

Das Geheimnisvolle Fliegenass *and the* Outer World War



One month after the formation of the United Nations the Allied forces were coming to grips with a political quandary.

In November 1945; with Japan and Germany defeated and occupied by Allied and Soviet forces, the invasion by mysterious giant war machines on the Allied home soil meant that occupied forces were needed to defend their homelands.

Recently dismantled Civil Defence forces were hurriedly reactivated in the meantime as European, American and Soviet governments argued, within the halls of the fledgling United Nations, on what to do with the occupied countries. However, the questions were becoming rhetorical as more and more alien attacks pummelled cities and countries, previously untouched by the Second World War.

The Soviets, British and U.S agreed to pull out all their occupying troops and leave the German citizens to whatever the occupying civilian administration and security force can bolster. German troops were called to arms to defend their fatherland again, this time under the auspices of the United Nations. Within a month, the first United Nations task force was assembled using German military equipment and a combination of British and American uniforms. The surplus fatigues, with German military rank pins, were a conscious decision by the occupying government so that the WW2 propaganda against the Nazi soldier did not flow over to this task force.

With occupying forces hastily heading home to defend their countries, and abandoning a lot of gear in the process, Germany stood alone again

Fliegenass's Focke-Wulf Ta 152H-X

| | |
|-----------------------|---|
| HEIGHT: | 13ft (3.96 m) |
| LENGTH: | 29ft (8.84 m) |
| WINGSPAN: | 47ft, 5.5 in (14.5m) |
| WEIGHT: | <i>Empty:</i> 3,200kg, <i>Operational:</i> 4,900kg |
| POWERPLANT: | Junkers Jumo 213-X |
| RANGE: | 560 miles (900 km), <i>Ceiling</i> 15,000 m |
| MAXIMUM SPEED: | 755 km/h (472 mph) <i>Stall Speed:</i> 185kph (108mph) |
| AFFILIATION: | UN-Luftwaffe |

This war machine had the potential to become the master of the skies alongside the Me-262 but was developed in the dying stages of WW2. The chassis was originally designated the Fw-109D but was renamed in honour of it's designer, Kurt Tank, as more improvements were made. With the alien invasion devastating the other parts of the world, Germany seemed to avoid alien contact because of the devastation already wrought. This enabled intrepid Deutsch weapons designers to travel to various hot spots in Europe where heavy combat was waged, and salvage alien machinery for study. The results of this research meant prototype war machines were outfitted to test new capabilities previously unheard of with current scientific achievements. One such craft has been outfitted and advertised as a symbol of German tenacity.

A **CHARACTASSEMBLE/MECHASSEMBLE** creation by Jamie borg

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The Flying Ace's Focke-Wulf fighter is always at the front line when alien forces attempt an incursion along the German border. Combined with conventional armoured units, and the crack team of specialist forces operating the Superträger (Super Carriers), Der Fliegenass is the new hero of Germany and an idol for the war shattered country to embrace.

The Ta-152H-X has been outfitted with an incredible array of machinery and weapons while not sacrificing one iota of pre-modification performance. It is even capable of underwater travel, and has a pressurized cockpit brimming with new sensor technologies such as radar, sonar, night vision and x-ray scans. The communications package is also incredibly advanced with miniature computers, the size of a car battery, capable of scrambling transmissions to the point were even the University of Pennsylvania's newly developed "Electronic Numerical Integrator and Computer" would be laboured in decoding.

Der Fliegenass's plane carries a powerful complement of conventional weaponry. It is armed with a 30mm cannon in the nose and two 20mm cannon in the wing roots. As well as being capable of mounting bombs that could be dropped with incredible accuracy thanks to the on-board computational power, the Ta-152 is also ready to be outfitted with new weaponry as they are developed. Examples include the experimental V-4 miniature self guided rockets, the televisual spy drone, and the heavy hitting "Lufthaubitze" artillery cannon. These additional weapons do impact performance to various degrees.



