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HE *New!* **MARVEL[®] -PHILE**

**The Things That
Lurk In The
Shadows Should
Beware...**

The Horrifying
**HOWLING
COMMANDOS
of S.H.I.E.L.D.!**



THE HOWLING COMMANDOS "SHIELD"

Welcome to the October Issue of The New Marvel-Phile! In these pages, we introduce S.H.I.E.L.D.'s supernatural and paranormal defense team – the newest incarnation of the Howling Commandos!

In the past, The Marvel-Phile was one of the best resources for new and updated information pertaining to the Marvel Super Heroes Role-Playing Game. We are continuing that fine tradition with the "New Marvel-Phile". We are certain that each edition will bring something new and exciting for those that still enjoy this great game.

Let us know if you like what we are doing here, or if you want to see something different. Requests are also welcome, but please bear in mind, that we cannot possibly accommodate all requests. Feel free to send requests, feedback, and submissions (especially submissions!) to themarvelphile@gmail.com!

Please enjoy and feel free to give us feedback!

Manphibian stats by Mark Geary
Other stats by Steve Jolly with assistance from Ben Reilly
Layout by Steve Jolly
Cover art by Art Adams
All illustrations by the Marvel bullpen.

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DUGAN, TIMOTHY (DUM-DUM)

F IN (40)
A EX (20)
S RM (30)
E AM (50)
R GD (10)
I EX (20)
P EX (20)

Health: 140
Karma: 50
Resources: GD (10)
Popularity: 20

BACKGROUND

Real Name: Timothy "Tim" Aloysius Cadwallader Dugan

Occupation: S.H.I.E.L.D. agent, soldier, former circus strong man

Legal Status: US Citizen, with no criminal record

Identity: Secret

Other Known Aliases: None

Place of Birth: Ireland

Marital Status: Divorced

Known Relatives: Mary (wife, deceased), Sean (grandson)

Base of Operations: Area 13, Pine Barrens, NJ

Past Group Affiliations: S.H.I.E.L.D.

Present Group Affiliation: Howling Commandos

KNOWN POWERS

Life Model Decoy: Tim Dugan is now a Life-Model Decoy (LMD), and his consciousness is transferred to one of many LMDs of himself stored at the S.H.I.E.L.D. facility known as Area 13. However, S.T.A.K.E. knows that there are other LMD bodies located elsewhere, and that the central unit that holds his "mind" has not been found yet. This provides him the primary stats above, as well as the following abilities:

Serial Immortality: When Dum-Dum's Health reaches 0, his consciousness automatically transfers to another LMD at Area 13. At this point, the new LMD awakens with all the previous memories of the last, including the cause of his death.

Advanced Sensors: Dugan's eyes are able to see in both normal light, as well as infrared and nightvision. Additionally, everything Dugan sees is recorded, and able to be played back via a micro USB port in his right arm.



EQUIPMENT

Dugan has access to all S.H.I.E.L.D. owned weaponry and equipment. However, the following pieces are to be considered Part of him as standard:

Colt Auto (.45) S.H.I.E.L.D. issue handgun: EX Shooting, 3 areas

Plasma Blaster (5mm) S.H.I.E.L.D. issue blaster: RM Energy or Force, 7 areas

S.H.I.E.L.D. Uniform (standard): Ty protection vs. Physical attacks and Ex protection vs. Energy attacks (not including cold). It also has the following:

- Shoulder holster: Holds the .45 Colt Auto
- Hip Holster: Holds the 5mm Blaster

- Left front Belt pouch: Secure radio link pocket computer. (UN reason)
- Seam of Belt: Flexible saw: EX cutting ability.
- Watch: 20' garrotte reel.
- Boot Sheath: Throwing blade: EX material, GD Edge, 3 areas
- Right Front Pouch: 1 flare (TY light in 1 area), 3 grenades (player's choice)

TALENTS: Timothy Dugan has Wrestling, Martial Arts A, B, and E, as well as Military, Marksman, and a variety of weapons skills. He also has the Weapons Master skill.

CONTACTS: Dugan had a number of contacts with various military and intelligence organizations throughout the world.

ADDITIONAL NOTES

been technically dead for 50 years, he has turned somewhat bitter and resentful of having to continue as part of S.H.I.E.L.D.

killed preventing Otto Vermis from destroying Fort Knox. However, feeling betrayed by Fury, he asked for Fury to never bring him back to life again, and shot himself.

Most recently he was resurrected to lead the latest incarnation of the Howling Commandos, in their part as the action group of S.T.A.K.E. (Special Threat Assessment for Known Extranormalities).

HISTORY

Timothy "Dum Dum" Dugan had been Nick Fury's right hand man since World War II, when he served as corporal of the old Howling Commandoes unit. Dugan was in charge of S.H.I.E.L.D.'s vast military resources, and participated in many adventures and missions for the top secret agency. Dugan was thought slain in 1966 by the Deathheads, nightmarish aliens accidentally created by their long-time foe, Baron Strucker.

He was later found to be alive, but frozen by the Yellow Claw, and returned to duty with the newly reformed S.H.I.E.L.D. However, years later, as Nick Fury was found to be aging at an accelerated rate, he admitted to Dugan that he has been an LMD since 1966, when Dugan was

ROLEPLAYING NOTES

Dugan is a powerful Irishman with a gentle manner hidden beneath the rough facade of an old warhorse. He was Nick Fury's closest friend. However, since the revelation that he's

F AM (50)
 A IN (40)
 S AM (50)
 E UN (100)
 R PR (4)
 I PR (4)
 P FB (2)

Health: 240
Karma: 10
Resources: GD (10)
Popularity: 20

BACKGROUND

Real Name: Grogg
Occupation: Creature
Legal Status: Not applicable
Identity: Known
Other Known Aliases: None
Place of Birth: Unknown
Marital Status: Divorced
Known Relatives:
Base of Operations: Area 13, Pine Barrens, NJ
Past Group Affiliations: None
Present Group Affiliation: Howling Commandos

KNOWN POWERS

Body armor: Grogg's thick, leathery skin provides protection of Remarkable (30) power versus physical and Force attacks.

