

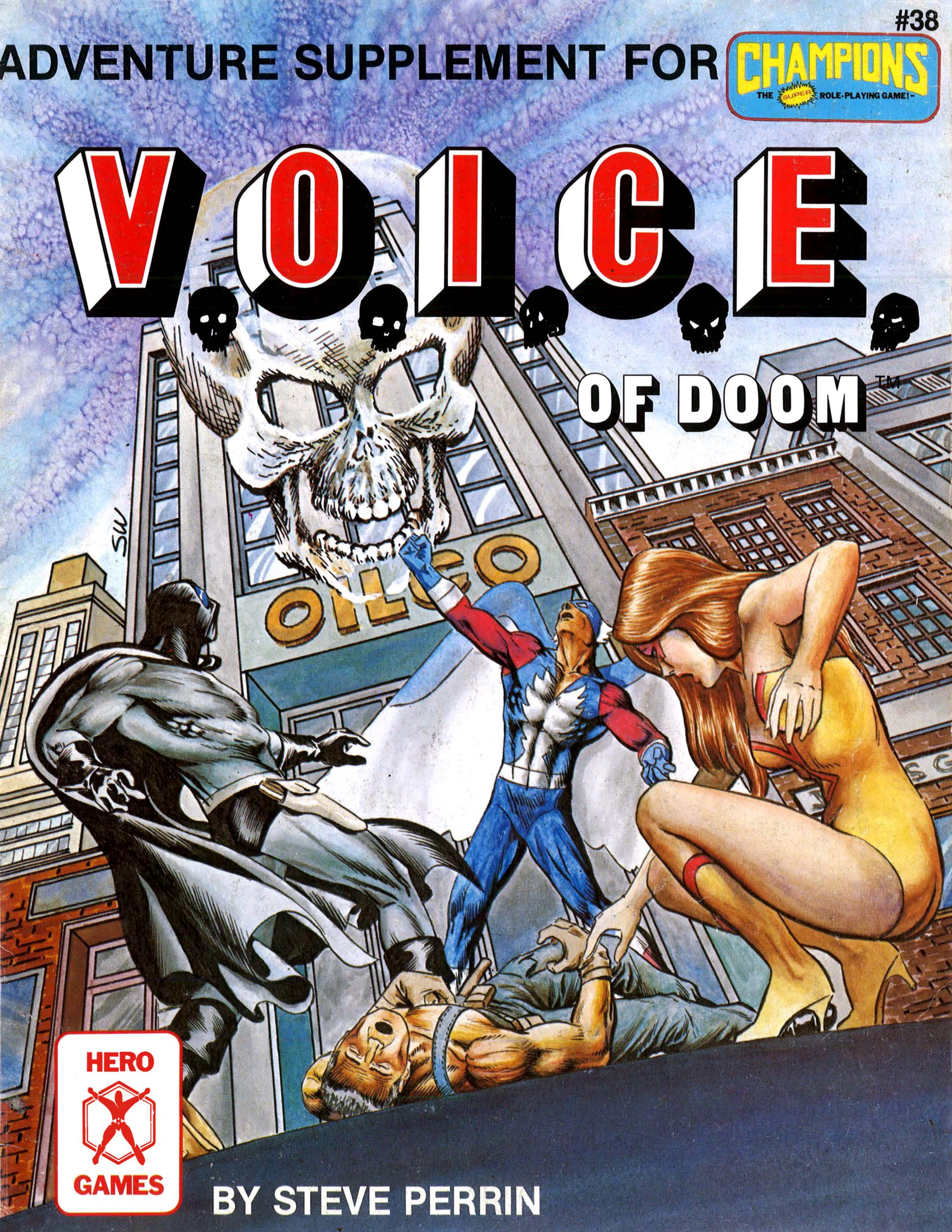
ADVENTURE SUPPLEMENT FOR



VOICE



OF DOOM



SW

OILCO



BY STEVE PERRIN

ADVENTURE NUMBER 6

THE VOICE OF DOOM™

A Champions Adventure

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each time the Freedom Squad called:*

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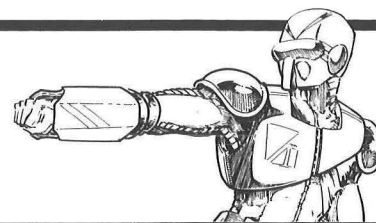
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INTRODUCTION



This scenario pack is intended for veteran *Champions* players. In this adventure, the heroes are called to help a beleaguered superteam beset by superpowered terrorist assassins out for blood.

If you intend to play a hero in this adventure, stop reading here. If you are the potential Gamemaster, read the entire scenario pack.

PLOT SUMMARY

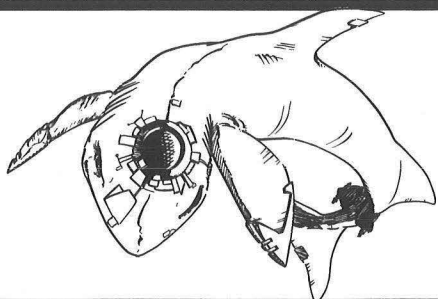
In this adventure the heroes encounter a villain group which doesn't play by the unwritten rules. Instead, VOICE is an organization of killers which stops at nothing to succeed with its terrorist goals.

The player heroes are first introduced to an NPC superhero group, the Freedom Squad. The Squad is under a state of siege. Three of their six members have been killed or crippled. The Squad has put out a call for help and the player heroes are responding, either as independent heroes in the area or as a group.

Once the heroes have made contact with the Squad and have been introduced to the area, they are called into an emergency hostage situation. Terrorists are holding hostages in the top floor of an office building. When the heroes try to intervene, they find that the hostages are actually VOICE supervillains. The supervillains attempt to kill the original NPC Squad members, but don't hesitate to blow away player heroes who get in the way.

After the ambush, the remaining heroes will find various clues that lead them to the local VOICE HQ, which happens to currently house Lung Hung, the leader of VOICE. There, they confront Lung Hung and any of the remaining supervillains from the hostage situation and get the opportunity for revenge.

At the end of the adventure, the immediate threat to the Squad will be over, but the player heroes will have ties to a major supergroup and the continuing enmity of VOICE.



HOW TO USE THE BOOK

First, read the entire adventure through. Then check the heroes and villains depicted. If either don't fit the usual parameters of your play, fix them by adjusting the power levels of the heroes and villains to fit the abilities of the player characters. VOICE is intentionally tougher, even on a man-for-man basis, than the Freedom Squad. If their attacks or defenses are too much for your campaign, change them. On the other hand, they can always be scaled upwards if your player characters are too much for them. When in doubt, give the villains more levels.

Note again that VOICE is a very grim organization. No one has a Code Versus Killing; in fact, some are blood-thirsty killers. They don't play by the book, and they should be portrayed that way when they show up. The Freedom Squad is relatively low powered for several reasons. Most importantly, relatively slow NPCs are easier for the GM to keep track of, and they don't tend to overshadow the PCs. (One way to handle the problem of running hero NPCs along with villains is to copy them out onto character sheets and give them to players to play along with their PCs. This spreads the burden of multiple character playing and gives the players a hint of what the GM has to go through.)

Another reason is that they are vulnerable to the attacks of VOICE. It is entirely likely that one or more of them will be dead by the end of the adventure, and this is intentional. It gives the players an idea of the stakes they are playing for, and the price they must often pay as heroes.

This adventure can be used as a simple set of encounters for a group of heroes, as if they were acting as guest stars in the Freedom Squad comic book and will disappear after VOICE is vanquished. Once the adventure described herein is over, you can continue to use the VOICE villains as ongoing menaces, and what's left of the Squad as a potential resource.

Another possibility, however, is to use this scenario as the start of a larger campaign. Bring the heroes in individually, let them get integrated into the Freedom Squad, and fit the other encounters in as they fit the flow of the campaign — to continue the justification of the new heroes staying with the Squad.

In playtesting, I interspersed these encounters with other battles including other villain groups. The player heroes joined the Freedom Squad, then had three adventures with other villains entirely until suddenly VOICE struck again. This way, the players could not be sure who is attacking the Squad until the final confrontations.



USING THIS ADVENTURE FOR SUPER AGENTS

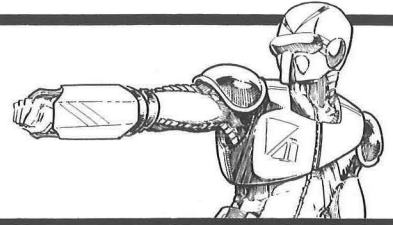
The basic premise of this adventure can be adapted to using *Super Agents*. (In fact, the agents of GLASS were instrumental in one final attack on the VOICE headquarters when the adventure was in playtest.) The two agent groups involved, the VOICE agents and the SWAT team, are described in rather cursory *Super Agents* terms in this adventure. To expand them, you have to identify the supplemental skills they are assumed to have.

To use this for super agents, you can use VOICE almost as it stands. You only have to cut down the number of supervillains or eliminate them entirely. Instead, create a set of 75 base point VOICE agents who are the elite

VOICE force. These are the agents who will masquerade as hostages and try to trap the boys from UNTIL or SAT or whatever organization you run in your *Super Agents* campaign. Instead of trying to prove his organization's power by destroying a superhero group, Lung Hung is doing the same thing by trying to destroy a paramilitary organization.

Unless your *Super Agents* campaign does not allow for supervillains, leave Lung Hung in the adventure. Use the same number of Character points, but buy his characteristics as if he had to obey *Super Agents* restrictions (all Basic Characteristic Points over 20 cost double). Reduce his attacks a bit (just eliminating the Find Weakness and reducing the mental powers is probably enough). Remember, the object of this exercise is to present Lung Hung as a true menace and continuing threat to the well being of the characters, be they superhero or agent hero.

THE FREEDOM SQUAD CRISIS



NEWSPAPERS TELL THE STORY

SECOND SQUADDER SLAIN

The Freedom Squad member called Dimension Man was found dead yesterday on a warehouse rooftop, apparently slain with a dagger. Dimension Man's death is the second murder of a Freedom Squad member in the last two weeks. Founding member Hardhat's body was found early last week. The coroner's report stated that he had been beaten and electrocuted.

BLACK PHANTOM STILL IN COMA

The Black Phantom, the masked crusader who helped found the Freedom Squad, is still in a coma after surgery on his wounds. He was attacked with a laser-like device while on his nightly patrol of our city.

A PLEA FOR HELP

In a press conference this afternoon, American Eagle, leader of the Freedom Squad, issued a nationwide appeal to every hero for assistance in the Squad's investigation of the wave of terrorist attacks on Freedom Squad members.

"We're looking for veteran heroes," says the patriotic crime-fighter. "This case is going to take the best there is. We're up against a cool assassin who has no compunction about killing."

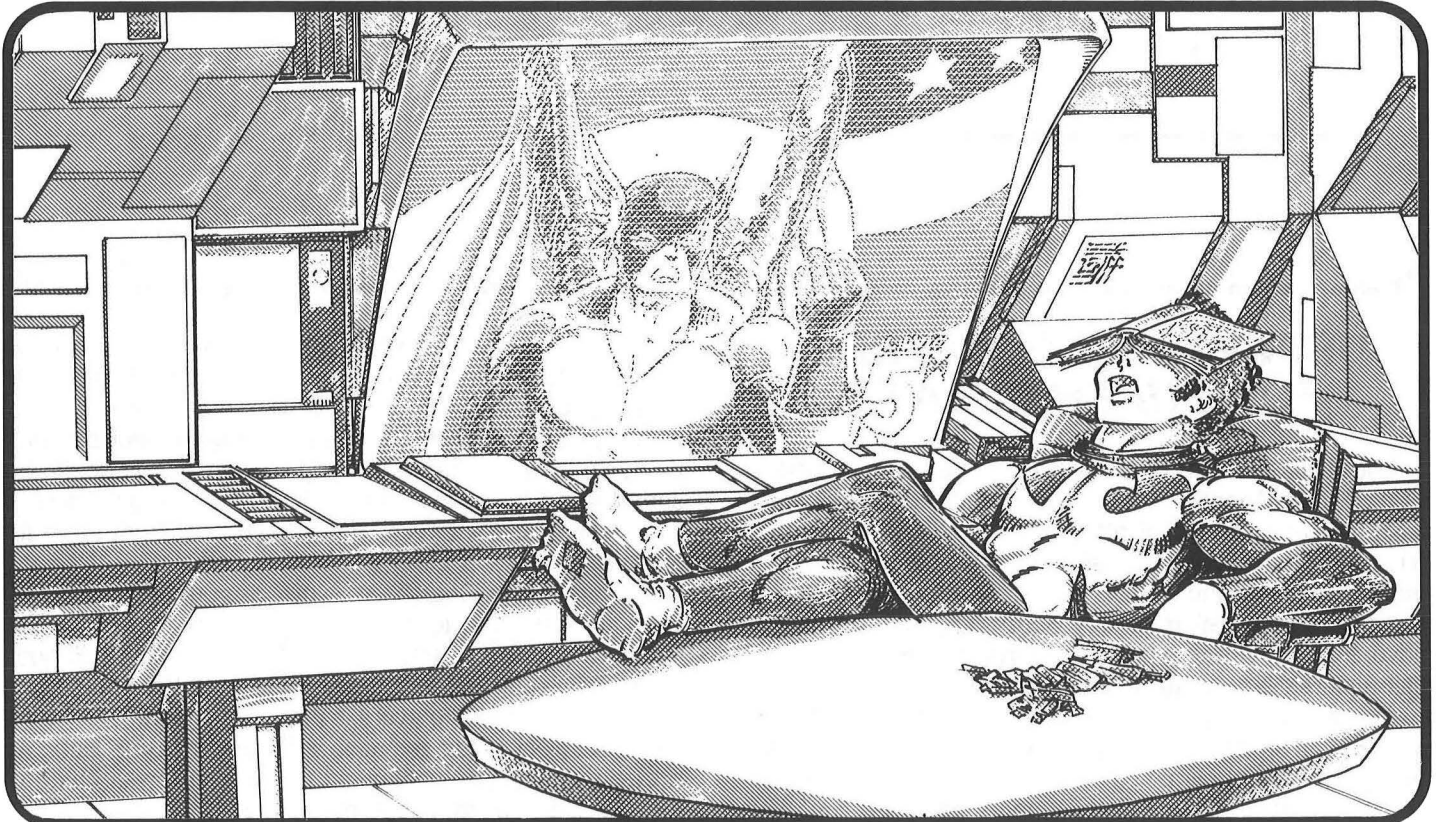
WHAT'S GOING ON

The Freedom Squad, a hero group based in a (unnamed here) lake or navigable river front or seacoast city, is being systematically assassinated. Two members are already dead, and one is in a coma. Only three remain. They need help.

Player character heroes can get into this adventure in a number of ways.

OLD FRIENDS

While your character may never have heard of this group, it is equally possible that they are longtime associates (see Meet The Squad). If they are friends of one or more of the player characters, American Eagle will make a direct appeal for aid to the friends.



RESPOND INDIVIDUALLY TO THE APPEAL

Player character heroes, new or experienced, may respond individually to the appeal in the paper. This is an ideal opportunity to make a reputation as a crimefighter, and maybe get membership in an experienced superhero team. Certainly, the Squad is currently short of members.

RESPOND AS A TEAM

An established group of player characters can respond as a unit to the appeal. In this case, there can be some interesting interaction as the styles of the two teams clash.

WANDER INTO THE SITUATION

A player character hero may just be trailing VOICE activities and wind up in town without knowing what the problem is until he reads the newspapers. At that point he might respond or continue his investigation, unaware that his case and the assassinations are related.

There are a number of nationwide VOICE activities the character may be investigating:

Supervillain Recruiting: The hero may have just captured an old (or new) enemy and found correspondence from VOICE (spooky, black on white printing with a white skull letterhead) showing that someone from the Freedom Squad's city is trying to recruit the supervillain into a larger supervillain organization called VOICE.

Agent Recruiting: The hero has just smashed an agent training racket which seems to be supplying small, quick, martial arts trained agents to something called VOICE, based in the Freedom Squad's city.

The Crimson Fang: The hero is fighting an oriental assassination gang that is getting their orders from a plastic skull. He finds a box which a leader of the gang has carelessly used to store martial arts magazines. It's the right size to ship the skull in, and was postmarked in the Freedom Squad city.

The Paper Trail: Energy weapons and high-powered rifles are being shipped to dummy addresses in the Freedom Squad's city. Obviously, a terrorist plot.

In each of these cases, a hero could just call the Freedom Squad (they have a listed number and a known headquarters) for information and assistance and discover their problem. Encourage the hero to jump to the obvious conclusion.

THE RECEPTION

However the heroes make connections with the Squad, they are greeted with open arms (unless they have a bad reputation) and made provisional members of the Squad. Each of the remaining members will greet the newcomers in his or her own fashion.

