

#### A HERO'S IDENTITY IS THEIR LIFE!

A mask may seem to be the flimsiest of things.

But when worn by a hero, it is not only part of their hero identity, but also a protective



shield for their friends and loved ones, no matter if it is a mask, a hood, a helmet, or even a pair of sunglasses.

Millennium Insurance recognizes the importance of keeping a registered hero's secret identity safe and secure against those who would do them harm. That's why we offer Hero Identity Protection as part of our basic health package for all registered heroes.

Our team of identity agents, investigators, and legal experts will make sure that every instance of a identity breach is contained and either minimized or else deleted from all sources, including social media.

Because Millennium Insurance believes that heroes do enough for us already. They should not have to worry about whether or not their personal identities would be exposed for revenge or cheap thrills.

# Millennium Insurance

From another time and from another world, Galatea Future arrived in the world of the Champions to do the one thing she tried so desperately to avoid before... to live.

It's not easy, though, when you're over a thousand years old and suddenly you're given a new life in more ways than one. Life is literally starting over again for her, and yet she is still doing what she does best: serving humanity alongside her friends as...



## "BROKEN FREE"

- A CHAMPIONS ONLINE STORY BY DAVID 2

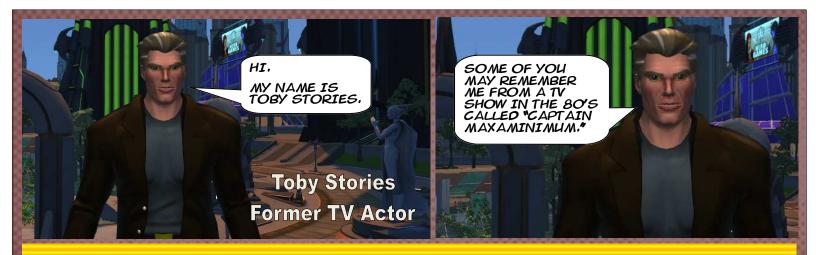
EVER SINCE THE HOMETOWN HERO DISCOVERED WHO STARLETT WAS, HE AND HIS TECH-ONLY PARTNER VOXPOP 2.0 HAVE BEEN USING THAT KNOWLEDGE TO BLACKMAIL THE REDHEADED VIGILANTE.

THEY HAVE FORCED HER TO BREAK UP WITH HER BOYFRIEND, FORCED HER TO WEAR HER ORIGINAL SALACIOUS OUTFIT, AND HAVE BEEN DOING EVERYTHING ELSE THEY CAN TO DEGRADE AND CONTROL HER LIFE IN EXCHANGE FOR NOT REVEALING HER SECRET IDENTITY TO THE WORLD.

NOW, WITH THE HELP OF RED SINNER, STARLETT IS ON THE VERGE OF ENDING THE BLACKMAIL AND TO TAKE DOWN THE TWO PEOPLE THAT HAVE BEEN A THREAT FOR HER AND THOSE SHE LOVE.

Future's Guardian #23 is created using original characters in the Champions Online Multiplayer Online Roleplaying Game.
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I WAS THE SMART-MOUTHED TEEN THAT CAME UP WITH THAT FAMOUS LINE.

## Captain

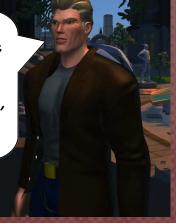
I DIDN'T REALIZE IT AT THE TIME, BUT THAT CATCHPHRASE BECAME A PUNCHLINE FOR OUTING HEROES,

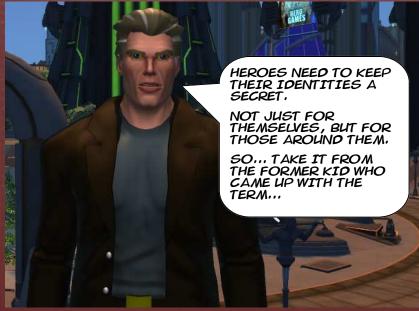
# \*HAHAHAHAHAHAHAHAHAHAHAHAHAHA!

SINCE THAT SHOW ENDED THIRTY YEARS AGO, HUNDREDS OF HEROES HAVE HAD THEIR PERSONAL IDENTITIES EXPOSED, OFTEN BY TEENAGERS LOOKING FOR THRILLS.

BUT EXPOSING THE SECRET IDENTITIES OF HEROES PUT LIVES AT RISK:

NOT ONLY THE LIVES OF HEROES, BUT ALSO THEIR FRIENDS, FAMILY MEMBERS, EVEN CASUAL ACQUAINTANCES.