Combat tail: The Nightmare Creature's spiky tail isn't useful for climbing, but may be used in combat for Monstrous (75) damage. It also serves as a rudder during flight.

Horns: The four largest horns atop Grogg's head are considered Edged Attack weapons, with a Material Strength Rank of Excellent (20). They do Remarkable (30) damage.

Fire generation: Grogg can breathe jets of flame from his nostrils. This flame does Monstrous (75) Energy damage against flammable targets, and Good (10) damage against nonflammable targets.

Flight: Grogg's wings allow him to fly at Unearthly (100) speeds in atmospheric conditions, but only at Typical (6) speeds through space.

Life support: The Nightmare Creature has this power at Shift Z (500). He can survive in hostile environments indefinitely without food, air, or water.



Hibernation: If Grogg is completely immobilized (buried under a collapsed skyscraper or frozen by some sort of high tech device, for example), he goes into suspended animation. He will remain in this state, immune to the effects of aging, until an opportunity for escape arises (i.e., a bomb uncovers his resting place or someone turns off the device holding him motionless).

EQUIPMENT

As the Howling Commandos' transport, Grogg is equipped with a large power generator for the weapons systems attached to his back. They can be changed out based on the mission to be accomplished, but generally Grogg's part of the mission is transportation and air support. These weapon systems include:

Concussion blasters (2): Incredible (40) sonic damage, range of 8 Areas.

TALENTS: Grogg seems to comprehend most human languages, though only at a very basic level.

However, he has never expressed himself in anything other than grunts and roars.

CONTACTS: S.H.I.E.L.D.

ADDITIONAL NOTES

ROLEPLAYING NOTES

Grogg is not the brightest of beasts and is motivated almost purely by a lust for vengeance. He will attack the most obvious cause for his discomfort at any given moment, which often means whomever or whatever is closest. However, as part of the Howling Commandos, he is being controlled somewhat to act as their transport. How he feels about being controlled, that has yet to be seen...

Grogg is piloted by S.T.A.K.E. operative "Buzz" McMahon. He pilots/communicates to Grogg via a technological link between his mind and Grogg's. His stats are as follows:

F A S E R I P
TY GD TY GD TY TY GD

Health: 32

Karma: 18

Talents: Piloting (specifically Grogg)

HISTORY

Little is known of the early history of the ancient dragon Grogg, save that he was found nesting beneath a mountain range in Russia. During the Cold War, a Soviet officer named Colonel Vorcutsky ordered a scientist Miklos Kozlov to conduct a series of atomic tests in the region where Grogg lied dormant. The tests awakened Grogg who proceeded to raze a nearby village. Vorcutsky and Kozlov attempted to flee inside of a cave, but although Kozlov managed to escape, Vorcutsky suffered the ultimate penalty for disturbing Grogg's slumber. Kozlov managed to lure Grogg towards a Russian space program launch site whereupon he boarded a space shuttle. The vessel launched and Grogg was bound for the planet Mars.

Some years later, the intergalactic entity known as the Collector discovered Grogg and placed him within his private zoo beneath Canada. This specialized zoo was populated with a menagerie of strange, monstrous, alien creatures. The Mole Man attacked the Collector's zoo, freeing its inhabitants, who proceeded on a destructive rampage of New York City. The monsters were opposed by the Thing, the Incredible Hulk, the Beast and Giant-Man. After the monsters had been defeated, they were all thrown through a portal into the Negative Zone on the recommendation of Reed Richards.

Years later, Grogg somehow returned to Earth and must have been captured by S.H.I.E.L.D., who recruited him into the Howling Commandos, a S.H.I.E.L.D. squad meant to utilize supernatural means to combat supernatural threats. The Commandos used Grogg as a living transport carrier, bringing them to and from missions.



GORILLA MAN

F IN (40)
A RM (30)
S RM (30)
E IN (40)
R GD (10)
I EX (20)
P EX (20)

Health: 140
Karma: 50
Resources: GD (10)
Popularity: 0

BACKGROUND

Real Name: Kenneth Hale
Occupation: Adventurer, former explorer, government agent
Legal Status: US Citizen with no criminal background
Identity: Secret
Other Known Aliases: General Hale
Place of Birth: Missouri
Marital Status: Divorced
Known Relatives: Lily Wolword (ex-wife, deceased)
Base of Operations: Area 13, Pine Barrens, NJ
Past Group Affiliations: Mercs for Money, Agents of Atlas, Atlas Foundation; Department Zero, ally of the original X-Men, Explorer's Club
Present Group Affiliation: Howling Commandos

KNOWN POWERS

Gorilla Form: All his abilities come from a curse, and his condition can't be removed by scientific means. He has the following abilities:

- *Body Armor:* Good protection vs. Physical and Energy attacks
- *Climbing:* Hale's dexterity is so good and the muscles in his feet and hands are so developed that he can climb any wall or hang from any ceiling that can give him purchase (such as brick or concrete, but not smooth steel or glass) with Good ability.
- *Feet:* his feet can be used as hands, this gives him a +1CS to any wrestling or grappling
- *Leaping:* Amazing rank (he can leap safely 75' up or across, and 105' down)
- *Hyper-smell:* Hale is able to remember, identify, and track individual targets by their natural scent even through dense jungle terrains or if the scent has been greatly eroded by natural factors. Excellent rank.



- *Immortality:* Does not age, and is immune to all diseases.

EQUIPMENT

Gorilla Man has access to all S.H.I.E.L.D. owned weaponry and equipment. However, the following pieces are to be considered part of him as standard.

- *Colt Auto:* (.45) Ex Shooting, 3 areas
- *Plasma Blaster:* (5mm) Ex Energy or Force, 7 areas

TALENTS: Military, Guns, Survival, Wrestling

CONTACTS: Agents of Atlas, S.H.I.E.L.D., Howling Commandoes

ADDITIONAL NOTES

ROLEPLAYING NOTES

Hale is a man resigned to his fate of seeming immortality in the body of a gorilla. He is fairly gruff, but kind-hearted, and very loyal to his friends and compatriots.

