

**VILLAINS
AND
VIGILANTES**

FANTASY GAMES UNLIMITED

2004

THE ISLAND OF **DOCTOR APOCALYPSE**

**An
Action
Packed
Adventure
by
Bill
Willingham!**





THE ISLAND OF DOCTOR APOCALYPSE

A

VILLAINS AND VIGILANTES

ADVENTURE

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EDITORIAL INTRODUCTION

Hello, here we are again with the conclusion (finally) of the double-sized adventure which began as 'Death Duel with the Destroyers'. I think those of you who've been waiting with baited breath to finally confront the dreaded Doctor will not be disappointed. We're continuing the policy of publishing adventures designed to be playable with both the original V and V and the upcoming revised edition, until the new edition is released. So fear not; your old copies have yet to become antiques.

One last thing. Sales of Death Duel have been good - but where's the fan mail? I know we don't have letters pages like real-life comics, but gee whiz . . . We still want to know if you like what we do or not. So go ahead and tell us, okay?

JEFF DEE

INTRODUCTION

This adventure has been designed for use with both the original and revised **Villains & Vigilantes** role playing systems. It represents 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 adventure is subject to the Gamemaster's expansion, deletion, or alteration in order to make it more suitable for his or her own campaign. Particular attention should be paid to the experience level of Doctor Apocalypse, the NPC villain provided for this adventure. Although an experience level is provided for this character, in order to make it suitably challenging to his players, the GM should adjust this experience level so that it is at least ten levels higher than the highest level of any of the player characters.

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

No matter how complete this adventure 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 an overall knowledge of the situation described in this adventure.

The **Island of Doctor Apocalypse** has been designed to be the continuation of the **Villains & Vigilantes** scenario **Death Duel with the Destroyers!** However, it is not necessary to have used that adventure in order to play this one. Section 1A of this scenario gives an outline of the major events of the struggle against the Destroyers and can be used to brief the players as to what has already happened, and the nature of the current situation. For a more enjoyable adventure, we do recommend that **Death Duel with the Destroyers** be played prior to the beginning of this adventure.

Villains & Vigilantes

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Note: that all Character Statistics are provided for use with the original (1979) edition of **Villains & Vigilantes** in the left hand column of the text. Stats for the revised (1982) edition of **V & V** are provided in the right hand column of the same pages.



1: THE TACTICS OF TERROR!

1A. WHAT HAS HAPPENED SO FAR

This section is for those who have not used **Death Duel with the Destroyers!** Any Gamemaster who has used the previous scenario can, of course, refer to this section, but should then substitute his own group of player characters whenever the Centurions are mentioned.

Almost two weeks ago the entire eastern section of the United States was suddenly and without warning caught in the grip of the largest and one of the most violent storms in recorded history! For more than five days this mega-storm raged on, finally building up to cyclonic intensity before it eventually died down. Unknown to anyone at the time, the storm and the mass hysteria that accompanied it, were both the products of an insane super-criminal known as Doctor Apocalypse. This information was discovered four days ago when the following video tape was delivered to and aired by the major television networks. (The chances are almost 100% that the player characters would have seen this news broadcast when it was aired, so the following broadcast should be read to them verbatim.)

'For those of you who have just joined us, once again this is Dan Rather 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 devastating storm that has been causing such havoc in the eastern United 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 are 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, only that 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 image 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 shoulder 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 deeded 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 State legislature, Manhattan shall be completely evacuated of all of its current residents. Anyone remaining shall 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 psychologically; 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 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.

True to his word, the storm began to die down as soon as the tape concluded. Alarmed by his declaration, the government began an im-

mediate evacuation of Times Square, while they had FISH (The Federal Intelligence and Security Headquarters) contact a Long Island based group of superheroes known as the Centurions. The Centurions agreed to be on hand in Times Square the next day in order to face whatever danger Apocalypse had planned.

Precisely at noon of the following day a gigantic robot flew into Times Square and began to systematically wreck every building in it, using a sophisticated armament far beyond the technological capabilities of the U.S. The Centurions battled the Doomsday Robot (as it was later learned to be called) and eventually defeated it, but not before most of the Times Square area was obliterated. Once the sixty foot tall robot was defeated, it was discovered that the thing was crewed by twelve men and women, who abandoned the robot in order to allow it to self-destruct.

Through the combined efforts of the Centurions and the authorities on hand, the crew members were quickly captured and later were questioned. From this questioning it was learned that the Doomsday Robot crew were recruited and trained by the Destroyers, a group of super-criminals acting as Doctor Apocalypse's advance force in New York. The location of the Destroyers' Headquarters in Manhattan was also learned. Immediately, the Centurions set out to assault the skyscraper headquarters of the Destroyers.

In an epic slug-out that rocked the city, super-hero and super-villain blasted and belted each other until the Destroyers were finally, though barely, defeated. Following the battle, agents of FISH moved in to question the captured Destroyers and conduct an intricate search of their headquarters. From this, the following information was determined:

The Destroyers were in New York to aid in securing it once it became Doctor Apocalypse's territory; but of more immediate importance, they were to complete the assembly of a giant teleportation device which they would use to transport super-captives from their headquarters to Apocalypse's main base. One by one, the Destroyers were going to defeat and capture every known superhero and supervillain in the United States and then ship them back to Doctor Apocalypse where they were to be programmed into the first part of a planned super-army. Doctor Apocalypse's secret base is located on Nacht Island, approximately 100 miles north of Bermuda.

The U.S. cities are to be destroyed by a secret killer satellite orbiting the earth, fully protected by a cloaking device controlled from Nacht Island.

Unfortunately, the members of the Centurions were almost totally wasted by the battle with the Destroyers, and with only six days left before Apocalypse starts blasting cities there is not enough time to allow the Centurions to recuperate before assaulting Nacht Island. Therefore, the Federal Intelligence and Security Headquarters would like the player character group to go after Doctor Apocalypse.

The other option, which is advised, is to assume that it was the player characters who dealt with the Destroyers from the previous **Villains & Vigilantes** adventure.

1B. THE BRIEFING FROM F.I.S.H.

The Gamemaster should note that FISH (Federal Intelligence and Security Headquarters) is used in these scenarios as the main government agency that deals with the activities of superheroes and criminals. If there is already a government agency in the Gamemaster's own campaign that interacts with his players, then that agency should be used in this adventure in place of FISH.

As soon as the Destroyers were defeated at the end of the last adventure, revealing the location of Doctor Apocalypse's base on Nacht Island, FISH launched an intensive investigation that will yield the following information to the players. This may take the form of an outright briefing from FISH, or the GM may wish to give his players a greater degree of involvement at this stage by making them question the agency for specific information.

A. A General Description of Nacht Island: Nacht Island is in actuality a group of four small islands located precisely at 64 degrees 50 minutes longitude west and 33 degrees 45 minutes latitude north. This places the tiny cluster of islands approximately 100 miles due north of Bermuda and 700 miles off the east coast of the United States. Nacht Island is located in the warm Gulf Stream which gives it a year round mild climate with no wet or dry seasons. The islands are formed of limestone which has resulted in a fairly complex system of natural underground caves. The total surface area of the four islands combined is a little over 18 square miles. All of the islands are surrounded by a coral reef.

B. An Outline of the History of Nacht Island: The tiny group of islands that form what is now called Nacht Island were first discovered by the 15th century Italian sailor Bianco. Following a severe storm at sea, Bianco and his crew were shipwrecked on the islands and spent about two weeks there while they made repairs to their ship. During this time a series of mysterious events occurred which resulted in the deaths of eight crew members before they were able to sail away from the islands. In addition to this, four other crew members were put to death in the days shortly following due to going berserk aboard ship. Neither Bianco nor any of his surviving crew members would ever discuss in detail the events of their two weeks on the islands, but in his 1436 map of his voyages, Bianco listed the group of islands as 'La Man (or Mao) Satanaxio' which is generally translated as the Hand of Satan. In his later voyages Bianco refused to ever again sail through those waters. It should be noted that because Bianco's claims of discoveries in these waters far predate the well documented voyages of Columbus, and because Bianco was considered by his contemporaries to be somewhat deranged, most scholars today doubt the historical accuracy of Bianco's discoveries.

The next recorded discovery of the islands occurred in 1543 by the German sailor Von-Trier, sailing under the British flag. He was sailing for the new British colony on Bermuda, when he too was blown off course during a night storm and forced to put in for the duration of the gale at the islands. It is not known whether Von-Trier ever actually set foot on the uninhabited islands, but he did claim the whole lot for England, as was proper for him to do so. He named the group Nacht Island (or Island of Night) which has been its name ever since. By the turn of the century, England had a small but thriving community on the islands, subject for most of their history to the governorship of Bermuda.

T'pao and K'naud, two of the smaller members of the Nacht Island group, were a haven to many black slaves fleeing persecution from the little known Bermudan witchcraft trials from 1651 to 1696. From these groups was founded the infamous T'paku black magic cult that is rumored to still thrive there today.

Nacht Island remained a British possession through the First and Second World Wars. Shortly afterwards, in 1949, Britain turned the entire Nacht Island group over to the United States in a 25 year lease. The United States built and maintained a small military air and naval base on the main island and began construction in 1973 on a sophisticated satellite tracking station. It was generally understood that when the lease to Nacht Island expired in 1974, it would be just a formality to renew it for an additional 25 years or more. However, in a tremendous upset to the U.S. due to some kind of clandestine political deal in London, the lease to the United States was not renewed in 1974. The entire island group was sold outright (for an undisclosed sum) to a Doctor Pietor Apoucalos, a citizen of the United Kingdom.

The United States was forced to abandon its base on Nacht Island, leaving its installations intact. From 1974 until today, Nacht Island has remained the private estate of this Dr. Apoucalos.

C. The Current and Historical Economic Situation of Nacht Island: During its years under British rule, Nacht Island engaged in the following industries: minor ship repair, the manufacturing of concentrated essences, pharmaceutical products, and beauty preparations. Only about 4% of the islands has ever been under cultivation, producing onions, potatoes, green vegetables, subtropical fruits such as bananas, papaws and oranges. All of these endeavors continued under native operation during the years that the islands were occupied by the United States military. A large portion of food, clothing, fuel and other necessities have been, and still are, imported from Bermuda.

Currently, all of the island's industries except the pharmaceutical production have been discontinued. A small percentage of the agricultural production is exported for trade by the native population, but most of the profit from this is extorted from the natives by the members of the T'paku cult. Apparently Apoucalos, who is still listed as the owner of the islands, allows this to go on.

Since the late 1970s Apoucalos himself has imported vast quantities of sophisticated industrial, electronic, and cybernetic equipment from the United States and Europe, through the Montuori Corporation. Since this corporation is still under investigation following the Destroyers affair, exact information on what was imported is not available at the current time.

D. The Current Situation on Nacht Island: Little is known of the present situation on Nacht Island. Since his takeover in 1974, Dr. Apoucalos has maintained almost absolute privacy. All travel to and from the islands is strictly controlled. The only exception to this isolationistic policy of the island is a small scientific team of oceanographic investigators who maintain a camp on the north shore of the main island. They were allowed to use Nacht Island as a base only be-

cause Dr. Apoucalos is also a scientist who has had some interest in oceanography. The oceanographic team has been studying marine life in one of the deep trenches near there for about two years. The last communication from them to their funding institution was over a month ago, but this is apparently not an unusual situation.

Trade goods to and from the island come via a single ship run every two months from Bermuda. No air traffic of any kind has been allowed over the islands.

E. Doctor Pietor Apoucalos: Little if any useful information was available on Apoucalos himself. He was born in 1903, the only child of Cristos Apoucalos, a Greek shipping magnate, and Katrina Kirov, a Russian noblewoman. From 1920 to 1932 he attended Cambridge University in England, gaining both British citizenship and doctorates in physical and cultural anthropology. He spent the remaining years before the Second World War in Borneo, studying the various native cultures there. The war years were spent in London holding a military desk job. During this time in London, Dr. Apoucalos learned of and became interested in the discovery of a small temple in the Nacht Island group. The temple ruins were reported to predate the British colonization of the islands which would indicate that the islands were not always uninhabited before their discovery by European sailors.

Immediately following the war, Dr. Apoucalos organized an anthropological expedition to the Nacht Island temple on T'pao. He is known to have spent at least seven years uncovering and studying the site, but there is no record of what he had done afterwards or when, if ever, he left the islands.

Dr. Apoucalos next surfaces in 1974 when he purchased the islands from the United Kingdom. Since the Apoucalos who made the purchase of Nacht Island was visibly in his late 30s, it is assumed that this Pietor Apoucalos is the son of the one born in 1903. As far as it can be determined, this Dr. Apoucalos has lived on Nacht Island since 1974.

Due to the similarity in names, it is assumed that Doctor Pietor Apoucalos is now the individual who calls himself Doctor Apocalypse.

During this briefing and/or questioning period, the Gamemaster should allow the players to refer to map number one. This map is for the players' use and should be available to them for the remainder of the adventure.

