

New Adventures of the Mighty Crusaders

1. Mayhem In Manhattan: A band of ultra-powered terrorists calling themselves the People's Strike Force, with the aid of P.E.R.I.L. Storm Troopers, takes over Manhattan Island enclosing it in an impenetrable dome. They take the UN Security Council hostage and use the UN as their HQ. A team of Mighty Crusaders led by the Shield and composed of Steel Sterling, She Fox, Fireball (grandson of the original), Eclipse and Sonik confront the villains on the UN plaza. The Crusaders are easily defeated due to the inexperience of some of the members and Fireball's being caught off guard when he recognizes one of the villains as his twin sister. Only Eclipse escapes. The Dark Commander, the current head of P.E.R.I.L., breaks into television communications, while the Crusaders are held captive in transfinite ultra-power-sapping bonds, and delivers his demands to the United States government—succession of Manhattan from the United States; the recognition of it as the supreme P.E.R.I.L. state, and a seat on the UN security Council. The U.S. and World Governments have 24 hours to capitulate or Manhattan Island will be blown to bits.
2. While the World Watches: As the world watches police fight a losing battle against P.E.R.I.L. Storm Troopers, with ultra-sophisticated weapons. The President of the United States discusses the situation with his cabinet. The Fox, the Web, Pow-Girl, the Black Hood and Cat-Girl join the fray. Learning from her insect pals of a tiny opening under the dome where it doesn't quite fit flush with the rock of the riverbed, which is just large enough for an insect to squeeze through, Fly-Girl, who was outside the city during the attack, manages to enter by shrinking to insect size. In a sub-basement in Crusader's Citadel she hooks up with Eclipse. He tells her that he discovered that Storm Troopers are being teleported into the city by a device in a downtown warehouse. Contacting the Fox via communicator Fly-Girl relays the information to him while she and Blackout head to the U.N. to free the other Crusaders. Meanwhile, fearing for her brother's safety, Flare betrays the PSF and sets the Crusaders free. They, with the help of Fly-Girl and Eclipse, mop-up the PSF. At the warehouse the others manage to destroy the teleporter, but the Web is hurt saving Pow-Girl from injury. All that's left is deactivating the dome and rounding up the surrendering Storm Troopers, which is done.
3. Rogue Steel: In the aftermath of the above stories, the Mighty Crusaders visit the Web in the hospital, then go about their daily lives. Kim Brand telephones Thomas Troy to no avail. Sonik visits his mother and sister in Jersey City. Fireball ponders his sister's fate. Their routines are interrupted when Steel Sterling comes under the spell of the Maestro and goes on a crime spree. The Crusaders ultimately stop him and bring the Maestro's plans to an end.
4. Menace On the Moon: NASA asks the Crusaders to go to the Moon to find some missing astronauts. Once there, they battle two monsters; one which Sonik dispatches and a larger one which Steel Sterling dispatches. Discovering that there is an atmosphere, they shed their space suits. While exploring they encounter humanoids with ray guns and allow themselves to be taken below ground. They are amazed at the huge complex with state-of-the-art machinery and shuttle launching pads. Behind it all is Inferno, the Destroyer. He is planning an invasion of earth with his advanced technology and simuloids/ synthizoids (artificial beings). The Crusaders overthrow his plan and rescue the astronauts. Inferno dies of a heart attack during the melee and the simuloids are left leaderless. Big question the Crusaders ask: How did the complex get built here without anyone's knowledge?

5. The Diabolical Double Dimensional Doom of Dr. Dome: A bored scientific genius and ruler of Domeania devises a plot with the aid of his super computer Chrome Dome to destroy dimension Archie (home of the Super Teens) and dimension MLJ (home of the Mighty Crusaders). To do this he must bring the Crusaders and Super Teens together to battle each other. His plan can only fail, says Chrome Dome, if Thinderella intervenes. (This story [and #6] is contemporary with stories #1 and #2, and explains why more of the Crusaders did not come to the aid of New York City and their fellow Crusaders. The Mighty Crusaders appearing in this story and #6 are: Captain Flag, The Fly, Comet, Jaguar, Bob Phantom, Black Jack and Firefly. The story also requires the creation of an additional Super Teen, i.e. Thinderella).

