

# Dr. Frieda Bauer

Born: 1919, Leiblfling Østrig

Gender: Female

Nationality: USA -former Austria

Rang: Chief scientist, SSR New York



*You push your glasses back up your nose, a gesture that happens automatically when you get nervous or confused. You often get nervous or confused, and it annoys you terribly. You were the youngest woman to ever receive a masters degree from the technical university of Vienna, at 16! You have a doctorate in high-energy physics, and another in cosmologi. You have, under enormous personal risk, acted as a double agent*

*for SSR deeply embedded in HYDRA during the War. And yet, when some...grunt who spent the War lobbing grenades and firing guns offers you a drink, your glasses slide down your nose. Or... They don't even do that. Your stupid, idiotic, ridiculous fingers just think it is important to push your stupid, idiotic ridiculous glasses back up your nose!*

Frieda Bauer was born in a small village in the Austrian alps. Even as very young, it was obvious to her teachers that she had an eceptionally good head, especially for natural sciences. She entered an accelerated course of studies, and was, in 1933 enrolled at the Austrian university of technology, at age 14. She made a meteoric career, and quickly became a respected scientist. In 1938, while Frieda was doing research in high energy physics and theory of relativity, examining how time and space acts under extreme energy conditions, an American scientist came to visit. Howard Stark gave a lecture at the University, and Friedas life changed dramatically. Stark invited her for hot chocolate and Apfelstrudel. Stark was famous, a notorious womaniser, and very, very charming, so Frieda had to push her glasses up her nose quite a few times during the meeting. As it turned out though, Starks intentions were honourable, and much more dangerous than just idle flirting.

*Stark looks around, to ensure that noone are following your conversation. "It's called SSR. Strategic Scientific Reserve. The War is coming Miss Bauer, and you know who we're going to fight. Herr Hitler has no intentions to stop at the Sudeterland. Austria will be next, then the rest of Europe. We hope that you, miss Bauer, will help us?"*

*You become aware of your finger having stopped on the ridge of your nose, mid-glass-adjustment manoeuvre.*

*Your hand moves slightly to fast away from the glasses, and almost knock over your mug of hot chocolate. "Are you suggesting I defect? Run away to America with you?"*

*He bites his lower lip, looking a bit embarrassed, even ashamed about something.*

*"No Miss Bauer. that is not exactly what we had in mind...."*

After the annexation of Austria into Nazi Germany, Frieda joins the Nazi weapons research division called HYDRA, commanded by Johann Schmidt. At that time, she has already chosen her side: She keeps contact, through technical gadgets, spies and other double agents, with SSR. Throughout the War, Frieda works as a double agent for SSR and supply informations to the USA. She works closely with Dr. Armin Zola, a brilliant, but insane scientist. Towards the end of the War, HYDRA breaks ranks with the thousand year Reich. Frieda manages to to bring essential information to SSR, and help Captain America penetrating the HYDRA stronghold and to thwart Schmidts insane plot to bomb the US east coast.

*"On behalf of a grateful nation, I hereby award you the Congressional Medal of Honor"*

*You still remember the Presidents words. You were proud, and it didn't matter so much to you, that*

your Medal would never be mentioned in history books, because your work still, after the War, was classified. You were given a posting in SSRs scientific division in New York, and quickly, everything changed. You were a highly decorated officer in SSR, but now that the war was over, you were a woman before everything else, and women make the coffee; Write the meeting minutes; Look pretty, but do not speak unless spoken to. It was less pronounced with the other geeks in the lab, maybe because their work was also disrespected, when compared to the big dashing SSR field agents: All of them decorated war heroes, all of them veterans from Anzio, Normandy, Guadalcanal and Iwo Jima.

In the lab, your brain and your knowledge wins you respect, and in time, you've managed to eke out some grudging respect even from the field goons.



**Strengths:** You are highly intelligent. You are one of the world's leading researchers in quantum physics and high energy physics. You understand advanced technology.

**Weaknesses:** You easily become flustered and seem confused. You react badly to stress and pressure, even though you are very brave.

**NOTE:** It is still classified, that you were a double agent during the War. Almost nobody knows this, even in your team.

## The others



**Mitch "Sparky" Johnson** is your favourite colleague. He is really bright, with a natural almost intuitive talent for technology. He is self-taught, which only makes his abilities even more impressive. If he received formal training, from a real university, he could go very far indeed. You know he fought in the war, even though he was very young.



**Kelly Blonsky** is a bully, but also a good soldier. He scares you sometimes, because violence seems so natural for him. On the other hand, you understand that men like him got shot at during the war, and that there still, even now, in your line of work is a need for people fluent in violence. You're happy he's on your side: He might as well have become a gangster.



**Keith Carnaby** is your commanding officer. He gives the orders, and you're happy with that. He looks exactly like what he is: A British special forces officer. He has fought in every theatre of the War, in Burma, China, Africa and Europe. He often seems like an eccentric British snob, but you know he is equally deadly with a silenced gun, a knife or his bare hands. You believe he knows that you were a double agent during the war, but you haven't talked about it.