1C. RECOVERING FROM THE DESTROYERS BATTLE

At this time in the countdown of terror, there will only be from one to six days remaining before Doctor Apocalypse starts destroying major American cities. (This depends upon how long it took for the individual player character groups to complete the first scenario.) Obviously there is not a great deal of time to waste in preparation for this adventure, nor is there much, if any, time to allow the players to recover hit points lost in the fight against the Destroyers. However, it is almost essential that the player character group be in tip top condition in order to have the optimum chance of successfully completing this adventure. In this case, the Gamemaster should consider altering the healing rules a little so as to allow the players to have all of their hit and power points in as short a time as possible. This can be accomplished by having FISH put the player characters through some type of experimental rejuvenating process that will duplicate the **Villains & Vigilantes** power of regeneration. The Gamemaster should note that this type of procedure is likely to open quite a can of worms if he allows it to get out of hand. If this type of artificial regeneration process is always available to the players, they will tend to badger the government (i.e. the Gamemaster) for treatment every time they are down a few hit points. It should be fairly simple for the GM to come up with some plausible reason why this process cannot be used more often, or ever again for that matter. The important thing is not to have the players sitting around healing-up while Apocalypse is merrily blasting cities out of existence.

1D. THE GOAL

Before the preparations go any further, it is time to set the goals of this mission. Of the utmost priority should be the saving of the American cities from destruction. Doctor Apocalypse's tactics of terror have worked perfectly; nearly every American citizen outside of Manhattan is literally screaming for the government to yield to his demands. 'After all, what is the loss of one crummy city compared to my \$60,000 home?!' Contrary to their wishes though, the residents of Manhattan, along with the government, are not too hot on the idea of losing New York to the good Doctor Apocalypse; so they would prefer that the killer satellite and its destructive capability be destroyed. Unfortunately, all attempts to locate the satellite have failed.

**map
key**



WATER-
60' AND
DEEPER



WATER-
LESS THAN
60' DEEP



CORAL
REEF



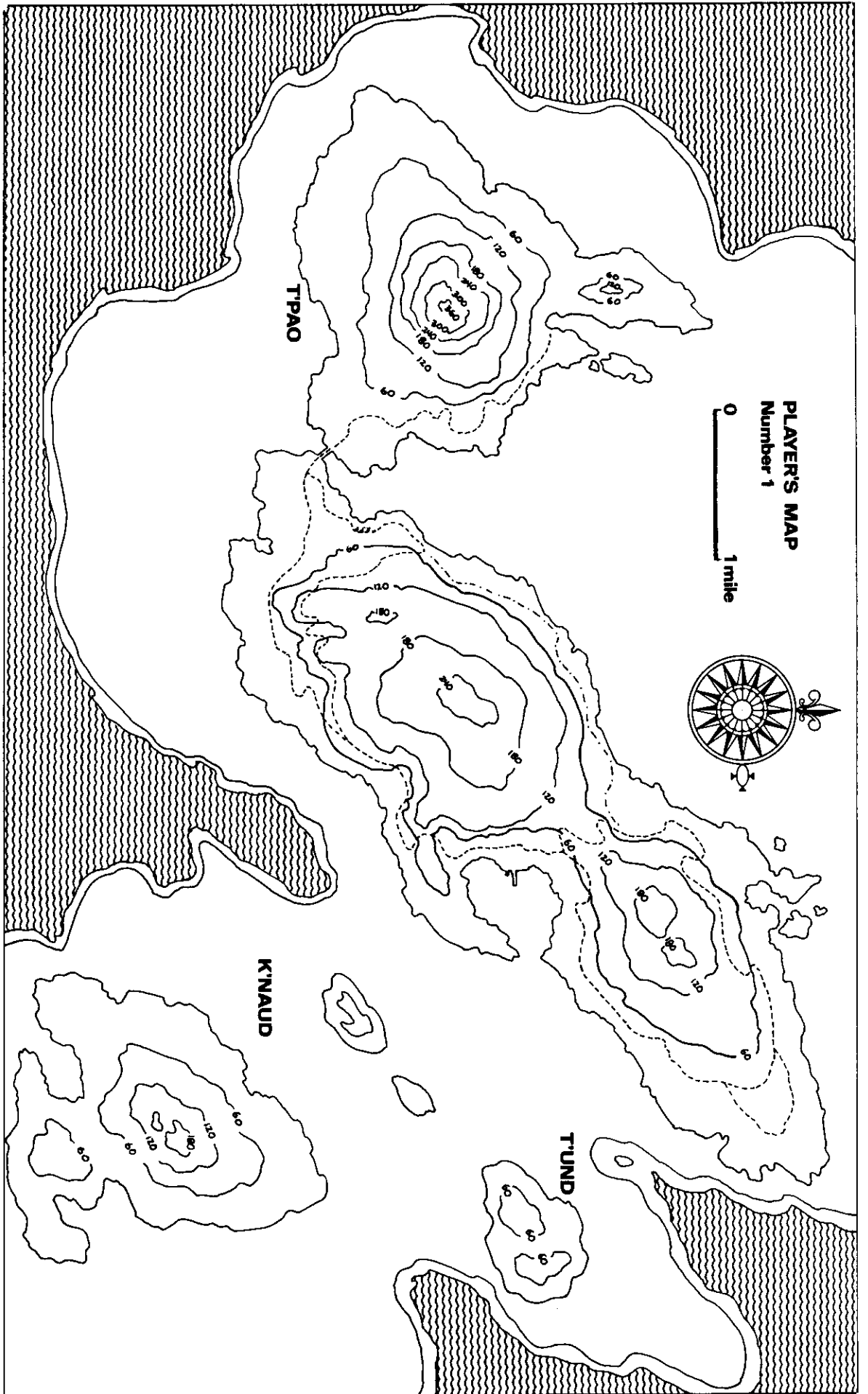
PAVED
ROAD



DIRT
ROAD



CONTOUR
LINES



The satellite's cloaking device renders it totally undetectable to any of the world's tracking systems.

For this reason, the overriding goal of the player characters must be to locate and disable either the satellite's control systems on Nacht Island, or the cloaking device so that the U.S. military may blast it out of space. Supplementary to this is the goal of defeating and capturing Doctor Apocalypse and any henchmen he may have.

1E. THE PLAYERS' TACTICS

At this point, the players should be allowed time to discuss the situation amongst themselves and plan their assault on Nacht Island. If the player character group has no transportation of their own, it will be provided by the government. (See section 1F for details.) Because this adventure is for the players, the Gamemaster should allow them to work out their plan of attack with a little help and interference as possible. Even though they are likely to make some mistakes this way, they will enjoy a success much more if it evolves out of their own designs. For this same reason, the GM should avoid loading the players up with equipment they might request. Although there can be justification for massive quantities of gear to anticipate any number of situations, it will be more in keeping with a comic book type of situation if the players have little more than their own resources to rely upon.

1F. TRANSPORTATION FOR THE PLAYERS

With at least 700 miles of open water to cross in order to get to Nacht Island, it is clear that nothing short of a flying vehicle will serve to get the player characters to their appointment with destiny in any reasonable amount of time. If the player characters do not have a suitable flying craft, one will be provided by the government for their use during this adventure. (See the vehicle diagram provided with this adventure pack.) The important statistics for this vehicle are as follows:

- a. The total weight of the craft is 9500 pounds.
- b. The damage capacity (hit points) of the craft is 200. One quarter of this amount of damage will render the ship unable to fly.
- c. The maximum speed of the craft is 2000 miles per hour in an atmosphere and 200,000 mph in orbit.
- d. The craft seats and has life support for eight persons (however, more than this number can be transported uncomfortably.)
- e. The fuel capacity of the craft is 1600.
- f. The fuel expenditure for the craft is 2 per turn in an atmosphere, 8 per turn to escape or reenter the atmosphere (which requires ten turns each way), and 1 per turn to maintain orbit.
- g. The basic system power cost is 2 fuel points per hour. This will be 1 point per hour higher for each person over eight that is crowded into the craft.
- h. The craft can land in water and carries in its cargo bay adequate underwater gear and individual transport devices for the player character group.

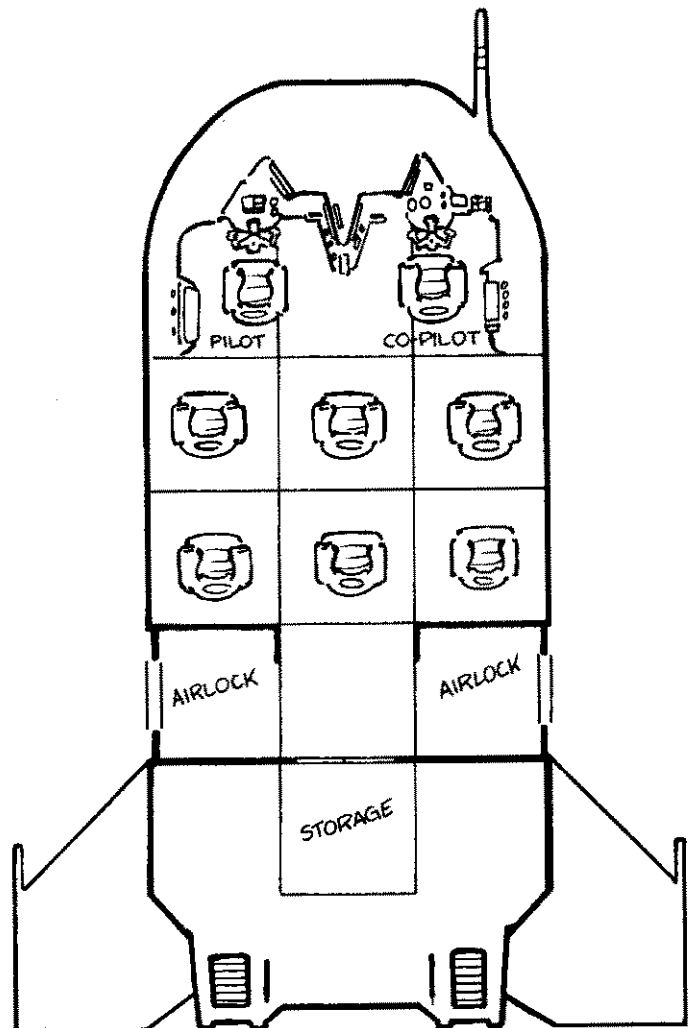
There is an air-lock in the craft that will allow entrance and exit from the ship while it is in space or in water. The exterior of the airlock has a universal coupler that will mate the lock to most other airlocks in ships or space stations.

A sophisticated auto-pilot in the craft has already been programmed to do most of the operation that will be required. There are programs to cover take-offs and landings of the ship, the flights to and hopefully from Nacht Island, escape, orbit and reentry into the atmosphere, landing at sea, and overtaking and rendezvous with almost any chosen targets. These programs for the auto-pilot are so versatile that the player who operates the craft as a pilot will need little more than an automobile driver's skill to supplement the working of the craft. FISH technicians will brief the players on the operation of the ship so that there will be little chance of a problem with them handling the craft by themselves. Some instances may arrive where the Gamemaster may require the player acting as pilot to make a Dexterity (Agility in the revised rules) saving throw on 1d20 in order to perform dif-

ficult tasks or maneuvers with the ship. If the players absolutely insist, FISH will provide them with a pilot for the craft, but this should be avoided if at all possible, as these types of NPCs tend to do little more than get in the way.

1G. THE ASSAULT BEGINS

There is nothing more that FISH or anyone else can do to help the players now. They are on their own, and the fate of the United States, possibly of the world, is in their hands! Where the amassing of a large strike force would almost certainly provoke a hostile reaction from Doctor Apocalypse, a small group of valiant superheroes might prevail.



2: ISLANDS OF INFAMY!

2A. THE PLAYERS APPROACH THE ISLAND

There are several methods the players may use in approaching Nacht Island; they may decide to fly in openly without regard to whatever defenses the islands might have, they may try to fly in just above sea level hoping to avoid detection by radar, or they may attempt to approach the islands underwater after landing the craft. The consequences of each of these options are dealt with in this section.

If the group decides to fly in openly, their aircraft will be detected by the islands' security radar when it is twenty miles out from any part of the island group. At the point that the craft comes within ten miles of the islands, it will be assumed to be a hostile aircraft and will be fired upon from the nearest defensive station (see section 2H). There will have been no warning given prior to this attack. The defensive stations will fire a series (1d8) of small Hunter/Killer missiles that will, upon impact, cause no damage to the craft but will emit a force that will cause all power systems in the craft to shut down completely. Each missile will successfully hit the craft on any roll on 1d20 except a 20 (any roll of 95 or under on 1d100 in the original rules) unless an attempt to avoid the missiles is made by the player acting as pilot. If the pilot makes a successful maneuver to avoid the missiles, by making his Agility or Dexterity save, then he adds a -5 (-25% in the original version) to each missile's chance to hit. The Hunter/Killer missiles will maneuver to follow the craft for four turns after their initial attempt to hit, and will get one attempt to hit per missile for each of those turns. The missiles' chance to hit will always remain the same. If any of the player characters are flying in under their own powers, they will be perceived by the defensive stations as additional targets, causing a series of 1d8 missiles to be launched at each of them as well as at any aircraft detected.

Any missiles launched at the players will have a chance to hit as if they were 5th level attackers, using a vibratory attack. If a successful hit is made on a player, he will take 1d10 of impact damage and there will be a 55% chance of any devices he has being neutralized for one hour. Eight points of damage will destroy a missile which will be at 5th level to be hit.

Once all of the power systems of the aircraft have been shut down, it will begin to drop. The aircraft provided for the players in this adventure (and most types that the players might already have) will have the ability to glide in to a fairly safe landing, providing that it is still piloted. If this is the case, and the players attempt to set it down in the sea, then the aircraft, and anyone inside who is strapped in or otherwise well braced for impact, will take no damage. As long as the craft remains sealed, it will float on the surface. Assuming that the craft had had enough altitude, it would be able to cover easily those miles separating it from the islands in its downward glide. The players should be able to put the craft down wherever they please.

