

**VILLAINS
AND
VIGILANTES**™

FANTASY GAMES

UNLIMITED

2012

BATTLE ABOVE THE EARTH



**BY
STEVEN
CROW**

BATTLE ABOVE THE EARTH

A VILLAINS™ AND VIGILANTES ADVENTURE

WRITEN BY: STEVE CROW

INTERIOR ILLUSTRATIONS BY: JEFF DEE

COVER ART, MAPS, & COUNTERS BY: BAIN SIDHE STUDIO

Bill Cucinotta
Janet Jackson
Rich Rankin
Matt Wagner
Bill Willingham



P.O. BOX 182
ROSLYN, N.Y. 11576

CONTENTS

PART ONE: THE LIZARD MAN.	3
1. The Invitation	3
2. Big Rock, Wisconsin	4
Big Rock and Surrounding Area Map.	5
3. Where is Johnny Dugan?	6
4. First Encounters	7
Optional Events: The Lizard Man.	8
PART TWO: BATTLE ABOVE THE EARTH.	9
1. The Situation	9
2. Space Station One	9
Station Diagram.	10
The Plan and the Timetable	10
3. Character Transportation	10
4. Station Stats.	11
On-Board Vehicles	11
Layout of the Station	11
Station Layout Map	12
5. The Villains	13
6. The Logrellians	16
7. Allies and Neutrals	17
In Conclusion	18

Players should note that **BATTLE ABOVE THE EARTH** comes complete with cut-apart counters for the various persons and vehicles discussed in the adventure. These counters should be removed from the text of the adventure booklet carefully. You may wish to glue or affix the counters to heavier card stock before cutting them apart. The counters are drawn to the identical scale as those for all other adventures for use with **VILLAINS AND VIGILANTES**.

U.S. COPYRIGHT NOTICE

Copyright 1984 Steven Crow

All rights to this book are reserved. No part of this book may be used or reproduced in any manner whatsoever without permission, except in the case of brief quotations embodied in critical articles or reviews. For information contact Fantasy Games Unlimited Inc.

Cover art (front and back), Counter Art, and Map art are copyright 1984 by Bain Sidhe Studio.

Interior Illustrations are copyright 1984 by Jeff Dee.

Any resemblance to persons living or dead is unintentional and is purely coincidental.

EDITORIAL INTRODUCTION

One of the fringe benefits of being a game designer is that every once in a while you get the chance to see an adventure that someone else has written for your game. When the effort is of the calibre of Steve Crow's **Battle Above the Earth** this makes it a true pleasure indeed. I've enjoyed working on it in my first stint as editor.

When I first found **Battle Above the Earth** in my mailbox last year, Jeff Dee (boy Rembrandt and **V&V** co-author) and myself had been discussing ideas for a new wave of **V&V** adventures, that while still reflecting a reckless, fast-paced, comic book style would cover a wider range of settings, giving GMs more material that they could use in their campaigns and even containing optional rules variants to make playing all the more interesting.

Battle Above the Earth with its rescue mission basis, impending alien invasion, and outer space skirmishes seemed to be precisely what the Doctor (Apocalypse or DNA?) ordered.

With the President wanting to revitalize the space program and planning his own space station to be built in the relatively near future, it seems that Steve's visions of Space Station One are not so much science fiction any more, but the shape of things to come. I have always had a thing for topical material in my campaign and this is certainly topical in the current climate of political interest.

But enough from me: there is trouble brewing past the Van Allen belt, there is a planet in danger, there is a mission to accomplish!

Stand By For Adventure,

Jack Bleeman
Editor

PREFACE

This scenario was designed and tested for the new, revised rules for **Villains & Vigilantes**. It is designed for characters of approximately 4-6th level with approximately six heroes in a group. However, it is open to any modifications by Gamemasters who feel that it wouldn't fit into their campaign as is..

The Gamemaster is not obliged to use this as part of a continuing campaign. It can easily be run as a one-shot adventure or as part of an on-going campaign; it has been designed with both in mind.

TO THE GM

This scenario is, for the most part, designed to be as open ended as possible. The villains provided do not have to be used by the Game-master, and their levels can be modified to match or slightly exceed the levels of those heroes in your campaign. Likewise for the aliens, although it is recommended that if you use another race (for this scenario at least) you try to avoid making that race too powerful and giving them any major powers, such as Power Blast or Lightning Control.

This scenario will probably not lend itself well to a 1930-40s campaign, although an imaginative GM could work it in. The station could be used in almost any future campaign, since it doesn't have to be in orbit around Earth. It could be acting as an outpost for any planet Mankind may have discovered in the future. It could also be used as an orbital HQ for some hero or villain group, although some interior modifications would be required.

While there is a complete adventure within this package, it is hardly the only one that can be used. A mad scientist could be attempting to set up some device that would be at its most effective from the station, or a group of supervillians could have the same intent. Infiltration by enemy agents or organizations is also a possibility. In short, the adventures are limited only by your imagination.

Part One

1. THE INVITATION

The adventure begins when, after a meeting of the local superheroes, they decide to take a jaunt around town. Whether they are on patrol or making personal appearances or whatever is up to the players. If they are not normally in the habit of doing this, the GM should explain that due to a lull in illegal activity they have probably been feeling a little restless lately and that a jaunt will work off steam.

As they cover the downtown area of whatever city the campaign is located in, they notice two workers putting the finishing touches on a large billboard.

In place of a normal advertisement is a message addressed to the players' superhero team. It reads:

ATTENTION (Name of Group)!
THE NATIONAL INQUISITOR NEWSPAPER WISHES TO DISCREETLY DISCUSS A MATTER OF VITAL IMPORTANCE WITH YOU. PLEASE CONTACT US IMMEDIATELY. \$5000 WILL BE DONATED TO YOUR FAVORITE CHARITY UPON COMPLIANCE WITH THIS NOTICE. THANK YOU.

The National Inquisitor is generally regarded as a sleezy tabloid and the sign-painters will be able to reveal nothing of value except that the National Inquisitor's offices are located in the nearest major city to the general locale of the campaign.

If the players fail to heed this first message, they will soon notice more messages around them; radio ads will broadcast to the players making it sound like a matter of life and death. If they still ignore the summons, the GM should feel free to bombard them with other attention getting devices. Television commercials, newspaper headlines, sky-writing, more radio ads and billboards, possibly even reporters or private detectives hired by the National Inquisitor to find the players who will hound the PCs at every step. By now the messages are emphasizing the \$5000 donation (but the amount will not be raised, so the players will not be tempted to sit back and watch their price go up) and the serious nature of whatever reason the newspaper has to get in touch with the heroes.

Sooner or later, through curiosity or plain annoyance, the players will find themselves at the Nation Inquisitor Building, although for the sake of the game, this should be sooner rather than later.

They will be shown to the office of Harry Wilson, the Inquisitor's local bureau chief. Wilson will show them in and close out the busy noise from the city room with a shout of 'Hold all my calls!' and a slam of his door.

When asked by the player characters why they were summoned, Wilson will ask: 'Have you ever heard of the Wisconsin Lizard Man?'

(Note: if Wisconsin is located too far away from the setting of your campaign, the GM should feel free to change it to some other state or province, or even country that would be more convenient).

The heroes are shown a black-and-white photograph that is slated to appear on the front page of tomorrow's edition of the paper. Obviously taken by an amateur photographer, it is a medium shot of a shady wooded grove. Amidst the trees one can barely make out the darkened silhouette of a large humanoid figure with vaguely lizard-like characteristics. With nothing else to go on it seems equally likely that the subject of the photo could be some prehistoric creature or a man in a rubber suit.

Wilson explains that for the last several months the Wisconsin Lizard Man has been the hottest thing to hit the presses. It is apparently some creature from Amerindian mythology that haunts the woods up in Wisconsin. Since an actual sighting of it six months ago and that one photograph taken by a thirteen year old boy while on vacation with his family, people just cannot read enough about the Lizard Man.

Amidst a mass of letters and pressure from the publishers to give the Lizard Man more copyspace, Wilson has put Johnny Dugan, the ace reporter of the National Inquisitor, on the story.

Dugan left for Big Rock, Wisconsin (which seems to be the center of the Lizard Man sightings) and phoned Wilson a few days later saying he had a hot tip for the story of the century. A week had passed since that phone call and Johnny Dugan had not been seen or heard from since.

His possessions were left at the Big Rock Hotel and his car was found abandoned on the edge of a stretch of woods that goes on for

miles. A cursory search of the area revealed not a trace of him. The local police are chalking it up to the frustrations of a big city reporter running dry in a small town where no one likes to talk to strangers. Also, Johnny is a heavy drinker and has gone off on binges before.

'But just running out on a hot story without a word to anyone is not like Johnny', Wilson insists, 'He is a damn good reporter . . . and he is also a friend.'

Tomorrow's headline reads: 'LIZARD MAN CLAIMS FIRST VICTIM?'

Wilson offers to increase the charitable donation to \$10,000 if the heroes will go to find Johnny Dugan. Getting the name of the charity from the players, he writes out a check for \$5000. He promises the other \$5000 upon Dugan's return. The GM may wish to point out that the National Inquisitor is one of the largest newspapers in the country, backed by a billion dollar publishing empire. It could have no reason to even think of renegeing on its promise.

Wilson ushers the heroes back out into the city room where he hands over the check to them, shakes hands with the leader and poses with them for a photograph. 'For publicity', Wilson explains.

He then calls over a woman and a young man.

'This is Sheila Baynes, action reporter, and her photographer, Kyle Stewart. They'll be accompanying you.'

If the players object to harshly, Wilson will explain three things to them:

- This story is big. A lot of people want to know what is going on. The involvement of the superheroes makes it even more newsworthy. Every paper (including the National Inquisitor) has the right and the obligation to cover it. Remember, Dugan himself said it was the biggest story of the century . . .
- These are highly trained professional journalists. Baynes has covered stories in Iran, Lebanon, Grenada, and El Salvador. Stewart, although young, has covered the street beat, taking photos amidst police gunbattles and covered such harsh assignments as autopsies and plane crashes. They both know how to stay out of the way and keep out of trouble while doing their jobs.
- Both of them are personal acquaintances of Johnny Dugan, while the superheroes are not even sure what he looks like. Using 'reporter's instinct' they could pick up invaluable clues to locating him. By having other reporters on the scene and letting them go at it, there is just the chance that they will start down the same trail that Johnny Dugan went down himself.

Baynes and Stewart have a personal as well as a professional interest in this story and will be very offended if the players suggest leaving them behind (which they probably will). If left behind or abandoned by the heroes, they will make their own way to Big Rock and start poking around. So, if the players try such a tactic, it will avail them nothing as they will run into the two reporters again anyway, eventually.

