

VILLAINS
AND
VIGILANTES

FANTASY GAMES UNLIMITED

2003

DEATH DUEL WITH THE DESTROYERS



An
Action
Packed
Adventure
by
Bill
Willingham

Willingham

DEATH DUEL WITH THE DESTROYERS

A VILLAINS AND VIGILANTES ADVENTURE

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The Characters:

Annihilator

Avenger

Behemoth

Electrocutioner

The Iron Maiden

Magnetic Man

Microgirl

Morningstar

Ratman

Raven

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EDITORIAL INTRODUCTION

Welcome to our first **V&V** scenario, eh? What you have here is not only an incredibly good adventure (though it certainly is that) but also a sneak preview of the way **V&V** is going and a salute to the way it used to be.

DEATH DUEL WITH THE DESTROYERS has been designed to be fully playable with either the original **V&V** rules or with the new improved edition which is soon to be released. This way we can sell you the scenario now before the new rules come out but still give you a taste of 'em so you'll buy those as well, see?

Despite this ingenious plot of ours, I promise you won't be wasting your money - - and I strongly suspect that all future **V&V** releases will be equally worthwhile.

ENJOY!!!

JEFF DEE

This scenario is dedicated to Dark Storm and Pharaoh who must certainly realize that The Raven is tougher, more heroic and an all around better superhero . . . right? . . . RIGHT?

WILLIAMS

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Note that character statistics for the Destroyers are provided for use with the original (1979) edition of **Villains & Vigilantes** in the left hand column of the Cast of Characters. Stats for the revised (1982) edition of **V&V** are provided in the right hand column of the same pages.

INTRODUCTION

This scenario has been designed for use with both the original and the revised **Villains and Vigilantes** rules. It presents a complete adventure setting for four or more players. This product is for the Gamemaster's use only. Anyone who is planning to participate in this adventure as a player should stop reading at this point.

All of the material in this scenario is subject to the Gamemaster's expansion, deletion or alteration in order to make it more suitable to his or her own campaign. Particular attention should be paid to the experience levels of The Destroyers; the NPC villains provided for this adventure. Although experience levels are provided for each character, the GM should adjust them so that they are each two or three levels higher than the levels of the player characters. If the player characters outnumber the villains, (six), then the combined total of the villains' experience levels should be at least 12 - 16 levels higher than the combined total of the player characters' experience levels.

This adventure is designed to take place in the New York City area. It may be more important to the campaign, however, that the action take place fairly close to where the player characters have their headquarters. With a little work on the part of the Gamemaster, the action in Times Square, the skyscraper headquarters of The Destroyers, and the other important locations can be placed in any major city which is close to the players' headquarters. Note then that this new city should be the site of Dr. Apocalypse's takeover attempt.

Although this is a complete scenario, the Gamemaster is encouraged to add his own ideas and to expand on any details he wishes, in order to make this a more enjoyable adventure for his players. All changes in this scenario should be made before the adventure begins rather than during play.

No matter how complete this scenario has been made, situations are sure to arise that no amount of preplanning could anticipate. In these cases, the Gamemaster will have to make seat-of-the-pants decisions and play things by ear. These decisions should be made logically, based upon overall knowledge of this adventure.

1: PRELUDE TO PERIL!

1A. BEFORE THE ADVENTURE BEGINS:

For the last four days, the entire eastern section of the United States, from the northwest tip of the Great Lakes to the Gulf of Mexico, centering on the east coast, has been caught in the grip of a massive storm that is steadily building to hurricane intensity. Already many towns have been flooded and countless fires have been started by lightning strikes. Each day the number of storm related disasters is rising at an alarming rate.

A far more sinister aspect of the mega-storm is in the way it seems to be affecting the minds of those caught under its constant deluge: Everyone in the storm areas, including the player characters, are suffering from increasingly severe depression, almost hysteria. The results of this are as apparent as they are tragic: Incidents of violent crime have tripled. Students have been rioting in the schools while criminals riot in the prisons. Police in many cities have set up conditions bordering upon martial law; apprehending people for minor infractions and publicly brutalizing any who resist. The reactions of the churches and the various cultist groups were predictable. Since the second day, they began broadcasting that 'God is visiting his judgment upon us' and that this is the predestined end of the world. These broadcasts set off major panics in nearly every city in the eastern U.S. adding nicely to the rapidly escalating hysteria. Other groups quickly jumped up on the paranoia bandwagon with their own versions of the tempest's causes. Many of these put the blame upon all of the superheroes. Occasionally as the players and other groups of superheroes have helped in emergency rescue operations, they have been attacked by enraged mobs of citizens. The whole eastern United States is becoming a giant powder keg on a very short fuse!

Player characters with the powers of Weather Control or Cosmic Awareness will be able to sense that the storm is not a natural phenomenon. Likewise, those players with the powers of Cosmic Awareness, Telepathy, Mind Control, Emotion Control or other appropriate psionic powers, will know that the hysteria and depression, although it is partially a product of the storm, is rooted in an unnatural, possibly supernatural, source.

Even though players may discover the unnatural origins of these events, no amount of investigation on the players' part will reveal any additional information over what has just been mentioned. Even a successful attempt at using Cosmic Awareness will determine only that the knowledge is being psychically or supernaturally blocked.

Player characters with the power of Weather Control will only be able to control and alter small areas of the storm, (about one square mile maximum), which will revert to its normal intensity as soon as control is discontinued.

1B. ONE DAY BEFORE THE ADVENTURE BEGINS:

By this time the mega-storm has reached a violence and intensity unsurpassed by anything short of a hurricane. Thundering rain and gale-force winds have forced all but emergency personnel indoors to stay. To those that are left outside; the police, firemen, emergency and rescue workers, and the player characters (it is assumed that they will be doing what they can to help out), the worst only now begins to happen: It starts out as almost imperceptible modulations in the noise and rhythm of the rainfall, so that it almost seems like the players can hear human laughter echoing about them. This will grow in diabolical intensity until there can be no doubt that there is, indeed, laughter coming from the storm, itself! Flashes of lightning will reveal clouds that have taken on the look of a grim and mocking human face looking down upon them.

At this time, as if it wasn't bad enough, things will begin to really get hairy for the players. They will see and hear people calling for help, trapped in collapsing buildings or in floodwaters, or similar situations, who are not there when the player gets to them. Or someone they have rescued will take on a hideous appearance to the player and start attacking him. Other player characters will see some of their old enemies on nearby rooftops, flying about in the storm or attacking others. By the time the player character has reached them, they will have disappeared only to reappear somewhere else. Of course, anyone else watching this will only see their teammate attacking thin air.

The face in the stormclouds, which will sometimes appear as an entire human body in a long, billowing cape, will continue to laugh all through this. He will verbally mock the pitiful efforts of the player characters. Characters who attempt to converse with the stormcloud apparition will be ignored.

The Gamemaster should let his imagination go all out during this section, using the above incidents only as guidelines. The images the players see are only illusions so there is no real limit to what the GM may decide to do. Rather than just describing these weird events to the players, the GM may decide to actually play this out with the player characters as the first part of the adventure. If so, the Gamemaster may find ways to maneuver the players into fighting each other. Players that are attacked by the illusionary foes will take no damage, but any power they spend in defense or in attacking will count against them as an expenditure of power points as any normal attack would.

1C. THE ADVENTURE BEGINS:

It is likely that by this time all of the player characters will be together, either at their headquarters if they have one, or at some common meeting place. Any of the player characters who have not joined the group by this time will arrive now, compelled to be here by strong premonitions that events are soon to come to a climax that will require all of the powers of every member. It is the morning of the fifth day of the storm. There is no longer any difference between night and day; they are both black.

After the players have had a little time to discuss their situation, the government will get in contact with them, either directly or through contacts known to the players. They will be told to get to a T.V. and watch any news channel. A video-tape has been delivered to each of the major networks and will be aired shortly. It is from someone or some group that claims responsibility for the mega-storm. In it they will present their demands.

When the players get to a television, they will come into the middle of a special news report. They will hear the following broadcast which should be read *verbatim* to the players:

' . . . as the storm continues.

'For those of you who just joined us, once again this is Dan Rather (or whomever the Gamemaster prefers) with a CBS News special report on the continuing eastern United States storm crisis. Just minutes ago a video-tape was delivered here to the CBS News headquarters, from a person or group that claims responsibility for the storm that has been causing such havoc in the eastern states for the past five days. We're going to show this tape for you as soon as we get it set up, so we will be seeing this for the first time just as you do, in the next few minutes.

'While we're waiting for the tape to run, let's go over once again, the chain of events that . . . Excuse me for one moment . . . All right I understand that the tape is ready to run. I don't understand exactly what we are about to see now, other than it's supposed to be a statement of demands from the group that claims responsibility for the devastating storm that has been raging here for the last five days. Here's the tape'

At this point, the picture of the news anchor man is replaced by a picture of a darkened room. In the center foreground is a man in a black costume and cape. His features from the shoulders up are hidden in shadow, but his eyes seem to shine out through the darkness. He speaks in a low and well-modulated voice:

'I am Doctor APOCALYPSE. I am the author of the tempest that grips the eastern United States in its terrible gauntlet. These are my demands. I suggest that you heed them:

'In nine days, the Congress of the United States of America will pass a resolution declaring that the island of Manhattan shall be a separate and sovereign state, independent from the United States and decided wholly and completely over to myself.

'No later than the following day, the President of the United States will sign that resolution into law. In addition, the President will have drafted by that time, and be prepared to sign, a treaty of non-interference with the new state, and with me as its absolute monarch.

'Within three days following this, the government of the State of New York will ratify this law and will initiate procedures to evacuate the island of Manhattan. No later than thirty days after the law is ratified by the New York legislature, Manhattan shall be completely evacuated of all of its current residents. Anyone remaining will be executed.

'If these demands are not met, in strict adherence to the schedule I have stated, I shall destroy a major city of the United States. I will continue to do this every day that you fail to comply with my demands.

'DO not think for a moment that your military or your technology can protect you from me. I am your technological superior. I can defeat you strategically; I can crush you psychically; I can destroy you supernaturally!

'If you are wise men, then you will let the evidence that I have already shown you be enough; you will let the disasters that have already occurred be the last. To underestimate me would be a terrible mistake. Unfortunately, I do not believe that you are wise men. I believe that most of you will be foolishly skeptical of my powers. For you I have arranged for there to be one additional demonstration of my abilities. You have tasted my supernatural power; tomorrow I will show you something of my technological might. This demonstration

will take place at noon tomorrow in the center of Times Square. You may respond to this situation as you see fit. As for the storm, I will end it now.

'You will not hear from me again unless you disappoint me.' The video-tape ends.

The image is replaced by the news anchor man once again, who goes on to review the major points of the tape. No additional information can be gained from the television.

If anyone checks outside, they will notice that the storm has begun the long process of dying down.

Shortly after the video-tape is finished, the player character group will be recontacted by the government agent (or their own contact). The government would like the player group to be on hand at Times Square tomorrow to react to whatever is going to happen. Of course, the player character group will agree to do so. (If they do not, the scenario is over at this point).

2: TERROR IN TIMES SQUARE!

2A. MAP KEY TO TIMES SQUARE:

Times Square in the heart of Manhattan, is known throughout the world as the Mecca of Entertainment. Visually it is a chaotic conglomeration of garish billboards and neon signs advertising everything from the latest Broadway blockbuster, to the most recent X-rated peepshows.

Precise descriptions of each building in the Times Square area would be of little practical use and will not be given. The major necessity of map number one will be as a street reference for the coming battle. As a general rule, each lettered section is made up of several buildings crowded together, each of them seven or more stories high. The side of each building section that faces Times Square will be covered with gigantic billboards that cover the face of the buildings from the second floor up to the fifth, the sixth or higher. The street level of all of the building sections will be made up of movie theatres. Burger Kings and other fast food restaurants, curio shops, burlesques, discos, book and clothing shops, where these sections face in towards Times Square or along 42nd Street. The street levels of the sections facing the side streets feature mostly hotel entrances, higher quality restaurants and the Broadway stage theatres. The upper parts of the building sections are primarily office buildings and hotels.

Each section is lettered for the players' and the Gamemaster's reference during play.