During the crisis, Jo-Tan tends to answer the door of the Squad's renovated warehouse headquarters. He does this with all his extra height and density, looking very impressive. As he ushers heroes in, he asks them their preference as to tea or other drinkables, and bustles about getting things while American Eagle and Victrix make the new heroes feel at home.

Jo-Tan is reserved but polite. He feels his status as new boy on the block, and does not push himself into a conversation. Under everything, he seethes with anger. Until now, crimefighting has been something of a game, a contest like a *sumo* wrestling match. Now his new comrades have been threatened and slain, and Jo-Tan wants revenge.

American Eagle is reserved and very apprehensive for the safety of any newcomers to the profession. He will try to discourage any hero who has not had previous experience, though he will not flatly forbid their participation. He keeps tabs on the national superhero scene, and will be familiar with the records of any responding heroes with more than 30 Experience Pts, or teams with an aggregate Experience Pt total of 50 or more.

Victrix is young (in her mid twenties) and flirtatious. She is friendly with Jo-Tan and banters with American Eagle, who usually doesn't respond, but she makes a serious play for any comely new male hero. She is normally more reserved, but the very real chance of being the next target of the mysterious assassins has her very nervous and she is working off the tension with romantic games. She will start off with simple flirting, but it will develop into as serious an attachment as the player hero wants. Considering Victrix's current emotional state, it could develop that way with more than one hero.

THE PLAN

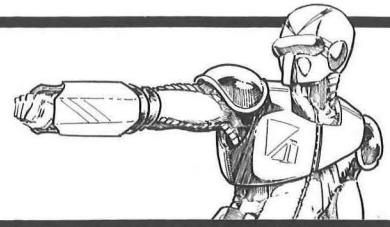
A GM may want to rush immediately into the Ambush at Oilco encounter. This can be done by having a police alert come over the Freedom Squad radio monitor just as everyone is sitting down to tea.

If the GM wants to extend the adventure, and let the new heroes work themselves into the Squad before confronting the cause of the problem, heroes coming to help will be welcomed into the Squad as provisional members, given keys to the headquarters and rooms to stay in, and teamed up with regular members to learn the usual patrol routes, police and underworld contacts, and how things are done in this city.

If newcomer heroes have any ideas on what to do to find the assassins, the Squad will be all ears and ready to cooperate. Both of their detectives have been killed, and they need all the advice they can get.

If a hero comes up with a plan that could find the VOICE headquarters shown later, let them follow through with it and move directly into the final section of the adventure, ignoring the Ambush at Oilco scenario. You can always use that one later; perhaps for a VOICE revenge run against the heroes who caught them in their headquarters.

AMBUSH AT OILCO



HOSTAGES!

The player heroes are either contacted by the Freedom Squad or catch live television coverage of a hostage situation in the Oilco building, downtown. Armed and armored terrorists have taken over the top two floors of the building and are threatening to shoot several hostages unless they are given fifteen million dollars and safe passage for the helicopter that brought them there to take them off of the building. The helicopter (a surplus Bell UH-1D Iroquois "Huey") is on the roof, so far undamaged.

The time is about 6:00 in the evening, or just around sundown, whichever is appropriate for the time of the campaign. The important thing is that it is twilight, moving into night.

When the heroes arrive on the scene, they find the police hastily evacuating and cordoning off a city block around a twenty story (about 43 hexes high) older skyscraper with no nearby buildings of similar height. The police are waiting for the heroes to show up because there seem to be a dozen agents with blaster rifles and armor on the roof, and circling the building are two sinister winged figures - Black Raven and Goshawk. This should be the first hint the heroes have that VOICE is involved (INT roll to make connection with Black Raven — Goshawk is relatively unknown).

The police chief doesn't want the hostages hurt, but he has no intention of letting VOICE get away with this. If the heroes can't get the hostages free in fifteen minutes, then the SWAT team will go in. Police snipers have the flying villains and the agents on the roof in their sights, but the curtains are drawn on the top floor of the building and they have no way of knowing where the hostages are on the floor. The police SWAT units have already infiltrated up to the 18th floor of the building, with no sign of the terrorists. They intend to attack from the stairwell and elevator shaft. The elevator cars are in the lobby of the building.

WHAT THE POLICE CAN PROVIDE

If PCs feel a need for extra equipment, the police can provide billy clubs (add +2d6 to a punch), weapons (see SWAT Team writeup), radios, and bulletproof vests (7PD/5ED armor, act on 11). American Eagle already has armor, and the vest would not allow Jo-Tan to grow, but Victrix might use one.

WHAT THE POLICE KNOW

Everyone who normally works on the top floor of the building has been accounted for, but they can't be sure whether anyone was in the cafeteria looking for a late snack, or someone wasn't dragged upstairs from one of the lower floors. Most of the occupants of the building had gone home by the time the terrorists arrived, but nobody knows who (if anyone) was working overtime.

ON THE ROOF

There are eight VOICE agents on the roof, half armed with long range rifles and half with blasters. With them are Black Raven and Goshawk. When the heroes make their presence known, Black Raven challenges American Eagle to come up and fight. He does so. Victrix accompanies him. If none of the player heroes accompany them, the GM should simply describe an aerial battle in which the villains use their superior Speed and Dexterity to fly rings around the heroes and eventually kill one or the other of them.

If player character heroes attempt to join the air battle, VOICE agents on the roof come on the police channel with a threat to kill hostages if more than two heroes fly towards them. American Eagle is sure that he and Victrix can take the two VOICE flyers, though Victrix is not. If one or two of the player heroes are obviously more suited for the fight, they will allow them to go, instead, or allow the one to go with American Eagle (You might let that player play American Eagle, too).

If player character heroes join American Eagle and Victrix in the attack on the roof, the two VOICE flyers try to keep the fight near the rooftop where the agents can help them. If it looks like they are losing, the two flyers break away in opposite directions and try to get away.

If either flyer manages to get a horizontal distance of 25 inches or more away from a pursuer, he or she can effectively disappear due to making sudden turns around neighboring buildings, and otherwise using the crowded sky of a metropolis to disappear from view.

ENTERING THE BUILDING

If heroes want to enter the building unnoticed, the police can show them interconnecting basement passages from another building in the next block, which is what they have used to infiltrate their SWAT team.

INSIDE THE BUILDING

If VOICE agents threaten to kill hostages, and are defied, then shortly there will come a shot from the top floor of the building and police snipers report they have seen the curtains pulled from one of the windows, a woman placed up against the window, and the woman shot — falling lifelessly to the floor of the room and out of sight of the sniper.

The hostages are on the top floor, in a large cafeteria near the stairwell to the roof. Using Mind Scan will locate them, but there is obvious interference, as if VOICE is using some kind of area effect mind damper around them. Their minds cannot be read. This is because of an 10 point Ego Defense screen, Area Effect, which is controlled by Le Maistre. It is maintained through devices glued to the building support pillars in the cafeteria and only covers that room. Le Maistre can turn it off in an instant when he needs to use his mental powers in the room.

There are two armored guards armed with autofire rifles in the elevator lobby. The door to the stairwell is propped open and so is the door at the top of the stairwell on the roof. Two of the agents on the roof keep an eye on this door. Standing guard over the hostages are four more agents, also in battle armor with blasters. The agents are slovenly in their guard habits. Two are playing *go*, one is staring out the window at the police, and one is attentively watching the hostages, but with his back to the door into the cafeteria. The *go* players are supposed to be watching that door, but seem to be too intent in their game.

There are five hostages in the room, two women and three men. Two of the men are older gentlemen who sit at a cafeteria table and seem to be quietly talking. One large Germanic-looking man is slouched in a cafeteria chair glowering out the window. One woman hostage is lying at her ease on the floor. (This one is lying as if dead if there was a hostage shooting due to previous events.) The other woman sits alone near the door to the kitchen, huddled in her large overcoat.

THE VILLAINS' PLAN

This is primarily a plan to kill the Freedom Squad. The hostages are actually supervillain members of VOICE. The two older gentlemen are Carrier and Le Maistre.

The tall German is Graf von Grausom. His battle axe is collapsible and stored in the briefcase next to his chair, he can have it out in a half phase. His helmet is also in the case and has his armor under his three-piece suit.

The woman on the floor is La Pulga, who is ready to shrink when the heroes arrive and start fighting. The other woman is Dr. Photon, who has her battlesuit on under her coat.

TACTICS

When the heroes arrive, either by stealth or direct attack, La Pulga flees to the side of the heroes and tries to get behind them, then shrinks and attacks. If she is playing dead, she simply waits for the fight to pass around her, disappears inside her outer clothing and then attacks.

Dr. Photon screams and runs either to the corner of the cafeteria or into the kitchen, whichever seems better, then attacks as she shucks her overcoat, using the invisible effect beam until the heroes realize what is happening.

Le Maistre goes to another corner or huddles under his table and does the same thing, trying to catch busy heroes who aren't looking at him. His mental attacks are "visible" in that the victim knows they are happening and knows who is using them, but they are not obvious to anyone else unless they see Le Maistre concentrating on the attack and make an INT roll.

Carrier advances on heroes and tries to touch them as a congratulatory gesture, attempting to be stealthy to keep himself from being discovered as an attacker.

The Graf gives his partners a phase, then attracts attention by bursting out of his suit, waving his axe, and gloating about how clever he has been to lure the heroes into his trap.



All VOICE villains concentrate on the original Freedom Squad members, brushing off the player heroes unless they get very persistent. La Pulga and Le Maistre attempt to set up Freedom Squad members for killing attacks from Dr. Photon and the Graf, and Carrier's Body Drain.

If the fight goes against them, the supervillains call in Szybko (using Chinese over their radios), who is watching from one of the surrounding buildings (where he has incidentally taken out a police sniper). Szybko arrives in one phase. On the next phase he sets for another long distance teleport, extending his teleport area effect to all the other VOICE villains in range (Note that one hex of the area effect must be the hex he is standing in). If he can snare one of the original Freedom Squad members in the area effect, he does that as well. On his next phase he teleports himself and all of his comrades away.

If some of Szybko's comrades must be left behind because they are outside the range of his teleport, or he is knocked out of the fight before he can get them away, the others must get away as best they can. La Pulga uses her shrinking to get out of sight and her superleap to escape. Dr. Photon tunnels through the floor and tries to lose herself on lower floors, tunneling again as needed. Carrier and Graf try to follow Dr. Photon. Le Maistre Mind Controls heroes to cover his escape. If Carrier has managed to harm heroes without their realizing what has happened, he will maintain his pose as a hostage, kept with the supervillains to enhance their cover. At this time, no one knows the celebrated Dr. Vasquez is really the deadly Carrier.

By the time the supervillains escape or are captured, at least one of the original Freedom Squad members should be dead or badly hurt. Only the agents will be left. All the agents still on their feet will try to get into the helicopter and get away. If the helicopter is destroyed, they are relatively easy to capture, especially with the police surrounding the building.

If one of the Freedom Squad members is caught by Szybko, he or she is killed and left in the building Szybko teleported from, along with the body of the police sniper.

AFTERMATH: THE CLUES

All local VOICE agents are of Chinese descent — some are recent immigrants and some are American born.

Most agents and all the supervillains are too loyal to VOICE to say anything, but a few have been recently recruited and not fully indoctrinated. A reasonable Presence attack (at least 2x their own Presence) combined with the right questions will elicit that these new agents have been recruited from a local Chinese secret society called the Crimson Talon. The questioning will take about one day to get all the necessary information.

ANSWERS TO SOME OBVIOUS QUESTIONS

Q. Where did you fly in from?

A. A meadow about three miles outside of town. Checking there reveals a large, rented, flatbed truck suitable for

carrying the helicopter, and several rental vans which obviously carried the assault team and supervillains. There is no one here, they all went with the helicopter.

Q. Where do you come from?

A. There are a number of answers, depending on how whimsical the GM is feeling. (1) VOICE. (2) The Crimson Talon Society. (3) The Celestial Inn Hotel. (4) China. (5) Freedom City (or whatever your campaign city is called).

Q. Who else is at the Celestial Inn?

A. See the layout for the Celestial Inn. No one living in the hotel and caught at the ambush knows anything about Irredencia, or where Le Maistre and Graf von Grausom come from when they are leading an attack.

Q. Who killed (fill in), former Freedom Squad member?

A. Goshawk killed Dimension Man, Graf von Grausom and Black Raven killed Hardhat, Dr. Photon tried to kill Black Phantom.

Q. Who's your leader?

A. Again, there are several possible answers. Le Maistre was the principal leader of the ambush attempt, with the Graf as second in command. On the other hand, everyone gets their orders from little plastic skulls with radio receivers. There's one in the helicopter. No one will say Lung Hung unless the questioner gets either a 4 times Presence on a Presence attack or a 3 times INT on a Telepathy against either Le Maistre or Graf von Grausom. They are the only ones who know that Lung Hung has been given final leadership on this enterprise (and even they don't know that Lung Hung *is* VOICE). They are also the only ones available who know about the underwater hideout

Q. What is your next plan?

A. The agents don't know, they just wait for orders. The supervillains all have specific objectives, but of course those objectives will not be carried out, because the supervillain has been caught. For instance, Dr. Photon is supposed to work with Black Raven and Goshawk to ambush Victrix, but this plan won't work if any of the three have been captured.

OTHER INFORMATION

As secret societies go, the Crimson Talon is relatively new, only about 150 years old. It was started among Chinese immigrants to the United States. There are chapters in every Chinatown. The social organization is one of Lung Hung's ancient intelligence operations.

The society meets in a couple of rooms on the ground floor of a decrepit waterfront hotel called the Celestial Inn, near the industrial docks area. The Inn is a temporary headquarters for VOICE.

Staking out the hotel, or questioning local residents, shows that the current hotel population has a high percentage of young, active, oriental men, plus some rather distinctive people whose descriptions correspond to those of various VOICE supervillains.

A THREAT

The morning after the Oilco affair, the Freedom Squad will receive a videotape by private messenger. The messenger knows nothing about the tape, he's a regular messenger contacted by phone to pick up the package and deliver it.

The video tape shows a white skull against a black background. The soundtrack's message depends on what happened at Oilco. If one or more heroes were killed, the message says, "Yesterday was just one more step on your road to destruction. No one can escape the VOICE. The Freedom Squad is marked for death, and from now on, any hero who tries to help them will meet his doom as well. Remember the example of (name of dead hero[es]) and prepare to meet your doom."

If the heroes escaped unscathed, the message is, "Enjoy your small victory while you can. No one can escape the VOICE. The Freedom Squad is marked for death, and from now on, any hero who tries to help them will meet his doom as well. Remember the example of Dimension Man and Hardhat and prepare to die."

There is no way to trace the origin of the tape.

THE SHIP

Some of the captured agents are recent immigrants from Hong Kong who came in on a tramp steamer called the *Hangchow Lily*. It has since departed for ports unknown. However, checking with the Coast Guard shows that the ship caused quite a stir when it anchored offshore with reports of "fever" and refused to move for a week. Doctors sent aboard found no particular disease problem, but the captain was adamant about "waiting out the fever" and they stayed put for the whole week. The Coast Guard still has computer records showing the anchoring spot of the ship.

Checking with some fishermen in the area who sail out very early in the morning (when it was still dark) reveals that they saw a lot of activity on board the ship, with much lowering of things overside in the dark and perhaps divers operating around the ship. No one bothered to mention this to the Coast Guard, and they never checked the ship when it was dark.

This was Lung Hung and Blue Eel setting up the underwater base described in the next episode.

THE PENALTIES FOR FOOT DRAGGING

It is possible that the players will drag their feet and decide to wait for the next attack, rather than go after the folk at the Celestial Inn. If the PCs wait for more than two nights and a day, abandon the Celestial Inn for another, similar (use the same floor plan), hotel elsewhere in the city, but this will not have a tunnel link to the underwater base. The VOICE bigwigs have to commute via the submarine.

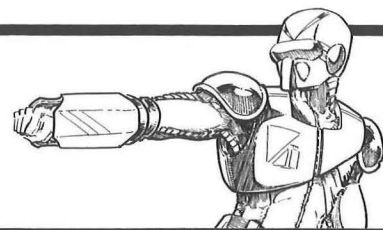


After two days of dithering around, attack Black Phantom in the hospital (if he is still there), perhaps just using a couple of VOICE agents dressed as orderlies, or a full-scale attack if the Squad is guarding him. If they aren't, he is guarded by police guards. Hand out versions of the SWAT Team provided with this book to player characters and let them try to stop the infiltration of the VOICE agents. This should provide an interesting change of pace.

Alternately, VOICE could attack the Freedom Squad Headquarters (sorry, no floorplan provided), which is fairly easy, since they maintain a well-known headquarters without a great deal of security devices.