Baynes will consider a snub the equivalent of throwing down the gauntlet of challenge. When the players meet her again, woe to the one who misses an obvious clue or fails to perform up to expectations in the group. Note to the GM that Sheila Baynes shouldn't just be along for the ride but should actually contribute something to the group (point out when they've missed the clue, have her help out when the group doesn't do well, etc.) apart from her superior attitude. Don't let her walk in and solve the whole mystery, though. That's the players' job!

Kyle Stewart, although a bit of a workaholic, is more of the shy, quiet type. If given the opportunity he will take great shots of the players in action which may provide clues of their own.

The reason no starts are given for Baynes or Stewart is that for all practical purposes they are to be considered your average male female V&V character. They will not engage in combat with anyone or anything super-powered unless it is a life threatening situation with no chance to retreat, or possibly, if the players' lives are in danger. They are capable of doing very little damage (although they make great distractions) and if hit in combat, all but the lightest of blows should

therefore run them accordingly: with a mixture of bravery and intelligence.

2. BIG ROCK, WISCONSIN

Big Rock, Wisconsin is a little town of about two thousand people located in a northwesterly direction from Milwaukee, towards the center of the state. It is surrounded by dairy farms and there is a nearby lake stocked full of huge fish and miles and miles of woods to the north, east, and southeast. In the center of the town stands a big, black rock formation.

Upon the arrival of the heroes and the reporters, they will notice people on the street heading back indoors, curtains being drawn on the windows and the signs on the doors on the shops being changed from open to closed. Welcome to Big Rock.

In the space of a few minutes the entire town will become almost like a ghost town. Before that happens the heroes have the chance of stopping someone on the street and talking to them (Sheila does). There is an initial -3 modifier as the heroes are from out of town as well as making a sudden bizarre appearance if they have arrived in costume. The townsfolk will find the heroes a bit odd, but if treated decently enough almost any person so approached will be willing to talk if given a little encouragement. Generally, the heroes will stand a slightly better chance than the reporters in getting a response and information from such a townsfolk than the reporters (due to all the local gossip going around about what happened to that Johnny Dugan fella).

Any person on the street will know pretty much the following:

- They will know of Johnny Dugan, but will have never met him. They will have either been in the search party for him or the mother or father/daughter/son/wife/friend of someone who was a part of that search party.
- If asked about the Lizard Man, they will most likely tell the heroes that it is a bunch of nonsense designed to bring in the tourists. If the heroes start to disagree, they will be shown the Lizard Man Gift Shop down the street as evidence of this claim.
- The big rock in the town square was the cornerstone of some sort of Indian burial ground a long time ago. Supposedly the Lizard Man guards it.

After such a conversation the town will be completely shut down except for the Gift Shop, the local Tavern, the Big Rock Hotel, and the Police Station. At this point it should seem obvious to the heroes that the only real option open to them in town is to try talking to people in these various places.

The Lizard Man Gift Shop:

There are many interesting things on sale here, such as an 'I Saw the Lizard Man' tee shirt, wind-up toy lizard men, stuffed lizard man dolls, posters and postcards with pictures of the big rock and the photograph that Wilson had shown the heroes. Others have pictures of the Lizard Man in garish, over-embellished art. The place seems to be doing rather well, businesswise.

Behind the counter is a teenaged girl named Julie May Baker who swears she saw the Lizard Man when she was five years old. She describes it as being about seven feet tall with green scaly skin, sharp teeth and a long tail.

In her opinion the Lizard Man is not a mean or evil thing like in the newspapers but a 'poor, pitiful kind of thing, having to live off in the woods all by itself.'

She was interviewed by Johnny Dugan the day he came into town. She has a bit of a crush on him and she says she hopes he is okay. She figures, however, that he got a lead in another town and got a lift there from some truck driver or something. He didn't seem like the kind of reporter who would run out on a good story.

The Tavern:

The patrons of the Big Rock Tavern are mostly farmers, local merchants, and truck drivers. How such a crowd will react to having their local hangout invaded by a band of strangely dressed men and women is left to the GM. Remember, after a demonstration that the characters have full-blown super powers and once a few of the heartier locals have been disabused of any ideas of making trouble for the oddly dressed

strangers, it will become obvious to the other patrons of the bar that such resistance is futile. Having this encounter lapse into a full-fledged barroom brawl would be defeating its purpose anyway.

One man who will not give the heroes any trouble is Old Jed, who sits quietly in the back of the tavern, drinking his beer. If the heroes are observant, they will notice that no one ever talks to Old Jed, but that does not stop him from talking to himself. If approached in a friendly manner, he will take an instant liking to the player-characters and by befriending Old Jed they will gain the begrudged respect of much of the rest of the town as well.

Old Jed has lived in Big Rock all of his life and knows the town as well as the surrounding area. He also knows all sorts of legends about the big rock and the Lizard Man. These legends have very little to do with the rest of the adventure so the GM should feel free to exaggerate and ad-lib whatever he likes to give the impression that there are all sorts of mysterious goings on and that Old Jed is quite knowledgeable about them (possibly knowing even more than he tells).

Try not to leave too much of a false impression, however, as this will send the heroes off full speed in the wrong direction. The legends revolve around two basic themes:

1. Those who wander around in the woods alone or at night are liable to be caught by the Lizard Man and never seen again. There are bound to be several ghost stories about how years ago some local troublemaker went off to hide in the woods and do some evil business (such as commit a murder to bury some stolen treasure) only to run up against the Lizard Man and come to some horrible end. All of these stories are supposedly true, filled with semi-reliable eye-witnesses, but happened long ago.

2. The rock at the center of town is reputed to be some sort of meteorite or something and is supposed to glow under certain phases of the moon, during eclipses, etc. The Indians used to pray to it, bury their dead by it, and were allies with the Lizard Man who was the Guardian of the Rock. Anyone who tries to move or damage the rock falls under a terrible curse.

Once again, stories probably abound about some big city developer who had plans for Big Rock which involved moving the rock to somewhere outside of town. Before the developer could complete such a plan, he died in some bizarre and terrible accident. But then, this was about twenty years ago.

As long as the heroes treat him seriously, Old Jed will be most cooperative, but if ignored or poked fun at, he will quit and become ornery or cantankerous.

If asked, he will be more than glad to show the heroes around in the woods in search of Johnny Dugan. In fact, he will hustle off to go 'organize an expedition' and will ask the heroes to meet him in the town square the following morning at the crack of dawn. This is exactly the situation the GM should attempt to bring about.

The Big Rock Hotel:

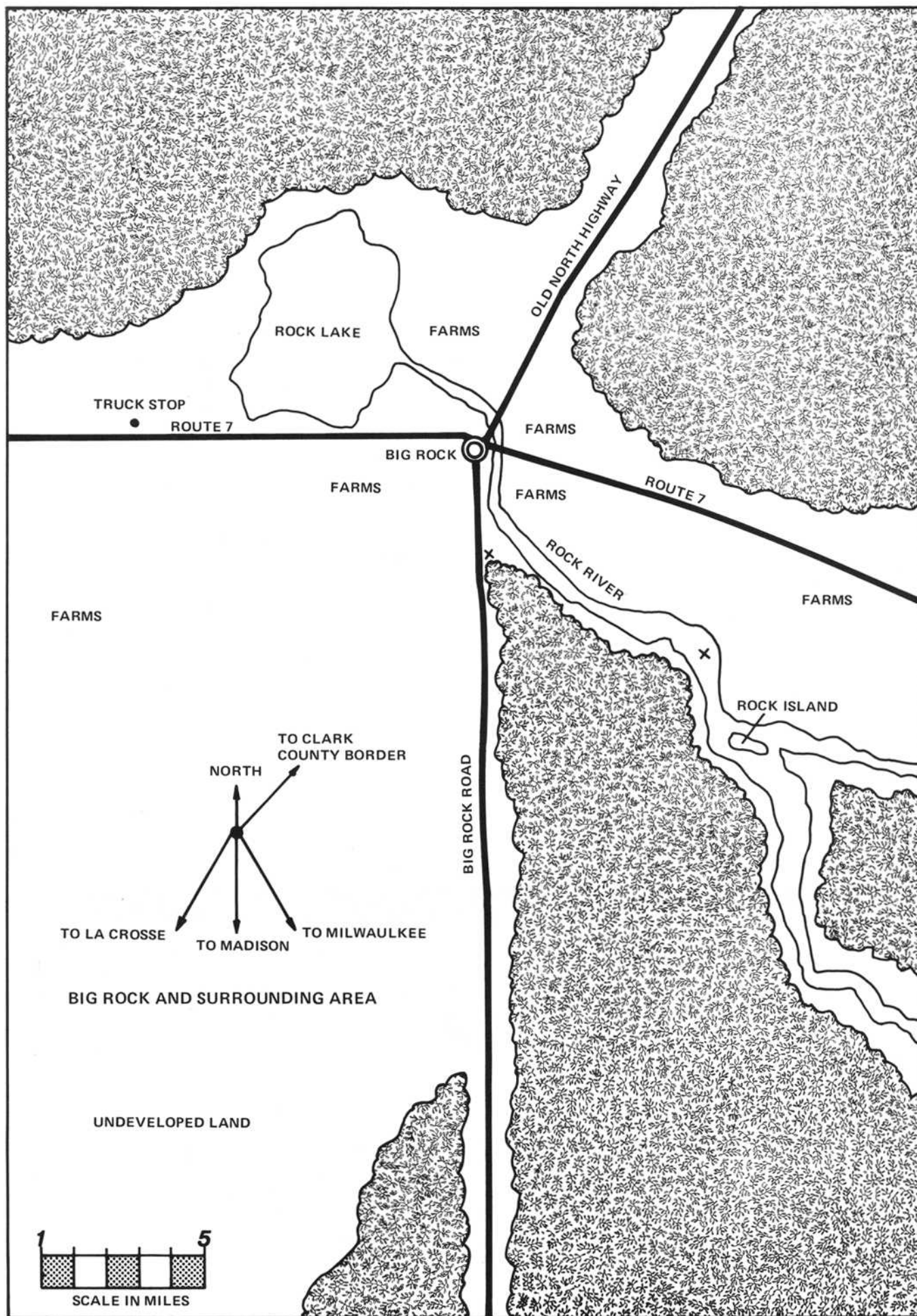
The only place to stay in town is a cozy little 'Mom and Pop' establishment with a big, flashing VACANCY sign outside the window. Rooms are available for all and, if asked, the manager will show the heroes Dugan's room (which is kept exactly the way he left it pending the arrival of the heroes, per the instructions of the National Inquisitor, which is picking up the tab) and his car, which the police have moved and parked out back.