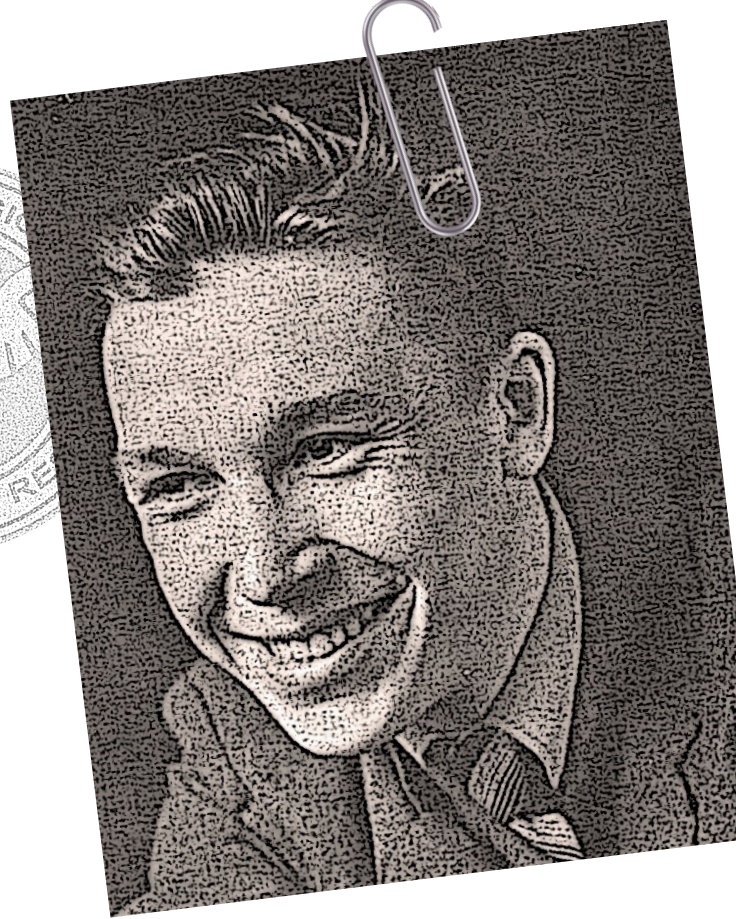
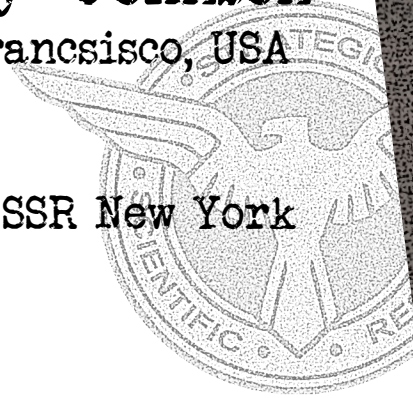
# Mitch "Sparky" Johnson

Born: 1922, San Francisco, USA

Gender: Male

Nationality: USA

Rank: Field tech, SSR New York



*You have a quick look around the workshop. One of the officers reach out for some machinery on a workbench.*

*"Don't touch that!"*

*He freezes. He outranks you, but he knows when to listen to you. You examine the machine, and the wires leading to it.*

*"HYDRA have been busy". The officer looks over your shoulder while you explain. "It looks like a kind of energy weapon, sort of like the ones we've seen on HYDRA tanks, but they might be working on a portable version. See this wire? It leads to this backpack, this energy cell... like a battery!" You can't hide your excitement. "You realise what this means?"*

Mitch has always enjoyed tinkering with technical stuff. Before the War, he landed an internship at Stark Technologies, working with some of the worlds foremost electrical engineers. He didn't know it at the time, but he had apparently managed to catch the eye of Howard Stark himself, because, as the War broke out, Stark recruited him to a secret division he had co-founded: SSR: The Strategic Scientific Reserve. Stark believed this war would be won in the labs as much as on the battlefields: That this would be a race between SSR and HYDRA, Nazi germanys top secret weapons division.

*"In a race like that, we will need sharp scientific minds, engineers and technicians. Some will work at home, far from the front, while others..."*

*Mr Stark hesitates briefly.*

*"I get it Mr Stark"*

*"Howard, call me Howard, kid"*

*You blink, surprised, then smiling broadly you continue "Others will need to work from the front, analysing HYDRAs work on the spot, Guys that get the tech, but are young and in good shape, able to be at the front. Guys like me!" You see on his face that you guessed right.*

*"Exactly kid! You'll be surrounded by some really tough roughnecks. When the bullets start flying, your job will be to duck and cover and let the roughnecks do their job. When we seize HYDRA tech or labs, it will be your job to analyse them in the field"*

When Mitch returned to the States after the war, he was offered to stay in SSR, which now deals with counter espionage on American soil. He gladly accepted the job, and is now technical specialist at one of SSRs teams in New York. He spends quite a lot of his time in the lab, or the workshop, tinkering with gadgets and gizmos that can help the field agents. He works with miniature radios built in to wristwatches, spy cameras hidden in a packet of cigarettes, guns with tranquilizer darts and stuff like that. He loves his job, and adores in-

venting and building all kinds of devices the field agents can use. He also often joins the field teams.



**Abilities:** You can improvise primitive tech, juryrigging a carbattery, a spool of copper wire, a couple of empty cans and some chewinggum into a peimitive radio. You have a bag of gadgets with you everywhere you go, and once during the scenario, you can pull out a gadget. It must be plausible for 1948, but feel free to think old-school James Bond gadget.

**Weaknesses:** You get overconfident and want to show yourself as a "real man", even though it would often be smarter to let others take the fight for you.

## The others



**Dr. Frieda Bauer** is a strange one. She's a kraut... or... technically she's Austrian, but you know she worked for HYDRA during the war. How she, as former HYDRA, managed to land as important a job as this, you have no idea. On the other hand she is brilliant, and you readily admit she is way smarter than you. She seem nice enough, if a bit nerdy, and... quite pretty really.



**Kelly Blonsky** is one of the roughnecks Mr Stark was talking about. You know that he has a bunch of medals from the War, and that he was a scout for Captain Americas legendary "Howling Commandos". You know you ought to see him as a true American Hero, but you always see a bully first. At least he's a bully on your side....



**Keith Carnaby** is your commanding officer. He gives the orders, and you follow them. Mr. Carnaby has at least as many medals as Blonsky, and as opposed to Blonsky, Mr. Carnaby is a true gentleman. A british gentleman even! You are happy that Carnaby is in command. You still haven't seen him loose his cool, or even be fazed over anything.