HISTORY

A soldier of fortune, Ken Hale lived for thrills and adventure. Fearing old age and death, he sought immortality on the African continent. He heard tell of a gorilla that stands like a man, and that if he killed it, he would live forever, never aging. He hunted the beast, but when he met it, he could not kill it. Leaving it alive, Hale wandered the jungle, becoming lost and sick. The gorilla found him and forced Ken Hale's hand. Ken killed the beast in self-defense, not knowing that he had just taken the curse of the gorilla man upon himself. He obtained his immortality, but it came along with spending the rest of his immortal life in the body of a gorilla.

Hiding out in the jungles of Africa, the Gorilla Man was eventually approached by FBI agent Jimmy Woo who recruited him into his G-Men during the 1950s. Their first mission was to save President Eisenhower from the Yellow Claw in his Mongolian fortress. The president was rescued but the Yellow Claw escaped. 6 Months later the G-Men were disbanded.

He continued his adventures, working with Nick Fury and the original X-Men assisting them in their missions.

By the modern age, the Gorilla Man was recruited by Nick Fury into SHIELD's Howling Commandos unit. The Howling Commandos launched an assault on a doomsday cult that was utilizing technology bought from the Lords of the Living Lightning.

After Jimmy Woo is seriously injured on a rogue mission, he is found and taken back to a S.H.I.E.L.D. facility with very little brain function and on life support. Dugan brought in Gorilla Man for questioning as the only clues they had linked this mission to the original G-Men and Hale was the only member they could contact. With no knowledge of what Woo had done, Hale requested to say a final goodbye, but Hale instead contacted M-11 and Marvel Boy who rescue him. Marvel Boy was able to restore Woo by reconstructing him as he last remembered Woo, which was from their time together in the 1950's. This restored his youth, at the expense

of Woo's memories of the intervening 50 years.

Gorilla Man teamed up with Woo, Namora, Marvel-Boy, and the robot M-11 in the newly reformed Agents of Atlas, in their battles against the Yellow Claw, and after defeating him, turned his criminal empire into the Atlas Foundation.

F EX (20)
 A GD (10)
 S RM (30)
 E IN (40)
 R EX (20)
 I RM (30)
 P EX (20)

Health: 100
Karma: 70
Resources: PR (4)
Popularity: -5

BACKGROUND

Real Name: Unknown
Occupation: Scientist, explorer, adventurer
Legal Status: None
Identity: Unrevealed to the public
Other Known Aliases: None
Place of Birth: Unnamed alien planet
Marital Status: Widowed
Known Relatives: Unnamed mate (deceased), Unnamed children (deceased)
Base of Operations: Area 13, Pine Barrens, NJ
Past Group Affiliations: S.T.A.K.E., Avengers of the Supernatural, unofficial member of the Legion of Monsters
Present Group Affiliation: S.H.I.E.L.D.'s Howling Commandos

KNOWN POWERS

Alien Physiology: Manphibian's alien physiology grants him several key advantages and abilities that allow him to be perfectly adapted to an aquatic environment. Manphibian's adaptations include:

Water Freedom and Breathing: Manphibian's physiology allows him to breathe water and grants him the ability to move throughout water as if unhampered. There does not seem to be a limit as to how long Manphibian can remain underwater, although as stated by his late brood, Manphibian may need fresh water at regular intervals. Manphibian can see underwater with little difficulty, as well as adjust to the differences in depth and light.

Hyper-Swimming: Manphibian can swim much faster than a human, moving Excellent (20) speed while in water.

Armored Skin: Manphibian's armored scales provide him with Incredible (40) protection vs. Physical attacks, as well



as Remarkable (30) vs. energy. Manphibian's scaled skin is resistant to slashing, and effects which normally halve effective body armor do not do so against his flesh. Manphibian has taken direct hits from rocket launchers with little impact, although it seems multiple impacts would damage him.

Natural Weaponry: Manphibian has powerful claws which can rend objects with Excellent (20) ability, halving effective body armor. In addition, Manphibian has powerful jaws which he can use to bite with Remarkable (30) damage, possessing serrated teeth.

Longevity: Manphibian's species has extraordinarily long lifespans, as Manphibian has been alive for several thousand years. Manphibian's offspring were still at early stage development in the 21st century, after being spawned prior to Manphibian's departure from his home world.

Suspended Animation: Although not expressly stated, it would seem that Manphibian enters a state of suspended animation at times, such as the period when he first arrived on Earth until he was awoken by mining operations. Manphibian seems to enter suspended animation at times when situation warrants it.

Recovery and Regeneration:* Manphibian has some limited natural regeneration and recovery ability, granting him Gd (10) Regeneration. Manphibian has shown in his multiple appearances to be able to recover from damage very quickly.

WEAKNESSES

Monstrous Appearance: Manphibian's appearance can terrify those who do not know him, and he suffers a -2cs initial reaction bonus. As Manphibian's race familiars each other, they are often mistaken for one another (except for females), leading to confusion of identity.

Devoted: Manphibian is a devoted father, mate, and friend to any he calls such, and will risk himself to help those in need. Manphibian will endanger himself if it means that those who he cares about require it.

Enemy: Manphibian has an unnamed enemy from his own world who murdered his mate and who Manphibian has pursued to Earth. Manphibian will stop at nothing to see his enemy brought to justice.

Dependents: Until their death, Manphibian was devoted to his brood and would do whatever he could to help them.

Code vs. Killing: Despite his apparent physical nature, Manphibian does not seek vengeance nor does he attempt to murder his opponents. Manphibian seeks justice, and will do what he can within the constraints of his people's moral code to bring those people to justice. While he is capable of great physical power and damage, Manphibian recognizes the basic ignorance of those who judge him, and he does not seek to immediately maul or murder anyone, even if attacked.

Water Dependency: While not expressly stated for the adult, the brood of Manphibian required regular fresh water in order to exist. The requirement was similar to Atlantean requirements, but the brood of Manphibian never journeyed far from the source, and could not exist in the Monster Metropolis in the old Morlock tunnels due to lack of a freshwater source.