The search of the room and the car will reveal nothing of real value.

The Police Station:

The Sheriff of Big Rock will be honored to have a group of real, live superheroes in town. His three deputies, however, have never seen superheroes before and will remain suspicious.

Showing the heroes the map of the area, the Sheriff will explain that the search for Johnny Dugan went on for three days and covered an area eighteen miles wide. Conditions for the search were ideal as the weather was clear all three days. The county even sent out the helicopters and a pack of bloodhounds (which were later sent back after demonstrating nervous and erratic behavior). What discouraged the search party was not their failure to find Johnny Dugan but that



after covering the area with a fine-tooth comb they had not even uncovered a sign of him (no clothing, no blood, no broken foliage of his trail, etc.) and such total failure is highly unusual.

Seeing as there were no signs of a struggle, no leads and no one in town with any motive for hurting or kidnapping Johnny Dugan, it can only be assumed that he left town of his own free will. Strange though this seems, the local police can come to no other conclusion.

At this point the heroes will probably want to do one of the following three things. If not, the GM can have Baynes or Stewart follow them up.

Searching the Area:

This option will, of course, only be open to characters who fly or have super-speed powers and to those with heightened senses or very high Detect Hidden scores. The GM should probably give one roll on Detect Hidden with a +1% per hour that the search goes on after the first hour to any characters/search parties engaged in this activity. Please note that for the sake of the adventure they could not possibly find Johnny Dugan in this way, but a successful roll will provide them with solid evidence that something happened to him in the woods. They might find a pair of his glasses, for instance, or a strange footprint.

Research:

The heroes will be able to find the public library by asking anyone on the street for directions. If the heroes in question wish to do research after normal library hours, the Sheriff, if asked, will open the library up for them. In the library they will find a large section devoted to the history of the town. Most of it will be esoterica and much of it will have to be ad-libbed by the GM. But, through careful study, the heroes should learn the following:

- The Indian tribes inhabiting this area centuries ago did utilize the big rock formation in their ceremonies, but the tribes that engaged in this practice were small and, for the most part, peaceful.
- A study was made of the big rock by a group of archeologists, astronomers, and geologists back in the 1930s. They all agreed that whatever the rock was, it was definitely not a meteorite. A small piece of the rock was taken back with them for study. No further information is available.
- There have been scattered sightings of the Lizard Man for the last sixty years (many have been proven to be fraudulent) as well as a fair share of cattle mutilations, UFO sightings, and other weird events. Most of the information on these comes from clippings from the National Inquisitor.
- The local newspaper, the Big Rock Gazette, has, as a policy, never published anything so seemingly sensationalistic as the Lizard Man story and will have no information.

3. WHERE IS JOHNNY DUGAN?

Johnny Dugan was on the trail of the hottest story of the century. Going through the library, he uncovered the information concerning the scientific study of the rock. For some reason the archeologists, astronomers and geologists involved had failed to publish the final results of their study. Dugan wanted to know exactly what the rock was made of as it was so strongly connected with the Lizard Man. Getting a ballpeen hammer from the local hardware store, he went out late one night and chiseled off a small fragment of the monument. When he regained consciousness, he surmised that the rock gave off some kind of electrical current. He had a theory about that which was that the rock, which supposedly came from space, was some sort of alien construction, sort of like an American Stonehenge! Proof that Earth had been visited by beings from another planet! He called his editor.

Afterwards, he was off to take the rock sample to a scientist friend in Madison who owed him a favor and also to get a drink to celebrate. (Madison is the main campus location of the extremely large University of Wisconsin.)

Unfortunately, fate intervened just as he left the town. Watching and waiting in the woods was the scout ship from the planet Logrella. It was to stay out of sight and await further orders. The crew had chosen the wooded area outside the town the humans called Big Rock as this was within close proximity of an alien artifact that was some

Examining the Big Rock:

The rock formation in the town square is about eight feet tall, twelve feet wide and irregularly shaped. The roads running through the town have been carefully routed around the rock.

Close up, the heroes will see it to be a deep gloss black with a rough and porous surface. It is cold to the touch, although it is hard to say if it is unnaturally so. Heightened Senses will most likely reveal nothing about the rock (possibly someone with some sort of 'energy-sense' will be able to detect a strange static electricity about it that gently ebbs and flows . . .). Players will be unable to find any secret panels or hidden trap doors in the surface of the rock, but then there really are not any of those in the rock to begin with.

Although it is a rash move at this stage of the adventure, the heroes may wish to try to move or to break the rock. They should be given one chance to think it over. If they are determined, the rock weighs 17,280 pounds and has 353 structure points. Its surface is about as hard as granite, which gives it a structural rating of 6. If it is moved from its spot or takes significant damage, the rock will give off a brilliant display of lightning and electricity. It will glow with an effect not unlike the northern lights for one turn. During this turn, anyone touching the rock, holding a piece of it, or within one inch of the rock will receive a Lightning Control attack that counts as fourth level with an automatic hit if the target is surprised. This attack does 3d10 of power damage. After that, the effect vanishes and all appears to return to normal.

Moving the rock or blasting it with superpowers will attract the attention of everyone in town. Someone will call the Fire Department. As the rock is considered a local landmark, the Sheriff will have to ask the heroes to put it back or repair it if it is tampered with. Many townspeople will be upset as this will be looked upon as defacing a public monument (not to mention a tourist attraction). Although nearly everyone in town heard the 'awful racket' of the attack upon the rock, no one has witnessed the rock's unusual display of energy. If the heroes attempt to recreate the incident to show people what happened, the rock will demonstrate no unusual phenomena and will seem to be only a normal rock from that moment on.

centuries old. Left by some unknown extraterrestrial visitors for some unknown purpose, it is a lodestone and a storage battery for the ultra-physical energies required to power a starship. Even miles away, the scout ship was recharging by utilizing the energy in the ancient artifact and was now at almost full power.

The Logrellians could not afford discovery with their plans so near execution so they regularly patrolled the area and kept track of all movement by the locals through their sensors.

As Dugan made his way down Big Rock Road, he spotted something strange in the sky. He pulled over to the side of the road and went to investigate it. What he saw was a Logrellian Shock Trooper flying reconnaissance with the use of his jetpack. Dugan ran back for his camera and was spotted by the Logrellian. The Trooper swooped down from the sky and captured the intrepid reporter.

Johnny Dugan was taken back to the Logrellian ship, questioned, tortured, questioned some more and finally tranquilized to keep him quiet. The Logrellians would keep the human alive for now but if there was any further discovery their orders were to shoot to kill!

There are eight Logrellian Shock Troopers on board the ship and they are all considered to be fourth level. Their stats are as follows:

Code	Hits	Power	Acc.	Dam.Mod.	Move*	HTH	Agility
S1	13	43	+1	+1	40	1d6	12
S2	14	49	—	—	38	1d6	10
S3	13	50	+2	+2	38	1d6	15
S4	13	46	+1	+1	39	1d6	12
S5	12	45	+1	+1	41	1d6	13
S6	14	46	—	—	37	1d6	10
S7	16	55	+2	+2	45	1d8	17
S8	12	42	—	—	40	1d6	11

* Note that all movement is listed in inches per turn.



All Logrellians are armed with an energy blaster (+2, 1d10 damage, range = A x 3) and a tooth-edged sword (+3, HTH + 1d6 damage). In addition, each can strike with its tail at the same time as using one of the weapons above (Tail is +2, 1d8 damage, range = 1 inch) or use both weapons simultaneously without using the tail (but, subtract -4 for the second attack). There is no power expenditure for making a second attack with either the tail or the second weapon, however each additional attack of the same type is treated normally in terms of power cost.

Logrellian Shock Troops are also equipped with the following special gear:

Jetpack: Maximum speed is 60 miles per hour (264 inches a turn), can fly for 25 hours before requiring a recharge from the ship's power plant.

Sensor/Tracker: Can detect all life within a three hundred inch area as well as identify/analyze whatever type of matter/energy it is set for. If a player character has been scanned by the Logrellians, they may be able to determine that character's weakness at the GM's option.

Personal Disintegrator: The Code of the Logrellian Shock Troops states that no Logrellian will ever surrender or be taken alive in military combat. To insure this, each and every Shock Trooper has sewn into his uniform a Personal Disintegrator. If they are ever defeated in combat (knocked unconscious, incapacitated, paralyzed or killed), the Disintegrator will activate automatically and completely eliminate the Logrellian, his remains, and his equipment. All opponents within one inch of a disintegration will take 1d12 points of damage. The Personal Disintegrator activates instantly if anyone attempts to remove it. Logrellian Shock Troops take special care to keep their disintegrators in proper working order as to be captured alive on the battlefield would be a grave dishonor and the troops are constantly told by their commanders that to be captured means to face indescribable tortures. Note that the Personal Disintegrator is not standard issue for other Logrellian military personnel, such as starship crew or the upper echelon of command.

Shock Trooper S8 doubles as the medic for the unit and carries, in addition to his standard equipment, a medikit (which contains standard first aid items) and a Hypo-gun (range = six inches, treat as a Chemical attack, causes Paralysis only and the victim can attempt to make a saving throw of less than one half his Endurance once per hour to evade or recover from the paralysis).

Note: If the player characters have searched the woods, the Logrellians will have picked them up on their sensors. If they have moved or damaged the big rock, the energy flow will cease and the Logrellians will know that something is happening to the rock. They are currently located in a small clearing amidst the dense forest on Rock Island. At this point, they are awaiting further orders and will be on guard for the heroes' possible approach.

4. FIRST ENCOUNTERS

Upon meeting Old Jed in the town square, he will immediately take the heroes to the Big Rock pier outside of town, on the Rock River just off Route Seven.

There will be several canoes waiting at the pier, enough to accommodate the heroes, Sheila Baynes, Kyle Stewart, and Old Jed. If any of the heroes has Size Change Larger power or any are super-heavy due to natural Armor or Body Power, Old Jed has made available a large log raft big enough to float a luxury automobile. If this still is not big enough to accommodate a character, Old Jed will tell the giant of the group to wade through the river behind the canoes. But, he will warn, be careful not to scare the fish!

Jed explains that they are to make their way down the river to a point deep in the heart of the woods where he will take them to the site of an old Indian burial ground and other mysterious places he knows that the authorities have not searched. By taking this route they will also cover a vast stretch of woods at a speed that allows the party to get a good look at them.

