

Beyond Heroes

Companion Rules BH7



The Role Playing Game for all Genres

The Beyond Heroes Roleplaying Game Book VII: The Book of Chronicles

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Foreword

The Beyond Heroes Role Playing Game is based on a heavily revised derivative version of the rules system from Advanced Dungeons and Dragons 2nd edition. It also makes extensive use of the optional point buying system as presented in the AD&D Player's Option Skills and Powers book. My primary goal was to make this system usable in any setting, from fantasy to pulp to superhero to science fiction.

In role-playing games, a campaign is a continuing storyline or set of adventures, typically involving the same characters. The purpose of the continuing storyline is to introduce a further aspect into the game: that of development, improvement, and growth (or degeneration) of the characters. In a campaign, a single session becomes a scene or an act within an overall story arc.

At its inception, a campaign may or may not have a defined conclusion. A campaign by definition spans more than one session of play. Certain aspects of the game are nearly always constant throughout a campaign: the campaign setting, the players, and the gamemaster. The gamemaster for a campaign is said to run the campaign.

This pdf is a summary of all the major campaigns I ran in recent years which all tie into the Beyond Heroes earth. Its not something I planned to make into a pdf but since I started putting pdfs on my site I had several requests for this, so here it is.

The Fantasy Campaign

This is a summary of the AD&D second edition campaign I ran. It was set way in Earth's past and was originally a standalone world. Later I integrated it into the Beyond Heroes Earth timeline.

Special note: the players remained unaware of the world's history prior to the cataclysm as did most of the races except for the High Elves. The full story not being revealed to them until the final chapters of the first campaign.

20,000 BC

- The Elves first meeting with the Dwarfs leads to war

17,000 BC

- Human colonists arrive from an unknown and long forgotten planet
- They immediately befriend the Dwarfs, which leads to the Elves seeing them as a new enemy
- The Elves ambush the main human camp and slaughter 40% of the colonists and destroy their ships, only the intervention of the Dwarfs prevents a total massacre
- The surviving Humans move into Dwarfen cities where they find a race eager to learn their technological secrets

16,065 BC

- Together the humans and Dwarfs are able to create a series of portals using salvaged remains from the colony ships

14,000 BC

- The Elves experiment with dark powers leading to the Chaos gods gaining a foothold in this world and the creation of the Skaven race

- This leads to the first civil war within the Elven race, with the lower castes splitting off to become the Wood Elves and Wild Elves, and leaving

- The High Elves abandon the dark powers leading to another split with those who wish to continue, and eventually become known as the Dark Elves

13,670 BC

- The High Elves enslave the Kender as their servants while the Dark Elves continue experimenting, leading to the creation of such races as Orcs and Trolls

13,600 BC

- The Wood Elves teach humans the secret of magic and the names of the gods of Order

13,500 BC

- Avalon is built by various engineers from the Human, Wood Elves, Dwarf and Gnome races

12,042 BC

- The High Elves assault Avalon, but unable to take it instead phase the entire city into a dark limbo

- In retaliation a combined Human and Wood Elves force liberates the Kender from the High Elves

11,000 BC

- Humanity spreads over most of the planet. Almost as if in counterbalance the Skaven do likewise

1151 BC

- Aeneas the only surviving Trojan general flees the fall of Troy with his troops

1139 BC

- After 12 years of fighting supernatural enemies with the aid and opposition of various gods the last Trojans finally arrive on the shores of what would eventually become Italia

- They defeat the barbarian tribes there with the aid of the goddess Diana and claim the land for themselves

754 BC

- Romulus the direct descendant of Aeneas unites his people and creates the city of Rome

- In Sarmatia meanwhile the Skaven complete their own city of Skavenblight in honour of their god the great horned rat

717 BC

- Numa Pompilius becomes the new leader after the death of Aeneas during an assault by a Skaven army

- He introduces law and order and expands the temple system for the Roman gods

672 BC

- Tullus Hostilius takes over after Numa is killed while going to the aid of a Dwarf village against the Skaven

- The alliance between Dwarfs and Humans is renewed after centuries of neglect, Tullus also introduces the military code of honour

640 BC

- Ancus Martius is next to take over after Tullus is slain fighting against the Carthaginians

- He is the first to form an alliance with the Wood Elves

- The Kender also begin integrating with Humans

616 BC

- Tarquinius Priscus seizes control after assassinating Ancus

- He introduces the system of all Roman allies receiving the same benefits as full citizens

578 BC

- Servius Tullius takes over after the sons of Ancus assassinate Tarquinius. He introduces the census and divides the army into centuries

550 BC

- Tarquinius Superbus the son of Priscus assassinate Servius and takes over as a tyrannical and unjust ruler. He does however introduce sanitation and the sewerage system

509 BC

- Lucius Brutus leads a rebellion which overthrows Superbus' family and creates the Roman Republic Senate. A constitution, colleges, magistrates and consulates are introduced

- He is the last of the legendary wise leaders until the rise of Caesar

390 BC

- Rome loses Veii to a combined Celtic/Gaul invasion

343 BC

- Rome finally conquers the neighbouring Latin countries

271 BC

- Pyrrhus conquers the remaining neighbours creating the Italian continent as it is known today

256 BC

- This period sees the necessary creation of the Roman navy

229 BC

- Tired of piracy of its merchant boats and assassination of its ambassador Rome invades and crushes the kingdom of Illyria

211 BC

- Rome is pushed back from Espana by Hannibal's invasion with the aid of the Dark gods

208 BC

- Hannibal invades southern Italy but his reinforcements are slaughtered a year later at the battle of Metaurus with the aid of the Dwarfs

205 BC

- Scipio with the aid of Numidia invades Carthage forcing the recall of Hannibal to defend it

202 BC

- Hannibal and his army are finally crushed by the combined Roman, Numidian and Dwarfen armies

- Carthage surrenders and is plundered of its treasures but allowed to survive

192 BC

- Achaea becomes a protectorate of Rome

168 BC

- Macedonia falls to Rome

146 BC

- Renewed piracy leads to Rome invading Carthage and burning it to the ground

100 BC

- Egypt, Gaetulia, Marmarica and Cyrenaica become Roman protectorates

52 BC

- Gaius Julius Caesar defeats all of Gaul and becomes feared by Pompey the current leader of the Roman empire

- The dark gods recognising him as a champion of order begin manipulating events to prevent him bringing in a golden age

48 BC

- Caesar rebels against Pompey capturing all the protectorates outside Rome for himself and installing Cleopatra on the Egyptian throne overthrowing the previous Pharaoh who was a chaos worshipper

45 BC

- Caesar takes control of the Roman empire and kills Pompey

44 BC

- Caesar attempts to create sweeping and just reforms but is killed by Brutus and other members of the senate who were until now secretly chaos worshippers
- Marc Antony and other loyalists flee to the east

43 BC

- Octavius takes control and a year later kills Brutus and his followers
- Octavius remains unaware that his advisers serve the chaos gods and turns a blind eye to the corruption now entrenched in the senate

36 BC

- Marc Antony marries Cleopatra

30 BC

- Egypt crushed by Rome, Marc and Cleopatra commit suicide

0

- Year of Christ's birth
- A massive Skaven army invades the Roman empire crushing all before them
- The corruption within the senate prevents it from taking action, any who attempt to simply disappear
- Other humanoid races come under similar attack, but not being splintered like Rome are able to unite against the Skaven
- A powerful spell cast through the deaths of many Dark Elves causes all worshippers of the gods of order to forget the names of their gods
- This is followed by the Skaven simultaneously destroying every temple they can find while Human dark Occultists do the same within cities
- This has the immediate result of all Clerical magic being lost

2 AD

- Sighurd a Germanian unites the Celtic, Roman, Dwarfen, Wood Elves, Kender and Gnome armies to halt the Skaven on the outskirts of Rome
- The Dark Elves meanwhile launch a vicious invasion on the High Elves

15 AD

- The High Elves prove far more adept than anyone realised at fighting wars and rout the Dark Elf army. This causes the Skaven to be left without reinforcements and are then pushed back outside the Roman empire by the various allied armies

16 AD

- In the aftermath of the war Duncan becomes the new Dwarf king while Kithkin takes over as king priest of the High Elves and forms a treaty with the other races

- Knights are introduced

100 AD

- Maximus Glavius elected the new Caesar as once again the Skaven and their dark allies are on the march

The Game Begins:

101 AD - 1/ The Karthag Mines

- Kremos a human, Hawksteel an Elf, and Ken a Kender are each enslaved by skaven at the age of twelve. They are taken from their tribes and sent to the slave mines at Karthag in Sarmatia. They are beaten and whipped daily by the skaven for the next 3 years while working in the mines.

- Laura a half elf paladin leads a small commando group into the mines to discover what the skaven are searching for. Her group discovers the slaves and free them. Kremos and Hawksteel take their revenge on their captors while Ken sets fire to the Skaven barracks after locking them in.

- Fighting their way through to the top of the mines Hawksteel, Kremos and Ken are separated from the others in the sewers and pass through an arcane gateway.

2/ Avalon

- The three wind up in the legendary and long lost Avalon

- The city is trapped in between dimensions surrounded by a darkness which causes them to feel fear anytime they try to peer out into it

- They decide to explore the city but are soon ambushed by an army of skeletons and zombies

- Using guerilla tactics they are eventually able to defeat their slow witted enemies

- Immediately after while drinking from a blessed fountain Kremos receives a vision from Mercury urging them to prevent the coming darkness

- Eventually they locate Nightshade the guardian of the city and free her from her lich captor by decapitating him

- In return she gives them one talisman for each of the lost gods instructing them that once each amulet is given to its true owner the name of the god will be revealed and its influence restored

- Kremos chooses the path of a ranger, Hawksteel a knight while Ken....well he becomes a thief and is quick to practice his skills until Kremos threatens to shove his head up his arse if anything else ever disappears

- Nightshade then shows them a portal which they can use to return to earth, she must remain to guard the city
- They appear in the Emperor's court in Rome during the slaves' citizenship indoctrination ceremony, time having passed much more slowly in the other dimension
- As a reward for their efforts the Emperor offers Kremos and Hawksteel their own fortress near Naples, the only catch being they first have to clear out the Hobgoblin army squatters
- They decide to rise to the challenge and promptly put its occupants to the sword

3/ Alicorn

- A week later the trio decide to begin distributing the talismans to their true owners
- The first talisman teleports them to Ravenna in the upper north of Italy. Once there they approach the local priest and give him the talisman. However it burns his hand and he has the three expelled from the temple
- They decide to stay the night and later that evening are witness to a goblin bandit attack on the town
- Hawksteel and Kremos quickly puts 7 of the 8 goblins to the sword with only one managing to escape. They follow him back to the main camp and proceed to massacre all its inhabitants bar one
- The last one is found cowering in the bushes by Hawksteel who noticing the sudden glow of the nature talisman decides to hand it to him instead of killing him
- The glow transforms the goblin called Clumsy making him larger and more confident. He then reveals that the rest of his tribe is in the process of hunting down a unicorn for its valuable horn
- The four then rush to the unicorn's aid and succeed in dispatching the goblins and their leader to whatever hell goblins go to
- Clumsy uses his new found abilities to heal the wounded unicorn and then informs the trio of his intention to return to his people and change their ways. Before leaving Clumsy informs that the true bandit leader was the local priest they first met
- Leaving Clumsy the three head back to the town and remove the priest from his duties and his head
- The link with the goddess Demeter is restored

4/ Delphi

- The talisman of knowledge teleports them to Delphi in Achaea, a matriarchal society where men are the slaves of women
- They are immediately arrested by the amazon royal guard and brought before Queen Meselina for judgement. She declares them spies from Rome and sentences them to execution at Delphi prison
- However Ken manages to escape and makes contact with the local rebellion. Together they succeed in organising a jailbreak for Ken's friends and the other prisoners slaying most of the warders and the prison captain
- Hawksteel, Kremos, Ken and the rebels make their way back to Delphi only to find a civil war raging between the monarchist and republic forces with many women turning to the rebel's cause
- Battling their way into the palace they send the queen and her head priestess to meet their makers
- Hawksteel then discovers that one of the male slaves is the next talisman recipient and hands him the knowledge one. He and the other victors thank the trio for their help and then rush outside to finish the war
- The link with the goddess Minerva is restored

5/ The School of Nekros

- The three use the talisman of Dawn to teleport to Corduba in Espana, a city under siege from necromancers
- The local governor approaches them to ask their assistance in ridding the town of its undead invaders. They agree and travel to the city's cemetery
- Once there they quickly dispatch a small group of undead and the necromancer controlling them. After exploring the graveyard they locate a secret entrance leading deep below the cemetery
- Within they discover a school of necromancers and quickly put it out of business. Hawksteel then passes the talisman to a caged undead dragon they found during one of their battles
- It immediately transforms it back into a fully live queen gold dragon. She rewards them before flying off to seek an area to begin breeding a new race of dragons
- The link with the god Apollo is restored

6/ The final voyage of the Rose

- The next set of talismans bring them to Noviomagus in Brittania
- They arrive to discover the city in the middle of a panic with a Skaven galleon just leaving
- Kremos and Hawksteel grab the nearest rowboat, quickly catch up to the galleon named the Rose and help the Skaven contribute to the local food chain
- The captured slaves are then rescued from the hold and returned to their people with 3 of them receiving talismans
- The link with the gods Bacchus, Vulcan and Neptune are restored

7/ Bride of Betrayal

- They next appear in a palace in a city called Kyoto in a far distant country previously thought to be the stuff of fables
- They are quickly approached by Tetsu who hires them to journey with him to aid his Shogun against a Pumpkinhead who has kidnapped his lord's daughter. While preparing the horses Hawksteel is enraged by the sight of Tetsu beating one of the slaves and threatens to kill him if he does it again
- They ride out and soon catch up to find the Shogun Tehwa and his men in a fierce battle with the Pumpkinhead and several hill giants
- During the course of the battle it comes out that Tehwa had promised his daughter to the Pumpkinhead in exchange for favour from the chaos gods and then reneged once he received his gift
- Hawksteel kills the Pumpkinhead but the group is then ambushed by Tetsu and some ninjas
- They are quickly dispatched but Tehwa's daughter is killed by a stray arrow
- Not wishing anyone to learn of his dishonour Tehwa and his surviving men then attack Hawksteel and Kremos only to be themselves slaughtered
- They return to the palace and pass the next talisman to the slave who was beaten by Tetsu
- The link with the goddess Venus is restored

8/ Granite Mountain Prison

- The next talisman brings them to Augustodurum in Lugdunensis, a city still in the grip of the Skaven

- As fate would have it they arrive right in the middle of a Skaven temple and quickly put most of its inhabitants to the sword

- The 3 flee outside and within minutes are contacted by the local rebellion and guided to their headquarters. There they are met by one of Hawksteel's lost sisters Darlin who explains that his brother Skylor was the leader of the resistance but was recently captured and taken to the Granite Mountain Prison

- After making plans she leads them to the prison where they proceed to remove the guards from their jobs and genitals. All the prisoners are freed and the inside of the prison set alight

- The talisman is passed to Skylor who heads back to the city with the rebels to liberate it. 2 of the prisoners however join Hawksteel's group; Banok a Gladiator and Goodfornothinglayabout a Wizard

- The link with the goddess Juno is restored

9/ Spirits of the Earth

- They are next teleported to Mediolanum at the edge of the empire

- Upon arrival they are approached by the guard unit of the local fortress who demand they hand over all their valuables and weapons. The group complies by putting their weapons into the units' stomachs

- They then notice a forest heading straight for the fortress. Realising that this is very untreelike behaviour they decide to investigate

- Within they discover Wild Elves being massacred by troops from the fortress. Hawksteel and the others are quick to enter the fray and add to their respective body counts by siding with the Elves

- The Treeant queen then approaches and thanks them all for saving her subjects. Goodfornothing however is forever banned from any forests due to trying to burn her woods down

- Hawksteel passes the next talisman to one of the Elves and returns to the fortress to rid it of its centurion and promotes a well respected decurion in his place

- The link to the god Pluto is restored

10/ Siege

- The group arrives at Narona, a Dwarfen city under seige from an Orc army

- As the battle turns against the Dwarfs Hawksteel is finally able to find the last recipient, passing her the talisman of Jupiter

- Using the talisman in a way not previously realised by other recipients she is able to summon a legion of fire and earth elementals to decimate the Orcs

11/ The Darkness Within

- The group returns to their castle only to find the peasants working for them have been kidnapped by a female green dragon

- She demands that in exchange for freeing the hostages they must rescue her eggs which have fallen down a crevice

- They agree but what Banok doesn't break Goodfornothing fries with fireballs during a battle with goblins

- Upon their return the dragon is enraged to discover that all her eggs have been destroyed and she cremates all the hostages

- The group in turn decides to have dragon for dinner

- Just as the battle ends Apollo appears and teleports the group to Tarsis the Elven city, then disappears

- There he is reunited with his brother Brimdel and sister Loreal who now both rule there

- While Brimdel welcomes everyone, Loreal is disgusted that Hawksteel is associating with non Elves

- Later she tries to recruit them to stop an evil monster on an island off the coast which is trying to bring back the city of Avalon. She reveals that during the last war the Elves used their magic to transport the evil Avalon to another dimension

- Having been to Avalon Hawksteel is suspicious of Loreal's motives but agrees to journey to the island

- Upon reaching the island Loreal immediately attacks the monster along with all the group except for Hawksteel who notices his own talisman is suddenly glowing brightly

- Hawksteel intervenes in the battle, passing his talisman to the monster

- The monster is then transformed into Kreoll, Barthold's other brother who then reveals the true history of the Elves and the Human colonizers

- He also tells of how Avalon was first translocated due to the guardian of the city preventing the Elves from their final victory against the humans

- In an attempt to make up for the past and remove the Skaven threat Kreoll was trying to bring Avalon back but was polymorphed into monster form by Loreal
- While Kreoll performs the bridging ritual Hawksteel protects him by engaging in a sword duel and ultimately being forced to run Loreal through
- Kreoll is able to restore Avalon causing the balance to finally be restored
- Soon after reports begin to arrive of a massive Skaven and Orc army approaching Avalon with the aid of the High Elves
- The group is able to rally the Dwarfs, Wild Elves and Wood Elves, Halflings and Kender to defend Avalon
- The battle is fierce and despite the groups efforts the servants of Order take a heavy beating. The sudden appearance of a Goblin army causes the servants of Chaos to cheer initially but this soon changes once the Goblin's new leader is revealed to be Clumsy who has come to fight on the side of Order
- The battle soon comes down to a single combat between the Skaven mage king (the chosen of Chaos) and Hawksteel (the chosen of Order). The fight is even with both combatants being heavily wounded. A treacherous Goodfornothing attempts to fireball Hawksteel but is himself incinerated when Ken rams his hoopl up Goodfornothing's arse disrupting his spell and making it backfire on him. Hawksteel is then able to decapitate the Skaven leader
- The sight of this breaks the morale of the Skaven army causing them to flee and leaving the Orcs and High Elves to be finished off by the forces of Order
- After this Hawksteel and Ken decide to return to Rome while Kremos and the rest continue the pursuit and extermination of the Skaven

The Pulp Superhero Campaign

This is a summary of the pulp era campaign I ran. It was run after my modern day campaign despite being set in the past.