If the players choose to fly in just above sea level, they will not be detected until they are two miles from the reefs surrounding the islands. As soon as they are detected they will be assumed to be hostile and will be treated as described above.

If the players land the craft and approach the islands underwater they will be undetected unless they run across one of the undersea Guardian patrols. (See sections 2N and 2P.)

In each of the cases discussed above, there are variables on what could happen, based upon powers and actions of the players. All of these infinite possibilities could not be anticipated and discussed here, so the Gamemaster should be prepared to deal with such variations.

2B. MAP KEY TO NACHT ISLAND (see Map No. 2)

A. This is one of the seven defensive stations linked to the undertube system and placed at intervals around the perimeter of the islands (see section 2H for details).

B. This is one of the defensive stations.

C. This is one of the undertube shuttle entrances. It allows access to the undertube from the surface of the north point of the main island (see Sections 2F and 2G for details).

D. This is one of the undertube shuttle entrances. It allows access to the undertube from the surface of T'und island.

E. This is one of the defensive stations.

F. This is one of the undertube shuttle entrances. It allows access to the undertube from the surface of K'naud island.

G. This is one of the defensive stations.

H. This is one of the defensive stations.

I. This is one of the defensive stations.

J. This is one of the undertube shuttle entrances. It allows access to the undertube from the surface of T'pao island.

K. This is one of the defensive stations.

L. This is one of the undertube shuttle entrances. It allows access to the undertube from the undersea base. This is also the site of the undersea base of Doctor Apocalypse (see section 2S for details of the base).

1-5: These are the sites of native villages on T'pao (see Section 2C for details).

6-7: These are the sites of T'paku cult villages on T'pao (see Section 2D for details).

8: This is the site of the temple excavation on the highest part of the island of T'pao (see Section 2E for details).

9: This is the base of the oceanographic team (see Section 2L for details).

10: This is the satellite tracking station (see Section 2J for details).

11-12: These are the entrances to the underground cave systems on the main island (see Section 2K for details).

13: This is the old U.S. Military, naval/air base (see Section 2I for details).

14: This is Doctor Apocalypse's villa. It is also the site of one of the undertube shuttle entrances, which allows access to the undertube from the basement of the villa (see Section 2M for details).

15-16: These are the sites of native villages on T'und.

17-19: These are the sites of native villages on K'naud.

20: This is the site of a T'paku cult village on K'naud.

All of the islands are covered with jungle vegetation except on the beaches and the few cultivated areas near the villages on T'pao, T'und, and K'naud.

The bridge that links T'pao with the main island is made of concrete and supported 35 feet above the waterline by steel reinforced concrete pillars, spaced every twenty feet in the water.

2C. THE NATIVE VILLAGES (See Map No. 3)

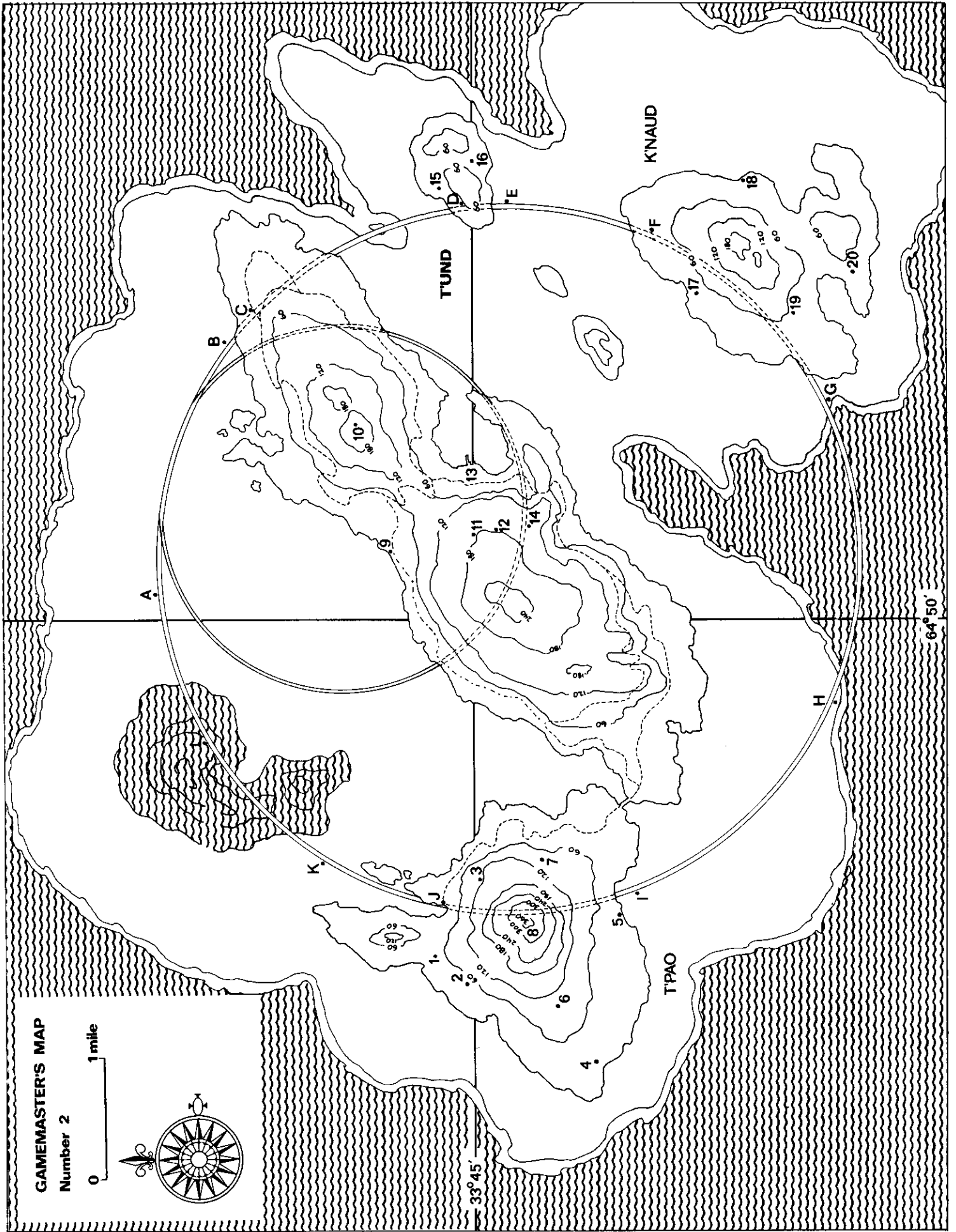
The native population of the Nacht Island group is distributed amongst thirteen villages on the three smaller islands. At one time there were also villages located on the main island, but these were permanently disbanded by Doctor Apocalypse when he took over the islands.

Each village is laid out according to the general pattern shown in map number three, with an average population of seven to eight hundred men, women and children per village. Immediately adjacent to each of the village sites is a small area of cultivated land which produces the crops listed in Section 1B and provides small amounts of income for the native population.

The small houses that stand prominently around the central clearing are storage huts for the village's agricultural produce. They are built above ground on pilings and stand about thirteen feet tall. The storage huts are made of wood and thatch and are profusely decorated with painted symbols of countless variety. The dwelling houses of the village are situated around the storage huts. They are primarily made of wood and thatch and built up on piles, although a few in each village (belonging to the most important families) will have metal roof coverings. The dwelling belonging to the chief and his family is always the largest hut located nearest to the central clearing. It will always have a metal roof. Each of the dwellings houses one extended family, including all of the parents, children, uncles, aunts, cousins, grandparents, and grandchildren in such a family group. Modern western clothing is worn by the natives except in festival times, however, shoes of any kind are seldom worn.

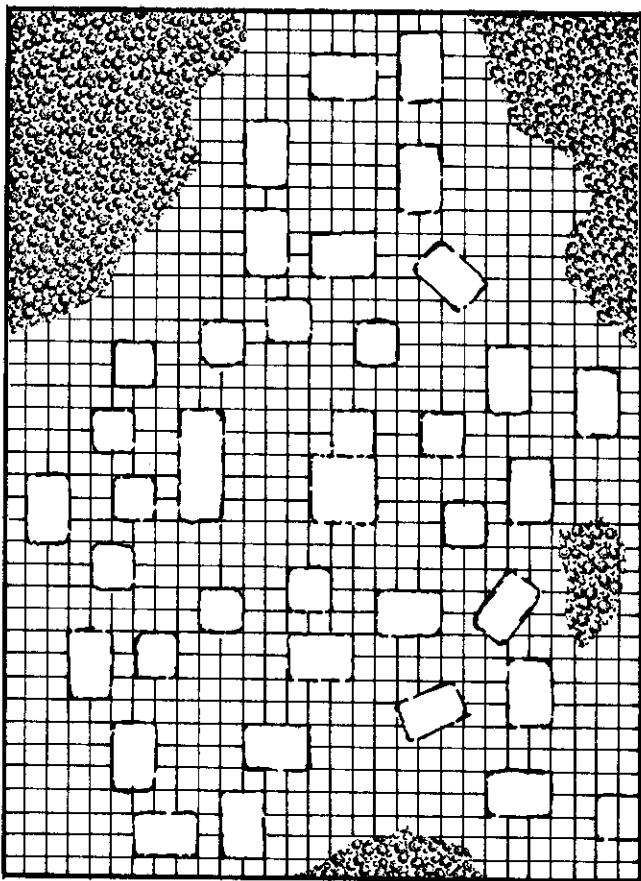
If the players land on any of the three smaller islands, they are extremely likely to encounter a group of the natives, as they are a highly gregarious people within the confines of their islands. During the daylight hours, unless it is raining (Gamemaster's choice) the player characters are also likely to encounter several canoes of fishermen scattered all across the water inside the coral reefs. If the players run across one of the village sites, they will definitely encounter some of the natives. The attitudes of the natives who are encountered by the players will be extremely polite and somewhat passive. They have learned from painful experience with their benevolent Doctor Apocalypse to be respectful of caucasian persons. The natives, who all speak in a heavily accented English, will help the players and follow any orders given by them as long as it does not involve them in anything to do with the main island and anything that goes on there. In the same vein, they will not reveal any information about Doctor Apocalypse other than to say that he is the Great K'taunu, which in the mythology of the T'paku cult means the Bringer of Death.

As soon as the players break off contact with the natives, one of the native villagers will immediately go to warn someone on the main island



that there are intruders on the islands. This messenger will go to the main island via one of the outrigger type canoes that each village maintains on the beach nearest their village site. Many of these canoes now have small outboard engines which the messenger will use to get to the main island at a speed of about ten miles per hour over the water. The messenger will land at the old U.S. military base (point 13 on the GM's map) which is the only place on the main island where the natives are allowed to visit.

MAP 3



Scale: 1 square = 10 feet

As it was stated before, the natives will voluntarily give no useful information to the players. However, if any of the players have a power that will allow them to read the minds of the natives (or if the player characters employ a more sinister method of gaining information) they will be able to learn the following:

1) They will learn that the natives intend to warn Doctor Apocalypse's forces of the players' presence on the islands as soon as the players move on.

2) They will learn that Doctor Apocalypse enforces his rule over the islands through regular patrols of powerful men and women of gigantic proportions. A precise description of these patrols will not be gained because the superstitions of the natives distorts their perception of what they witness.

3) The players will get no clear image of Doctor Apocalypse, for he too is subject to the distortions of perception brought about by superstition. They will be able to perceive that Apocalypse is a powerful and ruthless figure. If he wishes, the Gamemaster might invent a whole collection of fantastic exploits attributed to Doctor Apocalypse by the natives.

4) They will finally learn that on several occasions the natives have observed brilliant lances of fire streaking heavenward from the main island. According to their beliefs, these are the souls of those who have transgressed against Apocalypse being sent to be devoured by the demons of the air.

Under no circumstances will the natives be hostile to the players. If, for any reason, the players attack the natives, they will simply flee.

2D. THE T'PAKU VILLAGES (See Map No. 3)

Three of the thirteen villages in the Nacht Island group are made up of those who still actively practice the T'paku black magic cult.

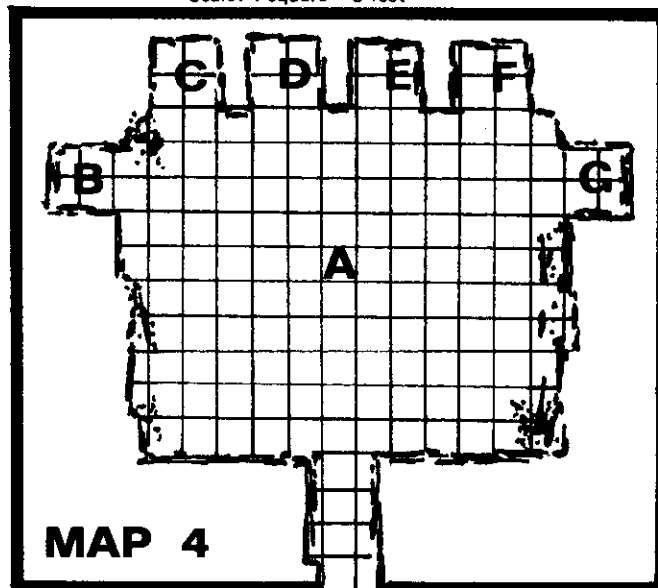
For the most part, these villages are identical to the ones just discussed in Section 2C. The most important differences are that the inhabitants of these villages do not have any agricultural production. They live entirely from their fishing and the produce they are able to extort from the other villages. The attitudes of these villagers to the player characters will be the same as those of the natives discussed in Section 2C, including a steadfast devotion to avoiding conflict with the players. The players should realize that for these villagers to bully their fellow natives with their superstitious mumbo-jumbo is one thing, but actually standing up to powerful superheroes is just a little more than they are willing to become involved in.