6. The Diabolical Double Dimensional Doom of Dr. Dome Part 2: As the Mighty Crusaders and Super Teens battle, the energy needed to power the Dome Dimension Destroyer increases. The heroes come to their senses, realize what is happening, and stop fighting each other. They are set upon, however, by Domebots and defeated. The energy level to operate the Dome Dimension Destroyer reached, Dr. Dome activates it. Thinderella arrives to save the day by freeing the heroes and shutting down Dr. Dome's machines.

7. Enter: The Enforcers: Sonik and Fireball are at Crusaders Citadel playing video games when: Enter the Enforcers, a group of ultra-heroes(?) who operate in Jersey City, N.J. Fireball can't understand how they got past the defenses. They claim they are there to recruit Sonik into their ranks. Both Sonik and Fireball object and a short skirmish ensues. Crunch, their leader, tells Sonik that they are holding his sister and mother hostage. Sonik finally agrees to go with them, but Fireball wants to continue the fight. Sonik knocks him out with a sound blast. At the Enforcers HQ, Sonik meets The Man, the real leader of the Enforcers. He explains that they are tired of helping the city and are going to be running it before long, by putting their man in as Mayor. He plans to stir up the minorities to do this. He also needs the Crusaders out of the way in able to complete his objective. Sonik sees his mother and sister, and afterwards they are locked in a booby-trapped room.

8. Rumble In Journal Square: The Enforcers strong-arm criminals into delivering their stolen goods to Enforcers' warehouses. Those who don't cooperate are hunted down and made to pay for their crimes. The Man sets about fomenting racial unrest in the city to further bring it under his control. When Fireball explains to Shield and the others what happened, the Shield explains that the Enforcers have been under investigation. Sonik is working undercover. Sonik planted eavesdropping and homing devices in the Enforcers HQ. Shield works out a plan to free Sonik's mother and sister and bring the Enforcers to justice. This ultimately ends in a rumble in Journal Square and the revelation that The Man is the Brain Emperor.

9. The Criminal League Of Time: The Time Emperor (Dovi) brings criminals from the past (Tubal-Cain, Modred, Rasputin, John Dillinger, Billy The Kid, Goliath, Jezebel) and equips them with weapons from the future to battle the Crusaders. During the melee in Time Emperor's castle, Shield, She-Fox, Fireball and Eclipse suddenly disappear.

10. Flood Tide: Shield, She-Fox, Fireball and Eclipse are propelled by the Time Emperor's time

machine into the era of the Flood. She-Fox is captured by Giants in league with Methusalah. Shem leads the Crusaders to Methusalah's mountain complex where they battle Giants, dragons, etc., finally rescuing She-Fox. Just as the Flood begins, they are whisked back to the present by a being called Gabe. When they arrive back home they have no memory of the adventure.

11. Will The Real Hosni Mubarak Please Stand Up: The Mighty Crusaders battle men garbed as ancient Egyptians with Ankh weapons who are chasing Hosni Mubarak, the President of Egypt, through the streets of New York City. He tells them that the man currently in Cairo claiming to be him is an imposter. This takes the Crusaders to Egypt where, after battling a giant mummy, they face the Pharaoh, who is posing as Hosni Mubarak, and his ultra-powered henchmen, the Sinister Seven who plan to revert Egypt to its ancient greatness,

12. The Pharaoh and the Pyramid: The Pharaoh reveals himself to the masses, who (through mass hypnosis) accept him and call for the overthrow of the Egyptian government. With the Mighty Crusaders safely sealed in a pyramid that is slowly being infused with deadly gas, the Pharaoh and the Sinister Seven take over the government and exert their will over the people, using all who oppose them as slave labor. The Mighty Crusaders are saved by a new hero calling himself the Wizard. They attack and defeat the Pharaoh and the Sinister Seven. The Pharaoh is revealed to be the previous evil Wizard.

13. Dragon Quest: The Crusaders, along with Fly, Comet and Jaguar battle dragons and ultimately Phantasmon to save the captured Fly-Girl.