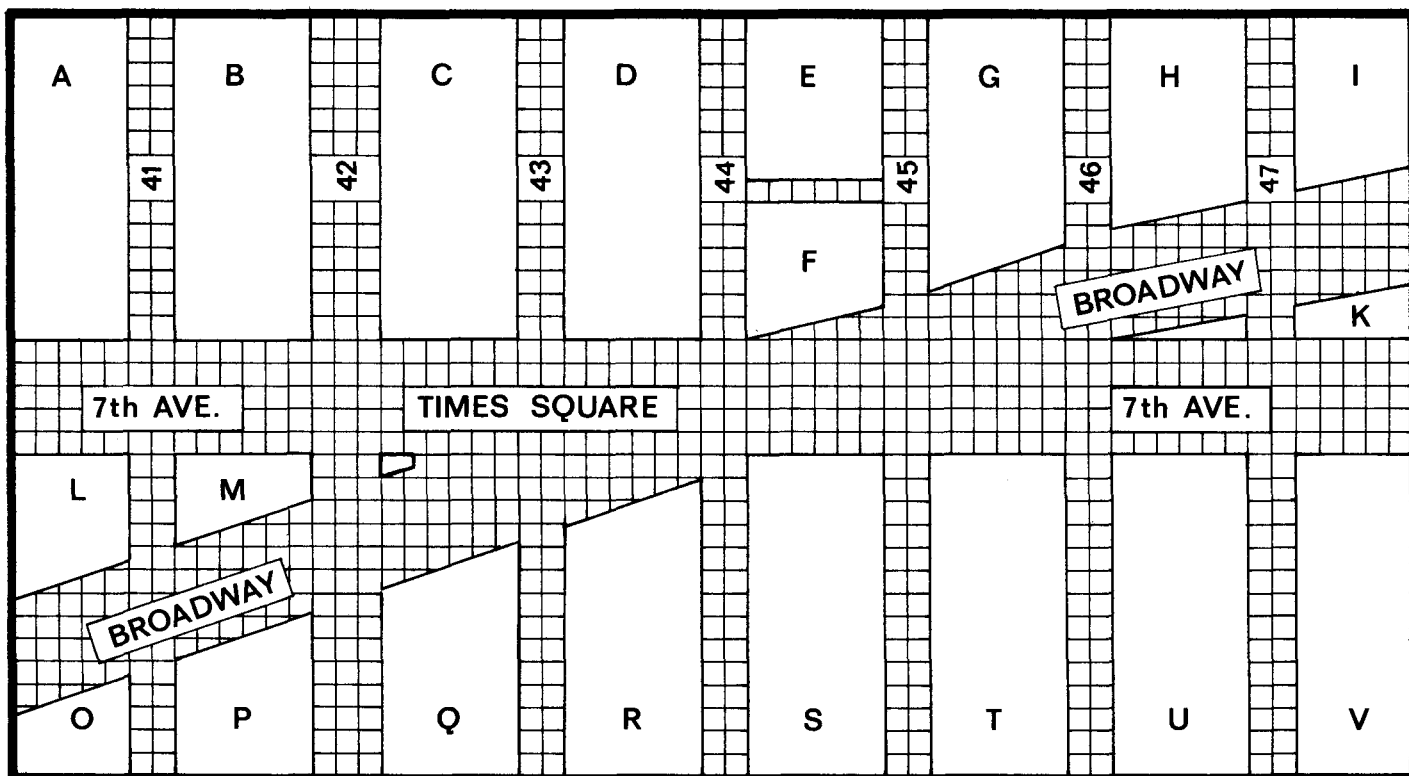
2B. THE EVACUATION OF TIMES SQUARE:

As soon as Doctor Apocalypse's video-tape was shown on the news, police began to evacuate Times Square and the surrounding area. Many an outraged tourist had to cut short their vacation when they were kicked out of their hotels. By the morning of the next day, this evacuation will have been completed. Road blocks, sealing off the area, will be set up on all of the streets at the point where they meet the edge of the map. Police, Swat teams, firemen and other emergency personnel, along with their appropriate vehicles, will be deployed behind these barricades.

2C. THE SET UP:

The player characters will have ample opportunity to arrive here long before noon on the target day. They should be given time by the Gamemaster to study the map and work out any strategy they wish to, prior to the next event in the scenario. By now the storm has died down to the point that it is nothing more than heavy rain. Visibility will be fairly low for the rest of the day. There is no longer any evidence of outside interference in the weather or in the minds of residents of the U.S.

By noon, typical of any major city, large crowds will have gathered behind the police lines.



Scale: 1 square = 30 feet

2D. DOOMSDAY:

Precisely at twelve noon, the Doomsday Robot will fly in at full speed from the east, and land in the center of Times Square. It will fly in extremely low so that it cannot be detected by radar. Immediately, it will proceed to smash everything in the area. Since its purpose is only a demonstration of power, it will not go beyond the police lines. However, it will not be concerned at all about hurting any innocent bystanders that get in its way. It will not leave until everything in the area covered by map no. one is smashed to the ground. Only at that point will it fly away.

2E. THE DOOMSDAY ROBOT, Original Villains and Vigilantes Version

The initiative of the robot is always 28 for every turn. The strength score is 160. The robot does 1d4 plus 24 points of damage in hand-to-hand combat. The movement rates of the robot are 130" on the ground, and 1320" flying, (300 miles per hour). The robot has no offensive or defensive modifier. The robot will get two actions per turn without needing to make any type of saving throw.

2F. THE DOOMSDAY ROBOT, Revised Villains and Vigilantes Version

The initiative of the robot is always 28 for every turn. The robot has a carrying capacity of 245,000 pounds or approximately 122 tons. The robot does 6-60 (6d10) points of damage in hand-to-hand combat. The movement rates of the robot are 130" on the ground, and 1320" flying, (300 miles per hour). The robot attacks and defends at 4th level.

2G. THE DOOMSDAY ROBOT:

Characteristics identical in both game versions.

The Doomsday robot stands over 60' tall. Even though the robot has a definite front, sides and rear, there is no bonus to hit for attacking the robot from the sides or rear. This is because the robot 'sees' by a series of photo-sensors in the armor plates that cover the robot on all sides. (The robot's eyes have a far more destructive purpose). The Doomsday Robot has hit points for individual sections of its body as follows:

Head:	75
Torso:	250
Left arm:	50
Right arm:	50
Left leg:	60
Right leg:	60

This is the amount of damage that must be done to each section to render it inoperative. In addition, the section in the revised Villains and Vigilantes rules concerning special disabling attacks, (Section 3.4 in the revised rulebook), does not apply to this foe. Clearly, it will be no easy task to defeat this monstrosity if the players go about it in the conventional method of attacking it externally. The players will have to discover for themselves that the robot will be much easier to defeat from the inside.

The Doomsday Robot is in actuality a vehicle for it is manned and operated by a twelve-man crew. (See section 2K). The combined weight of the robot and crew is just over 100 tons.

2H. ARMAMENT AND VULNERABLE AREAS OF THE DOOMSDAY ROBOT:

See map number 2.

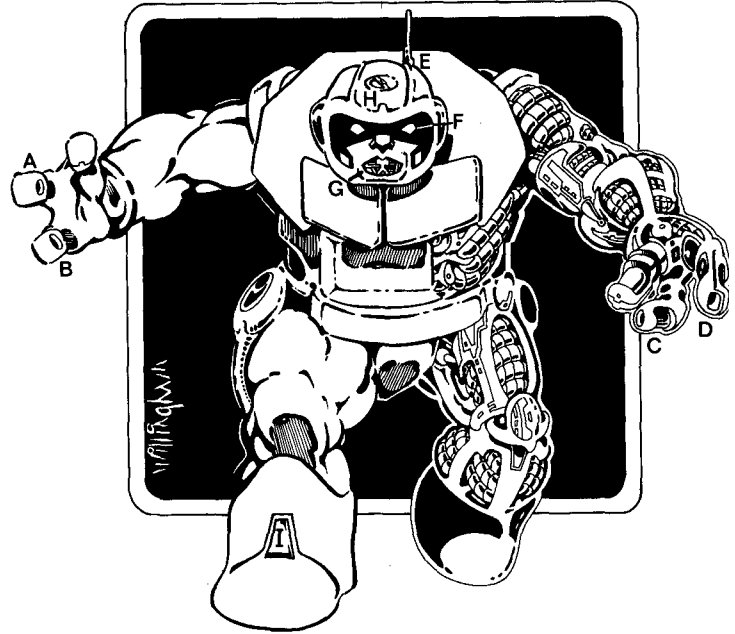
The Gamemaster may wish to let the players see the picture of the Doomsday Robot in map no. 2. It is, of course, up to them to find out what the various features do.

A. This finger of the right hand fires a Power Blast. Its range is 20". It causes 1d20 of damage and may be fired 15 times. It attacks as a Power Blast or Power weapon on the combat tables.

B. This finger of the right hand is a flame thrower. Its range is 12". It causes 1d12 of damage and may be fired 15 times. It attacks as Flame Power on the combat tables.

C. This finger on the left hand fires electrical bolts. Its range is 24". It causes 2 - 16 points of damage and may be fired 10 times. It attacks as Lightning Control on the combat tables.

D. This finger on the left hand fires small missiles designed to collapse structures with the patterns of vibrations that are set up on detonation. These explosions will collapse a medium-sized building. Several of them will collapse a larger one. They are for structural demolition only and will avoid living targets. There are five missiles, with a range of 30".



E. This is a heavy duty microwave antennae for communication with the home base. 20 points of damage will knock it out of commission, cutting the robot crew off from contact with the base. Player characters with the power of Radio Reception will be able to home in on these transmissions and will know where the Destroyers' main headquarters is. They will not be able to overhear the actual conversations though as they are scrambled.

F. The left eye is a heavy laser cannon and the right eye is the targeting viewer for it. The laser does 1 - 20 points of damage and may be fired 20 times. Its range is 15". The laser attacks as Light Control on the combat tables.

G. The mouth of the robot is a Sonic Disrupter. Its range is 10". It does 2 - 16 points of damage and may be fired 12 times. It attacks as a Vibratory Attack on the combat tables.

The entire head section must be disabled before its individual weapons are rendered inoperative, unless they are neutralized from the inside. Likewise, the hand-mounted weapons will only be disabled when their arm section is.

H. This is the access hatch to the head section. 20 points of damage to the hatch will open it up and let the players get inside the robot.

I. This is the access hatch to a flexible maintenance and escape shaft in the leg. 20 points of damage to the hatch will open it up to the players. There is an identical hatch (unshown) in the other leg.

There are two other hatches (unshown) in the back of the robot. The first is located in the center of the shoulders which grants access to the arm control deck. The second is in the center of the robot's back and grants access to the command deck. (See map 3). Each hatch takes 20 points of damage before opening.

Because of the immense size of the Doomsday Robot, player characters can designate specific targets on its body without having to make special or multiple rolls to hit.

Disabling the head (doing 75 or more points of damage to it) will destroy the weapons systems in it. Disabling an arm will destroy its weapons and render the arm useless. Disabling a leg will reduce ground movement to 25% and render the robot unable to fly. If it is flying at the time, it will be able to make it to the ground. Disabling both legs will destroy the robot's ability to move. Disabling the torso section will render the robot totally inoperative.

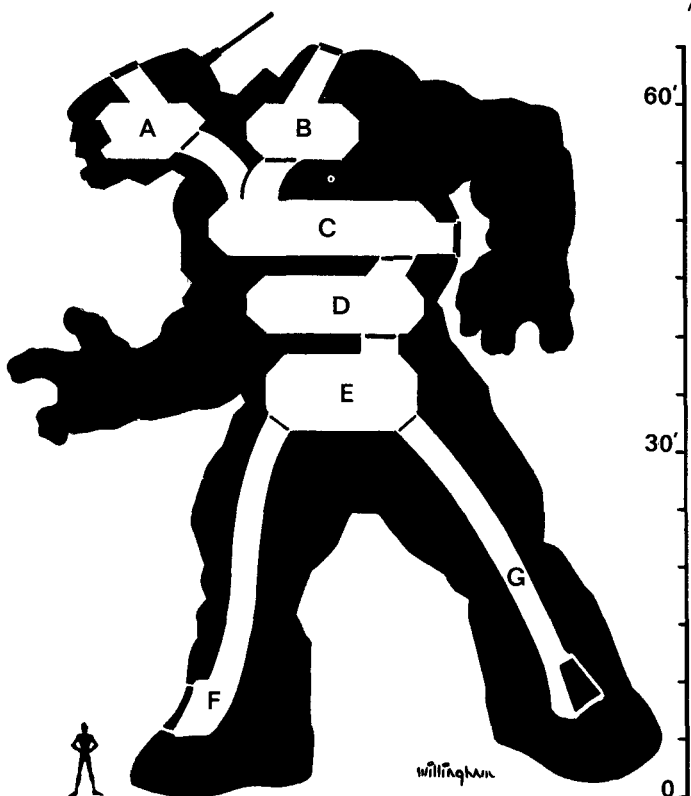
2I. MAP KEY TO THE INTERIOR OF THE DOOMSDAY ROBOT:

See map number three.

A. This is the Laser Cannon and Sonic Disrupter control deck. It can be reached from the overhead hatch in the robot's head, or via the flexible access shaft to C-deck.

B. This is the right arm and the left arm control center. It can be reached from the overhead hatch in the robot's shoulders or via the flexible access shaft to C-deck.

C. This is the command center. It can be reached from the rear hatch in the robot's back, the two overhead shaftways to A and B-deck, or via the access shaft to D-deck.