1901

- Dragoon and Dr Destroyer cross over from Heroes Unlimited earth aiding in the defeat of the alien Capellan invaders.
- Before leaving they detonate a Gen2 bomb in the atmosphere in the hope that metas might one day appear on this world to defend it from future alien invaders.

1915

- World War 1 begins.

1917

- Russian revolution.

1918

- World War 1 ends.

1919

- 1st transatlantic flight.
- Airline services begin.
- Einstein develops atomic theory.

1920

- League of Nations formed.
- Prohibition begins.
- Radio broadcasts begin.

1922

- Mussolini performs fascist coup in Italy.
- This inspires Private Hitler in jail.
- Ghandi begins protests against English imperialism.

1923

- Tutankhamen's tomb discovered.
- Hitler writes Mein Kampf.

1924

- Lenin dies, Stalin's bloody rule begins.
- Dirigibles begin flight.
- Hoover new head of FBI.

1925

- Genetics/Evolution teaching denounced by Church and banned around the world.

1926

- Forensics/Ballistics invented.

1927

- Transatlantic telephone and radio begins.

1929

- Wall Street collapse, world depression begins.
- Ballistics accepted in court.

1930

- International banking begins.

1931

- Al Capone jailed.
- The Gifted (mutants) begin appearing.

1932

- Japan invades Shanghai.
- Mystery men appear around the world to fight domestic organized crime.
- Cooperation between international police forces begins.

1933

- Blood typing discovered.
- Hitler wins German elections.
- Prohibition lifted.

1934

- Hitler declares martial law and begins magic experiments.

1935

- Transpacific airlines begin.
- Italy invades Ethiopia.
- International airmail begins.

1937

- Roosevelt president.
- Hindenburg destroyed.
- 1st helicopter invented.
- Retractable landing gear for planes invented.

The Game Begins:

1938 – Year 1

January: 1/Wraith

- Private Investigator Rourke in England opens his agency.
- Anjelica Suneice hires him to investigate a ghost in her mansion.
- She tells of previous PI who went slowly insane while investigating and was eventually found dead.
- They decide to hold a séance with the help of the local sheriff, Madame Crystal (of Challengers of the Fantastic), a female reporter, grounds staff and 2 of Anjelica's friends.
- During the séance banging is heard on the ceiling, doors open and slam, candles are blown out and finally the room catches alight.
- Rourke is suspicious of the events and begins investigating.

- In a hidden drawer in a burnt desk he discovers a diary belonging to the original inhabitant and is attacked by a ghost.
- While dodging the ghost's attacks Rourke finally locates the burial site of its remains, digs them up and burns them dissipating its spirit.
- Further investigation reveals the previous PI died of poisoning, chemicals were used to ignite the room, and Anjelica's chemist friend is secretly her cousin.
- After fighting off an attack by the groundskeeper (and killing him) Rourke confronts her cousin, beats the shit out of him and turns him over to the constabulary.

February: 2/The Grey Scarecrow

- Rourke makes page 2 of the London Tribune (Justice Inc making page 1) and soon receives a new case.
- 2 nights before a member of the Soames family was killed by a pitchfork welding scarecrow.
- Research reveals that in 1895 a gang hospitalised their grandfather and killed their grandmother.
- Over the next few weeks a scarecrow was witnessed to pitchfork each member of the gang before finally disappearing.
- Rourke is hired to act as their bodyguard and discover who the scarecrow is.
- The next day they discover one of the nephew twins stabbed in the barn and a cousin impaled on a tree.
- A little later Reece is discovered dead in her room with her grandfather unconscious next to her with a pitchfork.
- The sheriff arrests the grandfather as the murderer showing evidence of him being the original scarecrow.
- A suspicious Rourke breaks into the morgue only to be attacked by the other nephew twin and the town doctor.
- He kills the twin and beats the truth out of the doctor.
- Not long ago the sheriff, the doctor and one of the twins discovered that gold taken from a heist 50 years ago was hidden in the house so they came up with the scheme to retrieve it.

- Rourke then heads over to the sheriffs' to confront him and proves the faster draw shooting the sheriff through the heart.
- Rourke then frees the grandfather and locates the gold giving it to the surviving family members.

March: 3/Killer Candy

- Dr Faris (the head of Challengers) invites Rourke to dine with him at the Empire club and discuss his joining the group.
- While there they bump into 3 former associates of Faris (Tom, Tony, Fred and Rick) who then join them for tea.
- Soon after a delivery boy arrives with a box of chocolates for the group.
- Tom collapses after eating one of the chocolates and with his dying breath whispers to Rourke about a diary.
- Rourke chases after the delivery boy and after being satisfied he didn't know anything heads up to Tom's room which he finds has been ransacked with the diary missing.
- Later that night Tony is found hanging in his room with note confessing to killing Tom.
- Some background checking the next day reveals that the chocolate came from a factory owned by Rick.
- When confronted he pulls out a gun and is promptly shot dead by Rourke.
- The diary is discovered in Rick's house showing that Tom was blackmailing him because he was gay.

November: 4/Desert Sharks

- Karl Steed returns to Australia and his family mansion after a disastrous trip to Thailand in which he discovered his parents were drug lords, and then witnessed their murder at the hands of rival Tong groups.
- During his escape the stress of the truth about his family and subsequent events caused his gifted powers to manifest in the form of darkness and psionic type abilities.
- Using these he was able to kill some of his pursuers and finally make it to the U.S. and then back to Adelaide.
- He vows to atone for his parents' crimes and wipe out injustice everywhere using his family's ill-gotten wealth.

- Inspired by the U.S. mystery men and remembering one of the men he killed who had been terrified of his shadow powers he names himself the Shadow.
- Karl then decides to take a trip to England and meets the famous Dr Faris of the Challengers for advice.
- Dr Faris proves eager to help but first asks Karl for a favour, he sent Rourke on a mission to retrieve the book of the Necronomicon from the estate of a Lord Henry Falsworth but is way overdue.
- Donning garb provided by Faris and 2 pistols Karl agrees to go as the Shadow.
- Using his powers the Shadow is able to sneak past the guards and their dogs but within the mansion he finds Rourke dead and the safe open with the book missing.
- He is then overwhelmed by a vision of the book bringing great danger to the world and returns to Faris.
- The following morning he has another vision of an 18 year old girl being taken by the same people.
- He then sees the girl in a newspaper article about the daughter of an Italian consulate in London being kidnapped by Muslim extremists.
- The Shadow next visits her apartment but finds it stripped bare.
- The landlord is reluctant to talk so the Shadow beats it out of him.
- It turns out about a month ago she some strange new people started visiting her, mainly Arabs.
- A week ago she started acting nervous but paid her rent a month in advance anyway.
- Then yesterday she suddenly disappeared and the same people turned up and offered to pay him one years rent in advance in exchange for his silence.
- They then took all her furniture and belongings.
- Shortly after her father came to visit and broke in to find her missing and went to the police.
- A further beating reveals that the men had a tattoo of a pyramid on their arms and she was also often visited by a local tarot reader named Madame Ulishia.
- After breaking both the landlord's legs the Shadow changes back into his normal clothes and goes to visit Madame Ulishia.

- He poses as a businessman wanting a reading but part way through it she sees his true aura and tries to cast a paralysis spell on him.
- Karl however is able to resist it and slams the table into her.

- But before he can question her Chinese gangsters break in with guns blazing, a stray shot killing her.

- Karl kills most of them leaving one for questioning.

- But as the gangster tries to answer he bursts into fire from a Chinese symbol on his chest.

- While searching the he finds a pyramid tattoo over her heart.

- In her back room he finds a brochure on the Church of Universal Brotherhood.

- Karl then visits the girl's father Dominic DeCorso who is able to dig up some information on the Church including its head office in Cairo.

- In Cairo he finds the Church in an old movie theatre with an information centre in the lobby.

- The spokesman there explains that the Church seeks the universal enlightenment of all mankind.

- Karl then asks him about the pyramid tattoo.

- The storeman doesn't recognize it but goes to retrieve the chapter leader.

- Abdul Abdalla explains to Karl that it is the symbol of the Illuminati a secret ancient organization the Church has sworn to fight.

- He also knows of the stolen book and explains that it can be used to free the insect demon spirits who keep trying to invade this world, it must be destroyed.

- He then arranges for a guide to take Karl to Lord Jihad's palace just outside of Cairo claiming he is a member of the Illuminati.

- He sneak in as the Shadow but is somehow detected and winds up having to fight his way through the palace.

- Lord Jihad isn't present but in his study he finds information on slavery rings in Europe, Africa and the U.S. all run by him.

- The Shadow then massacres more guards along the way to the subbasement where he finds an underwater lagoon where a German submarine is just leaving.
- In a nearby pen he discovers the consulate's daughter and some Caucasian and Arabic slave children.
- He turns the children over to the authorities and takes Deanna back to her father in London who promises to help Karl any time he needs it.

December: 5/Cigars Of The Pharaoh

- Using the maps he found the Shadow smashes various child rings around England killing all the Illuminati members he finds within each.
- With Faris' help he then returns to Cairo and again using the maps goes to visit a pyramid on the outskirts of the city.
- Inside he finds a very large chapter of the Illuminati and promptly proceeds to exceed his previous slaughter level.
- In one of the lower levels he finds a seadock and the same U-boat which was at Jihad's mansion.
- He kills only one of the guards causing the others to hasten the sub's departure and then sneaks aboard.
- The sub leaves via Port Said and heads out to sea to rendezvous with an oil tanker.
- While the crew transfers cargo, the Shadow climbs aboard the tanker and finds it filled with munitions crates with the Illuminati symbol on them.
- The Shadow then creates a fuse leading towards one of the crates, lights it and jumps overboard.
- The resultant explosion rips the tanker apart and holes the sub.
- He then manages to swim back to the port where he is helped out onto the dock by Dr Faris, Madame Crystal and Helen DeCorsa who then thanks him for having rescued her cousin (the consulate's daughter).
- They have come to enlist his help as they have traced the Necronomicon to India.
- In Calcutta they are met by the Maharaja Jassaman's royal guard and escorted to him.

- He explains that for a long time now he has been fighting opium smugglers and is the last one left of his family with his father and four brothers all having gone insane and suicided.
- He needs help to stay alive.
- While Faris and DeCorso go to the Maharaja's library Karl and Crystal go to speak with the his general for information on local criminal gangs.
- He provides some information but becomes visibly nervous at the mention of the Illuminati.
- Karl uses his standard persuasion technique (a beating) to loosen the general's tongue.
- However just as he is about to talk a needle flies through the window and hits him in the neck.
- Karl rushes outside but is unable to find anything.
- Back inside the general starts bubbling that he is Napoleon.
- Inside his room they discover a box of cigars with the Illuminati symbol on each one.
- Closer examination of the cigars reveals them to be hollow with opium inside.
- After all this is shown to the others Dr Faris then suggests arranging for a dummy of the Maharaja to be placed in his bed with an open window.
- That night while Karl hides in the shadows a fakir creeps up to the wall and uses a magic rope to climb up to the window and blow a needle into the dummy.
- The Shadow then follows him but quickly loses sight of him.
- Crystal however senses that one of the trees is not alive and Karl soon discovers that it has a hatch with a ladder within leading down into the catacombs beneath the palace.
- They soon come across cells filled with starving children and rooms with cases of cigars.
- While Crystal leads the children out the Shadow continues exploring.
- He soon comes across a person wearing a black cloak over his head, kills him and takes his cloak.
- After a while he stumbles into a conference room, is berated for being late and told to sit down.

- Deciding he's put with enough assholes for one night the Shadow instead kills everyone in the room.
- He examines the corpses finding some high ranking officials including the Japanese diplomat, the Maharajah's maid and butler, a colonel in the Indian army and the South African consular and his wife but not the fakir.
- In a safe he finds plans for all the Indian operations.
- Upon return to the palace Karl discovers that the fakir has kidnapped the Maharaja's son and driven up to the mountains.
- He follows and runs the fakir off the road.
- While Karl gets into a gun battle with the fakir another person runs out of the car with the boy heading into the bushes.
- Karl use his shadow powers but the fakir is able to see him by tapping into the D'arque.
- Regardless it doesn't save him from a bullet to the head.
- The Shadow then races after the other person and discovers that he is the Maharajah's brother who had faked his own death in order to continue running his operations more freely.
- Karl then shows him the correct way to die and returns the Maharaja's son.

1939 – Year 2

January: 6/The Apocalypse Conjunction Part 1 – Catastrophe

- Karl returns to Adelaide but a couple of weeks later Faris sends word by wire that he has traced the book again.
- He departs immediately for Shanghai, China where he meets up with Crystal.
- Shortly after arriving they witnesses a British citizen beating on a Chinese boy and Karl interferes by breaking the man's arm.
- The man runs off swearing revenge.
- They then head for the shop where the book was last at.
- Just as they enter a sedan pulls up and sprays the shop with bullets, Karl protects Crystal but the owner and some customers are killed.

- However the owner is able to whisper the name Mitsuharito before dying, the book is no longer there.
- Enquiries at other bars leads them to the Black Lotus restaurant where they witness Mitsuharito leaving with several other men in a car.
- They follow him and after 2 hours arrive at a railtrack in the countryside.
- He and the other men get out, set something up on the tracks and speed off.
- The track explodes not long after, just in time to cause a train to derail.
- Karl sets off after Mitsuharito and eventually runs him off the road.
- He then becomes the Shadow and kills Mitsuharito's guards before resorting to his favourite tactic of beating the information out of him.
- He reveals that he is a smuggler for the Tong and stole the book from the Illuminati for them.
- He was paid to blow up the track by the Japanese emperor but doesn't know why.
- He is then persuaded to introduce the Shadow to his contact the next day.
- Once there the Shadow also beats the contact into telling him the location of the book at the Peking palace of Dr Sin.
- Karl and Crystal immediately head over there but by the time they arrive have to force their way through a city in panic, the Japanese have declared they will invade over the destruction of their train.
- However they are all knocked to the ground by an explosion from just outside the city and observe a beam of light emanating from a nearby hill.
- Karl and Crystal rush over and find a palace on the hill brightly lit up with storm clouds gathering overhead.
- Inside Karl becomes the Shadow and kills all the ninjas within before entering the main chamber.
- Here he finds Dr Sin sitting in a pentagram and reading from the Necronomicon while being observed by the Persuader and the mob boss Dr Alchemy.
- He opens fire on Sin but he is protected by some form of invisible barrier deflecting the bullets instead into Dr Alchemy.

- He is then attacked by the Persuader and is overwhelmed by his superior hand to hand skills.
- At this point a rift opens up dragging the Shadow and the Persuader into it.
- The rift then turns red and explodes.
- Sin collapses and is carried away by his henchmen.
- The Shadow awakens to find himself lying in the Chronal Citadel near a huge floating globe with the Persuader nowhere in sight.
- Just before the rift closes behind him crimson energy bolts fly out and shatter the nearby globe and various equipment.
- He sees two figures fall out (Dragoon and Hope) but before he can approach them is attacked by chronal agents and forced to flee further into the citadel.
- The Shadow soon finds a portal chamber and jumps through a rift.
- This scene is continued from Dragoon's perspective in Heroes Unlimited 38/Rifts.

7/The Apocalypse Conjunction Part 5 – Nightmares Of Futures Past

- Continued from Heroes Unlimited 40/Empire of the Stars.
- The Shadow arrives on Marvels Earth straight into the hands of a Sentinel patrol.
- The exploding rift however destroys the sentinels before they can capture him.
- He then comes across a gang in the process of beating a young boy and kills them all.
- The boy then leads him to the burnt out shell of Avengers mansion where he is mindprobed by Moondragon before being introduced to the rest of the rebellion.
- They don't know how to get him home but suggest that there might be some equipment that can help in the Fantastic Four's former headquarters.
- The only problem being that it is now a sentinel research base.
- In the time since Dragoon's last visit subsequent events led to the world being taken over by the robot sentinels on behalf of the Shi'ar empire (see Modern Hero Campaign for more details).
- The Shadow having no other choice agrees to join Moondragon, Photon, Ikaris, Dagger and several dozen humans in their assault on the Baxter building.

- As they approach the building they witness all the Shi'ar ships nearby leaving and heading for orbit (for this event from Dragoon's perspective see Heroes Unlimited 40/Empire of the Stars).
- Being much less powerful than most of the others in the group Karl mainly observes the battle and helps the wounded.
- The sentinels are soon defeated and while the others examine the lab equipment Karl helps himself to a laptop, some CDs and 2 1990 issue automatic pistols.
- Before he can hide anything else in his bag Photon interrupts to tell him that the phasegate they need is at Sentinel Mountain in Egypt.
- As they exit the building they are ambushed by more sentinels but quickly rescued by Quasar, Jack of Hearts and the Inhumans who have just escaped their lunar prison thanks to Dragoon.
- The Manthing sinks into the ground and begins restoring the earth while Quasar transports the entire group to Sentinel Mountain.
- After a furious and savage battle the sentinels are finally defeated thanks mainly to Black Bolt's sacrifice using his sonic scream to its deadliest fullest.
- Moondragon is able to operate the phasegate and send the Shadow home.

February: 8/The Einstein Affair

- Karl arrives back at the palace only to find it completely deserted, through a window he sees Japanese troops and vehicles entering Peking.
- Crystal comes out of hiding in the nearby forest and informs him that after he vanished so did the Necronomicon, Dr Sin's servants then took them all away. They decide to make their way back to Shanghai.
- From there they are able to charter a plane back to Calcutta with Crystal returning to England and Karl to Australia.
- Once back home Karl immediately has built a lab within his mansion with the latest in equipment but is soon faced with the dilemma that he is no scientist and can't work out everything he brought back from the other dimension.
- A few days later a solution presents itself in the form of his reading about a scientist lecturing at Washington University named Einstein who has come up with some remarkable theories about the universe.
- Karl takes the next plane to Washington.