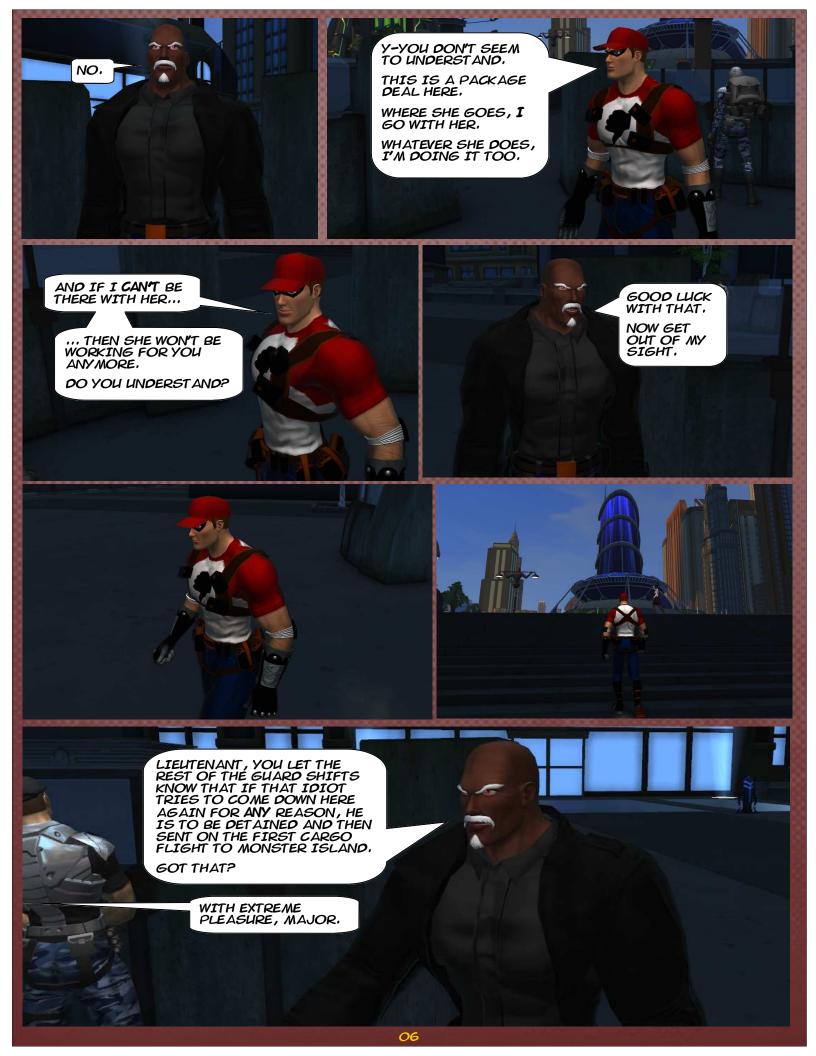




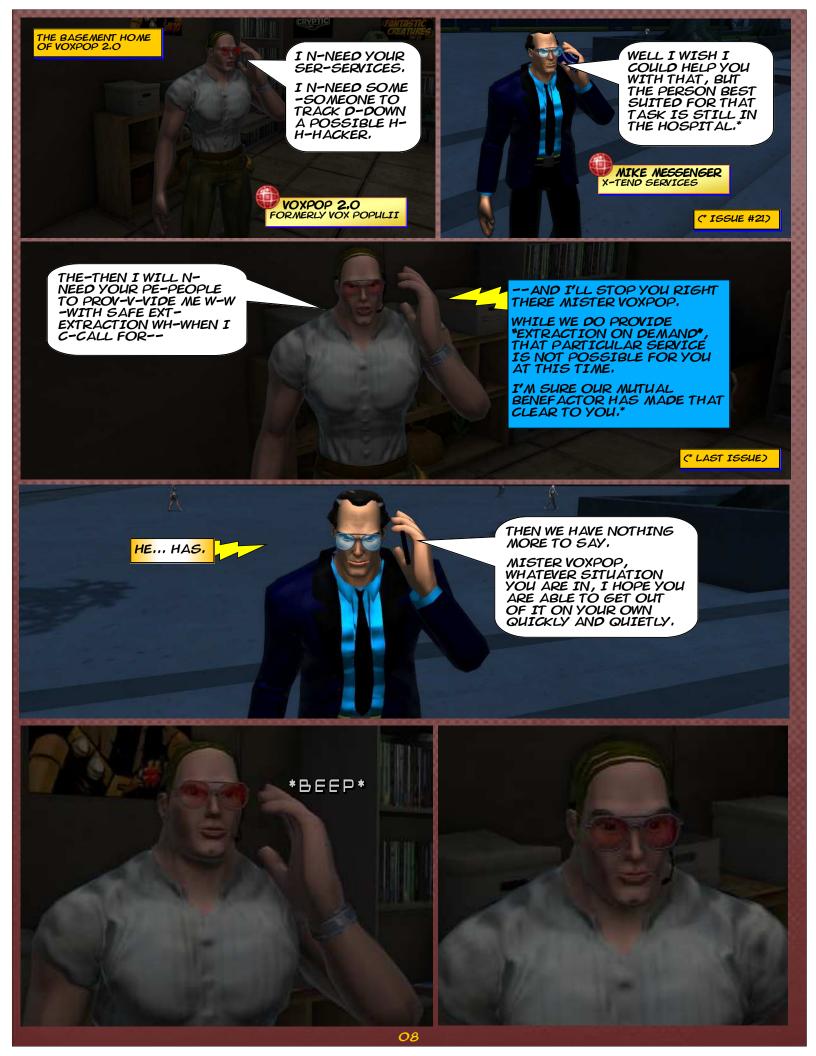
Capeing Is Not Goop

> THIS MESSAGE SPONSORED BY HARMON INDUSTRIES AND THE CHAMPIONS.







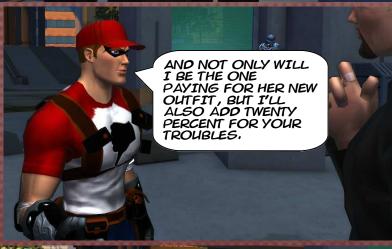


















