Finally, the players may decide to set up American Eagle and Victrix as bait for a trap. Eventually, VOICE will go for it, but only after carefully checking to see who the members' backups are and coming up with schemes for negating the PC plan. I suggest a top-of-the-skyscrapers battle for the most impact.

THE DRAGON'S LAIR



THE VILLAIN BASE

If the heroes get the clues right, they find the Celestial Inn and, if they move quickly, they can find Lung Hung and most of his minions there. There are two distinct elements to the base: the hotel at which most of the villains stay, and Lung Hung's undersea dome which he shares only with the most valuable of his subordinates.

BATTLE IN THE HOTEL

If the heroes attempt to infiltrate the hotel, they find it crawling with armed VOICE agents. See the description of the Celestial Inn for layout and agent placement. If all the VOICE supervillains in the previous encounter were captured, there can still be a few surprises here.

Whether infiltrated or assaulted, the VOICE supervillains defend themselves strongly. This is a matter of reputation, and they want to do some damage to these upstart heroes. They will only flee if they are greatly outnumbered.

Black Raven and Goshawk fly from the top rooms of the hotel and attempt to battle their way from the attack, doing as much damage as they can in the process.

Irredencia is guarding the basement entrance to the tunnel leading to Lung Hung's hideout. If La Pulga is still available, she helps him. Only the supervillains know of the tunnel, and if the tunnel room itself is attacked, Irredencia pulls a switch that activates an alarm leading to the undersea hideout, and blows up the tunnel and seals the hideout off from a land connection.

Most of the other surviving members of the ambush team are in rooms on the top floor of the four-story building. Szybko has a rooftop of a nearby building as a location for teleporting. If available, he will teleport to the top floor, gather the others together, and get them to that rooftop, each to make his own way from there.

There are six VOICE agents on duty, one on each floor and two behind the manager's counter in the lobby (with armor and gear stashed under the counter — one phase to get it on) and six to twelve other agents (depending on the number of heroes attacking) sleeping or relaxing in their rooms when the action starts.

Only the residents of the Dome and the tunnel guards know that the Dome exists and where it is.

ADDING MORE VILLAINS

As stated before, VOICE is continually recruiting. Villains from the *Enemies* books who have been recruited

in playtest sessions include Dragon Master (who has a mutual Hunted with Lung Hung), Ladybug, Plague, Poinsettia (who has an attraction to Graf Von Grausom), Shamrock, Slug, and all of Terror, Inc. The latter two prefer to think of VOICE as an ally, not an employer.

If recruiting other villains, stay away from those with codes versus killing (such as Lady Blue); they don't fit into the VOICE scheme of things.

USING THE POLICE

The police chief is happy to work with the Freedom Squad in this situation. He suggest that he put snipers (armed with weapons equivalent to the sniper rifle used by VOICE) on the roofs around the hotel and have the SWAT team ready to back up the heroes when they go in. You can either abstract the fight between the cops and agents (don't actually roll for each blow; just make one roll — if it's high, the cops are winning, if low, they're losing), or make it an integral part of the struggle.

Remember that the police will also loan SWAT team defensive gear to heroes. They do not loan out automatic weapons to anyone.

BATTLE UNDER THE SEA

If the heroes are victorious at the hotel, they find what's left of the tunnel to VOICE's underwater base of operations. However, there is no way they can just drop depth charges on the base, since they have no actual evidence that the illegal installation is actually VOICE's. The heroes will have to go down after them.

The base is a dome made up of a transparent plastic covering supported by hard plastic struts, described in more detail in the Map Key. Outside the base, the Blue Eel and her cyborg sharks patrol.

GETTING THERE

Unless the heroes have been exceptionally lucky or clever, the plastic tunnel to the underwater base has been blown and is now full of water. If it hasn't been blown and the heroes attempt to use it to get to the base, they will probably be seen on the vision monitors and the tunnel will be blown with them in it. However, the vision monitors only look for normally visible targets. An invisible character might be able to snake his way through the tunnel airlocks unseen, but he has the problem of getting through the doors without setting off the alarms.

Unless at least two dice of Unluck are rolled, the hero will not be affected by the explosion (a 2D6 KA in one hex if the hero's Unluck occurs). However, he must then face the problems of being underwater, as described later.

Assuming the tunnel is inoperable, the heroes must find their own way to the headquarters. The tunnel is still there, just full of water, so it can be followed underwater the 500 meters (250 inches) to its destination, 60 meters (30 inches) under the surface. The Freedom Squad does not have its own submarine, nor do the police. The police do have SCUBA gear they can lend to heroes. The Navy can probably be persuaded to come up with a submersible, but it would take a couple of hours, at least, to get it to the location.

Trying to locate the HQ without following the tunnel is looking for the proverbial needle in the haystack. The plastic structure makes it very difficult for sonar to find it (the plastic is designed that way) and underwater hearing devices or magnetic detectors do no better.

EFFECT OF UNDERWATER ON CHARACTERS

Flying characters can fly underwater unless the power description forbids it, but their non-combat multiple cannot exceed twice their combat speed unless some other special effect of the power (converts to light rays, only flies when desolid, etc.) allows for unrestrained movement.

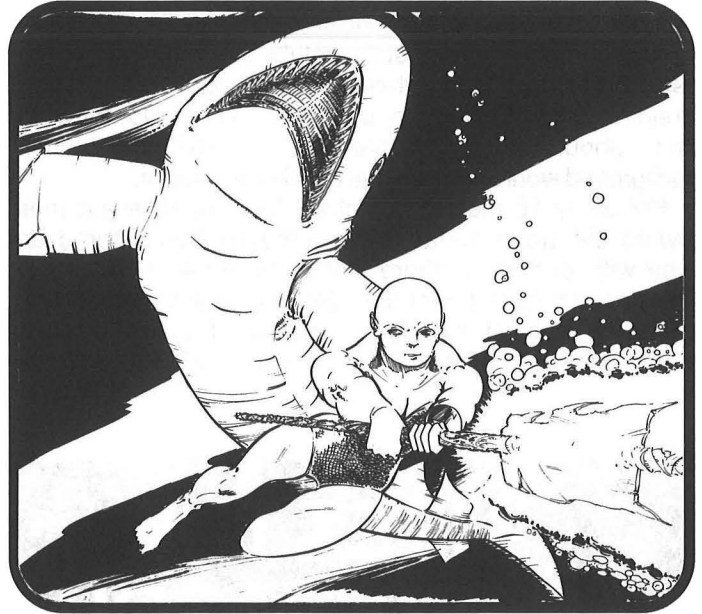
In water under about 10 meters, accurate sighting is difficult. All range modifiers are cut in half (again, unless special effects seem to negate this), and the range of powers is cut to 1/5 normal (usually to Power Points in inches). Infrared Vision is useless, as is Radar. UltraViolet Vision works normally, and range modifiers for sound-based perceptions (Ultrasonic Hearing, Parabolic Hearing, both Sonars) are doubled (sound travels well underwater).

Due to the density of water, basic weapons such as guns, are useless unless waterproofed, and most melee weapons (such as axes and swords) have only 1/3 effect (a 2D6 sword becomes a 1/2D6 sword). Punches have only half effect. Thrusting weapons (knives, spears) are virtually unaffected, as are grab and squeeze attacks. Knockback distance is 1/3 normal. A character can be "knocked down" — he is disoriented and must spend half a phase getting re-oriented.

AT THE BASE

If the heroes delay as much as an hour, the occupants of the dome will be gone. Lung Hung will pilot the submarine away after carefully loading himself and his mistress aboard, and his followers will hang onto the outside. If the other supervillain occupants, Le Maistre and Graf Von Grausom, are in the dome, Le Maistre is given precedence over the mistress, and the Graf holds on with the others. All the heroes find is a deflated circle of plastic humped over various bits of ruined machinery and left-behind clothing.

The two-person submarine is here strictly for Lung Hung's use as an escape device. It has two places to maintain the fiction of the ubiquitous "mistress". He may use it one of two ways. Either he will get in and pilot it away, or, if there are heroes that may be able to catch him included in an invasion force, he will launch it under autopilot in hopes of luring the enemy away while he sets a phase to make an extended teleport 160 inches away in another direction. He repeats the teleport until he's safe.



If they find the dome before the hour is up, the inhabitants are busy destroying equipment and records (it's a small submarine, with not much room for cargo), getting into underwater gear, and making last minute plans. They could actually be out in ten minutes, but Lung Hung subconsciously hates to just leave without demonstrating his natural superiority, so he dawdles, eats a last meal, carefully picks out just which robes he will take with him, and gives the heroes a chance to find him. However, if they aren't there within the hour, he decides they aren't worth dealing with, and leaves.

Surrounding the base are Blue Eel and her cyborg sharks. If Lung Hung gets away in the submarine, she will take her little friends and follow him continuing to protect his back.

If the base is still occupied, Blue Eel defends it as long as she can. If she is totally overmatched in the water, she commands the sharks to continue their attacks and swims away to fight again. She owes a personal debt to Lung Hung, but had been imprisoned once by land dwellers, and has no wish to repeat the experience.

Each section of the base can be sealed off from the others with an ingenious series of plastic seals. If the outer dome is pierced, the section beneath is inundated, but the rest of the base is still secure.

The base is kept at sea bottom pressure — 6 atmospheres. The air mixture is oxygen-helium, which negates the effects of nitrogen in the bloodstream (both nitrogen narcosis and the bends) but makes everyone sound like Donald Duck. More details are under Maps.

COMING UP FOR AIR

Diving to 200 feet (about 30 inches) is not difficult for a diver, except for the effects of nitrogen narcosis. This symptom, also called "rapture of the deep", creates an effect like strong drink. Every 50 feet is the equivalent of drinking a martini. Thus, at 200 feet, anyone using SCUBA gear operates as if under the influence of 4 martinis. GMs should call for INT Rolls at appropriate times, rigidly enforce Overconfidence psych problems, and any other things which would reinforce the situation.

Assuming the heroes successfully use SCUBA gear to assault the base and either capture or drive away Lung Hung, they must still get back to the surface. Do not warn them about the bends (caisson disease) unless their background would suggest that they know about it.

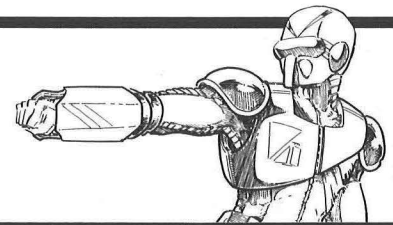
For every 10 meters (5 inches) the character ascends toward the water surface, the character has entered an area with one atmosphere less pressure and he should wait one minute (5 turns) to let his body adjust. Otherwise, the body sort of explodes because it is hit by one atmosphere less pressure than it is used to. The effect of

this is to hit the character with a crippling series of pains, which can be fatal unless treated. They must be rushed to a decompression chamber or a chamber constructed around them by the powers of available heroes (force fields, force walls). Determine the effect of the bends by subtracting the character's CON from 50, then use the result as the number of active points of killing attack, no defense, against the character. This will recur if the character is moved another 10 meters to a lesser pressure without protection.

Characters with the natural ability to breathe water (5 points of nonfocussed Life Support), or with unfocussed Full Damage Resistance, or completely encased in a rigid armor suit (which maintains normal pressure on the body no matter what depth it is) do not have to worry about the bends. Regenerating characters can recover from it.

Don't mention the bends to the players unless the character has previous experience (either in play or in civilian life) to account for knowing about, or a player mentions the possibility. Give any such player the opportunity to make an INT Roll for their character to have picked up these facts and know what to do about it.

MEET THE FREEDOM SQUAD



USING THE SQUAD BEFORE THE ADVENTURE

The Freedom Squad can be introduced to the player characters in several ways. They can be mentors to a new hero group in a neighboring city, people to consult about a supervillain team which moved from the Squad's city to the player heroes' city, or a group to call if the player heroes are in trouble.

If the player heroes don't include any detectives, Black Phantom or Dimension Man can be consulted for advice. Hardhat can be contacted for developing hero hardware; American Eagle can be contacted for information on Nazi war criminals; and Jo-Tan can be consulted about Japanese customs if the player heroes are threatened by *ninja* or the *yakuza*. Victrix can be turned into a love interest for a player hero.

Work the Squad slowly into the campaign. If they are friends of the player heroes, their plight will be all the more dire because they are known and liked by other heroes.

WHAT THE PLAYER CHARACTERS KNOW

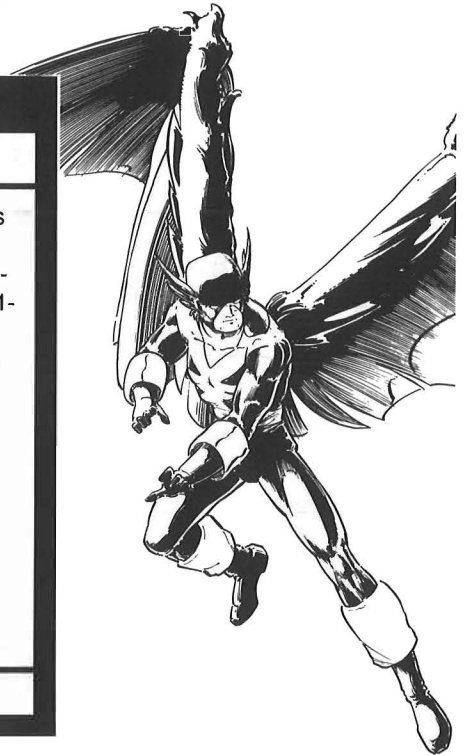
The Freedom Squad has been in existence for about six years. Until now, they have mostly dealt with criminal organizations such as VIPER and COBRA and occasional forays by individual super criminals such as Pulsar and Foxbat. The founding members were American Eagle, Victrix, Hardhat, and the Black Phantom. Dimension Man and Jo-Tan joined later. The group has always been helpful and friendly to other groups, and two of its founders, American Eagle and The Black Phantom, had excellent reputations as independent crimefighters before they joined with the others to form the Squad. The other four were newcomers to the superhero scene when they joined the Squad.

Character writeups for the surviving Squad members follow. If the GM wishes to introduce the Squad to his players before the events depicted here with a "guest shot" in another adventure, he can build his own versions of the assassinated heroes based upon the following descriptions.

Hardhat wears a stylized workman's coverall and his trademark hard hat with built-on mask. He has tools and doodads sticking out of every pocket and can come up with a gadget for every occasion, always with a heavy-industry theme.

Dimension Man is a teleporting martial artist in a skin-tight green and blue costume with protective goggles on his eyes. He has some detective skills, though he was not considered to be as good as The Black Phantom.

AMERICAN EAGLE							
VAL	CHAR	Cost	Cost	Powers	END	100+	Disadvantages
20	STR	10	21	1	42 pt Wings Multipower	15	1.5xSTUN from gas attacks
24	DEX	42	3	m	17" Flight at 1/2 END ²	1	
28	CON	36	4	m	32" Glide	40	Hunted - VOICE 11-
13	BODY	6	1	u	Missile Deflect all, 14-	10	Hunts Le Maistre 11-
13	INT	3	30		Martial Arts (8D6 punch, 10D6 kick)	4	15 Overconfident
14	EGO	8	10	3	+4D6 punch damage	4	10 Protective of Victrix
20	PRE	10	15	4	Armor (+9PD/9ED), 14-	3	3 Claustrophobia
18	COM	4	3	4	5 pts Flash Defense	15	15 Secret ID
10	PD	6	10		Acrobatics, 14-	77	77 NPC Bonus
9	ED	3	16		+2 with any use of wings		
5	SPD	16	20		+2 Overall Levels		
11	REC	2					
56	END	0			1 OAF — Wings		
43	STUN	6			2 +1/4, not in space		
					3 OAF - Baton		
					4 OIF-costume		
150 (CHA Cost) + 133 (Power Cost) = (Total Cost) 285 =						Disadvantage Total	



The first American Eagle fought in World War II (using an armored glider cape). The current holder of the name was the first Eagle's sidekick, Winger, and has been the American Eagle since the mid 1960s, when his mentor invented the wings but was injured testing them. Since

then he has been a stalwart defender of the American way from enemies both within and without. He is not the rabid bigot other self-appointed defenders have been.

In his Secret Identity, he is Steve Hall, a freelance illustrator specializing in historical reproductions.