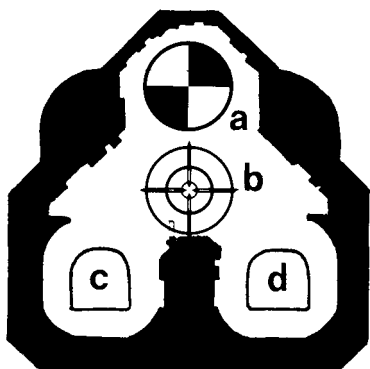
D. This is the engineering, computer and life-support deck. It can be reached from the overhead shaft to C-deck or via the access shaft to E-deck.

E. This is the leg control deck. It can be reached from the overhead shaftway to D-deck. Two hatches in the floor lead to emergency escape shafts.

F and G. These are used for maintenance shafts, granting access to the leg sections, but their primary use is for emergency escape shafts. Pneumatic pressure from the bottom of the legs will cause the escapee to fall at a safe descent rate. Hand and footholds in the side of the shaft will retract automatically when this happens.

2J. DECK GUIDE TO THE DOOMSDAY ROBOT:

A-DECK



A-DECK - The laser cannon and sonic disruptor control center.

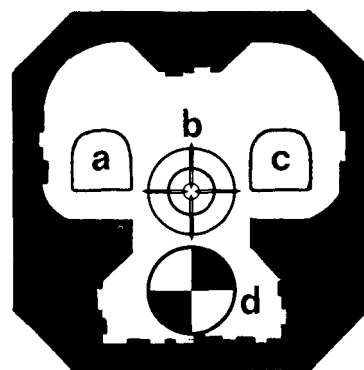
a. This is the hatchway to C-DECK. It is in the floor at the rear of the compartment. It will open after 10 points of damage.

b. This is the overhead hatch to the outside. It can be opened automatically from the inside. There is a ladder leading up to it.

c. This is the laser cannon firing station. It is occupied by Neumayer, who will try to remain at her station while Tiang fights off the player characters. If Tiang is defeated, Neumayer will attempt to fight the players. 8 points of damage into the laser control console will render the laser inoperative.

d. This is the sonic disruptor firing station. It is occupied by Tiang who will abandon his seat to fight the players. The sonic disruptor, of course, will not be able to fire while this happens. 8 points of damage to the disruptor control console will render the sonic disruptor inoperative.

B-DECK



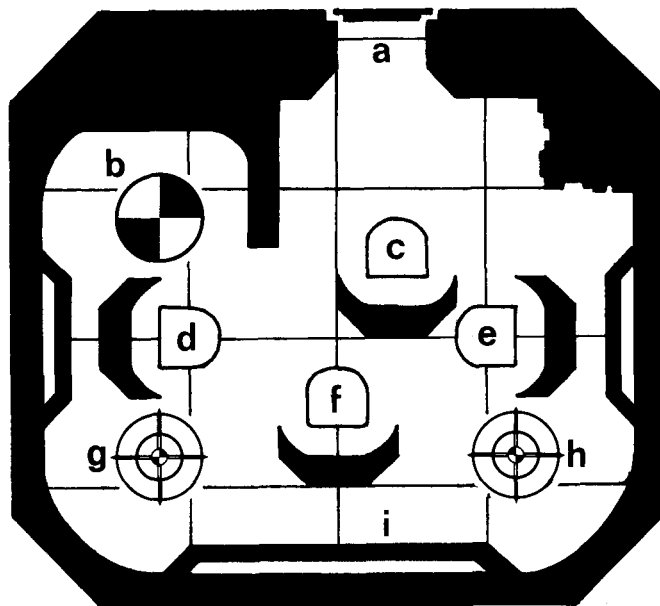
B-DECK - The right and left arm control center.

a. This is the right arm control station. It is occupied by Baker who will abandon her seat to fight off the players. 10 points of damage to the right arm control console will render the right arm and its weapons systems inoperative.

b. This is the overhead hatchway to the outside. It can be opened automatically from the inside. There is a ladder leading up to it.

c. This is the left arm control station. It is occupied by Androvich who will abandon his seat to fight off the players. 10 points of damage to the left arm control console will render the left arm and its weapons systems inoperative.

d. This is a hatchway in the floor leading to C-DECK. It will open after 10 points of damage.



C-DECK

Scale: 1 square = 5 feet

C-DECK - The command center.

a. This is the hatchway to the outside. It is mounted vertically in the rear wall. It can be opened automatically from the inside.

b. This is a hatchway in the floor leading to D-DECK. It will open after 10 points of damage.

c. This is the command station. It is occupied by Caulfield, the captain of the Doomsday Robot. He will immediately attempt to fight off the players. While the captain is occupied with the players, or if he is defeated, the robot will only operate at half efficiency; getting only one action per turn and cutting its movement rate in half. This is due to the confusion that will result from being without a central coordinator. 8 points of damage to the commander's console will render the main screen (i) and the two side screens inoperative.

d. This is the deadman's switch. It is occupied by Cavagnaro who will do everything in her power to remain at her station. As soon as she is forced out of her station or if the console is destroyed, a recorded voice will announce that the robot will be destroyed in 30 seconds (2 turns). It will then commence a second by second count-down, at the end of which there will be explosions resulting in a total interior meltdown of the robot. This is a fail-safe to keep Apocalypse's technology from falling into enemy hands. Anyone caught inside when the blasts go off will take 10 - 100 points of damage (10d10), and continue taking 10 points of burn damage for every turn he or she is trapped inside. The blasts will be contained by the body of the Doomsday Robot, which will be totally inoperative afterwards. Nothing of any use to the players or the authorities will survive the meltdown. As soon as the countdown begins, the remaining crew will abandon the robot. Once the countdown begins, there is no way to stop or override it.

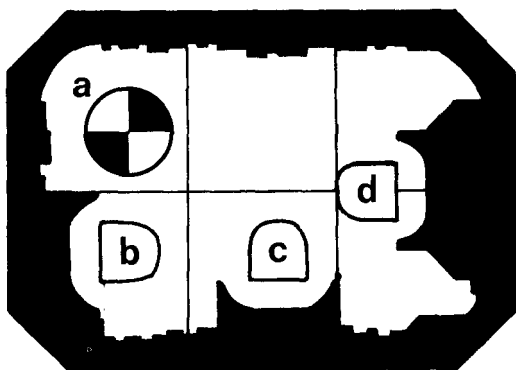
e. This is the communications station. It is occupied by Kravjovic who will immediately try to fight off the players. She will attempt also to protect the commander and Cavagnaro in the deadman's station. 8 points of damage to her console will cut off communications to the Destroyers' headquarters.

f. This is the flight controller's station. It is manned by Hawkins. If the robot is flying, he will do everything possible to stay at his station and keep the robot under control. If Hawkins is forced from his console while it is flying, the robot will crash after two full turns causing 1 - 10 points of damage to anyone in a seat or 2 - 20 points of damage to anyone who is not in a seat. It is up to the GM as to where it crashes or what destruction is caused outside the robot. If the robot is on the ground at the time, Hawkins will leave his seat to attempt to fight off the players. He will also try to protect the commander and the deadman's station. 10 points of damage to the flight control console will render the robot unable to fly.

g. This is the overhead hatchway to A-DECK. It is the same hatchway that is in the floor of A-DECK. 10 points of damage to it will open it.

h. This is the overhead hatchway to B-DECK. It is the same hatchway that is in the floor of B-DECK. 10 points of damage will open it. There are ladders leading up to both hatches.

i. This is the main viewscreen. It, along with the two supplementary screens to each side, is controlled via insta-link to the commander's station. The screens are usually set up to show the front and side views of the robot, but any of them can be instantly switched to any viewpoint. In addition to these main screens, each console on each deck has its own viewscreen.



D-DECK

D-DECK - The engineering center.

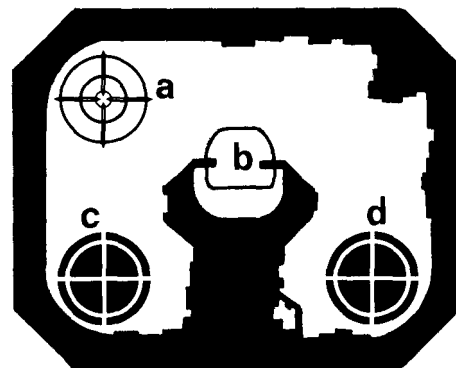
a. This is both the overhead hatchway to C-DECK and the floor hatchway to E-DECK. The overhead hatch is the same hatchway that is in the floor of C-DECK. 10 points of damage to either of them will force them open.

b. This is the life support station. It is manned by Martin, who will immediately abandon his seat to fight off the intruders. Destroying his console will have no immediate effects as it is primarily a monitoring station. The Doomsday Robot is completely environmentally sealed from the outside. It has its own life support systems.

c. This is the computer control station. It is manned by Gaugran, who will immediately abandon his seat to fight off intruders. Destroying his console will have no effects as it is primarily a terminal for introducing new programming to the robot.

d. This is the engineering monitoring station. It is manned by Shanley who will help fight the intruders only if Gaugran and Martin are having trouble doing so. 10 points of damage to her console will

cause there to be a 5% cumulative chance each action the robot makes, that the attempted action will malfunction.



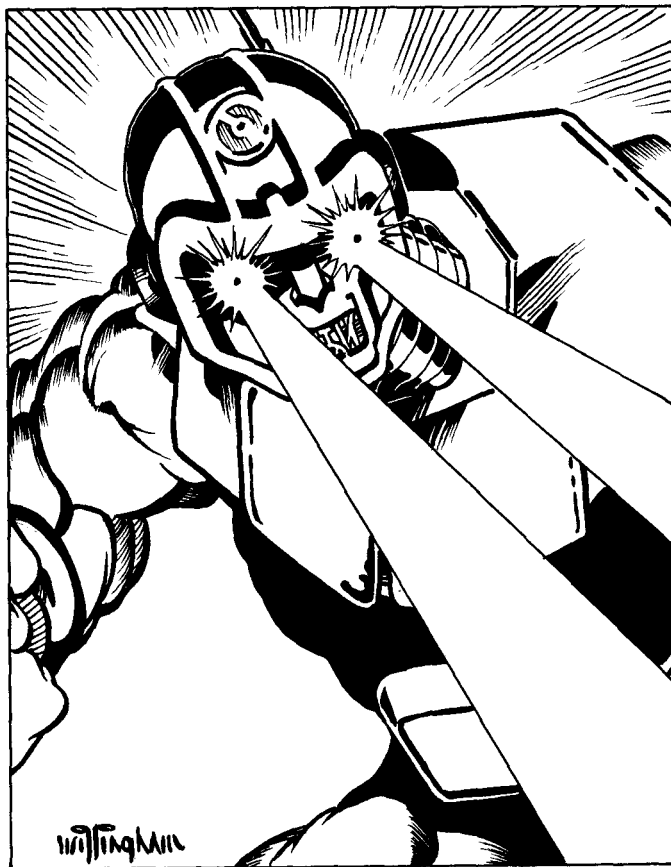
E-DECK

E-DECK - This is the ground movement control center.

a. This is the overhead hatchway to D-DECK above. It is the same hatchway that is in the floor of D-DECK. There is a ladder leading up to it.

b. This is the leg control station. It is manned by Phillips who controls both of the robot's legs. He will try to stay at his station if the robot is on the ground, unless it is impossible to avoid fighting the players. If he is defeated or is forced to abandon his station, Hawkins, the flight controller, will immediately take over and start the robot flying. If both this and the flight control stations are disabled (10 points of damage to render this console inoperative), the robot will be immobile. The super-sophisticated gyroscopes that keep the robot balanced will still make it impossible to topple from the outside.

c and d. These are the hatchways to the escape shafts in the robot's legs. They will open automatically from this side. 10 points of damage will open them from the other side.



2K. THE DOOMSDAY ROBOT CREW, Original V&V Rules

NAME	SEX	HIT POINTS	POWER	DEX.	MOVE	DIRECT DAMAGE	OTHER DAMAGE	% TO HIT W/ DEVICES	WEAPON
Caufield	M	4	48	12	32"	2	1	-	yes
Hawkins	M	7	43	8	27"	-	-	-	yes
Krajovic	F	3	51	9	30"	1	1	10%	yes
Cavagnaro	F	4	46	13	32"	2	-	-	-
Shanley	F	6	45	10	30"	1	-	-	-
Martin	M	4	53	12	32"	2	-	-	yes
Phillips	M	8	57	15	34"	3	1	10%	yes
Neumeyer	F	4	41	8	27"	-	-	-	-
Tiang	M	6	49	14	32"	2	1	-	yes
Gaugran	M	7	41	6	27"	-	-	-	yes
Androvich	M	5	55	15	34"	3	2	10%	yes
Baker	F	3	48	9	30"	2	1	-	-

The weapon the crew members have is a blaster pistol. It is +10% to hit and does 1 - 8 points of damage. All of the crew members are first level.