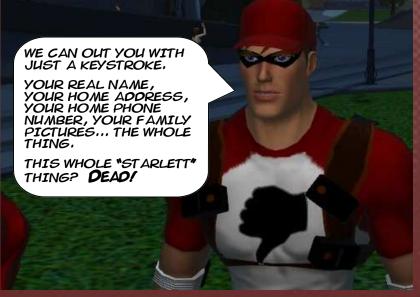




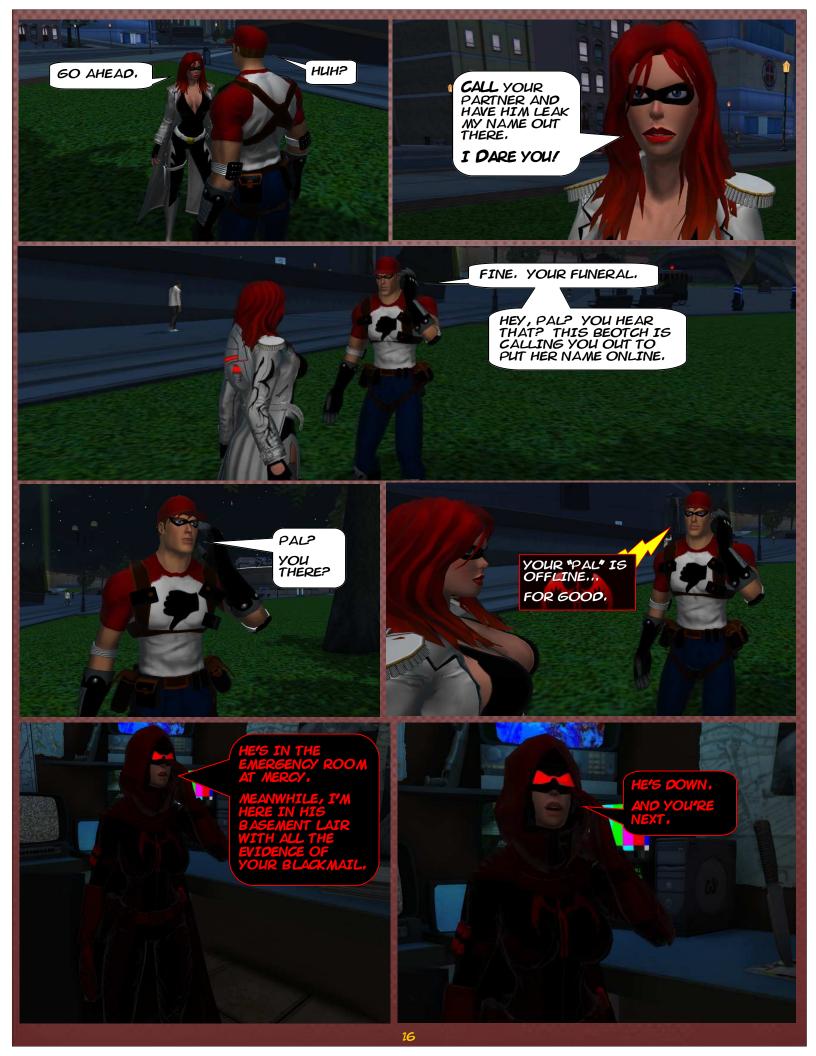
















BECAUSE \*I\* STILL KNOW WHO YOU ARE, AND ALL I HAVE TO DO IS START SPREADING THE WORD TO EVERYONE I COME ACROSS.