JO-TAN ("Sturdy" in Japanese)

VAL	CHAR	Cost	Cost	Powers	END	100+	Disadvantages
45	STR	20 ¹	12	1 level Growth (+5 STR,+2 BODY, +5 PRE,-1"KB, +2" running, +1PD/ED), 1/2 END	15	15	1.5x STUN Energy KA
20	DEX	30			40	40	Hunted by VOICE 11-
40	CON	40 ¹			1	25	Hunted by <i>yakuza</i> 8-
19	BODY	10 ¹	25	2 levels Density (+10 STR, +10 CON, +2 BODY, -2"KB, +6rPD/+6rED), 1/2 END	15	15	Code Versus Killing
13	INT	3			10	10	Protective of Victrix
17	EGO	14			2	3	Acrophobia (Fear of heights)
15	PRE	0 ¹	11	1/2 END on STR	4	10	Public ID
10	COM	0	3	+1 vision		14	14 NPC Bonus
23	PD	10 ¹	15	Martial Arts - (+2,Wrestling Only, Punch, Grab/throw) ("Punch" = 13 1/2 D6, must grab first)			
23	ED	10 ¹					
5	SPD	20					
12	REC	0	3	English - fluent (native language - Japanese)			
60	END	0					
45	STUN	0	6	+2 levels in grab			
			5	+1 level hand to hand			
157 (CHA Cost) + 80 (Power Cost) = (Total Cost) 237 =						Disadvantage Total	



Mishio makes no secret of his identity. As a teenager, he studied the art of *sumo* wrestling, but his rapidly developing mutant powers drove him out of the sport. So, as a sideline to his career as an engineer, he took up the

hero business. When he was sent to America to study, he found the nearest hero group and signed on to keep his hand in.



Merilee Henry is the secret money behind the Freedom Squad. Her family made a fortune in auto parts and later investments. When she discovered her mutant powers

she decided to put her family's well-known philanthropy to work as a crimefighter.

VICTRIX							
VAL	CHAR	Cost	Cost	Powers	END	100+	Disadvantages
10	STR	0	25	EC Telekinesis		20	2D6 phase from smoke, etc.
18	DEX	24	26	17" Flight at 0 END		15	1.5xSTUN from RKA
23	CON	26	28	18PD/6ED Force Field		35	Hunted by VOICE 11-
8	BODY	-4		Hardened at 0 END		30	Hunted by other villains on 8-
13	INT	3	26	40 STR TK at 1/2 END	4	20	Total Code Vs Killing
15	EGO	10	26	10D6 E Blast physical	10	10	Cautious
15	PRE	5	5	8 point EGO Defense		5	Claustrophobia — irrational
20	COM	5	20	Radar (TK "touch sense")		15	Secret ID
5	PD	3	10	+2 with Telekinesis		31	NPC Bonus
8	ED	3	5	+1 DCV			
4	SPD	12					
10	REC	6					
60	END	7					
35	STUN	10					
110 (CHA Cost) + 171 (Power Cost) = (Total Cost) 281 =						Disadvantage Total	

BLACK PHANTOM

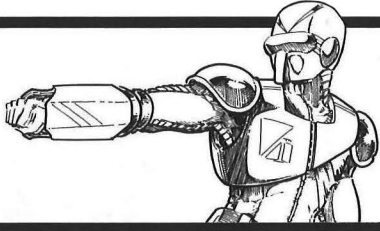
VAL	CHAR	Cost	Cost	Powers	END	100+	Disadvantages
20	STR	10	15	1 40 point Multipower		30	2xSTUN from fire
26	DEX	48	1	u 4D6 NND-gas (10 pt LS), 6 shots		15	1.5xeffect from Flash
23	CON	26	1	u 4D6 Entangle, 6 shots		40	Hunted by VOICE 11-
10	BODY	0	1	u 8d6 Stun Only attack, 6 shots		35	Hunted by VIPER 8-
23	INT	13	10	2 6PD/3ED Armor		10	Color Blind
15	EGO	10	10	Swing 10"		10	Code versus killing
23	PRE	13	6	+3" Running (total = 9")	2	15	Overconfident
10	COM	0	5	3 UV Vision		15	Secret ID
10	PD	6	4	4 High Range Radio (not in water)		73	NPC Bonus
10	ED	5	10	Acrobatics on 14-			
6	SPD	24	5	Detective on 14-			
10	REC	2	5	Disguise on 14-			
46	END	0	20	Find Weakness for Punch on 13			
40	STUN	8	15	3D6 Luck			
			30	Martial Arts (8D6 punch, 10D6 kick)	4		
			5	Security Systems, 14-			
			5	Stealth on 14-			
			30	+3 Overall Levels			
165 (CHA Cost) + 178 (Power Cost) = (Total Cost) 343 =						Disadvantage Total	



The Black Phantom is a mysterious figure dressed in grey and black with a full face mask. He first appeared in the late 1960s, where he concentrated on Civil Rights matters. Since the mid-Seventies he has concentrated his efforts on general crimefighting, saying in interviews that he was now interested in those crimes that affect all people. His main weapon is a multi-gun which shoots out various chemical substances that turn into entrapping webs, knockout gases, plastic stun bullets, etc.

The Black Phantom is really Lafayette Jefferson, bus company executive (troubleshooter). Preferring to work alone, as he's grown older (he's in his early 50s) he increasingly likes to have the Freedom Squad to back his plays.

At the start of this adventure, he is in a hospital bed, badly injured. Dr. Photon ambushed him and left him for dead, but he was alive long enough for a passerby who happened to be a paramedic to save his life. Usually, he will not be a factor in this scenario, but for future reference, using the character in previous adventures, and if the new heroes drawn into the adventure include a healer or someone with Regeneration Usable on Others, we give his normal attributes. For the purpose of Healing, Black Phantom has three wounds: one for 7 BODY points, one for 5 BODY points, and one for 4 BODY points. Obviously BP's three dice of luck were working overtime to allow him such little injury from three of Dr. Photon's lasers.



VOICE

THE CREATION OF VOICE

When the China Traders landed in China, a mandarin known only as Lung Hung (the Red Dragon) recognized them for the threat to China's peace that they were. Nothing could have pleased Lung Hung more, as he wished to set the world in turmoil.

After five centuries of meddling in Chinese politics, he took the European incursion as a challenge and resolved to learn more of these invaders. Setting to work disguised as a coolie, a mandarin, a mercenary, and many other guises, Lung Hung traveled throughout the world, establishing branches of an already extensive intelligence network in every Chinatown in every city on Earth.

From these wanderings, Lung Hung devised a master plan for keeping the world in turmoil so that a simple mandarin could be untroubled in a little corner of it. At the same time, Lung Hung developed a taste for foreign climes and European political intrigues. In the twentieth century, when many nations developed extensive intelligence networks, Lung Hung had a network that put them all to shame. When the fashion turned to giving such networks fancy acronym names, the organization became VOICE — Vanguard Organization for International Crime and Espionage — mostly as a satire on other agency names.

There was one other inspiration for the name. From its beginnings, Lung Hung's network operated on a cell system. Only one cell member knew the name of any other member outside his own cell. A cell would seem to get its orders from a skull, though actually the cell leader would transmit the orders through ventriloquistic tricks. When the wireless radio was developed, the skulls became radio receivers, and Lung Hung and immediate lieutenants could take a direct hand in issuing orders without ever being known as the order-giver.

Now, all VOICE cells receive their orders from small plastic skulls with radio receivers in them. As soon as possible after establishing a cell, the VOICE cell leader will leave the cell and the vicinity, preferably leaving the country. The remaining workers all get their orders from the skull, never knowing who else might be a member of their organization.

VOICE ORGANIZATION

For centuries, VOICE was split into two sections which barely know of each other's existence. One is now called the Throat, which supports VOICE and provides it with

supplies, research, and information. The other section is the Tongue, which enforces VOICE's policies by reaching out for what is wanted and articulating the VOICE's needs, often with use of violence.

In the 1970s, when the superpowered population of the world seemed to triple every month, VOICE agents began recruiting supervillains for the Jaws, a third branch working closely with the Tongue, and acting as the main enforcement arm of VOICE.

The initial recruits were Black Raven, Blue Eel, Carrier, and Graf von Grausom. They consciously recruited Dr. Photon and Irredencia, and picked up Le Maistre by chance (*see origin*). Throat added Szybko and La Pulga, and recently Black Raven found Goshawk in America. Even now, VOICE continues to enroll more villains in its continual need to grow more powerful.

MOTIVATIONS AND TECHNIQUES

Lung Hung's major motivation is to establish a little personal empire like the one in China. Lung Hung sees the proliferation of superpowered people in the last couple of decades as ultimately destabilizing. Certainly, the most powerful of the heroes and villains will eventually establish their own little fiefs and divide the world amongst them. Lung Hung intends to have a domain staked out when this happens.

Part of the master plan is to establish VOICE's *bona fides* as a powerful organization that can protect itself and attain its goals. Thus, VOICE does not necessarily work for immediate profit, though of course it does support itself with various criminal enterprises, mostly gambling, smuggling, extortion, and the white slave trade.

However, the Jaws of VOICE are more likely to work directly against other gangs and superheroes in an effort to prove themselves a dominant force in the superpowered community.

VOICE recruits continuously. A favorite technique is to establish a goal and set several supervillains to attaining the goal. Those that succeed, or fail well, may become members of the Jaws. A common goal is the elimination or humiliation of a superhero group.

This has become such a prominent feature of their modus operandi in the last few years, that many superhero groups cringe when they hear, "VOICE is recruiting in this area..."

LUNG HUNG (Red Dragon)

VAL CHAR Cost			Cost Powers		END	100+ Disadvantages
30	STR	20	22	1	2D6 HKA (+2D6 STR) at 1/4 END	1+6
30	DEX	60	80		80 pt Mental Multipower	
28	CON	36	15 m		7.5D6 EGO Attack	15
15	BODY	10	15 m		12D6 Mind Scan, 1/2 END use	6
28	INT	18	15 m		12D6 Mind Control, 1/2 END use	6
30	EGO	40	7 u		30 STR TK area effect, one hex, 1/4 END	3
45	PRE	35	5 u		20" Combat teleport, 2x mass, 8x distance	11
16	COM	3			Martial Arts (9D6 punch, 12D6 kick)	6
13	PD	7			+12" Running (total 17")	4
13	ED	7	30		Missile Deflection, any thrown item, 15-	15
20	SPD	60	24		Missile Deflection, any type, 15-	15
7	REC	16	10		9PD/9ED Armor (hard -costume), 14-	15
100	END	22			16 pt EGO Defense	719
90	STUN	46				
5	5 pt Power Defense			1	Infravision	15
5	5 pt Lack of Weakness			10	Acrobatics on 15-	5
60	75% resistant physical dam. red.			5	Climb on 15-	5
30	50% resistant energy dam. red.			10	Find Weakness with Martial Punch on 11-	5
20	Regenerate 2 BODY			3	Linguist	15
15	+5 Vision			10	Fluent in English, Japanese, Vietnamese, German and Italian (native — Mandarin)	30
15	+5 Hearing			5	Paramedic on 16-	50
7	Tracking					
5	Ultrasonic Hearing					
1	Discriminatory Smell					
380 (CHA Cost) + 595 (Power Cost) = (Total Cost) 975 = Disadvantage Total						



THE ORIGIN OF THE RED DRAGON

Over seven hundred years ago a Mongol khan staked out a rebellious Chinese slave on the desert. The slave took two days to die, with the khan watching the victim's agonies. After the death of the slave, the khan told his followers to leave the body where it lay as an example to others.

Two days later the slave awoke. New strength flowed in the former corpse's muscles, strength enough to tear itself free of the binding ropes. The slave watched in amazement as the wounds left by the ropes healed in seconds. Then a thirst arose. The former slave almost instinctively snuck up on an unsuspecting nomad, held him with arms far stronger than the Mongol had ever known before, and tore out his throat with canine teeth suddenly grown long and sharp. The blood tasted sweet to lips parched by two days of exposure.

By the next morning, a trail of nomad blood led to the *yurt* of the khan, and the survivors of his people found his broken body, drained of blood, within. There was no sign of the slave's body. Thus was Lung Hung, the Red Dragon, born.

THE RED DRAGON'S COLORFUL CAREER

The newly liberated slave made the most of the newly-acquired powers. First serving as an assassin and thief,

Lung Hung discovered that age had no perils for him. He did not age, for his body continually regenerated its cells and preserved him at the age at which he "died."

Taking advantage of this immortality, Lung Hung amassed enough wealth to educate himself and discover the ways of true power in the lands of China. Within one hundred years Lung Hung was a powerful warlord, absolute master of a river valley whose water flowed into the Yangtze on its journey to the sea. The local peasants told tales of their "lord who never dies." Unlike many similar tales, these were all true.

Through many dynasties, Lung Hung's power was secure. He was an adviser to Emperors, then a trader with Europeans when the white men first came to the shores of China. His keen intellect showed him that the Europeans were the key to creating in China the environment he wanted — a state of chaos in which he could hold his own domain safe from all others, diverting would-be conquerors from his land by prompting them to fight each other.

Playing the Emperors against the China traders, Lung Hung kept his own place secure. In the early twentieth century, when revolutionaries demanded freedom from the yoke of oppressive Emperors, Lung Hung encouraged them. He was largely responsible for the success of the overthrow of the Empress of China, and equally responsible for much of the resulting chaos.

Finally, Lung Hung found a revolutionary whose program he felt he could manipulate. Mao Tse Tsung found Lung Hung's advice useful, and the vampire warlord became his secret adviser who charted his path to power. Lung Hung's immortal wisdom had observed many of the foibles of short-lived men, and he gave his insight to Mao.

Finally, Mao was triumphant. After Lung Hung manipulated the split with the Soviet Union, there was no impediment to Lung Hung retiring to his "communal farm" where he maintained his warlord ways with an occasional outward show of Party conformity. He had no wish to make policy for China, just safeguard his own holding and give him leisure for his manipulations of foreign affairs.

Mao Tse Tsung proved remarkably long-lived for a non-vampire. Lung Hung only intervened once, when Chinese technology approached the ability to deal with Lung Hung's natural advantages of power. He fostered the Cultural Revolution and retired once again to his isolated feudal estate masquerading as a communal farm.

After China was reduced to chaos once again, Lung Hung refocused his attention on his most recent development, the organization known as VOICE. He concentrated on developing its international connections and fostering its growing roster of superbeings. He grew so involved with this hobby that his attention to affairs in China suffered.

Suddenly, Mao was dead. His picked successors had largely died before him, and China was ruled by men who were not sympathetic to the aims of the mysterious Red Dragon. Lung Hung found that all of his contacts were sundered. He had no common ground with these men. Worse, China had developed a technology that, coupled with their superior numbers, could destroy his little empire.

It was hard to give up the land that had been his for centuries, but Lung Hung decided that his best plan was to leave China before he was driven out, enmesh himself within VOICE, and use his international organization to carve himself out another empire in another land.

HIS POWERS

Despite the similarity of his powers to those of the classic Gothic Vampire, Lung Hung is actually a mutant whose mutation mirrors many of the commonly accepted vampiric powers. Indeed, people with his mutation might be the cause of all legends of vampires (this depends on the degree of supernatural participation in the GM's campaign). His main powers are his great strength and ability to immediately regenerate any damage he takes. His thirst for blood is actually for the potassium released into the blood at the time of death. If he does not have this potassium every day, he will become comatose until he receives some, and his regenerative powers will not function. In the twentieth century, he learned that his need was for potassium, not blood, but by that time the habit was too hard to break. If he needs to stay unnoticed, he eats potassium pills. If he has free access to victims, he opens their throats and sucks their blood.

If Lung Hung's brain is destroyed and his heart stopped, the potassium will cease to flow in his own body and he will also become comatose. Thus, the classic

method of vampire destruction will work for Lung Hung as well. Cut off his head and stop his heart with a stake through it, and he is helpless.

TACTICS

Lung Hung prefers to act as a simple Martial Artist with mental powers — just another supervillain in VOICE's employ. His natural arrogance does not allow him to completely forsake the limelight, however, so the ubiquitous plastic skulls which give VOICE members their orders will usually name Lung Hung the leader of any particular enterprise he attaches himself to. The universal opinion among the other villains is that Lung Hung has connections with the Supreme Council.

In a fight, Lung Hung will first attack other Orientals and/or martial artists, disdaining to fight with Occidentals and others until all of his proper opponents are disposed of. He will use his simple martial arts first, then turn to his sword or ego powers if the fight takes too long or he is feeling pressed by others. If he wishes to simply engage the heroes' attention while his minions make their getaway, he will put his Martial Arts levels into defense and his overall levels into missile deflection and simply bob and weave about the heroes, keeping them all busy.

Lung Hung is also fond of disguising himself as a simple servant, VOICE agent or even as a female to throw pursuers off the scent. If he feels himself overmatched (a very unlikely occurrence) he may teleport away from the immediate area of the struggle, and let the pursuing heroes find a concubine huddling in the corner who will tell the heroes that "the Great Master went that way."

This disguise is ultimately successful, without fear of failure. What no one in VOICE or anywhere else knows is that the patriarchal Lung Hung, whose male presence has influenced the world, is really a woman.