2L. THE DOOMSDAY ROBOT CREW, Revised V&V Rules

NAME	SEX	HIT POINTS	POWER	AGIL.	MOVE	DAMAGE MOD.	ACCURACY	HAND-to-HAND	WEAPON
Caufield	M	10	48	12	32"	1	1	d8	yes
Hawkins	M	8	43	8	34"	-	-	d4	yes
Krajovic	F	9	51	9	40"	-	-	d6	yes
Cavagnaro	F	8	46	13	31"	1	2	d6	-
Shanley	F	7	45	10	33"	-	-	d6	-
Martin	M	11	53	12	41"	1	1	d6	yes
Phillips	M	12	57	15	42"	1	3	d8	yes
Neumeyer	F	6	41	8	29"	-	1	d4	-
Tiang	M	9	49	14	31"	1	1	d6	yes
Gaugran	M	7	41	6	28"	-	-	d4	yes
Androvich	M	10	55	15	39"	1	3	d8	yes
Baker	F	9	48	9	30"	-	1	d6	yes

The weapon the crew members have is a blaster pistol. It is +2 to hit and does 1 - 8 points of damage. All of the crew members are first level.

2M. DOOMSDAY ROBOT BATTLE TACTICS:

It is assumed, of course, that the player characters are not just going to stand around and let the Doomsday Robot smash his way into the hearts of millions in Times Square. As long as it is not interfered with, the robot will go about its business of leveling Times Square to the ground. When the players begin to attack it, the crew of the juggernaut will still be so contemptuous of any opposition that they will continue to concentrate on smashing buildings. For the most part, it will divide its two attacks per turn between the players and the buildings, using its arms and the weaponry therein to wreck real estate while the head section concentrates on removing messy superheroes.

If the superheroes start doing any major amount of damage to it, the Doomsday Robot will devote both of its attacks per turn to wiping out the players until they are no longer a threat. It will still be primarily concerned with getting its job done (or Dr. Apocalypse will have his pound of flesh from each of the crew) so it will not go out of its way to finish off any characters who are not directly attacking it.

If it gets to the point where it is obvious (obvious to the crew, not necessarily to the Gamemaster) that the Doomsday Robot is going to lose, then the robot will alter its tactics drastically. It will begin to try to smash buildings down on the crowds behind the police lines in order to keep the superheroes busy saving innocent bystanders while it attacks the superheroes. The robot would have to have suffered a tremendous amount of damage before the overconfident crew comes to this decision.

At no time will the robot give up or attempt to escape. Either of these actions would get the crew members in very hot water with their boss. As soon as the players get inside with the crew, though, it's just a matter of time before the robot bites the dust.

2N. IF THE PLAYERS LOSE:

It is not very likely that the players will lose the fight with the Doomsday Robot. Even though the robot is immensely powerful, a coordinated attack from intelligent players should be more than a match for it. Should the unlikely happen, and the players lose the battle, the following will happen: When the players wake up or recover (or whatever), they will be approached by Calvin R. Holiday. Holiday is the top special agent of F.I.S.H., (Federal Intelligence and Security Headquarters), a little known government agency based in Washington D.C. and subject to the State Department. The major task of FISH is to monitor and regulate the activities of known super-powered groups and individuals.

Agent Holiday will inform the players that they were able to track the robot as it flew away. Before it flew off to the east, the robot made one stop, landing on a building in Midtown New York, on Madison Avenue. While there, someone left the robot, went down into the building where he remained for five minutes. Then, that man returned aboard the robot which flew off shortly afterwards. Just beyond Long Island, they lost track of the robot.

If the flying mechanisms of the robot were disabled during the course of the battle, then the robot would have walked through the city, pausing for awhile at the building, then proceeding to the eastern warfside where it would have disappeared under the water.

If both the flying and walking abilities of the robot were destroyed during the course of the battle, then the crew of the robot will have remained inside long enough to expend all of its firepower in the surrounding buildings. Afterwards, they would have abandoned the robot to self-destruct. The crewmembers would have been picked up by Holiday's men and the SWAT teams.

In any of these cases, Times Square will be pretty thoroughly trashed.

20. IF THE PLAYERS WIN:

If the player characters defeat the Doomsday Robot, they will be able to question the captured crew members. Providing they ask the right questions, they will be able to receive the following information: The crew has never actually met or worked directly with Doctor Apocalypse. They were recruited and trained by The Destroyers, Apocalypse's private group of super-villains. The Destroyers were very careful not to reveal much information about themselves. The only member they ever dealt with directly was a female who called herself The Iron Maiden. She constantly wore a sophisticated suit of powered armor from which she got her name. She was the one who worked with them and trained them to operate the Doomsday Robot. The rest of The Destroyers are made up of four men and one other woman. No additional information about them is known.

The players can also learn the location of The Destroyers' headquarters, where some of the individual crew members received technical training. They will learn that the headquarters is made up of the top three floors of the Montuori Trade and Industries Building (see map no. 5). It can be reached from the rooftop or via a private elevator in the lobby. The elevator requires a special magnetic card to operate.

Caufield and Shanley are the only crew members with passcards. More accurate information about the layout of the headquarters cannot be obtained.

The Doomsday Robot was stored in a large warehouse with an underwater entrance. (The Gamemaster can decide the specific details of this if he wishes. It is not very important).

All of the crew members of the robot will be easily captured once they are outside. The robot, itself, will self-destruct 30 seconds after the deadman's station is vacated.

Once this information is known, Holiday (see section 2N) will ask the players if they are willing to go after The Destroyers. Of course, they will answer with a resounding, 'Yes!' After all, they are super-heroes, aren't they?

If the player characters are really wasted, they may want to rest up a day or two before they take on The Destroyers. This would be an intelligent thing to do. However, the Gamemaster should remind them that there is now less than eight days left before Dr. Apocalypse starts destroying cities. In this time, the players will have to defeat The Destroyers, hopefully finding out from them the location of Doctor Apocalypse, then defeat him.

3: MAYHEM IN MANHATTAN!

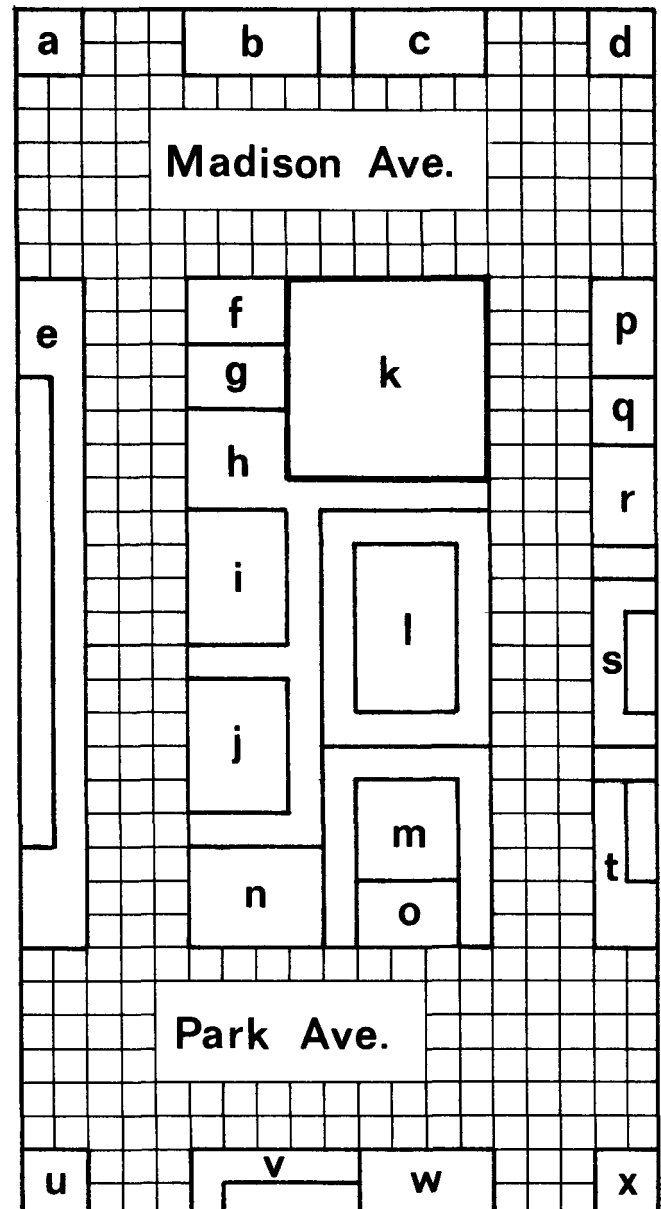
3A. KEY TO MAP NUMBER FIVE:

See map no. 5. This is a map of the area of New York City directly adjacent to The Destroyers' headquarters. The Gamemaster should be fairly familiar with this map, paying close attention to the relative building heights, since this is likely to be used as a battleground by the characters who can fly.

- This building is 42 floors high.
- This building is 50 floors high.
- This building is 50 floors high. The section joining this with building (a) is 20 floors high.
- This building is 35 floors high.
- This is the courtyard of a church. The church is approximately three floors high with steeples that reach six floors high.
- This building section is 15 floors high.
- This building section is 25 floors high.
- This is a street-level pedestrian plaza.
- This building is 36 floors high.
- This building is 36 floors high.
- This is The Destroyers' headquarters building. It is 40 floors high.
- This building is 45 floors high. The lower section of this building is 35 floors high.
- This building section is 30 floors high.
- This building is 34 floors high.
- This building section is 20 floors high. The lower section surrounding this and section m, of this building, is 15 floors high.
- This building section is 16 floors high.
- This building section is 20 floors high.
- This building section is 44 floors high. The lower section of the building immediately adjacent is 16 floors high.
- This building section is 25 floors high. The upper section of this building is 30 floors high. The lower section connecting this building to (t), is 20 floors high.
- This building section is 36 floors high. The upper section of this building is 46 floors high.
- This building is 38 floors high.
- This building section is 35 floors high. The upper section of this building is 40 floors high.
- This building is 45 floors high.
- This building is 34 floors high.

3B. THE DESTROYERS' HEADQUARTERS:

The Destroyers' headquarters is located in the top three floors of the Montuori Trade and Industries Building, a 40 story skyscraper. The lower 37 floors house the offices of legitimate corporations, included in which are the offices of the Montuori Trade Corporation, owned and run by Sandra (Shapeshifter) Montuori. Any players that burst into these offices expecting a battle will get quite a surprise. As far as anyone knows, the top three floors are devoted to the secret research and design facilities of the Montuori Corporation.



Scale: 1 square = 20 feet

As might be expected, The Destroyers' Headquarters is protected by sophisticated security systems. All of the entrances into the headquarters, the elevators in the lobby and on the roof and the rooftop stairway, will open only to persons using the magnetic card keys mentioned earlier. Even then electronic signals in the security room (room (h) on the middle floor) will keep track of every use of these entrances. All of the exterior windows are part of the system and will set off an alarm in the security room if they are broken through. (There is no way to open the windows other than by breaking them).

All of the hallways in the headquarters are continuously monitored by closed circuit T.V. cameras which will be plainly visible to the players at the corners and ends of each hallway. In addition, each room in the headquarters will light up on a grid in the security room whenever it is occupied. This is done by heat sensors in the rooms.

Player characters with the power of Lightning control will have a chance to take over any of these systems in order to conceal the intrusion of the players. The revised version of the game already has rules to cover this. In the original version, the player must spend the power of an attack and make an intelligence save on a d20 in order to take control of the device. Then he must make an agility save on a d20 each time he attempts to do anything with the device controlled. Note that computer terminals may also be controlled in this fashion.

It is likely in a game such as Villains and Vigilantes, that the players will ignore the doors and other entrances, preferring to make more dramatic and destructive entrances by smashing through the walls, floors or ceiling! If the revised Villains and Vigilantes rules are used, then the Gamemaster should use the section pertaining to Structural points of various substances (section 8.3 in the new rules), to determine what is needed to destroy or break through each barrier. The exterior walls are steel reinforced concrete, (9 structural points per cubic foot) and are 12" thick. The windows in the exterior and in the training room observation booth (room (p) in the middle floor) are special 6" thick shatterproof panes (6 structural points per cubic foot). The interior walls, with the exception of the training room, are all 6" thick and have 9 structural points per cubic foot. The training room walls, floor, and ceiling, including the exterior walls that make up the room, are all 24" thick of Titanium. The floors and ceilings are all 24" thick of steel. There are two types of doors in the headquarters. They are security doors which are 3" thick of steel, and normal doors which are 3" thick of hard wood.

If the original Villains and Vigilantes rules are used then the Gamemaster should follow these guidelines: It will take 10 points of damage to break through one cubic foot of exterior or interior wall, with the exception of the training room which will require 15 points of damage per cubic foot. The exterior walls are 12", the interior walls are 6", and the training room walls are 24" thick. It will take 8 points of damage to break through a window. The floors and ceilings will each require 12 points of damage per cubic foot to break through. They are each 24" thick. Security doors will take 20 points of damage to break through, and normal doors will require 10 points.