14. Paradigm Shift: The order changes just in time for the Crusaders to stop the Ultimate Man.

15. March of the Mirco-men: Dr. Diablq uses his micro-men to kidnap world leaders and hold them for ransom. The Crusaders are shrunk down in size and imprisoned in test tubes. A new hero called X (Lancelot Strong) comes to their rescue.

16. Brain Surgery: The Crusaders must rescue the Brain Emperor from a more deadly foe, the Devourer.

17. X: The return of the Spawn from Planet X. The mystery of X (Lancelot Strong) revealed.

18. Monster Mash: Monster Master turns a whole city into monsters out to get the Mighty Crusaders.

19. The Master Plan of The Master Planner: The Web is chasing a criminal when he is suddenly hit from behind and momentarily stunned. Regaining his senses he sees Thinderella sprawled on the ground. She manages to gasp "The Mighty Crusaders" before she goes unconscious. Web takes her to Crusader Citadel where she relates how a villain called the Master Planner gathered some of the Super Teens' foes into a group called The Super Villains, enhanced their powers and used them to defeat each

of the Super Teens individually. They attacked her last, and defeating her, forced her through a dimensional warp and ordered her to find the Mighty Crusaders so that they could defeat them too. The Crusaders warp to dimension Archie, knowing full well that they are heading into a trap.

20. The Master Planner's Double Play: When they arrive in the Super Teens' universe The Crusaders are confronted by the Master Planner, who tells them that if they can defeat his band of Super Villains, they and the Super Teens can go free. If not, then both their dimension and dimension Archie will be destroyed. He then whisks them away in teams of two to fight his Super Villains. Fly and Fly-Girl could not see the Master Planner, and cannot understand why they can't when the others can. Fly leaves Fly-Girl to fight alone while he goes off on a hunch. Each team of Crusaders is defeated by the villains and taken to the Master Planner's headquarters. There they are surprised by the freed Super Teens. Together, the Crusaders and the Super Teens defeat the villains as the Master Planner suddenly disappears. The Fly appears and reveals that the Master Planner was a hologram created by Chrome Dome (see stories 5 and 6). Once Chrome Dome was deactivated the Master Planner disappeared. The Crusaders and Super Teens dismantle Chrome Dome.

21. Altered States: The Crusaders return to their dimension. Or, do they? They find themselves in a world where the British won the Revolutionary War and Texas is an independent country. Taken for revolutionaries, the Crusaders must ultimately battle the Guardians of the Realm (who are copies of themselves) while trying to find a way back to their own dimension.

22. He Who Holds the Golden Scimitar: Terrorist attacks on military installations bring the Crusaders into conflict with a cult called the Sons of the Scimitar and their leader the Golden Scimitar who wields an ancient scimitar. (Note: I came up with this idea before the recent Fort Dix situation.)

23. Make Way for the Malefic Masters: The Fox arrives at the Crusaders Compound in an agitated state. He is surprised that he is unchallenged by the security system. He finds out why when he enters the meeting room and finds the Crusaders sprawled about and the equipment damaged. Obviously all a result of an attack. As he revives the Crusaders he finds they have a memory lapse as to the attack. And, apparently, any record of it on the computer appears to have been erased. Web manages to retrieve footage from the computer of the attack on the Crusaders by Dr. Evil and the Malefic Masters. After defeating the Crusaders, they made away with She-Fox. Fox, derides the Crusaders for letting the villains take She-Fox. He partially blames himself, though, because he was not in time to let them know that She-Fox was in danger. ARCHIE is able to track the chronal energy of Dr. Evil's time portal and the Crusaders and the Fox head for the future for a rematch with the Malefic Masters and the rescue of She-Fox.

24. When Fall The Mighty: The Crusaders confront the Malefic Masters who rule tyrannically over a future New York City, prevent Dr. Evil from making She-Fox his bride and return to the present.

25. Darkling, Darkling, There You Are: Mr. Justice gathers together the non-ultra powered Crusaders to rescue Darkling (Nocturne) from another dimension where she is being used as an energy conduit for beings who are planning to conquer the Earth.