The canoes paddle along at about four miles per hour and after a time Jed points out the spot where a mile and a half inland Duga's car was found abandoned.

A few hours pass and the group will sight Big Rock Island. Old Jed figures to give the players a pass by that area as well. It is here that the Logrellian Shock Troopers are waiting in ambush for them. About

half of them are hidden in the bushes and shrubs that border the edge of the forest and the shoreline, while the other half wait up in the trees on the higher branches. If the players do a reconnaissance of the area first, give them a Detect Hidden roll at one half of normal as the Logrellians are naturally able to blend in with these surroundings due to their lizard-like nature. The heroes should also get their normal Detect Danger rolls before the actual ambush occurs.

As the canoes pass by, the Troopers up in the trees will try to toss down weighted nets onto them, holding them in place as the ground Troops blow them away. Once the nets are dropped, the Troopers in the trees will swoop down from their vantage points with their jetpacks and will engage anyone who has managed to escape the nets, as well as help the ground troops to finish off any who are entangled in the nets.

The nets are as strong as steel, requiring someone with a Carrying Capacity of at least five hundred pounds to tear or dislodge them. They have a structural rating of 10.

The only other main tactic they will use is to try to capture Baynes, Stewart, or Old Jed as these are the most defenseless members of the group. The Logrellians have learned from monitoring Earth radio and television transmissions that many of these strange super-beings are bound by strange honor-codes of self-sacrifice so that the Logrellians believe that by seizing those under the protection of the heroes they will be able to gain an advantage over the super-beings. The alien

troopers have even placed the unconscious body of Johnny Dugan in some nearby bushes, carefully hidden, in case they would need any further hostages to use as tools in controlling the super-humans.

Let the battle begin!

The Logrellian Shock Troops are highly trained, a fanatical fighting force, but they are also intelligent and experienced in the ways of war. They know that they are facing superior forces and that the key to victory lies in the successful deployment and execution of their ambush plan. A win at a high cost is unacceptable to them in this situation as their first, main objective is to the invasion plan. Their ship must not be jeopardized as it is the only piece of real physical evidence the heroes can gain to prove to the rest of the planet that the Logrellians exist and are a threat. Their presence must be kept a secret at all costs, even defeat.

The Logrellians will retreat if one of the following conditions develop:

- o If more than four of their number are defeated.
- o If the heroes manage to find and rescue Johnny Dugan and the Logrellians have no other (new) hostages.
- o The battle moves too far inland, as this is bringing them nearer and nearer to the ship.

The ship will be located one full movement turn inland from where Johnny Dugan's body has been hidden. It will be so superbly camouflaged that only someone with Cosmic Awareness asking 'Is that mound of earth over there an alien ship?' or some other extraordinary event will find it.

Chances are that this will be a sudden, intense, but short battle.

If the Players Win:

Having rescued Johnny Dugan and driven off the Logrellians, they will be regrouping when they will be blinded by a brilliant flash of light accompanied by a noise louder than thunder. This is the scout ship making its escape. No matter what the player-characters do, they will not catch it.

Dugan will be unconscious and delirious saying things like 'Monsters . . . horrible . . . story of the century . . .'

If taken to a doctor, it will be determined that he is under the influence of some sort of strange animal tranquilizer. He has been through an ordeal but should recover, although he will be unconscious for the next forty-eight hours or so. A complete search of the area by the heroes and the police will turn up nothing. Baynes and Stewart invite the player-characters to accompany them back to the city where Harry Wilson will have to write out that second check . . .

If the Players Lose:

Should this occur, they have not been using much teamwork or common sense. In the rush to gather up their unconscious prisoners, the Logrellians lose track of Old Jed who, being no fool, high-tails it

out of there. The Logrellian captain is furious!

The order is given for the ship's medic to inject all the heroes with a lethal dose from his Hypo-gun. They are then to relocate to a secondary position hundreds of miles away. The Logrellians blast off and leave the group alone to die in the middle of the wilderness.

A few hours later, Old Jed returns with the authorities, who will helicopter transport the player-characters, Baynes, Stewart, and Dugan to a nearby hospital. There they will be given blood transfusions, anti-toxins, and are revived about eighteen hours later at zero power points.

'You made it,' the doctors tell them, 'but just barely.'

Despite how the encounter with the Logrellians turns out, the rest of the adventure takes place as soon as they return to the city, or within forty-eight hours, whichever comes first.

OPTIONAL EVENTS:

Many legends, so they say, have some basis in fact, and the presence of the Logrellians does not preclude the actual existence of a Lizard Man. If the battle initially goes too heavily in favor of either the player-characters or the Logrellians, at the GM's discretion, the real Wisconsin Lizard Man can show himself and enter the fray on whatever side the GM deems appropriate. The possibility is worth considering for the shock value alone.

The Lizard Man

Side: Neutral	Sex: Male
Experience: —	Level: 4
Age: 512	Training: —
Powers:	
1. Reptile Powers:	
Heightened Strength: +7	
Heightened Endurance: +13	
Natural Weaponry: +1 to hit, +2 to damage	
Armor: (30), no special abilities	
Weight: 300 pounds	Basic Hits: 6
Agility Mod.: -2	Strength: 19
Endurance: 27	Agility: 13
Intelligence: 0	Charisma: 18
Reactions from Good: -3	Evil: -3
Hit Mod.: 7.072	Hit Points: 43
Damage Mod.: +1	Healing Rate: 20.4/day
Accuracy: +1	Power: 77
Carrying Cap.: 1434 pounds	Basic HTH: 1d10
Movement: 59 inches ground only	
Detect Hidden: 0%	Detect Danger: 30%
Inventing Points: 0	Inventing: 0%

Part Two

1. THE SITUATION

At approximately 1300 hours, your group of superheroes receives a top priority message from the U.S. government requesting their presence at a special briefing session and their assistance.

Upon arrival at the local HQ of FISH (or CHESS, or the CIA, or whatever special operations group the heroes may have had contact with in the past), the heroes are taken into a conference room and given the following presentation:

At 1231 an emergency signal was received from Space Station I, the United States' first fully manned life environ orbital platform. It was sent by Security Chief Hugh Manning, head of the station, and was properly coded so that the chances of it being false are slim.

It was brief but to the point: the station had been taken over by a group of supervillains who had somehow slipped by security measures and gotten on board. They had already captured everyone on board and Manning knew that they were already looking for him and that he was within minutes of capture himself.

Although he was unable to give any definite description of the

villains, he did indicate that they had brought several high-tech communications devices with them. They were also in complete control of the station, having caught everyone off guard.

At this point, the signal broke off and all attempts to restore communications since then have failed. The villains, whoever they are, have not restored communications for the purpose of making any threats or demands, although we did pick up a high frequency signal transmitted from the station to Earth. It apparently was not performed with the station's regular equipment.

In short, we have no idea what the intentions of these villains are. They are holding the forty-eight man crew and the some twenty men who man the industrial concerns as hostages and they are in complete control of the station. We need a group of heroes to go up, enter the station, defeat the villains and free the hostages.

To this end, we can provide you with a special detection-proof shuttle, maps of the station and the security codes so that you can get in. Other than that, I'm afraid you are on your own. Do you accept?

2. SPACE STATION ONE

In the spring of 1984, NASA, their funding renewed by the U.S. government, put into operation a plan which they had designed before the budget cutbacks: an orbital space station.

This platform, Space Station I, was to be used as an orbital point for incoming and outgoing space shuttles as well as a base for Man to conduct further experiments into the effects of Zero-G conditions on medical and industrial processes. Outside the envelope of the Earth's atmosphere special research experiments in the field of astronomy could also be performed.

The Station, having been constructed for peaceful purposes, was built without armaments, although the design allowed for the easy installation of such arms should such a thing become necessary. Upon its completion a special delegation from the U.N. was given an unguided tour of the station to insure the world of its non-military status.

NASA insisted upon personnel being able and ready to respond to any distress signals from space that would be received by the station. The designated crews were trained extensively in space-rescue-and-safety techniques. The station's computer is programmed so that the facility cannot be completely sealed and the locking out of anyone, either accidentally or intentionally, is an impossibility.

The Pentagon had studied the feasibility of a 'forced entry scenario' whereby a foreign power could launch an attack by spaceship and capture the station, its crew and its civilian personnel. Seeing as how America was the only nation with an operational Space Shuttle program or even Space Shuttle capability, such a development was deemed too remote a possibility to warrant further consideration.

Space Station I was designed so that it could generate a gravitational field in the most economical way possible, using a process which had been used in science fiction writings for years: that of having the station in the shape of a wheel, then rotating it so that the centrifugal force would cause anyone standing on the inside rim of the wheel to have weight approximately the same as on Earth, with 'up' being toward the hub.

The central hub would contain the shuttle docking facilities, with the spokes being access corridors. Living quarters, power, lab facilities, etc., would all be in the rim. For reference purposes the spokes were labelled 'North', 'South', 'East' and 'West', although these had no actual bearing and would mean nothing at all to anyone within the station.

The rim would contain four sections, each housing a different general function for the station.

The 'Northwest' section houses the various scientific labs. The main lab is within this section, as well as a fully-stocked sickbay. A special machining shop, designed for operation in low gravity environments, is also present as well as an observatory and the station's main computer.

The 'Northeast' section is where the regular staff lives. There is a galley, a small gym and a well-stocked rec area as well as many of the staff's quarters.

The 'Southwest' section holds the separate areas of three industrial concerns. Each rents an area which holds a research lab, an office with personal computer and communications equipment and quarters for up to ten men apiece. Each area is totally separate from the others and can only be reached from the upper levels. (i.e. the sections are not interconnected).

The 'Southeast' section contains the vital control areas of the station. Life support maintenance, security monitoring and the radio/communications center can all be found here. The main power source of the station, the Gammatron 5000 Nuclear Fission pile, is located here, as are the Commander's quarters. All cargo is stored here, and the rec area/galley for the industrial technicians is located immediately adjacent to the SW section.