- Once there he arranges to attend one of Einstein's lectures and then follows him back to his office.
- Inside he shows Einstein the equipment he brought back and demonstrates his own powers, he then explains everything that has happened to him up to this point.
- He agrees to help and gives Karl his home address asking him to turn up the next day with all his devices.
- The following morning Einstein continues his examination while explaining to Karl how the U.S. military has hired him to look at some equipment they have recovered from the ocean which seems alien in nature (it's actually the Capellan ship Dragoon trashed in 1901).
- However he has to leave for a science convention in Geneva for 2 weeks but invites Karl to stay and look after his house in the meantime.
- Karl agrees and moves in the next day.
- That evening Karl hears noises downstairs and becoming the Shadow goes down to investigate.
- He is confronted by a man with a shaved head and wearing a mask.
- The 2 fight and the Shadow breaks his neck.
- A search of the body reveals a German passport and a matchbook from the hotel Bistro where Einstein is meant to be staying at.
- Karl takes the next plane to Geneva.
- He arrives at the hotel and heads straight for Einstein's room but finds the door ajar and his room in a mess.
- Karl rushes downstairs only to collide with 2 more men with shaved heads, he kicks both in the testicles then rushes onto the street.
- Outside he sees Einstein in the back of a car being driven off by more of the same men.
- Hailing a taxi he gets the driver to follow the car but not long after they are run off the road by another car and plunge into a lake.
- Karl manages to get out of the sinking taxi and then goes back to rescue the driver.
- He then hitches a ride back to the hotel and after searching the professor's room finds his address book.

- He discovers the address of another professor in it and goes to see him.
- As he enters the house though he only narrowly misses being run down by the same vehicle which previously put his taxi in the lake.
- Karl enters the house and after an extensive search finds the owner tied in a corner.
- The owner explains that he was experimenting with uranium and molecular bonds but the 2 men who broke in stole all his notes.
- At this point Karl goes to get the owner a drink and seeing a bomb with a ticking timer only just manages to get them out in time.
- That night the Shadow breaks into the German embassy at Nyon killing all the guards he encounters.
- Outside he sees them rushing Einstein to a waiting boat on the river only to be themselves ambushed by another group of men.
- The second group manages to capture Einstein and take him in their own boat.
- The Shadow then kills the remaining nazis and steals their boat to chase the others.
- After a 10 minute trip they arrive at an airfield.
- Some of the group is able to delay the Shadow long enough to get Einstein onto a plane and away.
- Totally frustrated the Shadow kills everyone left behind then discovers the Illuminati tattoo on each of them.
- The next morning Karl hears on the radio about a plane being shot down over Austria.
- After some time Karl manages to track the prisoners to Vienna and uses his shadow powers to sneak into the fortress.
- He gets Einstein out but not before having to fight a death duel with the Enforcer.
- From there they are able to make their way to Rome.

March: 9/Flight 714

- At Rome airport they bump into Eric Haddock an old school friend of Karl's.
- He is now the pilot for Joseph Rockefeller, currently the richest man in the world.

- Eric then introduces him to Rockefeller who insists on flying him and Einstein back to the U.S. on his new latest model transatlantic plane.
- Karl agrees but then notices that Rockefeller's assistant Spalding seems unhappy about this.
- Halfway across the Atlantic Eric suddenly comes out of the pilot's cabin, tells Karl that Spalding passed his message and is wondering what he wants.
- Karl is confused especially since he gave no message to Spalding.
- However Spalding suddenly appears with a gun and tells everyone to remain seated.
- The plane then changes course and soon an island appears below.
- They attempt to land on a makeshift runway but it turns out to be too short and the plane crashes into some nearby trees.
- Spalding and the co-pilot then force the survivors out of the plane.
- Outside Kyle Jessup a mob leader is waiting with a group of Maori natives who then immediately begin dismantling the runway.
- Jessup reveals that this is simply an attempt to gain all of Rockefeller's money by ransoming him, he then has them locked in a bunker nearby.
- Once night falls Karl becomes the Shadow, kills the guards and leads the prisoners into the forest.
- A telepathic voice prevents the Shadow from walking into an ambush and then guides him and the others into a nearby cave in the central volcano.
- At the bottom of some steps they find a statue head which resembles an astronaut.
- Pressing an eyeball causes the statue to swing up to reveal an entrance.
- Once they enter the statue closes again.
- Jessup soon catches up but unable to find a way through the statue gets his men to bring in some explosives.
- Within the tunnel the Shadow is met by a member of the Eelan race which have a damaged ship in the volcano they have just finished repairing.
- Jessup detonates the explosives on the statue which inadvertently triggers a fault line and causes the volcano erupts.

- The Eelan hurry the prisoners onto their ship and just manage to take off before the eruption hits their area.
- They then witness the lavaflow engulfing Jessup and his men who couldn't get away fast enough.
- Soon after the Shadow and the others fall asleep and reawaken a day later in the U.S. in Central Park.

April: 10/Secret Of The Unicorn

- Einstein takes an official leave of absence from the U.S. military to travel with Karl back to Australia and properly examine his equipment.
- A week after settling in to Karl's mansion Albert begins visiting the markets on Grenfell street to buy antique models of boats.
- On one trip Karl goes with him and they find an old galleon with the name Unicorn on it.
- As Karl buys it a man comes up and offers him double for it.
- Karl has only just managed to convince him that he wont sell when another man appears offering even more for it, a haggling contest quickly develops between the 2 men.
- Karl and Albert takeoff while the other 2 argue with each other.
- Back at the mansion Albert finally discovers how to activate the laptop, in his excitement though he knocks the galleon off the table.
- Only the mast breaks off but within it they find several parchments with some type of code on it.
- The next morning Karl sees in the paper that one of the men who tried to buy the galleon off him the previous day has been murdered.
- His suspicions aroused Karl visits the man's apartment and finds an identical galleon to his own but with the name Pegasus on it.
- Its mast has also been broken and the parchments are missing.
- Returning home Karl discovers the second man waiting at the gates for him.
- The man explains that he was hired to steal the parchments but then wasn't paid and will reveal all in exchange for money.

- Before Karl can reply a car speeds past spraying the gates with a tommygun killing the man but missing Karl.

- Before dying he points to some sparrows.

- The next day Karl begins his investigations but after a fruitless search returns home to find the place ransacked and Albert missing along with the galleon.

- On a hunch Karl then visits the registrar and looks up the names of all the antique dealers in the state.

- The richest ones turn out to be the Bird brothers out at Norwood.

- The Shadow then breaks into their mansion killing all the guards he comes across until he finds Einstein in their chapel.

- He then kills both the Bird brothers and takes all their scrolls.

- By putting all the scrolls one on top of another a message appears giving longitude and latitude coordinates for some small island off the Queensland coast.

- Karl takes the next train there but part way is confronted by a man claiming to have been mugged by him and is arrested by police.

- Karl allows himself to be taken while the other man leaves with his scrolls.

- A few minutes later Karl escapes the police by becoming the shadow and takes another train to Queensland.

- At Brisbane he hires a boat to reach the island.

- On the island he finds an estate along with the third Bird brother and more guards who he promptly dispatches.

- Within is a forgers printing press, a hangar and some fake currency.

- He then uses the retrieved scrolls to find a nearby cave where he discovers a pirate's horde of treasure.

May: 11/The Seven Crystal Balls

- After several weeks of peacefulness Einstein is finally able to get the rest of Karl's equipment operational allowing them to view all the files within.

- The main news at the moment aside from the increasing conflict in Europe and Asia is the Lois and Clark expedition to South America to dig for Mayan ruins.

- One night Karl visits a magician's conference along with several socialites.
- One of the acts includes an Indian seeress who identifies the wife of Clark in the audience.
- She then declares that Clark and the others are in great danger from the vengeance of the sun god and promptly passes out.
- The next day Karl reads in the paper about Lois and Clark having lapsed into comas and being rushed back to England by the rest of their team.
- Karl decides to follow Clark's wife back to England to investigate.
- Upon arrival they visit the hospital where they discover that another 2 members of the team have also gone into comas.
- Karl rings the last 3 members to warn them. Taragon has already hired bodyguards, Falconer agrees to meet Karl at the hospital but Reedback falls silent halfway through the conversation.
- Karl rushes down to the foyer to catch a cab to get to Reedback. Just as he gets outside Falconer's taxi pulls up but he has also lapsed into a coma.
- Closer examination reveals broken bits of crystal shards on the floor of the taxi.
- Karl then heads for Reedback's place and finds him in a coma on the floor with similar broken crystal shards near him.
- He next heads to Taragon's where he finds the outside guards all asleep. As the Shadow he sneaks inside and finds Taragon also asleep in a room, he then notices soot falling out of the fireplace.
- Outside he catches sight of a fakir running away and shoots him in the back. Before he can reach him he comes under fire from the fakir's accomplices and is forced to go around by which time they are speeding off in a car.
- The Shadow then grabs Taragon's car and follows before losing them in a forest.
- The next morning Karl goes back to the hospital where the coma patients have suddenly started going into convulsions. This continues for exactly one hour before they lapse back into comas.
- Sneaking into the police station the Shadow discovers that the car he was chasing has just been fished out of the harbour with 3 dead Indians in it, each having been shot in the head.

- At the portmaster's office he finds out that the Pantamac (an Indian freighter) sailed several hours ago for South America.

- Karl next visits a private lab and pays to get one of the crystal shards tested. The analysis reveals that it is coated in a chemical which induces a deep coma, a chemical found in a plant which only grows in Peru.

- Karl then books a plane to Peru.

12/Prisoners Of The Sun

- 2 weeks later Karl reaches Callao in Peru.

- A week later the Pantamac arrives but no one is allowed aboard due to it being quarantined with yellow fever.

- Karl is forced to leave the port but that evening it is the Shadow who returns and follows the disembarked crew onto a train.

- Partway up the mountain though a fakir enters the Shadow's car and shatters a crystal ball at his feet. The sleep gas forces the Shadow to revert back to Karl at which point the fakir attacks him. Overcoming the gas's effects Karl manages to shoot the fakir in the testicles and jumps off the out of control passenger car.

- After a long walk Karl reaches a small city and tries to report the train incident to the police but they are evasive and uncooperative as are any locals he tries to speak to.

- A while later he spies a young Indian boy being beaten by some English tourists and fights them off but the boy also disappears.

- The next morning while walking past a hedge a voice calls out to him offering to help but that it must be done secretly.

- As Karl moves off an elderly Indian approaches him and warns him to leave as he is risking the wrath of the followers of the Sun God.

- When Karl refuses the Indian gives him a medallion telling him it will protect him from their magic but not their agents and then disappears while Karl examines it.

- At midnight Karl meet his secret helper who turns out to be the boy he rescued from the tourists. Zorrino tells him to buy mountain equipment and mules for the long journey to reach the Sun God city in the mountains.

- A few days later they reach a river and are forced to make a treacherous crossing by birch boat but wind up being swamped by alligators. The Shadow kills a few before the 2 of them are swept away by the current and over a waterfall.

- At the bottom of the waterfall they are dragged underneath and behind it where they wind up in a subterranean lake. From there they follow a tunnel upwards to a sealed doorway surrounded by Aztec symbols. After some time Karl deduces the correct sequence for the symbols opening the door...right into the middle of a religious sacrifice and are attacked by Aztec guards.

- The Shadow creates a few sacrifices of his own causing the Aztecs to flee in fear. A few minutes later the high priest comes over and asks why the Moon God has invaded their temple. The Shadow tells him he only came to find the cause of the explorers' ailment.

- The high priest explains that the expedition broke into their tombs and defiled them so his people created voodoo dolls of them to take revenge.

- The Shadow convinces them to end the punishment of the explorers and not harm the boy who helped him. He agrees and shows Karl the short way back to Callao.

- Back in England Karl discovers that the team has come out of their coma and made a complete recovery.

- During his flight back to Australia Karl ponders the priest's reference to a Moon God.

June: 13/The Crab With The Golden Claws

- A few weeks later Karl decides to start taking his cat for a walk in the hope of using its cuteness to pick up chicks.

- While at the local fish markets at the dockyards Karl's cat gets its head caught in a tin of crab with part of the label missing. Thinking no more about it they return home.

- Karl returns the next day to continue his interrupted fish shopping. However he finds the police there pulling a body out of the port. Taking shadow form he sneaks into the morgue van and examines the body. The man appears to be Arabic and has a kosh tattoo (identical to the one encountered in the 5th adventure Cigars of the Pharaoh). Further examination reveals the victim still has all his money on him and part of a label from a crab tin with the name Karaboudjun written on the other side of it. Karl decides to return home for the moment.

- Later that evening the Shadow heads back to the docks and locates the freighter named the Karaboudjun. Within its hold he discovers dozens of crates full of wine bottles and tins of crab. Upon closer examination he discovers that the tins are really full of opium.

- Breaking into the harbour master's office the Shadow discovers the ship's point of origin was Port Alun in the Sahara.

- The next day Karl takes a plane back to the middle east.

- Once at Port Alun he makes contact with the British governor of the area who controls the local legion outpost, and helps keep the peace with the Bedouin tribes.
- Karl discovers that there are no proper customs checks in Alun with anything being passed through. The most regular caravans however come from Marrakesh in Morocco.
- Paying a small sum Karl arranges for travel with a caravan heading to Marrakesh. Along the way they are ambushed by Berber raiders who prove no match for the Shadow.
- A few days later they arrive and through some forceful persuasion the Shadow discovers that Mohamed Ben Ali is the main distributor of crab tins in the area. After a thorough thrashing Mohamed reveals that his supplier is Omar Ben Salaad, the most powerful man in the middle east.
- That night the Shadow pays a visit to Omar only to witness him leaving with a large retinue of guards. He follows him to a warehouse but loses him in the enormous cellar full of wine barrels. Eventually he discovers that one of the barrels is empty and has a secret door inside. The door opens to a tunnel which leads to further down into an even larger storeroom full of opium and guns.
- Further exploration reveals more tunnels leading to yet more storerooms similarly filled. Eventually the Shadow stumbles onto an office type room with a single tied prisoner and several guards. After disposing of the guards he discovers that the prisoner is Kinji a member of the Japanese special police who was investigating a child slavery ring when he was captured.
- They then find a ladder which leads up to Omar's palace and fight their way through the guards. Finally they stumble into Omar's main bedchamber where he is present with some young boys. The Shadow shoots Omar in the testicles before dragging him onto the roof (five stories up) and throwing him off.
- Kinji gets the children out while the Shadow burns the palace down. The children are handed over to the British legion as the locals don't care.

The Modern Superhero Campaign

Over the years I ran 5 superhero all of a similar nature based on the Marvel Universe. I ran out of ideas each time finally deciding I couldn't do anymore and just abandoned each one.

Then several years later around '95 several things happened; first Image did the Team 7 comic which gave me ideas for an entirely new perspective on the superhero world. Secondly upon telling a friend of mine about this title he shoved my face into one of the covers of the now defunct Suicide Squad issues, more ideas!

Finally Champions had been relaunched around this time, now while I didn't really like their rule system they were well known to me for producing excellent sourcebooks. Then Champions Universe came out; a book which gave details on every country and organization on the Champions' Earth. The comics and the Champions books together gave me the new Heroes campaign which started in '96 and only wrapped up in 2001. In that time it also created a spin off 'Justice Unlimited'; my 1930's campaign borrowing heavily from Justice Inc, Dark Justice, Tintin, Doc Savage, Indiana Jones, Cthulhu, etc for adventures. Over time all these campaigns were integrated into the same world.

500,000 BC

- A Celestial Alliance battleship crashes on earth in the Paleolithic continent, its leaking engines mutate the ecology.
- A time travelling Dragoon, Geomancer and Minuteman kill all the remaining time travelling Tsaurids who were trying to prevent the ship's crash. They then enter the ship and have themselves cryogenically frozen until 1996.

3050 BC

- Sorcerers escaping the Astaroth takeover of their dimension crossover from Darkworld to Egypt, the Bermuda, Ayer's Rock and Mt Olympus.
- Earth's latent magic force is tapped for the first time as the sorcerers establish themselves as gods spawning various religions.

2100 BC

- A Celestial Alliance scout ship lands and captures part of the Celtic race for study.
- For the first time the Harmonic directly intervene by rescuing the humans and destroying all traces of the scout team. They remain unaware of the genetic tampering that has taken place adding the metagene to the human race.

1910 BC

- Gilad Annipada, the first metahuman is born.

204 BC

- The Tsaurid empire having defeated the Celestial Alliance arrive on earth looking for any outposts. Instead they detect the Harmonic bases and immediately attack them. Atlantis and Lemuria shoot down the battleship but not before its orbital bombardment causes shockwaves worldwide. With whole continents being swamped by tsunamis the Harmonic further experiment on human DNA transforming as many as they can into subterranean and sea life.

458 AD

- Lyonese of the Lake now the last remaining Earthlord begins training Merlyn to take over.

477

- Merlyn rescues Gilad from Morgana and convinces him to unite the remainders of the collapsing Roman Catholic empire. Gilad renames himself Arthur Pendragon and is given the Harmonic psisword Excalibur by Lyonese. Camelot is founded as the last bastion of Rome against the various barbarian armies sweeping Europe. Merlyn helps found the Parliament of Nature.

485

- Morgana and her Normandy forces attack Camelot. Merlyn is slain by Morgana with her recently forged Spear of Destiny. Arthur kills Mordred but is badly wounded. A time travelling band of Tsaaurids steal excalibur from him before jumping back into the timestream. A time travelling Minuteman saves Arthur from death by impaling Morgana on her own Spear of Destiny from behind. Launcelot is the only surviving knight. The Normans are routed. Arthur survives his wounds but feeling spiritually crushed by his comrades' deaths abandons his Pendragon persona and moves to Spain. The general population believes Arthur slain, Launcelot continues to act as defender of the poor.
- The Parliament of Nature takes over the role of training the next Earthlord.

1801

- Silver Deer is chosen as the current Earthlord.

1810

- Tyrannus reinvades earth through a native American burial site. He is repelled by Silver Deer and a vigilante cowboy named the Spirit of Vengeance. A time travelling Dragoon, Geomancer and Minuteman save the Spirit and Silver Deer from corrupt law officers and time travelling Tsaaurids.

1908

- Creation of the Federal Bureau of Investigation.
- Metahuman vigilantes begin appearing worldwide in greater numbers fighting organised crime.
- Dimitrios is chosen as the next Earthlord.

1915

- The most powerful metas of the time band together as the Champions to fight for the Allies in World War one.

1920

- Champions disband.
- The organization Demon is created by cultists who make contact with Tyrannus.