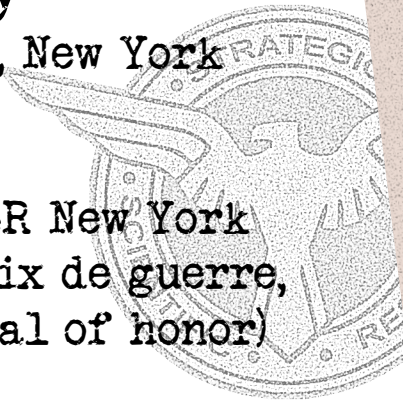
# Kelly Blonsky

Born: 1915, Queens, New York

Gender: Male

Nationality: USA

Rank: Sergeant, SSR New York  
(purple heart, croix de guerre,  
congressional medal of honor)



*You raise your left hand and make a fist. The squad behind you silently take a knee, taking cover. You squint, and try to figure out what the threat is. Your danger sense has saved you so many times by now, that you don't even second guess it anymore. Something, somewhere down that road, is lying in ambush to kill you and your squad. You lift your rifle, looking through the scope. A crossroad, low hedges along the road. A burned out husk of a house, smoke still rising from the rubble...no... from BEHIND the rubble! You throw yourself to the ground just as the HYDRA tank roars through the house in a cloud of rubble and dust. Your comrades open fire, but their light weapons are useless against the tank. Even an ordinary tank is hard to crack open, but HYDRAs advanced tanks are completely impossible. They only have one weakness.... As bullets whistle past you, and your friends die around you, you slowly exhale. You find the drivers window: A chink in the armor, 1 inch tall, 5 inches wide. Behind, you can just make out the drivers face. You take aim between his eyes, and slowly squeeze the trigger.*

Kelly Blonsky was born in New York City, a child of polish immigrants. He grew up in Brooklyn, and like many young men during the depression had to choose between lucrative crime or the law. Blonsky chose the law, and the police. When Germany invaded Poland, Blonsky joined the military, and ended up in the airborne 101. After D-Day, he was recruited for a new unit, called "The Howling Commandos": A small elite unit led by none other than Steve Rogers, better known as Captain America. Blonsky became the sniper pointman of the unit, due to his extreme marksmanship with a rifle, and his uncanny instinct for spotting threats.

The Howling Commandos fought as the armed branch of SSR , Scientific Strategic Reserve, against their Nazi counterpart, HYDRA. After the war, it was natural for Kelly to continue as an active field agent in SSR.

*The Mafia enforcer tries to stab you with his fancy switchblade. You see the attack coming, and easily counter it. You grab his hand, pin his arm on his back and push him up against the wall. The whop bastard gasps in pain and drops the knife.*

*"We asked you's a question Joey". Your voice is low, almost polite-like. You twist the mans arm harder, one little jerk with each word.*

*"Who. is. you's. selling. SSR. tech. to.?" Joeys arm gives in with a sharp snap. It isn't the first arm you've broken. You don't let go of the arm, but keep the pressure up.*

*"AAAAAAAAAAAAAAAAARRRRR FUCK YOU!! ARRRR LEVIATHAN!...they calls them self Leviathan... Fuck you've broken my ARM!!"*

*You look to your boss, who nods "That will be enough. Get some cuffs on him and bring him to the base."*

After the war, some of the other howling commandos remained in Europe, hunting down the final HYDRA cells, or solving tasks for SSR when US boots are needed on the ground. Blonksy returned as the war ended, and was accepted into a new role in SSR. His abilities as a combat soldier are still relevant in SSR: There are still skulls that need to be smashed together, and SSR often need men capable of taking care of themselves and other agents, especially the geeks. Sometimes, even skirts get to join active operations. But someone needs to protect the others, and someone needs to take out the human garbage. Sometimes, a suspect needs to be roughed up a bit and sometimes, someone needs to pull a gun or some of the bigger weapons in the SSR armory. Blonksy is perfect for those kinds of assignments.



**Strengths:** You are an exceptionally experienced soldier. You have an uncanny ability to spot an ambush, and you have several years of uninterrupted combat experience. Everyone on your team are veteran soldiers, but you are without a doubt the most experienced.

**Weaknesses:** You resort to violence a little too easily, a little too readily. You seem intimidating and scary to others. Maybe you never fully returned from the War?

## The others



**Mitch "Sparky" Johnson** Sparky is a good kid. He tinkers with technology and such. He'll grow into a real man someday you're sure, if he lives long enough. Sadly, you've seen too many kids like him die during the war. Too eager to show their worth and courage, while they were too young and stupid. You know Mitch is scared of you, but if that will help him stay alive, so be it.



**Frieda Bauer** is Austrian, and she worked for HYDRA during the war. The top brass has, for reasons way above your paygrade, decided to let her work here, for SSR. She does some sort of science malarky, some times working closely with Sparky. When you find some Weird Shit in the field, you hand it over to Bauer, and she figures out what it is. Major geek, and rarely in the field thank God. Pretty enough, when she occasionally smiles.



**Keith Carnaby** You have had plenty of officers telling you what to do during the war, some good, some bad. You've even been under the command of Captain America himself. Still: There is no one whose orders you'd rather follow, than Carnaby's. He might be a British snob, but he is one hell of a good officer and soldier.



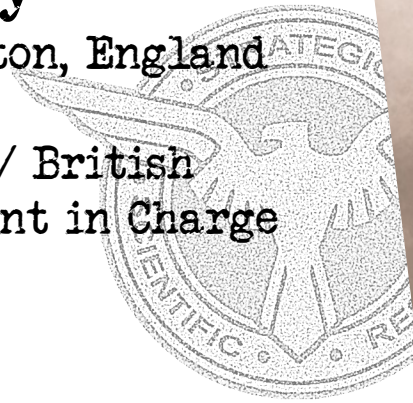
# Keith Carnaby

Born: 1907, Brighton, England

Gender: Male

Nationality: USA / British

Rank: Special Agent in Charge



*The milk spreads in a pleasant cloud in your cup. You stir the scalding hot tea slowly, until the milk is fully diluted, then meticulously tap the spoon against the rim of the cup. You look up at your boss, colonel Phillips.*