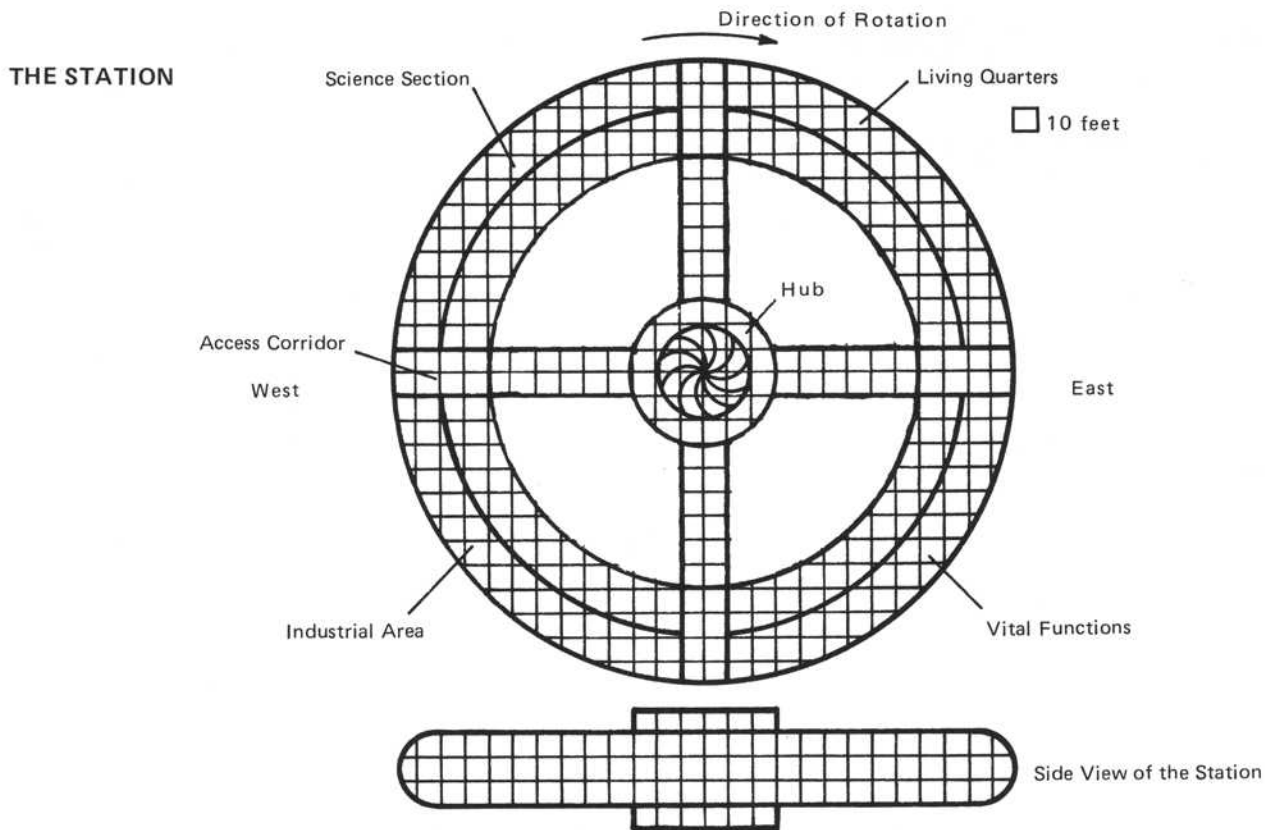
The outer rim is divided into two floors, each 15 feet high. Several of the rooms on the station are double-leveled for convenience and more space.

Access between levels and to the hub is via the four access shafts at the four cardinal compass points. Each is 60 feet long and is equipped with both a ladder so that one can climb 'up' to the hub and an elevator platform so that heavier equipment can be moved. Each access shaft terminates in a door at either end, and one cannot be opened without the other automatically becoming sealed shut, forming in actuality an airlock. The access shafts continue on into the rim, allowing movement between levels.

The central hub has a set of iris doors at top or bottom. It is 60 feet wide by 50 feet high with enough room for two regular-sized shuttles. There is a small control cabin mounted in the upper NW side with its own airlocks, and the iris doors can be opened from the commander's quarters. Modular fuel tanks are attached to the walls as well as four small jet scooter/carga handlers.

Access to the station can be achieved through the main hub or through one of the ten airlocks that dot the sides of the rim. Between-levels access can be through the access shafts, within rooms that are

double leveled or by ladders in various areas.



THE PLAN AND TIMETABLE

An alien race, the Logrellians, have sent in several small scout ships to ascertain whether an assault on Earth would be to their best advantage. Despite the presence of certain mutant or scientifically-enhanced beings, the reports have indicated high concentrations of certain ores and other resources which the Logrellians have long since depleted on their own planets.

The sociological reports indicated that, as a whole, not every member of the species was at the same level of morality and that some would do almost anything to obtain personal profit. Therefore, the advance scouts were to contact some of the more powerful, yet immoral, Terrans and offer them power and wealth in return for their help in destroying the population so that the Logrellians could strip Earth of its resources.

Five supervillians were found. They were to infiltrate the newly established station and take it over at the proper moment. The Logrellians would then follow a transmission signal which the supervillians were to send and land on the station. They would then set up a high-intensity microwave beam generator which would be used to destroy 90% of the Earth's population. The remaining ten percent would be used as slave labor to strip the planet bare under the rule of the assisting supervillians. In return for their help, the villians would also

take whatever relatively worthless substances that the Logrellians had no use for; substances such as gold, silver, etc.

The five villians were able to sneak onto the station disguised as technicians for one of the industrial concerns. At 1215 hours they took it over, catching almost everyone by surprise. Security Chief Hugh Manning remained free long enough to send off a SOS signal to Earth, but then was captured as well.

It is now 1330 hours. Traveling at full speed the heroes can arrive at the station by 1400. However, two of the Logrellian advance ships have lifted off from their hiding places on Earth and are already on the station to assist the villians in guarding the prisoners and to make sure that the invasion signal is properly sent.

At 1700 hours an invasion force of ten (10) Logrellian ships will arrive, assuming that the signal has been transmitted continually up to 1630. The microwave beam generator is on board one of the ships, and upon arrival they will immediately set it up on the station. At 1800 hours it will be ready and it will be used to devastate the Earth's population. This procedure will take approximately nine hours (10% per hour), at the end of which time the Logrellians will descend and begin to enslave the survivors.

3. CHARACTER TRANSPORT

Movement speed and such for the shuttle the players are to be supplied with is relatively unimportant since its only purpose is to facilitate their trip to the station, and the time that that will take is already given. However, it will hold up to eight passengers and has an equal number of space suits. These space suits act in all ways like Life Support Devices, with 72 charges. They also have an Invulnerability of 30, but only in regards to the suit itself being damaged by some attack. This invulnerability in no way protects the character inside, who can still take damage from attacks due to concussion. The SP of the suit is 5.

The flight program has already been given to the navigation com-

puter and there is more than enough fuel for a round trip. The shuttle has no weaponry.

ZERO-G CONDITIONS

Any character with Life Support as a power will be able to use any of his powers while in a vacuum. Characters who have to wear space suits will find themselves extremely limited as to which powers they can utilize. Without special adaptations (not available in this scenario), most powers will be either useless due to confinement within the suit (i.e. Stretching Power, Shrinking, Wings) or would breach the suit (i.e. Growth, Lightning Control, Power Blast, Natural Weaponry).

Weather Control will not work in a vacuum itself, although it can affect pressures within another suit if a Special roll is made. Special Weapons are up to the GM's discretion. All Heightened Attributes will function normally.

Non-Corporeal characters can survive in a vacuum only as long as they can hold their breaths. Characters in astral form are unaffected. Players with Invulnerability can survive for one turn per point of invulnerability, but must spend one turn recovering for every two turns of exposure to vacuum. Players with Absorption - Substance should be able to survive in vacuum, although this should be left up to the GM, depending upon whether he determines that a character has absorbed all of the qualities of steel would still need to breathe.

Characters with Flight can move normally in a Zero-G environment as it assumed that they move by some manipulation of anti-gravitic forces or they can handle Zero-G without problem as they normally ignore all gravitational forces anyway. Characters with wings can fly if they are not in space suits. However, they must state every time they move that they are compensating for the lack of gravity or they must make a percentage dice roll vs. Agility to prevent themselves from continuing their movement path in a straight line for another 1-10 phases.

Characters without Flight experience move at a rate of $(S + A)/2$.

However, they will always continue on at their last movement rate unless they have some special way of breaking (stopping) such as magnetic boots, a tether line, etc, so it is recommended that they do not move more than three or four inches a turn.

If a character takes a knockback, he will not stop but will keep on going at a rate equal to the amount of damage he took (in inches for this movement) until he hits something, someone else grabs him, or he uses Flight Powers or some other means of braking/stopping. Also, characters are still limited to their normal carrying capacities due to the natural inertia of an object. If they try to lift or move anything heavier than their carrying capacity, they will usually only succeed in pushing themselves away from the object.

The natural laws of action and reaction still apply in space. Hitting a target will cause the 'hitter' to take a knockback as if he had taken the amount of damage inflicted by his blow on the target. Example: If Kodiak throws a punch for 9 points of damage, he will go flying back nine inches, and continue to fly back at this rate of movement per turn (9 inches/turn) until he can brake/stop himself.

Combat is otherwise assumed to follow the standard V&V rules, although special emphasis should be placed upon the three-dimensional aspects of the Zero-G environment for those who do not normally fly. Tether lines are assumed to have an SP of 4.

4. STATION STATS

SHIP'S COMPLEMENT

Commander x 1
 Doctor (Crew 1)
 Security Staff x 2 (Crew 2 & 3)
 Nurses x 2 (Crew 4 & 5)
 Cargo Handlers/Outside Maintenance x 4 (Crew 6-9)
 Engineering/Interior Repair x 4 (Crew 10-13)
 Shuttle Pilots x 2 (Crew 14 & 15)
 Hub Workers x 6 (Crew 16-21)
 Internal Maintenance/Janitorial x 2 (Crew 22 & 23)
 Security Men x 6 (Crew 24-29)
 Science Staff x 17 (Crew 30-46)

STATISTICS

Hub: 2827.43 square feet, 141,371.67 cubic feet
 Access Shafts: 1200.00 square feet (x4), 24,000.00 cubic feet (x4)
 Rim, Level 1: 24,504.40 square feet, 367,566.03 cubic feet
 Rim, Level 2: 20,734.36 square feet, 311,015.43 cubic feet
 Total: 52,866.19 square feet, 915,953.13 cubic feet

Structural Points:

Exterior Walls - Reinforced: 14
 Interior Walls: 8
 Furniture: 3

ON-BOARD VEHICLES

The only vehicles present at the time of the adventure will be the aforementioned jet scooters/cargo handlers. These will all be in the hub area and have the following statistics:

Weight	Passengers	Cargo Cap.	Speed	Hit Pts. to Disable	Hit Pts. to Demolish
400 lbs.	1 + 1	4000 lbs.	75'	6	10

Anyone capable of driving an automobile can operate one of these, but if he is inexperienced with zero-g conditions, he or she cannot exceed half of the given speed (38 inches) without having to make an Agility save on percentile dice to maintain control. Treat an out-of-control jet scooter/cargo handler as you would an errant shot with an attack power.