1923

- Dimitrios regroups the Champions to fight off a new invasion by Tyrannus at Ayers Rock. A time travelling Geomancer prevents likewise Tsaaurids from killing Dimitrios just as he is closing the demon gateway.

1929

- Demon begins recruiting metas to form Blitzkrieg.

1935

- Dimitrios defeats Tsaurid scout force with the help of the Lemurians.
- Nazis locate the Spear of Destiny and send it back to Berlin.

1938

- Hitler uses the spear to launch his invasion.
- Champions II is formed to once again fight alongside the Allies and counter the Nazi metas known as Blitzkrieg.

1944

- Dimitrios battles Tong cultists in China only to be defeated by the Master and imprisoned on Elseworld in another dimension.
- A time travelling Dragoon prevents likewise Tsaurids from assassinating Einstein in the United States.

1945

- World war II ends.
- The Spear of Destiny is lost again.
- Nuclear detonations cause further mutations in the human genotype.

1954

- MacArthur communist witch hunts begin in the U.S. All heroes forced to abandon their activities in the wake of police strikes and public antimeta sentiment. Most villains flee to other countries.
- CIA 'Factory' created to experiment on humans.

1960

- CIA 'Project Prometheus' created to retrieve crashed UFOs.

1962

- CIA 'Project Sentinel' created as Physical and Special Training sections.

1963

- Crimson Storm created as KGB version of the Factory.
- JFK assassinated, Venom is blamed despite evidence of government involvement.

1965

- U.S. enters Vietnam war.
- CIA 'Project Armour' created as Robotics section (it would later include Bionics).
- FBI 'Strategic Armoured Taskforce' established as rival to increasingly powerful CIA.
- Iceman (not the Marvel guy) arrives from an alternate future dimension, changes his name to Dr Destroyer and begins building up a powerbase in Brazil.

1968

- Dr Destroyer and his Terror Inc make their public debut capturing NORAD. SAT and CIA forces launch joint raid but long simmering tensions boil up and the 2 groups kill each other while Destroyer escapes. SAT blamed for failure and disbanded by the president after pressure from the CIA. Soon after Dr Destroyer conquers Brazil with little resistance.

- CIA 'Project Ego' formed to research psionics.

- A time travelling Dragoon, Geomancer and Minuteman arrive in Laos in time to witness a younger Dragoon being captured by VC and Redblood. Dragoon then prevents the death of his younger self by Tsaursids but is yanked back into the time stream before he can rescue himself from the VC.

1970

- CIA 'Sentinels of Liberty and Justice' created as their public 'superhero' group.

1975

- Vietnam war ends. Many vets unable to return to a normal life join Venom.

- CIA 'Project Arcane' created to research magic.

1977

- CIA ultra secret 'Project Genocide' formed for the purpose of researching how to exterminate all metas.

- Sanctuary established in New York.

- Dr Destroyer massacres U.S. forces during an ill fated attempted covert invasion of Brazil. The disaster exceeds even the previous Bay of Pigs slaughter.

1978

- Super Patriot becomes head of the SLJ.

- Crimson Storm becomes involved in Afghanistan.

1980

- SLJ attacks Sanctuary but publicly humiliated by newly formed Champions III.

1981

- Stronghold prison for metas built in Mt Rushmore.

- SLJ attacks Sanctuary again only to be defeated by Athena and the group Roadkill (this incident causes Roadkill to decide to become villains).

1982

- MI5 creates the Thunder Agents as their version of the SLJ.

1983

- Thunder Agents clash with Crimson Storm in Turkey.

- SLJ agent Eternal Warrior (Gilad's new name) rescues Dragoon from a Siberian military lab while on a covert mission there. He kills Crimson Storm's Crimson Avenger during their escape.

1984

- The metahuman registration act defeated by congress in the U.S.
- The CIA and SLJ are enraged by this and assist Project Genocide in capturing Obsidian of the Champions. He is killed by their experiments.
- One of the SLJ's Patriots defects to Russia after finding out about Project Genocide and becomes the Crimson Avenger II.

1985

- Having finally discovered Dimitrios' location the Parliament of Nature sends Wildheart and Disciple to rescue him.

1986

- Project Genocide publicly exposed in Oliver Stone's first movie. The public backlash forces the president to disband it despite CIA protests.
- Crusader of the Champions is killed by Venom after a tip off from the SLJ. The Champions destroy Venom bases around the U.S. and expose their financial backers including the CIA to the public.

1988

- Dr Destroyer kills all the remaining Champions after a failed attack by them on his Brasilia base.
- The CIA enters into an alliance with the Tong. The Tong send Redblood to the U.S. as their representative.

1989

- Dr Apocalypse takes over the Loa in Venezuela and forms Enemies International. She soon after gains control of the U.S. branch.

1991

- Oliver Stone's JFK movie exposes the CIA's and SLJ's involvement in President Kennedy's assassination. Stone flees to Italy to escape the CIA's vengeance. He takes refuge with the recently moved Parliament of Nature now residing in Rome.

1993

- SLJ strike team sent to Italy to kill Stone is defeated by visiting members of Thunder Agents.
- The U.S. withdraws from the UN and overhauls its military structure giving full control to the SLJ.
- Super Patriot puts forward a proposal for a special covert meta assault team separate to the public face of the SLJ.

1995

- Dragoon, Eternal Warrior, Coda, Dutch and Redblood are recruited as the first members of the new Covert Assault Team dubbed the WildC.A.T.s. MI5 operative Geomancer is captured while breaking into Project Sentinel and forced to volunteer for the Wildcats or die. Minuteman the latest Project Sentinel experiment is also coerced into joining. Dr DNA is recruited from the Loa in exchange for non interference in their activities.

The Game Begins:

1996 – YEAR 1

January: 1/Baptism of Fire

- The newly formed Wildcats are sent to Japan to destroy a Yakuza biological weapons lab. After escaping an assassination attempt during the flight over the team makes contact with Tetsuo, the head of the Japanese secret service. He is later revealed as a shapeshifter pretending to be Tetsuo after he leads them into a ninja ambush. Redblood is injured during the battle. They then track down and rescue the real Tetsuo. He provides information on Osato, the head of the Yakuza family involved.

-Dragoon and Gilad visit Osato posing as sales reps, while there Gilad determines the location of the safe. Upon return to the hotel Gilad tells Redblood where the safe is and gives him the safecracking equipment. Later that night Coda and Redblood break into Osato's office. However Redblood is forced to admit he didn't pay attention to what Gilad told him forcing them to waste time searching for the safe again. Coda locates the safe but then discovers that Redblood has left the safecracking equipment back at the hotel. The mission is aborted.

- Minuteman and Coda return later and retrieve the documents from the safe. Meanwhile Dragoon and Gilad have discovered further information at the Yokohama docks at the cost of many ninja lives. The team locates the Yakuza volcano base on an island near Japan and attack it. Dragoon and Coda are wounded in the initial melee and forced to stay behind to guard their retreat. Minuteman, Redblood and Gilad continue on. Upon breaking into the lab section Redblood shoots everything in sight releasing the virus contained within. Only Gilad's quick action seals the chamber in time. Minuteman then mines the area and buries the lab under tons of rock.

February: 2/The Loa

- Dragoon remains unaware that their team physician is really Dr DNA, the man who performed genetic experiments on him while he was a prisoner in Siberia.

- The CIA decides to doublecross the Loa. The Wildcats arrive in New York only to become involved in a racing gunfight with several cars of Jamaican gangsters. They eventually arrive at the Dark Schlong Bar and obtain vital information. From there they head for New Orleans where they are forced to kill more Jamaicans at the airport. One escapes and they follow him to the Fillet de Soul restaurant where they eliminate the

staff. Dragoon captures the Rat. Redblood kills the New Orleans drug lord and takes his money.

-Dragoon is forced to intervene in a brawl between Minuteman and Redblood. They then head for the alligator farm where the drugs are processed. In the ensuing battle the farm and its staff are burnt to the ground. Dragoon then breaks up another fight between Redblood and Geomancer by knocking out Redblood. The following evening the team is airdropped by stealth plane into Jamaica. They locate the Loa base and destroy it. Dragoon finds notes by Dr DNA giving clues to the experiments carried out on him. He also captures Nightside. Minuteman captures Black Raven. Redblood however is beaten to a pulp by Mercury Mercenary who makes good his escape. A U.S. garrison force is flown in. Redblood's insubordination continues to grow.

3/Mirage

- Russia sends Crimson Storm and a small fleet to over to the Japanese island where the Wildcats buried the bioweapons lab. After Molotov excavates the lab Cold Warrior encases it in ice to prevent the virus escaping before then loading it onto a Russian freighter. A few days later it is sunk off the coast of Darwin by a U.S. destroyer, both sides prevent their respective medias from releasing this information. Russia begins redeploying its black fleet to head for Darwin to retrieve the lab.

-The Wildcats are also sent to Darwin and are told they will be receiving assistance from Metatech and Dr Mirage. Upon arrival they discover that Dr Mirage and his wife were killed only hours ago by unidentified assassins. Later that night they attend a party at Justin Aladin's house (the head of Metatech). Dragoon bumps into his old friend Tojo Harada who warns him not to trust Aladin. Not long into the party Dr Mirage's wife appears and tries to kill Aladin. She fails and during her escape is shot in the legs by Redblood.

Dragoon is forced to knock out Redblood to prevent him raping her. Harada agrees to hide and heal and hide Anastasia Mirage until Dragoon can determine what is really going on. He also lends Amphibian (one of his employees) to the team to help them look for the lab. Redblood goes AWOL for the rest of the mission preferring instead to set up connections in Australia for his Tong lords.

- The next morning Amphibian locates the sunken freighter. Minuteman and Dragoon dive down and locate some intact disks in the lab. Minuteman then mines the entire freighter and departs. But on the way back up they are attacked by one of Metatech's Warstrike powersuits. Dragoon takes a beating but Minuteman is able to break the suit's powercasing causing it to sink into the freighter just as the mines detonate.

-At this point Crimson Storm's Scarlet Sentinel arrives but they manage to evade it and escape. Dragoon and Minuteman then hunt down, beat up and capture Redblood to take back for court martial. Dragoon leaves the virus disks with Harada for safekeeping and tells the CIA that they were destroyed by Crimson Storm.

March: 4/Timelost

- Gilad and Coda are captured while on a mission in Russia. Dragoon and Minuteman are refused permission to go rescue them. Geomancer attempts to escape but is recaptured and an explosive bracelet is placed on his wrist. The Tong make a deal with the CIA to allow Redblood to escape. However Redblood runs into Dutch and Geomancer who beat the crap out of him. Despite this he is eventually able to escape by activating the timer on Geomancer's bracelet.

-Dutch is forced to stay with Geomancer in order to defuse the bracelet. Redblood then tries to escape by driving his Ferrari off the dock and jumping out, but this fails as he jumps while everyone is still looking. A running gunfight with Dragoon along the road to the airport ensues during which incendiary shots from Dragoon destroy Redblood's backpack with all his stolen money. Dutch in the meantime having defused the bracelet catches up with Redblood at the terminal and gives him another pounding.

-He is stopped from killing Redblood by 2 Tong agents who shoot him in his legs. They then hold him down while Redblood repeatedly stabs him all over. Redblood and the Tong agents then depart on a plane for China. Dutch is retrieved and then taken to Project Armour for bionic surgery.

- Soon after despite wanting to go after Redblood the remaining Wildcats are instead sent to Brazil to sanction Dr Destroyer. Upon arrival Dragoon ditches Geomancer's new explosive bracelet. Penetrating Destroyer's base they then engage him in battle in his time lab only for them all to be sent diving for the cover by a team of humanoid size bipedal dinosaurs with hi-tech equipment. The dinosaurs then activate Destroyer's time portal and rush through. As part of his lab begins to vanish Destroyer gives Dragoon, Geomancer and Minuteman each a chronal vest and sends them after the aliens.

- They arrive in 1997 during an Indonesian/Chinese invasion of Australia. Golden Avenger, the leader of the resistance helps them break into the airport to pursue the aliens. Avenger is killed but upon examination Dragoon discovers that he is really an older Minuteman, he keeps this to himself. Both groups steal planes and head for the U.S. The aliens crash land at the pentagon after being shot down by the airforce and fight their way in.

-Dragoon's plane is similarly forced down and while attempting to follow the aliens in they are attacked by the new Wildcats. After killing most of them the group runs into President Super Patriot who declares Dragoon is murdered his father murderer. Despite Dragoon's confusion and protests of innocence Super Patriot orders their deaths, but they escape. The aliens having found what they were looking for timejump and Dragoon's team follows.

- They arrive in Laos 1968 just in time to prevent the aliens killing Dragoon's younger self. Dragoon sees for the first time Redblood's involvement in his capture. Their next jump carries them to 1944 where they stop the aliens from assassinating Einstein. In 1923 they likewise save Dimitrios allowing him to finish driving back the demon invasion. In

1810 they rescue Silver Deer from death. In 485 the aliens distract Merlyn enough for Morgana to kill him allowing them to steal Excalibur. Minuteman prevents Arthur's death by impaling Morgana on the Spear of Destiny.

- Finally in 500,000BC on the Paleolithic continent they catch up with the aliens and kill them all before they can prevent the Celestial Alliance ship from crashing. After retrieving Excalibur and the virus disks the aliens took from 1997 they enter the ship. Geomancer is able to communicate with the ship's artificial intelligence convincing it to put them into cryogenic sleep to be reawoken in 1996.

April: 5/Genocide

- Minuteman, Geomancer and Dragoon wake up in a mental asylum. The doctors there try to convince them that over the years they have been suffering constant delusions about heroic endeavours. However they soon discover that the asylum is really a Viper base and drugs are being used to block their powers and keep them docile. Not long after this they are rescued by the latest Wildcats recruit 'the Shield'.

-Upon reaching the airport Geomancer announces that he has other matters to take care of and leaves. Upon return to the pentagon Patriot Sterling informs them that he will be leading their next mission. They will be going to the Kremlin to rescue Coda and Gilad.

- Sterling's refusal to answer any questions about Viper along with Dragoon's recent experience of a possible future to come begins to make Dragoon extremely paranoid about coming events. They are dropped off in Turkey by which stage Dragoon's powers have altered to include Teleport and once given a photo of the location he transports them the rest of the way.

-While Minuteman and Shield battle soviet troops Dragoon frees Gilad. Unable to find Coda Dragoon goes searching for Coda and locates him in the Kremlin war room launching the country's ICBMs. Dragoon immediately teleports him back to Turkey and examines the computers. He discovers that the missiles have been programmed to fly up and come back down on Russia. Unable to stop it he instead activates the defense system and teleports himself and the others back to the U.S.

- At Dragoon's apartment they discover that Gilad is really a CIA shapeshifter agent and torture him into giving Gilad's true location, the pentagon. On the TV they see a news broadcast about the assassination of the American president and Super Patriot in an unusual step being named his replacement, followed by his immediately declaring martial law over the whole country and announcing retaliation against Russia. The news then shifts to the deaths of 20% of the Russian population from the nukes that made it through. The news shifts again this time to the sudden temporal appearance of Peter Quill, Companion and Tal Mu from the future.

-This is followed by the appearance of Silver Deer, Vengeance, Champions I and II and Blitzkrieg from the past. All are taken to Sanctuary to recover from their unexpected temporal trips Dragoon, Minuteman and Shield then rush over to Project Ego at the

pentagon where they discover Dr DNA experimenting on Gilad and Coda. DNA tries to run away so Dragoon fills his legs full of hot lead. Minuteman mines the lab. Upon reaching the Project Prometheus section he detonates the explosives destroying Ego and 10% of the pentagon. From Prometheus they steal the Skyfire prototype shuttle and head off to Australia to rendezvous with Harada

6/Assault on Sanctuary

- Upon arrival in Adelaide, South Australia they head for Harbinger Inc, Harada's company. Through his contacts Harada learns of the SLJ's plan to eliminate everyone at Sanctuary. Dragoon and the others decide to head back to the U.S. and infiltrate the mission and rescue everyone in Sanctuary, DNA is left with Harada. Minuteman waits in Skyfire hidden in Central Park while Dragoon and Shield return to the CIA. The CIA, SLJ, Metatech and Roadkill decide to attack from different sides simultaneously, kill everyone and capture Companion (Quill's ship).

-Dragoon and Shield join the group attacking from the rear but as the battle begins they kill all 30 SLJ agents. They enter the main building just in time to see Roadkill waste Boneblood. In response Dragoon machineguns them all in the kneecaps. On the roof he finds Major Victory (Super Patriot's father) strangling the elderly Captain Liberty (the founder of Sanctuary and Major Victory's father). Too late to save Captain Liberty, Dragoon instead fires full clip of HE bullets into Victory's neck decapitating him.

-Finally after a long and extremely bloody battle Dragoon and Shield manage to get all the Sanctuary survivors into Companion and head for Central Park. They are then transferred to Skyfire and head for Australia. Dragoon however stays in Companion and flies over to the White House. Once there he plants Victory's head on a flagpole and calls for Super Patriot to come out.

-Once he sees his father's head and starts swearing revenge Dragoon starts laughing and then uses Companion's beam weapons to set the white house alight. Harada takes in all the survivors despite the Prime Minister's protests. Minuteman begins treatment to reverse the side effects of Project Sentinel's experiments. The Sanctuary complex is completely levelled by the SLJ.

May: 7/Fortress

- Stonehenge is overrun by demonic forces. The British government sends out a plea for extra help. Harada decides to send Dragoon and Dutch to help. Upon arrival they are met by Geomancer and Dimitrios at the airport and taken to Thunder HQ to discuss attack plans. While Thunder agents engage the main demonic horde Dragoon, Geomancer and Dutch act as bodyguards for Dimitrios allowing him to get close enough to the gateway to close it. The surviving demons scatter with most being hunted down and killed. Dimitrios queries Dragoon whether he is the same one who saved him in the past.

8/Cleaning out the nest

- Dutch and Dragoon decide to stay on for a bit of relaxation. A week later Thunder asks them if they'd like to join in for a final assault on Viper's last HQ. The battle is mostly one sided as the teams easily wipe out most of the Viper agents. Even the Supreme Viper fails to get away once Dragoon puts a stinger missile into his helicopter cockpit. Afterwards in a televised ceremony they are all awarded medals of bravery by Prime Minister Major. However Dutch's is rescinded after he publicly knees the PM in his privacy. The 2 decide to leave quickly.

June: 9/The Crossing

- Upon returning to Adelaide Dragoon is introduced to 3 interdimensional voyagers; Captain America, Wolverine and Reed Richards. They are the last survivors of their earth in 2001, now ruled by Apocalypse. They beg for Harada to send a team into their past and stop Apocalypse. Harada agrees and Dragoon convinces Captain America to give him his shield.