2E. THE TEMPLE ON T'PAO (See Map No. 4)

On the highest point of the island of T'pao is the excavation of an ancient temple that predates any recorded habitation of this group of islands. All of the rooms in the excavation are preserved pretty much intact and seem to be carved out of one solid mass of stone. Within each of the rooms is the appropriate amount of dust, debris, ugly looking bugs and evil looking snakes to give the proper eerie setting to the whole affair. In addition to this, all of the walls of the interior chambers are covered in weird and forboding hieroglyphs of a language never before encountered in human memory.

As soon as the players enter any part of this temple, they will be nearly overcome with the sense of ultimate evil that infests this place. The temperature of the temple's interior will be at least 40 degrees lower than that outside, colder than the heart of an IRS auditor, and fouler tasting than Mrs. Migley's meatloaf.

Scale: 1 square = 5 feet



MAP 4

A. This is the main chamber of the temple site. In addition to the contents listed above, this room contains six small statuettes on ornately carved pedestals situated in front of the entrances to each of the alcoves (B-G). The statuettes are roughly of human shape but are so chipped and broken with age that it is hard to determine exactly what they depict. In the center of this chamber are the almost mummified remains of a human skeleton. It is the skeleton of a grown man.

B-G. These are alcoves leading from the main chamber. Each of these rooms contains one sarcophagus (open) which in turn contains a vaguely humanoid skeleton. The skeletal remains look like those of a human if a human were at least ten feet tall and proportioned like a bull elephant! The resemblance to humans is also in conflict with the fact that each of the skeletons has a two foot long set of horns that protrudes from their foreheads, just above the eye sockets. If any of the players has any knowledge of anatomy, they will be able to determine that half of the crypts (B-D) contain female skeletons and the other half (E-G) contain those of males. If any of the player characters has the power of cosmic awareness or has powers and origins firmly rooted in the supernatural, he or she will be able to sense that these skeletons are the source of the evil emanations that fill the temple. If a player successfully uses the power of cosmic awareness to discover the origins or nature of these remains, they will only get a sense of a long dead race of powerful and totally evil beings that were banished from our plane of existence ages ago.

MEANWHILE, THE CENTURIONS HAVE SPLIT INTO TWO SQUADS. MORNINGSTAR'S GROUP SEARCHES THE CAVES, WHILE ACTION MAN AND THE RAVEN RACE OVERLAND TO THE OLD U.S. MILITARY SITE.



ACTION MAN... huf...huf... HOLD UP... I NEED A REST!

YOU'RE... huf... SETTING A KILLING PACE! IF WE KEEP THIS UP, WE'LL BE NO GOOD FOR FIGHTING WHEN WE REACH THE... BASE!

...AND LESS TRYING TO CIRCUMVENT MY AUTHORITY...

... YOU MIGHT BE ABLE TO KEEP UP WITH ME.



IF YOU SPENT MORE TIME IN THE TRAINING ROOM...

ALRIGHT, CAPTAIN HIGH-AND-MIGHTY! AS SOON AS THIS MISSION IS OVER, HOW ABOUT YOU AND I GETTING IN THERE FOR A SPECIAL "HANDS-ON" TRAINING SESSION --ALONE!

WHY NOT? YOU'VE BEEN ASKING FOR IT!!



WELL, WELL... I COME HERE TO KILL TWO SUPERHEROES AND I FIND THEM WILLING TO KILL ONE ANOTHER!

IF YOU'RE THE JOKER THAT CALLS HIMSELF "DOCTOR PORKY-LIPS," THEN WE'RE GONNA...



CAREFUL! WE DON'T KNOW WHAT WE'RE UP AGAINST!

I'M AFRAID, GENTLEMEN, THE TIME FOR BEING CAREFUL IS LONG OVER. YOU HAVE MEDDLED IN MY PLANS LONG ENOUGH! YOU HAVE SOWN THE WIND OF FATE...



...NOW REAP THE WHIRLWIND OF DESTRUCTION!

ACTION MAN, GET DOWN! HE'S GOING TO-- YAARGH!!



2F. THE UNDERTUBE SHUTTLE SYSTEM (See Map No. 2)

Each of the islands, Doctor Apocalypse's underwater base, and each of the defensive stations are linked to each other by a sophisticated undertube shuttle system. A single shuttle car runs through the double ring of the undertube. This car can be called for use from any of the entrances to the shuttle system. The shuttle car can run in either direction through the tubes. It is propelled through the tube magnetically and never actually comes into contact with the structure of the tube until it settles into its berth in one of the entrances. The car is able to travel at such a speed that any stop can be reached from any other in exactly the length of time involved in one game turn, most of that time being involved with the acceleration and deceleration of the car.

The undertube itself is made of six inch thick titanium which is supported on steel pylons at twenty foot intervals at the sections that run underwater. The tube sections crossing the islands are bored through the solid limestone beneath the surface of the islands.

The shuttle car itself has seats for six human sized passengers and six guardian sized passengers (see Sections 2N and 2O for clarification). Any passenger in the car who is not strapped in one of the seats must make a Dexterity (Agility in the revised game) saving throw on 1d20 or suffer 1d10 of damage during acceleration and deceleration.

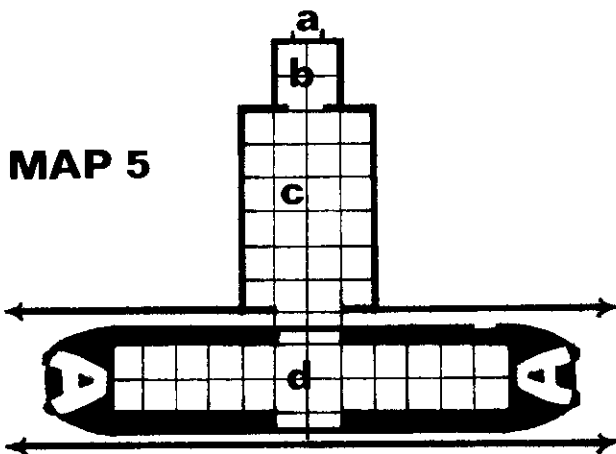
2G. THE UNDERTUBE SHUTTLE ENTRANCES (See map No. 5)

These are the undertube shuttle entrances at each of the defensive stations, at points C, D, F, and J on the island's surfaces, at Doctor Apocalypse's underwater base (point L), and in the basement of the Doctor's villa (point 14) on the main island.

a) This is the entrance door to the elevator that leads to the shuttle car boarding area. It requires a magnetic card key inserted into the door's magna-lock to open this door. Magnetic card keys are carried by each of the guardians, the SLAMS (see section 2R) and by Doctor Apocalypse. If the player characters do not have a key, it is pretty likely that they will resort to the standard superhero method of gaining entry to places where they are not wanted by busting the door down. It will take 20 points of damage to break through these high security doors. If any method other than the card keys is used to open these doors, the guardian nearest to this entrance will be automatically notified and either respond himself or (if he is on a duty that cannot be interrupted) send another guardian to investigate. Any player with the power of radio reception will know that this notification is taking place. The magnetic card keys taken from the Doomsday Robot crew in **Death Duel with the Destroyers** will not work in these magna-locks.

b) This is the elevator that leads either up or down to the shuttle car boarding area. In each case, the elevator travels down to the boarding area except in the case of Doctor Apocalypse's underwater base located in the deep trench (point L on the Gamemaster's map). From the underwater base, the elevator travels up to reach the shuttle car. All of the elevators can be operated by anyone who has gained access to them through the security doors.

Scale: 1 square = 5 feet



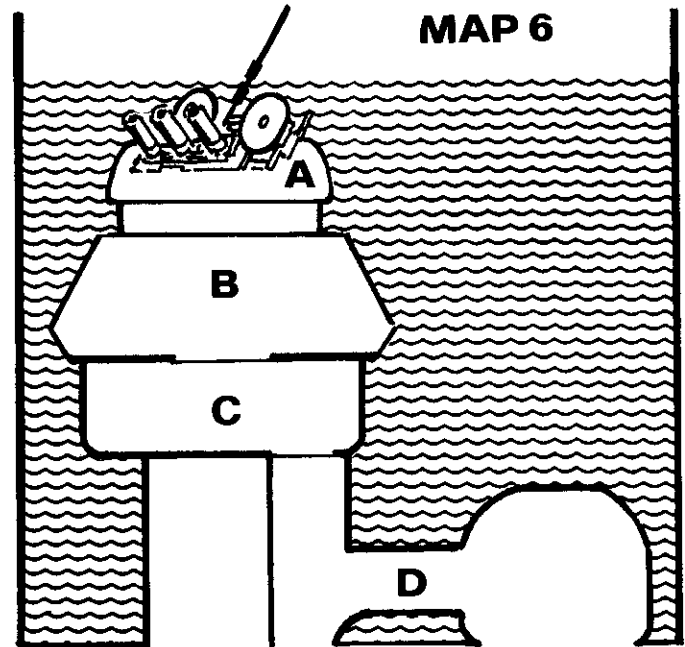
c) This is the shuttle car boarding area. This chamber contains a console that can be operated by any character with an Intelligence score of seven or above (in either version of the game) to call the shuttle car to that station. In addition, there is a visual display map on one of the chamber's walls that shows all of the stops that the shuttle car is able to make and gives the destination code for each of those stops. There is an open archway to the undertube track. When the shuttle car arrives, it

will settle in line with the access archway in the boarding area and its doors will open to admit the passengers.

d) This is the shuttle car. In addition to the seating for six human sized and six guardian sized passengers, there is a control console for selecting the destination of the car. Once the destination is punched into the controls, a warning light will flash on advising all passengers to strap in, then ten seconds afterwards the car will begin to accelerate. As stated before, the trip from one destination to any other will take exactly 15 seconds (one game turn).

2H. THE ANTI-APPROACH DEFENSIVE STATIONS (See map No. 6)

There are a total of seven Anti-Approach Defensive stations placed at intervals around the perimeter of the undertube shuttle system. They are located at points A, B, E, G, H, I and K on the Gamemaster's map. These stations are the firing centers for the Hunter/Killer missiles that protect the islands from incoming aircraft. The defensive station are totally submerged under water until their firepower is required. At that time the top section of the station containing the missile launchers rises above the surface of the water to do its malefic duty to any unwary aircraft.



a) This is the weapons module for the defensive station. Although this section is normally submerged under water it has an antenna that is permanently extended above the surface which will receive a warning from the main tracking station (see section 2J) in the event of an unauthorized aircraft approach. Should this happen, the entire weapons module will be elevated above the water's surface and the twin targeting antennas will take over the job of tracking the intended target.

There are missile tubes capable of launching a salvo of up to eight Hunter/Killer missiles per shot at approaching targets. There are also magazines in the weapons module containing 32 additional missiles that can be automatically loaded into the launching tubes. The maximum rate of fire for the weapons system is one salvo of eight missiles per game turn. It should be noted that, in addition to the power disruptor missiles mentioned in section 2A, there are explosive varieties of the Hunter/Killer missiles that will do 2d12 of damage to anything within a five foot (one game inch) radius of any target hit. These missiles will behave exactly like the power disruptor missiles with regards to their ability to track and hit their targets. The maximum speed of these missiles is 400 miles per hour (or 1760 game inches per turn). The Gamemaster should note that any character who can fly faster than the missiles' speed will be able to outrun them if they know of the missiles' approach or make their initial save to avoid the first attack. The missiles have power to function for five turns, after which they will become inert and useless.

b) This is the control section for the defensive station. This part of the defensive station will remain underwater, even when the weapons module is operating above the surface. It is a circular chamber with a diameter of 25 feet (five game inches). The ceiling of the control center is 15 feet high (three game inches).

In the exact center of this chamber is a hatchway in the floor which grants access to the chamber (c) below. The main feature of the control center is the main control console which, true to its name, controls all of the various functions of the defensive station. The Gamemaster

should note (as the players certainly will) that the console is constructed in proportion for operation by a ten foot tall individual. Twenty five points of damage to this console will render it, and all of the functions of the defensive station useless. If any of the missiles have been fired prior to the destruction of the main control console, those missiles will continue to function properly for their full five turn duration.

There will always be an A type guardian (see section 20 for details) on duty in the control center. It will be this guardian who is operating the defensive station. If the station is invaded, the guardian on duty will abandon whatever he is doing to fight off the invaders. He, as all guardians, will fight until he is destroyed.

c) This is the storage area for the defensive station. Also in this chamber is the security door for the elevator to the undertube entrance (see point 'd' in section 2G for details). In the center of this chamber is a metal ladder (with rungs spaced for a ten foot tall individual) leading from the floor to the access hatch in the ceiling. This chamber is 20 feet in diameter (four game inches) and the ceiling of this room is 15 feet high (three game inches).