AND YOU WON'T BE ABLE TO STOP ME, BECAUSE IT'S JUST LITTLE OL' YOU.



SHE'S ALWAYS HAS HER FRIENDS WATCHING HER BACK.

UNLIKE YOU.





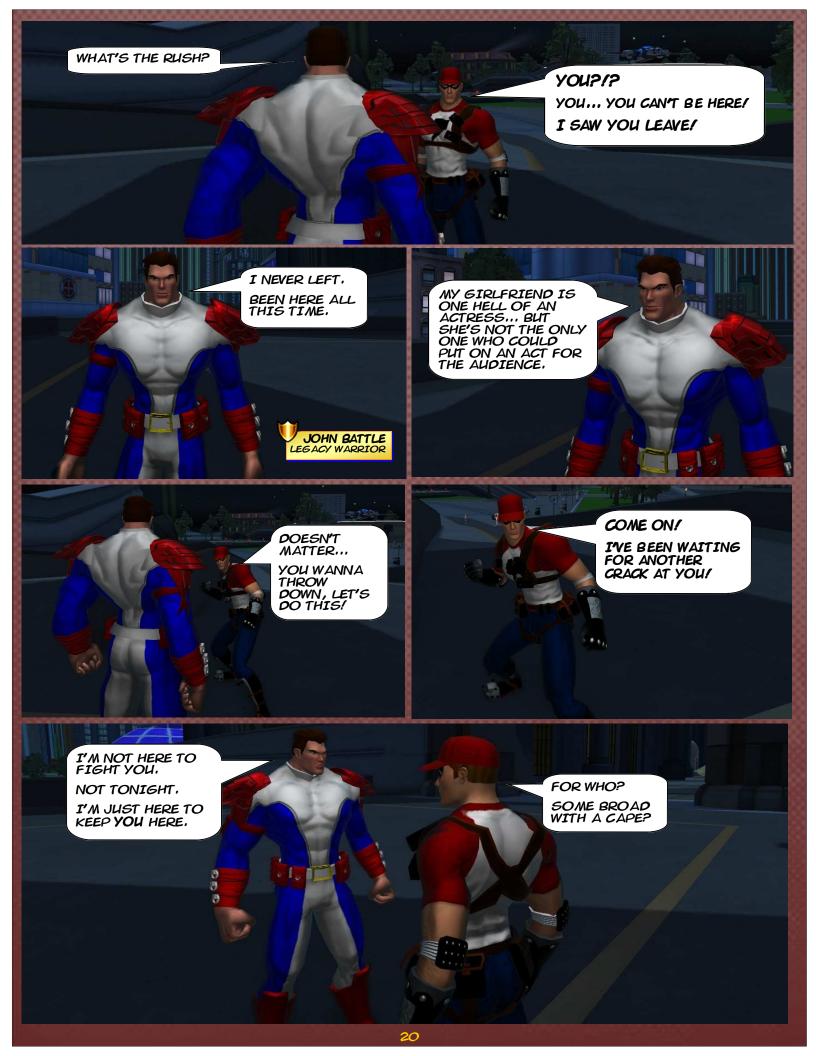
"THE OTHER NIGHT, WITH THE WHOLE 'NEIGHBORHOOD WATCH' GANG SCAM?"

> "YOU SENT STARLETT TO CHARGE FORWARD WHILE YOU PRETENDED TO HAVE A SUDDEN FOOT CRAMP."













I ALWAYS WONDERED WHY YOU INSISTED ON DOING GROUND PATROLS. NEVER RENTED A SKYBIKE OR GOT A JET PACK. YOU ALWAYS INSISTED I BE WITH YOU AT GROUND LEVEL.



THEN I REALIZED THAT YOU'RE REALLY SCARED OF HEIGHTS, AND YOU HATE PEOPLE WHO CAN FLY,



SO WHAT? YOU STILL CAN'T STOP ME!



THAT'S WHERE YOU'RE WRONG,

I'M TAKING YOU IN FOR BLACKMAIL OF A GOVERNMENT OPERATIVE,



YOU CAN'T EVEN TAKE DOWN A GANG MEMBER WITHOUT HELP. YOU'RE WEAK.