All of the doors inside The Destroyers' Headquarters will be locked unless specified otherwise.

There are four normal paths of entrance into The Destroyers' Headquarters. They are the elevator in the lobby of the Montuori Building, the elevator on the roof, the stairway entrance on the roof and the rooftop hangar doors for The Destroyers' Gyro-Rocket.

3C. MAP KEY TO THE DESTROYERS' HEADQUARTERS:

The Lower Floor:

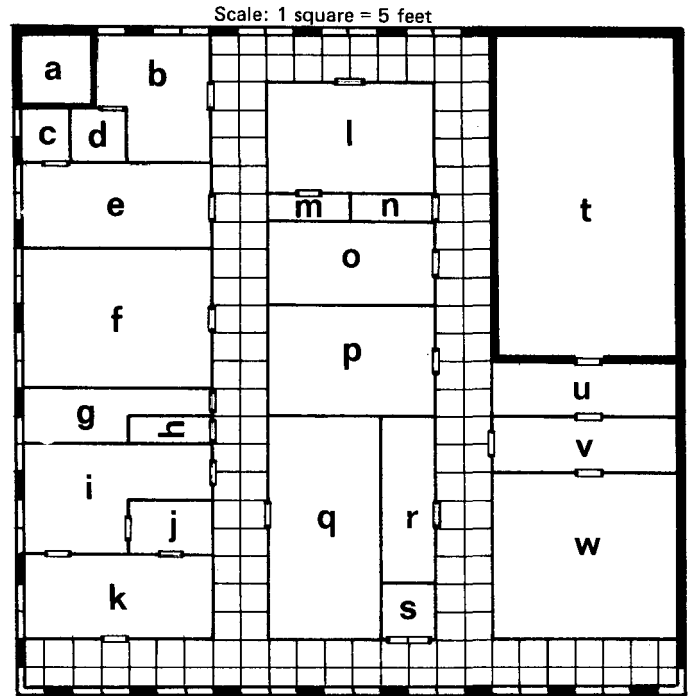
a. This is the shaft for the industrial elevator that runs from the basement of the building to the floor directly above. There is no entrance to the elevator on this level. The walls around the elevator shaft are 3" thicker than the other interior walls.

b. This is the guest bedroom. The door to it is unlocked. It contains one bed, one easy chair, one desk with a chair and a desk lamp and a clothes closet.

c. This is the bathroom to Shapeshifter's bedroom. It contains one sink, one toilet, a wall-mounted cupboard with various items of Shapeshifter's toiletries, one towel rack with two towels and one combination bathtub and shower.

d. This is the bathroom to the guest bedroom. It is identical in all respects to room (c) except that the cupboard does not contain any toiletries. The door to this room is unlocked.

e. This is Shapeshifter's bedroom. It contains one bed, one easy chair with a matching sofa, one combination desk and vanity with a lighted mirror and a chair, and a double clothes closet containing multitudes of expensive clothes, a dresser of drawers and one extra uniform. One of the walls is totally taken up by bookshelves containing books



on mostly business related subjects. The desk contains copies of the various paperwork involved in running a trade and industrial company. On the wall is an original Rembrandt painting which was stolen from the Louvre three years ago. All of the furnishings in this room are expensive and first class.

f. This is the lounge and dayroom. The door to it is unlocked. It contains one well-stocked bar, several sofas and easy chairs, an expensive stereo system, a television with a Sony Beta-max, VTR and an Intellevision video game computer, and a small bookcase containing light reading material.

g. This is a supply room. The door to it is unlocked. It contains office supplies and extra linen for the bedrooms.

h. This is the stairwell to stairway (l) in the middle floor and to stairway (k) in the upper floor. The door to it is unlocked.

i. This is the business office. It contains one desk with a chair, three additional office chairs, an office style telephone and several filing cabinets. The desk and filing cabinets which are all locked contain information on the finances of The Destroyers' branch of Doctor Apocalypse's organization. Items such as the salary records of the Domsday Robot crew can be found here. In addition, a long, flat file designed for containing maps and graphs can be found to contain (among other things) navigational charts of the Bermuda Triangle area.

j. This is a restroom. The door into room (k) is unlocked. It contains a row of three sinks with soap dispensers and paper towel racks, and three bathroom stalls containing the appropriate items.

k. This is the reception room. The door into the hallway is unlocked. It contains one receptionist's desk with a chair, two sofas with two matching upholstered chairs, and a magazine rack containing light reading material. The desk is locked, but contains no useful material. The outside of the hallway door has a brass nameplate on it that reads: 'Reception Room.'

l. This is the chemistry lab. It has a security door with 'Chemistry Lab.' printed upon it. It contains four work tables with sinks and natural gas outlets, multiple racks along the walls containing all of the paraphernalia of equipment that is used in chemistry work, and bookshelves containing texts on the subject. There is the setup of work in progress at one of the tables. One of the vials at this table contains residue of the potion that give Ratman his mammalian powers.

m. This is the chemical storage room. It has a security door. It contains countless varieties of chemicals stored in their appropriate environments.

n. This is the stairwell that leads to stairway (g) on the middle floor, stairway (s) on the upper floor and stairway (c) on the roof. It also has a security door that leads down to the regular building stairway. The door can only be opened from this side. The door to this stairwell is unlocked.

o. This is the Cybernetics Lab. It has a security door with 'Cybernetics Lab' printed upon it. It contains one large work table with outlets for various power tools, a computer terminal, racks of various power and mechanical tools, and shelves and cabinets full of cyber-

netic parts. In addition, there is in the center of the work area a dismantled spare suit of The Iron Maiden's armor.

p. This is the library. The door into this room is unlocked with a brass nameplate on the outside that says, 'Library.' There are two polished walnut tables in the room surrounded by eight upholstered reading chairs. The walls are lined from the floor to the ceiling with bookshelves containing books on every subject.

q. This is the conference room. The door into this room is unlocked. There is a 6 by 20 foot long table in the center of the room, surrounded by 10 chairs. The western wall at the head of the table is taken up with a huge video screen. There is a control panel set into the head of the table. This control panel cannot be operated unless the proper code is first entered into the keypad.

r. This is the map and records room. It has a security door with 'Map Room' printed upon it. It contains stacked map files full of strategic, navigational and aeronautical maps of all parts of the world. There are racks of computer software along one wall, and a desk with a computer terminal at one end of the room. This, like all of the computer and other control terminals in the headquarters, requires an access code before it can be operated.

s. This is the elevator. It leads to the lobby, to the middle or upper floors, or to the roof. It does not require a magnetic card key to operate the elevator from this floor.

t. This is the training room. It has a security door. This two-story high room is used by the individual members of The Destroyers to hone their fighting skills to a fine edge. The room can be programmed from the observation booth to present obstacles, traps and hazards designed to test the skills of each member. Large modules in the floor and ceiling can provide everything from a robotic sparring partner to flamethrowers and guided missiles.

u. This is the entrance to the training room. A stairway in this room leads to the observation and control booth on the floor above.

v. This is the dressing room for the gym or the training room. The room contains benches and clothes lockers for changing, plus showers in its northern end.

w. This is the gym. The door to this room is unlocked. This room contains several weight training machines with racks along one wall holding weights of different sizes in five pound increments, up to 1,000 lbs.

The Middle Floor:

a. This is the industrial elevator. It is just a metal platform with no sides or top, so it is open to room (b). The elevator is used to haul heavy equipment up from the basement loading dock of this building. The elevator should be on this floor. If it is not, (Game-master's choice), the open shaft from the basement will provide the players with another possible means of entrance.

b. This is the projects room. The double doors are both security doors. This two-story high room is used for construction of major projects. It is currently occupied by a massive piece of sophisticated machinery that nearly fills the available space. It will be clear to the players that it is in an unfinished state. The walls of the room are lined with all types of power and mechanical tools, power outlets and controls for overhead cable lifts. There are controls on the western wall to operate the industrial elevator. These are normal controls that can be operated by anyone.

c. This is a restroom. The door to this room is unlocked. The room contains a row of three sinks with soap dispensers and paper towel racks, and three bathroom stalls.

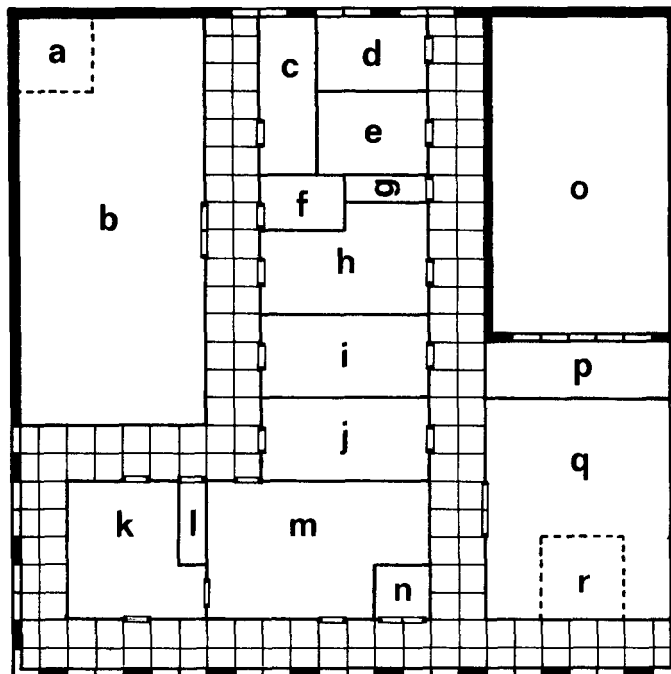
d. This is the trophy room. The door to this room is unlocked, with a brass nameplate on the outside that says, 'Trophy Room.' It contains, for the most part, items that were stolen from defeated enemies of The Destroyers (things such as their costumes, etc.). There is nothing of any value to the players in this room.

e. This is the weapons room. It has a security door. It contains a rack of 12 blaster pistols, identical to the ones carried by the crew of the Doomsday Robot. There is also a rack containing four blaster rifles that are +3 (or plus 15%) to hit and do 1 - 12 points of damage. Each weapon in the room will fire a maximum of 20 times. There are other empty gun racks in the room.

f. This is a supply closet. The door to this room is unlocked. The closet contains kitchen supplies and utensils for the most part.

g. This is the stairwell that leads to stairway (n) on the lower floor, stairway (s) on the upper floor, and stairway (c) on the roof. The door to this stairway is unlocked.

h. This is the security control center. It contains a desk that runs the length of the eastern wall with closed circuit video screens for each hallway security camera. There are three office type chairs spaced along this desk. In the top wall segment is a desk with a large



readout screen above it that shows a map grid on it for each of the three floors and for the roof. Any room that is currently occupied will show a corresponding light on the map screen. A rack on the right-hand wall of this room contains the keys to all of the rooms in the headquarters except the personal room keys of each of The Destroyers which are kept on their person.

i. This is the electronics lab. Both doors are security doors with 'Electronics Lab' printed on them. In it is a work table that runs the length of the top wall, with outlets for various power tools, two heavy-duty rolled chairs spaced along the work table, and copious racks of tools and electronic parts.

j. This is an otherwise unused room that is being used to store some crates of electronic parts in one corner of the room. Close examination of the crates will reveal from customs stamps that they have recently been flown in from Nacht Island, through Bermuda.

k. This is the kitchen. Both doors into this room are unlocked. It contains a large stove and oven with an overhead mounted microwave, a large refrigerator/freezer, a double sink and work counter with cabinets underneath, a 2' by 2' butcher block in the center of the room and several cupboards containing everything that is required of the well-stocked kitchen. On the stove is a saucepan containing the burnt residue of what, at one time, might have been spaghetti sauce.

l. This is the stairwell leading to stairway (h) on the lower floor and stairway (k) on the upper floor. The door to the stairwell is unlocked.

m. This is the dining room. The doors into this room are only unlocked when the room is in use. In the room is a large round oaken dining table with six matching oak chairs. There is an expensive crystal chandelier hanging from the ceiling, and several stolen paintings from various masters hang on the walls.

n. This is the elevator. It leads to the lobby, to the lower or upper floors or to the roof. It does not require a magnetic card key to operate the elevator from this floor.

o. This is the upper section of the training room. There is no entrance to this room on this floor. See room (t) on the lower floor for the details of this room.

p. This is the observation and control area for the training room. It is entered via a circular stairway from room (u) in the lower floor. The windows separating this from the training room are of the same type as the outside windows. There is a control and programming panel at a desk facing the windows, with theatre style seats, four on each side, for observing the training.

q. This is the machine shop and vehicle maintenance lab. It has a double security door. In the room are all of the tools and machinery necessary to run a shop of this type. There is a hydraulic hoist on the bottom wall of the shop. If the hoist is on this floor, then there will be a corresponding hole in the ceiling above it.

r. This is the hydraulic hoist. It is used to transfer heavy pieces of machinery from this room to the vehicle hangar (room u) above. There are controls to operate this hoist on the east wall of this room or the vehicle hangar.