Most of this room is taken up with racks holding spare parts and tools for the maintenance of the station. In addition to this will be extra magazines of missiles. There will be between ten to fifteen magazines of eight missiles each stored here. The missiles will not be able to be armed and used by the players without shooting them out of the launching tubes.

d) This is the undertube entrance for this station (see section 2G for details).

If the player characters act like the superheroes of comic books, it is extremely likely that they will bypass the normal means of gaining entrance to the station and choose instead to punch or blast their way in. If the revised version of *Villains & Vigilantes* is used, the Gamemaster should use the rules on a structural points to resolve this situation. All of the walls of this structure are made of titanium. The exterior walls are 8' thick and the interior walls, floors and hatchways are 6' thick. If the original *Villains & Vigilantes* rules are used, the exterior walls will require 20 points of damage to break through and the interior walls, floors and hatchways will require 15 points of damage to break through. If the player characters attack the missile launching tubes externally, it will take 40 points of damage to render them inoperative (or treat as 16 inch thick titanium).

2I. THE OLD MILITARY BASE (See map No. 7)

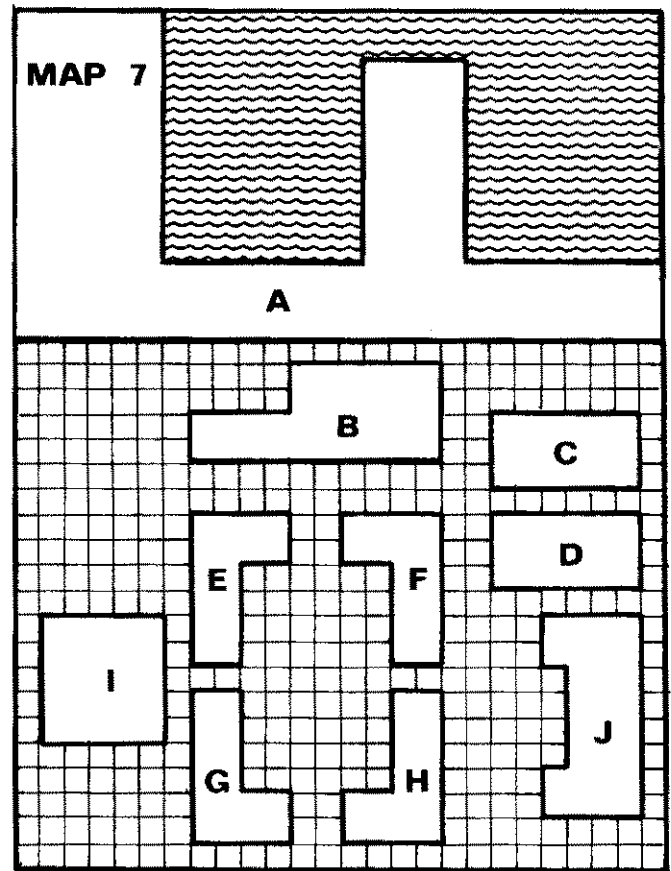
This is what is left of the old United States military base. When the U. S. military took over the Nacht island group from the British, there was a British colony town on this site. There were, of course, several usable places on the island that the military could have chosen for the site of their base, but in typical U. S. military fashion they decided to demolish the existing town to build the base on that site. When Doctor Apocalypse took over the islands, most of the military base was demolished. All that remains are the few structures that are still of use to the schemes of the Mad Doctor. In addition to the buildings shown on the map, the players will find the concrete foundations of many dismantled buildings.

Exact details of the individual buildings in this section will not be given as they are not likely to play an important part in the adventure. If the Gamemaster wishes, he may elaborate on any of the details here.

a) These are the dockyards and piers which are still used for the loading of export goods and the offloading of supplies for the islands. This is where the natives of the three smaller islands gather their seasonal agricultural produce to be exported for profit. There will be several SLAMS (see section 2R for details) working in and around the buildings of the old military base. (It is up to the Gamemaster to determine how many there are). If any of the players are spotted by the SLAMS, they will be approached by the SLAMS and questioned about their presence.

b) This building was the power station for the old military base and continues to serve the same function for the main island today. Inside the building are three gigantic dynamos (power generators) which supply massive amounts of power to various stations all over the island. As massive as the generators are, they are relatively delicate mechanisms. Twenty points of damage fired into the turbines will, with all the colorful fireworks of tons of exploding metal, render the generators inoperable. If a player attempts to stop them by punching them out, he will receive 3d10 of damage for his efforts (whether he is successful or not in stopping the turbines). There will be several SLAMS on hand working the equipment. They will resist any effort to destroy the dynamos and, as soon as the players start to do so, they will signal for a guardian patrol to come to the rescue. If the power generators are destroyed, power will be cut off to all areas of the island except the following installations, which have their own emergency generators that will pro-

Scale: 1 square = 25 feet



vide power for them for three days:

- 1) All of the defensive stations, section 2H.
- 2) The undertube shuttle system (at low power that will quadruple the time between stops), sections 2F and 2G.
- 3) The psionic generator, section 2K.
- 4) Doctor Apocalypse's underwater base, section 2S.

The tracking station that monitors approaches to the islands does not have a backup generator. If the power is cut, each of the defensive stations will rise above the water in active mode and use the smaller targeting antennas to compensate for the loss of the tracking station. In this mode, the stations will be clearly visible to anyone in their vicinity. Those installations mentioned above will have their emergency generators automatically kick in three turns after the power shutdown. Needless to say, as soon as the power is cut, the whole island will go on alert.

If any of the player characters are clever enough to examine the controls and power dials of the power generators, they will be able to determine to which major areas power is being supplied. They will learn that massive amounts of power are supplied to an underwater base (section 2S). An almost equal amount of power is directed towards something called the 'psionic generator' in the island's limestone caves. In the same manner, they will learn of power being supplied to the seven defensive stations, the undertube shuttle system, the tracking station and the oceanographic base on the north shore of the island. If the players take control of the power station without destroying the generators, they can cut off the power to selected areas. As soon as they leave the station SLAMS or guardian patrols will restore the power and the island will still be on alert.

c) This building is a former barracks for the old military base. It is now being used as an assembly and programming plant for the construction of additional SLAMS. The building has been divided into ten rooms plus a large parts storage area on each of its three floors. In each of these rooms a SLAM is being assembled and/or programmed by another SLAM technician. It will be evident to the players that the SLAMS now being constructed are intended to be soldiers. In fact, an army of SLAMS is being assembled to join Doctor Apocalypse's planned super-army intended to occupy Manhattan. Each of those rooms contain a computer, tools and equipment necessary for assembly of one SLAM from component parts.

d) This building is a former barracks for the old military base. It is currently being modified to house the members of Doctor Apocalypse's super-army as soon as they are captured and brainwashed into his ser-

vice. There are twenty barracks rooms on each of the three floors. There are also a plethora of SLAM technicians and workers involved in the refitting.

e) This building is a former company headquarters for the old military base. It is now being used as an electronics assembly plant. Electronic parts shipped in from Montuori Industries in New York are assembled here into the various items of machinery required to run everything on the island. As always, SLAM technicians and workers are operating the plant.

f) This building is a former company headquarters, barracks and office building for the old military base. It is now being used as a cybernetics assembly plant. As in the case of the electronics plant, the raw cybernetics parts are shipped in from Montuori in New York and assembled here into the 'guts' of the various types of robots in the good Doctor's service. This building is referred to as the 'maternity ward' by the SLAMS who work here, as this is where the new generations of SLAMS really begin.

g) This building is the old main headquarters for the military base. It has been converted into and is now used as a machining plant for the construction of all of the mechanical parts that make up the components of the three types of robots being constructed here. (The SLAMS, the guardians and the Domsday Robots).

In addition to machining the metallic parts, the plastic and synthetic/organic parts are molded here. As in each other case, SLAMS make up the entire body of workers.

h) This building is the former Armory and Supply center for the old military base. It is being used in that same capacity today. One half of the building is devoted to the manufacture and storage of the various types of armaments employed by Apocalypse's forces. Such things as the Hunter/Killer missiles and the blaster weapons carried by the Domsday Robot crew (see **Death Duel with the Destroyers**) are in assembly here.

The rest of the building is used for the storage of supplies that come in from off island. In addition, the produce of natives is stored here prior to its being shipped off on the same boat that brings in the supplies. This building is always guarded by at least two type A guardian. SLAMS, as usual, make up the work force.

i) This building is the former mess hall for the old military base. It is being used in the same manner today. The mess hall is being refurbished to serve as a dining area for superheroes and super-criminals once they are captured and brainwashed into Doctor Apocalypse's service. One of the large walk-in freezers is being used currently to store sensitive cybernetic and electronic parts that require storage in cold, dry environments. There will be at least one type A guardian on guard here at all times. In addition, there will be from four to five SLAM workers in this building.

j) This building is the former vehicle maintenance center and motor pool office building for the military base. It is a three story high converted aircraft hanger that has been converted for use today as an assembly plant for the giant Domsday Robots. At present, there are no Domsday class robots on the island except for the one being assembled in the plant. The major portion of this building is taken up by the single massive main room where the final assembly of the 60 foot tall titans takes place. There will be one or two type A guardians in the main chamber, helping with the heavy lifting involved in the completion of the robot. There will also be at least twenty SLAM technicians and workmen working in this building. Although the one in this building is only half completed, the Gamemaster can obtain more details on the Domsday Robots by consulting section two of **Death Duel with the Destroyers**.

In each of the cases in this section; where it is up to the Gamemaster to determine the exact number of SLAMS in any given location, the deciding factor should be the overall formidability of the player character group. There should be enough SLAMS on hand to make it difficult, though not impossible, for the players to accomplish their destructive goals at any of these sites.

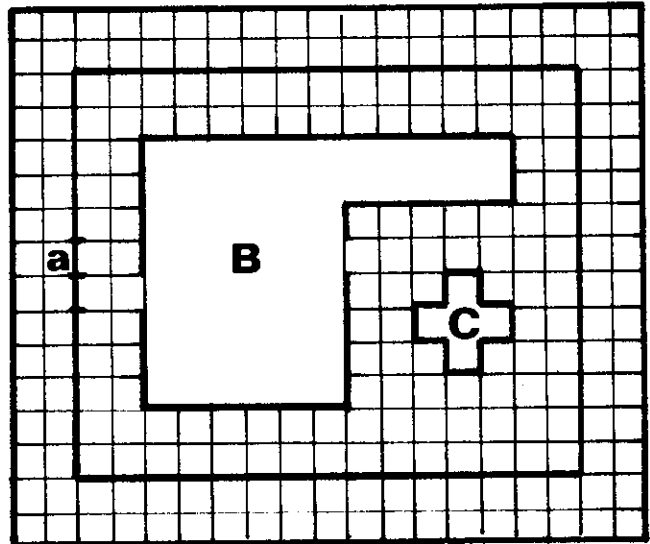
2J. THE TRACKING STATION SITE (See map No. 8)

The tracking station site is located on the tip of one of the hills on the main island. It was being constructed by the U. S. military as a station for tracking satellites. When the United States lost possession of the island and had to leave the site unfinished, it was completed by Doctor Apocalypse. The sophisticated tracking systems of the base are currently used for two main purposes:

- 1) As a radar base for monitoring the defense of the islands; and,
- 2) The major portion of the facility is devoted towards the tracking of Doctor Apocalypse's secret killer satellite as it hurls through space in a low orbit over the defenseless cities of the United States. The equipment in this station has been specially designed and calibrated to be unaffected by the satellite's cloaking device.

At all times, there will be two type A guardians on duty here. With the exception of Doctor Apocalypse, none other than guardians (not even SLAMS) are allowed to be in the vicinity of this site. As soon as any intruder is detected here an immediate distress will be sent to the Elite Cadre of the guardians (see section 2Q for details).

Scale: 1 square = 5 feet



MAP 8

a) This is the perimeter fence of the tracking site. It is 12 feet high, steel chain link with constantina wire on the top of it. (Constantina wire is like barbed wire except that it has small razor blade edges rather than pointed barbs). The entire fence, as well as the locked gate, is electrified with a lethal voltage. Any player character who attempts to scale it will take 2d10 of electricity damage unless he has some power that will protect him from the effects of electrocution. The fence is buried as deep underground as it is high above ground. Both the electricity and the gate are controlled from inside the station house. There are no signs on the fence to warn that it is electrified.

b) This is the station house for the site. All of the operations of the tracking station are controlled from inside this building. Both of the entrances into this building are heavy security doors and can only be opened from the inside. If the rules on structural points are used, the doors are six inches thick of titanium; if not, then 20 points of damage to the doors will break them open. If the players are impolite enough not to bother using the doors, the walls and roof of this building are 12 inches thick of concrete. (25 points of damage to break through for those not using structural points).