Live DJs

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# DAWN RADIX

#### DawnRadio.live

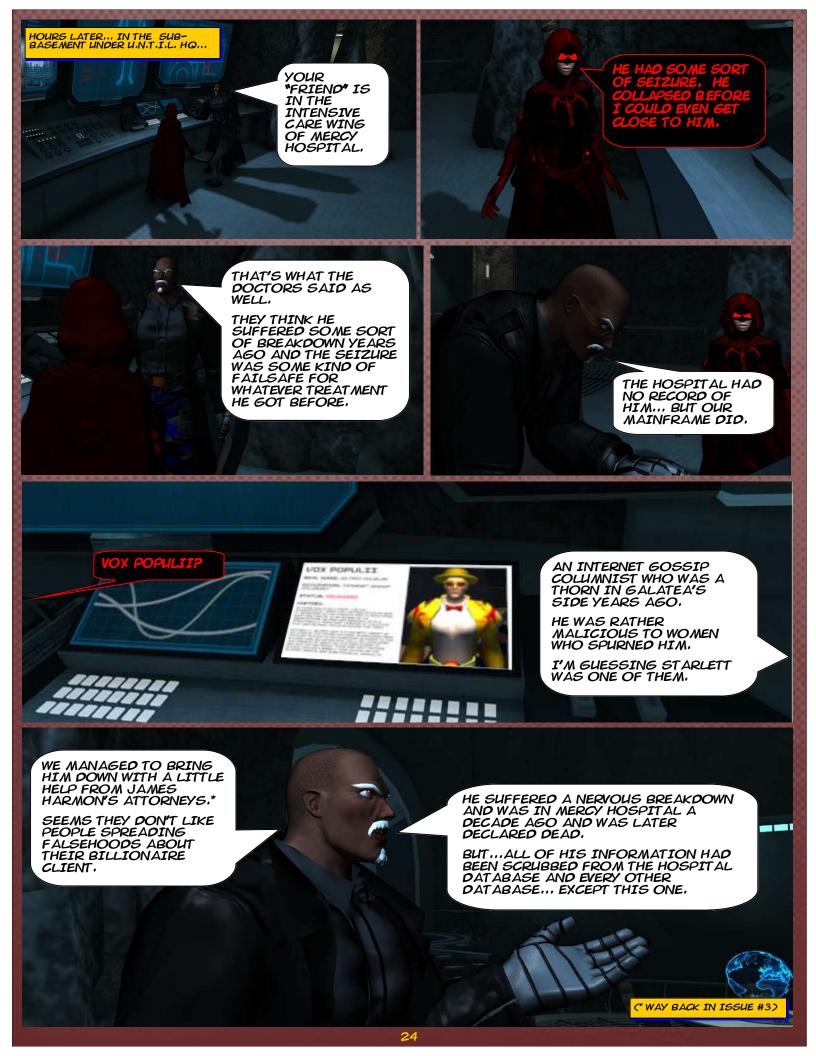
Dawn Radio is a player-run internet radio station. Founded by Sovereign Rayne in Champions Online, it has grown into a multi-DJ station serving the players of Champions Online, Neverwinter, Second Life, Star Trek Online... and beyond!

#### **Embrace the Dawn!**

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LISTEN, THIS WHOLE THING HAS BEEN ONE BIG ENTRAPMENT!

I DON'T KNOW WHAT THAT WOMAN IS TELLING PEOPLE, BUT I'M THE GOOD GUY HERE! I MEAN, YEAH, WE
DID A FEW PATROLS
TOGETHER, BUT, NEXT
THING I KNOW, I'M
BEING ASSAULTED
AND ACCUSED OF
TRYING TO
BLACKMAIL HER FOR
I DON'T KNOW WHAT!





MISTER KRUGER, YOU NEED TO LET ME FINISH.

MY NAME IS CANDACE SINCLAIR AND I AM AN ATTORNEY REPRESENTING THE SUPERHERO STARLETT, OF WHOM YOU WERE BLACKMAILING.



BUT I THOUGHT...

I THOUGHT YOU WERE HERE TO REPRESENT ME!

THAT'S WHAT YOU OO, RIGHT?

YOU REPRESENT HEROES.

YOU GAVE UP THAT STATUS WHEN YOU BROKE INTO MY CLIENT'S RESIDENCE AND WORKED WITH YOUR ACCOMPLICE TO BLACKMAIL MY CLIENT.

AN ACCOMPLICE, THAT, I SHOULD ADD, HAS A HISTORY OF SPREADING LIES AS WELL AS ENGAGED IN CYBER-HARASSMENT.



YOU THREATENED TO OUT A HERO THAT IS REGISTERED WITH THE UNITED NATIONS AS AN U.N.T.I.L. OPERATIVE, WHICH IS A CLASS-C FELONY IN FEDERAL COURT.

WHICH MEANS YOU'RE GOING TO BE IN PRISON FOR AT LEAST TEN YEARS! BUT THAT IS THE LEAST OF YOUR WORRIES,

I'M HERE TO INFORM YOU THAT YOU ARE ALSO BEING SUED NOT ONLY BY MY CLIENT, BUT ALSO BY MILLENNIUM INSURANCE, WHO HAS TO COVER THE IDENTITY THEFT CLAIM FILED BY MY CLIENT.