The Upper Floor:

- a. This is the upper section of the projects room. There is no entrance to the room on this level. For details of this room see room (b) of the middle floor.
- b. This is The Iron Maiden's bedroom. It contains one bed, a half circular couch with a corresponding coffee table, a clothes closet full of the designer jeans variety of fine fashions, a combination desk and vanity with a lighted mirror and a chair, and a table with a computer terminal upon it.
- c. This is the bathroom to Behemoth's bedroom. It contains one sink, one toilet, a wall-mounted cupboard with various items of men's toiletries, a towel rack with two towels and one shower stall. All of the items in this room are specially made, oversized, and structurally reinforced. The door to this room is unlocked.
- d. This is the bathroom to The Iron Maiden's bedroom. It is identical in all respects to Shapeshifter's bathroom (room c) on the lower floor except that the toiletries belong to The Iron Maiden. The door to this room is unlocked.
- e. This is Behemoth's bedroom. It contains one oversized bed, a dresser of drawers that contains nine pairs of black shorts and a box of cigars, and one large ashtray in the middle of the floor, full of cigar butts and ashes. The door into this room is unlocked.
- f. This is Ratman's bedroom. It contains one bed (unmade), a small color television, a bookcase full of comic books, a desk and chair, both of which are covered with comic books, a collection of role-playing games and sex magazines piled in the middle of the floor, a dresser of drawers and a closet, both full of old clothes, and a half-eaten ham and cheese sandwich placed neatly on the carpet under the bed. On the walls are two Frazetta posters and several holes where Ratman has been walking on them.
- g. This is the bathroom to Electrocutoner's bedroom. It contains everything that Behemoth's bathroom does but in normal proportions. The door into this room is unlocked.
- h. This is the bathroom to Ratman's bedroom. It is identical in all respects to room (g) except that it is a mess. The door into this room is unlocked.
- i. This is Electrocutoner's bedroom. It contains one bed, a desk with a chair, a bookshelf containing texts on the subject of the supernatural, an easy chair, a dresser of drawers and a closet full of clothes, and an acoustic guitar standing in one corner.
- j. This is the computer room. Both of its doors are security doors. All of the walls of this room are lined with sophisticated computer equipment. In the center of the room is a console containing the programming terminal for the computer. There is an office chair at the console.
- k. This is the stairwell leading to stairway (h) on the lower floor and stairway (l) on the middle floor. The door to this stairwell is unlocked.
- l. This is the communications room. There is a continuous console running from one door around the right-hand wall of the room to the other door. It contains banks of video screens, telephones and

sophisticated radio transmitters. There is a video tape camera, portrait backdrop and movie lights against the left-hand wall. There are roller office chairs at each of the stations at the console. Both of the doors into this room are security doors.

m. This is the medical examination room. It has a security door with 'Medical Examination' printed upon it. In the room is an examination table, a desk with a chair containing the medical records of each of The Destroyers, plus those of the Doomsday Robot crew, a glass cabinet containing various medical supplies, a metal cabinet which is locked that contains medical drugs, and a mobile rack containing pressurized oxygen bottles with an attached breathing mask. Note that the height, weight, age and an approximation of the agility and endurance of each of The Destroyers can be found in their health records.

n. This is the elevator. It leads to the lobby, to the lower or middle floors or to the roof. It does not require a magnetic card key to operate the elevator from this floor.

o. This is the bathroom to Annihilator's bedroom. It is identical in all respects to room (g). The door into this room is unlocked.

p. This is Annihilator's bedroom. It contains one bed, a desk with a chair, a clothes closet containing very few clothes and one extra uniform, and a computer terminal. In addition to this, the room is full of potted, alien fungi of various sizes, shapes and colors, many of which have begun to crawl up the walls and ceiling. The room is kept at a temperature of approximately 130° Fahrenheit.

q. This is the darkroom to the photo lab. It contains everything that a well-stocked darkroom should have. The door into this room is unlocked.

r. This is the photo lab. There is a brass nameplate on the outside of the door that says, 'Photo Lab.' It contains the usual sinks and electric timers and drying cabinets. In addition, there is a photo file drawer that contains photos of just about every super-powered individual (both heroes and villains) in the world. There are no photos of The Destroyers in this room.

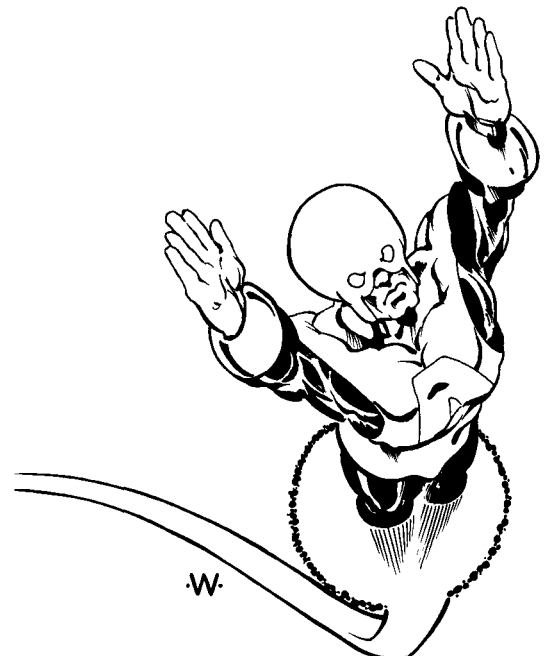
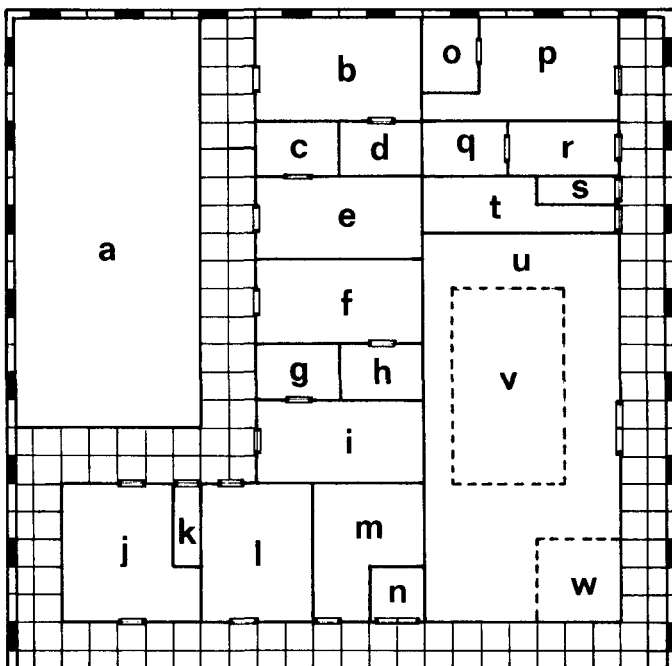
s. This is the stairwell that leads to stairway (n) on the lower floor, stairway (g) on the middle floor, and stairway (c) on the roof. The door into this stairwell is unlocked.

t. This is a supply room. It is nearly empty save for some film and developing fluid that is stored on one shelf. The door into this room is unlocked.

u. This is the hangar for The Destroyer's Gyro-Rocket Plane. It contains the Gyro-Rocket located on the hydraulic hoist to the roof, (v), and various maintenance tools and power outlets. The Plane is an eight passenger, vertical takeoff and landing craft. Both doors into it are security doors which are locked and need the special code to gain entrance. The double doors into the hangar room are security doors.

v. This is the hydraulic hoist that transfers the Gyro-Rocket Plane to and from the roof. There are controls for operating it on the north wall of the room. The hangar doors on the roof directly above open automatically when the hoist is raised.

w. This is the hydraulic hoist that is used to transfer machinery to and from room (q) in the middle floor. For details of this hoist, see (r) in the middle floor.



The Rooftop:

a. This is the observation walkway. It is made out of steel and is raised six feet above the deck of the roof. It can be reached via the elevator on the roof or from the stairs to the roof deck behind the elevator. There is a four foot steel railing running around the exterior and the interior circumference of the walkway.

b. This is the helipad. It is made of steel mesh supported underneath by a heavy steel framework that leads to the single 36" steel pole that connects the helipad to the deck 10 feet below. There is a metal stairway that leads to the roof deck from the helipad.

c. This is the stairwell leading to stairway (n) on the lower floor, stairway (g) on the middle floor, and stairway (s) on the upper floor. A magnetic card key is required to open the security door into the stairwell. The door is unlocked from the inside.

d. These are the hangar doors to the vehicle hangar below. These doors can only be opened from the vehicle hangar or from the radio control within The Destroyers' Gyro-Rocket. These are security doors.

e. This is the microwave transmission tower. It is a steel framework that stands 50 feet high from the deck.

f. This is the elevator. It leads to the lobby of this building, and to the lower, middle and upper floors of The Destroyers' headquarters. A magnetic card key is required to use the elevator from the roof. The doors are security doors.

3D. AMBUSHED BY THE DESTROYERS!

It is up to the Gamemaster as to exactly where the individual members of The Destroyers will be when the player characters make their assault on the headquarters. There are considerable options the GM may use: The Destroyers may be in separate sections of the headquarters, going about their own business, they may be all together in one room, training, planning or even having dinner, or they may even be out of the building at the time, arriving in their Gyro-Rocket Plane only after the players have been in their headquarters for awhile.

No matter which of the above options the Gamemaster chooses (he may, in fact, choose none of these options and create his own alternative), he should keep the following points in mind: The Destroyers will know of the player characters' interference in the Times Square incident. They will be alert for an attack (becoming less alert with each day that passes after the battle in Times Square), so that they will not be entirely surprised when the attack does come. If The Destroyers are away when the players invade their headquarters, they will be notified via the insta-link between their plane and the security room that there are intruders in the building.

There is supposed to be someone on duty in the security control center at all times. Before the Times Square incident, this duty was rotated between the members of the Doomsday Robot crew. Now that they are no longer available, the task falls to The Destroyers. With the exception of Shapeshifter, who takes such matters seriously, The Destroyers will be rather lax and undisciplined about this duty. For the most part, they can be found napping, or checking the security room only occasionally during their shift.

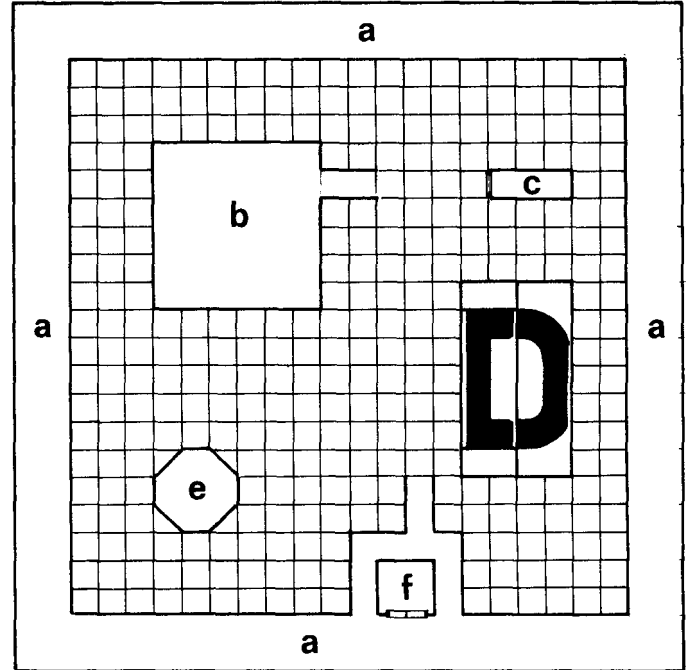
It is entirely feasible that The Destroyers can be waiting in ambush for the player characters as soon as they touch down on the roof or come up in the elevator. However, it will probably be more interesting for the Gamemaster and the players alike if the player characters are allowed time to explore the headquarters for awhile, letting the excitement build, before The Destroyers are either surprised by the players or spring their ambush upon them.

If The Destroyers are to be placed in specific rooms, this should be done by the Gamemaster prior to play. If this is the case, the GM should constantly pay close attention to where the individual Destroyers are and what they might hear and react to as the players search their headquarters. Once the fighting starts somewhere, the rest of The Destroyers are likely to come running.

3E. BATTLE TACTICS OF THE DESTROYERS:

The Destroyers, who have been researching all of the super-powered individuals in the United States, will more than likely be familiar with the abilities of the player character group. This does not mean that they will know every detail of every power, only that they will know those powers of each member that would have been openly discernible in previous battles. The Gamemaster should be careful here not to automatically transfer his own knowledge of the player characters into The Destroyers.

Each member of The Destroyers has his own distinctive fighting style which is outlined below:

**Annihilator:**

He is the leader of The Destroyers, and as such is the chief decision maker of the group, but he realizes that each of them knows what they are doing in a fight, so he leaves them to do what they do best while he does what he does best. As soon as the fighting starts, Annihilator will attempt to take his portion of it outside and up into the sky where he is more at home. He will naturally go after any flying members of the group and will not be adverse to taking on more than one player to do so. Annihilator tends to get into a battle frenzy and will continue to fight until he has won or been killed (or, of course, rendered unconscious). It will not matter to him even if the rest of The Destroyers are already defeated.