- With the Northern Territory being invaded by a combined Indonesian/ Chinese force Harada forms an alliance with Dr Destroyer for aid from his Terror Inc. In exchange Destroyer wants to go with the group to the Marvels earth. Working with Tom Thumb, Dr Destroyer soon completes a phase gateway. Dragoon, Dr Destroyer, Dr Spectrum and Hyperion cross over to Marvels Earth 1996 and head straight over to Avengers mansion for help. Instead they find Apocalypse and his horsemen of doom within with various SHIELD agents as hostages.

-In the ensuing battle Dr Destroyer blows up Holocaust, Dragoon machineguns Spiral in ½ and Dr Spectrum defuses Apocalypses' nuke preventing the nightmare future. All 4 then combine their attacks on Apocalypse finally killing him. Once outside Hyperion crushes Pestilence while Dragoon breaks the necks of both War and Famine. While the others free the hostages Dr Destroyer secretly downloads information from the Avengers computers.

10/Second Assault

- In England there has been another demon incursion, Windsor castle is captured. All of Northern Australia has now fallen to the Chinese/Indonesian forces. In Africa a major plague is spreading over 2 nations. Iran conquers Iraq through subterfuge. The U.S. remains under martial law. China launches a surprise invasion of Japan.

- Dr Destroyer returns to Brasilia while Dragoon and Harada head to the Metaphysical Studies Institute in Switzerland for a meeting of European heads over current global problems. Midway through the meeting Mastergirl and a group of neo nazis attack killing the German ministry. Dragoon manages to decapitate all the nazis except Mastergirl who escapes.

11/Retrieval

- Shortly after this a squad of Thunder Rooks turn up with a reformed demon called Crypt. Crypt, Dragoon and Gilad soon come up with a plan to defeat the demon forces through the retrieval of Excalibur. Dragoon puts together a commando team consisting of

Geomancer, Crypt, Chemical Flare, Badger and a British cop turned into a wraith by demons now calling himself Gravestone. They head for Alaska, the site of the alien ship which crashed in 500,000 BC. Leaving the Skyfire prototype on a nearby glacier the team attempts to sneak past the Project Prometheus agents.

-A sudden attack from a Tsauid scoutship allows them to enter the crashed ship without detection. Dragoon retrieves Excalibur but on their way back out encounter a Tsauid shock team. They kill all the Tsauids except for one who escapes with a computer disk. The scout ship takes off and blasts the glacier shattering it and causing an avalanche. Dragoons' team are eventually able to dig their way out of the now buried ship but are unable to locate Skyfire. With no supplies or protection from the Alaskan winter they spend the next few days making fast tracks for the Canadian border. Eventually they stumble onto an SLJ air base just over the border, kill all the personnel and steal a long distance transport.

July: 12/Showdown

- Dragoon decides to fly to Japan to get help from Tanaka to return to the UK. As they reach Hokkaido they are shot down by the Chinese invasion fleet. They are rescued from the ocean by Shuriken, Katana, Bloodbow and Rai. They explain that they are members of the resistance against the Chinese collectively calling themselves H.E.R.O. Their leader Tanaka along with the Japanese Emperor have been taken prisoner by the Chinese field commander Redblood. Seeing his chance for revenge Dragoon demands to lead the attack on the Imperial Palace.

-While the others distract the soldiers outside Dragoon enters the palace but too late to stop Redblood killing the Emperor. After running a cat and mouse battle through a maze under the palace Dragoon finally disembowels Redblood. Then while Redblood's healing factor takes over Dragoon drags him over to a TV station and arranges for a live international broadcast. Once Redblood is healed they battle again with Dragoon finally using Excalibur to decapitate him. He then throws Redblood's head against a wall screen link up with Super Patriot. Tanaka arranges for Dr Destroyer to send Warlock who then teleports Dragoons' team back to the UK.

13/The Return

- Geomancer, Dragoon, Crypt, Gravestone, UNTIL, Thunder agents and the Parliament of Nature launch a combined assault against the demon army at Windsor castle. After an hour of fighting with heavy casualties on both sides Excalibur suddenly transforms 7 Thunder agents into King Arthur and his knights. The new Arthur then slays Tyrannus routing his demon forces. With both the Royal family and the UK government dead Arthur is appointed caretaker ruler by the EC leaders. Geomancer acts uneasy around Merlyn but refuses to say why.

- Elsewhere the capitol of Israel is vaporised by a nuclear bomb planted by the Jihad. After this demonstration Saudi Arabia decides to surrender to Iran. In Australia Victoria is conquered by the Chinese/ Indonesian forces.

14/Vengeance

- Dr Destroyer sends a request to Harada for aid in repelling an SLJ invasion of Brazil. Harada sends Dragoon. After parachuting into Ecuador he is met by Mercury Mercenary and led to a nearby village for briefing. Dragoon comes up with a simple plan. While Destroyer's forces attack the front line, Dragoon sneaks into the tactical base invisibly and gets reacquainted with Patriot Sterling by disembowelling him. Justice having bionic thermal sight is able to see Dragoon and a fierce battle then ensues. Ultimately Dragoon outmanoeuvres and beheads him. He also knocks out Liberty and teleports her back to Harada for counter brainwashing treatment. Dr Destroyer then attacks the base by himself destroying everything in a show of force of who is the most powerful meta.

15/Breakout

- As the world continues to descend into chaos Harada decides to recruit more allies. To this end Geomancer, Gilad, Dragoon and Dutch break into Stronghold meta prison in Mount Rushmore, rescue Hardcase, Crucible and Vanguard and detonate the reactor within destroying the entire mountain.

16/The Bay

- The Howard government in Australia flees to New Zealand just before the Chinese detonate a nuke in Canberra. The rest of Australia then surrenders. The Harbinger resistance retreats to Botany Bay to rendezvous with a cargo tanker to take them to Brazil. But before they can board they are attacked by an Indonesian metaforce. During the battle an SLJ bomber flies overhead and drops a Gen1 bomb on them.

-Hyperion flies up to intercept it but fails to reach it in time before it detonates ripping him apart. In the aftermath of the explosion Moonglow and all the Indonesian metas are killed, the Shield is missing and everyone else is either violently ill or comatose. Minuteman and Vanguard who were aboard the tanker and out of range of the blast eventually manage to get the survivors aboard and leave.

17/The final fate of Crimson Storm

- One third of the African continent has now been depopulated by the unknown plague. All surrounding untouched countries seal their borders, while Nigeria also creates its own metaforce dubbed the Bagh Nakh. Multiple sightings continue of UFOs off the coast of Mozambique.

- The SLJ abandon Alaska turning their attention elsewhere, namely annexing Canada. In response Eagle force is created as a guerilla rebellion. Back in the U.S. they begin building internment camps for the poor and minority groups. Project Genocide is reactivated. The Master decides to take full control of China continuing their invasion of Japan. Iran conquers Lebanon, Syria, Jordan and Egypt. Blitzkrieg perform a coup in Germany. Dr Destroyer expands his control to Paraguay, Guyana, Uruguay, Surinam, Guiana and Bolivia. Dr Apocalypse meanwhile likewise expands her own empire to include Venezuela and Ecuador.

- On the other side of the world Gilad pilots a tanker to New Zealand where they are allowed to dock to take on supplies. While most of the others get involved with the loading Black Archer and Nuke continue feeling the after effects of the gen bomb and head off on a bloody rampage. Dragoon and Minuteman finally catch up with them at parliament house where they succeed in calming them down. At this point the New Zealand special forces attack. With Dragoon and Minuteman using various Australian and New Zealand politicians as shields most of them are soon dead. The four then escape back to the tanker only to find it under attack by Crimson Storm. After much bloodshed Dragoon finally convinces Crimson Avenger II that he was not responsible for Russia's destruction and that they are both being set up by the SLJ. They all leave together on the sub Crimson Storm and head for Brazil.

August: 18/End of an Era

- Dr Destroyer convinces Dragoon that they should cross back over to the Marvels Earth and recruit more allies. Crimson Storm's engines are then equipped with the same dimensional phasing equipment as used before. Crossing over in the sub are Dragoon, Dr Destroyer, Banshee (not the Marvel guy), Dr DNA and the Russian crew. Upon arrival they discover the Avengers missing and the Fantastic Four outlawed. After a skirmish with SHIELD agents Dragoon and Banshee download information from the Avengers' computers. Using this they are eventually able to track down the missing Avengers who are prisoners of Dr Doom and Baron Zemo. While Banshee frees the others Dragoon breaks Dr Doom's neck and kills lots of henchmen. Some Avengers also don't make it out alive. From there Dragoon and Banshee allow themselves to be captured by SHIELD and taken to their helicarrier. Once aboard Banshee rescues the Fantastic Four, Forge and Dugan (Nick Fury was presumed dead at this point in the regular Marvel comics continuity). Dragoon meanwhile kills Scorpio before throwing Contessa out a porthole.

- Forge informs them of more prisoners in Sentinel Mountain and they pilot the helicarrier there after using anesthetic gas on the remaining crew. Just before crashing the helicarrier into the mountain Forge launches the carrier's ICBM at the orbiting sentinel station destroying it. The last of the meta prisoners are rescued from the mountain just before Dragoon detonates the reactor within. Once back at the sub Dragoon notices all the Fantastic Four equipment Dr Destroyer has appropriated but is convinced by him that it will be necessary. Upon attempting to cross back home the sub begins shaking violently before the engines suddenly fail.

19/The End

- Nuke is discovered as a stowaway who has destroyed the engines in a fit of rage. When confronted he leaves heading for the U.S. Dr DNA surmises that the gen bomb may be responsible for Nuke's deteriorating mental condition. Dragoon and Minuteman follow Nuke to Norad where they witness him killing the New Warriors. Realizing that Nuke's powers are out of control Dragoon and Minuteman flee only minutes before his own nuclear energy consumes him and vaporizes Norad.

-Firestar is the only survivor and asks for transport to Xavier's estate. Seeing a chance to recruit more help Dragoon agrees. They arrive to find a pitched battle underway between

the various mutant groups and Hydra. Dragoon adds to the carnage by decapitating Strucker but loses a slugout with Juggernaut. He recovers later to learn that the surviving mutants were successful in defeating Hydra which apparently was working with the Red Skull but receives a lecture from Captain America on his bloodlust.

- They then head for the Skull's chalet in Germany where a lot more people die on both sides before Dragoon finally captures the Skull by cutting his legs off (he wanted to impress Captain America by not killing him). The Skull however manages to send a signal to various ICBM silos around the world causing them to launch. Dragoon then cuts his arms off but unable to do anything about the missiles teleports everyone back to the sub where Destroyer has managed to juryrig a new set of phase engines. They then phase out of the Marvels universe.

September: 20/Kingdom Come

- Somehow they wind up on a different earth in the year 1901. While Destroyer attempts to further repair the engines with Reed's help Dragoon and Forge head out for a look. They soon discover this world in the process of being invaded by the Capellans who have established a beachhead in Washington. Forge is killed in combat but Dragoon manages to defeat the rest of the aliens and crash their mothercraft into the ocean. Returning to the sub Dragoon details what happened and after fixing the engines Destroyer, Reed and DNA create a Gen2 bomb and detonate it in the atmosphere. This is done to introduce the metagene to this earth so that its inhabitants will have a better chance of fighting back when the rest of the invasion force eventually arrives.

21/Liberation Day

- Finally they make it back to Heroes Earth and begin creating plans to liberate Australia and Japan. After settling in the Marvels heroes that crossed over Dragoon leads a strike force against the Indonesian military HQ in Djakarta. Demonstrating his increasing psychosis Dragoon slays all the personnel on the base and detonates their chemical weapons factory wiping out the entire population of the city.

-This causes him to have another heated clash with Captain America. Devastated by their leaders' deaths the Indonesian military splits into seven different factions each proclaiming themselves the ruling council. As civil war erupts in Indonesia their forces are recalled from Australia allowing Dragoon and Harbinger to slaughter the remaining Chinese soldiers. Dragoon sends Alpha Flight and the White Queen to the U.S. to gather intelligence. A sphere 115 kilometres in diameter appears in orbit.

October: 22/The Killing of America Part 1

- During celebrations in Australia the sphere descends directly over Adelaide. At the same time China decides to drop nukes on every Australian city. Adelaide and part of South Australia are teleported directly into the sphere which then returns to orbit. Tom Thumb merges his mind with the sphere's computers taking control of them. Guardian sends word that Alpha Flight have penetrated Stronghold II and are awaiting instructions.

-Dragoon, Wolverine and Cable head over only to be ambushed by Guardian and the Wildcats II. Guardian (now calling himself the Shield II) explains that he feels the SLJ are what's necessary to stop this earth from winding up like his. In the ensuing battle Dragoon kills Shield II, the Executioner and the Fly using the atomic fire he mimicked from Nuke. However he loses control of the power and winds up bringing the whole complex down. They all barely escape in time with Wolverine and Cable having managed to free Alpha Flight during Dragoon's fight.

23/The Killing of America Part 2

- Dragoon and the X-men then attempt to infiltrate Norad but after a fierce battle with marines are forced to retreat. A second try is more successful with valuable data being retrieved and transmitted back to Reed. However Dragoon loses control of his power again and demolishes Norad. Upon return to the sphere now named Skycity Reed confronts Dragoon convincing him that he has allowed his personnel vendetta with Super Patriot and the SLJ to drag out too long.

-Taking a Sovetskaja jumpjet Dragoon heads for Washington. Once there he discovers that Dr Destroyer has stowed away on his plane and seems to know a great deal about the future. In the Congressional building after a brutal battle Dr Destroyer vaporizes Silent Majority using atomic powers identical to Dragoon's while an exhausted and bloody Dragoon finally breaks Super Patriot's neck. Dr Destroyer then declares himself the new ruler of the U.S., Dragoon decides to challenge this. Many senators are killed in the atomic crossfire between the two before Dragoon finally rips off Destroyer's helmet and sees an older version of himself. Their battle then continues until Destroyer loses total control and is consumed by his won atomic fire.

- Through the computers back at Destroyer's Brazilian base Dragoon discovers that Destroyer was his counterpart from the future of another earth (the Justice Lost earth). On his world he was called Iceman, so named because of his razor coldness in dealing with situations. Other than that his powers were identical to Dragoon. Eventually Iceman encountered and killed Dr Diabolicus in identical circumstances to Dragoon's killing of Destroyer. Iceman then learned that Diabolicus was also from an alternate earth and had originally been called Pagan.

-Years later frustrated with the loss of most of his comrades and the growing chaos in the world Iceman decided to attempt to repeat Diabolicus' plan to travel to the past and alter coming events. Like all the previous templates Iceman assumed he wouldn't repeat the others mistakes and be able to break the cycle, instead he suffered the same fate. Overwhelmed by his possible future fate Dragoon goes on a sabbatical turning the base over to Reed.

November: 24/Tsaurid Invasion

- Harada is voted in as governor of Skycity. He dispatches the X-men to Alaska to excavate Skyfire and the alien ship. Responding to the concerns from the Nigerian

government Dr Banner and Janis are sent to the plague area to assess how to deal with it. After contact is lost, Dragoon, Geomancer, Golden Avenger (Minuteman's new codename), Dutch, Reed and Gilad also travel there and stumble onto a Tsaaurid patrol promptly sending them to Tsaaurid hell.

-Banner escapes the main alien fortress and is able to lead the others back to it. While the others assault the main entrance Dragoon and Reed are able to sneak in. Inside he finds Janis and Coda (who had been missing for four months) and frees them. Reed accesses their computers and discovers that this was the Tsaaurid's second attempt to eliminate humanity (the first time being through time travel) this time attempting to use a plague. He then downloads the cure for the plague and sets off the reactor levelling the area. The group is able to salvage one scout ship and ordered to leave by the Bagh Nakh. The remainder of the fleet in South Africa then leaves and takes up orbit around the moon.

- For unknown reasons the radiation in Australia begins to lessen. In Canada the SLJ puppet government is forced to seal itself in Toronto as Eagle Force rapidly reclaims the rest of the country. Arthur places Captain Britain II in charge of Ireland while Union Jack IV takes control of the South American sector. Black Knight deserts Thunder agents after their massacre of 350 women and children protestors in Ireland. Banshee and Colossus (not the Marvel guys) also leave Thunder after a similar massacre in Lima of 700 worker protestors.

Year 2

December: 25/One World Under Arthur Part 1: Duty

- Thunder agents invade the only free remaining area of Brazil with the intention of restoring order. Warlock takes control of Destroyer's army and fights back. Harada sends Dragoon, Dutch and Dr Banner to the firezone and together they manage to negotiate a ceasefire between the two sides. However that night the SAS launch a sneak attack against Warlock's forces. Psyche is killed in the initial fighting before Warlock is able to regroup his people and slay most of the SAS. Dragoon offers himself as a hostage to Warlock to stop the fighting. But just as Warlock agrees, Union Jack jumps him from behind and breaks Warlock's neck. With Warlock's forces routed Union Jack claims the rest of Brazil in Arthur's name.

- Arthur puts out termination notices against the Black Knight, Colossus, Banshee and Dutch. Dragoon visits Arthur to plead Dutch's case showing video evidence that Dutch only killed an SAS team after he caught them massacring a village. Arthur replies that he is not interested in the deaths of lower lifeforms only in protecting God's true subjects. Dr Banner and various other heroes depart Skycity furious with Harada for supporting Arthur's stance. Upon returning from London to Skycity Dragoon has his own falling out with Harada also deciding to leave. Arthur takes over the sections of Africa devastated by the plague. Blitzkrieg extends its control to Austria and Belgium.

26/ One World Under Arthur Part 2: Sword of Retribution

- Dragoon and all the remaining heroes except Harbinger agree to help Tanaka liberate Japan. Harada offers to transport them there but instead dumps them in Australia right in the outback. Fortunately most of the radiation has been dispersed by this point. They soon encounter a being made of granite called the Rock and learn that not only was he responsible for healing the land but he also used to be the original Shield before being transformed by the Gen bomb at Botany Bay. He agrees to transport them to Japan using his earth powers where they arrive a few hours later. While the others battle the Chinese army Dragoon eliminates Dr Photon and all the officers. After a week of combat the Japanese people are able to drive the Chinese out and recapture Project Mecha and Bioware. In Brazil Dr DNA frees the Red Skull and the two escape to Germany.