*"I see sir. So, I am to operate 500 kilometers...*

*300 miles behind enemy lines, with a small squad. We parachute in, infiltrate a base manned with a battalion of HYDRA fanatics, sabotage the base, avoid capture by said battalion of HYDRA, not to mention the rest of the armed forces of the third reich, and extract ourselves back to allied lines. Oh yes, and it is highly likely that one or more of my men are HYDRA double agents?"*

*Phillips looks you straight in the eyes. He nods, and pushes the mission folder to you. It is, as all the countless other mission folders you've seen, marked "Top Secret".*

*"If you'll allow sir, I believe I shall take you up on that brandy you so kindly offered before"*

Keith Carnaby was a captain in SOE, when he was recruited by Colonel Phillips, to become part of SSR: The Scientific Strategic Reserve, shortly after the Americans joined the War. Since then, his War has been against HYDRA, Nazi Germany's weapons research program, and the counterpart to SSR. Carnaby has a tendency to get involved in the most dangerous, most insane operations, which he always faces with British stoicism and a stiff upper lip. He has worked deep undercover, and apart from the King's English, is fluent in German, Russian and Italian. He is an expert in light weapons, demolition and guerilla tactics.

*The Gestapo officer across the table from you, suspiciously looks at your fake SS uniform. "Düsseldorf? I studied in Düsseldorf! What was the name of that café by the townsquare? you know the one I speak of ja? Where all the students met for Fassbier?"*

*You smile at him, while you fish out a cigarette from a crumpled pack, and light it. "You are without a doubt thinking of 'Zum Wilden Hirsch'" you reply, in perfect German.*

*He nods, smiling broadly, and spreads his arms to the side "You are perfectly right Herr Major.... Zum Wilden Hirsch.... However could I forget? And dear Frau Walder, of-*

*fering credit to students if they would sing a song!"*  
*You smile warmly back at him, as you put your lighter back in your pocket, and slip out your silenced pistol, pointing it at him hidden under the table.*

After the War, you moved back to England briefly, to work for MI6, but Colonel Phillips persuaded you to go to the USA and lead the newly created SSR taskforce. Your assignments brings you into contact with the weirdest of weird things, both high tech threats from remnants of HYDRA, or the USSR, and other threats of unusual character.



**Abilities:** You are fearless and unfazeable. You have seen crazy insane stuff in the war, and nothing surprises you anymore.

**Weaknesses:** You are a snob, and you have trouble letting others decide.

## The others



**Mitch "Sparky" Johnson** Sparky is a good lad, with an impressive talent for technology. You know that Stark offered him a job after the War, but he still chose to serve his country as an SSR agent. You know the lad has guts: You've seen him in combat in France and later on in Germany, but he was always surrounded by some of the toughest soldiers in the European Theatre of operations, so he always felt he had something to prove. He might still feel that. It is important to keep him in check, so he doesn't do something impulsive.



**Kelly Blonsky** is one of the best combat soldiers you have ever met. He has an uncanny instinct for sniffing out an ambush, and a natural talent for violence. Men like him are damned useful in a war, but often sink to the bottom in times of peace, either as criminals or as drunks. Thank God, Blonsky ended up serving the USA and SSR. You really would not like having him as an opponent.



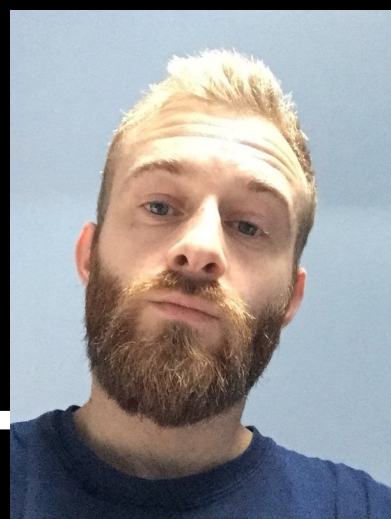
**Frieda Bauer** is a brave, but somewhat insecure nerdy girl. You, as one of the few people in the world, know that she spent the war as a double agent, working as a HYDRA scientist, while feeding intelligence to SSR. She exhibited exceptional courage for a woman, and is a true credit to her sex. You respect the work she did, but fieldwork is mens work. Now, that the war is done, she has received a more suitable position as a researcher at SSR.



Agent : **Björn Karlsson**

Born : **12/6 - 1983**

Specialty : **Tech support**



**S.H.I.E.L.D.**

*"Just imagine! Androids, so hard to distinguish from people, that you could use them as decoys for high value VIPs!"*

*Your boss looks at you sceptically over the rim of her sunglasses. She has no vision, boring, dull, conservative, uptight. Why did you even approach her? As if you didn't already know what her answer would be.*

*"Björn, You're a brilliant engineer, and SHIELD is lucky to have you, but you simply MUST learn to focus your abilities in the direction we point you. There are significant reasons the LMD program was terminated!"*

*"What reasons? I mean, I know the program originated from project Paperclip, so I guess some horrible Nazi scientist during World War II invented it, but that doesn't mean the tech isn't useful?"*

*The boss' eyebrows shoot up "Specialist Karlsson, you are not cleared for access to Project Paperclip!"*

*"Ah yes..... that reminds me... I'd like to officially report that I've found a serious security vulnerability in the SHIELD archive mainframe...."*

Björn is a techie. He has loved tech since he, at the age of eight, dismantled the microwave, to figure out how it worked. He was scolded for the the burnmarks in the the kitchen, but from there, his path was clear. He started as a young man on the Stockholm institute of engineering, and quickly became a straight A student.

After receiving his PhD, he emigrated to USA, where big tech companies lined up to hire him. He ended up signing up with SHIELD, at a much lower salary, because SHIELD can give him access and budgets none of the tech companies can. Björn is ready to change the world. Some times, he is so ready to change the world, that he is willing to take chances, and bend or break ethical rules. All in the service of progress and science of course.