Type: Vehicle – Prop-aeroplane

Class: Ta 152H Experimental

Size: Huge

Occupants: 1 Pilot and room for a passenger

STR: 13 **HLT:** 4 **REF:** 5 **DEF:** +11 **INI:** -5 **AV:** 10 **HITS:** 50
[Chassis - 140]

MOV/Aero: 158m/turn, Ceiling – 14km/46000ft [211]

MOV/Sub-Hydro: 10m/turn, (36kph/21mph), Depth 100m [35]

Mecha Modules: Basic Navigation [1], Winglights [2], Searchlight [2], Long Range Radio [2], Optics - 5km [5], Parachute [5], Radio Jammer +6 [12], Sonar 10km [20], Life Support [12], Computer (*Primitive Punch ticker*) [2].

Mecha Defects: Noisy [-5], Poor Visibility [-5], Stall Speed 154m/turn (185kph/108mph) [-154], Reduced Endurance – Several Hours [-20], Startup Time 1 minute [-2], Wings [-20]

Machine Guns (Wings x2), Damage: 9d6 **Type:** Ballistic (P/L), **RMod:** +1, **MAX:** 540m, **RoF:** 8 **Amm:** 200 **Notes:** Auto x2, Ext Rng, Extra Amm x2, Fixed -Fr [70 = 7MP x2 = 14]

Nose Cannon, Damage: 12d6 **Type:** Ballistic (P/L), **RMod:** +2, **MAX:** 540m, **RoF:** 8 **Amm:** 200 **Notes:** Armour Piercing, Auto x2, Ext Rng x2, Extra Amm x2, Fixed -Fr [126]

Bombs Damage: 20d6 **Type:** Blast (Ex/L), **ACC:** +2 **MAX:** STRx5m **RoF:** 1 **Amm:** 20 **Notes:** Accurate x2, Blast, Dropped, Unwieldy [66 = 6MP]

Required Skills: Pilot (Prop Plane), Mecha Combat (*Ta152HX*)
Cost: 389 MP

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Special Thanks to Mr Ralf Wagner for some translation help.

Requires the use of an Action! Packed product or the Action! System™ Core Rules, published by Gold Rush Games™

Das Geheimnisvolle Fliegenass *and the* Outer World War

Das Geheimnisvolle Fliegenass

The Mysterious Flying Ace; as the British call him, will fight to keep his identity hidden from the public. Various theories are touted to his real identity. Yet whether the Fliegenass really is: a Jewish pilot wracked with guilt over Nazi atrocities; a former Gestapo agent wanting to redeem himself; an American pilot pretending to be German; or even an incredibly spritely 53yr old Manfred von Richthofen back from the dead; the German people idolize his and the Superträger's every victory. Der Fliegenass is a great friend of the team's ultra-secretive engineers who have been modifying invader technology for use against the alien incursions. While using the old Nazi, bunkers and tunnels to again hide from the invader's view, the underground factories crank out new and exciting innovations every few weeks.

The Mysterious Flying Ace

Author's Note: I imagined the mysterious flying ace as Vassili Zaitsev from the movie "Enemy at the Gates" as a pilot instead of a sniper.

Race: Human Height: 182kg **Weight:** 83kg

Eye Colour: Hazel **Hair Colour:** Brown

Occupation: Luftwaffe Pilot

Attributes:

STR 3 **REF** 5 **HLT** 3 **INT** 4 **WIL** 3 **PRE** 4

DEF 18 **INI** 8 **TGH** 5 **LIF** 18 **MOV** 7

Abilities and Disabilities

Recurring Nightmares -2, Ally (National, Helpful) 2, Skeleton in the Closet -2, Famous -2, Operate Mecha on Willpower 3, Danger Intuition (TN 12) 2, Authority Figure (National) 2

Skills:

Slug-thrower Pistols +4

First Aid +3

Surveillance +3

Area Knowledge- German Skies +3

Religion *Specific religion* +3

Climbing +2

Throwing +2

Stealth +2

Professional (Military Officer) +2

Concentration +2

Maces/Clubs +2

Society Luftwaffe +2

Mecha Combat (Ta-152H) +5

Watercraft +2 (Submersibles) +4

Piloting +2 (Propeller Aircraft) +6

Equipment: Trench Knife, Bayonet, Cleaning kit for weapon, Zeltbahn. (doubles as a tent and as a poncho), Mess tin, Flashlight, Compass, Esbit Stove, Marching Boots, Socks, Knit shirt, Light cotton shirt, Rucksack, Walther P.38, Sturmgewehr 44, Flight jacket, Flight helmet, 3 spare clips for each weapon and 100 rounds of additional ammunition.