1997

January: 27/ One World Under Arthur Part 3: Sins of the Past

- Blitzkrieg expands its control to Poland. Dragoon and Crimson Avenger II help eliminate the Osato Yakuza clan back at their recently excavated and refurbished volcano base. After the battle they are ambushed by Crimson Storm II. Avenger is critically injured by Firebug while Dragoon loses another fight with Juggernaut. Dragoon reawakens hours later in Indonesia with Dr DNA and the Crimson Storm.

-He is paraded through a village in a cage while the people throw rocks at him but is unable to break free due to an inhibitor collar placed on him by DNA. After a little while he reaches his destination, an old fashioned gallows. Watching are several U.S. generals and via satellite link the Red Skull. DNA removes the collar and places the noose around Dragoon's neck.

- However just as the lever is pulled everything freezes except for Dragoon and a stranger floating overhead. He claims he is the Banshee of the future now called Traveller and wishes to see Dragoon fulfil his destiny. Dragoon agrees to his help and a second later time returns to normal and he is free. The area is immediately rocked by explosions and Dragoon looks up to see the Scarlet Sentinel come to rescue him.

-Sentinel picks Dragoon up and flies up but its leg is demolished by a boulder thrown by Juggernaut. The two crash on a nearby beach but Dragoon is able to pull Lenosky out of the Sentinel before it sinks. After making their way to the harbour Dragoon kills all the Thunder agents aboard the Crimson Storm sub and steals it again. During their trip back to Japan they are stopped by a Chinese sub thanks to Delphine's mecha empathy. However Dragoon boards their sub and blows up Delphine with C4 before drowning the rest of the crew.

28/ One World Under Arthur Part 4: Skycity

- Upon reaching Japan Dragoon discovers that Avenger is alive and recuperating in Tokyo hospital. Traveller appears and points at the sky informing everyone that the moon is getting closer and they'll need the resources of Skycity to do something about it. Dragoon, Reed, Liberty and the original Torch allow themselves to be captured by

Roadkill and taken up to Skycity. Once aboard Dragoon kills Axe by teleporting him into a wall while the others subdue the remaining members of Roadkill.

-In the control centre the Torch interfaces with Skycity's computers destroying Tom Thumb's mind and taking over. Liberty is mortally wounded after taking a shot meant for Dragoon from Prototype. Enraged Dragoon causes Prototype's power armour to blow up, then proceeds to decapitate Lamprey. Spotting Dr DNA cowering in a corner he picks him up and flings him headfirst into a wall at superspeed. Dragoon then drags Harada by his hair to the hangar and throws him out. He is attacked by the White Queen but throws her out as well, then changes his mind and teleports her into Harada.

-Using knockout gas in the ventilation system Reed is able to subdue the rest of the crew. The Torch then begins creating a new robotic body for himself and assumes the name of Brigade.

29/ One World Under Arthur Part 5: Moonfall

- The Tsaaurids have decided to wipe out humanity by using their ships to push the moon into the earth. Traveller reappears and teleports Dragoon, Nova and Photon into the Tsaaurid lunar fortress. After killing lots of aliens they find and free Binary from the reactors accidentally triggering them. The resultant explosion causes the moon to fragment into hundreds of pieces and fall towards the earth wiping out 85% of the Tsaaurid fleet in the process. 95% of the fragments are stopped from entering earth's atmosphere by the combined heroes actions instead creating a ring around the planet. The remainder hit the earth.

- Devastated are France, parts of China, what was left of Russia, sections of Canada, Iraq, the Congo, Ireland and the Hokkaido part of Japan. In America fragments hit some of the ICBM silos causing a chain reaction around the country. Reed hurriedly builds special EMP equipment to neutralize the remaining nukes and succeed in stopping 90% of them but too late to save California. Dragoon travels to a regreening Australia and enlists the Rock's aid in healing the irradiated oceans. He then tells everyone that once they defeat Arthur they must take the fight back to the Tsaaurid home planet but fails to see Traveller's smile.

February: 30/ One World Under Arthur Part 6: The Power behind the Throne

- Gilad reappears with Launcelot, Guinevere, Dutch, Manowar, Banshee, Colossus, the Black Knight and various Thunder deserters. At this point Gilad reveals how he was the original Arthur and the current incarnation is merely a nationalist who has had powers bestowed upon him by the one claiming to be Merlyn. Together they liberate Brazil with Dragoon caving Gawaine's skull in and punching Union Jack's spine out .

-With the Thunder agents routed Launcelot and Guinevere decide to remain in Brazil and try to help the people restore their country. In Africa Dragoon breaks Percival's neck and decapitates Captain Britain II. However Dragoon's death at the hands of Galahad is only averted by the sudden appearance of Traveller who paralyzes him allowing Dragoon to rip his body in half. Finally at Windsor castle Dragoon, Gilad and the Black Knight kill Tristram before being paralyzed by Merlyn.

-Somehow Dragoon is able to fight off the spell and after a furious battle sends Arthur flying and crushes Merlyn's skull revealing him to be a Astaroth. Shattered by the deception Arthur orders his forces to surrender. Dragoon then tries to convince Arthur to show remorse but he refuses insisting everyone that died deserved to. Gilad accuses Arthur of acts of genocide in Ireland and South America and then use Excalibur to behead him.

May: 31/The Millennium War Part 1: The Last Outpost

- Gilad is elected the new leader in England. In Japan the starship Ulysses is completed, its mission being to carry them to the Tsaaurid homeworld. Amid fanfare and a parade the ship eventually departs for Mars. Six weeks later they arrive and detect several pyramids below, Dragoon and Reed decide to investigate. After fighting past numerous defenses they manage to penetrate the pyramids and discover the abandoned tech within. During their exploration though they are attacked by the Aegyptian Ptah but Dragoon eventually decapitates her. Traveller then reappears and helps Reed in adapting the new technology to the ship's engines.

2000

April: 32/ The Millennium War Part 2: A New Dawn

- After 3 years the Ulysses arrives at Jupiter. Dragoon and Reed are awakened from hibernation sleep by a severely damaged Vision. He informs them that several days ago he was attacked by 3 crew members in Metatech armour, having taken him this long to repair himself enough to awaken them. They then discover that several members of the crew had been replaced by Jason Aladin and two of his henchmen. Flying down to Io, Dragoon discovers an alien base of Lost Tech which has been activated by Aladin. He also makes friends with a member of the Pentapod race. After visiting Amalthea, Europa and Ganymede he finally catches up with Aladin on Callisto. Warstrike and Prototype attempt to ambush Dragoon but fail and are both decapitated by him instead.

-Finally in the control chamber of the Lost Tech base he confronts Aladin ripping off his helmet and then teleporting him into space. However he is too late to stop the machines which Aladin has activated. Traveller teleports Dragoon up to the surface where he explains how Jupiter is really an unborn sun but now all that will change. Over the next few hours the crew of the Ulysses watch as Jupiter is transformed by the machines on its moons into a new sun. Once this is over the same machines then begin terraforming all the larger moons. The crew has a week long celebration to usher in the new millennium.

2001

October: 33/ The Millennium War Part 3: Prisoners of the Dark

- The Ulysses arrives at Saturn a year later only to be ambushed by Thoth on Titan who creates a gateway which sucks the ship through to the Dark Earth Universe. They are forced to land at Cairo by a Astaroth battleship and are then taken prisoner by Jakara shocktroops. Dragoon attempts to escape his prison only to find that his powers have deserted him. Eventually the Pentapod he befriended appears and breaks him out along with some Aegyptian Demis and slaves imprisoned there.

-The slaves flee to the hills while the crew and Demis recapture the Ulysses and lift off.- Osiris with Reed's help is able to reconfigure the engines to duplicate Destroyer's phase gate and return them to their own universe, Dragoon's powers return. The Ulysses eventually weakens Titan's defenses enough to allow Dragoon to break in. Unknown to him he is followed by Traveller. Once Dragoon begins fighting Thoth, Traveller secretly siphons Thoth's power away adding it to his own. After a furious battle Dragoon is finally able to rip Thoth's head off.

2002

February: 34/ The Millennium War Part 4: Slavelords of Neptune

- After another year the Ulysses arrives at Saturn. Below they discover the native race of Wolvrenn have been enslaved by the Tsaaurids. Striking quickly the Ulysses destroys their scout ships while Dragoon and Dutch infiltrate the Tsaaurids' fortress painting the walls with alien blood. The base turns out to be a mining outpost which they were using to manufacture bombs to use on earth. The crew spends the next 2 weeks training the Wolvrenn on how to use their new technology before departing for Charon.

March: 35/ The Millennium War Part 5: Wormholes

- Using adapted Tsaaurid technology the Ulysses arrives at Charon a month later. They are mystified on how to proceed further as Alpha Centauri remains millions of years away despite their new engines. After a few days a gateway opens up from which a Tsaaurid cargo ship emerges. The Ulysses flies into the hole before it can close and after several hours emerge at Proxima Centauri. Dragoon goes down to the planet Krona for a survey but is driven away by hostile mineral lifeforms. Reed meanwhile has determined the correct signal for activating the gateway system and they use it again.

-At Alpha Centauri they are ambushed by the Kraxa, allies of the Tsaaurids. Suffering major damage the Ulysses is able to fight back long enough to flee through another gateway but not before a Kraxa boarding party penetrates the ship. Dragoon slays all the invaders. Upon arriving at Barnard's Star Reed is able to immediately open a new gateway before the Tsaaurids can react. At Chi Draconis they are able to stop for rest and repairs. From the neutral traders there they are able to obtain a map of all the known systems and the gateways connecting them.

April: 36/ The Millennium War Part 6: Call to Arms

- The crew of the Ulysses come up with a plan to liberate captive systems with aid from Traveller. Over the next few weeks they free the Interdite on Altair, the Pumeran on Eta Cephei, the Atlars of Gamma Pavonis, the Saltans on Iota Pegasi and the Sills on Nu

Phoenicius. As each new ally is liberated they leave them the Tsaaurid bases and factories with the intention of returning later to put together a major fleet.

May: 37/ The Millennium War Part 7: Total Annihilation

- Traveller secretly alters the next gateway so that they arrive at Iota Pisicium, the Tsaaurid home system. He then teleports away only to reappear minutes later stating that he has captured all the stations orbiting the Tsaaurid planets and wired the controls for all their nuclear weapons onto one device which he then hands to Dragoon to use. The Tsaaurid high council alerted to what has happened contact the Ulysses in order to surrender. Traveller urges Dragoon to push the button anyway while Reed argues that there has been enough bloodshed. Eventually swayed by his respect for Reed, Dragoon accepts the Tsaaurids' surrender. Traveller is enraged by this, snatches the control from Dragoon and annihilates all the Tsaaurids on the targeted planets. Dragoon is the first to recover from the shock of what has happened and attacks Traveller. Traveller teleports them both into the timestream and reveals himself as another alternate future template of Dragoon. He then alters his clothes to match Dragoon's and disappears. Eventually Dragoon is drawn to the Chronal Citadel where a race of time travellers arrest him for illegal time travel and throw him into a chronal prison with another entity, the Parliament of Hope.

Year 3

38/The Apocalypse Conjunction Part 2: Rifts

- Continued from Justice Unlimited 6/Catastrophe. After an unknown amount of time Dragoon is dragged before the Chronal Council consisting of various Demis formerly known as the Persian gods. They try him and his template counterparts from other dimensions for repeated illegal journeys through time. During his trial Dragoon is shown images of his own battles followed by images from Iceman/Dr Destroyers' life, then Pagan/Dr Diabolicus, Nick Fury, the Shadow, Traveller and numerous others.

-Dragoon pays special attention to Traveller's life, witnessing how his earth was wiped out by the Tsaaurids of his universe sending him on a quest to seek greater and greater power all for the sake of revenge on them. Eventually they are all found guilty and sentenced to non existence, all the templates are to be removed from the multiverse. Next Dragoon's fellow prisoner Hope is found guilty of interfering in human affairs towards their betterment. Both are placed inside a featureless globe to await their deaths. Sometime later the globe shatters freeing both of them. Upon release Dragoon witnesses a gunfight between the Shadow and chronal agents which ends abruptly when he leaps through a rift and disappears.

- Dragoon and Hope then leap through another rift and wind up on Rifts Earth in the NGR. The rift they came through starts turning red and hurling destructive bolts forcing them to flee to a nearby city. Inside Berlin they find hundreds of dead humans and gargoyles. They continue on to Munich only to arrive in time to witness the final invasion by the gargoyles. By morning the gargoyles are triumphant and depart leaving behind

thousands of dead on both sides. Finding a new rift they leap through and emerge on the Macross Elysian Earth.

- In this wasteland world only 2% of the population survived the second Marduk invasion. The 30% of the UN Spacy fleet that did survive have left to follow the Marduk back to their homeworld. The rift turns red and begins disintegrating the planet. Hope teleports them both to the Macross flagship. Admiral Lionel and his fleet are in final battle with the Marduk over their homeworld. Refusing to listen to Dragoon's pleas for a ceasefire Lionel instead unloads all the fleet's nukes on the planet.

-After a shootout with the rest of the crew Dragoon then throws Lionel out through an airlock without a spacesuit. The Macross Cannon is badly damaged and forced down but Dragoon manages to steer it through a new rift and land back on Rifts Earth this time in the Magic Zone.

- The ship crashes into the bulk of an Xixitic army wiping them out. The rejoicing of the inhabitants is short lived however as they spot millions more more Xixitic on the horizon. Dragoon and Hope jump through another rift this time emerging on the Lunar colony of the standard Macross universe. After recuperating for a few hours they see an SNN report about rifts appearing on earth and a red one devouring the moon. They then steal a Valkyrie and fly into another rift.

-They emerge on Rifts Earth again this time in Africa where the 4 Horsemen of the Apocalypse have gathered. Using the Valkyrie Dragoon forces Pestilence into a red rift destroying him. He and Hope then fly off to South America where they find it overrun by demonic forces. Using another rift they wind up in the Robotech universe immediately after the battle of Reflex Point.

39/ The Apocalypse Conjunction Part 3: Reap the Whirlwind

- Using the Valkyrie they fly up to the only surviving ship, the SDF Class 7 Garfish Arkangel. All protoculture engines on earth begin failing. However one lone Alpha/Beta piloted by Scott Bernard escapes the failure in time to reach the moon. One week later the Regis returns to earth to begin reconquering it. Dragoon and Hope use the Valkyrie to reach earth. Within Reflex Point he confronts the Regis and attempts to convince her to live in harmony with the humans.

-Unfortunately his arguments fall on deaf ears and a heart full of hatred. They battle and Hope ultimately succeeds in disrupting her protoculture body disintegrating her and creating a new rift in her place. This one carries them to Fantoma where they witness the SDF 3 being swallowed by another rift which they follow. They reemerge on Rifts Earth over Chitown just as it begins to fall to an Atlantean assault. Another rift carries them to Dark Earth six months after his last visit. They learn from the slaves the origin of Dark Earth.

- For centuries the various gods which had left Heroes Earth ruled this one until one day in 1999 Set opened a gateway to the Neverworld Universe. The Astaroth invaded

enslaving the planet with Set's help. Some of the gods escaped but their fate and that of the colony worlds remain unknown. Using another rift brings them back to Rifts Earth and Atlantis.

-Below the various dark forces are celebrating the death of the last human. Mindreading them Hope learns that the Rifts Earth was born in 1999 when an alien ship crashed into Russia triggering a nuclear war. The nukes mixed with the ship's unique power source and all the released psionic energy opened up gateways to other universes all over the planet. Dragoon and Hope are then detected and quickly disappear into another rift.

40/ The Apocalypse Conjunction Part 4: Empire of the Stars

- They emerge on the Marvels Earth moon in the blue area. Dragoon immediately flies to the Watcher's home only to find a Shi'ar garrison within. After Dragoon kills them all Hope interfaces with the Watcher's computers. He learns that in 1999 the last Kree warship crashed on earth while being pursued by the Shi'ar. Upon arrival they discovered most of the earth to be radioactive after the Red Skull detonated most of the world's nukes 1 year earlier. Manthing was already in the process of restoring the planet but Lilandra seeing the strategic importance of controlling earth had him and most of earth's metahumans captured and frozen in the Watcher's home. They then rebuilt the sentinels to rule the planet for them while leaving a small force on the moon to decipher the Watcher's technology. At this point Dragoon is attacked by part of the Imperial Guard. He uses the Valkyrie's cannons to charcoal Deathbird, Smasher and Electron.

- At this point the Time Variance Authority appears and arrest both Dragoon and Hope. They are taken to a chamber identical to the Persian gods and tried for interfering in the continuum. However they break loose and while Dragoon proceeds to provide a distraction by splattering all the executives he can find Hope rushes off to find the control centre. After an infinite/no time at all Hope contacts Dragoon and directs him to the centre. Hope merges with the system entering a virus to destroy the area. They then create a portal to take them to the Shi'ar homeworld.

-Once there Dragoon squashes Empress Lilandra and after a battle which destroys most of his Valkyrie manages to kill Gladiator and Neutron. Hope then teleports them back to the moon where they free all the captives. Suddenly Dragoon and Hope reappear in the TVA courtroom and sentenced to atomization. But just at that point the virus begins to kick in and the entire base begins disintegrating. The base then explodes creating a new rift which sucks Dragoon and Hope into the Planescape.

41/ The Apocalypse Conjunction Part 6: Crisis at the End of Time

- Continued from Justice Unlimited 7/Nightmares of Future Past. The Planescape consists of a yellow/brown background with bright blue globes connected by cylindrical blue rivers. Hope explains that each of the blue globes represent a different universe with the rivers being pathways between each other. The Planescape is the omniverse which contains all the different universes/dimensions.

-They then begin to notice cracks appearing in each of the globes with the Rifts Universe globe glowing a sickly red and spreading to the others. They also notice in the distance SDF 3 and millions of variants hanging frozen together. Hope realizes that the Rifts Earth is what is responsible for the disruptions occurring on the other earths. He then declares that the only way to save the multiverse is to destroy the Rifts Earth. After wrestling with his conscience Dragoon finally agrees and they enter the globe.

- Emerging near Atlantis they discover Ghoul the last remaining human on the planet who was killed and then bought back as an undead by the Astaroth as a joke. Dragoon refuses to help Ghoul suicide instead enlisting his aid in locating Atlantis' power source. After slaughtering an indeterminate amount of Jakara and Astaroth, Dragoon reaches their dimensional generator and overloads it. Hope then teleports them back to the Planescape where they witness the Rifts Universe and hundreds of others vanish including the two Macross ones and Neverworld. New rivers then begin forming between the surviving globes. The SDF 3 and all its variant ships suddenly come to life and each plunge into their respective universes. Hope sends Dragoon back to the Heroes Universe while he and Ghoul head into the Dark Earth universe to liberate it. Dragoon reappears in the central chamber of the Persian gods where Reed Richards is currently on trial for time travel violations.