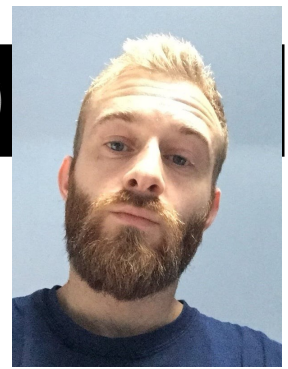
*Bullets impact the car you hide behind. Glass splinters from the shattered windows shower you, and you duck down reflexively, while you desperately rip you bag open. Next to you, Tyrone grins and flips the safety of his gun. He pops up, and quickly squeezes of two rounds, before a new salvo of automatic fire forces him down again. "Fuck... I got one of them, but I can't spot the other"*

*You finally clear the drone from the bag, flip the on switch, and toss it into the air. It snaps into the upright position, jerks upwards and starts moving in a preprogrammed evasive pattern. The drone's camera sends a high resolution video feed to your phone, and you show it to Tyrone. "The OTHERS...One behind the Buick, and another under the truck over there. I can take out the guy under the Buick...or .. I mean.. Dora can" Tyrone glares at you, disbelieving "You named your combat drone Dora?"*

Björn is a technical specialist in SHIELD. This means he spends most of his time in one of SHIELDS many technical workshops, or in front of his computer programming into the small hours of the morning. He has built a bunch of technical gadgets, all making life easier for SHIELD field agents. He is also sometimes in the field himself, although he prefers spending time in the lab or the workshop.



# S.H.I.E.L.D.



**Abilities:** You have a backpack full of **technical gear** with you. You can **pull a gadget** out of the bag twice during this scenario. It can't be magical, but otherwise, can be anything that would plausibly fit in a backpack.

**Weaknesses:** You **don't follow rules or regulations** you don't feel make sense. Good and evil, right and wrong is mostly just points of view...

## The others



### Special agent in charge: Elizabeth Carnaby



Elizabeth Carnaby is your commanding officer. She calls the shots and gives the orders, and she actually does a great job. Sometimes you interpret her orders as well as SHIELD general regulations a little loosely, which has led to a few conflicts between you. Overall though, you're happy she's giving the orders. And.. she's honestly pretty easy on the eye..



### Weapons specialist: Tyrone Isaacs



Tyrone Isaacs is your weapons specialist. This means, that he's the one kicking ass when there are asses that need kicking, which surprisingly often is the case. He is a soldier through and through: Pushups, running, training, endlessly assembling and disassembling weapons. Orders are like the word of God almighty to him. You been in more than one tight spot with Tyrone, but you have never seen him scared, not even when bullets are flying around his ears. Tyrone is a good guy, all round, and you are happy to call him your friend.



### Science specialist: Andrew Clark



Andrew Clark is your scientific colleague. He is incredibly intelligent and holds at least two doctorates. You enjoy discussing tech and science with him, and care a lot for him as a colleague and friend. He is much less uptight around rules than the others. Andy is kind of a nerd, but I mean... so are you



Agent : **Andrew Clark**  
Born : **21/3 - 1984**  
Specialty : **Science support**



**S.H.I.E.L.D.**

*You grab another bite of the sandwich, then pause as Elizabeth disgustedly eyes you. "MUST you eat right now?"*  
*You look back at her, nonplussed. You follow her gaze to the mutated corpse on the operating table, and grin at her apologetically*  
*"Oh... I haven't had time for lunch yet.. Sorry Boss" You grab another quick bite, put the sandwich down, and pull on a pair of surgical gloves.*  
*"So... It's obviously a Chitauri, one of our out of town friends from the Battle of New York. For some reason, this guy survived for years after Cap closed the portal" There's a short uncomfortable silence in the room, while you all remember Caps sacrifice.*  
*"Tyrone had a lucky shot" Tyrone clears his throat behind you "I mean.... Specialist Isaacs demonstrated exceptional skill in scoring a hit to this guys left orbital. .. left eye".*  
*You wipe some goo of your hands in the green surgical apron, and absentmindedly pick up the sandwich again. "Of course, the REALLY interesting question here is, why did THIS guy survive, when all the other Chitauri soldiers just collapsed like puppets with their strings cut?"*

It was obvious, already from a very young age, that Andrew should work with science and technology. Fresh out of highschool, he was accepted at MIT, and then moved to CalTech for his PhD in physics, specialising in Cosmology. He is deeply fascinated by the concept of time travel, and has read just about everything there is to read about the subject, even studying papers most people consider controversial.

He is especially fascinated by the highly classified research of Frieda Bauer, an SSR research scientist from the 50's. Dr. Bauer, an Austrian citizen, apparently worked for HYDRA during the second World War, but all her files from during the war are sealed. After the war, she worked for SSR in New York, and developed a fascination around 1950, for time travel. She wrote a long series of papers, none of which were published, but instead were buried deep in the confidential science library of SSR.

*You squint suspiciously, and cock your head "It didn't do that before, did it?"*  
*Elizabeth raises an eyebrow and peers at you over the rim of her extra large starbucks teacup "Did what?" You look at the device you just got your hands on. A number of oddly shaped holographic shapes are hovering just above the the flat part of the artefact, the part you believe to be the user interface. The leftmost shape changes periodically. There's five of them. One of the shapes disappear, and the others keep changing in the same tempo. "Just like a..... F..."*  
*You stare at Elizabeth "Get everyone out of the building! Right now! It's a countdown!" Björn, your closest colleague, leans in over the device, peering curiously at it "A countdown to what?" "Let's not find out! Help me disarm this damn thing!"*

Andrew is rarely doing field work with the other agents on his team. His skills are much more valuable in the lab, or in the workshop, where he does everything from performing autopsies on aliens to analysing advanced tech. He HAS been in the field a few times, and has even



# S.H.I.E.L.D.



patched up a few field agents when they've taken a bullet. Andrew is easily fascinated and distracted by scientific conundrums, and loves solving them.