Shapeshifter:

She is the deputy leader and the wealthy industrialist who owns the headquarters and the building it occupies. Shapeshifter will remain, if possible, in the building where her stretching powers can be best used to fill entire passageways to herd the stretchers towards Behemoth. She is totally ruthless. If the tide of the battle begins to turn against The Destroyers, she will not hesitate to carry the battle to the streets below, where she will threaten innocent bystanders to get the superheroes to surrender. She is, however, a person who must accept reality. She would not be wealthy if she didn't. If it is clear that The Destroyers have lost the battle, she will give up or escape if it is possible. If at any time during the battle one of the original paintings that she has 'collected' comes into danger of being destroyed or even slightly damaged. Shapeshifter will abandon all other priorities to save these, her only true passion. She might even attack one of her own teammates if they are about to endanger one of them. She will most certainly surrender if the paintings are used to threaten her.

Behemoth:

He will also prefer to remain within the confines of the building so that he may make use of his surroundings (walls, tables, megamachines, etc.) as weapons. Much like Annihilator, Behemoth tends to lose sight of any other priorities once the fighting starts. He is likely to use anything on hand, no matter how important it is, as a weapon. The Gamemaster should note that there is nothing in the entire building that is too heavy for Behemoth to potentially use as a weapon. Behemoth loves fighting, but he has never lost yet and will not be emotionally prepared to do so. If he ever takes over 60% of his total hit points in damage, he will be likely to give up.

Ratman:

This little sucker is a dirty fighter. He will go for the cheap shot every time. Ratman is also a tricky little twit, and he will try to lead his opponent on a wild goose chase through the headquarters into some area where he can suddenly turn on them to his best advantage. If it is at all possible, he will go into the training room after starting an obstacle cycle that he will be used to and able to avoid, while his opponent is forced to deal with both him and the training session. If the Gamemaster chooses to allow Ratman to do this, it will be up to him to work out the details of the training cycle. If the battle starts to go against The Destroyers, Ratman will make his escape, taking hostages if necessary to do so.

The Iron Maiden:

She will try to get outside or up to the rooftop where she can make best use of her jumping ability. She is the least experienced of the group and, thus, the most likely to lose her cool if things start to go bad. After taking half of her total hit points in damage, she will have a 5% cumulative chance per action she takes of being unsure and confused enough to lose that action. If any of the others are seen giving up, she will also do so immediately.

Electrocutioner:

He is the only one in the group who might realistically be called a coward. Although he will fight if he has to, he would prefer to maneuver the greater part of the fighting to his teammates. As long as the battle is going well, he will try to remain in the company of his teammates to bolster his courage. At these times, he will fight and use his powers effectively. Whenever he is in sight of Shapeshifter, he will do and say things to make him look heroic (because he is in love with her) that will for the most part just make him look comical. At least he will be fighting during such times. If he is ever separated from the rest of The Destroyers, he will begin to wonder if he is the only one left. In this case, there is a 30% chance for each time he is attacked that he will give up. He will certainly do so if he sees his teammates surrendering.

All of these chances to surrender and escape take the place of the sections concerning the Morale, Reaction and Loyalty tables in both versions of the **Villains and Vigilantes** rules.

3F. THE DESTROYERS!

Following is the character information for each of The Destroyers:

Annihilator:

Zorbac Ar Torrestar was an extraterrestrial General of the Zorn, a star spanning empire in the center of the Milky Way galaxy. After a failed attempt to overthrow the current emperor, he was banished to one of the primitive worlds of the galaxy's edge. The world was Earth. On Earth, he struck a bargain with Doctor Apocalypse to recruit and train a group of super-villains in exchange for help in constructing a new starship to take him back to the Zorn empire. So Zorbac Ar Torrestar became Annihilator, leader of The Destroyers.

Shapeshifter:

Sandra Montuori was born into a lower-middle income family in Long Island, New York, but she spent most of her adult life in Europe acquiring good taste, money, and stolen paintings. She is now the head of one of the world's largest trade and industrial corporations. While setting up her first industrial plant on Long Island, she was caught in the center of an accidental explosion of an unstable experimental isotope. From this accident she got her shape changing powers and became Shapeshifter.

In addition to her stretching powers, she likes to use her trans-

formation abilities to become the most fearsome creatures she can imagine. She especially enjoys adopting the likenesses of beasts from classical mythology, tending towards those with fangs and claws. When in these types of forms, the Gamemaster should add +4 to any damage she does due to her extra weaponry. Shapeshifter also likes to combine her stretching and form changing abilities to give herself arms that end in pointed morningstars or similar pseudo weaponry. When she attacks with these, she should get an additional +2 to her normal hand-to-hand damage.

Behemoth:

Hiram Forbes has pretty much been a loser all of his life. After getting busted out of the army at the age of eighteen, he's spent his life in and out of almost every prison in the eastern United States. During his last stretch in Ryker's Island prison three years ago, he underwent a weird transformation that was a long delayed effect of some nuclear tests he volunteered for while in the Ft. Leavenworth army prison. Hiram Forbes transformed into the grotesque monster that is now called Behemoth. The prison cell could no longer contain him, and since then no prison has.

Ratman:

Edward M. Fink became Ratman as a result of some illegal research he did with RNA extracts from laboratory mice while he was a medical intern in a Boston hospital. Since his experimentation was secret, he used himself for a guinea pig and obtained the proportional strengths and abilities of a rat. His clandestine research was discovered by his superiors, and he was run out of the medical profession.

The Iron Maiden:

Agatha Stark, an Irish immigrant to the United States, is a former NATO scientist specializing in cybernetics. While she was a competent scientist, she lacked imagination which resulted in her being laid off during military budget cuts. Shortly afterwards, she was recruited by Doctor Apocalypse to work on the Doomsday Robot project. During this time, she designed and built the suit of powered armor that earned her a place in The Destroyers.

Electrocutioner:

Carlton Path was a college anthropology student studying the Tselal Indians of Campeche, Mexico, when he became the Electrocutioner. He was participating in one of their weird cultic rituals, attempting to understand the event, when they began chanting his name in a plea to discover his Totem.' This went on until the usual nightly lightning storm broke out. At this time, the Tselal Shamen began to proclaim that the lightning was their white guest's Totem, calling the lightning down to embrace him. The lightning did as it was told and Carlton Path died. Only by the time Path's body was finally returned to his family in southern Wisconsin, he was alive again, with powers and abilities far beyond those of ordinary men. He was the Electrocutioner.

THE IRON MAIDEN

SHAPESHIFTER



THAT IS VERY GALLANT OF YOU MAGNETIC MAN, FOR I SHALL CERTAINLY NOT BE GENTLE WITH YOU.



ANNIHILATOR

Age & Sex: 104, male
 Strength: 16 Intelligence: 13
 Constitution: 11 Dexterity: 14
 Charisma: 17 Hit Bonuses: 3
 Reaction to Vigilantes: -5 Reaction to Villains: +5
 Direct Damage: 1 Other Damage: 0
 % to Hit W/Devices: 0% % to Detect Secret Entrances: 2%
 % to Detect Traps: 10% Heal Rate: 1 per day or 1 per turn
 Move. Rate: 118", 774" flying Experience: 15,699
 Level: 5
 Hit Dice: 4+2 Hit Points: 21
 To Hit Modifier: 0% Defensive Modifier: -5%
 Origin Type: Extraterrestrial Power Potential: 54
 Powers:

1. Flight: 176 miles per hour or 774" per turn. He may also use super flight once per day.
2. Adaptation
3. Power Weapon: Range 35". It does 1-20 points of damage per hit. The Power cost is 1 per shot.
4. Heightened Speed: +86" of ground movement per turn, (which is already computed into the movement rates above). He will get two extra actions per turn.
5. Force Field: For defensive use only.
6. Regeneration
7. Dematerialization Ray: Range 160". This power can be used 11 times per day at the Power cost of 2 per use.

SHAPESHIFTER

Age & Sex: 22, female
 Strength: 12 Intelligence: 19
 Constitution: 11 Dexterity: 18
 Charisma: 14 Hit Bonuses: 5
 Reaction to Vigilantes: - Reaction to Villains: -
 Direct Damage: 4 Other Damage: 4
 % to Hit W/Devices: 40% % to Detect Secret Entrances: 32%
 % to Detect Traps: 25% Heal. Rate: 1 per day
 Movement Rate: 36" Experience: 11,586
 Level: 4
 Hit Dice: 4 Hit Points: 22
 To Hit Modifier: - Defensive Modifier: -
 Origin Type: Accidental Scientific Power Potential: 60
 Powers:

1. Stretching Powers: Arms, legs and torso can each be stretched 28" for a maximum overall length of 84". Other body parts can each be stretched 18".
2. Form Change: An unlimited ability to change form, 11 times per day.
3. Invulnerability: In addition to the defensive modifier, she will take no damage from any hand-to-hand based attack. (Including falling and such).

ANNIHILATOR

Identity: Zorbac Ar Torrester
 Side: Destroyers Sex: Male
 Experience: 15,699 Level: 5
 Age: 104 Training: end.
 Powers:

1. Flight: 176 miles per hour or 774" per turn, plus Hyper-flight.
2. Power Blast: Range 14". Damage 1-20. Power cost 1 per attack.
3. Heightened Agility: +18
4. Speed Bonus: +86" per turn to ground movement.
5. Force Field: Defensive screen and force bubble use only.
6. Regeneration
7. Disintegration Ray: Range 16". Damage 1-20. Power cost 2 per shot.

Weight: 220 Basic Hits: 5
 Agility Mod.: - Strength: 16
 Endurance: 11 Agility: 32
 Intelligence: 13 Charisma: 17
 Reactions from: Good:-2 Evil:+2
 Hit Mod. (1.4) (1) (3.1) (1.1) = Hit Points (24)
 4.774
 Damage Mod.: +4 Heal.Rate: 1.25 per day or turn
 Accuracy: +5 Power (72)
 Carrying Capacity: 572 Basic Hth. Damage: 1-8
 Movement Rates: 145"/774" flying
 Det. Hidden: 10% Det. Danger: 14%
 Inventing Points: 6.5 Inventing (39%)

SHAPESHIFTER

Identity: Sandra Montuori
 Side: Destroyers Sex: Female
 Experience: 11,586 Level: 4
 Age: 22 Training: Strength
 Powers:

1. Stretching Powers: She can stretch her body up to 84" long.
2. Transformation: She can transform at will into both inanimate objects and creatures. There is no Power cost.
3. Invulnerability: 24. Only hand-to-hand based attacks will be affected by her invulnerability. (Including fall, impact attacks and the like).

Weight: 120 Basic Hits: 3
 Agility Mod.: +2 Strength: 12
 Endurance: 16 Agility: 18
 Intelligence: 19 Charisma: 14
 Reactions from: Good: -1 Evil: +1
 Hit Mod. (1.2) (1.8) (1.9) (1.3) = Hit Points (17)
 5.3352
 Damage Mod.: +3 Heal. Rate: 1.2 per day
 Accuracy: +3 Power (65)
 Carrying Capacity: 200 Basic Hth. Damage: 1-4
 Movement Rates: 46"
 Det. Hidden: 14% Det. Danger: 18%
 Inventing Points: 7.6 Inventing (57%)

BEHEMOTH and RATMAN

**HERO
IS A
FOUR LETTER
WORD!**

LESS THAN AN HOUR AGO THE SUPERHEROINE KNOWN AS *MORNINGSTAR* LED AN ATTACK ON THE *DESTROYERS'* SKYSCRAPER HEADQUARTERS. SHE FOUGHT BEHEMOTH, THE MOST POWERFUL OF THE GROUP, AND *BEAT HIM!*

HER VICTORY WAS SHORT-LIVED, AS SHE FELL PREY TO A LESS THAN HONORABLE BEHIND ATTACK FROM THE INSIDIOUS *RATMAN!**

IT'S ALL RIGHT SKINHEAD-- YOU CAN GET UP NOW.

I'VE GOT HER IN THE *NULLIFIERS*. THE BIG BAD GIRL CAN'T HURT YOU ANYMORE!

SHUDDUP RATMAN, BEFORE I REARRANGE YER FACE !! IF YA FOUGHT HER FAIR AN' SQUARE LIKE I DID, YOD'D BE CRYIN' YER BEADY LITTLE EYES OUT NOW!

BILL WILLINGHAM
WRITER - PENCILLER - INKER

JEFF DEE
EDITOR - LETTERER

SCOTT BIZAR
EDITOR-IN-CHIEF

* THIS ALL HAPPENED
LAST ISSUE -- EP

BEHEMOTH

Age & Sex: 40, male
 Strength: 116
 Constitution: 16
 Charisma: 11
 Reaction to Vigilantes: +5
 Direct Damage: 19
 % to Hit W/Devices: 0%
 % to Detect Traps: 5%
 Movement Rate: 32"
 Level: 3
 Hit Dice: 3
 To Hit Modifier: -5%
 Origin Type: Accidental Scientific
 Powers:
 1. Heightened Strength: +20
 2. Heightened Strength: +20
 3. Mutation: In addition to causing the permanent form change, this power doubles the final strength score, (which has already been computed above).