Helle Pistole (HP): This weapon looks like a classic Luger pistol with a spiral-cable connected from the hand grip to a hip battery. Der Fliegenass is the only bearer of this highly experimental alien conversion "Light Pistol"

| Gun | Dmg | Type | Acc | Rmod | STR | Min | Max | RoF | Amm | Wt |
|------|-------|------|-----|------|-----|-----|-----|-----|-----|-----|
| HP | 5d6 | A.P | 0 | +2 | 2 | | 100 | 1 | 20 | 1.6 |
| P38 | 2d6+2 | P/L | 0 | 2 | 3 | | 50 | 1 | 6 | 1.2 |
| SG44 | 5d6 | P/L | 1 | 3 | 4 | | 200 | 4 | 20 | 3 |

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Alien Invader Forces

Armoured Terror Attack Tank

It is unknown how these massive machines assemble for an attack unnoticed to observers along the borders. At 20 meters high, 16 meters long and using a slow pachyderm-like movement these four-legged war machines wreak devastation to any target they attack. Their presence is announced with the plodding of their armoured footsteps that can be heard kilometres away. The chassis houses various smaller, flying machines that can be launched at any time.

Type: Robot

Class: Alien Offensive Transport

Size: Gargantuan

Occupants: Pilot and Weapons Operator

STR: 25 **HLT:** 6 **REF:** 1 **DEF:** +9 **INI:** -4 **AV:** 60 **HITs:** 100

MOV/Terrain: Quadruped 18m/turn (65kph/38mph)

MOV/Sub-Hydro: 18m/turn, Depth 500m

Mecha Modules: Basic Navigation, Headlights, Long Range Radio, Low Light Optics - 5km, Optics - 5km, Searchlight, Life Support, *Air Striker* Launch Catapults x4,

Mecha Defects: Alien Design -5 TN, Reduced Endurance - Few Days, Startup Time 10 minutes, Weak Point -Access Hatch, Volatile, High Ground Pressure

Heavy Cannons (2), Damage: 20d6 Type: Heat Beam, Acc: +1, RMod: +2, MAX: 2400m, RoF: 1 Amm: 100 Notes: Accurately2, Selective Damage, Ext Rng x2, Extra Ammo, Turret.

Alien Winged Attackers

Type: Alien Mecha Suit

Class: Armoured Air Strikers

Size: Medium

STR: +6 **HLT:** +4 **REF:** +5 **DEF:** +10 **INI:** 1 **AV:** 15 **HITs:** 35

MOV/Terrain: Wearer x2 MOV

MOV/Aero: 160 m/turn (512kph/336mph), Ceiling 1km (3000ft)

MOV/Sub-Hydro: 12 m/turn - depth 150m

Mecha Modules: Jumping x3

Mecha Defects: Reduced Endurance - Several Hours, Suit Donning time - 4min, Wings

Laser Cannon, Damage: 6d6 Type: Laser Beam (P/L), MAX: 120m, RoF: 1 Amm: 30 Notes: *Auto*

Required Skills: Pilot (Suit), Mecha Combat (*Air Strikers*)

Alien Invader NPC

Average Height: 150cm **Weight:** 50kg

Short, bipedal, hairless and grey skinned. *Sounds like an alien invader to me!!*

STR 12 **REF** 4 **HLT** 8 **INT** 3 **WIL** 3 **PRE** 4

DEF 15 **INI** 4 **TGH** 8 **LIF** 30 **MOV** 16

Hard to Kill - AV 3, Voice Alteration +2 TN,

Sensory Impairment (Hearing impaired compared to humans)

Night Vision (near total darkness), Body Weapon (P/L Claws)

Fast Healer (heals one time level faster than normal)

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