THE SERGEANT HAS YOUR PAPERWORK AND HE'LL HAND IT TO WHOMEVER THE COURT APPOINTS AS YOUR ATTORNEY,

THAT'S **\*IF\*** THEY DECIDE TO REPRESENT YOU IN THOSE CIVIL SUITS.

AND, IN CASE YOU HAVE ANY THOUGHTS ON LETTING YOUR FUTURE FRIENDS IN JAIL KNOW WHO MY CLIENT IS, THE REASON WHY YOU'VE BEEN STRIPPED OF YOUR HERO OUTFIT AND PUT IN PRISON ORANGE IS SO THAT NOBODY WILL KNOW WHO YOU ARE WHILE YOU'RE IN PROTECTIVE CUSTODY AWAITING A CLOSED SECURITY HEARING.



BUT. I. AM. INNOCENT! I TOLO YOU, THIS IS ALL ENTRAPMENT!

I ALSO HAPPEN TO KNOW FROM EXPERIENCE THAT U.N.T.I.L. HAVE THEIR OWN LITTLE GROUP OF TELEPATHS FROM PROJECT MIND GAME, AND WHAT THEY LOVE TO DO IS SIFT THROUGH SECURITY RISKS LIKE YOU AND DULL CERTAIN MEMORIES.

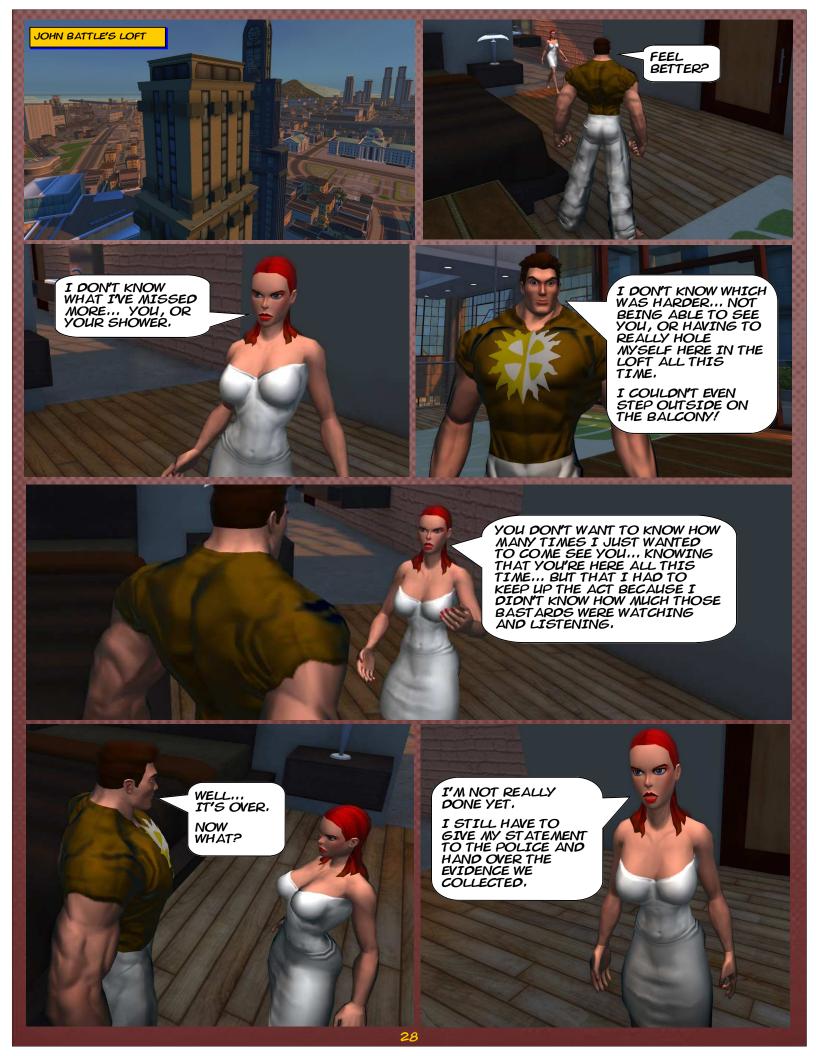


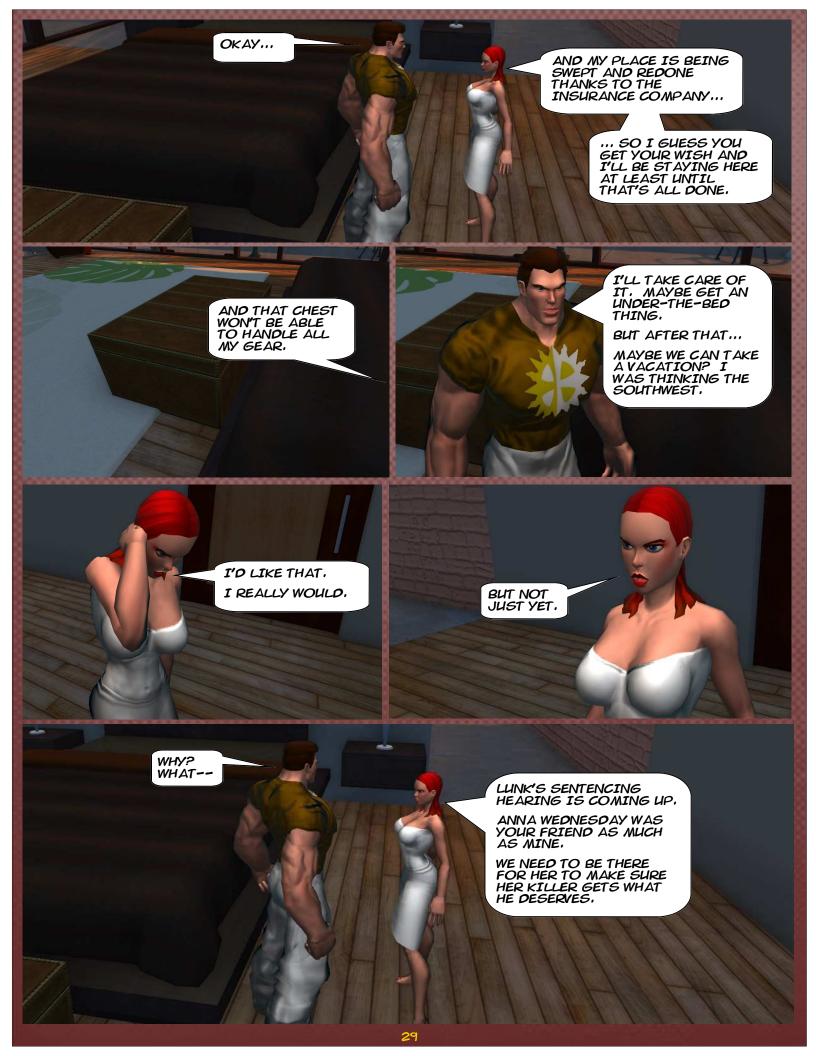
SO YOU'LL REMEMBER THE FACT THAT YOU KNEW STARLETT'S REAL NAME, BUT YOU WON'T REMEMBER WHAT THAT NAME IS OR WHAT SHE LOOKS LIKE WITHOUT HER MASK.

BUT YOU WILL ALWAYS REMEMBER THAT SHE KICKED YOUR BUTT BEFORE THROWING YOU IN JAIL FOR BLACKMAIL.

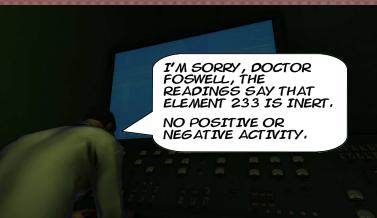


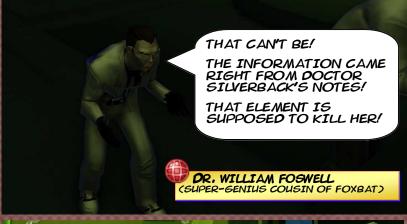
























Words of wisdom from writer and creator David 2.



#### UNITED NATIONS TRIBUNAL ON INTERNATIONAL LAW Project Mycroft - Major Xavier Cross, U.N.T.I.L. Commander



**CLASSIFIED INFORMATION - EYES ONLY** 

#### **Project Mind Game's Security Containment Team**

There is a little-known group within Project Mind Game that plays an important role in minimizing matters of security for all of U.N.T.I.L.

Ever since the discovery of people with the power to read minds, it has been the greatest fear that someone with that power could read the minds of government operatives and steal off of the classified information they would have access to. Names of classified identities for starters, security passwords, all the way up to obtaining nuclear launch codes.

To contain that potential threat, Project Mind Game created a team of telepaths whose sole purpose is to remove that information from the minds of those who have it without permission.

There are many ways that a telepath can go into someone's mind and remove the sensitive information. The most obvious way would be to just eliminate the memory of that information. Cut it out like an old-fashioned filmstrip. In fact, the original director of that team referred to it as "editing" and called the room where it was carried out the "cutting room".

However, simply cutting out the information leaves gaps in the subject's mind. This has caused some earlier subjects to experience seizures and bouts of insanity trying to fill in those gaps with other memories.

