

ASSASSIN



ZIRCHER '85

By THOMAS DOWD

FGU PROMO

ASSASSIN

A
VILLAINS
AND
VIGILANTES
ADVENTURE

THOMAS DOWD: WRITER

JEFF JARKA: INTERIOR ILLUSTRATIONS & COUNTERS

PATRICK ZIRCHER: FRONT & BACK COVERS

DAN FITZGERALD: CARTOGRAPHY



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INTRODUCTION

This superhero adventure has been designed for use with the revised edition of **Villains and Vigilantes**, though, with a bit of work on the part of the truly foolish, it can be converted for use with the original edition.

Assassin is intended for use solely by the Gamemaster: any players reading beyond this point should stop immediately, lest they suffer the exceedingly nasty consequences. You have been warned!

Since that's over, I would like to welcome all of you to my second **V&V** adventure. (What's that you say? You've never read the first one?! Well, we'll have to do something about that . . .) This adventure can stand by itself, with a few minor changes, or it can be used as a sequel to **F.O.R.C.E.** (it is recommended that **F.O.R.C.E.** be played first and **Assassin** be played sometime later. Logical, eh?).

Obviously, there are a large number of ways **F.O.R.C.E.** could have ended and since I haven't received any nasty letters, I will assume they were all relatively happy. These different endings (and I hope I got most of them) and how they relate to the present adventure will be dealt with later in their appropriate sections.

It should be pointed out that this adventure is physically (and possibly mentally) a tough one for the Player-Characters involved. If you feel it is too tough for your group of Heroes, then feel free to make any and all necessary changes. It is recommended that the Player-Character group consist of about six characters of about sixth or seventh level (or higher).

I strongly recommend reading the entire adventure over a few times before running it to learn how all the different elements interrelate. All in all, this adventure pack should provide you with more than a few evenings of enjoyable action and adventure. Enough already, on with the adventure!!!

SPECIAL THANKS . . .

to all those involved in the play-testing of this adventure. My sincerest apologies to anyone I have forgotten.

The Justice Defenders

Mega Man David Nelson
Trackstar. Ryan Hickey
Cavalier. Ronald Nelson
Armor Richard Hickey
Policeman Matthew Nelson
Storm. Joe Feyas
Chill Bill Cloer
Oscillad. Mide Hudgins

The Raiders

Seker Chris Criscione
Rapidstrike Eric McErlain
Tempest Steve Italo
Crius Jamie Jones
Crustacioid Tony Cramer
with
White Lightning. Dan Fitzgerald
Metal Master. Jeff Jarka
(Guardians in residence)

Tom Dowd

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I. In the Sights of The Assassin

1.1 A WORD FROM THE GOVERNMENT

The heroes to be involved in this adventure will be contacted by the Government (either openly or discretely, depending upon their present socio-political situation). The man who contacts them, a Mr. Livingston, will be a representative of the Secret Service. Livingston will act as the Player-Character for aid in a very important matter: potential future Presidential candidate Senator Matthew T. Bennet will be arriving in town for a very important fund raising event.

This, in and of itself, would not be a major problem, at least not one the Secret Service could not handle, were it not for one complication. Over the past several months Senator Bennet has received a series of death threats from a group calling themselves the 'American Freedom Force' (AFF). Obviously, death threats are not something new to the Secret Service or to Presidential candidates. However, their intelligence sources indicate that the AFF has hired a freelance assassin known simply as 'Assassin' or 'The Assassin.' The Assassin is known to both the Secret Service and InterPol and is listed as one of the top freelance assassins in the world.

The agent will give the heroes full information concerning Senator Bennet's impending visit and will also be able to give them full Secret Service cooperation within reasonable limits.

1.2 THE SENATOR'S PLANS

Senator Bennet will be arriving in town exactly five days after the Player-Characters are contacted. He will be arriving at the nearest large airport at about 6:00 PM via Secret Service aircraft. He will then be whisked by motorcade to the Municipal Convention Center where the fund raiser is to be held. (The good Senator will utterly refuse to be transported to the Convention Center by any means other than the motorcade since he wished to make as big a spectacle as possible when he arrives.)

Once at the Convention Center (front doors only; no rear or side doors for the publicity conscious Senator), around 7:30-8:00 allowing for traffic and normal delays, he will have dinner and then address the dignitaries and celebrities present. After the fund raiser is over, at about 11:30, the Senator will head directly back to the hotel at which he is staying and sleep for six hours. At 8:30 the next morning he must be aboard a flight heading back to Washington D.C. so that he can attend an important foreign policy meeting with the President.

Now the bad news: Senator Bennet does not want the Player-Characters protecting him. It is his belief that the death threats are simply that: threats. He will reluctantly agree to the protection after receiving Secret Service pressure, but he will insist that the superheroes stay out of sight and undercover. (At the Gamemaster's discretion, the good Senator can be a 'card-carrying' Mutant/Superhero Hater, just to make things a bit more interesting.)

Also of interest to the heroes is the fact that the fund raiser is not the only function that is being held at the Convention Center. Due to prior booking and arrangements that must be honored, the final night of the Third Annual Science Fiction, Fantasy, Superhero, and Comic Book Convention will be occurring simultaneously.

To add chaos to the confusion, the Awards Dinner/Masquerade Party and Contest will be being held at the convention while the Senator is in the next room speaking. That, of course, means that there will be hundreds of people parading about the place in every imaginable and unimaginable get-up, including the ever-popular superhero costume. Oh what fun!!!

1.3 HAVOC AT THE MUNICIPAL CONVENTION CENTER

The Municipal Convention Center is located on the ground level of the moderate sized Hotel Regency complex in Midtown. The Convention Center is designed to handle two medium sized conventions

at one time. All the meals consumed at the various conventions are either cooked in the Convention Center kitchens or brought in via an established catering company. Both the fund raiser and Science Fiction Convention's awards dinner are being catered by the same company.

The fund raiser will be in what is known as the South Room, while the SF Convention will be literally next door in the North Room. There are closed doors and roped off sections to keep the conventioners out of the fund raiser area. However, true to form, the conventioners will completely ignore the doors and ropes and visit where they please.

THE FUND RAISER

Starting at 5:00 PM, the various important people who will be in attendance this evening will begin arriving at the front door. They will exit their respective vehicles and enter the South Room, where they will be seated.

From 5:30 to 7:15 they will be entertained by a variety of show business performers (have whomever you personally like or dislike appear, depending on how you expect the night to turn out).

At 7:15 workmen will take the stage and set up the dais for the guests of honor. Senator Bennet will arrive at around 7:45 and, after he has entered and sat down, dinner will be served.

At around 9:00, or when dinner is finished, various dignitaries will get up and give typical fund raiser speeches. Sometime shortly thereafter, Senator Bennet will get up and say a few words. Once the Senator has been up and speaking for a few moments, The Assassin will act. It is up to the Gamemaster to determine exactly how The Assassin smuggled himself into the room. It should be a simple matter to think of areas the Player-Characters failed to check. Some suggestions are:

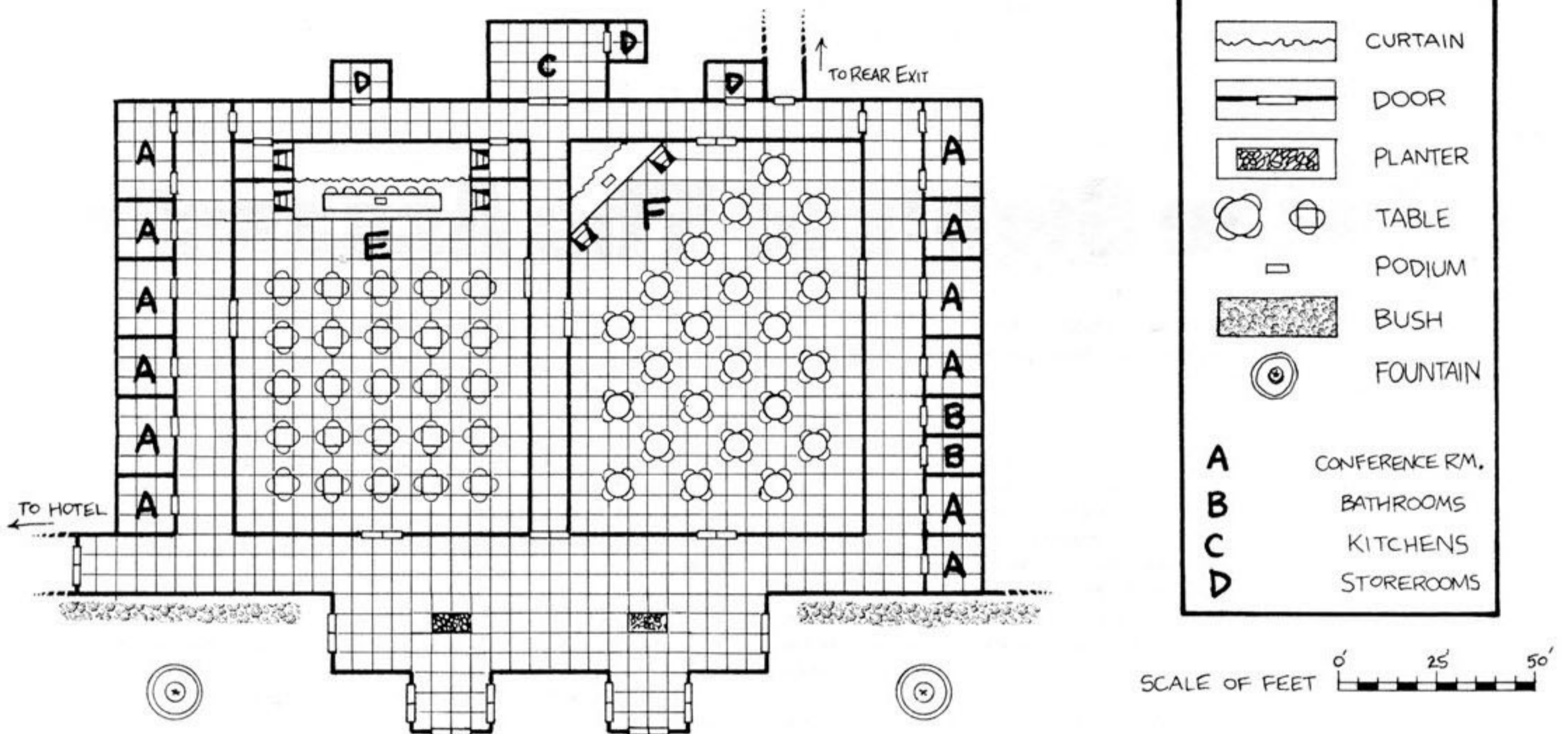
- waiter
- phony newsman
- drop in from air vents in the ceiling
- infiltrated the dignitaries and is seated amongst them

These are only a few suggestions. However he arrives, it is recommended for the sake of storyline and excitement that the superheroes be automatically caught by surprise.

The Assassin will get one free Action (2 shots) at Bennet standing behind the podium due to the surprise. It is recommended that the Senator be automatically hit. A good effect is to have one shot hit the podium itself, splintering it, and to have the other shot actually hit Bennet. This way, the Player-Characters will see the podium explode and Bennet go flying backwards, but due to the flying shards they will be unable to see if Bennet himself was actually hit. The Senator will fly back from the destroyed podium and collapse into the curtains at the rear of the stage. The curtains will then fall down on him, covering him completely.

Should one of the heroes approach the stage area to help Bennet, that hero will find the other dignitaries rapidly scrambling to save their own tails. After a moment's search, Bennet will be found ripping his way out of the fallen curtains. If the Player-Character helps Bennet out from under the curtains, he has his Detect Hidden x3% chance of noticing the wound in Bennet's upper right chest (it is not seeping blood, but some milky white/tan liquid instead). Any other hero who comes in contact with the Senator will also have his Detect Hidden x3% chance to notice the wound. Once it becomes apparent to 'Bennet' that the superheroes realize that he is not human, he will attempt to escape. You should remember that television cameras are probably recording the entire sordid affair. However 'Bennet's' escape attempt ends, one thing will be apparent: Senator Matthew T. Bennet has been replaced, at some time, by a sophisticated android.

MUNICIPAL CONVENTION CENTER



If the Assassin is still active when 'Bennet' attempts to escape, he will immediately go after him since he has not yet completed his contract.

THE SCIENCE FICTION CONVENTION

At 6:00 PM the yearly awards dinner will commence at which various authors, both unknown and nearly so, will utterly bore half the audience and enthrall the other half. After the awards have been presented and the dinner has been served and finished (about 7:30), the Masquerade Contest will begin. True to form there will be wide variety in costumes ranging from the absurd to the ingenious. There should be a few folk walking around in superhero costumes, possibly even masquerading as our ever diligent vigilantes and their allies or enemies.

The Masquerade Contest will last until about 8:45, at which point the winners will be announced. (If the Gamemaster is feeling really cruel and there are a few Player-Characters mingling in the crowd, they can be brought up to the stage as contestants with the inevitable, ego-destroying question: 'Just who are you supposed to be?') Whoever wins, the Contest will go off without a hitch. Afterwards there is supposed to be a closing night party that will last until around 1:00 AM, assuming the events in the South Room do not bring it to an early end.

1.4 AFTER THE ATTEMPT

Once the events described above have transpired, the Secret Service will spring into action. They will seal off the entire Convention Center, preventing anyone from leaving the building. Should it become necessary, treat ten Secret Service agents as Goons number 1-9 armed with Auto-Pistols (+3 to hit/1d8 damage). If 'Bennet' has been 'taken out,' they will call and have the body transported to a safe holding area. (Even if the Bennet Android should still be functional, it will shut down shortly after going unconscious.)

Naturally, it will take them hours to check everyone in the Convention Center and, for this reason, the Player-Characters will be checked first and, assuming there are no problems, they will be allowed to leave. They will be told that they have been asked to attend a strategy meeting at the local Secret Service Headquarters at 10:00 AM the next morning. They are advised to attend.

It will take about three to four hours for the Government to make a statement on what occurred at the Convention Center. Until then, the public will only have what little information was shown on TV: the Player-Characters aided in the apparent assassination of Senator Bennet.

This should lead to some interesting public/Player-Character relations.

The official Government line will be that someone tried to kill Senator Bennet and that the heroes stopped it. They will say that Bennet is in critical condition in the hospital (a story they will stick to until they can sort things out).

Nothing further will occur that night.

1.5 MR. SCARLET

The next morning the superheroes will assemble at the local Secret Service Headquarters. Whether they come all together is unimportant, as long as they are there precisely at 10:00 AM. Mr. Livingston will be present and will escort them to an isolated conference room. He will leave them there with instructions to wait.

At 10:05 AM a man will enter the meeting room and introduce himself as Mr. Scarlet (see description). Scarlet will identify himself to be the regional head of a previously unknown Government agency, known as the American Security Agency (ASA). If any Player-Characters arrive after Scarlet has entered the meeting room, they will not be admitted and must wait until the meeting is over before speaking with the other Player-Characters.

Scarlet will explain that the ASA is under the control of the National Security Council and was created specifically to deal with the potential threat posed to national security by super-normal and para-normal beings. Since the replacement of Senator Bennet falls under their jurisdiction, the ASA has stepped in.

At this point, Scarlet will ask the Player-Characters if they are willing to work, on a temporary basis, for the ASA. He will advise them that the Government would like to see them all involved. (Remember that, if they are being backed by the Government, they cannot refuse Scarlet's offer.)

Should, for some reason, they refuse, Scarlet will thank them for what aid they have provided already. He will then inform them that the entire matter has been placed under a Grade 2 Security Clearance and, from this moment on, they are forbidden to speak to anyone concerning Senator Bennet and/or his android replacement. They will then be escorted out of the room and to the exit, with Scarlet reminding them that they are completely out of this investigation and should not involve themselves in it further. If they do get involved, he will be required to take actions against them as threats to national security. If the Player-Characters continue their investigations, they will be unable to get any aid at all from their Government sources. They will also find it difficult to get any information that would aid them in their investigation.

(Should Scarlet and the ASA become aware of Player-Character actions involving this matter, they will place the heroes under tight surveillance and make themselves ready to move in should the heroes turn up anything.)

If the heroes accept Scarlet's offer to aid the ASA temporarily, he will arrange a meeting for them later the same day at either their headquarters or at the Secret Service headquarters. The exact place of the meeting is unimportant.

At the afternoon meeting, Scarlet will have some new information for them. He will first give them the full run-down on the Assassin if he was captured (it is highly recommended that he not be).

If the Assassin was not captured, Scarlet will first give the heroes information on any weapons captured or recovered from The Assassin. He will then state that the ASA Science Department has confirmed the fact that Senator Bennet was indeed some form of android copy. The Science Department report states that the android is an incredibly advanced biological android. Their opinion is that it is entirely synthetic and was probably 'grown' in a laboratory. According to Scarlet, the ASA has only one lead as to who may have possibly created the replacement android: syntho-biologist Dr. Raymond Long.

As far as they can determine, Dr. Long is presently working for a corporation known as Synthetic Technologies, based in Arizona. They have no further information on Dr. Long or his whereabouts. (It should be stressed that the Syn Tech/Dr. Long lead is the only lead that the Player-Characters presently have and, therefore, their apparent course of action should be to investigate Syn Tech.)

1.6 THE CAST: PART ONE

THE ASSASSIN

Identity: Alexander Collins

Side: Evil

Sex: Male

Experience: 55,312

Level: 10

Age: 29

Training: Strength

Powers:

1. Heightened Expertise: +6 to hit (all weapons)
2. Heightened Agility: +18
3. Heightened Attack: +6 to damage (from training)
4. Heightened Defense (x 2): -8 to be hit

Weapons:

- Pistol: +3 to hit; 3d10 damage (20 shots)
- Rifle: +4 to hit; 2d8 damage (30 shots)
- Knife: +1 to hit; HTH +1d2 damage
- Shuriken: +3 to hit; HTH + 1 damage
- Sword: +2 to hit; HTH + 1d6 damage
- Grenade: +2 to hit; 1d10 + 3 damage; 3 inch radius (4)
- Smoke Grenade: +2 to hit, fills 5" square with darkness (5)
- Flash Grenade: +2 to hit; as per Light flash (2)

Weight: 180 lbs.

Basic Hits: 4

Strength: 15

Endurance: 22

Agility: 30

Intelligence: 14

Charisma: 20

Reactions from Good: -3

Evil: +3

Hit Mod.: 12.4124

Hit Points: 50

Damage Mod.: +4

Healing Rate: 2.4/day

Accuracy: +5

Power: 81

Carrying Capacity: 502 lbs.

Basic HTH: 1d8

Movement Rate: 67 inches ground

Detect Hidden: 10%

Detect Danger: 14%

Inventing Points: 5.2

Inventing: 42%

The Assassin wears a gray body suit with a black over-tunic and black boots. He carries his weapons distributed over his body in easily accessible places. His hair is black.

Origin & Background: Alexander Collins is a caucasian American with a background in sports and movie stunts. He is obsessed with challenge and no stunt is too dangerous, no assassination too difficult. His fee varies inversely to the danger involved.

Tactics: His job is to assassinate Senator Bennet and that is what he will do. He will attempt to kill Bennet and then to get out quick as possible. He may be daring, but he's not stupid. Outside, he has a motorcycle waiting on which to escape. He will use the flash and smoke grenades to cover his escape.

At the Gamemaster's option, the Assassin can be made a master of disguise enabling him to impersonate one of the guests seated at one of the tables. He will be restricted in the amount of weapons he can carry in this role, but that just makes it all the more interesting.



MR. SCARLET

Identity: Secret

Side: ASA

Sex: Male

Experience: 37,241

Level: 7

Age: 37

Training: To hit HTH

Powers:

1. Heightened Agility: +5
2. Heightened Endurance: +6
3. Heightened Expertise: +4 to hit with pistols and rifles.
4. Natural Weaponry: +2 to hit/+4 damage

Weapon:

Energy Pistol: +2 to hit; 1d10 + 1 damage, Range - 20 inches

Weight: 185 lbs.

Basic Hits: 4

Strength: 13

Endurance: 21

Agility: 18

Intelligence: 15

Charisma: 25

Reactions from Good: +4

Evil: -4



Hit Mod.: 7.1136	Hit Points: 28
Damage Mod.: +3	Healing Rate: 2.4/day
Accuracy: +3	Power: 67
Carrying Capacity: 395 lbs.	Basic HTH: 1d6
Movement Rate: 52 inches ground	
Detect Hidden: 12%	Detect Danger: 16%
Inventing Points: 3.7	Inventing: 45%
Security Clearance: 4	

Scarlet is about six feet tall with a medium build. He has white hair but is not an albino (his eyes are blue). When first seen by the superheroes, he will be wearing a white suit with a black tie, gloves and shoes. During the Delmarion Cove raid he will be garbed as the ASA troopers.

Origin & Background: An American with a background in Intelligence work, very little is known of who Mr. Scarlet really is. The rumor circulating is that he is a former Green Beret who was recruited initially by the CIA and then transferred to the ASA.

Tactics: Scarlet has no special tactics to speak of, except that he will try not to engage any super-powered villains unless forced to do so. Additionally, he will not bring his ASA troops into the underground complex, but will instead accompany the heroes and leave his men to clean up outside.

SENATOR MATTHEW BENNET

Identity: Mk. I Bio-Synthetic Android

Side: The Force	Sex: Male
Experience: 5001	Level: 4
Age: appears 40	Training: Charisma

Powers:

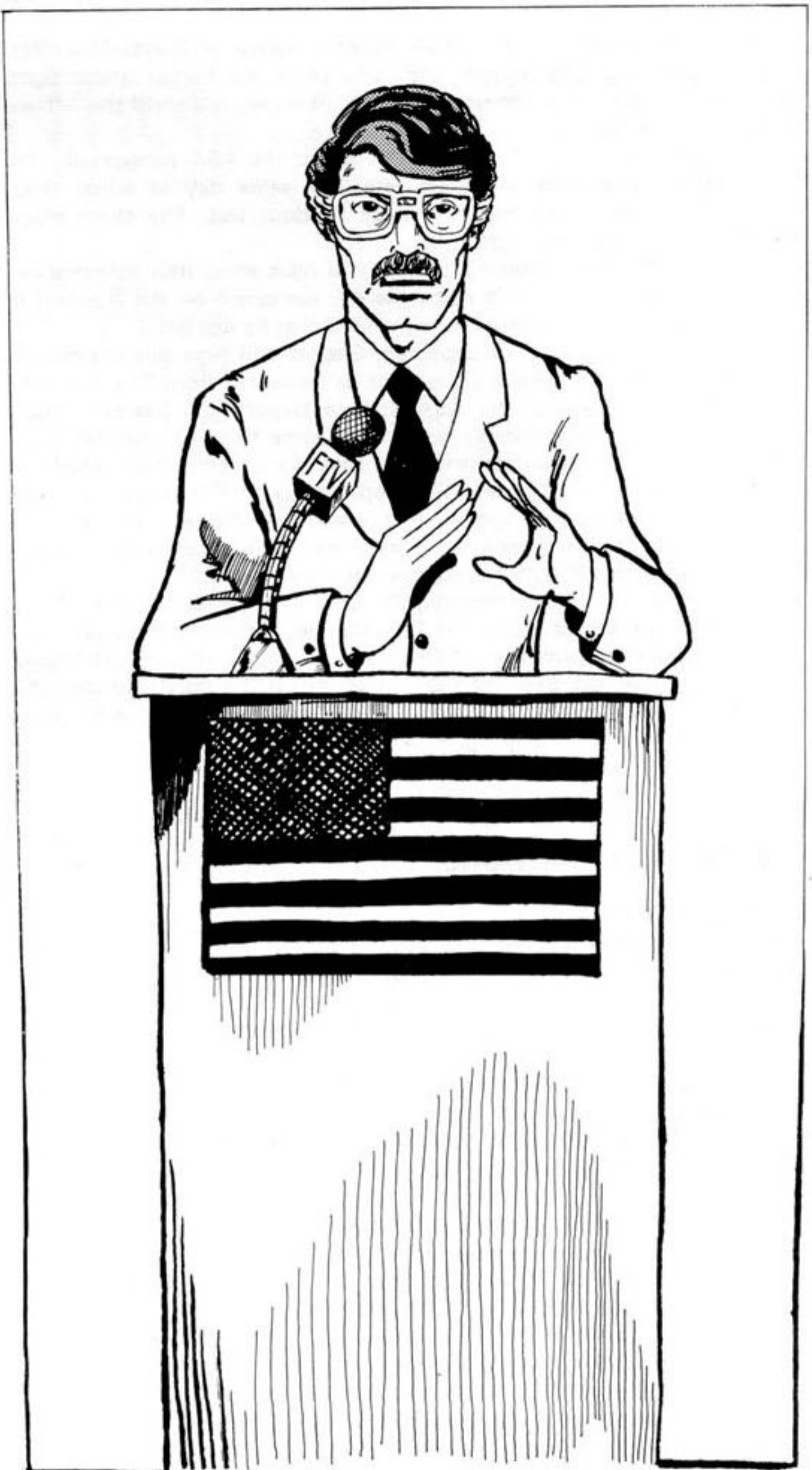
1. Mk. I Bio-Synthetic Android Body: Normal attributes, 100% human appearance, 100% internal repair.