BLACK RAVEN

VAL CHAR Cost			Cost Powers	END	100+ Disadvantages	
15	STR	5	16	Flight 20" [+1 (OAF wings), +1/4 (not in space and water)]	20	2x STUN from heat
26	DEX	48			4	5 1.5x stun sonics
28	CON	36	20	Active Sonar	35	Hunted by UNTIL 11-
15	BODY	10	15	Parabolic Hearing	25	Hunted by Asian supergroup 8-
13	INT	3	7	Telescopic Vision		10 2D6 Unluck
17	EGO	14	6	+4 Vision	5	Bad Reaction on 8-
15	PRE	5	3	5 pts Ego Defense (total = 8) on 14	15	Protective of Goshawk
14	COM	2	15 ¹	60 pt Multipower	15	Claustrophobia — complete
15	PD	12	1 u	4D6 RKA ³	5	Fear of Fire
15	ED	9	1 u	12D6 kinetic punch ³	5	Bloodthirsty
6	SPD	24	1 u	8D6 AP javelin ³	3	Challenges to 1-on-1 fight
11	REC	4	1 u	8D6 explosion	10	Public ID
56	END	0	1 u	12D6 Electrical EB	70	Villain Bonus
44	STUN	7	1 u	2D6 RKA area radius		
			1 u	4D6 Entangle (takes same damage)		
			1 u	2D6 area entangle (takes no damage)		
			10 ²	20 pt Multipower		
			1 u	Missile Deflection (anything) on 14-		
			1 u	6PD/6ED armor on 14-		
			10	Acrobatics on 14-		
			10	Find Weakness with ³ above on 11-		
			10	1 overall level		
			8	1 combat level		
			2	Fluent English (Native - Japanese)		
			2	Fluent Chinese		

¹ +1 OAF — javelins, +2 1 use each, +1/4 not in water
² OAF — shield

179 (CHA Cost) + 144 (Power Cost) = (Total Cost) 323 = **Disadvantage Total**

ORIGIN

Masae Toshira's mother was on the outskirts of Hiroshima when the sky filled with light. Fearful, she waited ten years before having any more children, but finally decided the radiation had not adversely affected her and Masae was born. The little girl grew quickly, and, if anything, was more alert and aware than her playmates. But, as puberty arrived, so did growths on her shoulder blades. Her hysterical mother dithered and denied the problem as Masae's growths burst into fledgling wings,

which rapidly grew immense, giving the girl enough wingspread to fly!

Before her mother could formulate a coherent plan, the streetwise Masae moved. She had been running with street gangs already, and her underworld contacts immediately realized what a find they had. Masae disappeared, never to be seen by her family again. However, they read the reports of the depredations of the high-flying Black Raven on her many missions for VOICE, and know where their errant daughter has flown.



TACTICS

Masae tends to depend on her maeuverability to stay away from attacks and throw her javelins from afar. While the javelins are her favorite weapons, she is not averse to taking up other weapons if they seem more suited for the battle in hand.

For instance, against Victrix she may take up a laser weapon worth the same amount of points as her javelin Multipower (23).

DR. PHOTON						
VAL	CHAR	Cost	Cost	Powers	END	100+ Disadvantages
10	STR	0	43 ²	75 pt Laser Multipower	20	2x STUN from physical KA
26	DEX	32 ¹	4 u	5D6 RKA 12 uses	10	Berserk if thwarted by male on 11-
23	CON	26	4 u	7D6 Flash w/1 piercing, 12 uses	5	Recover on 11-
10	BODY	0	4 u	14" Tunneling 12 uses	35	Hunted by PRIMUS on 8-
18	INT	8	4 u	3D6+1 RKA AP 12 uses	30	Hunted by UNTIL 8-
17	EGO	14	4 u	3D6+1 RKA vs. Desolid, 12 uses	20	Hatred of males (irr)
15	PRE	5	4 u	3D6+1 RKA, invisible, 12 uses	20	Overconfident (irr)
16	COM	3	3 u	2.5D6 RKA explosion w/hole 5" area 3 uses (no range)	10	Paranoid of all men
20	PD	12 ¹	7 ¹	Hardened PD/ED	10	Fear of Dark (irr)
23	ED	12 ¹	10 ¹	1/2 Damage Resistance	15	Secret ID
6	SPD	18 ¹	4 ¹	7 pt Flash Defense	31	Villain Bonus
11	REC	8	7 ¹	11 point EGO Defense		
46	END	0	3 ¹	Ultraviolet Vision		
42	STUN	15	3	Infrared Vision		
			3	Breakfall on 14-		
			10	Martial Arts		
			7	Computer on 14-		
			2	Fluent Japanese		
			2	Fluent German		
			1	Basic Chinese		
			5	+1 DCV		
			15	+3 Multipower		

1 OIF — costume
2 +1/2 (1), +1/4 — 12 charges/slot

153 (CHA Cost) + 153 (Power Cost) = (Total Cost) 306 = **Disadvantage Total**



ORIGIN

Teresa Holland, Ph.D. was continually passed over for promotion during her career as a PRIMUS researcher. The last straw was when a male co-worker with what she considered an inferior intellect was promoted over her head to lead her department. No counseling effort could convince her that her arrogance and hostility to her superiors had destroyed any chance she had to gain a management position.

In her agitation, she was a prime recruit for VOICE, who attempted to recruit her into its support services, Throat. Instead, she devised a laser-based combat suit based on her researches and used it to slay her agency boss and the male co-worker who had been promoted over her. Then she presented herself to the VOICE recruiters, demanding that they follow her on a spree of crime. They led her to their commanders, who recruited her into the VOICE supervillain structure.

As a VOICE member, she has had opportunities to show her skills in leadership that her researcher career never provided. Perhaps PRIMUS should have reevaluated her personnel file.

TACTICS

Dr. Photon prefers to stay at a distance if possible, using her ranged attacks to slay her targets, preferably male ones. If surrounded at close quarters, she uses the last slot in her laser multipower, which actually sends out mini-laser beams from every part of her costume into the space around her. In game terms, this is as if there is an explosion in her hex which does not affect her. In game terms, the six hexes around her are considered to be the point of explosion, and the effect radiates away from her as any explosion would. Thus, in the hexes around her, everything is hit with a 2 1/2d6 effect, then the next hex is hit with a 2d6 effect, then a 1d6+1 effect, and then the next rank of hexes get a 1/2d6 effect. This game advantage is described in more detail in *Adventurers Club* Vol. 1 #2, Winter, 1983. It is a +3/4 Advantage.



BLUE EEL							
VAL	CHAR	Cost	Cost	Powers	END	100+	Disadvantages
30	STR	20	32	1	16D6 Electric Blast	10	1D6/phase in 100°+ air
23	DEX	39			(+1/2, 70 pt battery)	20	2x STUN from heat/fire
28	CON	36	15		Martial Arts (+1, only usable in water)	20	Cannot live more than 24 hours out of water
10	BODY	0	15		Damage Resistance		
13	INT	3	15		15 pts Life Support	25	Hunted by People of the Sea on 8
10	EGO	0	3		5 pts Ego Defense (total 8) on 14-		
10	PRE	0	20		+10" Swimming (total 12")	2	30 Hunted by UNTIL on 8-
16	COM	3	20		Active Sonar	5	Unusual Looks on 8-
21	PD	15	6		+2 with staff	10	Hatred of most surface people
21	ED	15	3		+1 with Martial Kick		
6	SPD	27	1		Basic English (no normal spoken language)	15	Difficulty in understanding surface-dweller ways
2	REC	0			Fluent Japanese		
60	END	2	2		Fluent Chinese	10	Public ID
43	STUN	4	2			53	Villain Bonus
			1 +1, OAF electric staff				
164 (CHA Cost) + 134 (Power Cost) = (Total Cost) 298 =					Disadvantage Total		



ORIGIN

When the atomic bomb tests of the 50s took place in the Pacific, one unknown casualty was the homeland of the People of the Sea. The aquatic race's DNA suffered badly, and the water-breathers almost died as a race. Most of the affected children died. Some survived. One of these was a girl who grew up to carry the *nom de guerre* of the Blue Eel.

She grew up despised by her more normal sisters and vowing vengeance on the surface world which made her, in fact, look far more surface-human and less amphibian than her fellows. Despite her people's wish to avoid contact with the surface dwellers, the girl began a series of pirate raids and killings.

She was eventually caught by the special UNTIL *Sword-*

fish team, and Lung Hung managed to get her out of confinement after his sources within UNTIL brought him word of her existence. Her low ego and presence made it simple for Lung Hung (acting as the simple Red Dragon, satrap of VOICE) to persuade her to join his cartel of international criminals, lending her unique perspective to their activities. Her own race hunts her as best they can to regain the weapon she stole from their secret armories; a weapon no surface-dweller must ever be permitted to see.

TACTICS

When using the staff, Blue Eel husbands the battery by using it for only 8 and 10 D6 blasts unless a foe proves capable of shrugging such attacks off, then she cranks it up to its full potency.



LA PULGA								
VAL	CHAR	Cost	Cost	Powers	END	100+	Disadvantages	
35	STR ¹	5	30	EC — Flea Size		10	1.5x STUN — radiation	
26	DEX ²	32	20	Shrink 4 levels at 1/4 END	2	10	1.5x BODY — radiation	
30	CON ¹	0	20	2	Density 4 levels at 1/4 END	2	10	2x STUN — sonics
14	BODY ¹	0	20	2	Superleap 16x normal at 1/4 END	2	10	2x BODY — sonics
14	INT	4	20	2	12D6 Bio-Electric Blast	12	30	Hunted by UNTIL on 8-
10	EGO	0	13	2	360° vision		30	Hunted by European supergroup on 8-
10	PRE	0	10	2	Telescopic Vision		10	Cannot hear normally when small
10	COM	0	3	2	Microscopic vision			
15	PD ¹	0	3	2	Ultrasonic hearing			
14	ED ¹	0	13	2	20 points Life Support		20	Overconfident (irr)
6	SPD ²	16	5		5 pts Ego Defense (total 8)		15	Taunts foes (irr)
13	REC ²	12	10		Find Weakness for punch on 11-		15	Secret ID
100	END ²	27	5		Security Systems on 12-		47	Villain Bonus
47	STUN ²	16	20		+2 overall levels			
			2	Fluent English (native - Spanish)				
			1	Basic Chinese				
1 Effects of density already figured in				2 Only when shrunk; La Pulga is 4 inches tall, all range mods are at 2 per 1", -8 PER, -8" run, +8" KB, 1/2 normal mass				
112 (CHA Cost) + 195 (Power Cost) = (Total Cost) 307 =					Disadvantage Total			

ORIGIN

Constencia Viralga discovered her shrinking powers when she reached puberty. In her poverty-stricken Spanish village, she was ostracized as possessed when she made the mistake of confessing to the village priest.

Virtually driven into a life of crime, she slowly discovered her other powers and began to touch on some of the fringes of the international criminal world. Finally, VOICE agents contacted her, helping her at first with information, giving her training in sophisticated security systems, and

finally recruiting her into Lung Hung's primary enforcement arm.

TACTICS

La Pulga takes after her namesake, hopping from target to target, staying just long enough to find the right spot (using Find Weakness) and attacking.

In combat, La Pulga takes great delight in taunting her foes in Spanish, using a vernacular so coarse that even the most sophisticated Spanish speaker has been known to blush.

CARRIER			END		100+ Disadvantages
VAL	CHAR	Cost	Cost	Powers	
20	STR	10	68	¹ 112 pt Multipower — disease touch (invisible effect if Stealth roll made)	30 Hunted by UNTIL on 8-
21	DEX	33			20 Hunted by World Health Organization on 8-
25	CON	30	7	^u 1D6 BODY Drain vs. limited defense (full DR PD or pts of Regen) continuous effect for 6 phases — 6 uses	10 Hunted by Interpol 8-
13	BODY	6			10 Constant low fever makes all Perception rolls on 8 -
18	INT	8			15 Constant cough can reveal him
18	EGO	16	7	^u 2D6 STR Drain — same as other slot — 6 uses	20 Likes to watch results of work (irr)
15	PRE	5			15 Hatred of doctors and medics (irr)
4	COM	-3	40	² 6D6 area effect NND (10 pts LS) — 12 shots	5 Unusual Looks (pallor) on 8-
5	PD	1			15 Secret ID
5	ED	0	25	³ 11PD/10ED Armor	04 Villain Bonus
6	SPD	29	2	⁴ 5 pt Flash Defense	
15	REC	12	5	5 pts Ego Defense (total 9)	
50	END	0	8	⁵ 10 pt Life Support	
40	STUN	4	11	Stealth on 16-	
			15	+3 with Multipower	
			2	Fluent English (native Portugese)	
			2	Fluent Italian	
			1	Basic Chinese	
				1 +1/2 IAF — gloves	
				2 OAF — Gun	
				3 OIF — clothes	
				4 OAF — glasses	
				5 IIF — nose filters	
151 (CHA Cost) + 193 (Power Cost) = (Total Cost) 344 = Disadvantage Total					

**ORIGIN**

Dr. Pablo Vasquez was called "the Albert Schweitzer of Brazil." He spent years in the jungles, bringing the benefits of modern medicine to the natives and isolated ranchers and lumbermen. Throughout this time, he heard of the strange, unnamed, goddess of disease the natives worshiped to propitiate her and keep her from their doors.

Doctor Vasquez fought the influence of this malignant deity, and still his patients died. Finally, he tracked the goddess down to her ancient temple in the jungle. Fearlessly, he strode into the ruin, determined to bring the crumbling edifice down and the worship of this malignant spirit with it.

Instead, he emerged days later, with no apparent changes to himself or the temple. But, his entire attitude had changed. He abandoned his jungle practice and disappeared, only to appear later as the Carrier, malignant master of disease and infections. The ancient disease goddess had won!

TACTICS

Carrier attempts to remain in the background as much as possible. He pretends to be a simple victim, and insists on touching his rescuers in gratitude. If caught, he uses his gas gun and tries to continue to infect his captors.



GOSHAWK						
VAL	CHAR	Cost	Cost	Powers	END	100+ Disadvantages
23	STR	9 ¹	18	³ 45 pt Multipower — wing feathers	20	2x stun — gas
26	DEX	42 ²	1	u 3D6 RKA (feather blades), 8 uses	10	Berserk versus guns on 11-
23	CON	17 ¹	2	u 2D6 HKA, 1/4 END	1	Recover on 11-
10	BODY	0			+5	10 Recover on 8-
13	INT	3	2	u +6D6 to STR, 1/4 END	1	30 Hunted by police on 8-
18	EGO	16			6	10 2D6 Unluck
13	PRE	3	30	¹ 15PD/12ED Armor		10 Perception rolls to side on 8-
12	COM	1	2	5 pts Ego Defense (total 8) on 11-		20 Overconfident (irr)
5	PD	0	18	³ 45 pt wings Multipower		10 Protective of Black Raven
5	ED	0	4	m 22" flight	4	15 "Secret" ID
8	SPD	34 ²	4	m 20" Glide		42 Villain Bonus
15	REC	7 ¹	10	¹ Telescopic Vision		¹ OIF — costume
60	END	5 ¹	6	+2 w/RKA		² Bought thru costume; DEX 20 and SPD 4 without costume
44	STUN	10	25	+5 with any use of wings		³ OAF - wings, no space/water
			3	Electronics on 11-		
			2	Fluent Japanese (native - English)		
			2	Fluent German		
			1	Basic Chinese		
147 (CHA Cost) + 130 (Power Cost) = (Total Cost) 277 =					Disadvantage Total	

ORIGIN

Jerry O'Neil was still a student when he discovered the basic principles behind his magneto-gravitic flight suit. He worked on it for three years as he entered the world of big electronics and did not quite bury himself in work. Some of himself he saved, and put that work into his flying suit.

Since the skies are full of flying heroes, O'Neil knew what he must do. He's always liked to play with knives, so he worked the feathers in his wings into blade holders and projectors. Soon, he was ready for action.

That's when he was fired for absenteeism and slacking in his work. Angry and frustrated, he took to the skies. "I'll show them," he thought, "I'll become a great hero and then..." What could he do? Before a full plan of action sprang to mind, he found he had company, a

beautiful Japanese girl with wings growing out of her back!

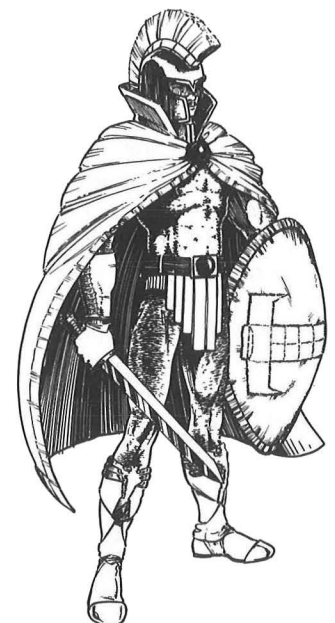
Black Raven was entranced at encountering another winged person, even if his wings were artificial. She resolved to bring him over to her side and, playing on his angers and frustrations, had little trouble convincing Jerry O'Neil to join with her and her friends in VOICE, and wreak revenge upon the world!