When "cutting" did not work, the group tried to fill in those gaps with other information. Instead of reading passwords or classified names, they would remember food recipes or poems. Instead of remembering faces of certain people, they'd remember cartoon characters or famous celebrities. This seemed to work until 1994, when a convicted agent of VIPER managed to sue U.N.T.I.L. for wrongful prosecution, claiming they could not remember breaking the law when the "sensitive information" they remember collecting consisted of cookie recipes. The courts sided with the VIPER agent, and the process of editing out the knowledge from one's mind was outlawed.

Eventually the team was able to accomplish their goal without causing harm to the subject's mind by "dulling" the memories in question. They would retain the memories of their actions, but specific knowledge or images would be blurred. They would know what they did and what they knew and who they knew, but specific details would be blurred. They would know they stole a document, but they would not remember the details. They would remember knowing a password, but would not remember what that password was. They would remember knowing or meeting a person, but they would not recall their face.

The process of "dulling" received judicial approval once the specific details were documented and sealed. Those convicted of espionage or identity theft would still remember what they did, but they would not retain the details of those activities. As a bonus, the team of

Continues on next page...

#### GIIIRDIIII WORDS Continued from previous page...

telepaths could later "unlock" those details if necessary through a code only Project Mind Game would possess. This was something that previous methods would not allow, as the "cut" or "edited" memories would be considered permanently removed from one's mind. It had the benefit of allowing outside individuals access to U.N.T.I.L. activities and having sensitive details "dulled" afterward, and then "unlocked" when that person would be needed again.

Project Mind Game's team and their process would be replicated by the Paranormal Research and Investigation Mission of the United States (P.R.I.M.U.S.), as well as several intelligence agencies of other nations with the project's permission and oversight.

Eventually Project Mind Game's team would be used to help keep secrets of registered heroes intact. Working in association with P.R.I.M.U.S. and insurance agencies like Millennium Insurance that provide hero identity protection, Project Mind Game's team would carry out "audits" of those who have knowledge of a registered hero's secret identity.

A closed security trial would be required before such an "audit" would take place. This would consist of a judge and a three-member jury. The accused would be allowed legal representation, and the hearing would be no different than any other closed security trial. The only difference is that when the individual is found guilty, they are subject to the "dulling" process before being sent to prison.

While I have a personal dislike of Project Mind Game, I find this particular team to be a necessary evil when it comes to helping keep secrets, especially those involving my own Project Mycroft. We have had to use their services on occasion regarding outside assistance, which turned out to be all the better for those involved as they are not burdened with details that could be coerced or exploited by others.

### HTTP://BATTLEROCKCOMICS.COM

MEXT ISSUE...





SHE WAS FIRST AN ADVERSARY, THEN AN ALLY, A FRIEND ...

AND THEN DEAD.

IT'S TIME TO FIND OUT WHAT HAPPENED TO FBI TELEPATH ANNA WEDNESDAY AND THE INFAMOUS INVESTIGATION INVOLVING THE ELECTION OF MILLENNIUM CITY'S MAYOR THAT TOOK HER LIFE.



# Be Heroic By Looking Heroic





In the world of heroes, image is everything.

The right outfit can not only make you look confident, but it also makes you feel confident.

With so much at stake, it pays to have help from our team of experts that has years of experience coming up with a heroic look that reflects both your powers and your nature.

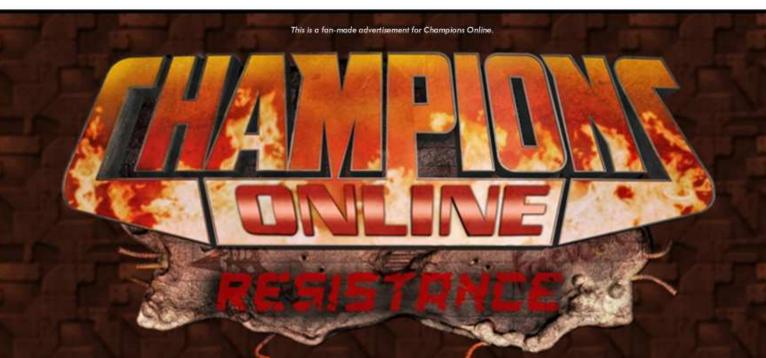
From the moment you walk in until the time you cash-out, Greer & Harlick will make you look and feel heroic without having to spend money like a millionaire playboy.



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AN ACCIDENT IN DIMENSIONAL TRAVEL HAS OPENED THE WAY TO MULTIFARIA; A DYSTOPIAN CITY RULED BY CITIZEN HARMON AND HIS ROBOTIC MINIONS.

JOIN THE RESISTANCE AND LIBERATE THE CITY!



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**CRYPTIC** 

"Resistance" Adventure Pack is free for paid subscribers to Champions Online. Free-to-Play members can purchase this adventure pack through the C-Store. Once purchased, all items in the adventure pack are accessible to all characters on that account.