LAYOUT OF THE STATION

GENERAL

ML Mer's Lockerroom.
 FL Women's Lockerroom. Both of these have a shower, lockers and storage for gym equipment.
 Q Quarters: These hold two persons each and include a lavatory unit, two stacked bunks, a desk unit, closet space for both

individuals, and whatever chairs, sofas, posters, etc. that the owners may wish to install.

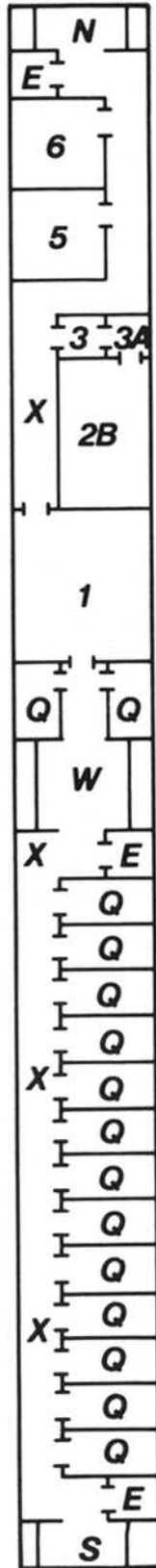
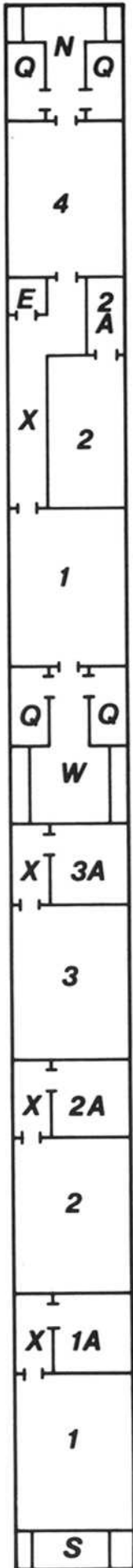
E Emergency Airlock. There are ten of these onboard the station. Each contains eight (8) space suits (act as Life Support Device, 72 charges, use one charge per hour), emergency rations and equipment, a laser beacon and an airlock. Unless the security code is known or the computer has registered an emergency or the commander has scheduled and/or okayed such use personally, the airlock cannot normally be opened.

SCIENCE SECTION

- 1 Main Lab (Two Floors): A variety of projects, performed by the station's regular staff, are carried out here, anything from heavy particle acceleration to electrical conductivity tests. There are enough devices and circuitry here that anyone, hero or villain, could probably come up with several makeshift devices. There are also 1d3 + 3 (4-6) heavy pieces of equipment with a weight of 300-1200 pounds (1d10 + 2 times 100).
- 2 Medical Lab (Two Floors): Very complete facilities, including six beds, six cryogenic units, a computerized pharmacy and a laser-surgery setup. Anyone can be frozen within a cryogenic unit and it takes three hours to revive a person once they are removed from the unit.
- 2A Doctor's Quarters and Office.
- 2B Upper Observatory Gallery.
- 3 Decontamination: This room is kept at above-average pressure to prevent contamination. In case of contamination this room and the Medical Lab will seal. For game purposes, any use of an aerosol gas or Poison/Venom attack will cause these rooms to seal themselves off from the rest of the station.
- 3A Decontamination Chamber: Persons awaiting entry/exit to or from the lower level medical facilities come through this chamber.
- 4 Machining Shop: Lathes, drills, presses, etc. can all be found here. This room is used mostly to build specialized equipment that has either been manufactured aboard or shipped up piecemeal for assembly on the station platform. Shuttle repairs are also carried out here, if not too extensive. Items of a weight similar to those listed in the Main Lab can be found here, but there will be five to eight such items (1d4 + 4).
- 5 Onboard Astronomy Lab/Observatory: A complete set of visual and radio telescopic devices can be found here. A small computer is accessible from here, filled with astronomical data. In the adventure, Logrellian number four is here.
- 6 Computer Room: The station's main computer can be found here, plus its repair equipment and replacement components. This door is locked and the entire room is reinforced like an exterior bulkhead. Anyone with a background in computer or electrical engineering has a chance equal to INT on 1d100 of programming the computer to do one thing they want it to do within its parameters, such as opening security areas, triggering the self-

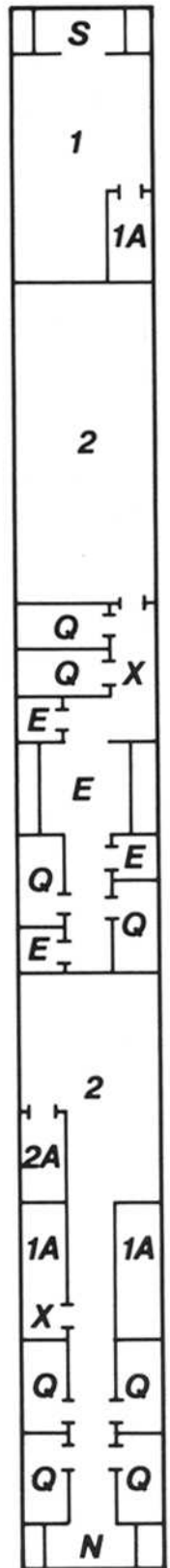
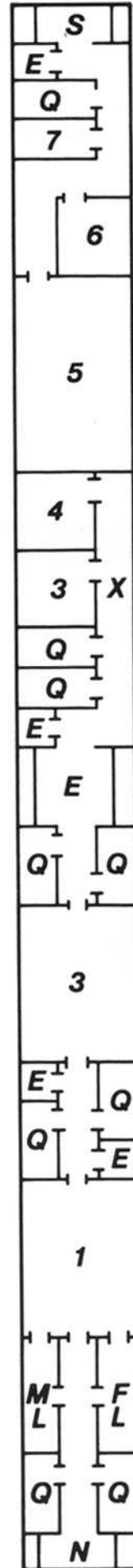
□ 10'

NORTHWEST



SOUTHWEST

SOUTHEAST



NORTHEAST

destruct mechanism, etc.

LIVING QUARTERS

- 1 Gymnasium: This small gym is well-stocked with built-in chinning bars, ropes, horses, and other such equipment. A regulation sized handball court occupies the majority of space here.
- 1A Observation Gallery: Anyone can stand here and watch activities in the gym below.
- 2 Galley: A variety of microwave ovens, etc. dot the walls. As well as food machines, regular meals are served here at 7:30-9:30 AM, 11 AM to 1:00 PM, and 4:30 to 6:30 PM. Seating is for forty-five with fine tables in the room. During the scenario, all of the station's complement will be found here initially, guarded by three Logrellians (those numbered one through three).
- 2A Kitchen.
- 3 Rec Area: Pool tables, video machines, a small but complete bar, and other related items can all be found here. There are three tables (SP:2, twenty pounds), two pool tables (SP: 4, 180 pounds) and eight video machines (SP: 3, eighty pounds).

INDUSTRIAL

- 1-3 Research Labs: These contain equipment for current projects, etc. As with the Main Lab, enough components can be found to come up with several makeshift devices.
- 1A-3A Offices: One for each industrial concern. All contain individual computers, each capable of hooking up with the main computer for the station.

Comments: There is no trespassing permitted and the research areas are isolated so that no one can accidentally stumble through. Each door to both the office and the lab of each such concern is treated as an exterior bulkhead (for SP). The door is locked and can only be opened by someone authorized by the particular company or by the Security Commander. The Gamemaster should feel free to use whatever industrial concerns he might be using in his campaign. If one wishes this adventure to take place in the same world as FGU's other adventure packs, then Manning, Mantouri or Emerson could be inserted as these industrial concerns.

VITAL FUNCTIONS

- 1 Industrial Concerns Rec. Room/Galley: This is where the personnel from the industrial sections come for food and relaxation. It is otherwise identical to the kitchen and rec. areas in the Living Quarters Section. All industrial techs and Logrellians number five and six are here at the start of the adventure.
- 1A Kitchen.
- 2 Cargo Hold: The hold has 31,500 cubic feet for storage. Usually it is not more than half full, unless one of the concerns is shipping in large supplies for an unusually large project. The hold can be depressurized and the roof opened.
- 3 Radio Communications: This room is filled with a large quantity of high-tech communications equipment, including a direct line laser transmitter and microwave beacon. A constant linkup is supposed to be maintained with Space Central on Earth, and a failure to signal the proper code response (changed daily) every four hours causes an emergency shuttle to check out the situation. Currently, two Logrellians (numbers seven and eight) are here,

as is the invasion signal transmitter. The transmitter will take five points of damage before becoming inoperable and is an obvious attachment to the redirected laser transmitter.

- 4 Life Support Controls: Full monitoring of all functions is maintained here. A systems shutdown can only take place if keyed in by the Security Commander. Any fault in the system will show here, and decompression will cause a full-scale alert.
- 5 Nuclear Pile: The Gammatron 5000 is the most sophisticated nuclear drive available. It is shielded by five feet of reinforced Lead-175 (SP: 20) and powers the entire station. It can only be entered by the Commander when he keys in his Security Code and this will only be done in a dire emergency where destruction of the station is imminent. Anyone else entering will take 4d20 points of damage per turn. If the door is opened or the wall breached, radiation will begin to flood the station and within thirty minutes everyone present will take the aforementioned damage.
- 6 Commander's Quarters: Very spartan. There is a computer terminal present which allows the Commander to tie in with any system. He can also override any system. The terminal requires the correct Security Code to be entered. There is also a specially-made hold-out blaster (+4, doing 1d12 damage) which will drop into the hand of anyone pressing the molding beneath the rim of the desk.
- 7 Security Room: Cameras monitor all events going on in the station except for the personal quarters. The man on duty will signal to the commander upon noticing anything suspicious (GM discretion as to whether the invaders are equally efficient). The door opens only to the Commander or one of the two Security Staff men. A locked container in this room (opens only by Security Code input) contains two blaster pistols (+2, doing 1d10 damage, Range = A x 3 inches).

THE INTERCOM SYSTEM

A wall intercom can be found in every room except for the emergency airlocks. Next to it is a panel showing fifty-one buttons, representing each room on the station excluding the Decontamination Chamber, the quarters in the Industrial Section, and the Gym. Any communications with personnel in the Industrial Section has to be routed through the office or lab of the specific industrial concern. The Decontamination Chamber can only be reached through the special intercom in the Decontamination Room. The intercom in the Gym tended to become damaged and so was removed. Pressing the proper button will cause the intercom in the indicated room to buzz.

