

Variable

Villains

**GENERAL
ANARCHY**



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Requires the Mutants & Mastermind's Hero's Handbook by Green Ronin Publishing for Use

HISTORY

Quinton Abernathy was the most brilliant tactician of his class at Westpoint. He received commendations for numerous victories during his commission in the US Army, and received Special Forces training as a result of his commitment to clandestine operations in multiple theaters of war. His career spanned over two decades of difficult tactical challenges and missions that were joint ventures by almost every major member of NATO.

He was recruited by the CIA in the early 90's to operate a post Cold War task force in Eastern Europe. During a clandestine operation involving stolen nuclear weapons, he chose to follow his orders, when his superiors decided to discontinue the operation. With victory so close at hand he pursued the thieves across international borders and ignited a political incident. He used excessive force to subdue and defeat the criminals. His involvement with the US Government was

denied and he chose to go rogue, leaving behind his career. An entire unit of elite special forces operatives disappeared from a Government facility soon after, many believe that they follow him, even now.

After several years of mercenary activities in Central Asia, Africa and South America he was apprehended by NATO forces and was tried in a secret military tribunal. After serving only a few months of his sentence on Ryker's Island, he escaped and fled the USA.

Using the Black Market and his mercenary connections he formed a network of assassins and SF operatives, known as WetWorx. They proceeded to accomplish key missions and amass a small fortune. A joint NATO team was assembled and, General Anarchy as he now called himself was hunted across the globe in a series of failed apprehension attempts.