**Abilities:** You understand and develop **advanced technology**. You can **quickly formulate theories**, even about topics outside your area of expertise.  
**Weaknesses:** You are **easily distracted** and fascinated by exciting problems. You **tend to panic**, especially in dangerous and stressful situations.

## The others



### Special agent in charge: Elizabeth Carnaby



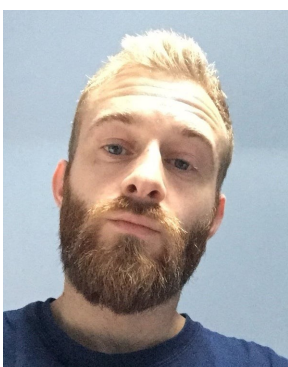
Elizabeth Carnaby is third-generation SHIELD. Her father and grandfather both served in SHIELD before her, and she has already had an impressive career herself. She is your Special Agent in Charge, meaning she's your commanding officer. She is very by-the-book, which often causes conflicts with Björn. She is a really good leader: She listens to you and to Björn, and you're happy that she's the one calling the shots.



### Weapons specialist: Tyrone Isaacs



Tyrone Isaacs is your close combat specialist. He is a big black man, extremely fit, kind, and capable of killing a man in 37 different ways without making use of guns. You're really glad he's on your side. He calls you and Björn "the geeks", but you know he means well. He sees it as his job to keep you safe, and you are not in doubt that he would give his own life for you without hesitation, if it was necessary. It's a strange feeling.



### Tech specialist: Björn Karlsson



Björn Karlsson is your closest colleague. He is your technical specialist, which means that he is responsible for the team's gear. He isn't very good at following orders, to put it mildly, and he has a tendency to violate all protocols and rules. Despite that, he is very good at his job, and you enjoy your many technical and scientific discussions.



Agent : **Tyrone Isaacs**

Born : **4/9 - 1985**

Specialty : **Combat**  
**specialist**



**S.H.I.E.L.D.**

*You look around the room. Four men, all of them big guys, probably military background. Two of them are openly armed, one has a big gun poorly concealed under his jacket, but its the last one you really worry about. The guy with the facial tattoos is going to be a problem.*

*"If you guys can deliver what you claim you can deliver, I have a client willing to pay generously." You open your briefcase and show the content to the others. "Here's the cash. Now show me the goods".*

*The guy with the facial tattoo smiles predatorily, and snaps his fingers. One of the others leave the hotel room, and returns with a heavy duty transportation case. He opens it, and turns it towards you. You never doubt for a second that the content is genuine.*

*"What a beauty. A true piece of art"*

*A few seconds after the pre arranged code word leaves your mouth, your backup team storms the room, and all hell breaks loose.*

Tyrone Isaacs grew up in the bad parts of Los Angeles. Many of his friends became criminals, but Tyrone managed to avoid the gangs. At 18, he signed up for the US marine Corps, and started SEAL training at 21. He was recruited by the CIA, and served his country in many different official and unofficial wars all over the planet.

*You stare in disbelief at the hand extended to you. You are not used to feeling flustered, but that this man wants to shake your hand.... that you even have the privilege to be in the same room as him.... you feel like a teenager facing their idol. The Uniform, as ridiculous and over the top as it is, still fills you with awe. His face, innocent, almost naive, even though you know he's fought so many battles, so many wars, even THE War. You know that this man represents everything you want to be. And he wants you to work for SHIELD, under his command.*

*"Hey kid. I'm Captain Rogers, but just call me Steve. I hope you will accept our request to transfer you to SHIELD. We need men like you!"*

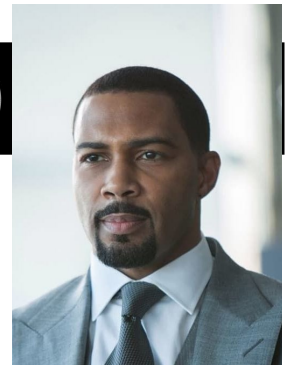
*You briefly loose the ability to speak, but when Captain America himself asks you to serve your country, you know your cue, and you know your line:*

*"Sir, yes Sir. It will be an honor!"*

Tyrone got his SHIELD badge, and is now a field operative, specialising in weapons and close combat. SHIELD often meets armed resistance, even occasionally from optimants of different kinds. People like Isaacs are in charge of physical security for the technical specialists, the geeks. For Isaacs, it is an honor to be the shield for the other agents, and he is proud that so far, none of his protectees have been seriously wounded.



# S.H.I.E.L.D.



**Abilities:** You are exceptionally good at close combat. You have sparred with both Black Widow and Hawkeye, and even though you most often end up bruised on the floor against them, you have managed to put them down a few times. You are an expert marksman, and able to keep your cool even in extremely hostile situations.

**Weaknesses.** You are not booksmart, and prefer to follow orders rather than give them. You will improvise and take charge in combat, but otherwise, you prefer following orders.

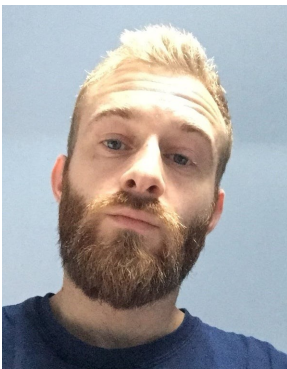
## The Others



Special agent in charge: **Elizabeth Carnaby**



Elizabeth Carnaby is your Commanding Officer. She gives the orders, you follow them and that is as it should be. She's third generation SHIELD, with a father and a grandfather that both served in SHIELD before her. She is of course not quite as dangerous as you in combat, but she can hold her own, and its very rarely her you worry about when the bullets starts flying.



Tech specialist: **Björn Karlsson**



Björn Karlsson is one of your geeks. He's undisciplined, lousy at following orders and seems to think regulations are just polite suggestions. This sometimes causes problems between you, and even more problems between him and Elizabeth. Still. Even though he's a wild-card, you really like him, and for a geek, he's pretty useful in a tight spot.