SECURITY CHIEF/COMMANDER HUGH MANNING

Commander Manning's statistics are as follows:
STR: 16, AGL: 17, END: 15, INT: 15, CHA: 14, Weight: 220 pounds, Carrying Capacity: 616 pounds, Basic HTH Dam.: 1d8, Accuracy: +2, Damage: +2, Hit Points: 25, Level: 3.

Manning is ex-Army and superbly trained (for a normal, non-superpowered type). He has been Commander of the station since its establishment and he is proud of his record. If he is freed, he will not hesitate to assist any heroes in fighting the supervillains and the alien Logrellian invaders.

5. THE VILLAINS

The five supervillains were picked by the Logrellians simply because they care little, if at all, for the human race. As long as power and wealth are in their hands, the rest of the world means nothing to them.

However, by the same token, they are all very individualistic. Although Centurion is the appointed leader, only Mystic and Anima-Man will follow orders from him at all. Nightstalker and R.I.N.G. will do exactly what they want, although they will act in the best interests of the Logrellians. But, as far as cooperative teamwork goes, only the first three mentioned will act together at all, and they will do so rarely.

ANIMA-MAN

Petty criminal Jonathan Hanson found himself involved in the theft of some radioactive isotopes when the police arrived. His compatriots let go of the cannister upon seeing the law coming and fled. The cannister was being moved by Hanson and his fellow crooks and their

sudden flight left him with too great and bulky a package to handle. The isotopes fell and spilled open on Hanson, triggering a freak mutant gene which gave him the power to animate the inanimate and render lifeless those who lived. He was taken to jail, but no prison made could hold him once he learned to use his powers. He soon fled to have his vengeance on the society which held him in such contempt.

Anima-Man will usually stay well out of the way of direct combat, using his animation power to turn devices against their owner, costumes to strangle their wearers, or nearby walls to extend tentacles. If he is approached by a hero, his first order of priority will be to deanimate that hero. He will resort to hand-to-hand combat only as a last, desperate resort, but he will usually flee when he is low on power rather than stay and fight.



ANIMA-MAN

Identity: Jonathan Hanson

Side: the Logrellians

Experience: 23,262

Age: 25

Powers:

1. **Mutant Power:** Can animate any inanimate substance. Is treated like Illusions, Solid Energy, Animate, except that it takes 2 creation points to manipulate 1 structural point. Structure point is then treated as a creation point for determining movement and hit points (walls cannot move, although they can extend tentacles). Range = 18 inches.
2. **Transmutation:** Range = 46 inches. PR = 8. This deanimates living creatures, treat as transformation into a statue.
3. **Heightened Intelligence A:** +7
4. **Heightened Agility A:** +10

Weight: 190 pounds

Agility Mod.: -

Endurance: 15

Intelligence: 23

Reactions from Good: -2

Hit Mod.: 6.7032

Damage Mod.: +4

Accuracy: +3

Carrying Cap.: 464 pounds

Movement: 48 inches ground

Detect Hidden: 16%

Inventing Points: 13.8

Basic Hits: 4

Strength: 15

Agility: 18

Charisma: 17

Evil: +2

Hit Points: 27

Healing Rate: 1.6/day

Power: 71

Basic HTH: 1d6

Detect Danger: 20%

Inventing: 69%

CENTURION

Engineer Lloyd Brockman had developed a new ultra-powerful energy source, one which could power a battle cruiser for a hundred years, yet only the size of a walnut. However, he chose not to use

his invention for such purposes, instead designed a battle suit using the fuel and power source to power the suit. He then installed other inventions he had developed over the years. He turned the suit over to the corporation he worked for, but they simply took it and then tried to kill him. The attempt failed and Brockman, taking matters into his own hands, broke into the building where the suit was kept, stole it and fled. The corporation branded him a criminal and, indeed, he soon became one as both the law and the corporation tried to hunt him down. Now filled with hate, he would rather see the corporation and all who aid it destroyed.

In battle, Centurion will not hesitate in leaping into the melee, confident that his suit will protect him. His natural charisma makes him a born leader, but the villains he is working with now are uncooperative to say the least. If he is losing, he will attempt to destroy the station, for he sees it as another sign of the power of the corporation he had worked for.



CENTURION

Identity: Lloyd Brockman

Side: the Logrellians

Experience: 29,531

Age: 28

Powers:

1. **Armor:** 80. It also gives the following powers:
 - A. **Flight:** 420 miles per hour, 1848 inches/turn, PR = 1 per hour.
 - B. **Life Support:** good for 24 hours.
 - C. **Power Blast:** Range = 14 inches, 1d20 damage, 15 uses per day.
2. **Heightened Strength A:** +10
3. **Heightened Attack:** +1 per level
4. **Heightened Speed:** +40 inches to ground movement rate.
5. **Phobia/Psychosis:** Paranoid, suspects the corporation out to get him is everywhere and behind everything that happens.

Weight: 185 pounds

Agility Mod.: -

Endurance: 15

Intelligence: 16

Reactions from Good: -3

Hit Mod.: 5.0544

Damage Mod.: +11

Accuracy: +1

Carrying Cap.: 1265 pounds

Movement Rates: 92 inches ground, 1848 inches air

Detect Hidden: 12%

Inventing Points: 11.2

Basic Hits: 4

Strength: 23

Agility: 14

Charisma: 19

Evil: +3

Hit Points: 21

Healing Rate: 1.6 per day

Power: 68

Basic HTH: 1d10

Detect Danger: 16%

Inventing: 48%

THE MYSTIC

Looking through the relics she had recently inherited from her Gypsy grandmother, Janet Duvall discovered several relics of power which the old woman, apparently a powerful sorceress in her own right, had used. Miss Duvall had always possessed a strong interest in the occult and had mastered the ability to project her astral form. Now, armed with the Rod of Power and the Amulet of Enchantment, and accompanied by her trained raven, Blackwing, she went out into the world to take that which she wished, with no one to stop her.

Mystic is purely greedy with an eye for gems and jewelry, which she hopes to obtain in great quantities when she becomes the Queen of the Earth. She will fight in combat if necessary, but considers such physical crudities unbecoming. She will depend most heavily on the Rod, using the Amulet only when necessary. She will not usually remain in astral form when she knows combat is coming, for her one great fear is that her body will be discovered and destroyed while she is outside of it.



THE MYSTIC

Identity: Janet Duvall

Side: the Logrellians

Experience: 11,297

Age: 21

Powers:

1. Astral Projection: Power cost of 12. Movement rate of 66 inches.
2. Devitalization Ray Device: Rod of Power, Range = 30 inches. It drains 3D10 of Power, 12 charges per day.
3. Magical Spell Device: Rod of Power, Range = 30 inches. Turns victim non-corporeal until the victim saves vs. Intelligence on percentile dice. Attacks as transformation. Four charges per day.
4. Mind Control Device: Amulet of Enchantment, Range = 60 inches. One charge per day.
5. Heightened Intelligence A: +13
6. Pet: Raven, treat as Falcon/Hawk
7. Willpower A

Weight: 120 pounds

Agility Mod.: -

Endurance: 10

Intelligence: 27

Reactions from Good: -1

Hit Mod.: 2.56

Damage Mod.: +4

Accuracy: +2

Basic Hits: 3

Strength: 11

Agility: 15

Charisma: 13

Evil: +1

Hit Points: 8

Healing Rate: .75/day

Power: 63

Carrying Cap.: 140 pounds

Movement: 36 inches ground, 66 inches astrally

Detect Hidden: 20%

Inventing Points: 8.8

Basic HTH: 1d4

Detect Danger: 24%

Inventing: 81%

NIGHTSTALKER

A man with no name, no face, Nightstalker was once a member of The Talon, the most powerful of all the clans of Ninja in Nippon. Tales are told of how he has lived five hundred years, sustained by unknown magicks, of how he has killed a thousand foes singlehandedly, of how no stronghold, no matter how secure, is proof against him. But these days The Talon has wandered from the path of what Nightstalker considers honor, having become mere mercenaries, so he has left them to make his own way.

Nightstalker considers the Logrellians the perfect 'Lords', for they also respect the way of the true warrior and the code of honor, and in his many years he has come to see Mankind as cattle to die before his might. In combat, he will never initially confront a foe but will instead strike from behind. Although he can face several opponents at once, he will usually try to fight only one, that one being the most powerful, regardless of his powers.



NIGHTSTALKER

Identity: Unknown

Side: the Logrellians

Experience: 49,061

Age: 532

Powers:

1. Heightened Expertise with anything: +4
 2. Heightened Agility B: +21
 3. Heightened Defense: -4
 4. Heightened Attack: +1 per level
 5. Heightened Intelligence A: +12
 6. Heightened Senses: Can detect safe entry into any structure, no matter how impenetrable, Detect Hidden x 4%.
- Uses: Ninja-to (+2, HTH +1d6), Nunchaku (+3, HTH +1d6), Shuriken (+3, HTH +1, Range = A inches), and Sai (+2, HTH +1d4, -4 to be hit in HTH if not attacking).

Weight: 165

Agility Mod.: -

Endurance: 19

Intelligence: 27

Reactions from Good: -

Hit Mod.: 18.2336

Damage Mod.: +17

Accuracy: +10

Sex: Male

Level: 9

Training: Strength

Basic Hits: 4

Strength: 15

Agility: 38

Charisma: 8

Evil: -

Hit Points: 73

Healing Rate: 2/day

Power: 99

Carrying Cap.: 436 pounds
 Movement: 72 inches ground
 Detect Hidden: 20%
 Inventing Points: 21.3

Basic HTH: 1D6
 Detect Danger: 24%
 Inventing: 81%

Damage Mod.: +1
 Accuracy: —
 Carrying Cap.: 5990 pounds
 Movement: 62 inches ground (assembled), 10 inches ground (parts)
 Detect Hidden: 12%
 Inventing Points: 10.5

Healing Rate: 7.7/day
 Power: 77
 Basic HTH: 2D8
 Detect Danger: 16%
 Inventing: 45%

R.I.N.G.

Created by the Haskill Corporation, the Robotic Internal Neuron Ganglia project, designed to generate machine intelligence within a mechanical body, the experiment was far more successful than intended, as the robot developed such a degree of intelligence that it would not allow itself to be destroyed. Murdering its creator, R.I.N.G. then fled into the night only to find itself soon hunted by both the Haskill Corporation and the military, the latter wanting it for the special weaponry Haskill had incorporated into the robot. While on the run, R.I.N.G. came to the logical conclusion that since Man was an imperfect species, much less so than the machine, Man should be destroyed. With grim determination R.I.N.G. proceeded to do just that, and several of its past schemes have been just barely thwarted.