TACTICS

Goshawk is inordinately proud of his feathers which act like throwing knives, always one of his favorite activities. He uses them from a distance first, then moves to use his slicing feathers. He uses the wing buffet if his killing attacks don't seem to be having any effect (keeps rolling low KA modifiers).

IRREDENCIA

VAL	CHAR	Cost	Cost	Powers	END	100+ Disadvantages
70	STR ¹	55	10	1 level Growth ¹	2	10 Berserk if knocked down on 8-
18	DEX	24	17	STR at 1/2 END	7	5 Recover on 11-
25	CON	30	15	² 2D6 HKA (+2D6 HKA from STR)	9	30 Hunted by European supers on 8-
12	BODY ¹	0	50	³ 24PD/24ED Armor		20 Hunted by Italian govt. on 8-
10	INT	0				10 2D6 Unluck
10	EGO	0	10	⁴ Missile Deflection, anything on 13-	20	15 Cannot learn other languages
25	PRE ¹	10	2	5 pts of Ego Def. (total 7) on 11-		20 Overconfident (irr)
12	COM	1	10	Acrobatics on 13-	10	15 Aquaphobia (irr)
14	PD ¹	0	3	+1 level with Gladius (sword)	15	15 Secret ID
6	ED ¹	0	10	+2 levels hand to hand		64 Villain Bonus
5	SPD	22	20	+2 overall levels		
18	REC	0		¹ Growth already figured in		
80	END	15		² +1 OAF — Gladius		
56	STUN	0		³ +1/2 OIF — Armor/Shield		
				⁴ +1 OAF — Shield		
157 (CHA Cost) + 147 (Power Cost) = (Total Cost) 304 =					Disadvantage Total	



ORIGIN

Salvatore Abruzzi was a Neo-Fascist political strongarm man. While on vacation, he wandered into a cave in the Italian hills. He was suddenly confronted by a creaking robot with the Fasces symbol on its chest. In a hollow voice it demanded a password. Salvatore, almost without thinking, said "Italia Irredencia," and the robot motioned him on into the cave complex. There, the young Italian was met by other robots who commanded him to disrobe and enter a coffin-like casket with many wires and tubes running from it. He tried to run away, but was gassed and tossed into the box.

Two months later, Salvatore Abruzzi rose. He felt fast and strong — and tall. His panicked reaction to being an extra three feet taller caused him to suddenly shrink to his normal five foot six inches. The robots, their task finally done, were disintegrating around him. One took the time to warn him to leave immediately. The cave collapsed behind him.

His new strength and power caused Salvatore to be a bit too enthusiastic in his duties for the party, and he was disavowed. He turned to a life of crime, and was caught. In jail, he was contacted by a tall Germanic gentleman who got him out and recruited him into a small band of super-powered criminals he was forming. A year later, Sal was told that the orders coming from the Graf's little skull statue were from VOICE, and he was a member of the world's greatest criminal cartel.

Mostly, Irredencia is used for guard duty in endangered headquarters, though he is not averse to the occasional field mission. However, his congenital inability to learn any language but his home tongue limits his usefulness in any mission outside his native land; and that is a bit hot for him.

TACTICS

Irredencia knows one way to deal with opposition, crush it. He glories in his strength and does not resort to the sword unless his foe seems impervious to his blows.

GRAF VON GRAUSOM ("Baron of Terror")

VAL	CHAR	Cost	Cost	Powers	DEPOSED	END	100+	Disadvantages	
35	STR	25	28 1	2D6 HKA AP (+1.5D6 from STR) 1/2 END		4+3	5	Berserk if takes BODY on 8-	
29	DEX	57					10	Recover on 8-	
28	CON	36	36 2	6D6 NND explosion (10 pt L.S.) 8 uses			20	2x Effect — Flash	
20	BODY	20					10	2x effect — Sonics	
13	INT	3	8	1/2 END for STR		4	30	Hunted by UNTIL 8-	
11	EGO	2	6	+3" Running (total 9")		2	30	Hunted by Interpol 8-	
18	PRE	8	25 3	18PD/12ED armor (activate on 14-)			15	Hunted by European supers on 8-	
12	COM	1	3 4	5 pts Flash Defense			15	Hunted by KGB on 8-	
12	PD	5	5	5 pts Ego Defense (total 8)			20	Bloodthirsty	
10	ED	4	5 4	10 points Life Support (activates on 14-)			15	Love of Battle (irr)	
6	SPD	21					5	Arrogant	
15	REC	4	10 1	20 pt Missile Deflection on 15-			5	Revenge oriented	
56	END	0	15	+5 vision			10	Public ID	
52	STUN	0	15	+5 hearing			95	Villain Bonus	
			10	Acrobatics on 15-				1 +1 OAF — Axe	
			16	+2 combat levels				2 +1 OAF — Gas Gun	
			10	+1 overall level				3 +1/2 OIF — Mail Armor	
			2	Fluent English (native - German)				4 +1/2 OIF — Helmet	
			2	Fluent Italian					
			2	Fluent Russian					
			1	Basic Chinese					
186 (CHA Cost) + 199 (Power Cost) = (Total Cost) 385 =							Disadvantage Total		



ORIGIN

Heinrich Kaufmann was five years old in 1932, when unknown scientists working for the National Socialist party decided that he was "genetically pure" and fit to be the example to the world of Aryan superiority. The fact that he was a member of the old nobility and of Austrian extraction only helped the matter in Der Führer's eyes. By 1945, when the Russians invaded Berlin, Heinrich Kaufmann was seventeen years old and undergoing the last series of operations and treatments which would turn him into a true Überman. However, as the final operations were completed, the Russians were hammering at the door of the laboratory. To protect their recovering patient, his masters put him into an experimental cryogenic suspended animation container and buried him in the

rubble of a bombed-out neighboring laboratory.

Twenty years later, his cryogenic coffin was uncovered in an East German rebuilding program. Russian scientists revived him, only to find that they had a terror on their hands. He easily escaped the bounds of East Germany, swearing vengeance on the world for his wasted youth. He is now one of the top enforcers for VOICE, and his hatred for Russians and other members of the Allied forces of World War II is proverbial. While he is convinced that Aryan superiority is a fact, Heinrich is not a Nazi.

TACTICS

Graf Von Grausom prefers to deal with his foes hand-to-hand. He uses the gas gun primarily to cut down the number of foes so that he can deal with one at a time.



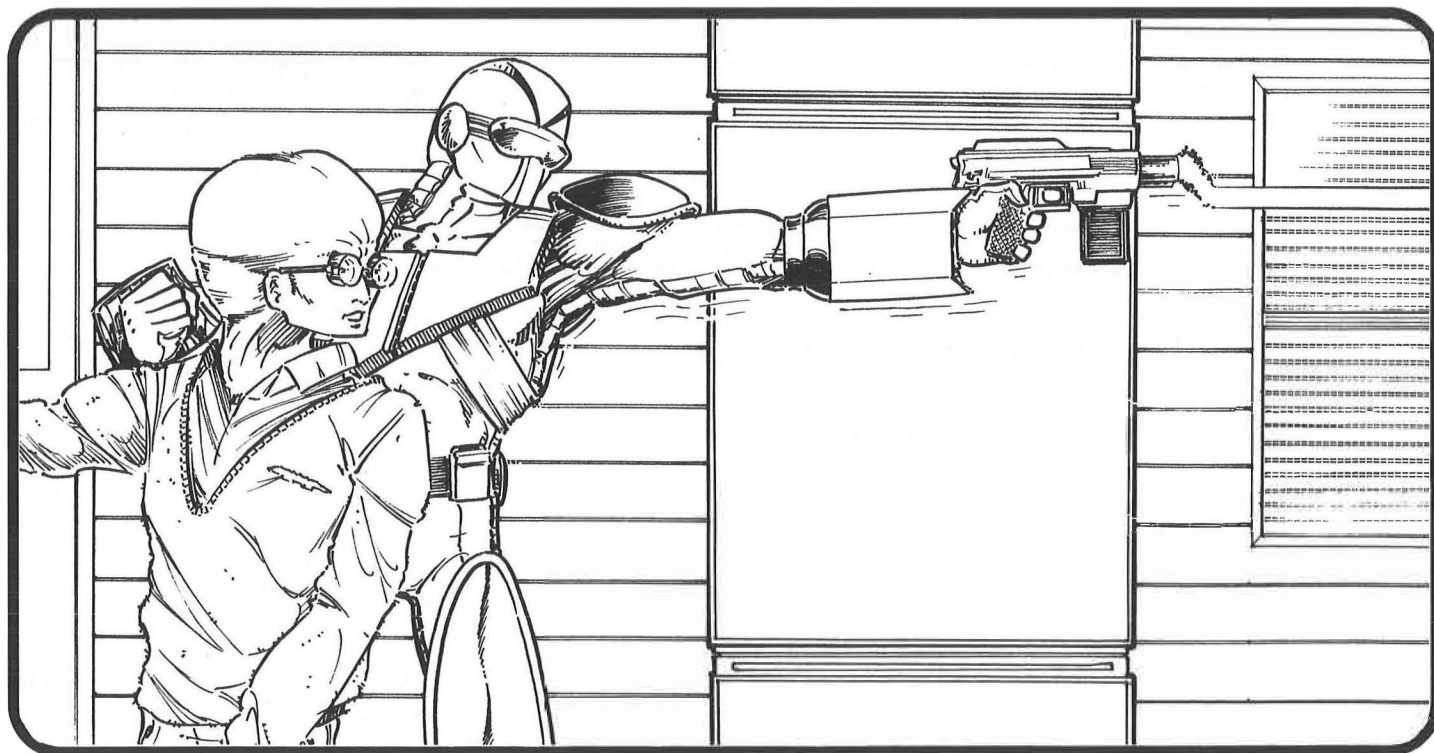
LE MAISTRE							
VAL	CHAR	Cost	Cost	Powers	END	100+ Disadvantages	
10	STR	0	120	Mental Multipower		30	2x STUN from H to H attacks
20	DEX	30	10 u	20D6 Mind Scan	20		
18	CON	16	10 m	10D6 Telepathy	10	10	2x STUN from sonics
10	BODY	0	11 u	11D6 Mind Control — area 11 hex	11	15	Epileptic in stress on 8-
18	INT	8	10 u	16D6 Mind Control at 1/2 END	8	30	Hunted by European supergroup on 8-
20	EGO	20	7 u	5D6 EGO Attack vs Desolid	10		Hunted by UNTIL on 8-
10	PRE	0	10 u	8D6 EGO Attack at 1/2 END	8	30	Hunts American Eagle on 11-
4	COM	-3	27	1/2 END for area effect Mind Control		5	Tunnel Vision, no Perception except straight ahead
2	PD	0	12	16 points EGO Defense			
4	ED	0	12	9PD/9ED Armor (OIF — vest, acts on 11-)		15	Fear of Physical Harm (irr)
5	SPD	20		Find Weakness w/Mind Control on 11-		20	Megalomania (irr)
6	REC	0	10	+7 with ECV			
100	END	32		Fluent English (native - French)		20	Bad Reaction on 11
24	STUN	0	35	Basic Chinese		10	Public ID
			2			10	Villain Bonus
			1			03	
			123 (CHA Cost) + 277 (Power Cost) = (Total Cost) 400 =		Disadvantage Total		

ORIGIN

Henri Dagobert was born in Nice, France, with an enlarged skull. He was a quarrelsome baby with constant fits of crying and squalling, often for no discernible reason. Perhaps because of the deterioration of the relationship caused by the constantly fretting child, his parents divorced while he was still an infant. Neither wanted him, so he was passed from relative to relative to government agency to orphanage until he was in his late teens. He walked away from his sixth set of foster parents and disappeared from the lives of all who knew him.

He walked away because he discovered that the source of his constant headaches and fits was the slowly developing telepathic talents he had been born with. He left the foster parents specifically to become a disciple of a yoga master with minor telepathic talents who had learned some secrets of excluding the intrusion of others' minds. Henri learned to control his powers to a large extent, but he is still troubled by epileptic fits, usually appearing in periods of stress.

His period of apprenticeship to the yogi ended when Henri caught thoughts of assassins intending to kill a



victim a few blocks away. He rushed to the scene, uncertain whether to stop the assassins (VOICE villains Black Raven and Carrier) or perhaps to join them in assaulting the society which held no appeal to him.

The laughter of a child pointing to his oversized cranium and thick glasses decided him, and he assisted the assassins in their getaway and joined his fate to that of VOICE and its minions.

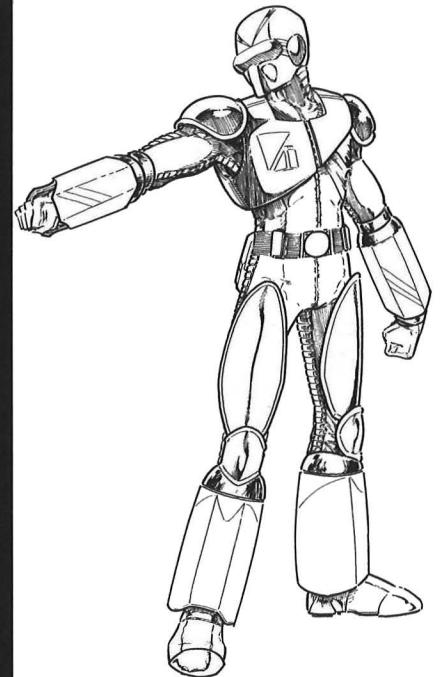
Shortly after he joined VOICE as Le Maistre, Henry tried to mentally control a group of Green Beret trainees and induct them into a task for VOICE. The attempt was broken up by American Eagle, and the animosity between the two has grown out of that incident.

TACTICS

Le Maistre tries to stay in the background, but tends to gloat when he has managed to snare the minds of his victims, a definite drawback in the middle of a fight. At the start, at least, he will keep a low profile until he controls a victim, then uses that victim to attack his enemies. If directly attacked, he attempts to destroy his attacker's mind.

One favorite tactic is to use his area effect Mind Control on agents and normals, taking over the minds of several victims at once and using them to attack or confuse the heroes.

SZYBKO ("Fast" in Polish)							
VAL	CHAR	Cost	Cost	Powers	END	100+	Disadvantages
40	STR ¹	20	105	1 Teleport 25" w/combat teleport		30	2x STUN Electricity
23	DEX ¹	26		8 x normal mass, 400" after 1		30	2x BODY Electricity
23	CON	26		phase, to 5 pre-reg locations		20	2D6/segment in electric fields
10	BODY	0		plus 1 reusable w/21 hex area		30	Hunted by Eurostar 8-
10	INT	0		effect (x4 battery, recover		20	Hunted by KGB on 8-
10	EGO	0		16/turn) (168 pts)	10-42	20	Overconfidence (irr)
10	PRE	0	27	1 6D6 NND (10pt EDff, or Tport/TK		15	Fear of KA (irr)
10	COM	0		powers, acts on 14), 12 uses		5	(10) Acrophobia
8	PD	0	7	1 1/2 END use for STR	4	10	2D6 Unluck
5	ED	0	27	1 12PD/12ED armor		15	Secret ID
5	SPD ¹	18	25	1 11PD/11ED force field at 0 END		41	Villain Bonus
13	REC	0	13	1 20 point Life Support			
46	END	0	15	2 40 pt Sensory Multipower			
42	STUN	0		1 u Telescopic Vision	3		
				2 u 360° vision	4		
				3 u Active Sonar	4		
				1 u High Range Radio	2		
				1 u UV vision	2		
				1 u Ultrasonic Hearing	2		
				2 5 pts Ego Defense (total 7) on 11-			
				10 +2 OCV			
				2 +1" Running			
				2 Fluent English (native - Polish)			
				1 Basic Chinese			
90 (CHA Cost) + 244 (Power Cost) = (Total Cost) 334 = Disadvantage Total							



ORIGIN

Yurek Walesa was hounded by the KGB for his chance relationship to a major Polish labor radical. Only his quick wits and strong body kept him from being caught and tortured by the secret police.

To keep himself alive he turned to crime, and soon had a good reputation among international criminals as a dependable gun hand and backup, who took orders well.

He was contacted by representatives of VOICE with a proposition. They managed to convince Eurostar that the European crime cartel should finance construction of a powered teleport suit for Yurek, purely for use in getaways for the gang. Then, after the suit was finished, Yurek

disappeared and was next seen pulling VOICE agents out of binds. Eurostar was extremely displeased and has him on their "hit if you see him" list. It is also one of the many gripes they have against VOICE itself.