TALENTS: The Manphibian was a trained scientist on his homeworld, and

has probably several scientific skills related to his field. The Manphibian has displayed the following:

- Underwater Combat
- Biology
- Astrogation
- Knowledge: Homeworld and species
- Knowledge: SHIELD Howling Commandos
- Knowledge: Monster Metropolis
- Knowledge: Philosophy
- Knowledge: Occult creatures

CONTACTS: Manphibian surprisingly has numerous odd contacts throughout the world. Manphibian is considered to be on good terms with the Legion of Monsters, Werewolf by Night, SHIELD special divisions, Hellstrom, Dr. Strange, General Thaddeus 'Thunderbolt' Ross, Elsa Bloodstone, and even the Punisher. It is assumed that Manphibian has contacts within his race as well.

ADDITIONAL NOTES

ROLEPLAYING NOTES

Although he looks like a monster, Manphibian is actually quite brilliant. He is, however, driven to revenge for the deaths of his wife and children at the hands of one of his own species. He bides his time waiting for the opportunity to finally gain his revenge.

HISTORY

The creature known only as Manphibian was born on an unknown alien world over a thousand years ago. A member of his species attacked Manphibian, murdering his mate in the process. The alien fled from his home world, and Manphibian pursued him across several star systems in the hopes of exacting revenge. He eventually chased him to the planet

Earth where both aliens found themselves trapped underground for a millennium.

Years passed, and in that time an industrialist named Aaron Fox built an oil refinery overtop the ground where the Manphibian laid buried. Persistent drilling in Shaft #27 awakened the two aliens, and they climbed their way to the surface. The rogue alien continued to satisfy his murderous ways and attacked Beth Fox, Aaron Fox's wife dragging her underwater. Manphibian battled his old adversary and rescued Beth, but the incident earned him the attention of Aaron Fox. Fox mobilized an attack helicopter and fired several missiles at the Manphibian. The missiles rained down destroying Shaft #27, and Manphibian was able to escape during the chaos. Manphibian was not the only creature to survive the carnage however. The alien who murdered his mate was still at large, and Manphibian spent the next several years scouring the Earth in search of him. It remains unknown whether he ever successfully satisfied his need for vengeance.

The Manphibian resurfaced a short time ago and was inducted into a S.H.I.E.L.D. Special Forces unit named the Howling Commandos. The team was comprised of other powerful monsters including Warwolf, Vampire by Night and the Living Mummy. As a member, the Manphibian participated in multiple missions, such as one to Afghanistan to stop the threat of a terrorist organization known as the Lords of the Living Lightning.

SITWELL, JASPER (ZOMBIE)

F TY (6)
A TY (6)
S GD (10)
E IN (40)
R FE (2)
I PR (4)
P Sh0 (0)

Health: 62
Karma: 80 (see below)
Resources: GD (10)
Popularity: 20

BACKGROUND

Real Name: Jasper Sitwell

Occupation: former S.H.I.E.L.D. agent & interrogator, now S.H.I.E.L.D. property

Legal Status: US Citizen, with no criminal record, legally deceased

Identity: Secret

Other Known Aliases: Agent 22, Jason Sitwell

Place of Birth: Salt Lake City, Utah

Marital Status: Single

Known Relatives: Jason Sitwell (grandfather, deceased); Collin Sitwell (father); Sally Sitwell (mother); Gregory Sitwell (brother)

Base of Operations: Area 13, Pine Barrens, NJ

Past Group Affiliations: Howling Commandos (PMC)

Present Group Affiliation: Howling Commandos (S.T.A.K.E.)

KNOWN POWERS

Undead: Jasper Sitwell is now a zombie. The nature of his return has yet to be determined by S.H.I.E.L.D. scientists. This gives him the following abilities:

Invulnerability: Sitwell has Class-1000 resistance to disease, gases that rely on breathing for affect, heat, cold, and extreme pressure.

Sitwell does not suffer any effects from Stun or Kill results, although it can still be Slammed. He does not need to breathe and can survive indefinitely when submerged or buried.

Regeneration: Sitwell has Poor Regeneration (4 Health/1 0 turns). To facilitate this regeneration, he must consume human or animal flesh at least once per week. This is normally provided for by his keepers at S.T.A.K.E. headquarters.

Uncanny Luck: Although deceased and zombified, Sitwell still has some



inking of consciousness in him. Although he has no reason to have any Karma, he has demonstrated an uncanny ability to fire his gun or otherwise successfully complete some action with uncanny results. This includes what might normally be considered an impossible FEAT. At the beginning of each mission, he receives 80 Karma points to be spent (the player must announce he is spending karma prior to rolling). However, if the result of the original roll is a critical failure (a roll of 01-10), the something spectacularly awful happens (such as blowing himself up with a rocket-propelled grenade launcher). What specifically happens is up to the Judge.

EQUIPMENT

Although the equipment provided to Sitwell changes from mission-to-

mission, he is normally provided the following on most missions:

Colt Auto (.45) S.H.I.E.L.D. issue handgun: Ex Shooting, 3 areas

TALENTS: Jasper has Marksman and Guns skills and Martial Arts A and E.

CONTACTS: None

ADDITIONAL NOTES

ROLEPLAYING NOTES

Jasper's glasses gave him a very studious air. He appeared soft, although he was anything but. Jasper took his position very seriously and did an outstanding job (until the Deltites got to him). Now that he is a zombie, he has very limited speech (most of his words are just groans), but does exhibit some care for his teammates, especially Dugan.

HISTORY

Jasper Sitwell became a S.H.I.E.L.D. Agent after having been the top student of his class at the S.H.I.E.L.D. Academy. He became Nick Fury's assistant, at one point even filling in for him as temporary Director of S.H.I.E.L.D.

Later, he acted as S.H.I.E.L.D. liaison to Stark Industries. Sitwell was specifically assigned to provide for Tony Stark's safety. During this assignment, he fell in love with Whitney Frost who turned out to be the leader of the Maggia. Stark and Sitwell's relationship became somewhat strained when Stark also became involved in a romantic relationship with Whitney Frost.