Weight: 170 lbs.	Basic Hits: 4
Strength: 10	Endurance: 10
Agility: 11	Intelligence: 15
Charisma: 15	
Reactions from Good: +2	Evil: -2
Hit Mod.: 1.2	Hit Points: 5
Damage Mod.: +1	Healing Rate: 1/day
Accuracy: -	Power: 46
Carrying Capacity: 170 lbs.	Basic HTH: 1d4
Movement Rate: 31 inches ground	
Detect Hidden: 12%	Detect Danger: 16%
Inventing Points: 0	Inventing: 45%
Security Clearance: 7	

Senator Bennet is 5'10" tall and has a medium build. He has slightly graying brown hair and hazel eyes. He wears a well-groomed mustache and is required to wear glasses for his near-sightedness. He is distinguished looking — an ideal politician.

(If the skin of the Mk. I Android is punctured, it will quickly become evident that it is not human as it will leak a milky tan substance instead of blood.)

Background: The replacement of Senator Bennet took place about six months ago when the Senator was in the hospital for a routine operation. FORCE's people tapped his brain and transferred his memories and persona to a pre-programmed Mk. I Android.



The transfer complete and the android under the complete control of FORCE, 'Bennet' returned to an unsuspecting Government.

It was FORCE's intentions to groom and promote Bennet into an eventual Presidential candidacy, which FORCE would help him win.

Bennet is a registered Republican and a hard-line Conservative. The real Matthew Bennet is now dead.

2. The Corporation in the Desert

2.1 A BIT OF BACKGROUND

Synthetic Technologies Corporation is located in an irrigated section of Arizona, about seventy miles southwest of Flagstaff. The area was irrigated in 1978, the year Syn Tech began operations there, to promote the growth of a local town called Tinder Hook, where Syn Tech hoped to house the majority of its personnel.

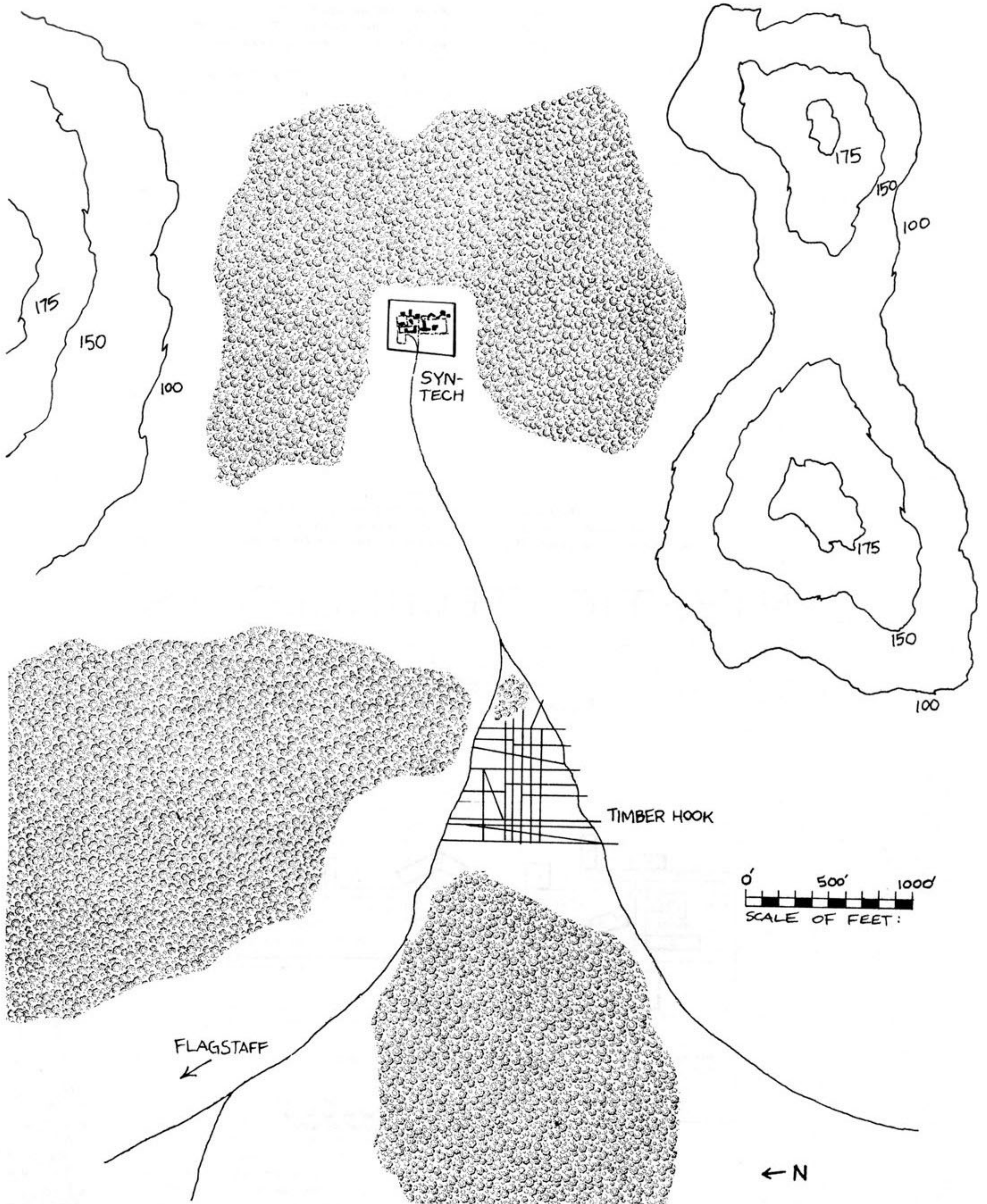
The area around the Syn Tech grounds, extending about five hundred feet into the nearby trees, is also owned by the Corporation and is marked as being private property, though any trespassers will not encounter fences until they see the steel fence around the grounds themselves. The area of trees is recorded as being planted around the time Syn Tech began operating, though the trees appear older than a few years. (This is due to a Syn Tech process that they have yet to finish

testing. Basically, it increases tree growth at the expense of wood strength. A character with a Botany area of knowledge would have to make a Detect Hidden roll to notice and a Biology area of knowledge is required to determine the cause.)

The road leading to Syn Tech is paved, as are all the roads on the map.

2.2 THE SYN TECH GROUNDS

The grounds of Syn Tech itself are covered by an even, well kept carpet of grass. The twelve foot high tungsten stell (Structural Value 12) fence surrounding it is not electrified, though it is posted as being so. Instead, the fence has a large number of sophisticated motion and impact sensors built into it. These sensors will detect anyone within



one hundred feet of the fence with a 99% accuracy chance. If the target is Non-Corporeal, the chance of being detected is 10%. If someone or something is detected, an alarm will sound in the underground Syn Tech Security Center. A technician (one will always be on duty) will then activate the high-tech surveillance cameras, located around the perimeter of the grounds. These cameras are a combination of computer enhanced Infra-Red, Ultra-Violet, and Star-Light viewers that

enable each to 'see' in total darkness as if it were midday.

If the technician finds that the alert was caused by a small animal, he will activate the low-power ultra-sonic devices mounted on the cameras to scare the animal away. If he finds that it is something else, he will notify the head of security and place the Security Team on General Alert. If whatever was detected gives the appearance that it is going to attempt to enter the grounds, the technicians will sound the

alarm and place the Security Team on Full Alert. (The appearance of costumed super-powered types will definitely cause the technician to sound every alarm he can find, even if they appear to be well-known heroes.)

If the intruder(s) enters the grounds, the technician will remain at his post and keep the Security Team informed of the intruder(s) present position as they move to intercept that intruder(s).

2.3 THE SYN TECH BUILDINGS

(The majority of the employees are on vacation.)

1) Main Building: This building contains the administrative and executive offices of Synthetic Technologies. The front door is a large double glass door of 5 point reinforced glass. Directly inside is the lobby and receptionist's desk (occupied). Off to one side and to the rear of the lobby is a set of four elevators which allow access to the building's other six floors.

On the second floor is the Assistant Security Head's office. The present Assistant Security Head is one Randal Baker (No. 7 on the Goon Chart). He will insist (if the situation should arise) that he is the Security Head and any identification or forms he shows anyone will confirm that fact (even his office door says 'Security Head' on it).

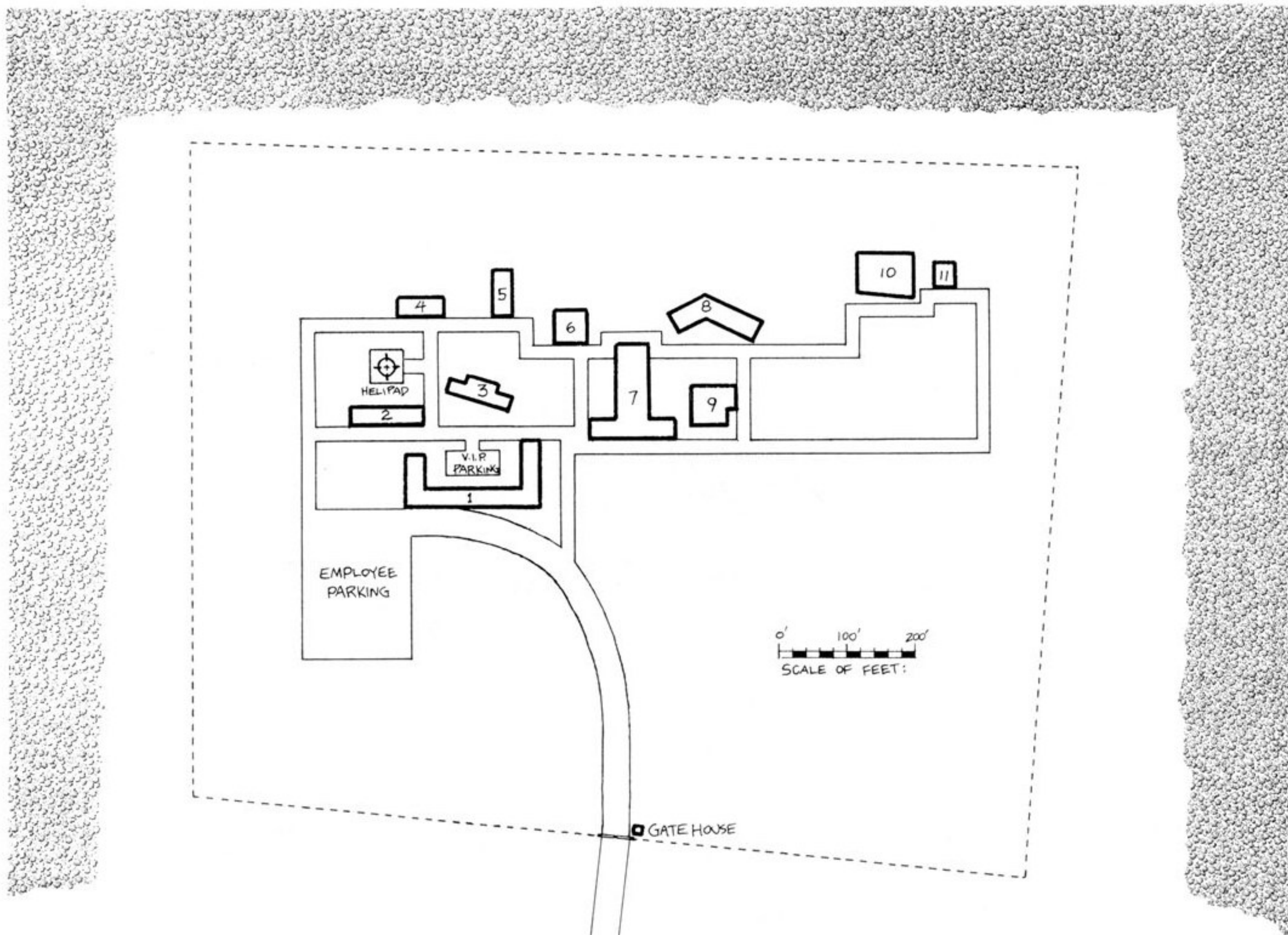
Of the four elevators mentioned above, one (no. 4) has a special lower panel that, when opened with the proper key, will reveal a Palm Print Identification Unit. This unit is primed for members of the Security Team, Baker, and certain members of the Executive Board of Syn Tech. If anyone else tries it, nothing will happen and an alarm will go off in the Security Center. If one of the people it is primed for activates it, the elevator will descend to the Security Level.

On the Security Level is the Security Center, a temporary detention cell, a full gymnasium, a computer network access set-up, and a library, as well as sleeping quarters for the Security Team. The

elevator leading down to this level, as well as the elevator doors on this level, are lined with Titanium. Should an incident occur, all members of the Security Team will be present on the Security Level.

- 2) Bio-Chemistry Building: This two-story building houses the conventional Syn Tech biochemistry laboratories and research centers. The four technicians found scattered around inside this building should be treated as Goons No. 41-44 (unarmed). There is nothing unusual or special in this building.
- 3) Advanced Medical Research Building: Inside this four-story building are multitudes of medical research laboratories geared towards a wide variety of subjects. There is absolutely no one in this building. There is also nothing unusual or special to be found in this building.
- 4) Chemistry Building: This three-story building contains a large number of conventional chemistry laboratories and research centers. The two scientists diligently at work in one of the labs should be treated as Goons No. 26 and 27 (unarmed). As with the other buildings listed above, there is nothing special or unusual inside.
- 5) Power Generation Building: Inside are back-up electrical generators that will be used if a power failure occurs. This one-story building is lined with three feet of metal reinforced concrete (SR = 8). It will take one turn (fifteen seconds) for the power generators to come on line after a power failure. Many of the buildings, especially the lab buildings, have their own temporary backup generators that will come on line after a fraction of a second has passed. The only things that will be found in this building are things one would expect to find in such a building.
- 6) Chemical Synthesis Building: This is where Syn Tech does its primary research into chemical synthesis. There are a large number of guarded labs in this building. The seven scientists should be treated as Goons No. 12-18 (unarmed) and the four security guards protecting them are Goons No. 3-6 armed with pistols (+3 to hit,

SYNTHETIC TECHNOLOGIES



1d8 damage). There is nothing strange or unusual in this two-story building either.

- 7) **Bio-Synthesis Building:** This four-story building is where Syn Tech does its research and experiments into the synthesis of biochemical substances and materials. In one wing of this building will be found (assuming it is searched) a number of labs and offices that look like they were, at some time recently, used for some form of advanced synthesis experiments. These labs appear to have been closed and shut down a few months ago. One office will be found that will bear the name 'Dr. Raymond Long, Project Head' on its door, but that office, like all the others, has been closed up. There is nothing else of any importance to be found in this building.
- 8) **Building Under Construction:** A five story building presently made up of only steel girders. Ordinary, but useful for brawling weapons.
- 9) **Cryogenics Building:** This two-story building contains Syn Tech's relatively minor cryogenics laboratories. This building is empty of any people or interesting objects or finds.
- 10) **Special Laboratories Building:** This two-story tungsten steel building is used for experiments and studies which may, for one reason or another, be potentially hazardous. If a fight breaks out on the Syn Tech grounds, the Security Team will attempt to steer the battle away from this building. If a stray shot hits the building, there is a percentage chance equal to the damage done that the entire building will explode! If it does explode, anyone within twenty feet of the building will take 3d10 + 10 points of damage (rolling to hit on the HTH line with a +12 to hit and excluding Willpower as a defense against this explosion).
Anyone from 21–50 feet away will take 2d10 + 10 points of damage with a +8 to hit.
Anyone from 51–100 feet away will take 1d10 + 5 points of damage with a +3 to hit.
Anyone from 101–175 feet away will take 1d6 + 3 points of damage with no bonus to be hit.
Anyone beyond that up to 250 feet away will be knocked over, but will take no damage.
In addition to Willpower being disregarded as a defense, it is also recommended that Light Control be disregarded (for this explosion only).
Should the building be investigated, nothing of any real interest will be found.
- 11) **Storage Building:** This one-story building contains materials used by Syn Tech's grounds keepers, i.e. fertilizer, mowers, etc.

2.4 THE SECURITY TEAM

As has probably been guessed by now, the Syn Tech Security Team is more than a bunch of men and women with high-powered weapons and lots of guts. The Team is, in fact, made up of super-powered individuals. The actual Head of Security is a female superhero named PsiStorm. She is also a major portion of the security system at Syn Tech. As detailed in the character descriptions, PsiStorm is an extremely powerful psionic. At regular intervals she will scan the area in and around Syn Tech, searching for intruders. These scans come at 1d6 + 1 minute intervals.

If she detects anyone approaching the Syn Tech grounds, she will attempt to 'listen in' on them via here Telepathic power. After she has determined that they are not merely lost hikers or something similar, she will notify the remainder of the Security Team and will broadcast the following message:

'Attention intruders. You are presently trespassing on grounds belonging to the Synthetic Technologies Corporation. If you continue on, we will be forced to take action against you as well as notify the proper authorities. Turn back now. You have been warned.'

If the intruders continue on, she (and the rest of the Team) will move into defensive positions on Syn Tech grounds. They will wait to see if the intruders come over or through the steel fence. If they do so, the Security Team will take action against them. Consult their individual character descriptions for battle tactics.

If they do not, the Security Team will wait for the arrival of the proper authorities, who they have contacted. Synthetic Technologies Corporation has nothing to hide from any Government authorities. In fact, if the intruders are captured, the Security Team will neutralize them as best as possible. They will then wait for the arrival of the proper authorities best equipped to deal with the intruders.

2.5 WHAT'S REALLY GOING ON

Synthetic Technologies Corporation has absolutely nothing to do

with the android replacement of Senator Bennet. They did (note the word 'did') have Dr. Raymond Long working for them, but he suddenly resigned nearly four months ago and has not been seen by them since. Obviously, all this will come out once it becomes evident that the people at Syn Tech are actually 'good guys' and not involved with the android. The owners of Syn Tech will be very understanding of the whole matter as long as the heroes pay for any and all damages caused during any altercations on Syn Tech property. (The ASA may offer to pick up the tab if the player-characters cannot afford it.) The Syn Tech Security Team will offer to aid the Player-Characters in their investigation to keep them from making the same mistakes again. (The chances are that the player-heroes will refuse the offer, and it is recommended that the Security Team not accompany them.)

One very important piece of information the Syn Tech Personnel Department can give our heroes is that Dr. Long owned a summer home/cabin somewhere in the Rocky Mountains. A little checking will reveal the location of the cabin.

2.6 TINDER HOOK

Should any of the vigilantes begin probing around the nearby town of Tinder Hook, they will discover that it is a very loyal company town. Very few of the inhabitants of Tinder Hook will be willing to say anything negative about Syn Tech (assuming they had anything bad to say in the first place). If the player-characters start asking too many questions, a few of the company employees will definitely notify Syn Tech security that someone is poking around. If the heroes happen to be in disguise, a few of the more violent Syn Tech personnel will probably attempt to teach them why they should not be nosing into their company. They should be treated as Goons No. 23–27, armed with clubs.

This event and a few others should convince the players that something sinister is going on at Syn Tech. All the better, since the purpose of Syn Tech encounters is to set up that age old comic book situation: good guys unknowingly fighting good guys!

2.7 THE CAST: PART TWO

PsiStorm

Identity: Alicia Stevenson
Side: Syn Tech
Experience: 24,689
Age: 35
Powers:

Sex: Female
Level: 6
Training: Endurance

1. Emotion Control: Range = 16 inches, PR = 8
2. Flight: 195 m.p.h. (858"/turn), PR = 1 per hour
3. Telepathy: Range = 160 inches
4. PsiStorm Power: Mutant power that generates the psychic equivalent of Weather Control. Range = 16 inches (16" radius). The power has a visible effect resembling a psychic energy storm. +2 damage to targets with Psionics or Psionic related abilities. Targets also receive a negative modifier to all their attacks equal to the Intensity of the PsiStorm.

Intensity	Damage	Attack as	PR*
1	1d6	Mind Control +5	1
2	1d10	Mind Control +3	2
3	2d8	Mind Control	4
4	2d10	Mind Control -1	6

(*If used as an area attack, the PR must be spent per target per attempt.)

5. Weakness: PsiStorm is Mute and must use Telepathy to speak.

Weight: 120 lbs.
Strength: 13
Agility: 18
Charisma: 21
Reactions from Good: +4
Hit Mod.: 5.3352
Damage Mod.: +3
Accuracy: +3
Carrying Capacity: 407 lbs.
Movement Rates: 46 inches ground, 858 inches air
Detect Hidden: 10%
Inventing Points: 3.6

Basic Hits: 3
Endurance: 15
Intelligence: 16
Evil: -4
Hit Points: 16
Healing Rate: 1.2/day
Power: 62
Basic HTH: 1d6
Detect Danger: 14%
Inventing: 48%

PsiStorm wears a black and white costume with one white glove, black boots, and a black mask. She stands 5'5" tall and is of medium build with blonde hair.



Background: Alicia Stevenson was majoring in Business Administration when she volunteered for a series of psychic potential experiments to gain money. (Typical of an American college student, she simply needed extra cash.)

The experiments showed that she was 'Psi-Inactive' and the scientists conducting the experiments convinced her to allow them to try to bring her up to 'Active' level. They were successful and she ended up spending a number of years in a special rehabilitation institute recovering from the shock and trauma.

After leaving rehabilitation, she re-entered society and attempted to live a normal life. However, a representative of Synthetic Technologies tracked her down and offered her the chance to use her abilities in a beneficial way.

Tactics: PsiStorm's tactics will consist of working with the other Team members to subdue any intruders while inflicting as little harm as possible.

WARD

Identity: Christine Woodman

Side: Syn Tech

Experience: 25,837

Age: 29

Powers:

1. Heightened Endurance: +8
2. Heightened Defense: -5 to be hit
3. Mutant Power: x2 Power Points
4. Force Field: Range = 40 inches, PR = 1/3 (rounded up) damage done by certain attacks; Pummel Attack: Range = 40 inches, PR = 1 per attack, damage = 1d6.

Weight: 130 lbs.

Strength: 13

Agility: 15

Charisma: 15

Hit Mod.: 5.4912

Damage Mod: +2

Accuracy: +2

Carrying Capacity: 273 lbs.

Sex: Female

Level: 6

Training: Agility

Basic Hits: 3

Endurance: 20

Intelligence: 18

Hit Points: 16

Healing Rate: 1.5/day

Power: 132

Basic HTH: 1d6

Movement Rate: 48 inches ground

Detect Hidden: 14%

Inventing Points: 4.6

Detect Danger: 18%

Inventing: 54%

Ward wears an all white costume with white, hip-high boots and white upper-arm high gloves. She has black hair and dark eyes and stands 5'6" tall with a medium to light build.



Background: Christine Woodman was in college studying to be an American History teacher when she began displaying signs of her latent mutant abilities. Fearing social ostracism, she fled into the Rocky Mountains, intending to spend the rest of her natural life in seclusion.

However, the crash of an airliner forced her to use her powers to aid the trapped passengers. Soon afterward she was approached by Syn Tech representatives and recruited into their Security Team with the promise that she would remain shielded from the public.

Tactics: Ward will use her powers mostly defensively and to restrain intruders. She has a deep fear of accidentally seriously injuring someone.

ANTAEUS

Identity: Daniel O'Leary

Side: Syn Tech

Experience: 30,156

Age: 24

Powers:

1. Natural Weaponry: +3 to hit/+6 to damage
 2. Size Change (w/Mutant Power): Height x 1.5 (9'8"); Weight x 7, PR = 2 to grow, no Agility Reduction from weight increase.
 3. Heightened Agility: +5
 4. Heightened Strength: +10
 5. Invulnerability: 10 pts. (see weakness)
- Weakness: No Invulnerability if not in contact with the ground.