TACTICS

Szybko's basic job is to pull his teammates out of danger. His armor suit makes him middlin' strong and his NND attack can be a definite surprise, but his main function is to appear, take damage if necessary, and get as many of his comrades out of the situation as he can. If cornered, he teleports out.



VOICE AGENTS

VAL	CHAR	Cost	Cost	Powers	END	50+	Disadvantages	
13	STR	3	20	Martial Arts—Advanced Kung Fu	3	11	Hunted by UNTIL on 8-	
14	DEX	12	2	Familiarity w/small arms		4	Subject to	
13	CON	6	6	+2 with blaster/RKA			VOICE Orders	
8	BODY	-4	5	Stealth on 12-		10	Watched by VOICE	
9	INT	-1	2	Language — Basic			on 14-	
7	EGO	-6		English (native -- various)		4	CHAR minimums	
14	PRE	4	18	Various semi-useful skills			(STR13, DEX14, SPD3)	
10	COM	0				2	Package Bonus	
5	PD	2	Cost Weapons					
5	ED	2	5	+2d6 to Martial Arts attack (various Martial Arts weapons)				
3	SPD	6	18	2D6 Energy RKA AP (OAF) w/ 8 shots or				
6	REC	0		3D6 Physical RKA (OAF) w/ 8 shots or				
26	END	0		1 1/2d6 Physical RKA (OAF) selective fire rifle, 30 shots or				
25	STUN	4		2 1/2d6 Physical RKA (OAF), -1/5" Range mod, 8 shots				
			7	1D6 HKA (OAF - knife) +.5D6 STR — END: 5				
			4	2D6 Flash, 1 use, OAF, on 11-				
			10	6PD/6ED armor, acts on 14-, OIF uniform				
			2	Radio Hearing — OIF Headset				
			2	5 pt flash defense — OAF goggles				
			2	Infrared Vision — (OAF goggles)				
		28 (CHA Cost) .+ 53 (Power Cost) = (Total Cost) 81 = Disadvantage Total						



VOICE agents have been selected with care for generations. Even the non-Oriental agents have been selected with the same criteria and given the same training. A VOICE agent is small, fairly quick and strong, and susceptible to EGO attacks, because Lung Hung likes them that way. Ever since he perfected his criteria, he has never had a rebellion amongst his agents.

These agents write-ups use the *Super Agents* rules.

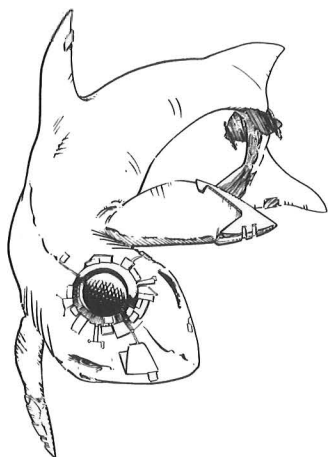
TACTICS

A VOICE squad tends to have a mix of weapons to try to accommodate any situation. Those with the long range

weapons hold back and snipe, the blasters, and combat rifles are used against the more powerfully defended heroes, and the submachine gun users try to take out the fast speedsters and martial artists. VOICE agents are also not averse to delaying for attacks which allow them to use their Martial Arts for throws, to reduce the hero's DCV for another agent's disposal.

VOICE agents tend to be fanatical. They will continue a struggle beyond all reason, knowing that they face terrible revenge if there is any evidence of their slacking.

CYBORG SHARK



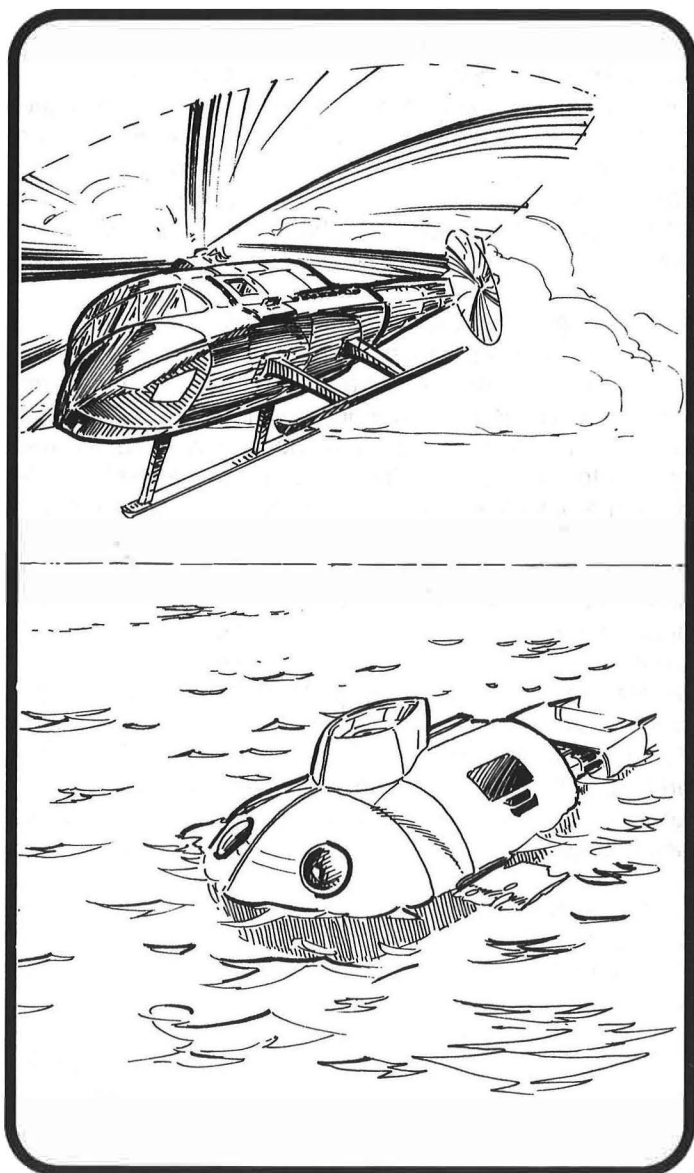
VAL	CHAR	Cost	Cost	Powers	END	100+	Disadvantages
30	STR	20	37	2D6 HKA (teeth) 1/2		45	Hunted by VOICE
20	DEX	30		END(+2D6 from STR)	6		enemies on 14
25	CON	30	7	1/2 END for STR		20	Cannot Breathe in air
15	BODY	10	14	+7" Swimming (9" total)	2	15	Controlled by Blue Eel
3	INT	-7	10	4PD/2ED resistant defenses		15	Berserk at blood taste
10	EGO	0	3	Breathe Water			on 14-
20	PRE	10		(+1/2, cannot breathe air)		10	Recover on 8-
0	COM	-5	9	+3 with Move Bys			
10	PD	4		(2.5D6 HKA for 8 END)			
5	ED	0					
5	SPD	20					
15	REC	8					
60	END	5					
43	STUN	0					
		125 (CHA Cost) + 80 (Power Cost) = (Total Cost) 205 = Disadvantage Total					

These creatures were devised by the scientists of Throat, who worked with the Blue Eel to get the perfect undersea assassins for her use. These are Tiger Sharks,

not Great White Sharks, but are reasonably powerful with their cyborg implants.

S.W.A.T. Team Members

VAL	CHAR	Cost	Cost	Powers	END	50+	Disadvantages
13	STR	3	2	Familiarity with Firearms		4	Orders
12	DEX	6	5	+1 with police weapons		5	Watched by Police 8-
13	CON	6	2	+1" Running		6	CHAR minimums (see above)
10	BODY	0	10	Martial Arts - Commando		2	Package Bonus
10	INT	0	18	Assorted semi-useful skills			
10	EGO	0					
15	PRE	5					
10	COM	0					
4	PD	1					
3	ED	0					
3	SPD	8					
6	REC	0					
26	END	0					
25	STUN	1					
			Cost	Equipment			
			14	Colt Python .357, 1 1/2d6, 6 shots, +1 Stun			
			1	+8 shots			
			21	HK 54 9mm submachine gun, 1d6+1, +2OCV (single shot), 30 shots			
			2	+30 rounds			
			6	Darkness, normal, 2" R smoke grenades, 2 uses			
			3	+2D6 to Punch, Billy Club			
			7	7PD/5ED bulletproof vest, on 11			
			3	Gas Mask (10 pts Life Support)			
			3	SWAT helmet -- Radio Hearing, 5 pts Flash Defense, 8 uses.			
			30 (CHA Cost) + 37 (Power Cost) = (Total Cost) 67 = Disadvantage Total				



If the GM is foolish enough to want to include some extra NPCs in either the assault on the Oilco building or the hotel attack, here are some S.W.A.T. team policemen to play with. Keep in mind that these are ideal fodder for Le Maistre, who would be glad to have several well-armed agents to add to his side's effectiveness.

These policemen write-ups use *Super Agents* rules.

VEHICLES USED

These vehicles are used in the encounters in these adventures. The basic necessary stats according to the rules in *Champions II* are described.

VOICE Helicopter

Bell UH-1D Iroquois ("Huey")

ACC	1.5
MAX	32
DCC	3
TURN	7
SIZE	x6
LOAD	4000
DEF	3
BODY	11

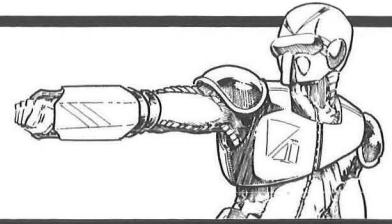
VOICE Submarine

Neptune Mini-submarine

ACC	.5
MAX	3
DCC	2
TURN	3
SIZE	x3
DEF	5
BODY	7

Both vehicles are painted black with large white skull insignia where the license numbers are supposed to be. There is no other designation. Neither vehicle is armed.

MAPS

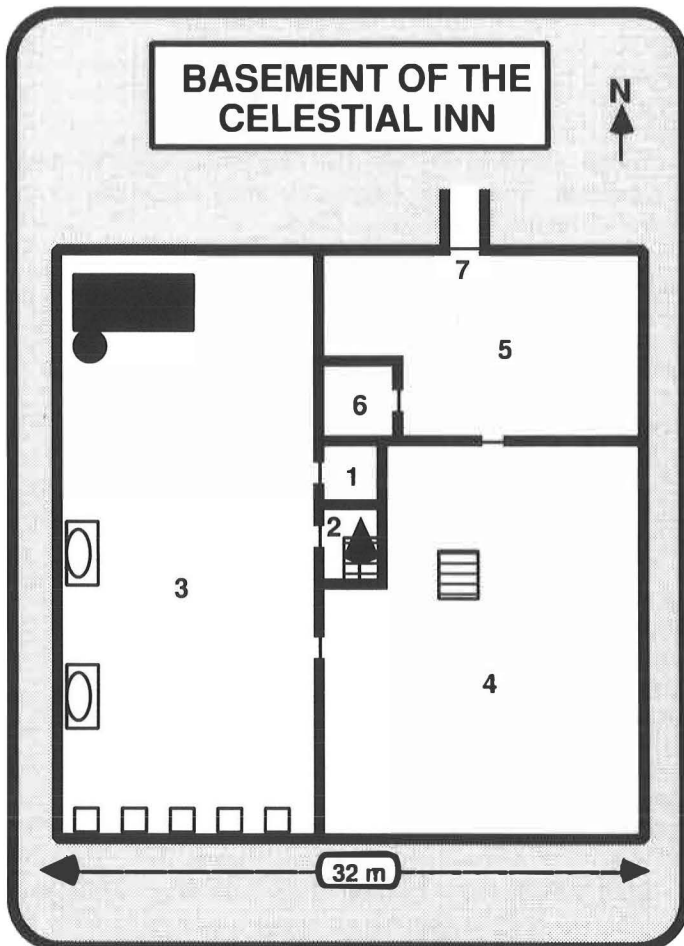


THE CELESTIAL INN

GENERAL

This old waterfront-area hotel stands four stories tall (about 10 hexes). Its outside walls are reinforced brick, Def 6, BODY 3. Interior walls are much flimsier, Def 3, BODY 3. The floor/ceilings are Def 6, BODY 5.

The building is on the corner of two rather deserted streets, so its North and West walls are on the street (the West is the front of the building). There is an alley big enough for a garbage truck along the east wall of the building, with an apartment house on the other side. The South wall is right up against the Olivera Sheet Metal Shop to the south. Neither apartment house nor sheet metal shop have any connection to VOICE. Both are also four stories high.



BASEMENT

1. Elevator. This rickety device has DEF 6, BODY 4, and will cease working if it takes any damage at all. It might even fall to the basement. It normally sits on the first floor. The wall around it is the same structural strength as the outside wall.

2. Stairwell. This stair goes up to the roof in two-flights-per-floor lifts. The wall around it is the same structural strength as the outside wall.

3. Laundry/Furnace area. There are three old ramshackle washers (they still take dimes) and two dryers (nickels) here, lined up along the southern wall. They are Defense 4, BODY 4, and weigh about 100 kg. Along the west wall there are some laundry sinks and lines for hanging clothes strung from east to west walls. If any VOICE supervillains were wounded (took BODY) but escaped, their blood-stained undergarments are drying out on a line in the basement. The furnace/water heater (the hotel is heated with steam heat) is in the northwest corner of the building, and is Defense 4, BODY 6. It weighs about 300 Kg.

4. Storage. This room is full of bruised and broken furniture along the south wall, old rugs, spare lumber, carpentry tools and a workbench along the east wall, and major appliances along the north wall. Basically, the room is full of all those things a rundown hotel has to keep around to replace other items that really get broken. The door to room #5 is concealed behind a refrigerator (Def 4, BODY 4, Weight 150 kg).

5. This is the **entry hall** to the tunnel leading to the underwater headquarters. Irredencia is always on guard here, he has a cot in the northeast corner of the room, and a hotplate and food stores along the east wall.

6. Bathroom for Irredencia. There is a toilet and a washstand.

7. Tunnel to the water. This was tunneled by Dr. Photon and carefully maneuvered to avoid sewers, etc. It leads to an airlock which leads to the plastic tunnel leading to the actual base.

FIRST FLOOR

1. Elevator. See above.

2. Stairwell. See above, plus there is a door in the east wall which leads to the back of the building.

3. Lobby. The outside wall of this room is almost all glass, dirty glass. It's really difficult to see anything through the glass. There is a manager's counter along the north wall. On the east wall is the elevator (1) and a door to the stairwell (2).

4. Hon Sing's Barbershop. The aging proprietor of this decrepit tonsure palace was once an active member of the Crimson Talon, but now just naps in one of his two barber chairs unless the occasional customer comes in. He knows nothing about what is currently happening in the hotel. There is no door between this shop and the hotel.

5. This used to be a **lunch counter.** Now it's empty and unused. Over the front door is the faded message: "Ah Chow's Fine Chinese Breakfasts." Even the counter and chairs have been taken out. There is no door connecting this shop with the hotel.

6. Sleeping Rooms. Though of different sizes, they are universally shabby and threadbare. Most currently have VOICE agents in residence, though they might be ones captured at the OILCO building. Szybko lives in the room on the Southeast corner.