Sitwell was later critically injured while protecting Stark and was out of action for some time. Despite their conflict of personal interest, Sitwell was again assigned to protect Stark ironically around the same time Stark renewed his romance with Frost. Sitwell eventually sought revenge on Stark for "stealing" the woman he loved, but ultimately fulfilled his obligations as a noble agent of S.H.I.E.L.D.

When the S.H.I.E.L.D. board of directors was infiltrated and co-opted by the advanced Life Model Decoy called the Deltite, he arranged for Nick Fury to be branded a traitor after Fury got too close to Project: Delta. In Fury's absence, Jasper Sitwell was named the new executive director of S.H.I.E.L.D. In reality, Sitwell was taken away and replaced with another Deltite LMD on the day of his inauguration. The Sitwell LMD continued the Deltite's plots until his true nature was revealed and the Deltite LMDs were all destroyed aboard the SHIELD Satellite. At the time, it was believed that the Deltites killed all their human templates before "encoding" their personalities onto a Life Model

Decoy, and so the original Jasper Sitwell was pronounced dead.

In reality, Sitwell and most of the S.H.I.E.L.D. agents were kept alive in stasis chambers for years. Although they were temporarily brainwashed into being loyal to Hydra once they emerged, Sitwell and the other agents quickly regained their true loyalties and rejoined S.H.I.E.L.D.

Agent Sitwell was one of the many agents who refused to join Norman Osborn's H.A.M.M.E.R. in the wake of the Skrull Invasion. He would join with Dum Dum Dugan to form a mercenary paramilitary group, named the Howling Commandos, which would battle H.A.M.M.E.R., Hydra and Leviathan, alongside Fury's Secret Warriors. One of these many fights sees him lose his friends Eric Koenig and Gabe Jones.

Agent Sitwell also worked with Nick Fury again in investigating the underground activities of Bucky Barnes, the Winter Soldier. During one of the Winter Soldier's missions Jasper was shot dead by a brainwashed Black Widow while protecting Nick Fury.

Sometime after his death, Sitwell mysteriously returned to life as a zombie, and remained under custody at Area 13 by a S.H.I.E.L.D. department called S.T.A.K.E., who failed to uncover the nature of Sitwell's return. He became a member of the Howling Commandos unit led by Dum-Dum Dugan. Sitwell managed to recognize his old friend even though he was mostly a mindless brute.

(See GHotMU Vol 6 for his pre-zombie stats).



Agent Sitwell, pre-zombie

TEEN ABOMINATION

F GD (10)
A GD (10)
S IN (40)
E AM (50)
R TY (6)
I TY (6)
P PR (4)

Health: 110
Karma: 16
Resources: PR (4)
Popularity: -5

BACKGROUND

Real Name: Jamie Carlson
Occupation: Student
Legal Status: US Citizen, with no criminal record
Identity: Unknown to the public
Other Known Aliases: None
Place of Birth: Unknown
Marital Status: Single
Known Relatives: Katrina Carlson (mother); Happy Hogan (father, deceased); Pepper Potts (step-mother)
Base of Operations: S.H.I.E.L.D. Headquarters; formerly Stark Island, San Francisco
Past Group Affiliations: S.H.I.E.L.D.'s Howling Commandos
Present Group Affiliation:

KNOWN POWERS

Body Transformation: Jamie Carlson is able to transform on demand from his normal form into the Teen Abomination form, which provides him the stats above and the abilities/powers listed below. His transformation takes one turn. His normal stats are below:

F A S E R I P
PR TY PR PR TY TY PR

Health: 18
Karma: 16

Armor Skin: Good-rank protection from physical and energy attacks.

Regeneration: Jamie Carlson has Typical-rank regeneration, healing 6 times his Endurance rank every hour (300 points of health per hour, or 1 health point every 2 turns).

TALENTS: Student

CONTACTS: Tony Stark, S.T.A.K.E.



ADDITIONAL NOTES

ROLEPLAYING NOTES

Being thirteen, he has the typical teenage hormones and attitude. However, he is not like the typical teen in that he has the ability to turn into a huge hulking monster. He is still very much trying to figure out his place in the world.

HISTORY

One day when he five years old, Jamie Carlson got sick and his mother Katrina had to take him to her job at Stark Industries, due to being unable to find a babysitter. It was the day of the demonstration of gamma-powered equipment. During the test, the device

malfunctioned and exploded. The accident led Katrina to be fired. Unbeknownst to anybody, Jamie had been exposed to gamma radiation.

When he was thirteen, Jamie was bullied by other teenagers and his skateboard ended up being broken. He returned to his house and his mother tried to console him. However, her attempts frustrated him even more and he transformed into an Abomination-like creature. The physical damage to the house he caused after transforming resulted in an explosion which apparently killed Katrina.

Later, he attempted to use Tony Stark's new Extremis 3.0 released in San Francisco to cure his condition. Unable to do so, he went on a rampage calling himself "Teen Abomination" in order to get Stark's attention. He battled She-Hulk when Iron Man himself intervened. Knocking She-Hulk aside with a single punch, Teen Abomination seemingly decapitated Stark with a strike from a lamp post, but was shocked to discover that Stark wasn't even inside the armor. Teen Abomination was then dispatched with a uni-beam blast followed up by Stark using the armor's helmet to deliver the coup de grace, knocking him out.

Teen Abomination was imprisoned but later broke free and went to Stark Island searching for Iron Man. Stark confronted him, but soon Teen Abomination demanded Stark to listen to him. After being asked what he wanted, Teen Abomination replied that he had tried Extremis, but it didn't work on him, so he was looking for Stark wanting his help. Stark stated that he could use him. Jamie started living in Stark Island in secrecy, where Stark would investigate his condition. As Tony experimented on Jamie, he told Stark his life story. The results of Stark's investigation led to the discovery that Jamie's father had been Happy Hogan.

When Pepper Potts and a digital backup of Tony Stark's mind tried to help the real Stark return to his regular self, they took Jamie in their custody.[5] When Iron Man confronted Pepper and his digital self at Resilient's New York HQ, Jamie sided with Ms. Potts. Stark revealed to Jamie that he had recently discovered his mother wasn't dead, but had suffered a severe head trauma and was recovering at a hospital, causing Jamie to transform back to his human form.

