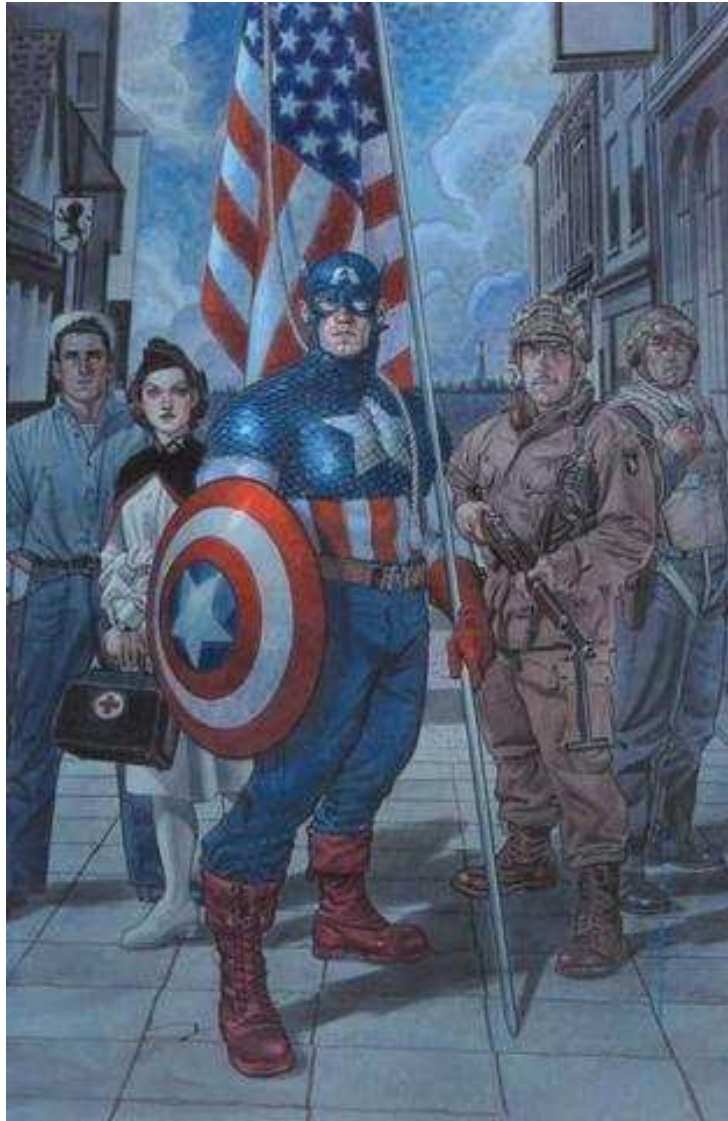


# Battleground Weird War II

by Brian Cottrell



**Captain America:** Captain America is America's most iconic and patriotic costumed hero. The sole member of the U.S. Project: Rebirth, Steven Grant Rogers was injected with the secret Super Soldier Serum created by Abraham Erskine. This serum enhanced all of Rogers' body to the peak of human potential. After a Nazi spy assassinated Dr. Erskine, Rogers was trained extensively and used as America's elite special operations operative in the European Theater of War. He embodies both America and the very symbol of freedom he fights for. Once activated, Captain America was given a special indestructible shield, created by Dr. Myron MacLain, and a uniform that would embody the U.S. and her flag. Captain America is often accompanied by his young partner, Bucky, who joined him shortly before he arrived in the ETW. Cap and Bucky often team up with the Allies' super-hero team the Invaders when enemy super-operatives are expected. Captain America is a true sight to behold on the battlefield, causing G.I.s to follow him into the heart of the enemy, no matter the danger. At home he is the proud son of the American people who rally behind his cause and do what they must to see the job through. To this day, Captain America continues to fight the retreating German army and is there at the front where the battle is most fierce and vital to the Allies' continued victory against the fascist Nazi regime.

**Name:** Steven Grant Rogers

**Rank:** Captain (U.S. Army)

**Nationality:** United States of America

**Military Affiliation:** U.S. Army, O.S.S. and the Invaders

**Base of Operations:** United States of America

**Height:** 6' 2"

**Weight:** 240 lbs

**Eyes:** Blue

**Hair:** Blond

**Actions:** Cap has 3 Actions per turn.

**Senses:** Due to Cap's enhanced senses he will receive a -1 column shift for all sensory-based tests and can hear up to double the normal range.

**Strength:** Captain America represents the pinnacle of human physical perfection. While not super-human, he is as strong as a human being can be. Cap can lift/press a maximum of 800 lbs at a ¼ Skill Check, throw anything up to triple the normal range and has an armor penetration value of 1 with a +10 result on the vehicle damage table with his bare hands.