- He learns that they are furious with the interference in their Apocalypse Conjunction and that they were the ones responsible for giving the Tsaurids the idea for attempting to destroy the earth repeatedly including giving them the time travel idea. Dragoon then attacks but they are unable to defeat each other. In the meantime Reed has gotten loose and started a fatal cascade within the citadel causing it to fall apart. In the confusion Dragoon and Reed are able to use the equipment to return to their earth in 1999 and try to prevent the catastrophe that will follow the arrival of the Visitor (the common name used for all the SDF 1 variants).

Year 4

1999

September: 42/The Visitor

- Dragoon and Reed return to Japan and explain to their compatriots about their recent adventures and the coming catastrophe. The 2 travellers learn of major changes during their absence. Australia, Japan, South Am and the New Republic of Africa joined together to form P.R.I.M.A.S. (Pacific Region Intelligence Military Assault Squadron). Canada, the U.S., England, Greenland, Norway and Finland form the new NATO. China, the Jihad and the Blitzkrieg alliance all are currently at war with each other. Parts of the earth remain unhealed due to the mysterious disappearance of the Rock. Several weeks later the Mars probe left behind by the Ulysses comes online and begins beaming data to Tokyo Space Control. Among the information are pictures of an SDF variant in Mars's orbit.

October:

- China invades the Jihad Empire from the west while Blitzkrieg attacks from the north. Gilad and Captain America arrange for the heads of PRIMAS and NATO to meet and discuss strategies for dealing with the Sino/Nazi/Moslem war. During the meeting Tokyo reports the disappearance of the Visitor from Mars. It reappears 1 hour later in earth orbit. Blitzkrieg moves its orbiting Watchtower to attack the ship. The ship crash lands on 1 of Canada's islands almost completely intact. NATO and PRIMAS forces reach the Visitor first.

-Reports arrive soon after of naval fleets being dispatched by the Chinese, Blitzkrieg and Jihad Empire towards Canada. Gilad, Dragoon, Reed and Captain America decide to recon into each enemy country to discover their war plans. In Berlin they spot the Red Skull entering a building guarded by an Alpha class Sentinel. It detects them and attacks but is destroyed by Dragoon. The battle attracts the attention of Superia (an ally of the Skull from another dimension) who also attacks and is decapitated by Dragoon. The four then fight their way into the building only to see the Skull disappearing through a phasegate.

43/Legacy Of A Destroyer

- The fantastic foursome follow through the gate and emerge onto a bleak, pollution choked world with statues of Dr Destroyer everywhere. Questioning the locals they learn that Dr Destroyer departed years ago leaving his Extremists in charge with all rebellion having been ruthlessly extinguished. The four attack the Hall of Justice overthrowing the puppet government and learning the whereabouts of the Extremists. Dragoon teleports them up to this earth's Skycity but the Extremists are prepared and severely injure Gilad, and knock out Reed and Cap in an ambush.

-Dragoon then single-handedly kills the majority of the Extremists with the rest fleeing down to earth. Airraid is demolished, Shriek is crushed by a wall, Micron is stepped on, Dr Decay is roasted, Dr Enigma is shot through the mouth, Glory and Malevolent are teleported into each other, Changeling and Antarctica have their heads crushed and Cyborg is ripped apart. They then discover that the Skull has already used the phasegate to return and follow him. Upon return to their earth Dragoon teleports them all back to Canada where Gilad is hospitalized.

November: 44/Canada In Flames

- The various fleets of the world converge on Devon Island in Canada. While the combined PRIMAS/NATO fleets engage the various enemy ones the Champions, Xmen, HERO, EAGLE Force, HARD Corps, THUNDER Agents, MSI and PRIMAS troops fight off assaults from Blitzkrieg, Crimson Storm II, Jihad, SLJ, WildCATS II, Harbinger and the Sisterhood of evil. Dragoon's kills include; breaking the spines of Juggernaut, Thundra and the Enchantress, crushing Undertow's and Thor's head (the nazi not the Marvel), teleporting Volcana into the ground and ripping out Constitution's testicles and ramming them through his head.

-In the meantime the Sisterhood of evil have stolen the Visitor and taken it back to Houston. Dragoon follows and during retrieval of it vaporizes Vertigo, Viper, Whiplash, Yellowjacket II and Zaladane(along with most of Houston). He then teleports the Visitor into Skycity only to be left dumbfounded by Skycity's subsequent interdimensional jump. Not knowing what to do next he returns to Toronto.

December: 45/The Last Emperor

- The massive naval battle at Canada ends with all fleets suffering at least 80% loses. As each of the fleets return to their respective homelands NATO and PRIMAS make plans to rid themselves of China and Germany. They form an alliance with India to attack China from the north and south and once defeated then turn their attention to Germany. No-one counted on Blitzkrieg invading China from the west. After a week most of China has fallen with the Tong retreating to Beijing. Dragoon and Reed infiltrate the imperial palace where they confront the last emperor and his metas. The Master's tattoo powers initially allow him to overwhelm Dragoon but eventually he gets in a lucky shot and punches his spine out. He then teleports Sparkler into a wall and rams an arrow through Rainbow Archer's head. Before Dragoon can kill the rest the palace collapses around them forcing him to protect Reed. Upon digging themselves out they discover Alpha and Beta class Sentinels attacking the capital.

46/Operation: Final Solution

- Worldwide full scale assault by Sentinels results in the destruction of 90% of PRIMAS bases and all armed forces around the world. Within hours all the remaining governments have collapsed; the Red Skull has achieved victory. Reed builds a new phasegate allowing him, Dragoon and the X-men to travel back to the Marvels earth (the source of the Sentinels). Upon arrival they prevent several sentinels from destroying a landing space shuttle.

-Inside find Dr Sikorsky (a friend of the X-men) and the Jack of Hearts. They then lead Dragoon's team to the base of Mt Rushmore where the resistance base is located. Together with Moondragon, Photon, Machine Man, Moongod, Ikaris, Vengeance, Solo, Punisher, Dagger and several thousand humans Dragoon and his team attack sentinel HQ in Egypt. Inside Dragoon destroys the Master Mold and crushes the skulls of Lang and Gyrich together. The others decimate the base and its production facilities leaving Jack of Hearts to destroy any reinforcements outside. Buried nearby they find Skycity and within it the Visitor; Brigade reactivates but has no memory of why he phased the city to Marvels earth.

-They then discover Fury in a cryo chamber with Brigade explaining that an override took effect upon arriving forcing him to locate the nearest Dragoon template and await new orders. The X-men elect to remain and help rebuild. Returning to Germany in Heroes earth Dragoon fights his way into the Chancellor's citadel and desiccates the Red Skull. Reed is then able to activate the self-destruct for all the sentinels around the planet ending the third world war.

2000

January: 47/Judgment Day

- Geomancer informs them that day of final judgment is upon them; Famine is widespread in every country, War is still present, Pestilence is now beginning to follow and Death is everywhere. The four horsemen manifest themselves in four different corners of the globe and begin a rapid march to a meeting point in Egypt (where their followers await). With the aid of Parliament of Nature and their sorcerers Dragoon launches an assault on the demon forces in Egypt. Once there they discover the missing Rock a prisoner of magic and free him.

-He then immediately grows to giant size in order to fight the four horsemen. Efreeti, Hellsgate, Cremator, Carrion and Leech attempt to distract the Rock from his battle but they are all killed by Dragoon. Finally as the four horsemen arrive the Rock uses his powers to summon the earth's spirit and destroy them.

Year 5

48/No Future Part 1: Final Gambit

- Japan completes the next Yamato class ship incorporating Reed's new innovations. However the night before launch the remnants of Enemies International and Terror Inc steal it and head for the stars. In a fit of rage Dragoon's chronal powers fully manifest allowing him to travel back to the future. He returns to the Ulysses in 2002 just in time to see Reed taken by Persian Chronal troops and the return of Traveller. Launching himself onto Traveller they both disappear into the timestream to battle each other. After a furious eternity/second of combat they emerge back on Dark Earth. Taken by surprise Traveller is immediately captured by the Astaroth and Dragoon only just barely flees back into the timestream but not before being wounded. Eventually Dragoon heals enough to emerge from the timestream this time in 4099 on board an empty Skycity now orbiting an equally empty earth. From its computers he learns of a race from the Marvels universe called the Brood which have overrun the galaxy wiping out all other life. Exploring the complex he finds the Wanderer which crashed on earth in 1999 in the hangar surrounded by Brood which he quickly decapitates. Taking pot luck with his new powers Dragoon attempts to return to his own time.

- Instead he emerges in another alternate universe on a planet named Garuda Prime near a base. Remaining hidden he watches black garbed troops drag out 4 corpses and dump them near a spaceship. Then 2 prisoners are brought out but before they can be executed Dragoon intervenes killing the guards present. Although uneasy the 2 introduce themselves as Avon and Villa, the last survivors of a failed rebellion against their Federation rulers. Avon leads them through the forest to a spot where he digs up a strange looking computer. They then continue to the site of the crashed spaceship Scorpio. Although damaged beyond any chance of flying again Avon connects his computer dubbed Orac to the ship's mainframe and then tells the others he's sent a call for help. Dragoon spends the next few hours talking to Villa as Avon begins to display symptoms of acute paranoia. Towards nightfall they are attacked by federation guards and a tense standoff develops. Hours later multiple shots are heard from outside and all the troops are

killed. Their rescuers then beam in taking them all prisoner and bringing them back to their DSV ship. Villa then warns Dragoon that their rescuers belong to a race whose space city was previously blown up by Avon and Villa. Upon arrival on the ship Avon and Karl kill everyone in sight and only Villa's intervention prevents a shootout between the 2 of them. They then try to leave orbit to escape the 2 DSV ships flanking them but their ship fails to obey and Orac doesn't respond.

- Seconds later they are beamed over to one of the other ships and this time restrained before being taken to the bridge. Once there they meet Servelan the head of the federation who has made a deal with these people to help her totally control the galaxy. Avon spots the Orac MkII which is preventing the original from working and taking everyone by surprise springs at it and smashes it. Dragoon then breaks loose once again killing everyone by shoving them up Servelan's ass including herself. They flee the second ship but the frustration at not knowing what to do next causes another manifestation of Dragoon's powers.

- He summons Reed across universes to his side with no idea how he did it. Reed gets straight to work building a phase engine to cross dimensions. On their first attempt they wind up stuck in phasespace itself. Soon they detect a large drifting mass and head towards it. That mass turns out to be Asgard Citadel the home of the Aesgardian race of so called gods. They find it deserted and Reed gets to work deciphering their computers for help with the engine. While doing this Aegir suddenly returns and after a brutal battle with Dragoon is killed. Deciding not to push their luck any further they flee the area and return to normal space.

49/No Future Part 2: Dark Federation

- After several hours of flight in the next universe they stumble onto the Voyager under heavy attack by 2 Borg ships. The new Liberator's first salvo vaporizes one of the cubes allowing Voyager to fire a projectile at the second cube rendering it inert. The 2 crews then meet and begin exchanging technologies, Reed immediately getting to work on their engines. Within a week they enter a dense cluster of planets. One of them signals that it needs help against terrorists sabotaging its shipyards, Janeway agrees. While down on the planet Villa is kidnapped by the terrorists and Dragoon agrees to meet with them to secure his release. He is then shown what is really going on in the shipyards; a small armada with which to conquer the other planets. Upon learning this Janeway decides to leave citing the prime directive despite the protests of her crew.

- Dragoon agrees but becomes uncertain when Reed and Villa beg him to stop the coming injustice. It is Avon however who steps in and fires the Liberator's main batteries on the shipyards and government buildings. As they then depart Janeway is furious wanting to call off the alliance with Dragoon's group. However a mutiny develops among her own crew and she is forced to continue the alliance. With Tuvok's help Reed is able to help Karl tap into his choral powers and bring both ships back to federation space. Upon arrival at the station Voyager is boarded by security and section 31. Dragoon is led onto the station and witnesses the crew being divided between federation, Marquis and aliens. The Liberator meanwhile blasts its way past several federation ships and flees. Dragoon

and the marquis are convicted of treason and sentenced to Rure Penthe. They are placed aboard the Picard for transport. Several days later the Liberator attacks crippling the Picard. Dragoon destroys Data during the breakout.

- On board the Liberator Karl finds Cisko the Emissary waiting. He explains that the federation has been taken over by aliens from the andromeda galaxy (the same ones Picard and Riker first encountered and stopped eight years before). The Emissary creates a link with Dragoon's powers and uses them to open a wormhole to a planet full of independent Borg ruled by Hugh. Cisko convinces the Borg to help him and transports a battalion of them up to the DSV. The Enterprise E under Captain Riker arrives shortly after but Cisko is able to convince Riker about the renewed threat of the andromedan aliens. Another wormhole brings them to DS9 and the combined Federation, Klingon, Romulan and Dominion (under Odo) fleets under attack from a massive assault by the Borg. At this point Wesley and his companion the traveller (from Next Generation not Heroes) appear and assist Cisko in wormholing everyone to the Borg homeworld.

- While the fleets battle above Borgworld Dragoon, Reed, 7 of 9, Torres and Hugh fight their way down to the central braincore. While Kurt kills the queen, Hugh links into the core and shuts all the Borg down. The Borg ships are quickly destroyed and the fleets then begin bombarding the planet. A new wormhole is open to take everyone home and ships begin docking at DS9 to evacuate personnel. However Admiral Picard, Kira, Nog, Tuvok, Janeway and members of section 31 try to take over the DSV now named the Liberator II.

-Reed tries to negotiate a peaceful solution but it all falls apart when Avon displays his amazing quickdraw speed and shoots Tuvok in the head. Dragoon then shoves Picard's head up his ass while the rest of the federation boarders retreat back to DS9. After breaking away from the station Kurt jams their communications and tells the last of the ships that they can go thru the wormhole. They all depart leaving Janeway and the others stranded on DS9 in the gamma quadrant forever. In the aftermath of their return Riker decides to use the Enterprise E to lead a rebellion against the parasites controlling the federation. The Voyager Doctor and 7 of 9 however decide to join Dragoon's crew.

50/Jedi Twilight Part 1: One Man

- Phasing between universes they reemerge over a dead planet covered in heavy radiation. They soon detect a large ship drifting in orbit and send the doctor over to investigate. He is only able to retrieve navigational data as everything else has become too corrupted. Using this they proceed to fly to the nearest planet Naboo. Along the way Reed installs a cloaking device he salvaged from the Defiant. A few days later they arrive and find an intact version of the previous ship in orbit. Dragoon and Reed beam down and posing as traders bring news of what they discovered to Queen Amidalla and Jedi Anakin and Obiwan.

-The Liberator II transports the jedi back to the devastated planet where they perform their own examinations. Obiwan then gives the coordinates for Corsucant and Dragoon takes him there. They dock at one of the skyhooks and take a shuttle down to the jedi

council chambers. Dragoon accompanies the Jedi while Avon and Villa go exploring. At the council session things go badly. The Jedi agree only to set up a committee to determine what to do leading Anakin to angrily shout his disapproval at the council. He is eventually dragged out by Obiwan. Dragoon is then contracted to deliver medical supplies to Naboo.

- Halfway there they are attacked by another ship but are able to destroy it. Eventually after several more attacks they arrive and Anakin takes the supplies to Amidala. Obiwan begins questioning Kurt about whether he has Jedi powers as he can sense something. Chancellor Palpatine then arrives announcing he has discovered the source of the attacks. Dragoon agrees to transport 20 Jedi and various troops to the Trade Federation home planet for an attack. Upon arrival they discover the entire population already dead from radiation poisoning. Later on Coruscant they witness the media portraying the Jedi as responsible for the massacre but Palpatine tells them to ignore it. A few days later the Chancellor assigns them a new mission; to convince Corellia not to break away from the Republic. The authorities refuse to allow them to land so Dragoon, Obiwan and Anakin teleport down instead.

- Doing some investigating they learn that a mysterious cult has taken control of the planet. Following one of the dark-robed priests back to their main temple they are attacked by Darth Scourge and some battle droids. Despite a lengthy battle between Dragoon and Scourge, Scourge is eventually able to escape. They are then ordered off Corellia and return to Coruscant to an enquiry. Of the entire Senate only Antilles, Organa and Palpatine continue to defend the Jedi.

- In order to prevent the disbanding of the Jedi by the Senate Palpatine restructures the militia and public service. At this point Anakin begs Dragoon's help in freeing the slaves of his world from the Hutts' rule. No-one else not even the Jedi have ever made any attempts to help as it is outside their jurisdiction. Kurt agrees despite misgivings from Obiwan and Avon. Upon arrival they discover that Jabba is currently not present having left his mate Nagga in his stead. Avon comes up with a plan involving orbital bombardment of the palace, arena and storage depots followed by the arming of the slaves and leading a revolt.

- The plan goes well until Nagga sensing imminent defeat detonates preset explosives around the city killing most of the slaves including Anakin's mother. A berserk Anakin then fights his way to Nagga and decapitates her. A radio warning from Villa of approaching Hutt ships forces the others to retreat with the surviving slaves back to the Liberator II and onto Naboo. After Anakin and the survivors have been taken down to the surface Avon tries to take control of the ship and activates the phase engine.

- The ship shudders but they find themselves still in orbit over Naboo but this time with a star destroyer nearby. A somewhat older Anakin comes over and tells them that they disappeared 17 years ago. The Republic is currently in the middle of the Clone Wars being led by Darth Sidious and Scourge using the Mandaloreans as their soldiers. Anakin gives

the others a tour of his new prototype destroyer, most of the troops have now started wearing the new stormtrooper armour as a form of counter to the mandaloreans' armour.

-He then enlists their aid for the assault on Camasia, the headquarters of the dark forces. As the ships battle in orbit Dragoon and Anakin beam down to the surface and engage Sidious and Scourge. Dragoon slices Scourge into quarters while Anakin cuts down Sidious and then drinks in his power. On the way back to Coruscant the Liberator II receives an emergency call from Obiwan asking them to head to Naboo instead. Once there he and Amidalla plead with Kurt to take her children and Obiwan to her cousin on Alderran. Dragoon agrees. Along the way they hear of the senates' disbanding of the jedi. After dropping them off the Liberator II attempts another phase.

51/Jedi Twilight Part 2: One Hero

- The ship shakes violently before they find themselves again adrift over Naboo. Below the planet has turned into a wasteland. Not knowing what else to do they travel back to Coruscant which they now find under the control of the new republic (the empire having fallen 26 years earlier). After docking at one of the skyhooks Dragoon and Reed head downside. Through various newsagencies they learn of the current civil war raging within the republic over their decision to allow the remnants of the empire to join.