Weight: 210 lbs. (1470 lbs.)

Strength: 20

Agility: 18

Charisma: 16

Hit Mod.: 5.472

Sex: Male

Level: 7

Training: Intelligence

Basic Hits: 5 (29)

Endurance: 17

Intelligence: 11

Hit Points: 27 (159)

Damage Mod.: +2
 Accuracy: +3
 Carrying Cap.: 1019 lbs. (7130)
 Movement Rate: 55 inches (83 inches) ground
 Detect Hidden: 8%
 Inventing Points: 4.3

Healing Rate: 2 (11.6)
 Power: 66
 Basic HTH: 1d10 (2d8)
 Detect Danger: 12%
 Inventing: 33%

Antaeus's costume is blue with a red triangle over his abdomen. He also wears silver bracers. He normally stands 6'6" tall and 9'9" when his size is increased. In both forms, he has a heavy, muscular build. His hair is sandy blond and his eyes are blue.



Background: Bostonian Danny 'The Green Hurricane' O'Leary was a greatly feared and respected, highly ranked, amateur boxer for a number of years and was expected to become world champion once he turned professional.

However, two months before he scheduled entry into the pro ranks, and three weeks after he had nearly killed his last opponent, Danny O'Leary retired from boxing. Unknown to the public, a routine test had revealed an abnormal, mutant metabolism.

Danny submitted himself to a battery of tests under the supervision of Syn Tech's Bio-Chemistry department. After completion of the inconclusive tests, he went to work for Syn Tech.

Tactics: Antaeus loves a good brawl and will treat any fight like he is having a good time (which he is). He, like Ward, will hold back damage if he even suspects he may do more damage than he wishes.

AVALANCHE

Identity: Ricardo Estevez

Side: Syn Tech

Experience: 18,953

Age: 31

Powers:

1. Body Power: x2 Basic Hits
2. Heightened Expertise: +3 to hit HTH (from training)
3. Heightened Strength: +12
4. Animate Illusions: earth based; Range = 30 inches.
5. Mutant Power/Absorption: Avalanche is able to absorb $\frac{1}{2}$ (subtract from damage taken) of kinetic (physical/impact) based attacks and transfer points to Strength at a 1:1 ratio (max. of 100). His basic HTH will increase, but not his Carrying Capacity, Hit Points, or Power Points. If he strikes using the increased Strength his Strength reverts to normal, however, if he chooses to do so, he can strike at his normal Strength value without losing the increased Strength potential.

Sex: Male

Level: 5

Training: Agility

Strength	Basic HTH	Strength	Basic HTH
24-25	1d10	54-67	3d10
26-33	1d12	68-84	4d10
34-42	2d8	85-100	5d10
43-53	2d10		

Weight: 200 lbs.

Strength: 24

Agility: 15

Charisma: 14

Hit Mod.: 7.744

Damage Mod.: +1

Accuracy: +2

Carrying Capacity: 1,562 lbs.

Movement Rate: 57 inches ground

Detect Hidden: 10%

Inventing Points: 2

Basic Hits: 8

Endurance: 18

Intelligence: 12

Hit Points: 62

Healing Rate: 4/day

Power: 69

Basic HTH: See above

Detect Danger: 14%

Inventing: 36%

Avalanche wears a brown and tan costume with a black mask. He stands 5'9" tall and has a heavy build. His hair is black and his eyes are dark.



Background: Ricardo was born in Mexico and traveled to Los Angeles with his family when he was three years old. He grew up on the rougher LA streets, but stayed clear of the gangs rampant in his neighborhood (and they stayed clear of him because he could take good care of himself). However, when he was twenty-two, one of the gang leaders swore out an assault complaint against him.

Fearing arrest and the revelation of his mutant heritage, Ricardo fled to Phoenix, Arizona. On a hot August night, a couple of years after he arrived, he got into a bar fight on the side of Danny O'Leary (Antaeus) and soon found himself at Syn Tech.

Tactics: Avalanche will rarely allow his Strength to climb above 43 without expending it. However, if the Security Team thinks they are going to have some problems with the intruders, he will allow his Strength to climb as high as he can, and then, once PsiStorm has told them to surrender, he will strike the ground as intimidation, and then threaten to do the same to one of the intruders (which he would not do, but they couldn't know that).

3. On the Trail

3.1 THE TRAIL HEATS UP

Upon arriving near the mountain cabin, the player-characters will discover that the ASA, commanded by Scarlet, has sealed off the area and have been awaiting the arrival of the heroes before moving in. Scarlet will state that his people have been monitoring the player-characters every inch of the way and, now they have no choice but to work with the ASA (if they are not already doing so). Their alternative would be going to jail for violating national security.

The 'cabin' belonging to Dr. Long is actually a relatively simple 'A-Frame' design that is common to the region. The house is situated near the shore of an extremely picturesque lake. The building itself is in perfect shape and there is evidence that it has not been used in a couple of months. The doors leading inside are locked, but can easily be picked or broken down with a minimum of trouble. The inside also appears to have been untouched for a number of months. The furniture present has been covered with white sheets and a layer of dust covers everything.

In the house is only one thing that could possibly aid the heroes in their investigation: at the rear of Dr. Long's writing desk, buried under a pile of scrap paper, is a bill. The bill is for dinner at the Key North Yacht Club in Florida. It is dated twelve days ago. If this does not seem suspicious to the player heroes, they may need a little extra prodding. Obviously, there is something odd going on here since the house gives the impression of having been unused for over two months and the date on the bill is only twelve days old!

They will be unable to discover anything else that will dispute the story that the dust tells, except the dust itself. If analyzed, it will prove to be synthetic and of unknown origin. (Syn Tech had nothing to do with it.)

3.2 THE KEY NORTH YACHT CLUB

The Key North Yacht Club is located on the island known as Key North, located in the Florida Keys (it is a fictitious island). The Yacht Club is on the Atlantic side of the island.

The Club itself is a fairly elite place that has seen a large number of celebrities and near celebrities pass through. The owner's name is Raphael DeSantos; self-proclaimed 'friend to the stars.' His claim is backed up by the multitude of photographs of him taken arm-in-arm with so-and-so, standing next to so-and-so, and shaking hands with so-and-so. These photographs may seem like something to snicker about, but they do serve a purpose. Each hero has his Detect Hidden score as a percentage chance (per ten minutes in the Club) to notice a particular picture. The picture is of DeSantos and the celebrity of your choice standing in front of a yacht named the *San Marqual*. Slightly out of focus, but identifiable, is Dr. Raymond Long, sitting on a chair aboard the yacht. The date on the picture is six days ago.

The boat is registered to President Carlos Calvione, President of the Republic of Chinilaya (a powerful, non-aligned Central American country). The records will show that the yacht left the Marina the same day the photo was taken; the destination was to be a place known as Delmarion Cove in Chinilaya.

3.3 COMMON KNOWLEDGE ABOUT CHINILAYA

The following information is easily available to the heroes and, in

fact, some of them may already know some of it.

Up until six years ago, Chinilaya was one of those nations that could be called, quite condescendingly, a 'banana republic.' Ruled for nearly one hundred years by a single, long stagnant, 'royal' family, Chinilaya was a revolution waiting to happen. Six years ago the massacre of a large number of Chinilayan mountain villagers by overzealous government troops sparked off heavy rioting that quickly spread and became full scale revolution. Led in the 'peoples' revolution by defecting Army general Alfredo Delchevos, the oppressed citizens took control of the government before any Eastern or Western power was able to lift a finger to aid or hinder them.

That same year Delchevos was elected 'El Presidente.' He remained President of Chinilaya until two years ago, when he stepped down due to an illness. Named as his successor was his right hand man, Carlos Calvione. Calvione quickly began to modernize and expand the small nation and its economy. It is now one of the most powerful and politically stable nations in the region. Also of note is the fact that Chinilaya climbed to its place of power without a single dollar of foreign aid, a fact some economic analysts find intriguing.

3.4 PUBLIC INFORMATION ON DELMARION COVE

Delmarion Cove, as it is now called, was the sight of one of the climactic battles of the Chinilayan Revolution. Rebel forces, surrounded and outgunned by government troops, rallied and defeated the superior government army. However, in the process, the leader of that part of the rebel army, Hector Delmarion, was killed. Since the revolution, the area of the cove was converted from jungle to a small retreat for the Chinilayan President and his family. It is used only when the President goes on truly non-working vacations.

The Cove itself is virtually flat, except for a slight rise in the terrain on one side. According to information compiled, it contains a good-sized boat dock, and a large house (on the higher ground). The ASA is unaware of any other buildings or such in the area.

3.5 AERIAL PHOTOGRAPHS

Should the superheroes request some form of aerial photograph of the Cove, the ASA will state that they will attempt to acquire one.

To scan the Cove, the ASA will maneuver a spy/survey satellite over the area and have it perform a multitude of tasks in an attempt to determine what is down there. The satellite will begin scanning, report a building energy reading, and then suddenly, and inexplicably, it will burn out! NASA scientists will report that the satellite somehow built up a large static charge which burned it out. They are unable to determine where the static came from, but based on data being fed from the satellite, they believe there is a 75% probability that the static energy originated somewhere around the Cove.

The ASA will be able to provide the heroes with the 'Player Map' in this booklet based upon previous knowledge and the very small amount of data that the satellite provided before burning out. (The ASA will be unable to maneuver another satellite into the area for at least forty-eight hours. Should the player-heroes request another attempt, the second satellite will be in position after fifty-six hours, and the same thing will occur to it as the first satellite with no additional knowledge gained.)

4. Assault on Delmarion Cove

4.1 CHOICES TO BE MADE

By this time it should be obvious to the Player-Characters that Chinilaya is the place to be (so to speak). The ASA will recommend some form of immediate action. They will leave it up to the Player-Characters to determine their own method of entry into the country, but will recommend that something be done quickly since their Parapsychology Department believes that 'somethin' real nasty is going down.'

Chances are they will decide on an all out frontal approach. Even if they don't, it will develop into that anyway.

If they do not have a means of transportation, the ASA will be

able to lend them one of their VTOL transport Vari-Jets for the duration of the mission.

The ASA is also prepared to send in a full assault team with the heroes if they wish. If the heroes okay this, the ASA will send in eighty specialized, elite soldiers under Scarlet's command. The troopers will each be equipped with an Assault Rifle, a Pistol, two Hand Grenades, and ballistic armor of AV 8. They should all be treated as Goon No. 15. Scarlet's stats have been provided in the earlier section on NPCs.

4.2 THE ATTACK BEGINS

The attack, whether accompanied by the ASA troopers or not, will probably begin in the air. Even if it does not, the following general sequence of events will still apply.

While the heroes are still some distance from the Cove (a good twenty to thirty miles), any radar detection equipment they have will detect a high-power scanning wave. The wave is too powerful to jam. Within minutes after the scanning wave, long range radar built into the Vari-Jets of the ASA (or whatever vehicles the heroes are using) will detect a group of three fighter aircraft closing quickly. Target identification systems will identify the fighter aircraft as American made F-5E Tigers II that had been sold to the Chinilayan government prior to the revolution. If the ASA transports are along, there will be an American fighter escort along to handle the Tiger IIs. If the Player-Characters wish to go after one or more of the jets, the statistics for the F-5E Tiger IIs are supplied below.

F-5E Tiger II

Weight: 24,700 lbs.

Passengers: 1 (pilot)

Cargo Capacity: not applicable

Speed: 1,200 m.p.h. (5,280 inches/turn)

Hit Points: To Disable = 30*; to Demolish = 200*

AV: 12 (aircraft skin and pilot canopy)

Weapons:

2 Sidewinder Air-to-Air Missiles with a range of 12 miles (63,360 inches, speed of 2,300 m.p.h. (10,120 inches/turn) that can attack HTH with the following changes: Flame Power (base) = 8 and Light Control (base) = 5. The missiles are +5 to Hit (4th level) and do 3d10 damage (x2 vs. Structurally Invulnerable targets). Blast radius is 10 inches. Weight is 186 lbs. per missile.

2 x 20mm Nose Cannon: Range = 3000 inches, +5 to hit (+ pilot modifiers), doing 2d8 damage each. Rate of fire is one per action phase with 280 rounds/shots available.

Defenses:

Heightened Defense: -3 (against targeting devices)

Lightning Control Defense (against electronic targeting devices)

* Due to vulnerability of electronic systems and required aerodynamic stability these numbers are relatively low.

Special Rules

The pilots of the aircraft should all be treated as Goon No. 18.

The Initiative of the aircraft is equal to the Initiative of the Pilot + 5.

The entire Movement Rate of the Tiger II in the Turn should be broken down evenly between the Pilot's Actions. The Pilot may not change the facing of the Tiger II without expending an Action and Movement Points. The Aircraft may not change its facing in place. It must expend 500 inches of Movement banking and turning. So, technically, the Tiger II makes attack runs and does not stay in the area continuously.

The Pilot receives only ½ (round down) Range Modifiers for the Nose Cannon and suffers no Range Modifiers for use of the Sidewinder Missiles.

The Nose Cannon may only fire into the forward facing of the F-5E. The Sidewinders may be fired at a target in any facing, with no modifier. However, unless the Pilot judges that he has no other chance of hitting his target, he will not launch the missile if the target is within 100 inches of his aircraft. If he does, the missile has a 10% chance of targeting the aircraft instead of his originally intended target.

The Pilot may 'roll' with the damage that the Tiger II takes, however, he may only take ½ of the usual amount off his Power and the same off the damage taken.

The F-5E may not make a Multiple Attack.

Combat Tactics

Obviously, the Pilots would be fools not to use the extreme range and reduction of modifiers to their advantage. They will remain and maneuver at close to the maximum ranges for their weapons and attack from there.

It is recommended that the combat between the heroes and the fighters be handled abstractly and a display used only when the heroes come within 30 inches of the F-5Es.

A good ratio of aircraft to Player-Characters is 1:2, however the final decision should be made based upon the abilities of the heroes when compared to the F-5E Tiger II.

The Player-Characters are expected to win this one. The ASA transports and their escort will be able to handle any Tiger IIs that come after them. For effect, you may want to say that one of the

ASA transports went down with no survivors. But, remember that this will mean that there will only be sixty ASA troopers when they attack.

4.3 INTO THE COVE

Once past the Chinilayan Air Force (which should not so subtly inform the heroes that the Chinilayan military is not going to roll over and play dead while they waltz in), all that will remain is the actual arrival at Delmarion Cove. Once again, the Chinilayan military will be waiting.

With air support from the ASA escort fighters, the Player-Characters will be able to reach the beach, followed immediately by the ASA troopers who will parachute onto the beach. There will, of course, be a welcoming committee. Waiting in the jungle will be forty infantry soldiers (treat as Goon No. 18) equipped with an Assault Rifle and Pistol with AV 2 clothing. There will also be five OH-6/Model 500 'Defender' helicopters. (The ASA fighters will be unable to enter the combat since they will all have begun experiencing severe electrical overload problems shortly after arrival at the Cove.)

To simulate the combat between the ASA troopers and the Chinilayan military, once per turn roll an 'attack,' on a d20, for each side. The ASA troopers have an Attack Chance of 14 and the Chinilayan infantry have an Attack Chance of 8. If the roll is successful, the ASA troopers will inflict 1d8 + 3 casualties (subtracted from the total number of the opposing force) and the Chinilayans will inflict 1d6 casualties against the ASA troopers. For every five men killed on either side, their Attack Chance is reduced by 1.

If either attack is a 1, then the number of casualties will be increased by 50%. If the ASA troopers roll a 1, in addition to the increase of casualties to the Chinilayans, one of the Chinilayan helicopters will be eliminated.

Also, for every turn that one of the helicopters is not concentrating on the Player-Characters, two ASA troopers will be removed for each of the helicopters attacking them.

Of course, any casualties inflicted by the Player-Heroes against the Chinilayan military forces are assessed as they occur.

The statistics for the 'Defender' helicopter are listed below:

OH-6/Model 500 'Defender' Helicopters

Weight: 2200 lbs.

Passengers: 1 + 3

Cargo Capacity: Not Applicable

Speed: 175 m.p.h. (770 inches)

Range: 335 miles

Hit Points: To Disable = 11; To Destroy = 44.

AV: 10 (helicopter skin and front glass)

Weapons:

4 x TOW air-to-ground missile launchers with a range of 13,325 feet (2665 inches)* and a speed of 790 m.p.h. (3476 inches)*

Attacks HTH with the following changes: Flame Power is at 8 and Light Control is at 5. Chances to hit are +4 plus Pilot modifiers. Damage is 2d10 + 3 (x2 vs. Structurally Invulnerable targets) with a Blast Radius of 3 inches.

1 .30 Caliber Machinegun with a range of 2000 inches and a +4 to hit (+ gunner modifiers). It does 1d12 damage and carries 300 rounds/shots. Rate of fire varies: -1 per bullet up to 3.

Defenses:

Heightened Defense: -2

Lightning Control Defense (against electrical targeting devices)

Crew: 1 (use Goon No. 15 for the Pilot/Gunner).

* The TOW missile is so fast (MACH 1.05) that it will reach its max. speed in under fifteen seconds (1 turn).

Should the helicopter crash and the Pilot survive, he will be garbed as the other Chinilayan military personnel (the infantry), but without the Auto-Rifle.

Please note that no super-powered villains will, at any time, become involved in this fight. There should be nothing to suggest to the Player-Heroes that there is anything but the Chinilayan military present in Delmarion Cove.

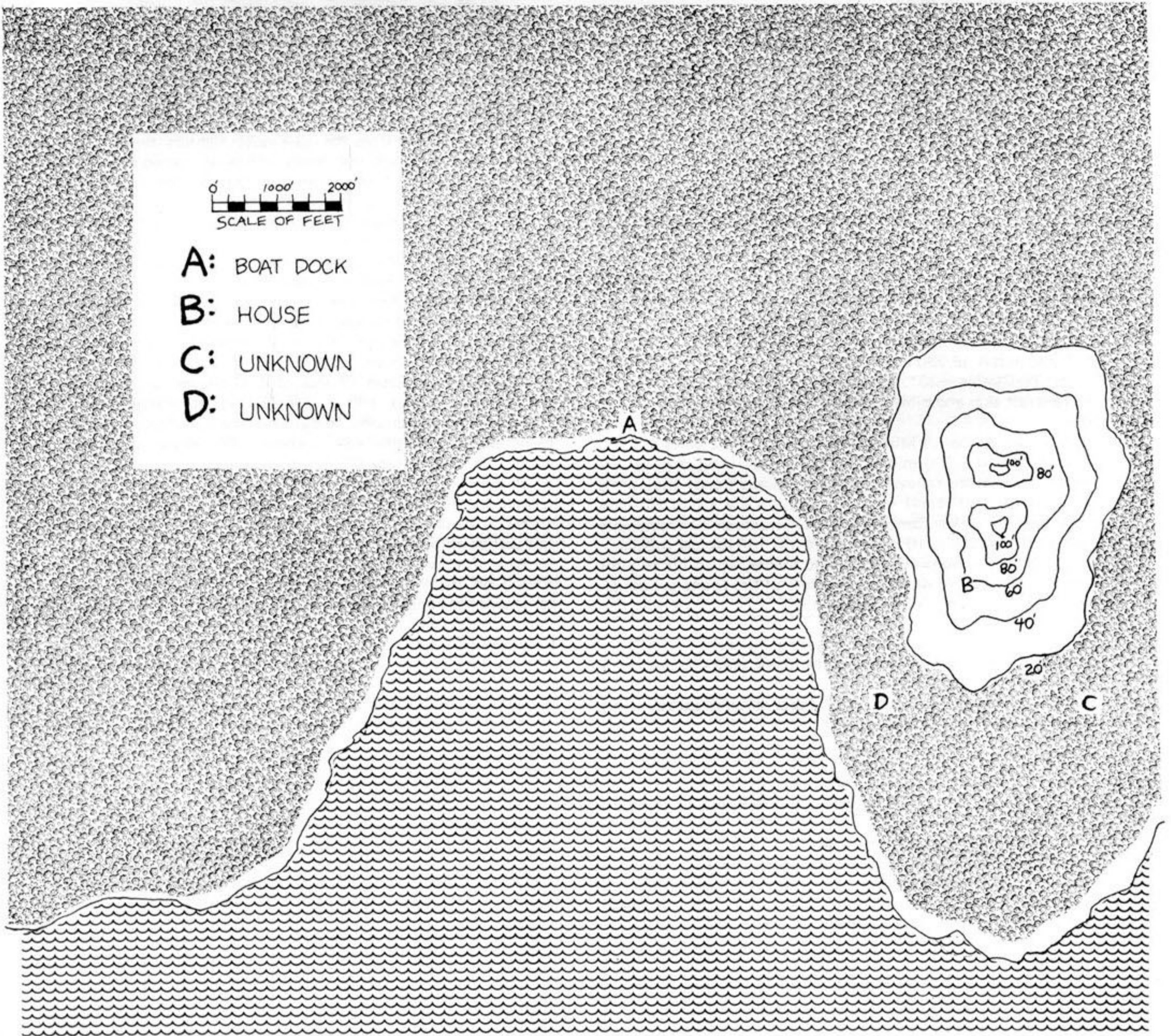
4.4 VICTORY OR DEFEAT?

Obviously, the Player-Characters will either win or lose the fight with the military. Chances are they will win it, but just in case . . .

4.41 DEFEAT

If they lose the fight, they will be taken prisoner. The Chinilayan military has no high-tech restraining systems so they will hold the weakest member(s) of the group hostage with a gun to his head with the full intention of shooting him if the other heroes act up.

DELMARION COVE



The captives will all be loaded into trucks and driven inland to the Main House (see description later).

At the Main House they will meet Generalissimo Anthony Santanna, General of the Army of Chinilaya.

Santanna is a volatile man. He will not tolerate impudence from his captives and will quickly use violence on them. If there are good-looking female members of the captured group, he will threaten them first in an effort to gain what he wants.

And, what does he want? Firstly, he will want to know why the Player-Characters are in Chinilaya and if their Government is planning a full scale invasion. (He fully expects an invasion and will not believe the heroes if they tell him otherwise.) Secondly, he will want to know the secrets of any Player-Character devices he has captured so that he may have the devices duplicated. If they refuse any of his requests or display any impertinence whatsoever, he will use violence. As stated above, he will begin by hitting any attractive female group members while his six guards (Goon No. 1-6) look on and keep their guns on the other captives. He will strike the female captive (if there are no female captives, he will strike the hero with the highest Charisma) back-handed. He will do this repeatedly until one of two things occur:

1) The captive he is striking falls unconscious, at which point he will ask his questions again. If refused, he will proceed to the next female or highest Charisma character.

2) The other heroes take some action.

By this point, the Player-Characters will have probably elected to do something. If not, a little more pressure should do it.

They, the Player-Heroes, should have little or no trouble overpowering Santanna (treat him as Goon No. 32) and his guards. Once they do so, the chances are they will search the house. If they do this, the description of the Main House and the rest of the Cove is covered below. If they, for some reason, lose to Santanna, they will be taken to the Security Barracks and locked in, being restrained with ropes and chains.

The Chinilayan Government will then contact the American Embassy and demand that the Player-Characters be taken home, which will be agreed to by the US Government through its Embassy.