**Toughness:** Due to his peak physique, Cap is able to withstand more damage than an ordinary person could withstand thus causing a +1 modifier to all damage taken. Cap also ignores the first TWO Heavy Wounds he receives and in addition will never take Morale Checks due to damage. Cap is subject to all normal human vulnerabilities, although his immunity to disease and damage is extraordinary so any chemical agents inhaled or swallowed will be at a +5.

**Movement:** Due to Cap's peak physique, he is able to move up to 8", crawl up to 4" and leap up to 10" per Action. Cap may also move from a prone position to a standing position for free. He is able to leap whilst moving up to 5" for free. Cap can also swim at double the normal rate and is capable of holding his breath for D10+6 Actions.

**Training:** Cap is an expert in all known military weapons and equipment as well as in various martial arts. He has developed his own unique style of acrobatic hand-to-hand technique that has yet to be copied. Because of his skill in close combat, Cap gets to roll 3 dice in close combat choosing the best for his final Combat Score. Due to Cap's expertise in all known military weapons and equipment of the time he 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. In fact, Cap may perform any Action with a represented Skill Check no matter how impossible it might seem but all players must agree to the Skill Check modifier before doing so. Rogers is an expert pilot of all aircraft, boats and vehicles of the day.

**Leadership:** Captain America is considered a 19-5 Legendary Leader ignoring all Gut Checks, Man Alone, Enemy Vehicle, Breaking Points and ignores all Suppression result unless within a blast. He will also never break or become a hero or coward. Cap has a Command Range of 25" to all U.S. units and 20" to any other Allied unit. In addition, any friendly model out to 3" may use Cap's Leadership Modifier. Due to Cap's leadership and sheer will to succeed, he will never surrender due to game mechanics but may choose to do so of his own free will.

**Weapons & Equipment:** The only equipment Captain America always carries is his shield. However, he has been known to be equipped with standard U.S. weaponry and explosives when the mission warrants it. Cap is also a very skilled motorcycle rider and is often issued one of U.S. or captured German type. Cap's uniform is of heat resistant materials and of a new type of chain mail body armor that provides him with a degree of protection against flames, shrapnel and other impact damage causing an additional +1 to all damage taken.

**Moral Fiber:** Captain America is a very moral and just individual and takes that attitude onto the battlefield. Cap will always give Quarter to those who ask for it and will always protect civilians or wounded no matter their nationality. This rule must be strictly enforced by all players and could be considered a weakness that can be easily used by Cap's enemies.

**Protective Partner:** Cap is often accompanied by his partner Bucky on missions and is highly protective of his young friend. If Cap sees that Bucky is in dire peril or wounded, he will immediately race to his aid. If Bucky were to fall in battle Cap could lose his morality and take vengeance on his partner's killer if he doesn't make a successful ¼ Skill Check at the moment he realizes his partner has been killed. If failed Cap will act under the Fanatic and No Quarter rules for those responsible only for the remainder of the battle or until they have been killed by Cap's own hands.



**Captain America's Shield:** Captain America's shield is a concaved disk 2.5' in diameter, weighing 12 pounds and made of the unique Vibranium-Adamantium alloy discovered by Dr. Myron MacLain. The shield has incredible aerodynamic properties that Cap often uses as a projectile weapon. The special alloy is practically indestructible and offers Cap a protective shield against all weapons before him. The only way to damage the shield is by means of tampering with its molecular bonding on a sub-atomic level. The following rules apply to Cap whilst fighting with his shield:

\*May be thrown a maximum of 30" with a successful Skill Check. Single targets within 15" are auto hits.

\*At a ½ Skill Check, the shield can return to Cap as long as its total traveling distance doesn't surpass its 30" range.

\*Cap's shield causes an F column hit to all targets hit.

\*At a ¼ Skill Check, the shield can hit up to D4 different targets within its 30" range and still return to Cap. This rule cannot be used against armored targets that have dedicated armor plate for protection.

\*If Cap fails any Skill Check in the situations listed above he will only be able to throw his shield 15" at a single target without it returning.

\*The shield has a penetration of 5 if used in close combat with a +8 modifier to the damage chart and a penetration of 2 if thrown with a +10 modifier. If thrown, the shield cannot return but is stuck in the armor of the target. It can be extracted at no penalty by Cap but anyone else who tries to free it will first have to pass a ¼ Skill Check to do so.

\*The shield provides Cap an additional +8 to all damage taken if it is in his possession at the time the damage was taken.

\*The shield can reflect all weaponry except psionic attacks.

\*If hit with a round larger than 37mm, Cap will be knocked back D4", 50mm D6", 75mm D10", 100mm D20" or 120mm+ D20+D10". Cap must make a successful Skill Check to stay on his feet, but if the maximum distance is rolled then he will automatically end up prone as he gets knocked back. If knocked into a sturdy structure, Cap will take a D column hit as he slams into the structure. If he fails to be wounded he will smash through the structure by the force of the attack if made of weak materials such as wood. Reinforced structures will not be penetrated by this rule.