Intelligence: 11
 Dexterity: 14
 Hit Bonuses: 17
 Reaction to Villains: -5
 Other Damage: 0
 % to Detect Secret Entrances: 1%
 Heal. Rate: 2 per day
 Experience: 7,028
 Hit Points: 33
 Defensive Modifier: +5%
 Power Potential: 157

RATMAN

Age & Sex: 32, male
 Strength: 24
 Constitution: 15
 Charisma: 16
 Reaction to Vigilantes: -5
 Direct Damage: 16
 % to Hit W/Devices: 10%
 % to Detect Traps: 15%
 Movement Rate: 40"
 Level: 4
 Hit Dice: 4
 To Hit Modifier: +10%
 Origin Type: Homemade
 Powers:
 1. Special Weapon: Whiplash Tail; range 1", attacks on the 'Paralysis Ray' table. A successful hit immobilizes the victim for 24 hours minus one hour per constitution point he has.
 2. Animal/Plant Powers:
 A. Heightened Senses: Sight, Hearing and Smell. All of these abilities are roughly three times as acute as those of a normal human.
 B. Heightened Dexterity: +10
 C. Heightened Strength: +14
 D. Claws and Fangs: The extra chance to hit and the extra damage are already computed into the character above. Claws also give ability to move on vertical walls.

Intelligence: 15
 Dexterity: 26
 Hit Bonuses: 12
 Reaction to Villains: +5
 Other Damage: 5
 % to Detect Secret Entrances: 4%
 Heal. Rate: 2 per day
 Experience: 10,147
 Hit Points: 30
 Defensive Modifier: -
 Power Potential: 80

BEHEMOTH

Identity: Hiram Forbes
 Side: Destroyers
 Experience: 7,028
 Age: 40
 Powers:
 1. Heightened Strength: +20
 2. Heightened Strength: +20
 3. Mutant Power: In addition to permanently changing his form, this power doubles the final strength score, (which has already been computed below).

Weight: 299
 Agility Mod.: -2
 Endurance: 16
 Intelligence: 11
 Reactions from: Good: - Evil: -
 Hit Mod. (8) (1.8) (1.3) (1) = 18.72
 Damage Mod.: +1
 Accuracy: +1
 Carrying Capacity: 233,593
 Movement Rates: 144"
 Det. Hidden: 8%
 Inventing Points: 3.3

Sex: Male
 Level: 3
 Training: Dex.
 Basic Hits: 5
 Strength: 116
 Agility: 12
 Charisma: 11
 Hit Points (94)
 Heal. Rate: 2
 Power (155)
 Basic Hth. Damage: 6-60
 Det. Danger: 12%
 Inventing (33%)

RATMAN

Identity: Edward M. Fink
 Side: Destroyers
 Experience: 10,147
 Age: 32
 Powers:
 1. Animal/Plant Powers: Mammal Powers
 A. Heightened Senses: Sight, smell and hearing are all about three times as effective as those of a normal human.
 B. Heightened Agility: +10
 C. Heightened Strength: +14
 D. Natural Weaponry: Claws and fangs. In addition to the hit and damage bonuses (already computed in the character below), the claws give him the ability to move on vertical walls.
 2. Special Weapon: Whiplash tail Range 1". Attacks as 'Paralysis Ray' causing unconsciousness on a successful hit. Power cost 5 per hit.

Weight: 150
 Agility Mod.: -
 Endurance: 15
 Intelligence: 15
 Reactions from: Good: -2 Evil: +2
 Hit Mod. (2) (1.8) (2.5) (1.2) = 10.8
 Damage Mod.: +4
 Accuracy: +4
 Carrying Capacity: 1,150
 Movement Rates: 65"
 Det. Hidden: 12%
 Inventing Points: 6

Sex: Male
 Level: 4
 Training: end.
 Basic Hits: 3
 Strength: 24
 Agility: 26
 Charisma: 16
 Hit Points (33)
 Heal. Rate: 1.2 per day
 Power (80)
 Basic Hth. Damage: 1-10
 Det. Danger: 16%
 Inventing (45%)

THE IRON MAIDEN

Age & Sex: 25, female

Strength: 20

Constitution: 10

Charisma: 18

Reaction to Vigilantes: -10

Direct Damage: 2

% to Hit W/Devices: 0%

% to Detect Traps: 5%

Movement Rate: 32"

Level: 2

Hit Dice: 2

To Hit Modifier: -10%

Origin Type: Homemade

Powers:

1. Armor: (a device) also gives the following powers:

A. Heightened Strength: +9

B. Boot mounted Gyro-Jets: They allow rocket assisted leaps per turn of 32" high and 64" long.

C. The armor will automatically absorb 5 points of damage per turn.

2. Special Weapon: Disruptor Staff. It attacks as hand-to-hand and does 2-16 points of damage (electrical) per hit.

Intelligence: 9

Dexterity: 14

Hit Bonuses: 3

Reaction to Villains: +10

Other Damage: 0

% to Detect Secret Entrances: 1%

Heal. Rate: 1 per day

Experience: 2,026

Hit Points: 11

Defensive Modifier: +5%

Power Potential: 44

THE IRON MAIDEN

Identity: Agatha Stark

Side: Destroyers

Experience: 2,026

Age: 25

Powers:

1. Armor: 88. It also gives the following powers:

A. Heightened Strength: +9

B. Boot mounted Gyro-Jets allow rocket assisted leaps up to 32" high and 64" long per turn.

2. Special Weapon: Disruptor Staff does hand-to-hand damage plus 2-16 points of electrical damage.

Weight: 130

Agility Mod.: -

Endurance: 10

Intelligence: 9

Reactions from: Good: -3 Evil: +3

Hit Mod. (1.6) (1) (1.3) (1) = 2.08

Damage Mod.: +1

Accuracy: +1

Carrying Capacity: 585

Movement Rates: 44"/64"

Det. Hidden: 8%

Inventing Points: 1.8

Sex: Female

Level: 2

Training: Intel.

Basic Hits: 3

Strength: 20

Agility: 14

Charisma: 18

Hit Points (7)

Heal. Rate: .75 per day

Power (53)

Basic Hth. Damage: 1-8

Det. Danger: 12%

Inventing (27%)

ELECTROCUTIONER

Age & Sex: 26, male

Strength: 15

Constitution: 14

Charisma: 11

Reaction to Vigilantes: -

Direct Damage: 2

% to Hit W/Devices: 0%

% to Detect Traps: 5%

Movement Rate: 30", 200" flying

Level: 3

Hit Dice: 3

To Hit Modifier: -5%

Origin Type: Accidental Super-natural

Powers:

1. Lightning, Electricity Control: Range 28". Each shot does 2-16 points of damage. The Power cost is 4 per shot.

2. Flight: 200" per turn. There is no Power cost.

3. Teleportation: Range 169 miles or 178,464". He may take up to 570 pounds with him each time. The Power cost is 10 per use.

Intelligence: 11

Dexterity: 17

Hit Bonuses: 3

Reaction to Villains: -

Other Damage: 1

% to Detect Secret Entrances: 1%

Heal. Rate: 1 per day

Experience: 5,007

Hit Points: 12

Defensive Modifier: +5%

Power Potential: 57

ELECTROCUTIONER

Identity: Carlton Path

Side: Destroyers

Experience: 5,007

Age: 26

Powers:

1. Lightning Control: Range 28". Damage 2-16. Power cost 4 per attack.

2. Flight: 200" per turn.

3. Teleportation: Maximum range 171 miles or 180,576".

Weight: 180

Agility Mod.: -

Endurance: 14

Intelligence: 11

Reactions from: Good: - Evil: -

Hit Mod. (1.4) (1.4) (1.6) (1) = 3.136

Damage Mod.: +1

Accuracy: +2

Carrying Capacity: 430

Movement Rates: 46"/200"

Det. Hidden: 8%

Inventing Points: 3.3

Sex: Male

Level: 3

Training: Intel.

Basic Hits: 4

Strength: 15

Agility: 17

Charisma: 11

Hit Points (13)

Heal. Rate: 1.2 per day

Power (57)

Basic Hth. Damage: 1-6

Det. Danger: 12%

Inventing (33%)

3G. IF THE DESTROYERS WIN:

If by any chance The Destroyers win the battle with the player character group, the United States of America will be in a lot of trouble. In order to give the players one more chance to defeat The Destroyers and learn the location of Doctor Apocalypse's secret base, the player characters will wake up in suspended animation booths which will be temporarily stored in the training room (room (t) of the middle floor) of the headquarters, waiting shipment to Nacht Island. A malfunction in the booth's control apparatus will cause the players to wake up the day after the battle. They will find that they have been cured of all of their injuries and that their hit points and power scores are all up to their peak. The plexiglass of the booths are of the same thickness and substance as the building's windows. Any devices belonging to the players will be crated and stored on the building's roof. They will still be in the same condition they were in at the end of the last fight.

After the players all escape from the suspended animation booths, they will be able to take The Destroyers by surprise. The Destroyers will be scattered throughout their headquarters repairing the damage of yesterday's battle. They will all have regained their normal healing rate in hit points for one day. The Iron Maiden will have a fully functioning suit of armor.

If the players lose this second battle, the Gamemaster will have to determine what happens afterwards.

3H. IF THE PLAYERS WIN:

If the player characters win, in addition to the information they gain from searching their headquarters, the players will have the opportunity to question The Destroyers that they capture. From them the players will learn that The Destroyers were Dr. Apocalypse's advance force in securing New York, once the government deeds the city over to him. In addition to this, they were to complete the construction of a giant teleportation device (the huge machine in the projects room) which they would use to transport captives from here to Dr. Apocalypse's base on Nacht Island. One by one, The Destroyers were going to defeat and kidnap every known superhero and villain in the U.S. and then ship them back to Nacht Island where they were to be programmed into the first part of Doctor Apocalypse's planned super army. This army, of course, would be stationed eventually in Manhattan.

The player characters will also learn the location of Doctor Apocalypse's secret base on Nacht Island. It is approximately 100 miles north of Bermuda. The cities are to be destroyed by a secret killer satellite that is orbiting the Earth. The satellite is controlled from Nacht Island.

The Destroyers' skyscraper headquarters will be occupied by agents of FISH shortly after the battle. (The Gamemaster may have some agency in his own campaign that would be better suited to this task). FISH will confiscate all of the contents of the building.

ELECTROCUTIONER



AFTERWORD

The second part of this adventure takes place in the **Villains and Vigilantes** scenario no. 2004: **The Island of Doctor Apocalypse!** which will be released soon.

If the Gamemaster does not wish to use the second scenario, he can end this adventure by telling the players that FISH, having learned the location of Doctor Apocalypse's base on Nacht Island, has ordered a military air strike to destroy the island completely. This is not ex-

actly standard procedure in the world of comic books, but it will tie up any loose ends in the adventure.

Those who plan to use **The Island of Doctor Apocalypse!** should inform their players that they should prepare to come face to face with the most diabolical villain in the world!

Any questions, comments and criticisms of this scenario would be appreciated. They may be sent to the author through Fantasy Games Unlimited.

ANNIHILATOR

MEANWHILE, IN THE OTHER-WORLDLY BEDROOM OF ANNIHILATOR--

SO THOSE MORONIC SUPER-BUFFOONS ARE ON THEIR WAY HERE, EH? WELL THEY SHALL NOT CATCH THE DESTROYERS UNSUSPECTING!

I THINK WE JUST DID CHUCKLES!

MY NAME IS MICROGIRL! FIVE INCHES TALL WITH THE STRENGTH OF TEN FULL-SIZE MEN!



AFTER ANNIHILATOR STRAIGHTENS HIS HELMET...

BOLTS OF COSMIC-SPAWNED ENERGY FILL THE ROOM! TRY AS SHE MAY, THE MINIATURE MAID OF MIGHT CANNOT LONG AVOID THEM!

SHOW YOURSELF!!



COME OUT AND FACE ME YOU BITE-SIZED BUSY-BODY! YOU DARED TO LAY YOUR HANDS ON ME! THE GREATEST WARRIOR OF TWO GALAXIES! GENERAL OF THE STAR-SPANNING ZORN EMPIRE! COME OUT AND FACE THE LEADER OF THE DEATH-DEALING DESTROYERS!!



WITH MICROGIRL HERE THE REST OF THE CENTURIONS WILL BE HERE ALSO! BY THE TIME THIS DIMINUTIVE DULLARD AWAKENS, HER COHORTS WILL HAVE JOINED HER IN CAPTIVITY.

willikahn

THE RESULTS ARE DEVASTATING!