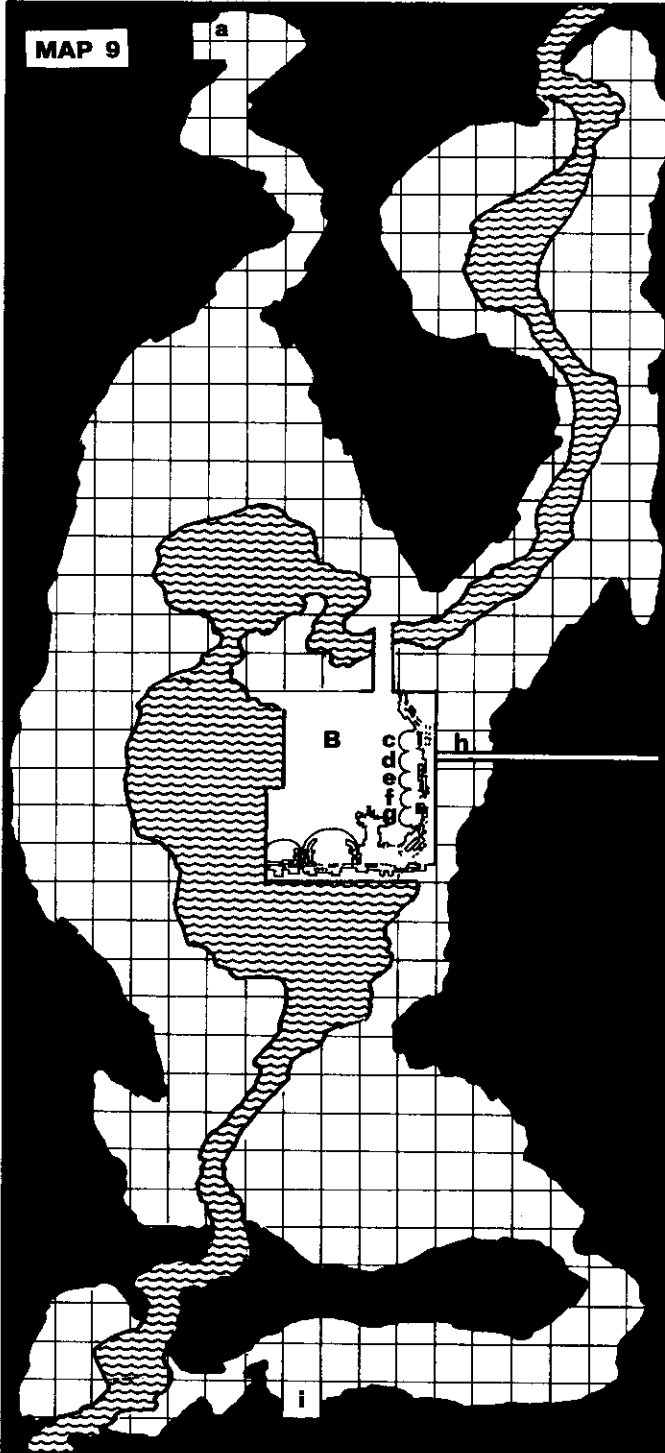
The interior of this building is a single large room that is occupied by tons of sophisticated computer equipment and two ready-to-fight guardians. As soon as any intruders break into this building, both guardians will attack until they defeat the invaders, the Elite Cadre of the guardians show up, or they are defeated. Presuming that the bad guys are beaten, any of the player characters who have a reasonable background in computers and radar tracking equipment will be able to figure out the controls of this station. (The Gamemaster should note that all of the controls will be proportional to the ten foot tall guardians). If any one is able to understand and also has a means of contacting FISH, they will be able to give the location of the satellite so that it may be destroyed by the forces of good and niceness. Then all the players have to worry about is getting off the island alive! However, most players will not have a sufficient knowledge of this very technical field to work out the problem in that way; the only alternative will be to trash the place. Forty points of damage liberally distributed amongst all of the controls will do nicely to disable all of the systems. Should this be the course of action, the satellite will still be operational, but neither the good guys nor the bad guys will be able to locate it. (Which means that Doctor Apocalypse will not be able to beam instructions directly to it).

c) This is the giant radar tracking antenna for the tracking site. It is about 60 feet tall and made of steel. Fifty points of damage to it will render it, and all of the functions of the tracking site, inoperable. As soon as the antenna is attacked, the guardians will react just as they would in part b) above.

2K. THE CAVES (See map No. 9)

These are the limestone caves in the main island. They were formed by the eroding effects of the underground streams that flow through the caves. The two entrances to the caves are at points 11 and 12 on the Gamemaster's map (map number 2). They are each large openings in the hillside that are readily accessible to any character of up to guardian stature (ten feet tall). Large twisting tunnels, filled with stalagmites and stalagmites lead from the entrances deep into the bowels of the Earth until they link up with the elevators at points (a) and (i) on map number 9.

Scale: 1 square = 20 feet



all of the player characters.

b) This is a metal platform built over the underground pool that holds Doctor Apocalypse's massive psionic generator. It is a machine that draws the latent or active psionic powers of an individual and amplifies them into a super-powerful mind control ray capable of maintaining full control over thousands of individuals once they have been initially exposed to the device. There will be three SLAM technicians working on the generator, getting it operational for the groups of super-heroes that are expected to be shipped in shortly.

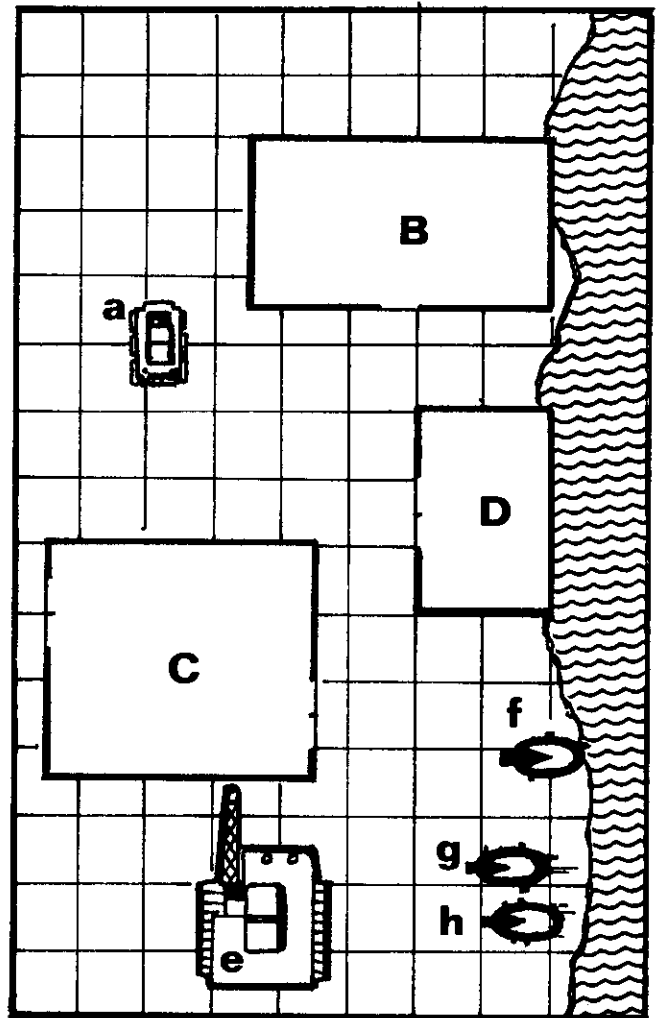
c-g) These are the container tubes for holding the subjects whose psionic abilities will power the generator. They are all currently occupied by the members of the oceanographic expedition. Their minimal, latent psionic abilities are being used to test the generator as it is being made operational. It will take fifteen points of damage to each tube in order to set free its occupant. The five members of the oceanographic team will be in a semi-comatose state that will require the facilities of a hospital to revive them. Although living, they will be nothing but dead weight for any who rescue them.

h) This is the power cable that leads from the rear of the psionic generator into the cave wall where it eventually leads to the power station in section 21. Ten points of damage will cut through the cable, cutting off power to the generator.

i) This is a wire cage elevator that leads from the cave entrance above, deep down to the lowest level of the caves. It is similar in all respects to the elevator at point (a). If the guardian on duty at this elevator becomes involved in a conflict with the players, he will summon the guardian at point (a) to his aid.

2L. THE OCEANOGRAPHIC BASE (See map No. 10)

Scale: 1 square = 10 feet



a) This is a wire cage elevator that leads from the cave entrance above, deep down to the lowest level of the caves. The elevator can be operated by anyone. The elevator will stop at its lowest point approximately 150 feet below the surface, in the chamber shown on map number 9. This, as well as all of the caves on this level, will be electrically illuminated. There will be one type A guardian on duty at the bottom of this elevator shaft. He will immediately attack the players while summoning his fellow guardian at point (i) to help. The elevator can carry

Should the player characters, for any reason, visit the site of the oceanographic expedition, they will realize immediately that the place has been deserted for some time. Further investigation will reveal signs of a struggle having taken place in and around the site, and that each of the buildings have been ransacked. Player characters clever enough to specifically search for it will discover that all written and recorded rec-

ords have been removed from the site.

a) This is a small land rover that had been used by the oceanographic team. It is totally dysfunctional, probably due to the fact that there is the caved in impression of a gigantic fist smashed through the auto's sheet metal into the engine.

b) This was the offices and living area of the expedition. Nothing is intact except a few cans of Nalley's extra hot chili.

c) This is the storage area for supplies, spare parts for the submersibles and the various specimens of marine life that had been collected by the team. Everything here is also in a state of total shambles. All of the aquatic containers have been destroyed and their contents long ago spilled out onto the floor. As you may suspect, the smell of the place is by now, intolerable. An examination of the remains will determine that the specimens, though exotic, were not strange enough to provide clues to the reason for the camp's condition.

d) This is the experimental lab where each of the specimens were examined and classified. It, too, is a smelly mess and of no use to the players.

e) This is a large mobile crane that is used for loading the submersibles aboard a ship or directly into the water. It is still functional and can be operated by any player with experience in heavy equipment operation. If there is no one skilled in its use, its operation can be figured out enough use it after about thirty minutes of experimentation by someone with an intelligence of 11 or higher.

f-h) These are each Deep Hawk subs. They are a one man compact submersible designed to make dives to incredible depths. They are all functional and the operation of each can be figured out by anyone who can operate a car with a reasonable degree of competence. Although they are designed for a single occupant, two can be forced into one with a good deal of mutual discomfort. If the players learn the location of Doctor Apocalypse's underwater base, they can use these subs to get themselves there. (They can also get there via the undertube if it is still working).

The Deep Hawks (designed by marine engineer, Graham Hawkes) can move through the water at a rate of 30 game inches per turn. Each is equipped with a mechanical arm dextrous enough to pick up a dime out of a pile of coins. The subs carry enough oxygen for at least 100 hours and have radios that will allow communication between the subs. The Hawks can take 50 points of exterior damage before being disabled. If it is disabled, the sub will automatically drop off its bottom weights and pop up to the surface like a cork. Each of the Deep Hawks has enough power for 12 hours of continuous use.

2M. THE DOCTOR'S VILLA (See map No. 11)

The Doctor's private villa is situated on the slope of the hillside overlooking the main inhabited parts of the island. It is patterned after the modern Greek design of luxury households. It will be clear to the players that at one time there was a road leading from the villa to the site of the old British town. The road is now unused and overgrown. Apparently the good doctor has other means of getting to and from his residence.

a) This is the swimming pool in back of the doctor's villa. The only thing sinister about this is the amount of chlorine in its unheated water.

b) This is the pool house. The more clever of the players will be able to figure this out by the contents of this building and by the label on the door that says 'pool house'.

c) This is the kitchen. It is well stocked and has every modern appliance. There will probably be a SLAM on duty here in the programmed persona of a swarthy Greek chef.

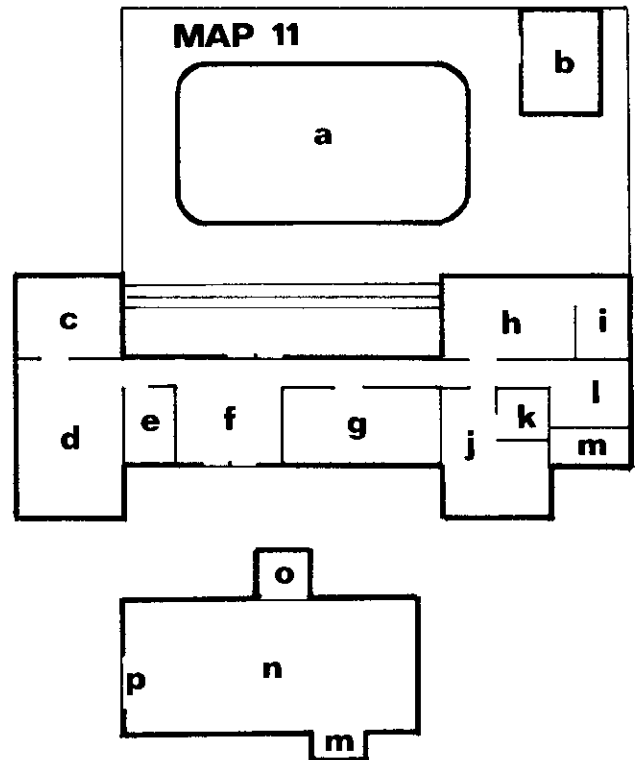
d) This is the dining room. It is as elegantly furnished as is every other room in the villa. The main feature of the room is the large polished wood dining table with a single accompanying chair at its head.

e) This is one of the villa's bathrooms. It contains everything a good bathroom should have in a subtle elegance that defies the coarser nature of its only client.

f) This is the entrance hall of the villa. Unless she is involved in cleaning somewhere, there will be a SLAM housekeeper on duty here to await the needs of her master.

g) This is the living room. It contains a couple of sofas, an easy chair and an expensive stereo system. All of the albums of a classical nature except for a collection of works by The Alan Parsons Project.

h) This is the master bedroom. It contains all of the things any bedroom should, done up big and expensive. There are some anthropology books on a nightstand near the bed. In the single locked drawer of the nightstand can be found the personal journal of Doctor Apocalypse. From this, any player character who can read English can find out all about the origin, powers and goals of the infamous Doctor Apocalypse! (see section 3 for those details). The closet contains various items of clothing plus (near the back) a spare costume for the super-criminal, Shape-shifter (could something be going on?).



i) This is the bathroom to the master bedroom. It is identical in all aspects to room e.

j) This is a second bedroom. It contains all of the standard bedroom furnishings, but it is clear that the room is not being used.

k) This is the bathroom to the second bedroom. It is furnished as a bathroom should be, but is also not in use.

l) This is the library. It contains books on every subject in floor to ceiling bookshelves on every wall. The bookshelf against the front wall of the villa is also a secret door leading to a private elevator (m).

m) This is a hidden elevator leading from the library (room l) to the secret basement control center (room n). It can be operated by anyone who has used an elevator or knows how one works.

n) This is the secret control center. It is the brain center of the entire network of the island's operations. Located 100 feet below the overhead villa, it is almost impervious, buried in limestone. In this room is communications equipment linking this center with every installation on the island, plus the Destroyers' headquarters in Manhattan, in addition to similar offices scattered over the globe. The Elite Cadre of the guardians is stationed here any time they are not in use. Destruction of the consols in this room will only effect communications to and from this room. The Gamemaster may decide how much damage is required to accomplish this.

o) This is the undertube entrance (See section 2G for details).

p) This is an emergency escape hatch. Behind this door, which can be opened by anyone, is a five foot diameter tube that runs to the surface. At the surface is a two foot thick, titanium hatchway covered by natural terrain that will be blown out of the way by explosive charges when someone starts through the tube. It would be necessary to fly in order to escape via this tube.