Science specialist: **Andrew Clark**



Andrew Clark is the other of your geeks. When he is in the field, he is the one your worry about the most. He is useless in a combat situation, but then, that is not his job- That is why SHIELD has people like you on the payroll. Andrew is a great guy, much smarter than you. It is like he knows something about everything, and everything about science.



Agent : **Elizabeth**  
**Carnaby**  
Born : **12/6 - 1981**



**S.H.I.E.L.D.**

*The milk spreads in a pleasant cloud in your Starbucks extra large tea cup. You slowly stir the scalding tea, until the milk is fully diluted, then carefully tap the spoon against the rim of the paper cup. You look at Björn, your technical specialist.*

*"Talk to me. What have you got so far?"*

*"Five unconscious guys in the room. Those three have rap sheets the length of my forearm, and confirmed connections to Wilson Fisk's organisation. Typical goons. Those two over there break the pattern. One conviction for violence, Barroom brawl 15 years ago, but otherwise no priors. The other guy is clean" You sip the tea, as you take in the crime scene. You point at the open transport crate, and look quizzically at your science specialist Andrew.*

*"Four artefacts from the battle of New York. Two plasma rifles and a ... doohicky"*

*"A doohicky?" You raise an eyebrow.*

*"Well, yeah.. we still don't know what half the artefacts we recovered after the battle do. This is one of them. Do you want to hear its technical designation?"*

*You sigh, and take another sip of the tea. "Right, so those three morons over there, tried to buy plasma rifles and a doohicky from Laurel and Hardy over there. Someone interrupted the deal though, beat up five big brawny guys, three of whom were armed, in less than two minutes, then called us. Not the police, but specifically SHIELD, and disappeared without a trace, leaving the money and alien artefacts behind. Did I miss something?"*

You father worked for SHIELD, but was killed in the line of duty a few years ago, when New York was attacked by aliens, led by Loki, a God from another planet. New York was saved, in the nick of time, but at a terrible price. You have grown up with big gaps in the stories about your father, and your grandfather. You have always known that they worked for a covert organisation called SHIELD, but they have never been able to tell you WHAT they were doing. Everything was confidential, secret, classified. Despite this, or maybe because of it, you have always wanted to follow in their footsteps, and become a SHIELD agent yourself. You have enjoyed a meteoric career in SHIELD, and you are now Special Agent in Charge, meaning you are in command of a small, but capable team of agents.

*The rain pours from the steely gray sky over Arlington National Cemetery. Your dress uniform is already soaked through. You stand at ease, legs slightly apart, hands clasped on your back, eyes front. The rain hides your tears, as the chaplain says words you don't really hear. Some of the other guests jump as the honor guard fires their salvo, but not you.. A marine in perfectly pressed dress uniform solemnly passes the triangular folded up flag to you. The flag that covered your fathers empty casket.*

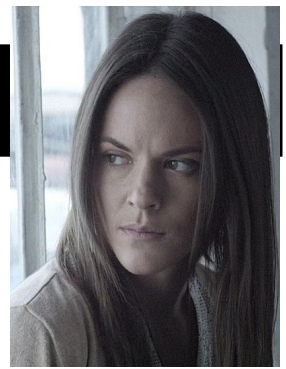
*"On behalf of a grateful nation" he says gravely, eyes stiffly forward.*

*There are fewer here, at your fathers funeral, than there was at Captain Americas, but the honor is the same.*

Elizabeth has a strong sense of duty, and is proud of her familys legacy in SHIELD and SSR. She considers it an honor and a privilege to serve her country, to protect the weak, and to be



# S.H.I.E.L.D.

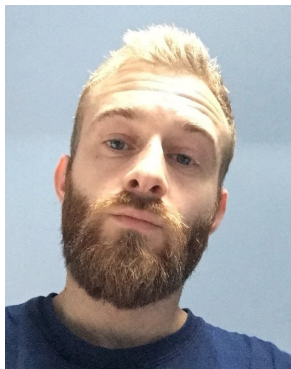


the shield that protects the citizens. She loves everything that SHIELD stands for, and even though she was devastated and heartbroken after the Battle of New York robbed her of her father, she was also proud of him and his service, and knows that he could not have wished for a better way to go, than to die while protecting others.

**Abilities:** You are a strong leader. Your people trust you, and your judgement, and you are good at taking decisions under pressure. You can fight, and are trained in close combat and light weapons.

**Weaknesses:** You are a stickler for rules. You take your oath as a SHIELD agent very seriously, as well as your duty to protect the laws of the land, even if you should maybe sometimes be a little more flexible.

## The Others



### Tech specialist: Björn Karlsson



Björn Karlsson annoys the hell out of you. He is extremely good at his job, as a technical specialist, but he is undisciplined, and does not follow protocol or rules. The worst part is, that he always has an excuse handy when he breaks a rule. You've chewed him out on several occasions, but so far, he has after all kept just on the right side of the rules, so haven't reported him yet. But, despite being annoying, he is a valuable and efficient member of the team, and when push comes to shove, you are really happy to have him.



### Weapons specialist: Tyrone Isaacs



Tyrone Isaacs is wonderfully straightforward. Professional soldier, special ops trained SEAL, CIA operative in all kinds of semi-official assignments all over the globe, recruited by none other than Captain America for SHIELD, and ever since the Battle of New York, your weapons specialist. He's a great guy, and a first rate soldier. You are proud to lead him into combat.



### Science specialist: Andrew Clark



Andrew Clark is your scientific advisor. He was the best in his class at the SHIELD academy. He declined a tenured position at CalTech, in order to work at SHIELD. You are really happy to have him, but also conscious of his weaknesses: He is useless in combat, and is therefore rarely in the field, unless you specifically need his expertise.