Jamie was later taken in by an unidentified person or organization that fused an electronic chip into his skull that goaded him into becoming a mindless machine for destruction, and later unleashed him to wreak havoc at the Oakland Airport. He was confronted by S.T.A.K.E. operatives Martin Reyna, Jasper Sitwell, and Dum Dum Dugan. Dugan was able to scan Teen Abomination and detect the presence of the chip, and commanded Sitwell to shoot a bullet that punctured Jamie's skull, destroying the chip and neutralizing him. S.T.A.K.E. later took him in to help him recover.

He joined the Howling Commandos on two missions. One, to defeat the Sphinx and the Adversary, and the other, to help rescue Orggo from the Pleasant Hill penitentiary.

VAMPIRE BY NIGHT

F EX (20)
A EX (20)
S EX (20)
E IN (40)
R TY (6)
I EX (20)
P EX (20)

Health: 100

Karma: 46

Resources: RM (30)

Popularity: 5

BACKGROUND

Real Name: Nina Price

Occupation: Media Heiress, movie location scout, adventurer

Legal Status: US Citizen, with no criminal record,

Identity: Secret

Other Known Aliases: None

Place of Birth: Hollywood, CA

Marital Status: Divorced

Known Relatives: Lissa Russell Price (mother); Jack Russell (uncle); Laura Russell (grandmother, deceased); Gregory Russoff (grandfather, deceased); Gregori Russoff (ancestor, deceased); Louisa Russell (ancestor, deceased)

Base of Operations: Area 13, Pine Barrens, NJ

Past Group Affiliations: Howling Commandos, S.T.A.K.E.

Present Group Affiliation:

KNOWN POWERS

Lycanthropy & Vampirism: Like her uncle, Nina is a lycanthrope, and yet, she is also a vampire. Nina's unique werewolf/vampire physiology grants her powers and abilities not possessed by conventional werewolves and vampires. Nina is not undead like other vampires and, mostly human by day, can withstand the sun's direct rays. Once the sun sets, she becomes a vampire and can transform into a large white wolf or an anthropoid werewolf at will. Though she can be photographed while human during the day, at night, like other vampires, her image cannot be captured on film.

During the nighttime, she has the following abilities:

Resistances: Price ignores most physical attacks but not Stuns and Slams. She has Excellent regenerative abilities.

Regeneration: Price has Excellent-rank regeneration, healing 20 times her Endurance rank every hour (800 points of health per hour, or 4 health points every 3 turns).

Enhanced Senses: Her senses of smell and hearing are enhanced, and can track by smell (Incredible rank). Additionally, her sense of hearing is improved, allowing her to hear the

faintest sounds (such as a heartbeat) with Remarkable ability.

Wall-crawling: Price can scale vertical surfaces with Good ability.

Vampire Bite: Price's bite inflicts Typical damage each turn. If the victim is not slain, he or she remains weak (-1CS on all FEATs) until a weekly Endurance FEAT is made, and subject to her telepathic commands.



Hypnotism: Price has the Excellent ability to hypnotize potential victims by staring into their eyes.

Transformation: Additionally, at night, Price can transform herself into either a wolf, having the abilities to bite (Remarkable damage), move at 3 areas, and use Amazing Intuition; or into a wolf-woman, giving her the following abilities:

- *Claws:* razor sharp, with Good Material strength that do Excellent edged weapon damage.
- *Infravision:* see in the dark with Excellent ability.
- *Extraordinary Senses:* Amazing rank. She can track by smell and remember scents previously encountered. She can smell an approaching being within 3 areas, and hear a heartbeat at 1-area range.
- *Running and Jumping:* Poor ground speed (2 areas per turn) for Endurance rank x 5 minutes. She can jump up to two stories straight up or across.
- *Invulnerability:* Amazing resistance to all forms of physical damage except that caused by silver weapons. She is still vulnerable to effects of Slams or Stuns. If injured, she cannot have her Endurance reduced below Feeble except by silver weapons.

LIMITATIONS:

Blood Dependency: She must drink mammalian blood or suffer from weakness (-1 CS on all stats per two days). If any single statistics is reduced to 0, she will go into a coma - the only way to awaken is if someone voluntarily gives her blood. If she spends two days without blood, she becomes pale and anemic, and must make a Psyche FEAT roll upon seeing a bleeding person (e.g., someone with a cut). If she fails, she automatically attacks and tries to drink from them! She gets a Psyche roll each round to recover.

Silver Vulnerability: Each hit by a silver bullet or edged weapon requires her to make an Endurance FEAT roll. A Red or Yellow result is a "kill."

Her daytime stats are as follows:

F A S E R I P
GD TY PR GD TY GD EX
Health: 30
Karma: 36

TALENTS: Languages (Italian & French), Heir to Fortune, Business/ Finance.

CONTACTS: Werewolf by Night (Jack Russell), S.H.I.E.L.D.

ADDITIONAL NOTES

ROLEPLAYING NOTES

Nina is fairly new to the adventuring game, and has yet to quite figure out not only her abilities, but also her place in the world – monster, animal, or woman.

HISTORY

Through her mother's bloodline, Nina became part of a long family curse. This curse had originated with Nina's 18th century ancestor Grigori, who had been tainted by the Darkhold, a grimoire of black magic, and was subsequently bitten by a werewolf who served Dracula. Because of this, all the descendants of Grigori were cursed to become a werewolf upon their 18th birthday. Nina's mother Lissa Russell was a victim of the curse until an altercation with a sorcerer named Glitternight altered her standing and she was freed from being a werewolf. Lissa then married a wealthy business tycoon named Mr. Price and gave birth to Nina. Although her mother was able

to alter the curse's path against her, the curse continued its course to Nina. At some point Nina was attacked by a vampire who attempted to change her into the undead. This attack altered the curse for Nina somewhat and caused her to become both werewolf and vampire in one. By day Nina Price seems to be a normal human, but once the sun goes down she becomes a vampire. Due to the werewolf's bite, Nina became a white wolf during the full moon, and she used her father's money and status to reserve a zoo or park, in which she would cage herself until the full moon was over and she was no longer an animal (so she would not hurt innocents). However, Nina had no problem using her supernatural abilities to harm criminals, as she found them acceptable targets for her vampiric thirsts, feeding on rapists and thieves once the sun went down.