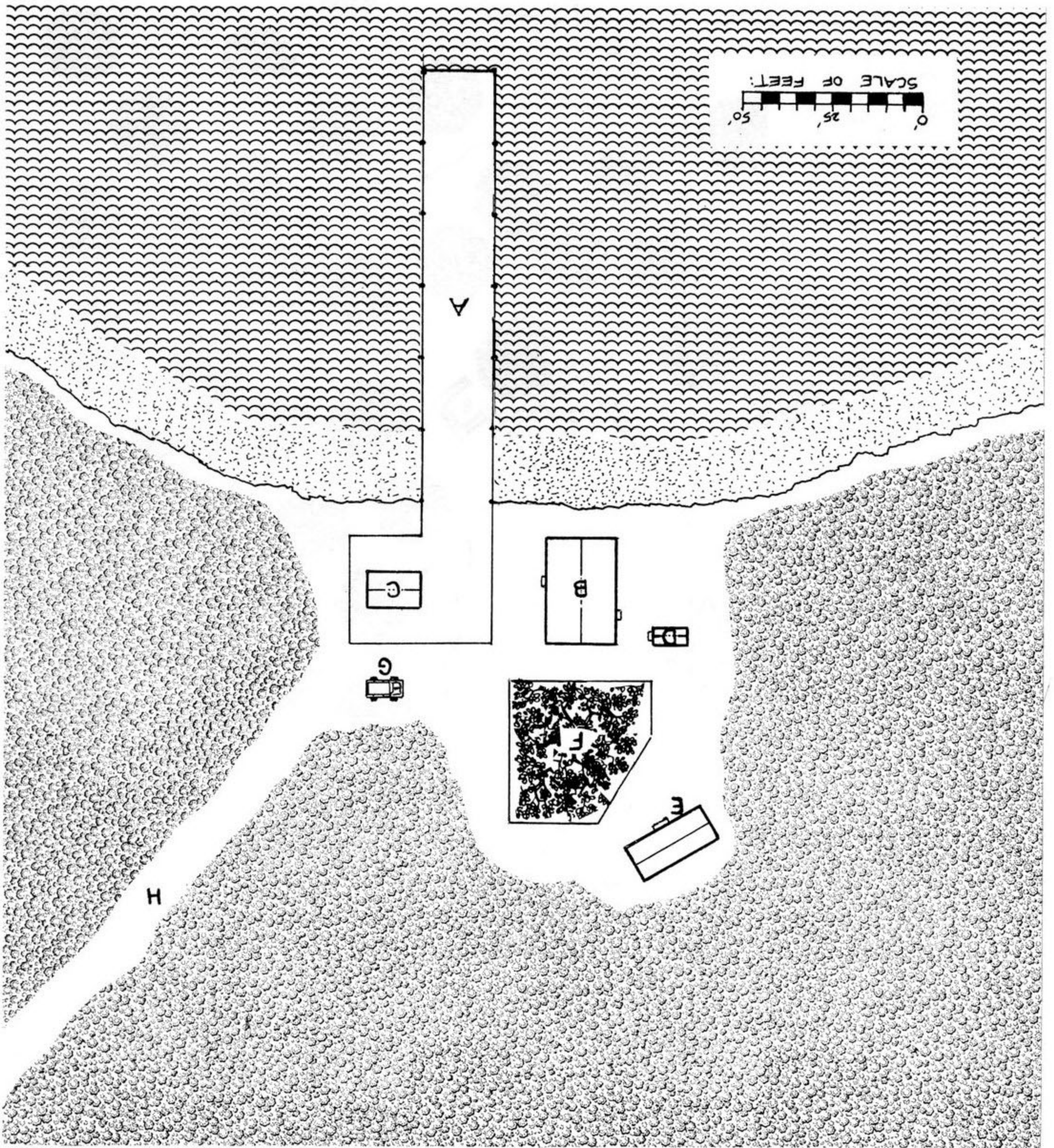
At no time will the heroes be taken underground or will mention be made of the underground base. (What underground base you say? Read on!!!)

4.42 VICTORY

If the heroes win, they will want to search the Cove. The various locations in and around the Cove are described below.

4.5 THE DOCK AREA

(Location A on the Cove map.) The dock area is simple, yet sophisticated. It also serves as the lodgings for the workers who man the docks.



A) The Dock: The dock is a concrete structure about two hundred feet in length. There is little of interest about the dock except that the ocean floor around it has been dredged out a bit. On the dock can be found rope, large and small pieces of metal, an empty oil drum, and a length of chain.

B) Work House: This building houses the five dock workers (Goons No. 12-17) and the crew of the *San Marqual*. It is set up inside with individual cubicle/rooms for each inhabitant. There is a kitchen, bath, and small recreational room. A multi-band shortwave radio can be found in the recreational room.

C) Boat House: This building holds two rubber inflatable rafts/boats and their outboard motors. They have a Disable/Demolish rating of 4, can hold four people, and have a top speed of about twenty miles per hour. There are also three jerry cans of marine fuel, some spare engine parts for a large inboard engine, and various other mechanical odds and ends.

D) Tool Shed: This small building is really only a pre-fabricated metal shed of the type available in many retail stores. Inside are equipment for grounds maintenance.

E) Crew House: This building houses the Captain, First Mate, and Pursor of the *San Marqual*. As with the on-board crew, none of them are present. There is nothing of interest in this building.

F) Field: This is an area of ground apparently set aside for growing vegetables, etc. However, the field has literally gone to pot (also figuratively). Weeds and unrestrained plant growth have choked most of it except for a small section near the tool shed that has been used to grow marijuana plants.

G) Land Rover: This is a single ten-passenger, four-wheel drive Land Rover. It weighs 6000 lbs. and can absorb 30 points of damage before becoming disabled. It also has a top speed of 80 m.p.h. (352"). An observant Player-Character might note that it is the same, rare make

found at the Kansas Commune of Father Heronimus Kinkaid in the original F.O.R.C.E. adventure.

H) The Road: This is a dirt road that travels inland. It will eventually reach the Main House. Hidden beneath its surface are detection devices that will register if something heavier than 120 lbs. travels down the road. The presence of such weight will register in both the Main House and in the Underground Complex.

Of note is the fact that the *San Marqual* is not docked here and if any of the workers are found and questioned, they will state that the boat is not coming here. They do not know where it is going.

4.6 THE MAIN HOUSE

(Location B on the Cove map.) The Main House is the vacation lodging for the Chinilayan President in Delmarion Cove. It is built into a hill one hundred feet in height and, in fact, part of it extends into the hill itself.

1) The Deck: The deck is a simple concrete structure overlaid with redwood, giving a redwood deck appearance. There are some pieces of patio furniture scattered about it. It is very sturdy.

2) The Living/Recreation Room: This is the most used room in the house, being a combination living and recreation room. It has a modern design, as does the entire house. The furniture is silvered metal and black. Throw pillows and large cushions litter the floor. There is also a pool table, a wet bar, and a projection television which connects to a satellite dish on the roof enabling it to receive 138 channels. The dashed lines on the map indicate a step up.

Player-Characters searching the room or giving it more than a simple once over will note a framed picture of Chinilayan President Carlos Calvione being inaugurated. Attached to the projection television is a sophisticated signal descrambling unit. A hero with technical ability will identify it as a high-speed signal decoder of military origin.

3) The Master Bedroom: The master bedroom is very elaborate. There are a number of expensive painting by various South and Central American artists on the wall and a couple of sculptures of similar origin on one of the tables. There is a telephone on the nightstand to the left

of the bed. A quick examination will reveal the same decoding unit as found on the projection television. In the rear of the drawer of the nightstand to the right of the bed is a small, worn, travel bible. An examination will reveal the stamp and symbol of the Church of Divine Harmony (see below). There is no evidence of anyone currently using the bedroom, though there are some spare clothes in the drawers.

4) Bedroom: This is a guest bedroom. It is presently being used by Generalissimo Santanna. A search of the room will reveal nothing unexpected.

5) Bathroom: This is the bathroom for Room No. 4, the Guest Bedroom.

6) Bedroom: This is also a guest bedroom and is currently unoccupied.

7) Bathroom: This is the bathroom for Room No. 6, above.

8 & 9) Servants' Quarters: This is a set of rooms apparently used by live-in servants. It is currently unused.

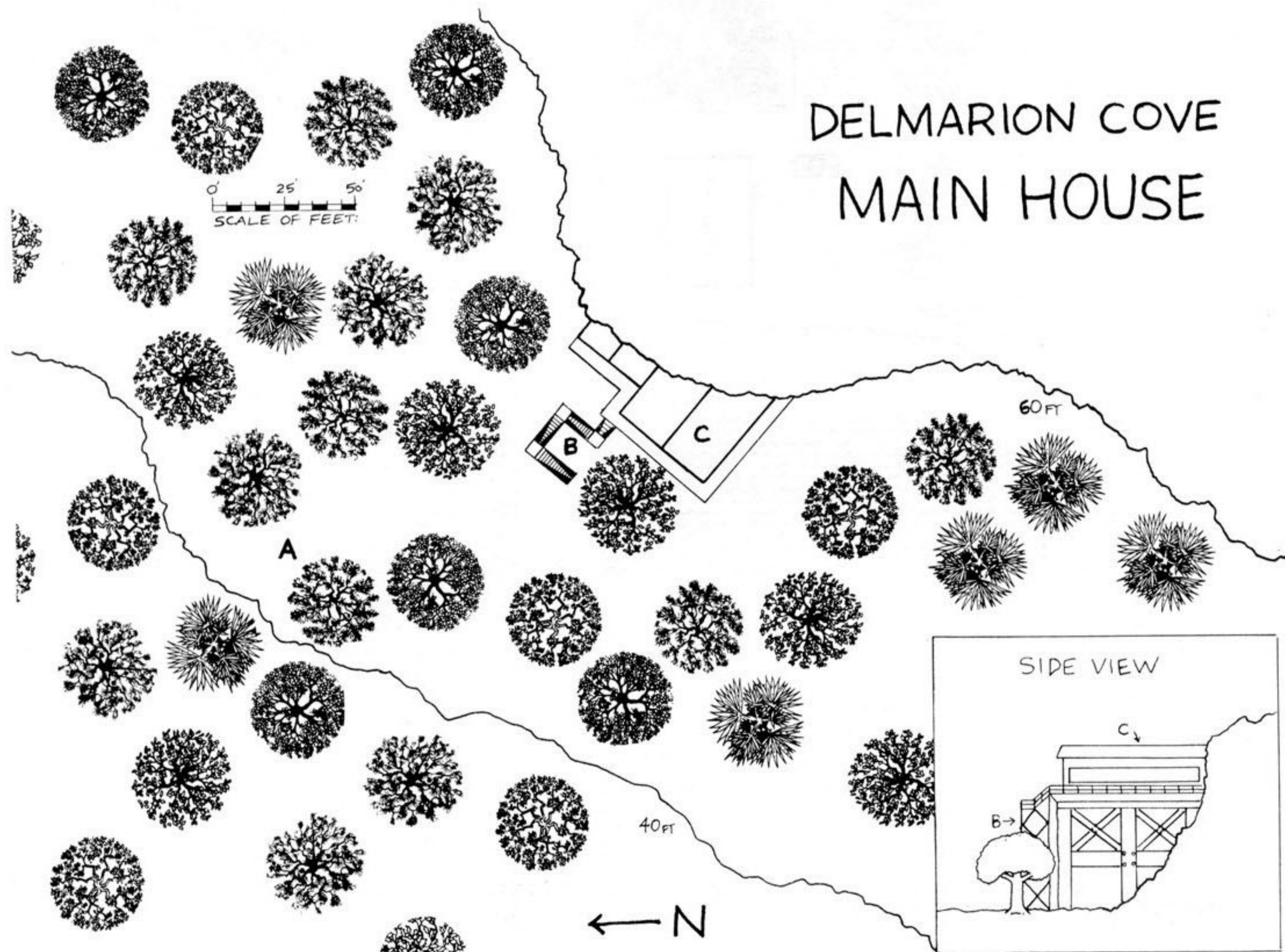
10 & 11) Servants Quarters: As for rooms 8 and 9.

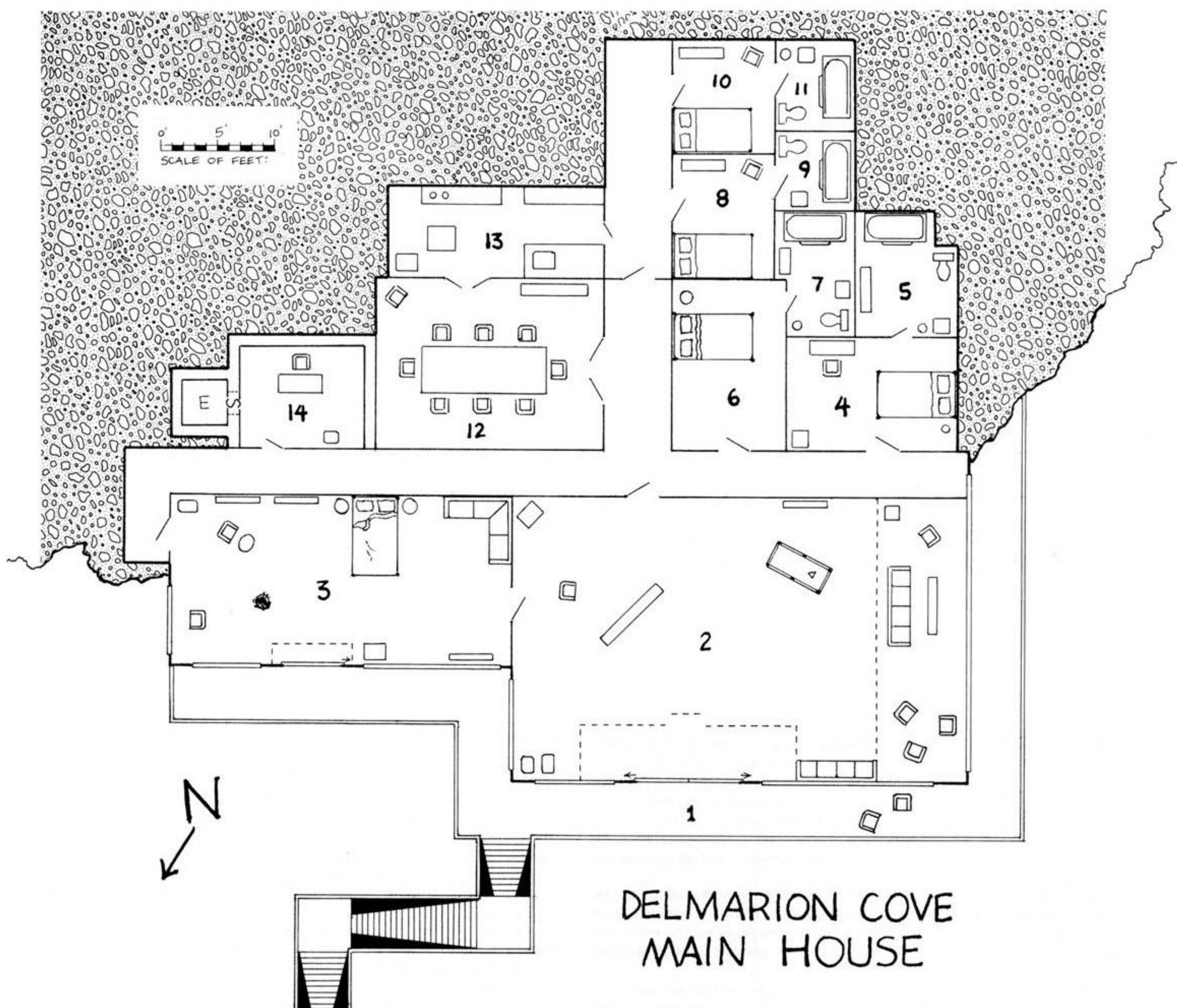
12) Dining Room: This is the elaborately furnished dining room. A number of rare and expensive paintings also hang on the wall of this room.

13) Kitchen: This is the kitchen, which contains nothing out of the ordinary.

14) Library/Study: Entrance to this room will be slightly difficult. Firstly, the locked door is wood covered titanium steel (Structural Value 13). If the door is broken down, inside the Player-Characters will find an ordinary looking library/study. There are a number of books on various subjects in various languages. On the desk is a computer terminal. It too is connected to a decoding device that is, in turn, connected to the satellite dish on the roof. If the terminal is turned on, the Player-Characters will find themselves unable to do anything with it as it does not respond to any commands.

A search of the desk will reveal nothing important except a handheld ultrasonic digital transmitter. When depressed, it will release the catch in the secret panel behind the bookcase. The open panel will reveal an elevator. This elevator has but one black button in the other-





DELMARION COVE MAIN HOUSE

wise silver interior. Pressing the button will close the doors and send the elevator down.

If Cove Security is aware of the intruders (and it is highly likely that they are), they will slow the elevator's descent to allow time for the Complex to prepare. The slowing is nearly unnoticeable (Detect Hidden -5%). If the heroes decide to do anything during that time, they will discover that the elevator and shaft are made of tungsten steel (Structural Value 12).

When the Player-Characters get to the bottom of the shaft, they will discover a tram platform (as described later). It will only take them to the Underground Complex.

If the Player-Characters win against the Chinilayan military, they will arrive at the Main House under their own power. There, they will find Santanna's six guards (equipped as the Chinilayan infantry) waiting on the deck and firing from just inside the open doors. Santanna will defend himself using a Pistol (six shots). Before he is able to divulge any information to the heroes, he will scream that they will all soon be dead. He will then bite into a cyanide capsule hidden in his mouth and die in seconds. Use of Revivification will create a much more stable Santanna who mysteriously remembers nothing of the past four years.

4.7 THE ELECTRO-STATIC CANNON

This formidable weapon is designed primarily to destroy high altitude and orbital targets. It can be used against lower altitude targets, but is restricted due to its field-of-fire. It was this weapon that destroyed the ASA recon satellite and chased off the ASA fighters when the Player-Characters landed in the Cove.

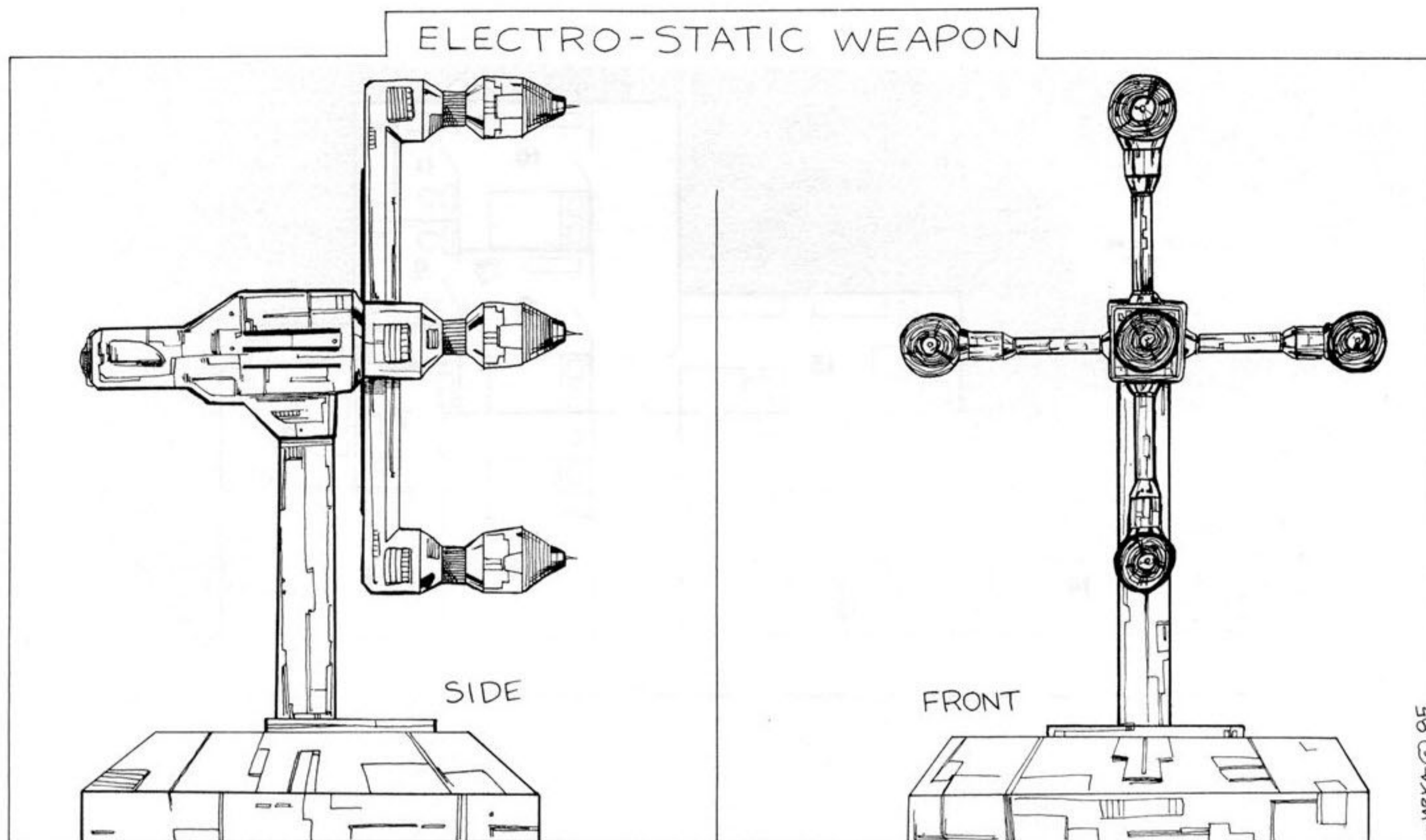
Should it be used against an airborne target, it has a target height limitation of 100 inches. It has a +5 to hit and attacks as 4th level on the Lightning Control table. It inflicts 1d10 of damage the first Action that it is successful in hitting the target. The damage will increase by 1d10 for every consecutive Action thereafter that it is used on the same target. If an attack is unsuccessful, the damage reverts back to the original 1d10 if the target is hit again at a later time. The cannon receives twice the normal Velocity modifiers. It is controlled from the Underground Complex.

It takes 60 points to disable the cannon and 240 points of damage to destroy it.

The Electro-Static Cannon is located at site 'C' on the Cove map.

4.8 THE SECURITY BARRACKS

This location is the base of operations for the Cove's usual security detachment: three 'Defender' helicopters and thirty-two soldiers. It



is found at location 'D' on the Cove map.

Since, one way or another, the heroes will have taken on the Chinilayan military contingent present in the Cove, they will find no troops present at the barracks.

A) The Barracks: These are the buildings that house the normal security forces of the Cove. A search of the identical buildings will reveal that more than the normal complement of men have been housed here for the past four days or so. One of the rooms is assigned to the ranking officer of the security unit. In that room will be found a piece of paper that states that the security team should prepare to be increased and receive an increase in equipment, including two additional 'Defender' helicopters.

B) Recreation Building: This building is apparently used as the primary recreation area for the security unit. There is evidence that the recreation building was left in a hurry, implying to the more observant Player-Characters that the military present was mobilized quickly to move to the Cove itself.

C) Building: This building is made of steel reinforced concrete (Structural Value 8) and its interior is accessible only through a titanium steel door (Structural Value 13). It contains an elevator which leads down to an underground tram station. The elevator is only operable through a palm-lock keyed to the head of the security unit, all members of the Underground Complex's security detachment, and the villains present. The outside door only opens by means of a security card (there is a 25% chance that this card was found if the heroes searched the Chinilayan infantry or 100% if they searched General Stantanna). As with the elevator in the Main House, Cove Security will be aware of the heroes' impending penetration of the Underground Complex. They will slow the elevator while an ambush is arranged in the tram tunnel. Should the Player-Characters wish to exit the elevator before it reaches bottom, they will discover that the elevator and shaft are made of tungsten steel (Structural Value 12).

D) Storage Shed: This small building contains tools and spare parts for maintenance and repairs of the helicopters and land rovers.

E) Land Rovers: An observant hero might notice that these four-wheel drive vehicles are of the same, rare, design as those found in the Kansas Commune of the original **F.O.R.C.E.** adventure. Each vehicle can carry ten passengers and has a top speed of 80 m.p.h. (352 inches). They each weight 6000 lbs. and can absorb 30 points of damage before becoming disabled. There are four of them parked in and around the security barracks area.

F) Landing Pad: Each of these three landing pads are able to accommodate two 'Defender' helicopters. They are made of concrete.

(Additionally, an astute hero might recognize the intentional building/compound design similarities between the Security Barracks area here in Delmarion Cove and the Guards Barracks found in the Kansas Commune of Father Heronimus Kinkaid in the original **F.O.R.C.E.** adventure.)

4.9 ADDITIONAL POINTS OF INTEREST

Should one or more of the heroes conduct an underwater recon, use sonar, or similar underwater mapping techniques for the cove area and a distance up the coast in either direction, they will find, directly west of the Main House, an area of sea bottom that has been dredged and cleared. A character familiar with oceans and/or sea bottoms will be able to tell that the dredging was done around one to one and a half years ago.

If they follow the cleared area back toward the land, they will find a tungsten steel doorway about eighty feet high and fifty feet across. The door has no markings or operating mechanisms of any kind. There are not even external lights of any form. If the heroes decide to force it open, they will discover that it is made of thick tungsten steel (Structural Rating 18). If they do manage to get inside, they will discover a water-filled passageway of the same dimensions as the outer door. If they follow the passageway, they will surface in the Submarine Dock in the Underground Complex.