## PROJECT PAPERCLIP

(ref: Operation overcast)

### DATE:

November 27. 1946

### CLASSIFICATION:

CLASSIFIED - TOP SECRET

### PURPOSE:

During the War, and especially towards the end of the War, SSR captured a number of Scientists of German, Austrian, Swiss and other national backgrounds that were working for the Third Reich / HYDRA during the war. Some of these have extremely valuable knowledge and skills. The purpose of project paperclip, is to enroll these in SSR research teams

### SUMMARY :

During the war, almost all HYDRA operatives captured in combat or as spies, have committed suicide with cyanide pills, demonstrating their fanatical loyalty to HYDRA and RED SKULL (see ref. personal file: RED SKULL). The scientists we have captured, especially towards the end of the war, have however sometimes been taken alive. Some of these have worked under duress, as testified by agent F. Bauer (ref. report 1946, 22349586).

PAPERCLIP category I: Identify scientists that worked under duress, and offer them ordinary recruitment. Consider these as freed POWs

PAPERCLIP category II: Identify scientists that have worked voluntarily for HYDRA, but now wish to switch sides. Offer recruitment, but limit security clearance to need to know.

PAPERCLIP Category III: Identify scientists directly involved in warcrimes and crimes against humanity. Debrief and extract maximum possible intel, then extradite to Nürnberg for trial

PAPERCLIP Category IV: Armin Zola (ref. personal file, Armin Zola) was HYDRAs leading scientist. He is, by H. Stark, described as one of the worlds foremost engineers, possibly even surpassing the skills of Mr Stark himself. In light of Mr. Zolas enormous strategic value, it is decided for the time being to sequester him and classify the fact that he is in SSR custody, and NOT extradite him to Nürnberg for trial

## PERSONAL FILE

### SUBJECT:

Arnim Zola

### BORN:

march 12, 1902.

### NATIONALITY:

USA, formerly Swiss

### SUMMARY:

A.Z. joined the ranks of SA during the early days of the Nazi party in Germany. He was recruited by Johann Schmidt (ref. personal file, RED SKULL) in 1934, for HYDRA. A.Z. quickly rose in the ranks and was already HYDRAs leading scientist during the Nazi invasion of Poland. Zola worked with advanced weapons technology during the war. One of his achievements was an exoskeleton system giving an ordinary soldier physical strength rivaling that of Captain America. Zola was also involved in several highly unethical initiatives aimed at recreating the super soldier serum. A.Z. was captured by Captain Steve Rogers (see ref. Captain America 45587600934, ref Steve Rogers: 556726349957) in march of 1945. A.Z. is the highest ranking HYDRA operative to be captured alive by SSR or any other allied force. A.Z. chose, in contrast to most other HYDRA operatives, to not ingest his cyanid pill. Through the debriefing of A.Z. it is clear, that his desire for selfpreservation and self interest far outweigh any ideological loyalty he has to HYDRA. Zola sees himself as HYDRA above being a Nazi, but his selfinterest outweighs his loyalty to HYDRA.

### STRATEGIC IMPORTANCE :

A.Z. is probably the worlds leading mechanical and eletrical engineer. His energy weapon designs, but first and foremost his robotic designs are years ahead of anything SSR can create, even with the help of Howard Stark. A.Z. is to be kept under strict guard, and is to be considered a flight risk. He is patient, and used to thinking in long term plans.

### RECCOMENDATION:

A.Z. should be enrolled in project paperclip (ref: paperclip 3475628190457) under top secret conditions.





## PERSONAL FILE

### SUBJECT:

HOWARD ANTHONY WALTER STARK

### BORN:

August 15th, 1917.

### NATIONALITY:

USA

### SUMMARY:

#### STARK INDUSTRIES:

Howard A. W. (hereafter HS) is the founder and CEO of Stark Industries, a major supplier of military projects before, during and after the second World War. Starks considerable wealth is created by the significant technological innovations of Stark Industries, forming the company's competitive edge.

Stark Industries contributed significantly to the Manhattan Project (see ref Manhattan project 448685723), to project REBIRTH (Se ref Captain America 4458667129). HS is one of the world's foremost engineers and Stark industries is one of the most technologically advanced companies in the world.

#### PRIVATE LIFE:

H. S. is an unmarried bachelor. He is extremely active in both the New York and Los Angeles Jet-scene scene, often seen in the company of beautiful starlets, politicians, and wealthy investors and lobbyists. His hedonostic lifestyle does not seem like an obvious target for blackmail from foreign powers, as he seemingly actively promotes his playboy lifestyle as a part of his Image.

#### WAR RECORD:

H.S. has received several awards and medals in recognition of his tireless work as chief scientist in SSR, where he personally, materially contributed to the creation of Captain America, as well as his work in the Manhattan Project and countless other scientific innovations. During the War, Stark provided crucial help in the struggle against HYDRA, and the recovery and salvage of HYDRA technology.



**Ref# 22399584 - 9/9/2012**

**CLASSIFICATION: CONFIDENTIAL**

**Code name: Project Insight**



**S.H.I.E.L.D.**



#### **PURPOSE**

In the wake of the Chitauri invasion (ref. after action report, NYC August 2012) earlier this year (2012), it is clear that SHIELD is hopelessly outgunned compared to threats of extra terrestrial origin. Project insight proposes to build three advanced Helicarriers (ref. Helicarrier design file 334866754) and deploy them in constant rotation as an early response weapons platform.

#### **SUMMARY**

Three helicarriers, armed with technology salvaged from the Battle of New York, is to be put into production immediately. It is expected, that these can be deployed medio 2014, networked with an early warning system of 12 geosynchronous observation satellites. With fully integrated weapons controls, and the extreme firepower of the three Helicarriers, it is expected that the taskforce would be capable of defending against an invasion force comparable to the one that invaded New York. The weapon system would be under the direct command of director Nicholas Fury.

#### **AMENDMENT**

It is suggested to integrate the fully automatic weapons control with an AI guided targeting system cross referenced with SHIELD archives, achieving automatic threat assessment. This opens certain ethical considerations that are to be discussed by the oversight committee.