2N. THE ROBOT PATROLS

In addition to the robot guardians stationed at specific locations as has been mentioned already, there are regular patrols at all times of all areas of the islands. These patrols are made up of teams of from 3-6 (1d4 plus 2, or the Gamemaster's choice) guardians. There will always be at least two separate patrols out on the islands and two separate undersea patrols. At any time that there is reason to believe security is threatened, the number of patrols will be stepped up to a maximum of ten patrols of four guardians each.

All of the guardians of each type have identical statistics. The only differences in the guardians are covered in the sections following for each type.

GUARDIANS

Age & Sex: N/A, None

Strength: 25

Constitution: 20

Charisma: None

Reaction to Vigilantes: —

Direct Damage: +14

% to Hit W/Devices: +40%

% to Detect Traps: 25%

Movement Rate: 40'

Level: 3

Hit Dice: 3

To Hit Modifier: -5%

Other:

Origin Type: Designed

Powers:

Robotic Body

1) Has self repairing capability equal to its healing rate

2) Guardians only get 1 hit point per level plus hit bonuses

Intelligence: 20

Dexterity: 20

Hit Bonuses: +15

Reaction to Villains: —

Other Damage: +7

% to Detect Secret Entrances: 32%

Healing Rate: 3 per day

Experience: N/A

Hit Points: 18

Defensive Modifier: —

Power Potential: 85

GUARDIANS

Identity: None

Side: Evil

Experience: N/A

Age: Variable

Powers:

(see specific information for each type of guardian)

Robotic Body

1) Has self repairing capability equal to its healing rate.

2) Guardians only get 25% of their normally allotted hit points.

Weight: 650

Agility Mod: -4

Endurance: 20

Intelligence: 20

Reactions from: Good: — Evil: —

Hit Mod. {2} {2.2} {1.9} {1.3} = 10.868

Damage Mod: +3

Accuracy: +3

Carrying Capacity: 5,729 lbs.

Movement Rates: 65'

Det. Hidden: 14%

Inventing Points: None Cash: \$ None

Origin and Background: Created by Doctor Apocalypse and a team of Cybernetic specialists.

Basic Hits: 13

Strength: 25

Agility: 20

Charisma: —

Hit Points: (36)

Healing Rate: 6.5 per day

Power: (85)

Basic HTH Damage: 2d8

Det. Danger: 18%

Inventing: (N/A%)

* the experience level of the Guardians never changes.

**20. THE GUARDIANS: TYPE A.**

The guardians are a collection of large semi-intelligent robots that are the mainstay of Doctor Apocalypse's security force for the islands. Except for their letter and number identification markings, all of the guardians are identical. They are humanoid in form, if not appearance, each ten feet tall and stoutly proportioned in relation to their size. All of the guardians are in radio communication with each other.

The major number of the guardians are of the type A variety. They are exactly what appears in the character statistics without any special abilities. They are the ones that patrol all of the areas of the four islands. The type A guardians make use of the undertube system to travel from island to island. If a patrol is alerted to any trouble at any site, the guardians will move at their full movement rate to reach the altercation.

2P. THE GUARDIANS: TYPE B.

The type B guardians are identical to the A type in all respects, but with the following additional abilities: They are totally functional underwater in addition to land. These guardians have hydro-jet-thrusters in their feet that can propel them through the water at the rate of 45 game inches per turn. These aquatic guardians patrol the water in groups just as the type A guardians do on land.

All of the patrols, those on land as well as water, will constantly move at half of their movement rate on their patrol. There are two ways the Gamemaster can determine whether the players are encountered by a patrol; one way is to decide exactly where each patrol is on the first turn that the players come into the area and then compute their movement each turn. An easier way for the Gamemaster to re-

solve this question is to periodically check for a chance discovery by a guardian patrol by a die roll. Roll percentile dice once for each 1/2 hour of game time that the players are in the island area. There is a five percent chance (non-cumulative) each time a roll is made that the players will encounter a patrol. If the players are actively being searched for by the guardian patrols, a roll for an encounter should be made for every five minutes of game time the players are in the area. If the guardians know what general area of the islands the players are currently in, a roll for an encounter should be made every game turn.

2Q. THE GUARDIANS: THE ELITE CADRE

The Elite Cadre of the guardians are a group of six guardian robots that have all of the abilities of the A and B type guardians plus other special abilities: Each of the Elite Cadre have the ability of flight. Rocket jets that fire from the bottom of the robot's boots allow these guardians to thrust and maneuver through the air at a maximum rate of 280 game inches per turn. The power cost for this ability is one per hour of flight. In addition to this, each member of the Elite Cadre will have only one of the following powers:

1) Power Blast; with a range of 20 inches for 1d20 of damage per blast and at a power cost of one per use.

2) Vibratory attack; with a range of 18 inches for 2d12 of damage per attack and at a power cost of four per use.

3) Flame attack; with a range of 20 inches for 2d8 of damage per attack and at a power cost of three per use.

For defensive purposes, these powers will function exactly as they do in the game rules. As there are six members of the Elite Cadre, there

will be two robots with each of the powers.

The Elite Cadre will not be used unless they are sent out after a specific objective.

2R. THE SLAMS

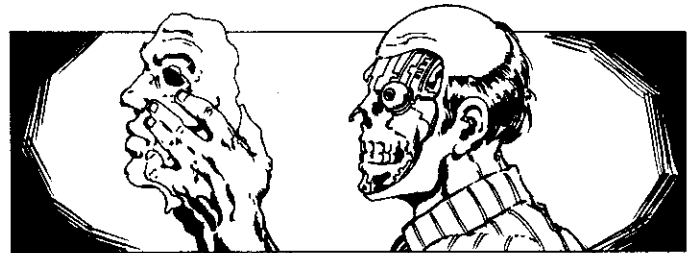
SLAM stands for Simulated Life Android Model. These robotic figures are so sophisticated that they simulate a living human being in every detail. Each of the SLAMS is programmed with a complete and unique personality that will fool the most perceptive psychoanalyst. Even though the SLAMS come in as many shapes, sizes and colors as human beings do, they are identical in all of their statistics. SLAMS all have the ability to get into non-vocal radio communication with the guardians or with the central control station (see section 2M), but will only do so in an emergency.

All of the Slams, as are all of the guardians, are totally and irrevocably loyal to Doctor Apocalypse.

SLAM (Simulated, Life, Android, Model)

Age & Sex: simulated male or female

Strength: 15	Intelligence: 15
Constitution: 15	Dexterity: 15
Charisma: —	Hit Bonuses: +4
Reaction to Vigilantes: —	Reaction to Villains: —
Direct Damage: +4	Other Damage: +2
% to Hit W/Devices: +10%	% to Detect Secret Entrances: 4%
% to Detect Traps: 15%	Healing Rate: 2 per day
Movement Rate: 34'	Experience: None
Level: 1	
Hit Dice: 1	Hit Points: 8
To Hit Modifier: -15%	Defensive Modifier: +10%
Other:	
Origin Type: Designed	Power Potential: 60
Powers: none except for Android Body	



SLAM (Simulated, Life, Android, Model)

Identity: Various

Side: Evil

Experience: None

Age: Variable

Powers:

None except for Android Body

Each SLAM is programmed to perform specific tasks

SLAMS have self repairing capability equal to their healing rate.

Weight: 160

Agility Mod.: —

Endurance: 15

Intelligence: 15

Reactions from: Good: — Evil: —

Hit Mod. (1.4) (1.8) (1.6) (1.2) = 4.8384

Damage Mod: +2

Accuracy: +2

Carrying Capacity: 390 lbs

Movement Rates: 45'

Det. Hidden: 12%

Inventing Points: None Cash: \$ None

Origin and Background: Created by Doctor Apocalypse and a team of Cybernetic specialists.

Sex: simulated male or female

Level: 1

Training: None

Basic Hits: 4

Strength: 15

Agility: 15

Charisma: —

Hit Points: (20)

Healing Rate: 1.6 per day

Power: (60)

Basic HTH Damage: 1d6

Det. Danger: 16%

Inventing: (N/A%)

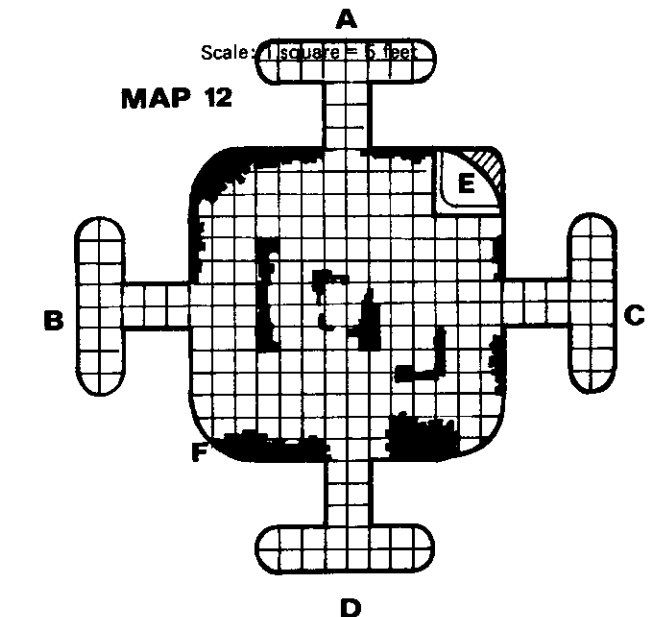
2S. THE UNDERSEA BASE (See map No. 12)

This is the undersea base of Doctor Apocalypse. It is his personal sanctum sanctorum, 800 feet below the surface of the sea. The killer satellite threatening the cities of the United States is controlled from here, as is the satellite's cloaking device.

The undersea base is a permanent structure located at the bottom of the deep sea trench located at point L on the Gamemaster's map (map number 2). There are many possible ways the players may approach this installation: They may make use of the undertube system which is connected to the undersea base, they may approach via the Deep Hawks submersibles belonging to the oceanographic expedition, or they may use their own super-powers to get them there. Characters with the power of water breathing or adaptation will have no difficulty getting there under their own power. Player characters with the power of independence from atmosphere will have no trouble with breathing, but may (Gamemaster's discretion) have difficulty with the tremendous pressures at that depth. Characters with armor as a device should, in most instances, be able to make the dive down to the base, and those with the power of teleportation will have no trouble getting themselves and possibly others there, as long as they have accurate information on the location of the base.

The undersea base is made of a combination of special titanium alloys that have 13 structural points per cubic foot, and specially fabricated glass, which becomes structurally stronger the more pressure that is put upon it. At the depth the base is at, the structural points of the glass areas are 15 points per cubic foot. All of the metal bulkheads of the base are 12 inches thick. The glass dome of the central structure is six inches thick. For those using the original version of the game without the rules for structural points, the metal bulkheads require 25 points of damage to break through. Note that any puncturing of the exterior of the base will result in a massive implosion of super-pressurized water that will pretty much destroy the entire base.

a) This is the storage pod. It also contains the elevator that leads up to the undertube entrance. All of the paraphernalia required to operate and maintain the base is stored here, including heavy diving gear, emergency oxygen containers and multitudes of spare parts. As with all of the extended pods, there is an open hatchway leading into the main chamber.



b) This pod contains the tactical control area. Most of the area of this chamber is taken up by computer equipment that is used to compute the trajectories and speeds and all other information required to enable the killer satellite to hit any target at any time. Additionally, there are files with maps of all areas of the world and miscellaneous information stored here.