4.91 THE TRAM SYSTEM

The Tram System here at Delmarion Cove is less sophisticated than the one at St. Sebastian Island in **F.O.R.C.E.** There are only four platforms in the system.

- 1) Below the Main House, which only connects to the Secondary Tram Station in the Underground Complex.
- 2) At the Security Barracks, which only connects to the Main Tram Platform in the Underground Complex.
- 3) The Main Tram Platform.
- 4) The Secondary Tram Platform.

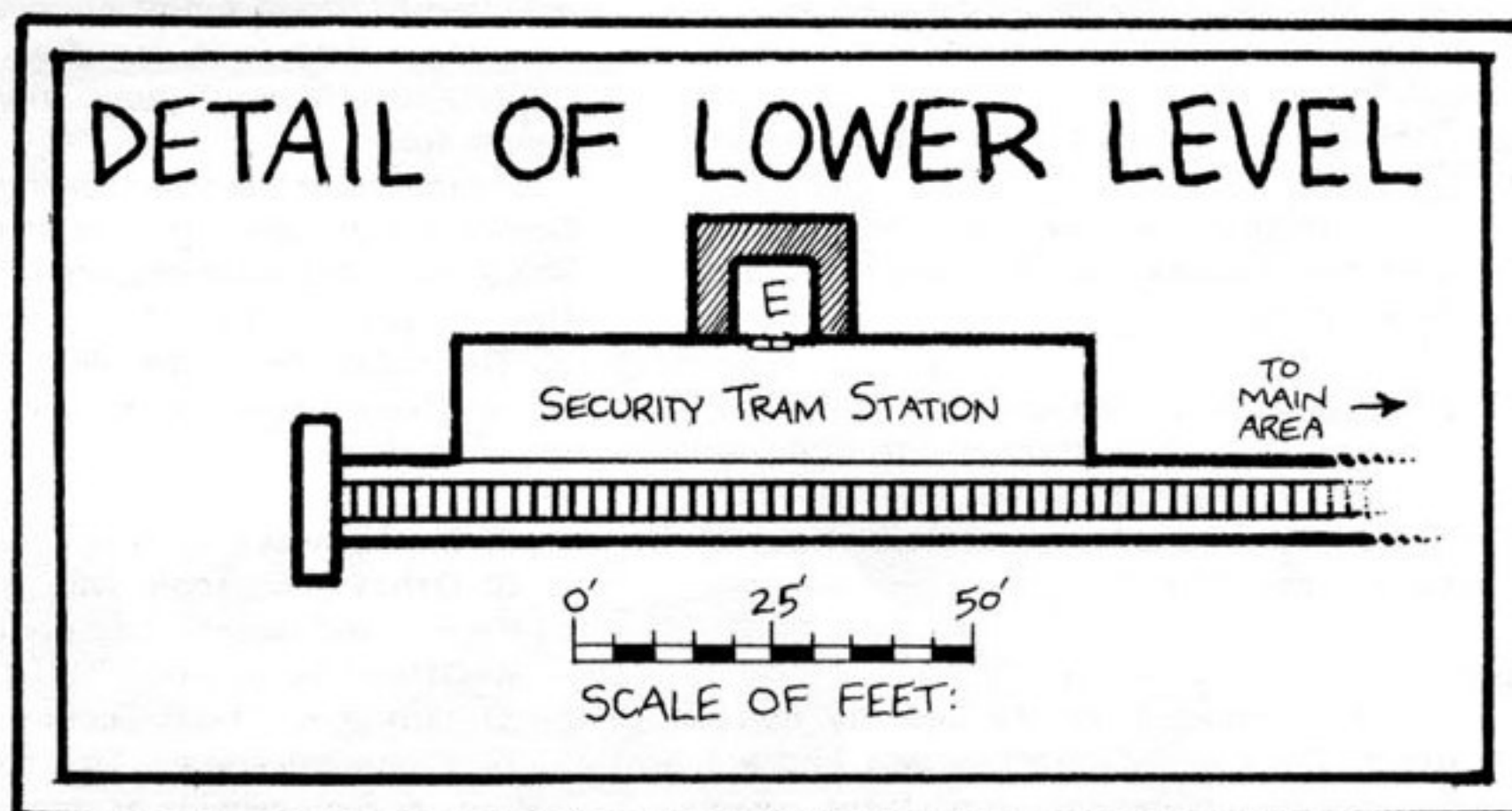
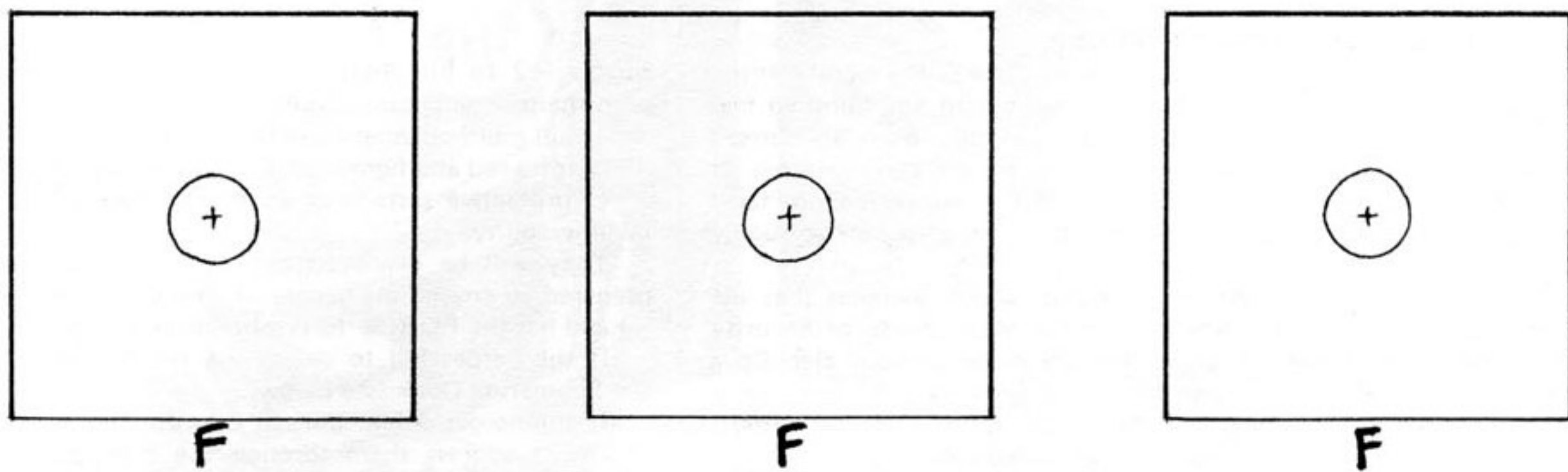
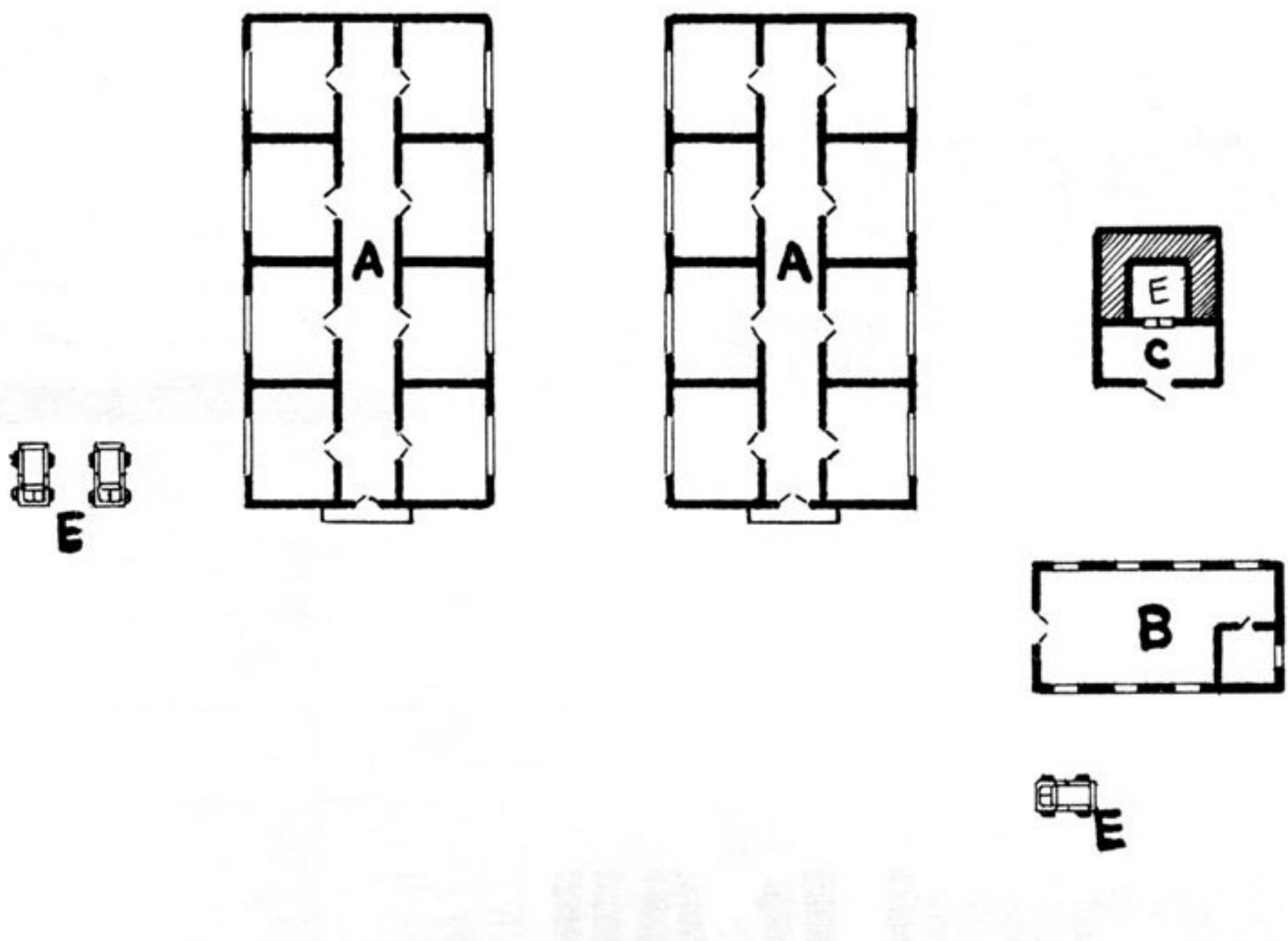
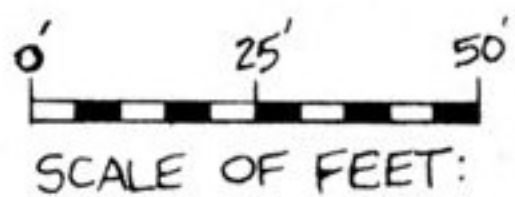
The Tram Cars

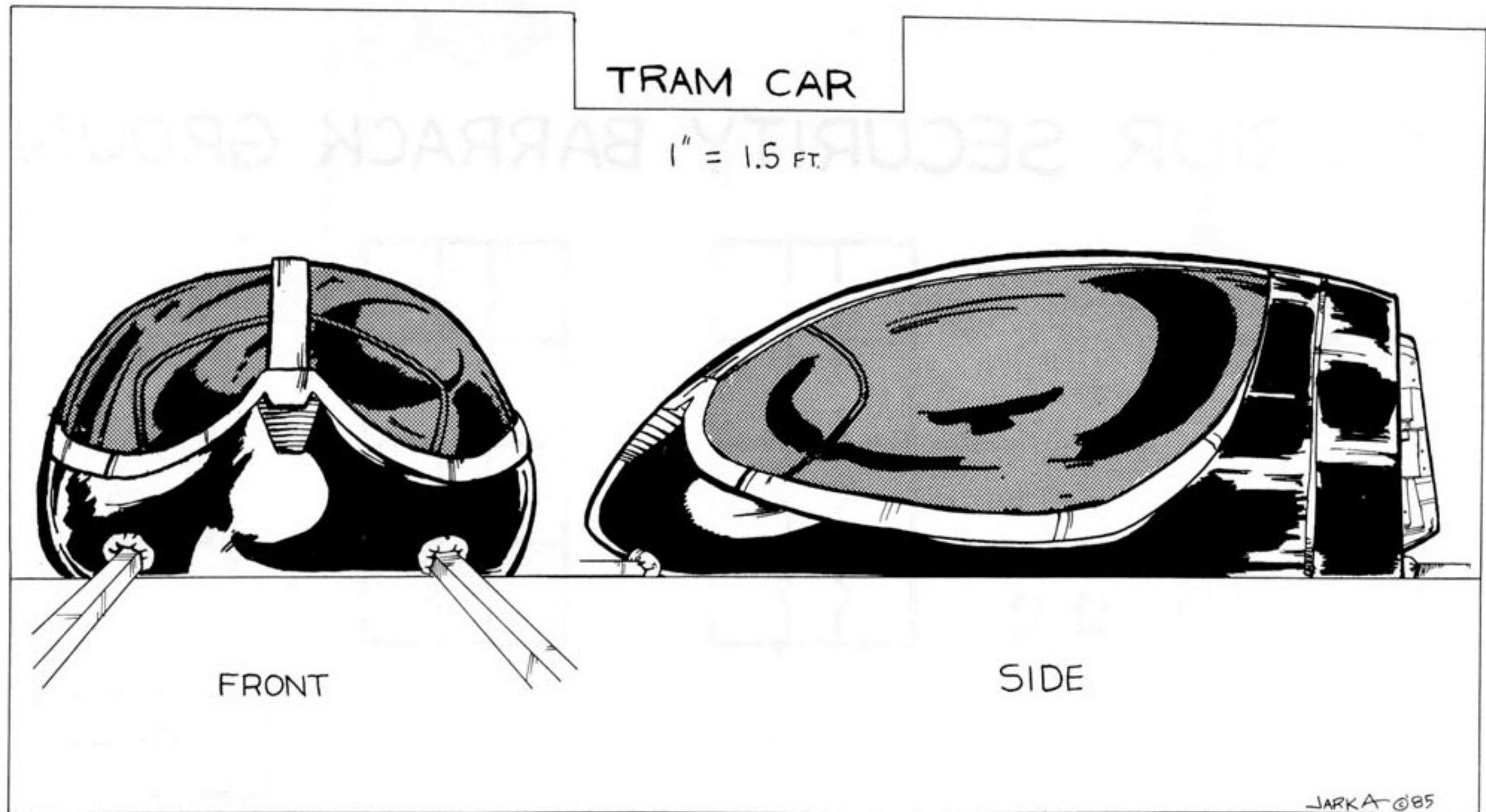
The plexiglass top opens by a simple switch on the inside and outside of the car. Due to the coloring of the plexiglass and lighting within, the plexiglass becomes, in effect, one-way glass. Only those inside can see straight through, those outside cannot see in. On the control panel is a single button. Depressing the button will send the car to the other station on its track.

The tram cars will take 20 points of damage before becoming disabled and 35 points of damage before exploding (use a medium

bomb for the explosion). Each car will seat six people comfortably, or eight uncomfortably.

EXTERIOR SECURITY BARRACK GROUNDS





5. Behind It All...

5.1 THE UNDERGROUND COMPLEX

Beneath the sole hill found in Delmarion Cove is the secret Central American headquarters of FORCE. The base, buried one hundred feet below ground and built about two years ago, has been his current Residence since his last defeat at the hands of the Player-Heroes. It is here that he has been working on the Seakiller submarine, one facet of his plan for world domination. A plan that has been ever so rudely interrupted . . .

The personnel deployment listed in this section assumes that the heroes have been detected. Any use of the Main House or Security Barracks elevators or penetration of the submarine gate will alert Cove Security to their location (remember, Cove Security has been monitoring them since before they arrived). There is, therefore, an almost non-existent chance that the heroes will go undetected.

There are four primary ways that the Player-Characters can enter the Complex:

- 1) Through the Main Tram Station via the Security Barracks.
- 2) The Secondary Tram Station via the Main House Tram Station.
- 3) The underwater submarine doors.
- 4) The secret escape 'elevator' that leads to the top of the small hill in Delmarion Cove.

Each of these entrances will be dealt with in the following section. The area will have a general physical description followed by a description to be used if and when the Player-Characters encounter villains in that area.

The near lack of support personnel in the Complex is due to the fact that FORCE has been evacuating them through the other available exits. All rooms are empty of personnel, unless otherwise noted.

Also, unless stated otherwise, all doors have a Structural Value of 7 and all the walls a Structural Value of 11.

1) The Main Tram Station

This tram station is where the tram from the Security Barracks arrives. On the tram platform the Player-Characters will find a few crates containing various types of equipment, apparently awaiting transfer to a cargo tram.

If the heroes are arriving at this tram platform, a welcoming committee will be present and waiting. It will consist of ten Guards (Goons No. 1–10) armed with energy rifles (+3 to hit, 2d6 + 1 damage), energy

pistols (+2 to hit, 1d10 + 1 damage), and special protective armor with the following capabilities:

- a) full multi-channel radio link capability
- b) infra-red and light intensifier vision capability in the helmets
- c) protective suits with an Armor Rating of 25% and 3 points of invulnerability.

They will be deployed on the tram platform and on the tracks prepared to engage the heroes when they arrive. Their armor is distinctive and has the FORCE 'F' symbol on breast and shoulder patches.

If the heroes fail to defeat the ten Guards, they will be taken to the Submarine Dock (see below).

If the heroes defeat the ten Guards, they will hear a familiar voice (FORCE) address them through the tram platform's public address speakers.

'Very good gentlemen (and ladies, if there are any present), you've managed to defeat ten of my guards. Do you feel proud? Do you feel victorious? Bask in it, my dear friends, revel in it even. This shall be the last time in your puny, mortal lives that you shall ever have that feeling again.'

At this point the doors leading to the remainder of the Underground Complex shall open. (If one of the heroes previously tried to break it down, he will have discovered that it is made of reinforced tungsten steel (Structural Value 15).

The above encounter with the guards should also be used if the Player-Characters enter through the Secondary Tram Station from the Main House.

- 2) **The Hallways:** Of special note here is that all hallways are empty.
- 3) **Office:** This room was used as some form of office. However, all the files and records have been destroyed.
- 4) **Office:** As for Room No. 3, above.
- 5) **Bathroom:** This is a communal bathroom that is currently vacant.
- 6) **Communications:** This room houses satellite linked communications systems capable of transmitting to anywhere in the world.
- 7) **Medical Facilities:** This room is the medical room for the Complex. It contains the most up-to-date equipment found anywhere. There is no one present and there is evidence that anyone present previously evacuated the room quickly.

... I FEAR THE WORST ...
BUT I MUST TRY AGAIN.



CAPTAIN COLD TO
ARCHANGEL ...
ARE YOU THERE
COMRADE?

THIS DAMNABLE STATIC!! I HOPE YOU ARE
WELL, OLD FRIEND.

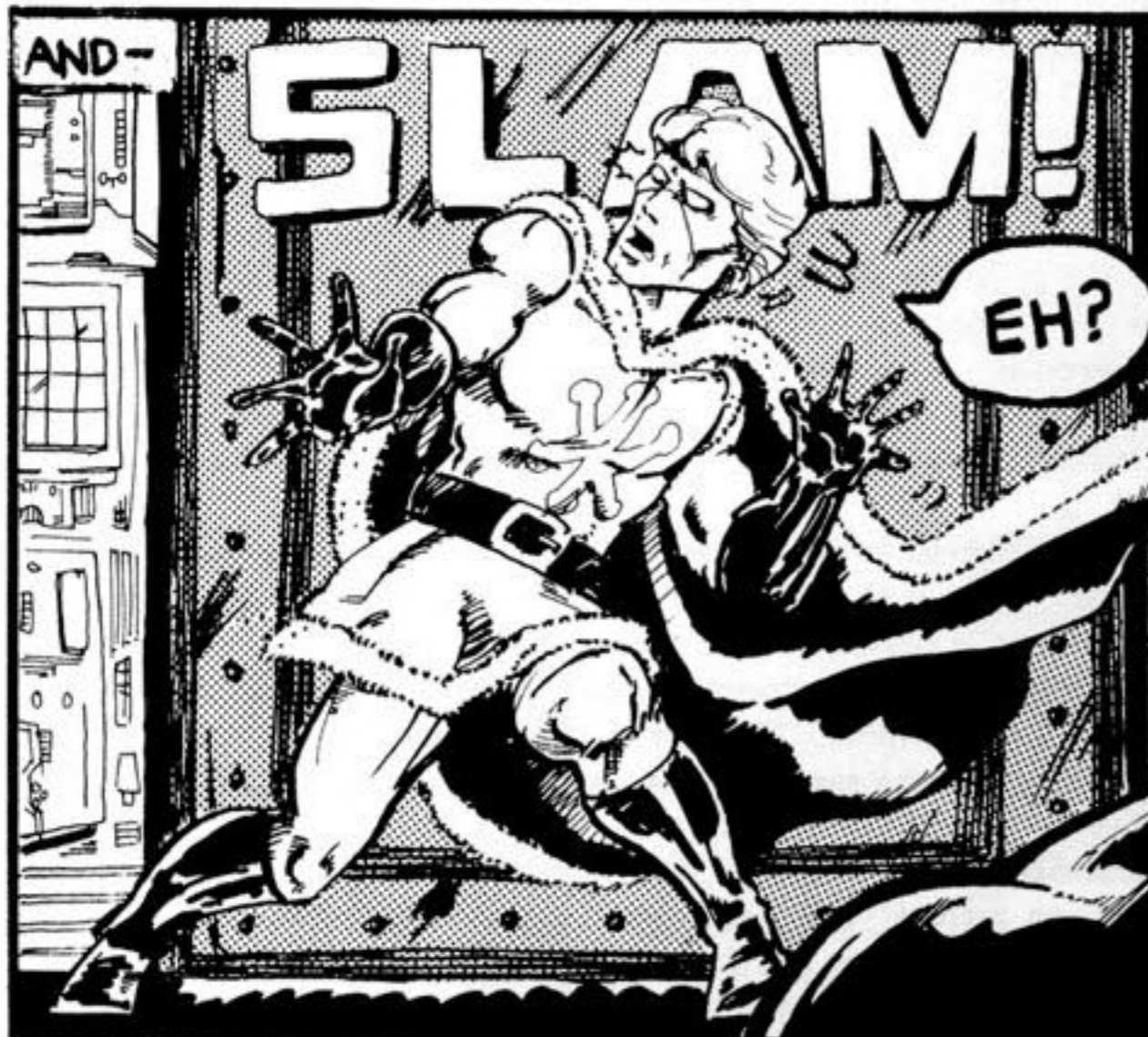


IF, BY SOME CHANCE,
YOU CAN HEAR ME,
I HAVE FOUND IT...

I ICE BLAST THE LOCK,



FIND THE LIGHTS...



AND -
SLAM!

EH?

SO, MY DEAR
CAPTAIN, WE
MEET AGAIN.



ARGHH!

SHRAA



YOU!

JARKA-85 ©

8) Debriefing: This room was used to debrief Force field agents entering the Complex. It is empty.

9) Office: See room number 3.

10) Office: See room number 3.

11) Cove Security: By the time the heroes reach this room, it will be almost fully evacuated. A Technician (Goon No. 21) will be found destroying the last of the computer disks in the room. He is unarmored and is carrying an energy pistol (+2 to hit, 1d10 damage). He does not receive the +2 to hit since he is unskilled with the weapon.

The Technician will only be able to tell the heroes that FORCE has ordered the evacuation of the Complex. He does not know for certain where FORCE is, but he believes him to be down the hall in Main Control.

12) Agent Coordination: This room was used to coordinate the movements and activities of Force agents around the world. Any files that may have been present have long been destroyed.

13) Computer Room: This room contains the main computers for the Complex. A quick check of the computers will reveal that the memory has been purged and all computer tapes and disks have been destroyed.

14) Main Control: The heart of the Underground Complex and FORCE's operations in Central and South America. It will be guarded at each of its two entrances by two Guards (Goons No. 23 and 24; use the same for each set of guards) armed and equipped in the same way as the Guards described in Room number 1, the Main Tram Station.