Falling in a trap set by S.H.I.E.L.D. during an adventure with her uncle Jack, Nina soon after became a reluctant member of Nick Fury's Howling Commandos. Working at a secret military installation called Area 13, Nina was placed as part of a supernatural team working for the government set to handle situations that dealt with more of the macabre side of life. During her time there she was partnered with another werewolf named Warwolf (real name Vince Marcus) and fellow vampire Lilith, the daughter of Dracula.

F EX (20)
 A EX (20)
 S RM (30)
 E RM (30)
 R GD (10)
 I RM (30)
 P GD (10)

Health: 100
Karma: 50
Resources: GD (10)
Popularity: 20

BACKGROUND

Real Name: Martin Reyna
Occupation: S.H.I.E.L.D. agent
Legal Status: US Citizen, with no criminal record
Identity: Known
Other Known Aliases: None
Place of Birth: Unknown
Marital Status: Unknown
Known Relatives: None
Base of Operations: Area 13, Pine Barrens, NJ
Past Group Affiliations: None
Present Group Affiliation: Howling Commandos

KNOWN POWERS

Warwolf Gauntlet: There is a warwolf gene package embedded into Martin's mechanical arm, which has the capability to turn Reyna into a wolf-like form on demand. It takes one Turn for him to turn from man to wolf.

Reyna's human statistics are:

F A S E R I P
 GD GD GD GD GD TY TY
Health: 40
Karma: 22

When Reyna transforms, he takes on the form of a traditional "wolf-man," resembling a man with fur and pointed teeth. Reyna is capable of speech in this form.

The gauntlet is of Remarkable material strength, but Reyna does not have any fine motor-skills with it (i.e., he cannot fire a gun with it). It provides him with the following abilities:

Claws: Reyna has razor-sharp claws and teeth which can inflict up to Remarkable Edged damage. The claws (only on his left hand) are of Good Material Strength.

Infravision: Sees in the dark with Excellent ability.



Extraordinary Senses: Amazing rank. He can track by smell and remember scents previously encountered. He can hear a heartbeat at a 1-area range and smell an approaching being within a 3-area range.

Running & Jumping: Poor ground speed (2 areas/round) for up to a half hour. He can jump up to two stories straight up or across.

WEAKNESS

Bloodlust: As a side-effect of the transformation, there is a chance that Reyna can be overcome by a bloodlust. During battle, if he takes more than 20 points of damage, he must make a Green Psyche FEAT, or be overcome with Bloodlust. He will savagely attack any enemies, starting with the one that caused him the damage that triggered the bloodlust. He is unable to pull punches, or cause less than maximum damage in his attacks.

Each turn, he may try and make another Psyche FEAT, which he must make a Yellow success roll in order to snap out of the bloodlust.

TALENTS: Like many S.H.I.E.L.D. agents, he has Guns, Marksmanship, Martial Arts A, and Detective skill.

CONTACTS: Reyna can call upon many of the Howling Commandos for assistance.

ADDITIONAL NOTES

ROLEPLAYING NOTES

While Reyna may be self-serving and very interested in moving up in the S.H.I.E.L.D. organizational structure, he also has a sense of honor and repays his debts. He does have a bit of an ego, being selected for the Warwolf program above many others.

HISTORY

Martin Reyna is a S.H.I.E.L.D. agent in charge of Area 13's Special Threat Assessment for Known Extraneormalities (S.T.A.K.E.), a division of S.H.I.E.L.D. in charge of dealing with supernatural events.

He was also working with Dr. Paul Krave on secret projects (including studying a captured and sedated Dracula), which he feared the returned Dum Dum Dugan would discover sooner or later, for which both decided they had to get rid of Dugan before he discovered them.

However, after Reyna was saved by Dugan, he sided with Dugan against the continued captivity and study of paranormal creatures, such as Teen Abomination, Glyph, and Man-Thing. He has since accepted Dugan as the head of the Howling Commandos.





OVERVIEW

Area 13 is a secret U.S. government facility, now used as the headquarters of the smallest division of S.H.I.E.L.D., known as S.T.A.K.E., which stands for Special Threat Assessment for Known Extra-normalities. Its primary purpose is to house dangerous creatures, both supernatural and otherwise.

THE AREA

Area 13 is located in a heavily wooded and remote area in the Pine Barrens of south New Jersey, west of Atlantic City.

DESCRIPTION

This facility is large, and contains multiple buildings, each with several levels.

NPCs

S.T.A.K.E. Headquarters is home to numerous agents and scientists, plus a few occult specialists to provide specific assistance on supernatural matters. A typical S.T.A.K.E. Agent is listed below:

S.T.A.K.E. Agent

Various

F A S E R I P
 GD TY GD GD TY GD GD

Health: 36 Karma: 26

Resources: TY Popularity: 0

Appearance: Dressed in typical S.H.I.E.L.D. body armor.

EQUIPMENT:

Body Armor: Good protection versus physical attacks and energy.

Weapons: They can select from any of S.H.I.E.L.D.'s typical stock of weapons, as well as possibly be issued special weapons based on intelligence on the current mission.

Talents: Guns, Martial Arts A

Story Function: S.T.A.K.E. agents can provide back-up on snatch-and-grab missions, or act as cannon-fodder against rampaging 50-foot creatures destroying downtown Las Vegas.