-Also stirring the flames is the upcoming wedding of Luke and Mara. Dragoon decides to head to the imperial centre to see if he can find any help there. Reed is kidnapped soon after leading Dragoon to the heart of the capitol and a confrontation with Bobba Fett. Kurt is then informed that his ship was recognized as soon as it entered Imperial space from old files kept by the late emperor. Now certain elements both Imperial and Republic dont want Luke's wedding to proceed. In return for Reed's life they want Dragoon to kill Mara and kidnap Luke and taken to an undisclosed destination.

- Kurt agrees but upon arrival at the new jedi academy tells Luke everything who agrees to help him. They fake Mara's death and head to the new coordinates where Bossk is waiting who then gives them their true destination, Nal Hutta. Waiting in orbit over the Hutt homeworld is Admiral Daala from the Imperials and Mon Mothma from the Republic. Dragoon convinces Bossk to help them through monetary inducements and then the two of them and Luke beam down to meet their would be captors Fett, 4 Lom, IG88 and Dengar.

-Avon destroys the orbiting Destroyers using the Liberator II before beaming down himself killing Reed's guards and taking them both back up. Once Dragoon is informed of this he shoots Fett in the head knocking him down. Luke destroys IG88 while Bossk kills the others. They then return to the ship and bombard Nal Hutta failing to detect Slave 1 approaching them. It docks with their ship and Fett comes aboard.

- He kills Bossk before being carved up by Dragoon using Luke's lightsaber. They then head back to the Republic only to find that in even in death the Hutts have had their

revenge. They recorded and broadcasted to the galaxy the events surrounding Mon Mothma's treason to the Republic.

-The New Republic immediately disintegrates into factions and war escalates between each of the planets. Luke gives Dragoon a new Jedi holocron in the hope he can put it to better use in his universe before departing to try to restore order using the Jedi. The Liberator II then phases again finally returning to its crew to their own universe.

2099

August: 52/Destiny's Road Part 1: Light Triumphant

- The Liberator arrives in Earth orbit and sees Skycity there along with a Tsaaurid station and multiple ships coming and going. Within minutes Celestial Alliance battleships begin heading from the moon to the Liberator. Reed is able to open the jump tunnel to Barnard's Star allowing them to escape. They discover a Kraxa station in orbit, board it, slaughter all the Kraxa present and then examine its computers. Scanning through all their monitoring equipment Reed discovers that Kraxa troops are tracking a human meta-criminal known as Crucible on the planet below.

-Spycams show her heading into a strip club, Dragoon decides to beam down with 7 of 9. They arrive in time to see Crucible being cornered by Kraxa who have already slaughtered the other human patrons. Dragoon shoves each of the Kraxa troops down the throat of their commander. Crucible then leads them through the sewer tunnels to the slum section of the city to meet her brother known as the Phase Warrior. Phase explains that it is now the year 2099 and most of the galaxy has been conquered by the Celestial Alliance a group consisting entirely of various insect races.

-Dragoon interrupts Phase suddenly sensing something hostile nearby. Seconds later Vector, Ironclad and Xray burst through the wall. Phase and Crucible go ethereal while Dragoon copies Ironclad's strength and hammers his head down into his arse. Vector tries to draw 7 to him but is impaled when she throws a pipe at him. Dragoon then copies Xray's power in order to get close to him and breaks his neck. Crucible explains that the Ufoes worked for the Alliance and were sent to kill them because they're part of the resistance.

-The four of them beam back up to the Liberator and then head for Eta Bootis as directed by Phase. Eta turns out to be the home system of the Free Worlds League whose leader is actually an old friend Gilad Annipada. With him are Launcelot and Guinevere who it seems are also immortals.

- They spend a week getting reunited and learning about the new age before Dragoon abruptly receives a package with the Thing's head in it. Reed is devastated. Gilad tells Dragoon that Grimm was being held in the Tsaaurid's main prison and is suspicious about how the package got here. They are interrupted by the sounds of energy fire outside. Following a trail of bodies Dragoon finally comes across Mastergirl but before he can attack he is struck from behind by Valhalla.

-Launcelot appears and acts as a shield for Dragoon against Mastergirl's radioactive bolts. Dragoon is then able to take Valhalla's spear from her and ram it up her um....unmentionables. Then while Launcelot continues to distract Mastergirl Dragoon lets fly with Valhalla's spear placing it through her throat.

- Not long after this Gilad gets word of renewed assaults on Procyon, Zeta Draconis, Bromard, Ellis, Zeta Herculis, Ross 508 and Iota Ursae Majoris by the Celestial Alliance and the Tsauides. Within 24 hours each of them has fallen despite the presence of massive amounts of troops on each planet. 2 days later Shadowqueen arrives from the earth resistance with information about the new weapon which the Tsauides are using.

-They are using some form of gas called the Crimson Terror to nullify the ground forces and a new type of energy weapon on their ships more powerful than anything seen before. Reed and Genesis get to work analysing the sample of Crimson Terror while Dragoon allows the resistance to examine the Liberator and other data files he brought over from the other universes. A few days later Reed reveals the grim findings he has made about the gas. It is a bioagent which causes paranoid delusions leading to either berserker episodes or coronary attacks. Current suits won't block it because it infiltrates on a molecular level. The energy weapons on the other hand seem to be a mix of gamma and fusion technology, technology which by Reed's estimates are 2 centuries ahead of their time.

- Dragoon decides to head to Tsaurus II at Iota Piscium to find out where the new technology is coming from. The Liberator arrives there 2 weeks later and Dragoon uses holographic technology to disguise himself as a Kawa with 7 of 9 pretending to be his slave and the Doctor changing his shape to imitate a Tsauid. They beam down to the main square which is full of statues of the Astaroth. Suddenly they are transported to the main council chamber where they are surrounded by Tsauid guards, then an Astaroth gestures at them and their disguises collapse.

-Verethraguna and Nasu walk in next and rant at Dragoon for trapping them in this dimension after having their citadel destroyed. Reed, Avon Phase and Crucible then beam in and start killing the guards while Dragoon attacks the 2 Celestial Order Demis. The Astaroth is able to gate back to its own dimension. After a long battle Dragoon is finally able to rip Nasu's head off and then caves in Verethraguna's chest with it before filling it with all the guards' grenades and detonating them. While the others secure the area Reed and 7 examine the throne ripping out various devices from it.

-Then Dragoon sends the others back to the ship with the equipment while having himself and Reed beamed to the orbiting Astaroth battleship. What resistance is met is quickly slaughtered by Dragoon. In the engine room Reed points out that not only do they have their own phase engines but that they are of a superior design to his own. After recording as much data as they can they then set the engines to overload and beam back to the Liberator.

- Dragoon then decides they need to deal with the Astaroth once and for all and phases the Liberator over to the Dark Earth universe. Once in orbit they tap into an orbiting station's computers and discover that most of the main battle fleet is attacking Mars, the last stronghold of the rebels. The battleships seem to be unable to bombard the surface due to interference from the pyramids so are resorting to a ground assault by Jakara troops. After beaming Dragoon, Avon, 7, Crucible and Reed down the Liberator then takes off to hide on Deimos.

-Abruptly the Jakara launch some kind of bomb at the rebels which causes some of them to explode including Crucible while the others collapse. Dragoon upon recovery recognizes the effects as that of a gen bomb. Only one rebel continues fighting, the Dragoon template of this universe. Dragoon joins him and once together their power seems magnified allowing them to drive the Jakara back. The others recover soon after and the template introduces himself as Obituary. They retreat to the pyramids where Reed and 7 are able to activate all the equipment within and cause the engines aboard the orbiting battleships to detonate. The next day is spent massacring the rest of the Jakara troops and capturing their ships. Using these ships they are able to approach the main earth orbital defense station without being challenged and destroy it. From orbit they detect chroniton particles around Cairo.

-They then bombard the Astaroth cities followed by Dragoon, Reed, Obituary and Phase beaming down to Cairo to investigate the chronal displacement. After killing lots of Astaroth they find within the main building Traveller trapped within a sphere which is continuously draining him to power their phase gates. Dragoon frees him but Traveller then tries to swap his dying body with Dragoon's.

-Dragoon is able to resist and instead snaps Traveller's neck. They then beam back up and rain nukes down on the dimensional reactors causing a chain reaction which rips Dark Earth apart and creates a black hole. The fleet then phases back to Heroes Earth. 7 determines this was how they gained their advanced technology, by tapping Traveller's time travelling powers to send someone back and forth to retrieve what they needed.

September: 53/Destiny's Road Part 2: Terror Repelled

- They head back to rebellion's home system where the Dark Earth survivors are taken in and their ships examined. Dragoon decides for a strike on Prisonworld to gain some more allies. No ships are found in orbit but a long battle through numerous Seljuk and Reptoids troops ensues until Dragoon, Genesis and Phase reach the centre where there is a sphere floating in the middle.

-Once there a holographic field is dropped revealing the Jihad and Armaiti the last surviving Celestial Demi. Phase is killed sending Dragoon berserk and unleashing the last of his untapped powers vaporising all his enemies. While Dragoon recuperates Genesis discovers that the sphere is a portal to Elseworld where all the prisoners are being held. The prisoners are freed after which Genesis is able to activate Prisonworld's Impulse drive and take it through a nearby jump corridor.

- Back at Eta Bootis Reed and 7 have come up with an untested counter measure against the Crimson Terror and Fusion Cannons. Uncertain of where the Celestial Alliance fleet will strike next the rebellion sends ships to Ross 128, Wolf 424, Queen Alice's Star and Xi Bootis. The Celestial Alliance hits Xi Bootis but Reed's Ozone towers are able to disperse the gas causing the insect troops to walk into an ambush and giving the other ships time to arrive. Reed's quantum shields prove equally effective against the Capital ships' fusion weapons. The Alliance fleet panics and flees.

October: 54/Destiny's Road Part 3: Heroes Unlimited

- Over the next few weeks the true war begins as the resistance gradually takes back the Alliances' planets. Dragoon forms the Hard Corps consisting of meta prisoners he rescued from Prisonworld and uses them for infiltration missions to destabilize a planet's militia before the main troops arrive. Eventually the Alliance threatens to destroy the earth unless the resistance calls a ceasefire. Not wanting to be responsible for genocide the resistance agrees. Dragoon however has other ideas. Taking the Liberator he, Reed, the Doctor, 7, Villa and Avon head for earth. Using the ship's cloak they arrive undetected and beam down to the planet where Dragoon makes contact with Shadowqueen and the earth resistance. They spend the next few days performing guerilla strikes against key Alliance installations. In response the Alliance begin performing mass executions threatening to continue unless the earth resistance surrenders.

- Dragoon turns himself in. The Alliance make a big show of staging his public execution broadcasting it to the galaxy. However just as the allotted moment arrives so does Prisonworld and most of the resistance's fleet using jump technology Reed and Genesis adapted from the Astaroth. The earth resistance then attacks the capitol and Dragoon breaks loose fighting his way to the main HQ. Inspired by this sudden turnaround there are spontaneous uprisings all over the earth including where Dragoon is, helping him to reach the building. Before he can enter the heads of each of the Alliance races come outside and declare their surrender. The war ends.

- A treaty is created allowing the Alliance races to enter the newly formed Galactic Confederation. However they can no longer keep any militia forces except for local police matters, this includes space vessels. Gilad the Eternal is elected the first president while Dragoon is appointed the head of the Peacekeeper police force for the entire galaxy.

The End

Dragoon Templates

There are an infinite number of universes in our reality each with its own version of us. Some of our counterparts are similar, others are radically different.

In my Heroes Unlimited campaign, Dragoon played by a friend of mine was the main protagonist. In other universes there were variations of his character or doubles. A cycle

had begun where the hero of a universe would survive a devastated earth and then attempt to go back in time to prevent it.

Each time however the hero would cross over into another universe and eventually become a villain culminating in being killed by the hero template of that universe. Of all of them only Dragoon was able to ultimately break the cycle of death.

All the known templates are listed here although it remains unknown how long the cycle continued for before being broken...perhaps thousands or more...



Dragoon

Real Name	Karl Stead		
Other Names	None		
Alignment	Lawful Good		
INT	15	CON	26
WIS	10		
CHA	12	MR	40
STR	20	HPs	250
DEX	30		
Universe	Beyond Heroes Zero		
Age	46		
Weight	180lbs		
Height	6'		
Category	Mutant		
Powers	Enhanced Regeneration rank 3, Power Absorption I rank 2		
Training	Espionage and Military		

Biography

Karl Stead was the primary template in the Beyond Heroes multiverse. Born in 1950 to poor English immigrants in the United States, he grew up in the post war depression, but soon found he had a gift with planes and stealth skills. He joined the military to serve in Vietnam, and during his second tour was caught in a VC ambush which saw the rest of

his squad killed. Redblood, who led the ambush decided to take Karl prisoner to be turned over to the Russian Dr DNA for experimentation. Karl was then taken to the Siberian science city where DNA's gene experiments awoke his mutant powers.

Although becoming Immortal he was unable to escape as there were no other metas around for his other power to copy. Karl would remain a prisoner there until 1983 when he was discovered by the Eternal Warrior during an infiltration mission. Gilad decided to rescue him but was forced to kill the Crimson Avenger during their escape. Karl then joined the CIA and eventually the illfated C.I.U. Eventually he took his revenge on Redblood by decapitating him.

His adventures spanned 149 years culminating in his helping overthrow a tyrannical government which had conquered the galaxy. His last recorded adventure was as the security minister for the new unified galactic government.



Dr Destroyer

Real Name	Karl Steede		
Other Names	Iceman		
Alignment	Lawful Evil		
INT	30	CON	20
WIS	30		
CHA	18	MR	30
STR	20	HPs	250
DEX	20		
Universe	Justice Lost		
Age	251		
Weight	180lbs		
Height	6'		
Category	Mutant		
Powers	Enhanced Cognition 1 and 2, Enhanced Regeneration rank 3, Power Absorption I rank 2		
Training	Science and Military		
Bibliography			

A former hero known as Iceman for his ice cold demeanor, Destroyer learned of his future after he killed Diabolicus. Not long after, most of Karl's comrades died while preventing the Tsaurid invasion of earth. Believing he could break the cycle Iceman went back in time, and became Destroyer in an effort to change the future. He conquered Argentina and ruled it benevolently, but was ruthless to his foreign enemies, killing many. Over time he lost sight of his original noble goal, committing many atrocities for what he saw as the greater good. Eventually he was slain by Dragoon.



Dr Diabolicus

Real Name	Unknown		
Other Names	Pagan		
Alignment	Lawful Evil		
INT	Unknown	CON	Unknown
WIS	Unknown		
CHA	Unknown	MR	Unknown
STR	Unknown	HPs	Unknown
DEX	Unknown		
Universe	Otherworld		
Age	Unknown		
Weight	180lbs		
Height	6'		
Category	Mutant		
Powers	Unknown, but presumably at least Enhanced Regeneration rank 3, Power Absorption I rank 2		
Training	Unknown		

Bibliography

Very little is known about this template. All details about him were discovered by Iceman (see Dr Destroyer) after he killed Diabolicus, only some of which were revealed to Dragoon after he killed Destroyer. It is unknown who or what led to Pagan becoming Dr Diabolicus.



Fury, Nick

Real Name	Nicholas Joseph Fury		
Other Names	None		
Alignment	Lawful Good		
INT	15	CON	26
WIS	10		
CHA	12	MR	40
STR	20	HPs	250
DEX	30		
Universe	Marvels		
Age	46		
Weight	180lbs		
Height	6'		
Category	Mutant		
Powers	Enhanced Regeneration rank 3		
Training	Espionage and Military		

Bibliography

On this Marvels Earth, Fury was made a prisoner of the Sentinels after they conquered the earth. Eventually he was freed by Dragoon. He took a role in the new government after Dragoon helped him liberate his earth from the Sentinels and Red Skull.



Obituary

Real Name	None		
Other Names	None		
Alignment	Lawful Good		
INT	15	CON	30
WIS	30		
CHA	20	MR	50
STR	25	HPs	250
DEX	30		
Universe	Dark Earth		
Age	25		
Weight	180lbs		
Height	6'		
Category	Mutant		
Powers	Divine Aura, Emission Light, Regenerate Others, Enhanced Regeneration rank 3		
Skills	Military		

Bibliography

Born on the Dark Earth ruled by the Splugorth, Obituary's metagene only became active after the Splugorth dropped a Gen bomb on his rebel base. With Dragoon's help he was able to free his people and transport them over to Dragoon's universe. After helping Dragoon liberate the galaxy Obituary helped settle his people on a new planet.



The Shadow

Real Name	Karl Steed		
Other Names	None		
Alignment	Lawful Good		
INT	20	CON	30
WIS	30		
CHA	15	MR	40
STR	30	HPs	150
DEX	30		
Universe	Justice Unlimited		
Age	25		
Weight	180lbs		
Height	6'		
Category	D'arque Lord		
Powers	Metamorph Shadow, Enhanced Regeneration rank 3, Telepathy		
Training	Science and Physical		

Bibliography

The most different of the templates, the Shadow's powers are more mystical in nature. His adventures took place during the 1930s and 40s. His final fate is unknown as this campaign only went 2 years and was never finished.



Traveller

Real Name	Joseph Stede		
Other Names	Patriot		
Alignment	Lawful Evil		
INT	30	CON	20
WIS	30		
CHA	12	MR	20
STR	18	HPs	450
DEX	20		
Universe	Wasteworld		
Age	1187		
Weight	180lbs		
Height	6'		
Category	Mutant		
Powers	Chronokinesis, Chronal Shift 1, 2 + 3, Enhanced Regeneration rank 3, Teleport		
Training	Science and Espionage		

Bibliography

This template was created when Dr Destroyer was killed, altering the future. Patriot's Earth was devastated by the Tsauid invasion in the year 2010 and eventually he was the only remaining human. It took centuries but eventually Patriot had mimicked enough powers of a cosmic nature that he could take his revenge. In his madness he exterminated every single non human race in the galaxy... then found himself utterly alone...

Still hating the Tsauids for what they had done, he then went back in time much as Destroyer had done. However unlike Destroyer, Patriot adopted the role of an ally while secretly steering people to follow his agenda. Eventually Traveller succeeded in committing genocide against the Tsauids of this universe. He and Dragoon battled but Traveller was left a prisoner of the Splugorth. Dragoon eventually rescued him only to then kill him when Traveller tried to swap bodies with him.