The centerpiece of the room is a black, technological 'throne.' This high-backed chair is mounted on a slightly raised platform located in the center of the room. The arms of the chair are covered with communications and systems controls through which FORCE can access virtually any part of his vast organization. The chair normally faces the north wall of Main Control, but it can be rotated on its pedestal.

The north wall itself is made up of a single, advanced liquid crystal display screen that has the capability of dividing up into eight separate screens or one single display that dominates the entire screen. Any of the screens can be used to display a video picture or data from one of the control consoles in the room.

Radiating out from the central podium are a number of control desks, resembling control panels usually found on some form of starship. These panels monitor the different aspects of FORCE's organization and keep FORCE up to date on the status of various projects. They are usually manned by security personnel and technicians, but they are presently vacant.

As the heroes enter the room, a single light will go on over the central command chair (it is presently facing in a direction that prevents the heroes from seeing if anyone is in the chair. Slowly, the chair pivots towards them, revealing the reclining form of FORCE himself. The rest of the room remains dark.

(If any of the heroes can see in the dark or lights the room up using his or her abilities [the light switch does not work], they will see up to five supervillains waiting in ambush. The exact number of villains and precisely who they are has been left up to the Gamemaster. The decision should be based on the Player-Characters, their powers, and abilities, as well as the powers and abilities of the villains. This fight should be an evenly balanced one. The villains will wait until FORCE (or more correctly, what appears to be FORCE) is attacked before striking. The GM should check for Surprise against the Player-Heroes with a -5 modifier. If the villains are revealed before FORCE is attacked, they will immediately attack the heroes. 'FORCE' is, of course, a hologram generated from a projector in the ceiling above the chair.)

After a few moments, and assuming the heroes don't immediately jump at him, he will speak to them. Precisely what he says is left up to the GM, but it should contain references to their previous meeting(s) (assuming that they have previously met in the original FORCE adventure), current world events, etc. It should also contain confirmation that Senator Bennet was indeed kidnapped by FORCE and replaced by the bio-android the heroes captured.

The hologram will rant and rave at the heroes for as long as possible. An interesting situation might develop if the heroes believe FORCE to have been destroyed and captured at the end of the original F.O.R.C.E. adventure. They will, of course, want proof that he is indeed FORCE, and not just some replacement. FORCE will give them no proof whatsoever, here and now. At no time during this exchange will the hologram remove its helmet to reveal the face hidden beneath.

The entire purpose of the confrontation between FORCE and the heroes, and then of the eventual ambush, is to delay the Player-Heroes while the real FORCE prepares his SeaKiller submarine for launch.

Should this room be used by the real FORCE later on, special note should be made of the two secret panels located at the rear of the

room. Both doors are personally keyed to FORCE and will open automatically if he wishes it.

- **Door Number 1:** This door is his emergency escape route. When opened, it will reveal a small room with some form of odd device on the back wall. If used, FORCE will open the door, back in, and give his farewell speech as mechanical aids attach the device to him. The device is actually a highly sophisticated 'thruster pack.' When activated, it will propel FORCE up the shaft and through the concealed opening in the ground high above. Once free of the shaft, the thruster pack will accelerate him to MACH 70 (52,500 m.p.h. or 231,000 inches per turn). The pack will burn for precisely two minutes, at which time he will be 1750 miles away or 1,848,000 inches in game scale. He will then disengage the thruster pack and continue his escape using his own jet boots. It is highly unlikely that any hero present will be able to give chase. If FORCE has survived this long, and there is still a hero trailing him, he will dive into the trees in an effort to lose him. If that doesn't work, he will confront the hero.

- **Door Number 2:** This door leads to and from the submarine dock. Both doors will only open at FORCE's will. Both this door and door number 1 are made of metal alloy with a Structural Rating of 16.

15) Bedrooms: These six rooms are used to house the supervillains in residence. Exactly which villains are using the bedrooms and which rooms they are using has been left up to the Gamemaster. If the villains supplied with this adventure are being used, then Deflector will be in room A, Oscillator in room B, Photon in room C, Hailstorm and Pyre in room D, and rooms E and F can be used for the villains of the Gamemaster's choice.

16) Gym: This room is a full-service, high-tech gymnasium for the use of the villains present in the Complex. Depending upon which villains are used, many different types of specialized equipment can be found here.

17) Barracks: These two rooms housed the Guards and Technicians for the Complex. Since the large majority of them have been evacuated, the rooms are deserted.

18) Lounge: This room is the quieter of the two rest and relaxation areas for the Guards and Technicians.

19) Recreation Room: This is the louder of the two rest and relaxation rooms. It contains video games, a pool table, etc.

20) Cafeteria: Everyone has to eat somewhere (well, almost everyone . . .), this is where the Guards, Technicians and Villains eat when they are in the Complex.

21) Classroom: A supplementary instruction room for the Guards and Technicians.

22) Kitchen: The food preparation area for the cafeteria (room number 20).

23) Offices: Former offices of some kind that have been deserted.

24) Gym: A normal, but still high-tech gym for the Guards and Technicians to use in off-duty time.

25) Meeting Room: This room is used for the large meetings sometimes held in the Complex. There is a large video screen against one wall that operates in the same manner as the larger screen in the Main Control room.

26) Secondary Tram Station: This is where the tram that leads to the Main House arrives. The description of the platform itself is very similar to the Main Tram Platform (room number 1). In addition, if the Player-Heroes arrive at this tram platform, a reception committee will be waiting for them. See room number 1, The Main Tram Station for the description of the reception committee. The events described for the Main Tram Station will occur here, at the Secondary Tram Station, if the heroes enter the Complex through this entrance.

The secret door at the end of the long hallway is keyed to activate at FORCE's will, as is the second secret door just beyond it that leads to the Submarine Dock. Both doors have a Structural Value of 16.

27) Bedroom: This is the bedroom of Doctor Raymond Long, the former bio-synthesis project head at Synthetic Technologies. If the heroes search this room, they will find enough evidence to tell them that it is Dr. Long's room. However, anything of value has been removed.

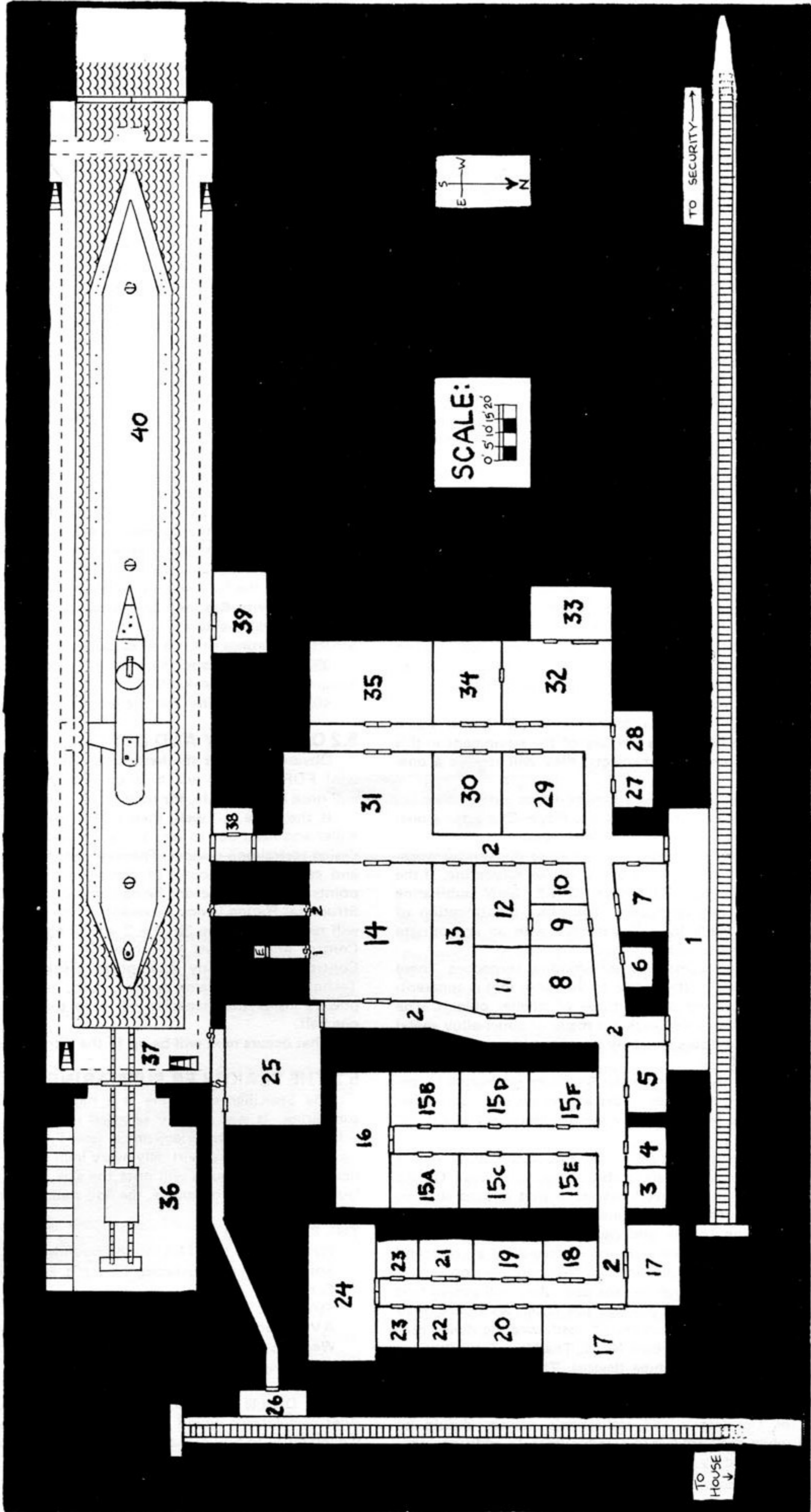
28) Supply Room: This is the supply room for the nearby labs. It looks as though it has recently been ransacked.

29) Chemistry Lab: This is a very high-tech chemistry laboratory. It contains enough sophisticated equipment to give a Player-Character working on a chemistry related project (invention, etc.) a one-time bonus of +10%.

30) Physics Lab: This highly advanced physics laboratory has enough sophisticated equipment to give a Player-Character a one-time bonus of +5% towards a project he is working on.

31) Lounge: A combination lounge/botanical garden for the villains present in the Complex.

UNDERGROUND COMPLEX



32) Bio-Synthesis Lab: In this laboratory FORCE and Dr. Long did the work that created the Mk. II and III Bio-Synthetic life forms. The equipment in the lab is incredibly advanced and will give a Player-Character a one-time bonus of +20% to a related project he is working on.

There are a few things of interest in the room. The first is that Dr. Long is present (use Goon No. 40). He is standing in the corner farthest away from the door in front of the window that looks into the Bio-Genesis Chamber (room 33). He is attempting to simultaneously stuff some papers and computer disks into a briefcase while destroying others. When the heroes enter the room, he will turn and face them wielding an energy pistol (+2 to hit, 1d10 + 10 damage). He will use the pistol if they attempt to capture him.

The second interesting thing is that there is a folder containing bio-synthetic diagrams and formulae (understandable only to someone with Biology or Bio-Chemistry background). The papers detail the creation and installation of a Bio-Cellular Cerebral Implant that is fused into a living person's brain stem. If an Intelligence percentile roll is made successfully, a Player-Hero (with the required background or using ½ Intelligence if he does not have the background) will be able to figure out that the implant is some form of radio-wave receiver that, when it receives a specific frequency, will send a bio-electric charge through the brain. The result will be a brain hemorrhage of lethal proportions. (A hero with Communications or Electrical technology related background will be able to determine the jamming frequency for the implant.)

The room itself contains tanks and containers of all shapes and sizes that were apparently used to grow bio-synthetic matter. If the room is carefully searched, the heroes will find a small, slightly soggy, notebook that contains the names of twenty-three people that have been replaced by FORCE controlled synthetic androids. The list includes civilian, military, and governmental personnel from around the world. The final page of the book is illegible, but the heroes will be able to infer that there are others listed on those pages, but their names are unreadable due to some liquid that smeared the ink.

33) Bio-Genesis Chamber: This room is where the large scale creation of bio-synthetic matter is done. The heroes will find a large amount of equipment and a single, man-sized tank that was apparently used to grow the bio-synthetic androids.

34) Biology Lab: This room is used to conduct biological based experiments. If the Player-Characters use any of the equipment in this lab for their own experiments or projects, they will receive a one-time +5% bonus.

35) Electro-Mechanical Lab: This room contains sufficiently advanced electro-mechanical equipment to give a Player-Character a one-time bonus of +12% towards a project he is working on.

36) Weapons Storage: This room is used to store the various weapons systems that can be used on board the SeaKiller submarine. If the room is searched, the dismantled Soviet SS-N-5 'Serb' submarine launched ballistic missile can be found. (The exact identification of the missile can only be made by a Player-Hero with an appropriate background/career.) The warhead is missing.

Also easily seen are two dismantled anti-shiping torpedoes. There is a cradle mounted on rails in the center of the room that is apparently used to move a large object or a number of smaller objects. The doors leading into the Submarine Dock are made of super-alloy metal (Structural Value 18). The doors can only be opened by a special key carried by FORCE himself.

37) Submarine Dock: This is where the SeaKiller submarine is normally docked. The large underwater doors at the entrance are watertight, enabling the Dock to be drained of water to effectively 'dry dock' the submarine.

There is a metal catwalk twenty feet off the ground surrounding the submarine on three sides. It is accessible via four stairways. On the catwalk are the controls for the overhead crane that is used to load weapons and equipment onto the submarine.

The sea doors, leading to the underwater tunnel that eventually leads to the outer sea doors, can only be operated by a command from FORCE himself. The same holds true for the outer sea doors.

Should the heroes enter through the sea gate, they will indeed find a surprise waiting for them. Once through the outer sea doors, they will be met by Oscillator and Hailstorm (if used) wearing diving gear and by ten Guards equipped as in Room No. 1, The Main Tram Station, but also wearing underwater breathing devices. They will attempt to delay the heroes for as long as possible. The inner sea doors will remain open during this fight and light will be visible through them.

(The ranges for Oscillator's and Hailstorm's powers should be increased by 50% while they are fighting underwater. In addition, their damage should be increased by a similar 50%.)

(When fighting underwater, quarter (1/4) all non-swimming move-

ment and halve (½) all Agility scores [for the purposes of Agility Saves and Initiative]. Unless there is some form of external communication link-up between the heroes, communications should be kept to a minimum. Use common sense with modifying powers for underwater use.)

A character will be able to hold his breath for a number of turns equal to his Endurance score. If 'knocked back' by a blow, the Player-Hero must make a save against his Endurance on 1d20 or begin taking 1d10 + 5 points of damage per Turn underwater due to having 'lost his breath.'

Obviously, these rules do not necessarily apply to aquatic based heroes.

When the Player-Characters finally enter the Submarine Dock itself, they will find the remainder of the villains waiting for them, along with FORCE. At the moment they arrive, the missile hatch on the conning tower will have just slammed shut. FORCE will be on the catwalk overlooking the nose of the submarine, and the other villains will be spread out around the submarine. Deflector will be standing on the conning tower of the submarine, extending his Energy Screen around it to protect it. The villains will attack the hero who it would seem to them poses the greatest threat to the submarine.

If the heroes have moved through the Complex to get to the Submarine Dock, any villains they have previously met will be present with FORCE.

One way or another, the SeaKiller will begin to submerge in five Turns (with Deflector protected by the Energy Screen) after the heroes have entered the room. It will take four Turns to fully submerge and then six Turns to exit the outer sea doors. Both sets of doors will remain open after the submarine leaves. FORCE will follow the submarine at his earliest convenience.

Consult the sections dealing with the SeaKiller submarine, the Master Plan, and the NPC villains for additional information.

38) Security Station: This Security Station is usually manned by one of the villains, but it will be empty when the heroes reach it. The Structural Ratings of both security doors are 15.

39) Storage Room: This room is used to store spare parts and equipment for the SeaKiller.

40) The Submarine: See the section on the SeaKiller Submarine.

5.2 OF VICTORY AND DEFEAT

Obviously, either the heroes will win or lose. If they win . . . they win! FORCE's plan will have been nipped in the bud and the world will once again be safe, for now . . . (Consult the Post Mortem section.)

If they lose . . . well, then FORCE will take them aboard the SeaKiller and head out to sea. They will each be manacled with advanced design restraining devices. These devices have a Structural Rating of 12 and can take 18 points of damage before becoming disabled or 24 points of damage before being completely destroyed. However, if the Structural Rating is not exceeded or the device not disabled, the Hero will receive a massive 3d10 + 2 jolt of electricity (attack on Lightning Control line at Level 4 with a +3). It has an equivalent Lightning Control Defense. Any attempt to break the manacles will alert the Technicians and villains present. Also, any use of hand or foot based powers inside the manacles will have the power's damage reduced by one half.

What occurs next will be up to the intrepid heroes.

5.3 THE SEAKILLER SUBMARINE

The SeaKiller submarine is a highly modified Soviet 'Golf' class submarine. It was secretly salvaged in international waters by a subsidiary of Emerson Electronics (see F.O.R.C.E.) a couple of years ago and has since had virtually every inch modified to FORCE's specific design. (Military buffs will note the size reduction, loss of two missile launch tubes, and, of course, the non-standard power supply.)

THE SEAKILLER

Weight: 2200 tons (4.4 million pounds)

Speed: 50 m.p.h. surfaced, 45 m.p.h. submerged.

Crew: 30

Structure: 70 points to disable, 3000 points to demolish.

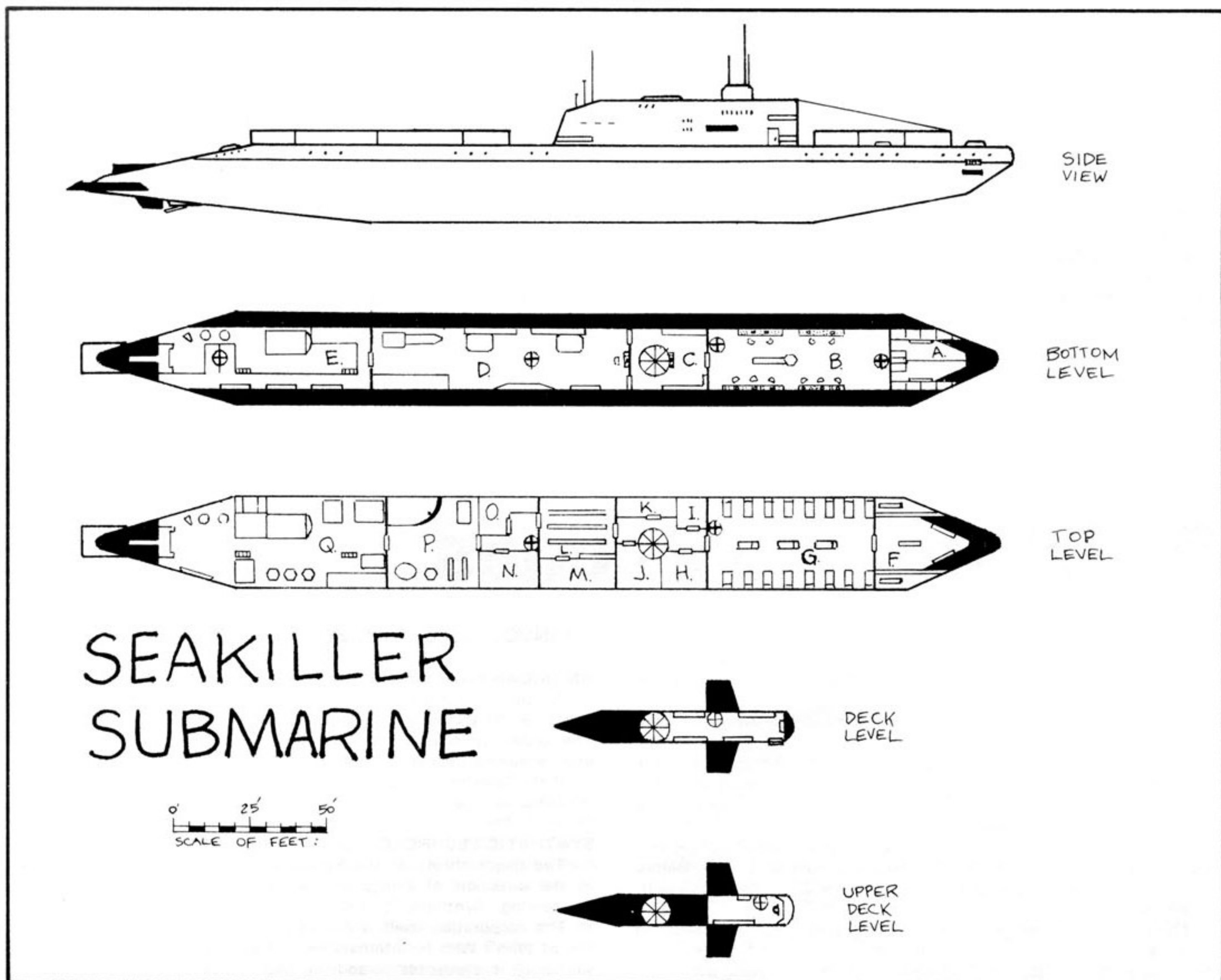
AV: 14 points.

Weapons: The torpedo firing systems aboard the SeaKiller are inoperative.

The Disable and Demolish ratings are lower than the usual V&V rules calculations would make them. This is because of a submarine's vulnerability to hull damage, especially at high pressure depths.

Internal control panels will have a Structural Rating of 4 points.

All doorways and hatches are watertight and have a Structural



Rating of 11.

If the submarine gets underway, the crew deployment listed below should be used. If the submarine is invaded while still in dock, remove any references to FORCE and other supervillains as they will be located outside the submarine. Please note that there may not be enough villains to place in all the places listed below if the GM has added or subtracted from those listed in the text.

Conning Tower Level 1: This level is used by Deflector when he extends his energy screen around the submarine. By using the equipment present, he can see completely around the submarine (360°). The ceiling hatch opens to a recessed area on top of the conning tower where Deflector can stand and see the full length of the SeaKiller. If all the heroes have been captured, he will be with them in the Lower Torpedo Berth; if not, he will be found here.

Conning Tower Level 2: This level houses ECM and ECCM equipment, as well as the air-radar electronics. There is an access ladder/hatch leading up to level C1 and down to Level H1. There is also a watertight door that leads out onto the deck of the submarine. Two Technicians (Goons Number 12 and 13) will be found here.

Hull Level 1:

A) Upper Torpedo Berth: This area is where the torpedoes are stored and contains the equipment that moves the torpedoes into the torpedo tubes. It is the second level of the Lower Torpedo Berth.

B) The Bridge: The main control center of the submarine. Here are the navigation and hull controls, the sonar and radar monitoring stations, and other similar controls. There is also a central command station from which FORCE commands the vessel and can launch the Cruise Missile after using a hand-print identification lock. There is a hatch that leads to the forward deck of the submarine. There is also

an access ladder/hatch that leads either to level C2 or R2. Additionally, there is a watertight door that leads to Missile Control. There are ten Technicians (Goons No. 20-29) found in this room. FORCE and one of the surviving villains will also be present.

C) Missile Control: This room controls the guidance programming and monitoring of the Cruise Missile before and after its launch. The missile can be destroyed after launch from this room. To do so, a hero must expend an Inventing Point and then make an Inventing Roll. If the Inventing Roll is unsuccessful, the Inventing Point is still expended and another must be spent to gain another Inventing Roll. Three Technicians (Goons No. 6-8) will be found here. Additionally, one of the surviving villains will also be in this room. There are two doors that exit this room: both lead to the Power Generation Room.

D) Power Generation Room: This room controls the electrical power conversion and water/atmosphere recycling. Five Technicians (Goons 6-10) will be found here. A hatch leads to the hallway on deck H2.

E) Upper Fusion Chamber: This room, primarily a catwalk, contains some monitoring equipment for the fusion reactor in the Lower Fusion Chamber. A hatch leads to the outer deck of the submarine and two stairs lead down to the Lower Fusion Chamber. Two Technicians (Goons 17 and 18) and a supervillain will be found on the catwalk.

Hull Level 2:

F) Lower Torpedo Berth: This room is where the SeaKiller's torpedoes are launched. It contains sophisticated equipment for moving and aligning the torpedoes.