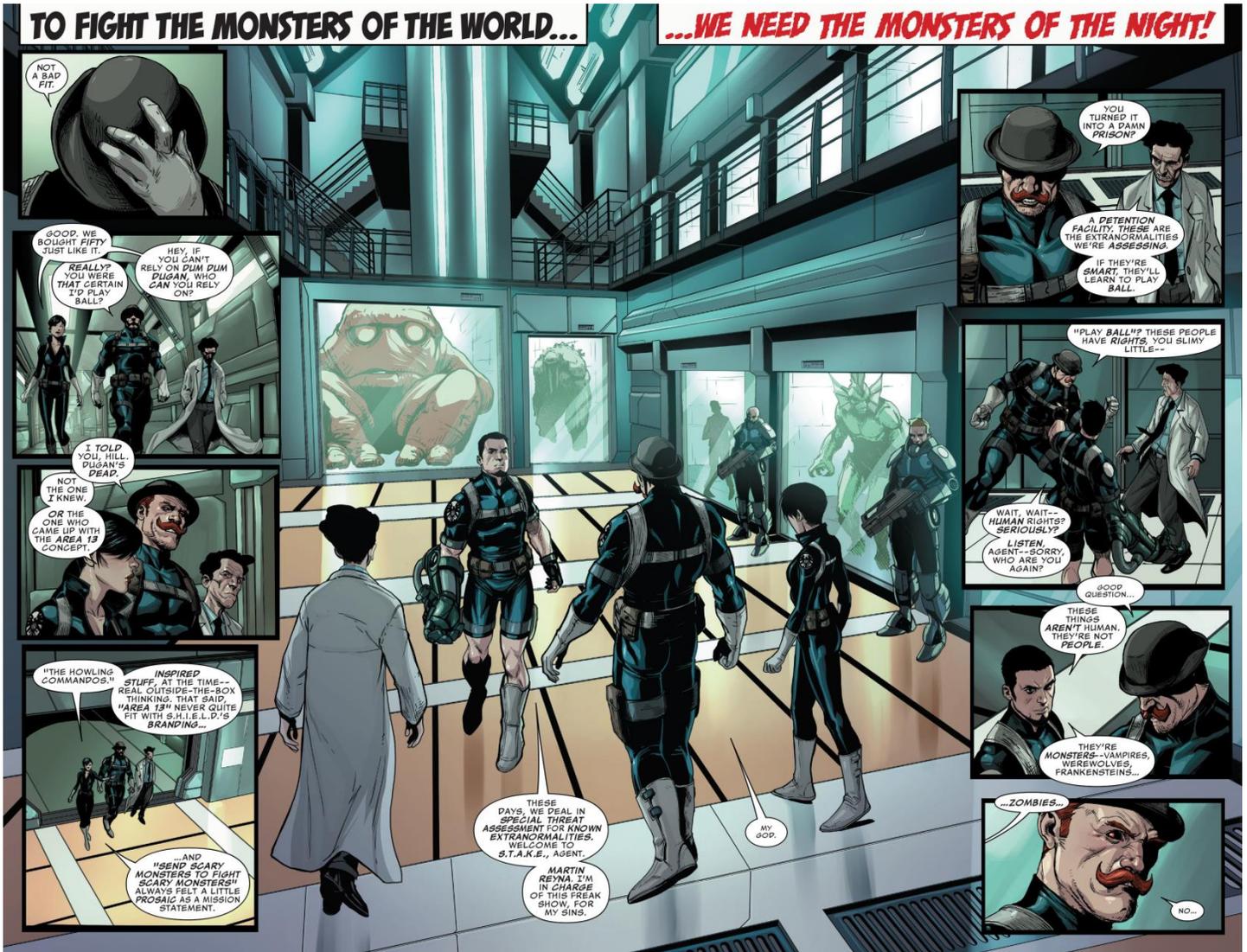


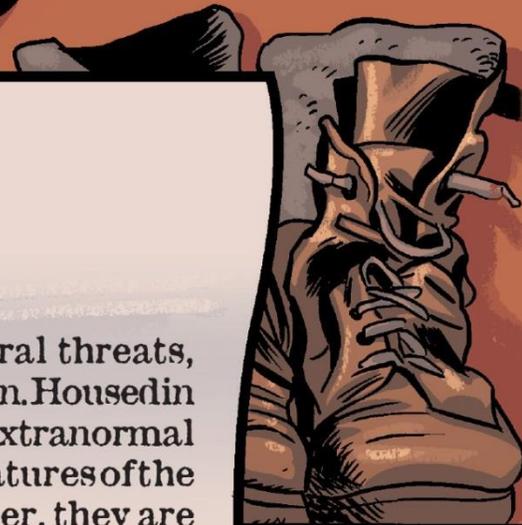
Captured beings are given the option to either work as an operative with the Commandos, which came with certain "walking around" privileges, or to be kept in continuous isolated containment at Area 13. While the Commandos' roster often fluctuated to meet the needs of the mission, a core group of operatives soon emerged: Nina Price, the Gorilla-Man, the Living Mummy, Frank, the Zombie, and field commander Vic Marcus, codename Warwolf. Additionally, the team outfitted the monstrous Grogg with advanced technology that allowed the dragon to serve as a living transportation vehicle, piloted by S.H.I.E.L.D. operative "Buzz" McMahon. This team, under the leadership of Dugan and his second-in-command Bradley Beemer, completed many missions for S.H.I.E.L.D., utilizing the "horror, shock and awe" of their unique operatives.

The Howling Commandos are a revolving group of specialists and creatures that are either members or "guests" of S.T.A.K.E. Membership of the Howling Commandos has included:

- Abominable Snowman
- Brother Voodoo
- Blade
- Clay Quartermain
- Dimensional Man
- Dragoom
- Fangu
- Frank
- Glob
- Glyph
- Golden Gator

- Goom
- Gorilla-Man
- Grogg
- Groot
- Hellstrom
- It, the Living Colossus
- Joshua Pryce
- Lilith Drake
- Living Mummy
- Sasquatch
- Vampire by Night (Nina Price)
- Warwolf (Reyna)
- Zombie (Garth)





In order to defend the world from supernatural threats, S.H.I.E.L.D. has established the S.T.A.K.E. division. Housed in a bunker deep below AREA 13, S.T.A.K.E. uses extranormal operatives for secret missions dealing with creatures of the night and dark forces of the unknown. Together, they are **THE HOWLING COMMANDOS OF S.H.I.E.L.D.**