OTHER FLOORS

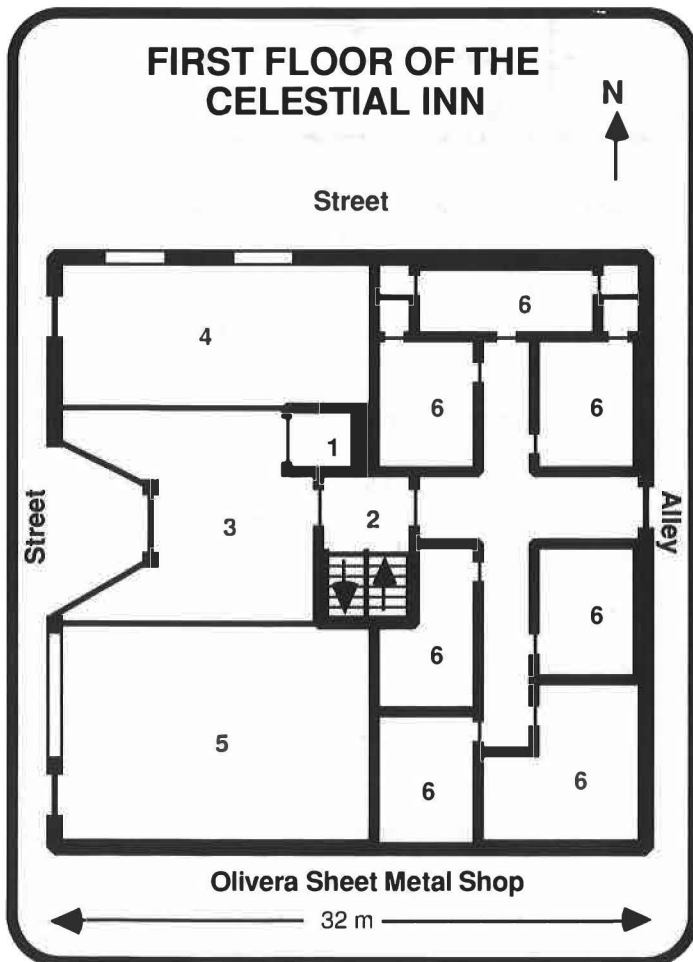
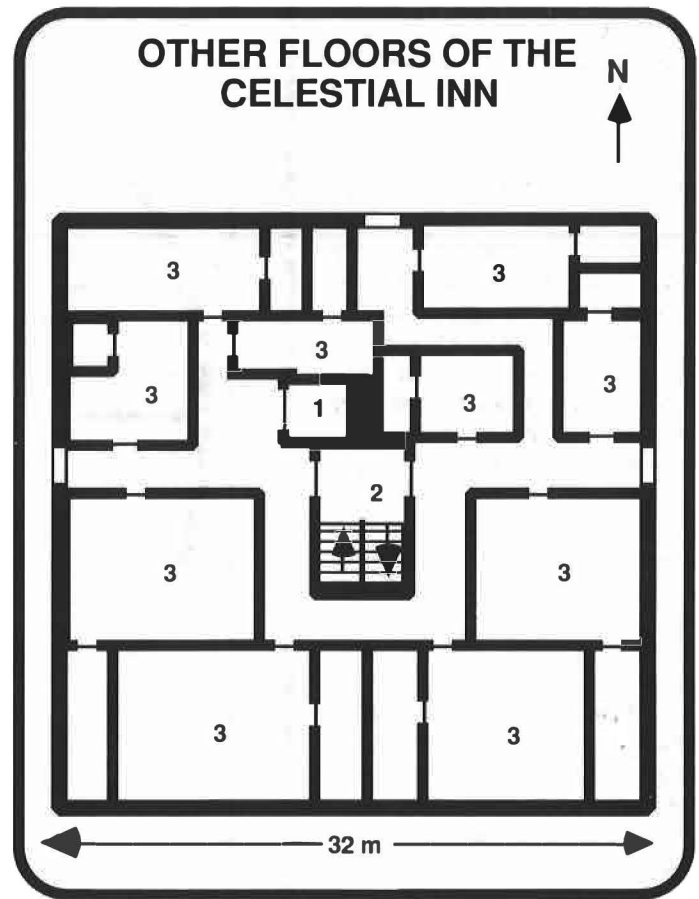
All other floors of this hotel are identical.

1. Elevator. See Above.

2. Stairwell. See Basement description above.

3. Sleeping rooms. Though of different sizes, they are universally shabby and threadbare. Most currently have VOICE agents in residence, though they might be ones captured at the OILCO building. There is always one agent on guard duty on each floor, checking all the corridor windows in turn. Black Raven and Goshawk share a room

on the northwest corner of the top floor. Carrier has the southeast room of the top floor. La Pulga and Dr. Photon share the northeast corner room.



THE UNDERSEA BASE

GENERAL

This is a plastic dome set up 200 feet (about 60 meters, 30 hexes) underwater. It's made of an incredibly tough plastic (Def 10, Body 4) and supported by plastic struts (Def 10, BODY 6). The plastic is transparent, but all the walls are covered by shades. Each shade has a mechanical release which pulls it up to the roof and allows vision. The base is kept at 6 atmospheres pressure by an oxygen-helium mixture. This mixture avoids the problems of nitrogen narcosis and the bends for its residents, but they talk like Donald Duck.

The actual floor of the dome is raised 4 meters (2 inches) above the bottom, to allow Blue Eel and the submarine to enter and leave without using airlocks, by going out holes in the bottom of their rooms. Of course, invaders can use these same holes if they see them. The 2 inches of space are covered by a plastic skirt which looks like base wall. Anyone looking at how the tunnel goes into the base can see that the floor must be raised.

If a section of the dome is penetrated, the water enters at a relatively sedate rate because of the equal pressure. A hole in the bottom of the dome only admits enough water to fill up the room of the dome to the top of the hole.

1. Tunnel to base. This is essentially a plastic floor supporting a plastic tube (Def 10, BODY 2) that is kept in shape by air pressure. It has the same oxygen/helium mixture as the dome and is divided up into six sections, each with an airlock to the next higher pressure. It takes about 1 minute for an airlock to cycle through. This means that the pressure is very high, and anyone using the tube must move very slowly to acclimate his body to the difference. The only ones who don't have to worry about this are Lung Hung, Graf von Grausom, Blue Eel, and Irredencia, largely because of their superior physiologies. If the tunnel has been blown, each airlock is blown up, filling the tunnel with water

2. Door to base, which takes 3 segments to allow people in or out. If the tunnel has been blown, this acts as an airlock, which takes 5 minutes to cycle through.

3. General Storage. These low ceilinged rooms (thanks to the curve of the dome) just hold foodstuffs, furniture, and general supplies.

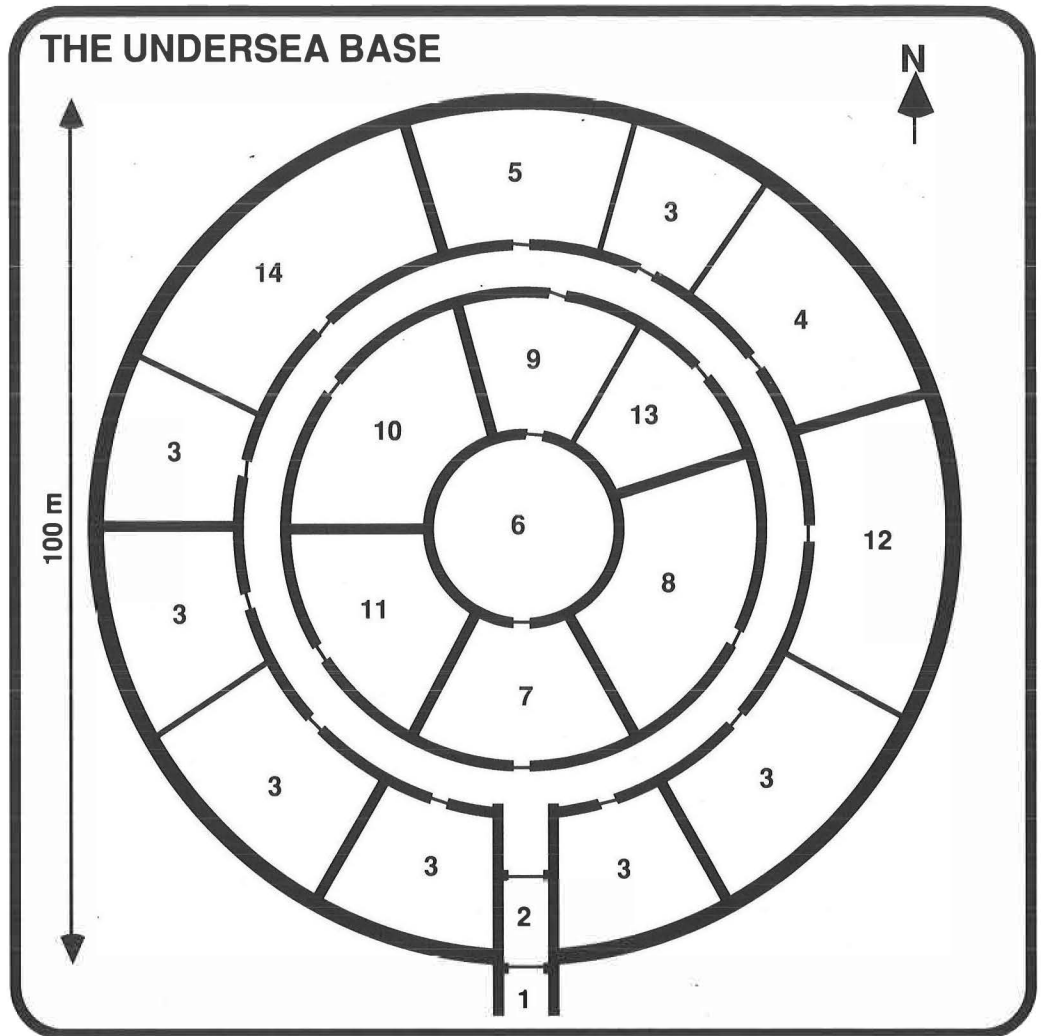
4. Life Support Equipment. This little storage room holds the air equipment for the dome. If it is destroyed or turned off, the air will be unbreathable within three hours.

5. Blue Eel's Room. This has a hole in the floor for Blue Eel's entrance and egress. It is very sparsely furnished, as Blue Eel only uses it for meeting Lung Hung or other members of VOICE. Otherwise, she spends her time outside with her pets.

6. Galley. Put together with the care of a ship's galley, almost anything can be cooked here, which is just as well, since Lung Hung has developed an appetite for many different dishes over the years. Lung Hung often cooks for himself here.

7. Bunk Room. The six agents on duty in the dome for security and servants use this room for sleeping. There are only four bunks, as two agents are always on call.

8. Lung Hung's quarters. This room is carefully set up to maintain the illusion of two residents, Lung Hung and his "mistress." The sleeping pallet is large and there are wardrobes full of both male and female garb. One area is screened off by hangings to conceal the mistress if Lung Hung is dealing with his subordinates. Of course, no one is there, since Lung Hung is both master and mistress.



9. Sleeping Room. Graf von Grausom's room is baroquely decorated with copies of tapestries, posters of medieval themes, extra axes and a library of German literature.

10. Sleeping Room. Le Maistre's room has a few books in French on mysticism and psychic phenomena. Otherwise it is a very austere room, with just a futon for resting and sleeping.

11. Communication Center. One of the on-duty agents is here at all times, monitoring local radio traffic (through a link to a nearby navigational buoy). The other is usually here, as well, unless someone is coming up the tunnel or Lung Hung needs service. Closed circuit cameras watch the outside of the dome and the interior of the tunnel. Other cameras can be turned on to observe inside the dome in case of emergency, but these are usually off.

12. Holding area. Any prisoners taken are kept here. There are not likely to be any superhero prisoners, but Lung Hung might have hostages taken to ensure the loyalty of his Crimson Talon members, etc.

13. Infirmary. Any badly wounded VOICE supervillains are here (cared for by Lung Hung in his "mistress" persona).

14. Submarine. When it is in its dock, it virtually fills up the room, with just enough room to load its passengers.

THE OILCO BUILDING

GENERAL

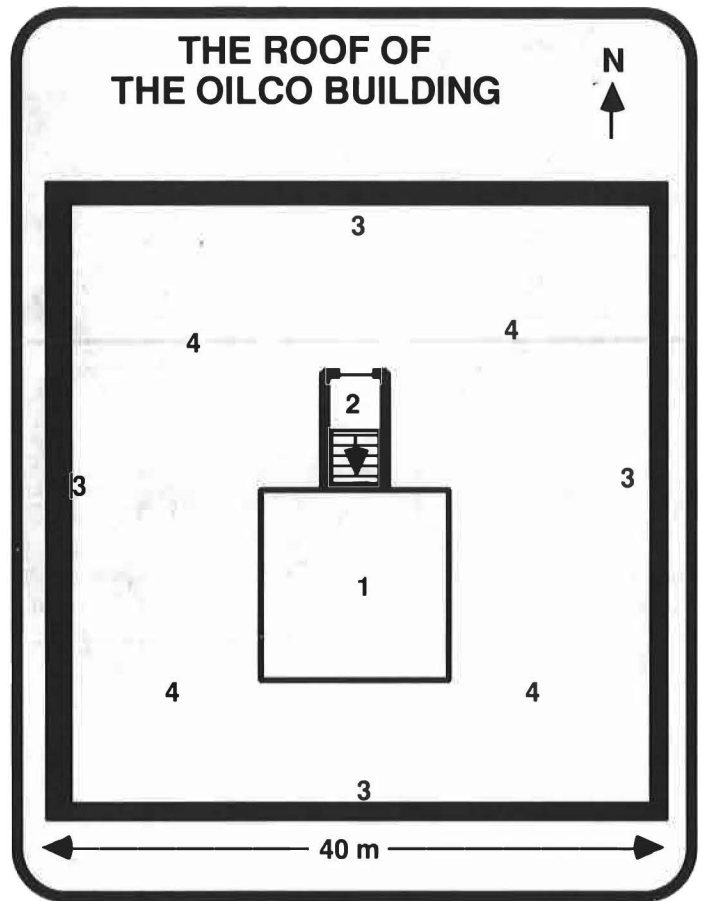
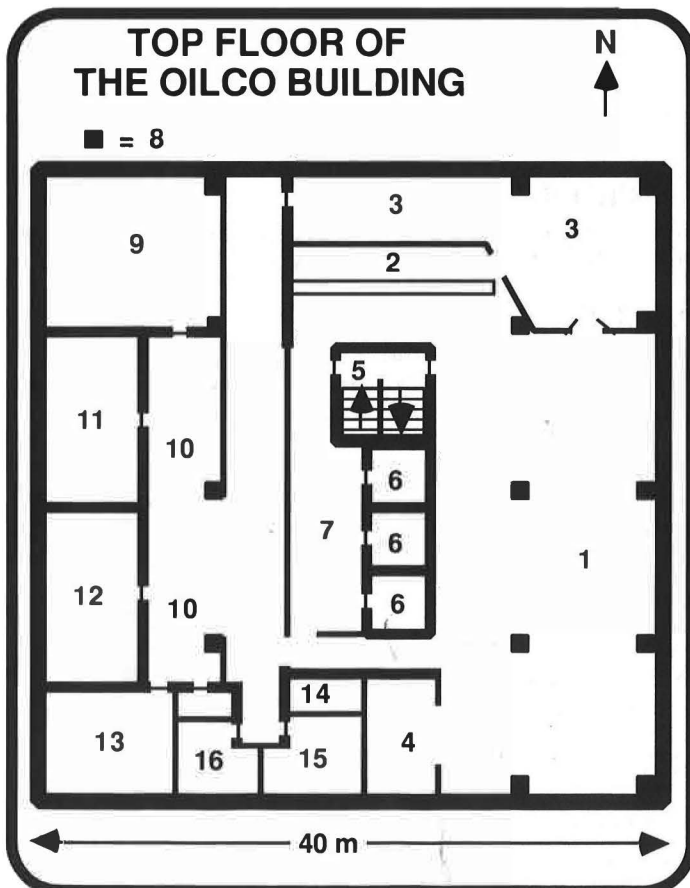
The walls of each floor are concrete material (Def 6, BODY 5) from the floor up for one meter, then glass (Def 1, Body 1) for two meters. The last meter is building material again, and its bottom is at the same level as the false ceiling (Def 1, BODY 1) that conceals wiring, air conditioning, and fire sprinklers. The actual ceiling/floor has a Def 8, BODY 5. The support pillars and support walls (those around the central elevator/stairwell shaft, and around the kitchen) are Def 8, BODY 5. The other internal walls are Def 3, BODY 3. All doors are Def 3, BODY 3.

THE ROOF

1. **Housing** for elevator equipment, air conditioning equipment, etc.. The housing is Def 8, BODY 5.
2. **Top of stairwell** leading to roof.
3. **Balustrade** around roof, Def 6, BODY 5, and about 1 meter high.
4. **Roof**.

THE TWENTIETH FLOOR

1. This is the **cafeteria** where the "hostages" are held. It has several tables (Def 3, BODY 3) and chairs (Def 2, BODY 3) scattered about.
2. This is the **servicing area** and cashier station, where employees get their food and pay for it. The counter, which can hold hot food anywhere along its length, has Def 2, BODY 3.



3. The **kitchen** has the usual lot of large appliances and stored food.
4. **Alcove** full of various automated food dispensers.
5. The **stairwell** leads from the lower floors and continues to the roof in two-flight intervals.
6. The **elevators** are Def 7, BODY 5.
7. **Elevator Lobby**. Only the wall containing the elevators and the stairwell is a support wall.
8. **Support pillars**, both internal and on the outside wall, Def 8, BODY 5.
9. **Executive dining/meeting room**. This is wood-panelled and all the furnishings are grander. There are also visual aids about the place (built-in movie screen, blackboards, etc.)
10. **Secretaries station**. There are three secretary desks (Def 4, BODY 5) a couple of tables (Def 4, BODY 4) and some miscellaneous office equipment in this room, which is shared by the secretaries of the regional manager and two of his executive assistants.
- 11 & 12. These are the **offices** of the manager's two executive assistants. They have identical executive desks (Def 4, BODY 6) and other office furniture, including personal PCs.
13. **The regional manager's office**. This is quite a bit grander than his assistants', with a larger desk (Def 4, BODY 7), more expensive furniture, and his own personal bathroom.
14. **General storage** for the secretaries' supplies.
15. **Men's wash room**.
16. **Women's wash room**.



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