If the heroes have been captured, they will be restrained and kept here. If they have all been captured, Deflector will also be present with his Energy Screen around them. Additionally, four Technicians (Goons No. 30-33) will be present along with one more supervillain. There is

only one exit, leading to the Barracks.

G) Barracks: This is the room where the Technicians sleep. It will be empty. A ceiling hatch leads to the Main Control Room on Hull Level 1. A door leads to the adjoining passageway.

H) Medical Bay: A small treatment center (primarily first aid) is located in this room. A doctor (Goon No. 16) will be present.

I) Storeroom: The spare linens and other similar essentials are stored here.

J) Communications Room: A long-range, satellite linked communications transceiver will be found in this room. Two Technicians (Goons No. 17 and 18) will be monitoring it.

K) Weapons Stores: Twelve laser weapons of the kind carried by the FORCE guards in the underground complex are stored here. Additionally, there are six guard uniforms of the kind used by the guards in the Complex.

L) Galley: Food is served here and there are benches and tables set up for the crew to use. Two Technicians (Goons 15 and 16) will be

eating here.

M) Kitchen: The frozen foods used to feed the crew are cooked here in a large bank of microwave ovens. One Technician (Goon 3) is present.

N) FORCE's Quarters: FORCE uses this room when he is aboard the SeaKiller. There is nothing extraordinary about this room. Nothing of importance will be found if it is searched; in fact, it will appear to be unused.

O) Storeroom: This room is used to store the necessary spare parts for the SeaKiller.

P) Coolant Recycling Chamber: Some of the equipment necessary to cool the fusion reactor aboard the SeaKiller is housed in this room. There are three Technicians (Goons No. 6-8) present.

Q) Lower Fusion Chamber: The nuclear fusion reactor that powers the SeaKiller is in this room, as are various monitoring stations and related equipment. Five Technicians (Goons No. 40-44), and possibly a supervillain, will be found in this room.

6. Behind the Scenes

6.1 THE MASTER PLAN

Alas, much to FORCE's dismay, things have not gone as planned this time around. Years of pre-planning, research and development, and finally execution all ruined because of some third-rate terrorist organization!

If the American Freedom Force had not hired The Assassin to kill Senator Bennet, and if the Assassin had not been successful in at least wounding the Senator, he might, someday, have been President of the United States! With the potential President's personal physician on the payroll, the world would never have known that Senator Bennet was an android under FORCE's control.

But no, Bennet is shot; the heroes have discovered the replacement and are hot on the trail of the designer, Dr. Raymond Long. Before long they will have traced the connection back to FORCE himself. This causes problems.

The SeaKiller submarine is nearing completion. Having been sailed from its refitting location to Delmarion Cove for its final electrical refitting and fine tuning, it will soon be FORCE's underwater command post and a launching platform for the Cruise Missile he has built. The heroes, quite literally knocking on the door of his Central American Headquarters, have placed that plan in jeopardy. His choices are few: he must evacuate the Complex and make someone pay dearly for the inconvenience he has been caused.

If the SeaKiller is launched, it will immediately begin sailing for a launching position where it can strike at the heroes' home country. FORCE will make his intentions known to any heroes he has captured and set up a video monitor in the torpedo room so they can view the resulting carnage.

He will then notify the government of the United States that in fifteen minutes, one of its major cities will cease to exist. If they do not pay him one billion dollars in gold (to be dropped in the Aleutian Trench, off the coast of Alaska, within forty-eight hours) he will then destroy another city, and then another, until they pay. He is, of course, counting on them not knowing that he has only one missile. The statistics for the cruise missile used by FORCE are listed below:

Emerson Sea-Launched Cruise Missile

Weight: 2100 lbs.

Length: 22 feet

Diameter: 25 inches

Span: 10 feet

Speed: MACH 3 (2250 m.p.h. or 9900 inches per turn)

Range: 5000 miles (w/fuel drop tanks)

Structure: 5 points to Disable, 30 points to Demolish

AV: 8

Damage: Impact as per Velocity/Brawling weapon damage. Detonation is 2d100 x 2 (+20 to hit, 2 mile diameter burst)

Defense: -4 to be hit (+ speed modifier)

Note that Demolish and Disable ratings are below rules system calculations due to vulnerability of the missile's airframe.

6.2 INVOLVED ORGANIZATIONS

AMERICAN FREEDOM FORCE

An anti-nuclear power terrorist organization determined to 'rid the world of the threat of nuclear armageddon by killing its supporters.' The organization contains no super-powered individuals and spent years acquiring the money with which to hire The Assassin.

If the Gamemaster so wishes, he or she can do more with the group in his/her own campaign.

SYNTHETIC TECHNOLOGIES CORPORATION

The major thrust of the Synthetic Technologies Corporation lies in the direction of things man-made. From plastics to bio-cellular engineering, Synthetic Technologies is a front runner in the field.

The corporation itself is owned by men whose names read like a list of Who's Who in international industry. (GM Note: To heighten suspicion, it is possible to add the known civilian identity of a villain the heroes have been involved with. This villain should be a minor stockholder and not involved in the current running of the Corporation or the adventure.) The reputation of Synthetic Technologies in the industry and with the Government is excellent.

Its main complex is located in Arizona, but it has a number of branches and subsidiaries around the world.

EMERSON ELECTRONICS

Soon after the recovery of the S-97 virus and the thwarting of FORCE's plans (the details of which can be found in the previous adventure, **F.O.R.C.E.**), the Government acted on the recommendations of the heroes and/or various tips and suspicions and launched an all out bureaucratic assault on Emerson Electronics and its owner, Franklin Emerson.

Shortly thereafter, Emerson Electronics, under investigation from the U.S. Attorney General's Office, the Federal Trade Commission, the Internal Revenue Service, and the Federal Bureau of Investigation declared bankruptcy. Franklin Emerson is reputedly hiding somewhere in Central America with a couple of millions of dollars of embezzled funds.

(If the original **F.O.R.C.E.** adventure was not played, then Emerson Electronics can be used as a successful electronics research and development company that deals primarily in advanced weapons. Franklin Emerson is yet another of FORCE's many identities.)

CHURCH OF DIVINE HARMONY

No one is safe from an Internal Revenue Service enraged. Tipped that Father Heronimus Kinkaid owed over two million dollars in back taxes due to undeclared earnings, the IRS moved in. Within six months, the Church of Divine Harmony had been discredited and disbanded. Father Kinkaid vanished from sight and is wanted for arrest in the United States on tax evasion charges.

(The Church of Divine Harmony was used in the original adventure as a personal source for FORCE's organization. It is recommended that

it not be used in this adventure. Father Kinkaid was another of the many identities/personalities of FORCE.)

THE FORCE

The Force is an international, ultra-fanatical, terrorism for hire organization. They will supply weapons and high-tech equipment to anyone, anywhere if they can pay for it.

Lately, however, it has been operating more for FORCE himself than as a terrorist organization.

As has been stated, the members of the FORCE are ultra-fanatical and will go to any extreme to further their cause. They never check morale unless confronted by a morale affecting power or ability.

THE AMERICAN SECURITY AGENCY

A branch of the National Security Agency, the ASA is concerned primarily with supra and para-normal threats to United States security. It has Priority Access to American and American accessible (NATO, Inter-Pol, etc.) intelligence information and communications channels through ODIN (Orbital Detailed Information Network).

Presently equipped with a vast array of high-tech equipment and consisting of the most highly trained men the Government could recruit, (with a couple of super-powered heroes currently undergoing special training) the ASA is prepared for virtually anything.

Being a division of the National Security Agency, the ASA falls under the control of the Department of Defense and all agents have an appropriate military rank. The head of the ASA, code-named Infra-Red, is answerable only to the National Security Council.

(As a side note, the ASA Command/Rank structure is set up using colors in the light spectrum to denote rank. Starting with Ultra-Violet, the ranks progress upwards through Violet, Indigo, Blue, Green, Yellow, Orange, Red, and Infra-Red. Some agents have been known to use names relating to different shades of the color-rank they hold (i.e. Mr. Scarlet)).

The ASA has been provided should the GM need a security agency to fulfill the needs of this adventure. If a similar agency already exists in the campaign, feel free to use it instead of the ASA.

6.3 THE VILLAINS

In addition to FORCE, five villains have been included. They are Deflector, Pyre, Hailstorm, Oscillator, and Photon. Also, for Gamemasters of the original adventure, alterations to the old villains from F.O.R.C.E. have been included. Use the listings in the old adventure with the changes provided.

At the Gamemaster's discretion, some of the old villains may be substituted for the new ones. It is recommended that Deflector and Oscillator not be replaced as they serve important roles in this adventure. From the previous adventure it is recommended that Stargazer, Snowblind, Teleporter and Phantasm not return in this adventure.

Levels for all the villains have been provided. If the Gamemaster feels that a particular villain (or hero) is too powerful, or not powerful enough, feel free to make all necessary changes.

FORCE

Identity: FORCE (see below)

Side: The Force

Experience: 82,450

Age: Not applicable

Powers:

1. Mk. II Bio-Synthetic Android Body: Increased Attributes; 100% human appearance; 100% internal repair; effective automatic life support device as a defense.
2. Psionics: Charisma Enhancement to 28, PR = 4 per hour. Enhanced to 40 equals a PR of 10 per Attack (as Mind Control -1)*
3. Flight Device: Boot Jets; maximum speed of 200 m.p.h. (880 inches per turn), 1 charge per hour or per use, has 18 charges.
4. Power Blast Device: Wrist Unit: Range = 14 inches, damage = 2d10 with 1 charge used per shot, holds 25 charges.
5. Communications Device: Internal bio-cellular communications device that acts as multi-channel radio transceiver that enables FORCE to transmit and receive orders to and from his Guards without speaking.

Weight: 220 lbs.

Strength: 20

Agility: 20

Charisma: 20*

Reactions from Good: *

Hit Mod.: 12.0384

Damage Mod.: +6

Basic Hits: 5

Endurance: 20

Intelligence: 32

Evil: *

Hit Points: 61

Healing Rate: 2.5/day

Accuracy: +3

Carrying Capacity: 1150 lbs.

Movement Rates: 60 inches ground, 880 inches air

Detect Hidden: 24%

Inventing Points: 2.4

Power: 93

Basic HTH: 1d10

Detect Danger: 28%

Inventing: 96%

* Charisma is modified as described under his Power of Charisma Enhancement (Psionics). If used against a Player-Hero without the hero realizing that FORCE is Evil, or if the hero doesn't know it is FORCE, use the Good vs Good Reaction modifier. If he is known to be Evil, use the Evil vs. Good modifier. When used against a civilian, use the Good vs. Good modifier. Target must make a roll against his Intelligence on 1d100 to be aware of Charisma 40 attack.

The Mk. II Android has the ability to transfer its up-to-date memories to another, identical android, secreted elsewhere. This transfer occurs at the moment the present android can no longer function. The memories are transmitted on a super-fast microwave pulse that will activate the replacement Mk. II android one minute after it receives the memory transmission. FORCE has hidden a number of replacement androids around the world.



FORCE is tall (6'5") with a medium to light build. He wears a green and white costume with a half-shoulder cape. He has a device located on each forearm from which he can fire his Power Blast. There are also devices located on the lower part of each of his legs (calves) that are attached to his boots.

(In his original android form, FORCE was able to quickly and easily change between the guises of his different personae. With the Bio-Synthetic body he is no longer able to do this and must rely on conventional prosthetic disguises.)

Franklin Emerson: Former owner of Emerson Electronics. Original persona of FORCE (Franklin Oscar Randolph Charles Emerson). In 1967 Emerson found himself the victim of an incurable muscular disease that was destined to kill him. Nine years later, in 1976, he had an android created in his likeness. When it became impossible for him to function as a human being, he had his thought/memory patterns transferred to the android.

The cost was staggering, but the transfer was successful. He explained his sudden cure as the result of an experimental drug he took in a Mexican clinic.

He soon realized that his present android design had a flaw in the personality storage circuits that was beginning to effect him. A new android design would be needed, and quickly. The thought of possibly being able to synthetically create a new body intrigued him and he began research into bio-synthetic engineering. With some success under his belt (the Cerebral Implant), he contacted and influenced Dr. Ray-

mond Long, whom he knew to be an expert in the field. Together they designed the Mk. I and Mk. II Bio-Synthetic Androids.

Fearing further mental deterioration, Emerson/FORCE transferred his thought/memory patterns to the first Mk. II android. The result was a fully dominant FORCE persona. A more forceful, more directly active persona. The new FORCE designed his wrist units with the intention of never being caught virtually defenseless again.

The change in The Force's direction has occurred since the transition to the more egotistical, dominant FORCE persona.

(It is important to note that there is a flaw in the personality bio-circuits in the Mk. II Android as well. With each transfer to a new body, the flaw becomes more pronounced.)

(Gamemasters of the original **F.O.R.C.E.** adventure will note the overall reduction in the efficiency of FORCE's Charisma Power. This is due to the decrease in his overall mental stability.) Consult the original **F.O.R.C.E.** for more background information.

Carlos Calvione: President of Chinilaya. Calvione appears as a six and a half foot tall man with a medium build. He has salt and pepper hair and dark features. His eyes are dark brown and he walks with a limp. FORCE rarely outfits himself as Calvione any longer, instead sending a Mark I android in his place.

Tactics: FORCE will boost his Charisma to 28 when addressing his followers and restrict use of the larger enhancement for special, one-on-one occasions.

If cornered, he will use his fists. If the battle turns against him, he will not hesitate to leave by the quickest way possible. If captured, see the Post Mortem section.

DEFLECTOR

Identity: Thomas Villard

Side: The Force

Experience: 23,154

Age: 32

Powers:

1. Flight Device: Max. speed = 110 m.p.h. (484 inches/turn), uses 1 charge per hour or per use, holds 12 charges.
2. Deflector Device: Creates a Structurally invulnerable screen of 30 points. 30 points of damage must be done to the screen in one shot (or a simultaneous attack by more than one hero) in order for the screen to be pierced. It has Lightning Control defense against attacks directed at it. It costs 1 charge to set up and then 1 charge per attack repulsed. The device has 20 charges. (Deflector has never had his Screen pierced and is unaware of the fact that if it is pierced, the Device will arc, inflicting 2d10 + 2 points of additional damage on him!).
3. Energy Rifle: Range = 15 inches, damage = 1d20 as per Power Blast Attack. 1 charge is used per shot; 15 charges; no defense. Rifle and Deflector Screen are synchronized to allow Deflector to fire his rifle through the screen.
4. Heightened Expertise: +4 to hit with Energy Rifle.

Weight: 180 lbs.

Strength: 13

Agility: 13

Charisma: 10

Reactions from Good: —

Hit Mod.: 3.6504

Damage Mod.: +2

Accuracy: +1

Carrying Capacity: 300 lbs.

Movement Rates: 41 inches ground, 484 inches air

Detect Hidden: 14%

Inventing Points: 4

Basic Hits: 4

Endurance: 16

Intelligence: 18

Evil: —

Hit Points: 15

Healing Rate: 1.6 per day

Power: 58

Basic HTH: 1d6

Detect Danger: 18%

Inventing: 54%

Deflector wears a white costume with red sleeves, red legs, white boots and white gloves. He wears no mask. His Deflector Screen generators are devices mounted on each of his hips at his waist and connect to a silver backpack. His Energy Rifle is attached to a forearm piece and can be retracted.

Deflector is a tall, black man, about 6'2" tall with a light build. He has close-cut black hair.

Thomas Villard is the son of former Emerson Electronics weapons designer Elliot Villard. Elliot Villard inadvertently discovered the Emerson/FORCE connection and was killed while trying to get out of the facility.

Thomas, not believing the official story that his father was killed in a weapons accident, built his Deflector equipment to avenge himself on Emerson.

After training for a time with his equipment, he began attacking Emerson facilities and searching for Emerson. Eventually he encoun-



tered FORCE and fell victim to his Charisma Power.

Tactics: He will use his Deflector Screen to guard the submarine and use the Energy Rifle to take pot shots at heroes. When standing on the conning tower of the submarine, he can plug his Deflector Device in a power supply port and need not spend charges for repulsed attacks.

PYRE

Identity: David Lauren

Side: The Force

Experience: 16,812

Age: 20

Powers:

1. Flame Power: Range = 35 inches, 1d12 damage, PR = 3 to 'flame on., PR = 3 per shot. The power also allows flight at a speed of 251 inches per turn.
 2. Weakness Detection: +6 to hit
 3. Adaptation: PR = 1 per hour or use as a Defense.
 4. Heightened Agility: +10
 5. Heightened Endurance: +11
- Weakness: Homicidal psychosis

Weight: 190 lbs.

Strength: 15

Agility: 22

Charisma: 18

Reactions from Good: —3

Hit Mod.: 8.1312

Damage Mod.: +3

Accuracy: +4

Carrying Capacity: 511 lbs.

Movement Rates: 57 inches ground, 251 inches air (Flame Powers)

Detect Hidden: 12%

Inventing Points: 3

Basic Hits: 4

Endurance: 20

Intelligence: 16

Evil: +3

Hit Points: 33

Healing Rate: 2.0/day

Power: 73

Basic HTH: 1d8

Detect Danger: 16%

Inventing: 48%

Pyre wears a red and black costume with a flame design with black boots. He wears no mask.

His background and tactics are covered with those of Hailstorm.



PHOTON

Identity: Margie Brenner

Side: The Force

Experience: 15,023

Age: 23

Powers:

1. Light Control: Range = 48 inches, 2d8 damage, PR = 1 per shot
2. Non-Corporealness: PR = 4 per hour
3. Flight: Max. speed is 324 m.p.h. (1426 inches/turn), PR = 1/hour
4. Heightened Endurance: +15
5. Heightened Agility: +10

Weight: 110 lbs.

Agility Mod.: +2

Endurance: 27

Intelligence: 16

Reactions from Good: -2

Hit Mod.: 12.24

Damage Mod.: +4

Accuracy: +4

Carrying Capacity: 244 lbs.

Movement Rates: 63 inches ground, 1426 inches air

Detect Hidden: 12%

Inventing Points: 3.2

Basic Hits: 3

Strength: 12

Agility: 24

Charisma: 14

Evil: +2

Hit Points: 37

Heal Rate: 2.4/day

Power: 79

Basic HTH: 1d6

Detect Danger: 16%

Inventing: 48%

Photon wears a yellow leotard-like body suit ending at the hips and shoulders with white boots and gloves. White strips of cloth extend from the shoulders to the gloves and from the hips to the boots.



She stands 5'4" tall and has a light to medium build. She wears her blond hair in an above the shoulder, straight cut and has blue eyes.

Margie Brenner was born in Canada with a mutant metabolism. She was placed in a Government 'school' for special youngsters. A sensitive child, she was tormented by the other children at school due to a lisp she had at the time, but has since lost or overcome.

At fourteen she ran away from the school and began using her powers to make money. She heard that The Force was recruiting members in Canada and joined up with them.

Tactics: Photon will first attempt to flash-blind the heroes, and then will attack those blinded, leaving the others to her partners in crime.

HAILSTORM

Identity: William Lauren

Side: The Force

Experience: 16,734

Age: 20

Powers:

1. Ice Power: Range = 7 inches, 1d12 damage, PR = 5 per attack
 2. Weakness Detection: +6 to hit
 3. Adaptation: PR = 1 per hour or use as a Defense
 4. Heightened Agility: +10
 5. Heightened Endurance: +11
- Weakness: Homicidal psychosis

Weight: 190 lbs.

Strength: 15

Agility: 22

Charisma: 18

Reactions from Good: -3

Hit Mod.: 8.1312

Damage Mod.: +3

Accuracy: +4

Carrying Capacity: 511 lbs.

Movement Rate: 57 inches ground

Detect Hidden: 12%

Inventing Points: 2.4

Basic Hits: 4

Endurance: 20

Intelligence: 16

Evil: +3

Hit Points: 33

Healing Rate: 2.0

Power: 73

Basic HTH: 1d8

Detect Danger: 16%

Inventing: 48%



Hailstorm wears a suit identical to that of Pyre, except that the suit is white and blue.

David and William Lauren are the physically identical twin sons of Dr. David Lauren, the geneticist. When his wife, Annie, became pregnant, he began injecting her with a serum that he believed would increase the IQ of the children. While it did increase their IQs, it also gave them incredible powers. Powers that killed Annie Lauren when the children were born.

As they grew, it also became apparent that their minds were somewhat twisted. They would delight in capturing a small animal and alternately heating and freezing it until it shattered. Dr. Lauren studied

them, hoping to discover a way to remove their powers, but, on the brink of discovery, the children killed him. At that point they left home and eventually found their ways into FORCE's organization.

Both are quite mad, excessively cruel, and homicidal.

Tactics: Pyre and Hailstorm (the twins) will attempt to double-team their target and will always come to each other's aid.

OSCILLATOR

Identity: Dr. James Royce

Side: The Force

Experience: 37,452

Age: 30

Powers:

1. Vibratory Powers: Range = 32 inches, 2d8 damage, PR = 4 per shot, special attack has a 28% chance to destroy
2. Heightened Expertise: +4 to hit with Vibro-blast
3. Invulnerability Device: Suit with 12 pts. invulnerability
4. Heightened Endurance: +8

Weight: 200 lbs.

Strength: 14

Agility: 16

Charisma: 16

Reactions from Good: -2

Hit Mod.: 5.0688

Damage Mod.: +2

Accuracy: +2

Carrying Capacity: 474 lbs.

Movement Rate: 50 inches ground

Detect Hidden: 12%

Inventing Points: 10

Sex: Male

Level: 8

Training: Strength

Basic Hits: 4

Endurance: 20

Intelligence: 15

Evil: +2

Hit Points: 21

Healing Rate: 2.0

Power: 65

Basic HTH: 1d6

Detect Danger: 16%

Inventing: 45%

Oscillator's costume is dark blue with silver metallic gloves, boots, helmet, and shoulder-chest-waist piece.

Dr. Royce, an English physicist, was considered by many to be the world's foremost expert on sub-atomic and molecular motion, and he may still be. Royce gained his powers as a result of an accident involving dangerous, forced molecular manipulation. The resulting explosion killed twelve scientists and technicians and left Royce in the hospital for over a year.

During his stay in hospital, Royce learned that his negligence was being pointed out as the unofficial cause of the accident and deaths. He was discredited and stripped of all former positions. When released from the hospital, he began using his new (still secret) abilities to enact revenge on his accusers and to finance his independent experiments.

FORCE learned about him, contacted and recruited him, and now has him based at the Underground Complex.

Tactics: If the heroes attack from underwater, Oscillator will be the villain that meets them since his powers are enhanced by underwater. He has a very straightforward attack/defense style and will use his vibratory phasing ability to its fullest.

7. Post Mortem

7.1 ULTIMATUM

(The following has been provided at an OPTIONAL ending for this adventure. It is a downbeat ending, and therefore may not be in line with the Gamemaster's wishes.)

Once the heroes have vanquished FORCE, give them time to catch their breaths. After this has been done, the following will occur:

If FORCE is captured operational, unconscious, he will cease to function once the Player-Characters have gathered together. (Revivification will not work.) If he is destroyed or escapes, everything will begin happening once the characters have gathered together. (It is advisable to have the heroes gather at either the SeaKiller or in the Underground Complex at Delmarion Cove.)

Wherever they are (and after FORCE has ceased to function or escaped), every video monitor on the SeaKiller and in the Delmarion Cove Complex will display a live picture of FORCE (garbed in the same costume as in this adventure). His voice will also blare out of every available loudspeaker.

He is apparently quite angry.

'To Hades with all of you!! I have had enough of your interference in my plans! I am the true Power in the world and I will see all of you



6.4 'OLD FRIENDS'

Should the Gamemaster wish to include a villain who appeared in the original F.O.R.C.E. adventure, the following recommended modifications to the Character Records found in that adventure have been provided:

Cicada: Increase Strength to 18, Level 5, Hit Points 55, Power Points 89, Carrying Capacity 662 lbs., HTH 1d8, Movement 73 inches ground and 913 inches air.

Clamor: Increase Endurance to 19, Heightened Expertise +2 additional, Level 6, Power 65, Carrying Capacity 218 lbs., Movement 51 inches ground.

Mr. Magnum: Heightened Expertise +2 additional, Heightened Defense -2, Level 7.

Phantasm: It is recommended that he not be used. He has struck out on his own and left The Force. (See 'Flight 412 has Vanished')

Shadarkos: It is recommended that he not be used.

