

# Battleground Weird War II

by Brian Cottrell



**Bucky:** James "Bucky" Barnes lost his mother at a very early age and traveled the country with his unemployed father, looking for work during the Great Depression. The Barnes' then came to Camp Lehigh when Bucky's father joined the U.S. Army. Not soon after, Bucky's father died in a training accident and became a ward of the state. The camp commandant felt sorry for the young teen and was able to make Bucky a mascot for the base. Bucky was given numerous jobs around the camp and he learned how to soldier by watching and imitating what he saw. Several recruits and even instructors taught him what they knew. Bucky became a close friend to a new and third-rate private know as Rogers. One night, while entering Rogers' tent, Bucky witnessed Rogers changing into the costume of none other than Captain America. Dumfounded, Bucky pleaded to his best friend to let him help with spy smashing and, under much protest, Cap relented and took in the young teen as his partner. The two trained together extensively and stopped numerous Nazi spy rings and saboteurs. It was during these adventures that Cap realized that the teenager was one of the best natural athletes and combatants he had ever seen. Under Cap's instruction, Bucky became a top-rate soldier, besting most of the regular GIs on the base. Several months later, Bucky became Cap's official partner and the two joined the Allied super-hero team, the Invaders. Bucky has become an important part of the Allied cause and a positive propaganda tool for the U.S. to recruit young men into the armed services. Bucky even saved the Invaders from certain destruction when the Red Skull brainwashed them by putting together the Liberty Legion to rescue his partners from the Skull's influence. Bucky is also a founding member of the Kid Commandos, a stateside teenage crime fighting team, fighting against Axis spies, saboteurs and normal criminals. Even at the young age of 16, Bucky has proven himself worthy of the title Invader and partner to Captain America.

**Name:** James Buchanan Barnes

**Rank:** Special Field Operative

**Nationality:** United States of America

**Military Affiliation:** U.S. Army, Special U.S. Government Agent, The Invaders, Liberty Legion and Kid Commandos

**Base of Operations:** United States of America & European Theater of War

**Height:** 5' 7"

**Weight:** 150 lbs

**Eyes:** Brown

**Hair:** Brown

**Actions:** Bucky has 2 Actions per turn as normal.

**Senses:** Bucky acts like anyone else when making any sensory-based tests.

**Strength and Toughness:** Bucky possesses the normal strength and toughness of a teenage boy of his age that is engaged in intensive physical activity and training.

**Movement:** Bucky can move up to 6", crawl 3" and leap up to 3" per action. He can swim at normal rate +2" and can hold his breath up to D10+2 Actions.

**Training:** Bucky is a remarkable natural athlete and has received intensive training from his partner Captain America and numerous other in the art of warfare. Bucky is proficient in all known weapons and explosives so he will never suffer from the Unqualified and Captured Use rules for any weapons or explosives found on the battlefield unless it is advanced technology for the time or is alien or supernatural in nature in which he will have to perform the appropriate test to use such equipment with all penalties included. Bucky is an expert motorcycle driver and pilot.

**Leadership:** Bucky is considered a 14-2 Elite Hero. He can never be effected by a suppression result unless in a blast. If leading the Kid Commandos he will have a Command Radius of 16".

**Weapons & Equipment:** Bucky is most often armed with a Colt 1911 pistol and a Thompson SMG with several grenades and basic U.S. combat pack as normal.

**Protective Partner:** Cap often looks out for his young partner and is always quick to protect him if in danger. If Cap is within 3" of Bucky, Bucky can benefit from Cap's protection thus giving him a +3 to all damage taken. This however can only be done if Cap is not in Close Combat and has a direct line-of-sight to his partner.

**Idol Worship:** Bucky thinks so highly of Cap that when they are in a fight together it drives Bucky to greater heights of bravery and achievement whilst in battle to make his idol proud. To represent this influence, Bucky may use Cap's Leadership Modifier if he is within 5" of Cap with a direct line-of-sight. If Cap were to fall during a battle, Bucky would then fight under the Fanatic rules with no Quarter for the remainder of the battle as his rage takes over and wreaks revenge for his fallen partner.

**Kid Commandos:** If fighting with the Kid Commandos, Bucky will be considered the leader and they will stay within normal Command Range as if a normal military squad.