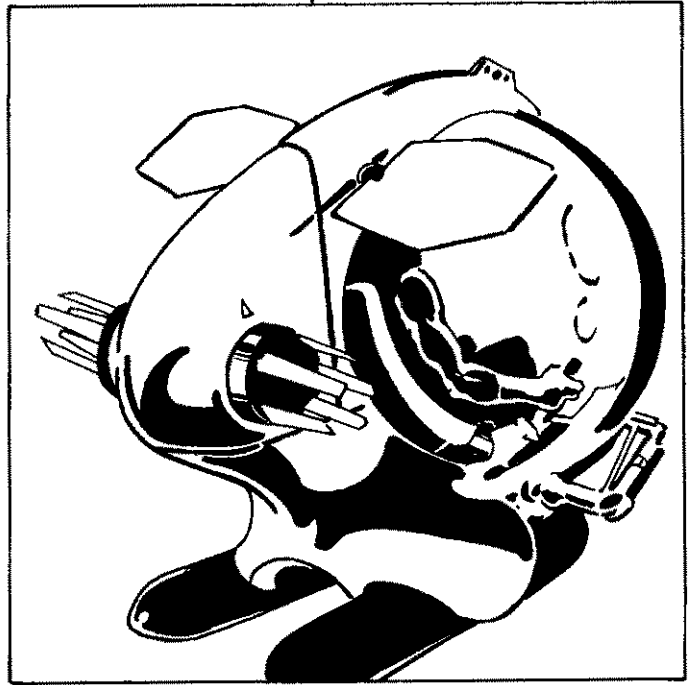
c) This is the communications control center which links the base with all of the other installations on the islands. This area also contains

the life support and power monitoring equipment. There are consoles for monitoring and controlling each function. Twenty points of damage to the power control console will cut off all power inside the base and bring everything to a dark, silent halt. Fifteen points of damage to the life support console will shut down all of its functions. Once the life support system is destroyed, there will only be oxygen left for one man for twenty game turns. (Each additional breathing person will cut the number of turns in half).

d) This pod contains the living area. In this single chamber is a bed, kitchenette, toilet facilities and enough supplies to last a single person for several months.

e) This is the entrance and exit hatchway to the undersea base. It is literally an open hole in the floor of the main chamber that grants access to and from the sea. It is large enough so that two of the Deep Hawk subs can surface through it simultaneously. It is primarily used for the comings and goings of the aquatic guardians who regularly check out the base when Doctor Apocalypse is not there.

f) This is the giant main chamber of the base. In here is contained all of the controls for the killer satellite and its protective cloaking device. Forty points of damage into the controls of this room will render the satellite inert and useless. At that point it will be a sitting target for the missiles of the U. S. and the players will have accomplished the major goal of their mission. Needless to say, Doctor Apocalypse will do everything he can to keep the players from accomplishing this. For the details of how Apocalypse will try to prevent this, see the next section.



3: APOCALYPSE NOW!

3A. THE POWERS OF DOCTOR APOCALYPSE.

Except for his superior intelligence and willpower, Doctor Apocalypse gets all of his super-powers through the mystic gemstone that is grafted into his forehead. Using the raw supernatural energy that he draws through it, he is able to manifest within himself any super-power he desires!

He must always maintain perfect and total control over himself or the demon beings from the other demension will regain control over him and the gemstone, flooding this world with their vile hordes. For this reason he must be extremely careful with the amount of power he uses; limiting himself to no more than six super-powers at any one time. Any more than this and even he might not be able to contain the eldritch energies unleashed!

The six super powers listed on the character information are the powers suggested for this adventure, but the final decision is up to the Gamemaster. Note that he cannot switch powers instantly. It takes from one to six days of intense concentration to manifest a new ability.

3B. THE ORIGIN OF DOCTOR APOCALYPSE.

From as early as he can remember, Pietor Apoucalos was unlike anyone else he knew. Although by all appearances a totally normal child, he knew that he was markedly different from everyone else, different in a way that neither he, nor anyone else could exactly determine yet everyone could recognize. Pietor Apoucalos did not belong in the human race he was born into.

From earliest infancy his parents had little to do with him. He was always under the care of a nanny or some other surrogate and spent only the amount of time with his parents that they felt they were 'correctly' obligated to spend. As soon as he was of age, his parents sent him off to private schools during the year and camps during the summers.

The differences that set Pietor apart from all others continued all through his childhood. He was always able to understand humanity perfectly in the way that a sociologist can understand a community he is studying better than its members can, because he is on the outside and uninvolved in it. Human beings were a part of his environment, no more or less than rocks, grass, trees and weather.

It was not until his college days that Pietor Apoucalos first found anything to draw him into a connection with the rest of humanity, that being the study of human history and anthropology. He studied these subjects with a fanatic compulsion believing that somewhere in the forgotten past of human culture was the secret of his own condition. This was the first major step in the path towards his long predestined fate.

The next major event that shaped the life of Dr. Apoucalos was when he learned of the discovery of the small temple ruins in the Nacht Island group. The years he spent in Borneo were a dead end and a wasted effort in his mind, but just the news of this tiny archeological find was enough for him to realize that this is why he had been compelled into this particular field of scholarship. As quickly as events would allow, he organized the expedition to the site on T'pao and for the next seven years he slowly uncovered the small temple on the small island. For the first time in his life he came home to those who had orchestrated his entire existence.

Urged on by the siren call of inescapable fate, Apoucalos insisted on being the only one to enter the temple after the main chamber was sealed. He left the rest of the expedition outside and that was the last time that he or any other breathing human ever saw them.

Inside the temple, Dr. Pietor Apoucalos felt comfortable in his Earthly existence for the first time. He was acting out a drama ordained ages ago. Immediately upon entering, he proceeded directly to a hidden and sealed alcove that contained a dull yellow gemstone literally glowing with supernatural energy of the most evil variety. By now, an unthinking mannikin in the hands of otherworldly puppeteers, he placed the gem to his forehead where it grafted itself irrevocably into his flesh and into his soul.

As soon as this unholy union was completed, Pietor finally learned the reason behind all of the events of his life. Since before his birth he had been chosen by a race of other-dimensional god/demons to be their tool in returning to this plane of Earth (from which they were banished long before the ages of man). The gemstone was a magic portal through which Pietor had but to will open to let this ancient evil race walk once more upon the Earth. The shock of this realization had an unexpected effect upon Apoucalos. Possessed of an indomitable will, strengthened each day by the isolation he suffered, he regained control over himself and resisted his unearthly masters at the last crucial moment. They would be denied their place on this plane but their power would not. With an irresistible surge of willpower, Apoucalos used the gemstone to leech the immeasurable supernatural power from the demons while leaving them stranded in their own plane. The world would be conquered to be sure; but not by nightmarish demons from another dimension, the world will fall instead to the darknight powers of Doctor Apocalypse!

The years passed as Doctor Apocalypse grew into his power, gathered his forces and made his plans. This now is his terrible debut!

DOCTOR APOCALYPSE

Age & Sex: 79, male
 Strength: 48
 Constitution: 19
 Charisma: 20
 Reaction to Vigilantes: -20
 Direct Damage: +14
 % to Hit W/Devices: +40%
 % to Detect Traps: 25%
 Movement Rate: 40"
 Level: 15
 Hit Dice: 9 + 2
 To Hit Modifier: +25%
 Other:
 Origin Type: Accidental SuperNaturalPower Potential: 140

Powers:

Heightened Intelligence +30
 Control of Self
 Magical Device; a mystic gem that currently gives him the following Powers:
 1) Heightened Strength +30.
 2) Flight: 912 miles per hour, or 4012 inches per turn, plus super flight
 3) Teleportation: maximum distance, 998 million miles P. R. 10 per attempt.
 4) Power Weapon: range 45" 1-20 points of damage P. R. 1 per shot.
 5) Adaptation
 6) Dematerialization Ray: range 480" 1-20 damage P. R. 2 per successful shot.

Intelligence: 50
 Dexterity: 23
 Hit Bonuses: +13
 Reaction to Villains: +20
 Other Damage: +7
 % to Detect Secret Entrances: 32%
 Healing Rate: 2 per day
 Experience: 124,000
 Hit Points: 62
 Defensive Modifier: -30%

DOCTOR APOCALYPSE

Identity: Dr. Pietor Apoucalos
 Side: Evil
 Experience: 124,000
 Age: 79
 Powers:
 Heightened Intelligence +30
 Willpower
 Mystic Gem, currently gives him the following powers:
 1) Heightened Strength: +30
 2) Flight: 912 m.p.h. or 4012 inches plus hyper flight. P. R. = 1 per hour
 3) Teleportation: maximum range 1400,000 inches or 318,182 miles. P. R. 5 per use
 4) Power Blast: range 33 inches. 1d20 damage P. R. = 1 per shot
 5) Adaptation:
 6) Disintegration Ray: range 48 inches. 1d20 damage P. R. = 2 per shot
 Weight: 204
 Agility Mod: —
 Endurance: 19
 Intelligence: 50
 Reactions from: Good: -3 Evil: +3
 Hit Mod. (3.6) (2.2) (2.2) (2.3) = 40.0752
 Damage Mod. : +8
 Accuracy: +4
 Carrying Capacity: 11,475 lbs.
 Movement Rates: 90"
 Det. Hidden: 34%
 Inventing Points:
 Inventing: (150%)

Sex: Male
 Level: 15
 Training: End.

Basic Hits: 5
 Strength: 48
 Agility: 23
 Charisma: 20
 Hit Points: (201)
 Healing Rate: 2.5 per day
 Power: (140)
 Basic HTH Damage: 2d10
 Det. Danger: 38%
 Cash: \$ Millions

3C. THE BATTLE TACTICS OF DOCTOR APOCALYPSE.

When the players make their attack, Apocalypse will be busy with the plans and preparations for launching his invasion of Manhattan. Vastly overconfident of the superiority of his plans and forces over any possible resistance any group of superheroes could offer, he will leave the whole matter up to the several groups of guardians until such time as it is absolutely necessary for him to take a hand in the matter. There are two points at which Doctor Apocalypse will get involved himself: if the tracking station is destroyed, rendering the killer satellite undetectable, he will go immediately to his underwater base (if he is not already there) and start sending signals towards the last known trajectory of the satellite. The signals will be a command to begin random destruction of anything it can. However, because there is no longer any way to be sure of the satellite's location, the chance of success at this will be almost nil. After an hour of this, he will give up in frustrated rage and go to attack the meddling heroes who have caused this tremendous inconvenience. Also, at any time he hears or has reason to believe that the player characters are headed towards his undersea base, he will personally in-

tercept them in order to protect the delicate equipment therein.

Once Doctor Apocalypse confronts the players, he will take them on all by himself, regardless of any of his own forces that he may have on hand. It would be unthinkable for him to be aided by his mechanical lackies once he has taken a personal hand in the situation. He will fight until he either wins or is defeated. Surrendering will simply not be an option to him. He will be very careful not to kill any of his opponents, as they are an integral part of his grand master plan (the super-army).

If the players defeat Doctor Apocalypse, the fight will be ended. The guardians, whose last order was not to interfere, will comply to that order to the letter. FISH will come out, pick up Doctor Apocalypse and secure the islands.

If the players lose to Doctor Apocalypse, they will wake up the next day as the new occupants of the psionic generator (see section 2K). The clever Gamemaster, knowing the good guys should get slight defect into the tubes that will allow the players to escape and have one last chance. If they fail again . . . well . . . I think I'll move out to the country. It's so much more peaceful than here in New York.

THIS ADVENTURE IS FOR USE WITH THE VILLAINS AND VIGILANTES ROLE-PLAYING SYSTEM; SPECIFICALLY DESIGNED FOR BOTH THE ORIGINAL AND REVISED V AND V. IT CAN BE USED AS A CONTINUATION OF "DEATH DUEL WITH THE DESTROYERS" OR BY ITSELF AS A COMPLETE ROLE-PLAYING ADVENTURE. PREPARE YOURSELF TO FACE THE MOST DIABOLICAL VILLAIN OF ALL TIME ON--

THE ISLAND OF DOCTOR APOCALYPSE!

ONLY A FEW HOURS AGO THE CENTURIONS, STILL SORE AND SUFFERING FROM THEIR EPIC BATTLE WITH THE DESTROYERS, LAUNCHED AN ALL-OUT ASSAULT ON THE ISLAND STRONGHOLD OF DOCTOR APOCALYPSE! THEY ENCOUNTERED AND DEFEATED THE ELITE CADRE OF THE GUARDIANS... JUST BARELY. NOW THEY'VE SET OUT AFTER APOCALYPSE HIMSELF! THEY HAVE LESS THAN A DAY LEFT TO FIND AND DEFEAT THE DIABOLICAL DOCTOR.

THE CITIES OF AMERICA STAND POISED...

ON THE EVE OF DESTRUCTION!



I WILL DESTROY THEM!

UNKNOWN TO THE DESPERATE SUPERHEROES, DOCTOR APOCALYPSE HAS RETURNED TO THE SITE OF THEIR RECENT BATTLE IN HIS OWN CONTROL CENTER!

I AM THE SON OF ELDER DEMONS! THEIR POWER IS MINE! WHERE ARE THE COWARDS WHO DID THIS? THEY DARE TO CALL THEMSELVES SUPERHEROES? THEY WHO HAVE CRAWLED ONE EVOLUTIONARY STEP ABOVE THEIR MISERABLE BRETHREN? IF THEY ARE SUPER MEN THEN I AM, BY COMPARISON, A GOD! IT IS MY DESTINY TO RULE MANKIND! THE LOSS OF MY AUTOMATED MANNIKINS CANNOT ALTER THAT. BEWARE, FOR YOU HAVE ATTRACTED MY NOTICE--AND THAT SHALL BE YOUR UNDOING!



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