective helping with cases too baffling for normal detective reasoning. While on a case, the Bat-Man took on a young boy whose parents were killed by those he was investigating. Seeing the similarity of his own loss and the boy's, Bruce became the boy's ward. He agreed to train the boy and surprisingly enough, the boy was a natural athlete and soon joined him in his crime fighting. As war loomed on the horizon, the Bat-Man and several other costumed mystery men were asked by the president to go to England and help the British fight off a Nazi forward base located in Scotland. The team then repelled a Nazi invasion and an attack on Washington D.C. itself. After the attack on Pearl Harbor, the Bat-Man has fought against Nazi spies and saboteurs stateside and even fought abroad against the armies of fascism. Today, the Dark Knight continues his war on crime and acts as a special agent of the U.S. government against the Axis armies and its agents across the world.

Name: Bruce Wayne

Rank: Special Field Operative

Nationality: United States of America

Military Affiliation: Special U.S Government Agent, All Star Squadron, Justice Battalion & Justice Society of America

Base of Operations: United States of America, European and Pacific Theaters of War

Height: 6' 2"

Weight: 210 lbs

Eyes: Blue

Hair: Black

Actions: The Bat-Man has 3 Actions per turn.

Senses: The Bat-Man has honed his senses to near super-human level and with the advanced equipment and hardware at his disposal, he will receive a -1 to any sensory-based test.

Strength & Toughness: The Bat-Man possesses the normal human strength and toughness of a man of his age and size who engages in extensive training.

Movement: Due to his peak physical form, the Bat-Man may move up to 7", crawl 4" and leap up to 4" per Action. He may also go from a prone to a standing position for free. The Bat-Man is also an expert swimmer and can swim at double the normal rate and hold his breath for D10+4 Actions

Batarang Movement: The Bat-Man has trained extensively with his own grappling hook device that allows him to descend and move vertically with great speed. To do this, Bat-Man must pass a Skill Check to move up to D10+10" just as long as you can explain the actual means of this movement to the opposing player or GM. For example, Bat-Man wants to cross to another building via the roof so he declares, "I am going to fire my grappling hook at that light pole and swing across the gape to the other side." If the opposing player or GM agrees, then the player will roll for the Skill Check and range. If passed, it will take a full Action to perform the move and if failed then the Action is lost due to a miscalculation or the hook failed to properly affix to its target. If the Skill Check is failed, then the Bat-Man will lose the grappling hook if he doesn't spend an Action in reeling it back in. The grappling hook can be used as a weapon as well. Treat it as a pistol with a single shot with a +2 to the result. The range is as noted above.

Training: The Bat-Man has extensive training in all known martial arts from various sources. He is also of genius-level intelligence in all known science fields. The Bat-Man will roll 2 dice when in close combat picking the single best for his final score. Due to his extensive schooling and training, the Bat-Man will never suffer from the Unqualified, Captured Use or Crew Served rules unless the item is of advanced technology for the time or is alien or supernatural in nature in which he will have to make a successful Skill Check and suffer from the normal penalties. The Bat-Man is an expert pilot of all known aircraft, boats and vehicles of the day.

Leadership: The Dark Knight is considered a 19-3 Major Leader thus ignoring all Suppression results, Man Alone, Breaking Points, Enemy Vehicle and Gut Checks. He can never become a hero or coward and has a Command Range of 18" to normal individuals but will have a 20" to any member within the ASS or JSA.

Weapons & Equipment: The Bat-Man has access to any and all weapons within the Allies combined arsenals as well as advanced items of his own design. The Bat-Man usually carries a Colt 1911 pistol and various items within his utility belt which includes but is not limited to, a grappling hook, frag and smoke grenades, IR sight, camera equipment, evidence collection items, lock picks and other gadgets that assist him in his crime fighting. The Bat-Man may be fitted with just about anything you desire so if you have something special in mind be sure to have rules for it and get your opponent or GM to agree to before the battle. The Bat-Man also has access to several vehicles of his own design that includes a Batmobile, Batplane and an advanced helicopter prototype known as the Whirly-Bat. See appropriate vehicle sheets for their characteristics and special rules.

Sidekick: The Bat-Man is often accompanied by his young ward, Robin, in his stateside exploits but will not take his young partner abroad. The Bat-Man is very protective of his partner and if he sees that the boy is in great peril, he will immediately rush to his aid. If Robin is killed, the Bat-Man will fight under the Fanatic rules and will give No Quarter to any and all enemies on the battlefield.

Frightening Appearance: The Bat-Man's appearance is such that any individual within 5" of him that hasn't seen him until then must make an immediate ½ Morale Check to keep from fleeing in horror. If surprised by the Dark Knight, any individual in close combat will suffer an additional +2 to their Combat Score.