Snowblind: It is recommended that he not be used.

Stargazer: It is recommended that she not be used.

Teleporter: It is recommended that he not be used. FORCE is going to have to get away on his own this time!

prone at my feet before I am finished.

You mock me? How foolish you truly are! Behold, I need not even be present to strike down those who have failed me!

At this point, the Force Guards present will begin screaming and gripping the backs of their heads. Within moments they will die. FORCE has begun activating their Cerebral Implants.

The Guards should begin dying first, while this is occurring and before the villains become affected, the heroes should be given the opportunity to jam the activating signal, preventing the super-villains from dying. (If the Gamemaster does not like a particular villain or feels that he has no further use for that villain, feel free to kill him off as well.) The villains know nothing of the implant or how to stop it.

Either on their own or with a little help from the Gamemaster, the Player-Heroes should be able to jam the signal before everyone dies.

Once this has occurred, FORCE will continue, madder (in both senses of the word) than ever:

'AGAIN!! Again you thwart me!! Heed my words, so-called Defenders of Justice: your days and the days of your governments on this Earth are numbered. When next we meet, you will willingly bow

down before me and declare me your Master. When next we meet I will emerge the ultimate victor!! Heed me heroes, for this is my final ultimatum!!'

The video screens will now go black. Nothing further will occur to interrupt the cleanup.

7.2 ANALYSIS

With the adventure complete, the heroes and the ASA will have time to analyze everything that has happened.

SENATOR BENNET

The Government will state that the Senator has died as a result of the injuries he received during the assassination attempt. No mention will be made of the android.

After about one week, the ASA will contact the heroes and inform them that they have completed a full analysis on Bennet and/or any FORCE androids captured (as well as Dr. Long's equipment). Scarlet will keep some of the technical data secret, but he will tell the heroes that, according to their data, the bio-synthetic android design has a serious flaw in its personality circuits. A flaw that will cause the eventual deterioration of the android's personality. Any number of psychosis could develop as a result.

From studying the available behavioral data and the tape of the 'final ultimatum' from FORCE, the ASA has determined that FORCE is undergoing such a deterioration.

7.3 THE GOONS

The chart below is intended to represent stats, not individual people. Therefore, the same 'Goon' may be used twice in different situations to represent different NPCs.

Unless otherwise stated, all Goons are unarmed and treated as Fourth Level.

No.	Hit Pts.	Power	Acc.	Dam.Mod.	Move	HTH	Agility
01	11	57	+1	+1	43	1d6	13
02	12	55	+1	+1	37	1d6	13
03	10	51	+1	+1	40	1d8	12
04	8	54	+1	+2	41	1d4	14
05	9	59	-	+1	44	1d6	11
06	12	60	-	-	38	1d8	10
07	6	45	+1	+2	33	1d4	12
08	10	59	+2	+3	40	1d6	15
09	11	44	+1	+1	37	1d8	12
10	12	53	+1	+1	39	1d4	13
11	12	61	+1	+2	43	1d6	13
12	9	51	+1	+1	37	1d8	12
13	12	60	-	+1	43	1d6	10
14	10	58	+1	+2	42	1d6	13
15	13	52	-	-	40	1d6	11
16	11	53	+1	+1	40	1d8	13
17	15	62	+2	+3	41	1d8	16
18	12	60	+1	+1	47	1d6	13
19	6	52	-	-	39	1d4	11
20	9	53	+1	+1	41	1d6	12
21	10	56	-	-	44	1d6	10
22	11	50	+2	+1	45	1d6	15



No.	Hit Pts.	Power	Acc.	Dam.Mod.	Move	HTH	Agility
23	8	62	-	+1	46	1d6	9
24	17	58	+1	+1	44	1d8	12
25	10	51	+1	+1	40	1d8	12
26	8	54	+1	+2	41	1d4	14
27	9	59	-	+1	44	1d6	11
28	12	60	-	-	38	1d8	10
29	6	45	+1	+2	33	1d4	12
30	10	59	+2	+3	40	1d6	15
31	12	60	+1	+1	47	1d6	13
32	6	52	-	-	39	1d4	11
33	9	53	+1	+1	41	1d6	12
34	10	56	-	-	44	1d6	10
35	11	59	+2	+1	45	1d6	15
36	8	62	-	+1	46	1d6	9
37	17	58	+1	+1	44	1d8	12
38	12	61	+1	+2	43	1d6	13
39	9	51	+1	+1	37	1d8	12
40	12	60	-	+1	43	1d6	10
41	10	58	+1	+2	42	1d6	13
42	13	52	-	-	40	1d6	11
43	11	53	+1	+1	40	1d8	13
44	15	62	+2	+3	41	1d8	16
45	10	47	+1	+1	39	1d6	14

8. Epilogue

(For the Gamemaster only. Do not read to Players. It is a sign of things to come . . .)

Darkness: a single light illuminates the solitary figure, standing, silently waiting. One by one, images of costumed men and women appear in the darkness before him. The images are static; their subjects caught in frozen motion. He watches as the last of these images appears and still says nothing.

Footsteps echo in the surrounding dark; a man approached him, stands and waits. Finally, the figure stirs, a long sigh escaping from him. With a deliberate, commanding voice he speaks.

'You have analyzed everything.' It is a statement, not a question.

'Yes My Lord, I have.'

'Your conclusion?'

The newcomer shifts his balance. 'The removal of those who have thwarted you thus far is mandatory if Project Ultimatum is to succeed.'

'I know.'

'Yes, of course you do sir, I was only recapping.' he stammers.

'Go on.'

'With the data from the pre-empted SeaKiller project, I believe the units you requested can be designed.'

'Excellent. How quickly?'

'A year, give or take a month.'

'You have six months.'

'Six months! My Lord, it can not . . .'

The figure whirls. 'DO NOT tell me it cannot be done! I command that it be done in six months and it shall!!!' He points at the images. 'I will not have their meddling in my Holy plans any longer. This time the infidels will feel my cleansing fire. They will recoil before the fury of my wrath! DO YOU UNDERSTAND?!'

The man, fallen to his knees, looks upward slowly. 'Yes My Lord, I will not fail you. The Hunter-Slayer units will be finished.'

'Good.'

He turns back toward the images for a moment and then, struck by a sudden thought, turns back.

'NO! I want them designed as Hunter-Retriever units. Have the worms brought back to me. I will swing the Sword of Justice myself.'

The man gains control of himself and stands. *'As you say, My Lord. I will begin immediately. By your leave?'*

The figure nods and the man leaves.

The footfalls fade away, silence descends.

The figure laughs . . .

FLIGHT 412 HAS VANISHED

INTRODUCTION

Flight 412 Has Vanished! has been provided as a quick backup feature to **Assassin**. Its main purpose is to keep the villain Phantasm in the minds of the heroes for future considerations.

A specific orientation for the hero group involved in this adventure has been assumed. The Gamemaster should feel free to make any changes to tailor it to his own campaign.

1. AN ORDINARY DAY

The day will begin like many others for the heroes. Workouts, meetings, paperwork, fan mail, etc. However, that will quickly change.

On this calm day of seeming rest, will come a phone call from Daniel Parnell Jr., Security Chief for the local Major Airport. Mr. Parnell, being quite upset, will inform the heroes that just over an hour and a half ago an Inter-Air cargo plane on landing approach simply vanished!!

Parnell will claim that he has a dozen witnesses that either saw the aircraft disappear from radar or literally vanish from sight! He has notified the police and they are investigating. However, he felt it would be a good idea to contact the superheroes since this seems to be more their kind of job.

If the heroes agree to assist, Parnell will ask them to meet him in his office at the airport as quickly as possible.

2. UNDER INVESTIGATION

Once having arrived at the airport, the heroes will be given the following additional information:

The plane, though owned by Inter-Air Cargo Shipping, is currently being rented by reclusive, aged multi-millionaire Alexander H.J. Vandersinder. Vandersinder had rented the aircraft to transport his priceless art collection to its new home. The cargo jet had intended to land here to refuel when it vanished. Included in the cargo manifest are many truly priceless paintings, sculptures, and pieces of art.

Parnell will also inform the heroes that he has just received word that Vandersinder himself was on board, escorting the collection! Vandersinder's next of kin have personally asked that the heroes look for the old man.

Naturally, the Player-Characters will want to question the witnesses. First, there are three air-traffic controllers who will swear up and down that the cargo jet did not crash, but simply vanished from the radar. One second it was on the radar screen, the next it was gone.

The heroes will also be able to question six others who actually saw the plane vanish. Five of them are ground crewmen for various airlines and one of them is the pilot of the airliner that was following the cargo jet in. They will all say that the plane literally vanished about two hundred feet from landing. They will disagree as to whether the aircraft quickly faded away or just vanished, but they will agree that it disappeared. (It is recommended that the Gamemaster role-play at least four of the questioning sessions and use different personalities for the different people. Handled the right way, it should be a lot of fun.)

Following the questioning, allow the heroes time to formulate a plan of action. If the plan will not lead them to the aircraft, then the following will occur:

Mr. Parnell will drag what appears to be a bum into the room where the heroes are meeting. In this case, appearances can be deceiving.

The man, apparently very old, is a derelict known only as Galahad, who hangs around the airport. Galahad is nearly falling down drunk. Parnell will tell the heroes that he was picked up by airport security, staggering around the runway area and mumbling about 'invisible planes.' Security thought it would be a good idea to bring him in.

Under questioning, and after great prodding (remember, Galahad is drunk), the wino will tell the heroes that he was sleeping alongside an abandoned hanger in the now unused section of the airport. He was

awakened by the sound of a jet aircraft passing nearby. He got up and looked around, but could not see any jet, even though he could clearly hear it. Suddenly he was hit by the hot exhaust of a jet engine and he saw debris being scattered by the blast. The 'invisible plane' continued on past him and entered a nearby hanger through the rear doors. Immediately after the plane entered, the hanger doors closed. Galahad will be unable to tell the heroes much else.

Parnell, however, will be able to tell them that there is an area of the airport that is no longer used because the hangers are generally unsafe and the airport has been seeking additional funding to bring them up-to-date.

3. WHAT'S GOING ON HERE?

Good question. What is going on is that Phantasm has used his illusionary abilities to conceal the plane visually and audibly while some of his Goons landed the plane (they had stowed away and taken it over). A sophisticated anti-radar detection of Phantasm's design concealed the jet from radar.

Still under the cover of a visual illusion (the auditory component dropped to save Power), the cargo jet taxied to the unused area of the airport and into the hanger where it is being unloaded. The contents of the jet will be transferred to trucks and then taken to another aircraft at another airport and transported to Phantasm's home.

4. THE NOT-SO-ABANDONED HANGER

The hanger in question is the final one in a series of four identical hangers. The only thing to distinguish it from the others is that there are two tractor-trailer trucks parked at the rear, facing away from the partially closed doors.

Inside the hanger is the cargo plane (now visible; wt. = 160,000 lbs.) Ten Goons will be unloading it (use Goons No. 35-45 from the Goon List in **Assassin**). Each is equipped with a pistol (+3 to hit, 1d8 damage, range = 200 feet) and are not wearing any special armored clothing. There is also a van parked in the hanger (wt. = 6000 lbs., 30 pts to Disable/120 pts. to Demolish).

On the ground, next to the van, are two old men and a dog. Both are tied up (the dog is not tied). The well-dressed one is Vandersinder and the one in old flying leathers is Marcello Carvo, Vandersinder's old friend and companion. (It will quickly become apparent that Vandersinder is partially senile as he will constantly yell for someone named Gantry and that nobody of that name is ever around when Vandersinder needs him. Nothing should be made of these ramblings.)

Seated next to Carvo is a very old dog that will answer to the name of Propwash, if it feels like it, and remembers that that is its name. The dog is Carvo's.

When the heroes enter the hanger, the Goons will stop working and one of them will call 'Hey Boss' into the plane. After a few moments, a man will exit the plane. The man is Phantasm.

He will be very polite and will comment on how good it is to see some of them again (referring to any he has met previously). Chances are, given his current description, the heroes will not recognize him and, when they question him as to who he is, he will say 'Perhaps this will refresh your memory' and go into action.

At this point, the Goons will scatter, knowing better than to stick around.

5. THE MASTER OF ILLUSION

The stats provided for Phantasm differ from those in the original **F.O.R.C.E.** adventure so as to make him a formidable opponent for the group. These stats are also closer to the way he appeared in the author's own campaign.

PHANTASM

Identity: Franz Undorf

Side: Evil

Experience: 29,458

Age: 39

Powers:

1. Illusions A/B: Holograms of all components with a PR of 4 per illusion. Solid Energy Illusions are light based and have Creation Point cost of 2.5 x Power, a range of 70 inches and a cost of PR = 6 per creation.
 2. Heightened Agility: +21
 3. Heightened Endurance: +25
 4. Adaptation: PR = 1 per hour or per use as a defense.
 5. Flight: PR = 1 per hour, max speed = 306 m.p.h. (1346"/turn)
- Training: -3 to be hit

Weight: 240 lbs.

Strength: 17

Agility: 35

Charisma: 22

Reactions from Good: -4

Hit Mod.: 19.8968

Damage Mod.: +8

Accuracy: +6

Carrying Capacity: 806 lbs.

Movement Rates: 70 inches ground, 1346 inches air

Detect Hidden: 28%

Inventing Points: 7.5

Basic Hits: 5

Endurance: 18

Intelligence: 36

Evil: +4

Hit Points: 99

Healing Rate: 2.5

Power: 106

Basic HTH: 1d8

Detect Danger: 30%

Inventing: 108%



Phantasm will appear without a costume (which he considers tacky) in this adventure. Instead, he will be wearing a black suit with a white shirt, red silk tie (with a red silk handkerchief, of course) and black gloves and shoes.

He stands a very tall 6'4" with a light to medium build and has silver hair and grey eyes. The clothing he is wearing is of very fine cut and the gold tie pin, ring, and wrist watch are all real gold, giving a very distinguished appearance.

Background: Dr. Undorf was, for many years, West Germany's foremost laser expert until a freak accident involving synthetic light prisms somehow altered his DNA base. (He has recently theorized that the altered light emission may have somehow triggered and altered some latent mutant abilities.)

Shortly after acquiring his abilities, he met up with Franklin Emerson and joined The Force. FORCE was unable to affect Undorf with his Charisma Power and so was unable to force him to remain or follow his precise commands.

Shortly after the events of the original F.O.R.C.E. adventure, he left the organization and struck out on his own. He proceeded discretely to steal from governments and very rich individuals with the sole intention of making himself very rich.

Phantasm is of the rare breed of 'honorable' villains. In combat, he will never attack a hero's rear or, when a hero is unable to defend himself. He steals only from those who can afford it, and takes great pains to insure that innocents will not be hurt. He is presently interested in building his own personal wealth and stocking his home with art objects to his own tastes.

Phantasm has no plans for world conquest, thinking the job too large for him, but he does have his eyes on a small Balkan country he knows about . . .

Tactics: Phantasm's favorite tactic is to use his Hologram illusions to alter the terrain of the combat area (concealing himself in the process) and then using his Creation Illusions to attack his foes. He will also sometimes alter existing terrain using his Creation Illusions to confuse his opponents.

Often he will create a Hologram/Creation Illusion duplicate of himself for the heroes to fight while he remains concealed. He is so experienced in this tactic that he can control his illusionary self with it acting as if it were actually him (no actions spent to maintain and control this illusion). He will also often create many duplicates of himself, but these fall under the normal control rules. He will also cast illusions on himself to make it appear that he is in perfect condition when he may have really taken damage.

If he is being beaten, or runs low on Power, Phantasm will leave, creating some diversion while he escapes (a duplicate self usually works fine at such times).

6. IN THE END

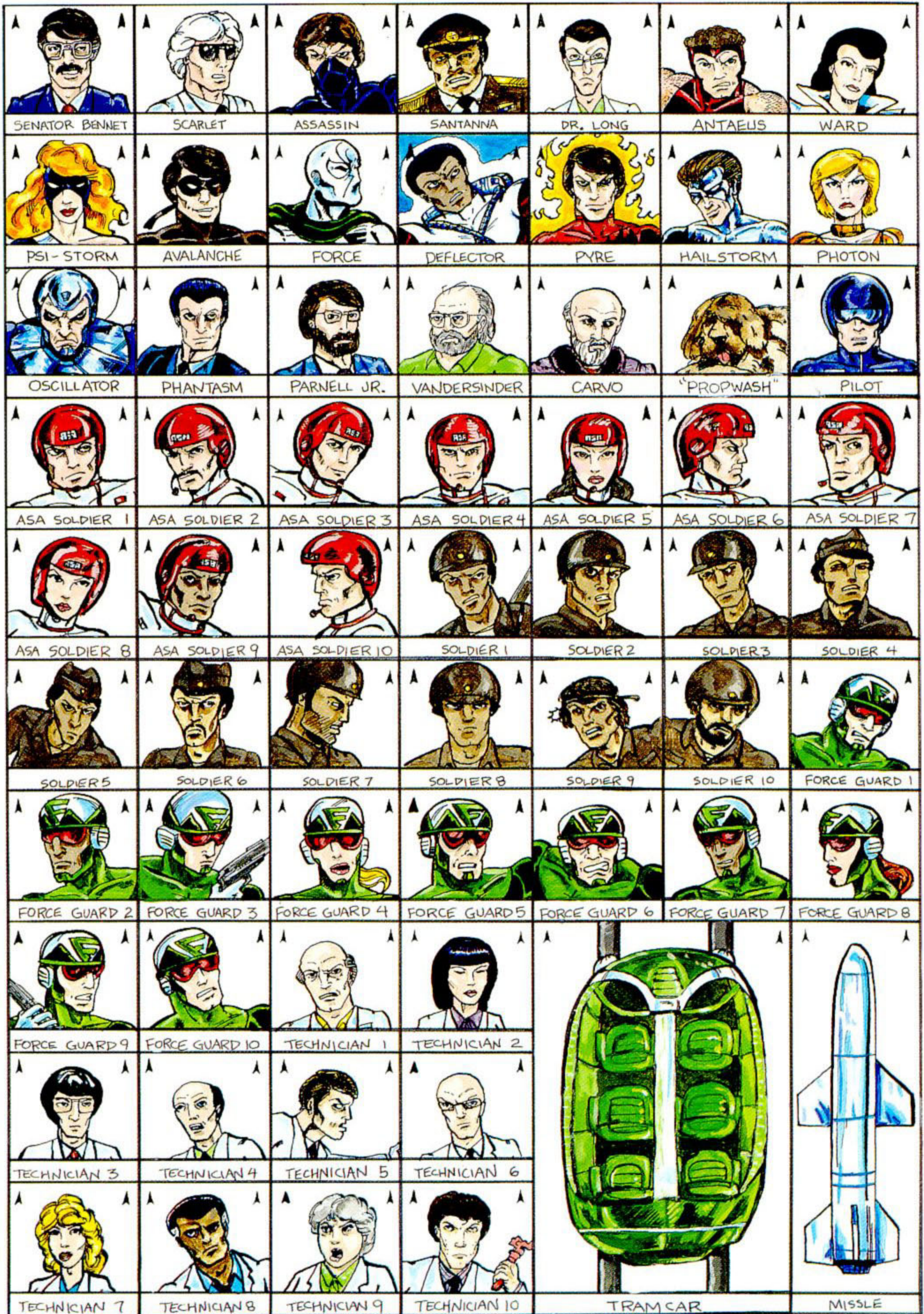
The Goons will have fled in the van and can easily be caught.

Phantasm may or may not have escaped (depending on what the Gamemaster wants), taking some of the art objects with him if he escapes.

The majority of the artworks are recovered and Vandersinder will be very grateful, possibly even willing to financially back the heroes if they need it and are willing to have the half-senile, ninety year plus old man as their benefactor. If they don't need the backing, he will give them some kind of reward.

(If an unthinking hero used the cargo jet as a baseball bat, Vandersinder will not be pleased, but he will not get angry and will simply state that he will now be forced to acquire more art for his collection to replace any pieces damaged or destroyed in the plane.)

All in all, a job well done!

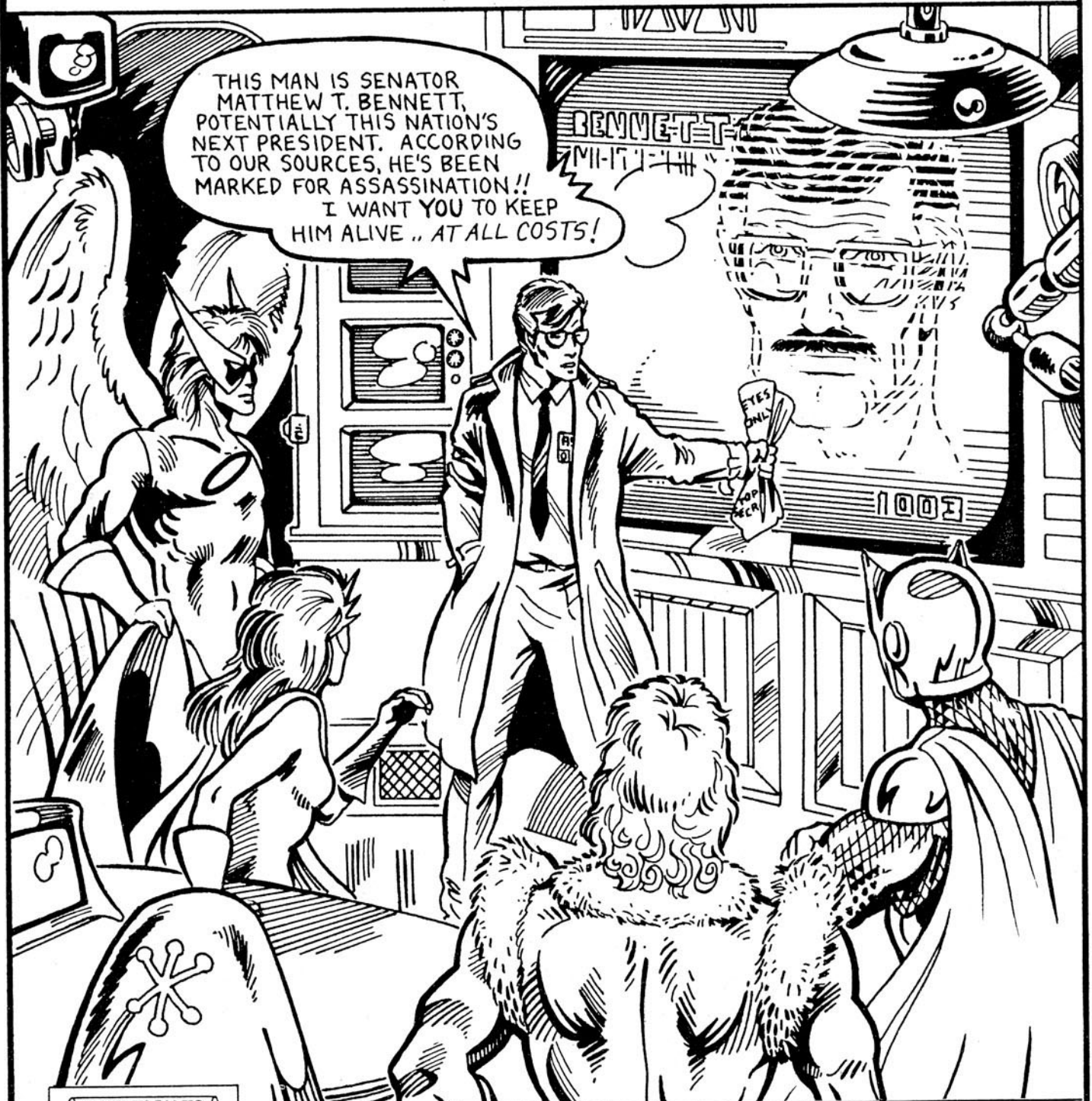




TIGER II FIGHTER

HELICOPTER

HERE'S A FANTASTIC ADVENTURE FOR THE VILLAINS AND VIGILANTES™ GAME SYSTEM. WHO IS OUT TO KILL A UNITED STATES SENATOR? AND WHY? CAN THE HEROES STOP THE ASSASSINATION AND LEARN WHAT IS REALLY BEHIND SENATOR BENNETT?! THERE'S MORE TO IT THAN MEETS THE EYES IN THIS ACTION-PACKED ADVENTURE FOR 3 TO 5 SUPERHEROES.



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