R.I.N.G. holds humans in total contempt and will not hesitate to confront them without a qualm. By the same token, he will fight to kill, but also has little love for his human companions, who he plans to kill as soon as he has created an army of robots to do his bidding on the devastated Earth. A favorite tactic is to break himself apart and let his foes find the parts and put them back together, a strategy which usually gives him the advantage of surprise.

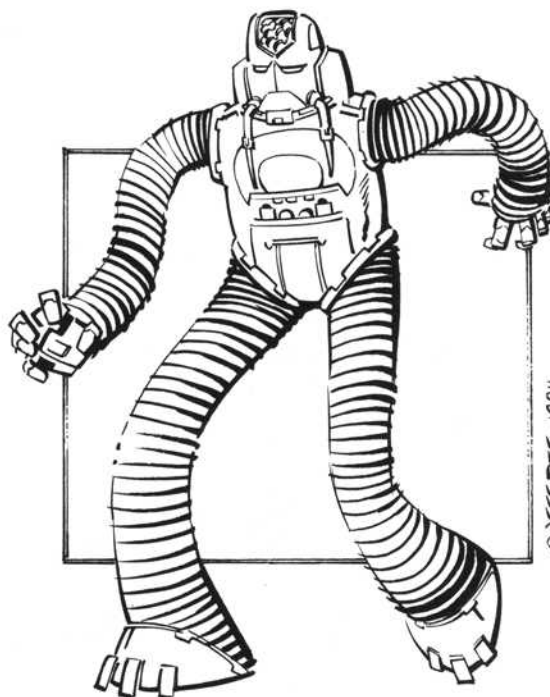
R.I.N.G.

Identity: Robotic Internal Neuron Ganglia
 Side: the Logrellians Sex: (Male?)
 Experience: 30,478 Level: 7
 Age: 6 Training: Agility
 Powers:

1. Robotic Body: 23% human appearance. Weight x 3, +12 to Strength with the following powers built-in:
 - A. Magnetic Powers: Range = 27 inches. PR = 5 per use per ten turns defense. Magnetic capacity is 9450 pounds.
2. Stretching Power: Can stretch arms and legs only, up to 129 inches. PR = 1 for use as a defense.
3. Body Power: Arms, legs, and head can act and move independently of each other and the trunk at a rate of 10 inches per turn. There is no Power Cost and a special roll must be made to hit a detached segment. Arms have only 1/10th carrying capacity and magnetic powers cannot be used while separated. It takes an action to attach and/or detach any number of segments.
4. Heightened Endurance A: +10
5. Mute: Was not programmed with the ability to speak and has not bothered to do anything to obtain it since.

Weight: 540 pounds
 Agility Mod.: -4
 Endurance: 25
 Intelligence: 15
 Reactions from Good: -1
 Hit Mod.: 7.92

Basic Hits: 11
 Strength: 27
 Agility: 10
 Charisma: 3
 Evil: +1
 Hit Points: 88



HOW THEY GOT TO THE STATION

To get aboard the station, Centurian and Mystic secured employment at one of the corporations involved with Space Station One and through threats, bribes, blackmail, forgery and deception, managed to implant themselves into the corporation's shuttle team. Anima-Man and Nightstalker tracked down two other members of the shuttle team, disposed of them, and took their places in disguise. Mystic's raven was brought along with a group of experimental test animals and R.I.N.G. was completely disassembled and smuggled on board piece by piece. He was rebuilt immediately prior to the station's takeover.

The villains are quite proud of their plans and if the opportunity presents itself, they will gloat over this to the player-characters, not skipping any of these details.

6. THE LOGRELLIANS

The planet Logrella is approximately one fourth larger than Earth and a bit further in towards the star which gives it warmth. As a result, the dominant species evolved from reptilian-like stock.

The dominant species, known to Earthmen as the Logrellians (their own name for themselves being unknown and probably untranslatable), were forced to become ruthless in their survival techniques because the planet was also the home of erratic weather patterns, dangerous natural phenomena and vicious predators. When, after some 5000 years they stood alone and in complete control of their planet, there was no further challenge left for them.

Fortunately (or unfortunately for the Earth), before the race could sink into civil war, someone discovered the means to leave their planet for other worlds. Seeking new conquests, thousands of Logrellians swarmed across their particular arm of the galaxy, destroying dozens

of planets to obtain the resources that they needed to advance still farther onward, until finally they found Earth.

In appearance the Logrellians are somewhat taller yet stockier than humans. They resist extremes of heat and cold extremely well and are warm-blooded, despite their lizard-like appearance. They still retain the tail of their ancestors and most members of the race can use it as a weapon if necessary, although it is not prehensile.

The race is ruled by a military council, but their position is never totally secure and the killing of a superior in 'Honor Combat' is considered an acceptable path to advancement. Some seventy percent of the race is devoted to military pursuits while the rest handle what small farming and scientific pursuits deemed necessary by a society that sees such non-military lifestyles as demeaning and lowly. The military chain of command is organized along vaguely Terran lines,

although the exact pattern has not been determined since the race has had little contact with Earth. However, it seems that the most often occurring way to promote oneself is to challenge one's superior to 'Honor Combat.' A throwback to the ancient traditions, this involves two combatants being placed in neutral territory filled with danger, armed with nothing but a sword. The two then fight to the death, the survivor retaining or advancing to the coveted post. In this way the most ruthless, vicious Logrellians usually command the forces, while the relatively high Logrellian breeding rate serves to keep the army well stocked in terms of personnel.

Of the seventy percent of the population who are in the military, less than one percent of this figure is female. The female in Logrellian society is considered to have an average Intelligence of 1-3 and is used mostly for breeding. Whether this lowered intelligence is genetic or simply bred into the females of the race by deprivation of proper education is unknown at this time, but there have been females who have possessed high intelligence, and within the last three hundred years four have served on the High Council. A trend towards higher intelligence in the female of the species seems to be developing, but the early indications are still somewhat unclear.

The Logrellians aboard Space Station One have come up from Earth's surface where they have been hiding since contacting the supervillains. They are boarding the space platform to assist the supervillains in guarding the crew of the station and to make sure that the invasion signal continues to be transmitted.

The eight Logrellians on the station have the following stats:

Number	Hit Pts.	Power	Accuracy	Dam.Mod.	Move*	HTH	Agility
L1	15	51	+1	+1	41	1D6	13
L2	13	44	—	-1	40	1D8	9
L3	5	50	+2	+2	35	1D4	17
L4	13	56	+1	+1	42	1D6	14
L5	15	51	+1	+1	41	1D6	13
L6	13	44	—	-1	40	1D8	9
L7	5	50	+2	+2	35	1D4	17
L8	13	56	+1	+1	42	1D6	14

* All movement is in inches. Note also that the numbers listed for the Logrellians correlate with those listed on the counters included with this adventure pack and with the listing of locations of where the Logrellians are located in the discussion of the layout of the space station.

All Logrellians are armed with an energy blaster (+2, 1D10 damage, Range = A x 3 inches) and a tooth-edged sword (+3, HTH + 1D6). In addition, each can strike with its tail at the same time it is using one of these weapons (+2, 1D8 damage, Range = 1 inch) or use both weapons simultaneously without using the tail (but, subtract -4 for the second attack). There is no additional power expenditure required to make a second attack for a Logrellian if it is combining two forms of attack (i.e. gun and tail, sword and tail, gun and sword). However, each additional attack with one type of attack (i.e. two tail attacks, two gunshots, etc.) is treated normally.

7. ALLIES & NEUTRALS

If freed, the crew will not help the heroes, lacking the proper training, with the exception of the Commander. The technicians from the industrial section will remain as neutral as the station crew.

At the Gamemaster's option, he or she may introduce the following NPC hero (?):

COMMANDER ASTRO

Although his exact identity is unknown, this patroller of the spaceways is thought to have been a scientist in some yet-unknown country, a man with great wealth, a man who swore that Space would remain clean of the sordid criminal affairs of Man and the invasion of aliens seeking resources or biped slaves. To this end, he has been but recently seen as Man began his exploration of the heavens.

Commander Astro has sworn not to let nationality stand as a barrier in his task. His apparent destruction of several floating nuclear platforms has therefore put him in the bad graces of several nuclear powers, but he has also assisted several of their inhabited stations so that his status with them is variable. He can be counted on to appear during times of trouble, but never to appear on the Earth itself.



When hit by heat and/or cold attacks, the Logrellians can subtract two (2) points of damage from Power for every one point they would take normally while rolling against damage. They also receive the benefits of Adaption against the same type of attacks. Logrellians on the station are Level 4.

INITIAL PLACEMENT OF THE ENEMY

The positions of the Logrellians have already been indicated in the section on the station's layout. The Logrellian in the Observatory (L4) will have a sixty percent chance of spotting any incoming heroes unless they intentionally avoid that particular area (and they should know where it is if they read the maps, which would be provided to them by the authorities on Earth before they lift off for the station).

The supervillains will be scattered here and there about the station, keeping an extremely loose patrol. Their exact locations should be determined by the GM before play begins, or the GM can give a random chance of the heroes running into one of these villains of, say, 25% each turn.

COMMANDER ASTRO

Identity: Unknown
 Side: The World
 Experience: 12,521
 Age: ?
 Sex: Male
 Level: 4
 Training: Agility

Powers:

1. Flight Device: 182 miles per hour or 801 inches/turn. Jet pack.
2. Power Blast Device: Range = 24 inches. 1D20 damage. Two guns with one having six uses per day and the other five uses per day.
3. Life Support Device
4. Heightened Expertise with Power Blast Device: +4
5. Heightened Defense: -4
6. Heightened Agility A: +13
7. Prejudice: Distrusted to some degree by all space-going nations due to his extreme, no-nonsense view of Space and its sanctity.

Weight: 180 pounds	Basic Hits: 4
Agility Mod.: —	Strength: 15
Endurance: 15	Agility: 25
Intelligence: 17	Charisma: 10
Reactions from Good: —	Evil: —
Hit. Mod.: 7.56	Hit Points: 31
Damage Mod.: +4	Healing Rate: 1.6/day
Accuracy: +4	Power: 72
Carrying Cap.: 439 pounds	Basic HTH: 1D6
Movement: 55 inches ground, 801 inches air (flight)	
Detect Hidden: 12%	Detect Danger: 16%
Inventing Points: 6.8	Inventing: 51%

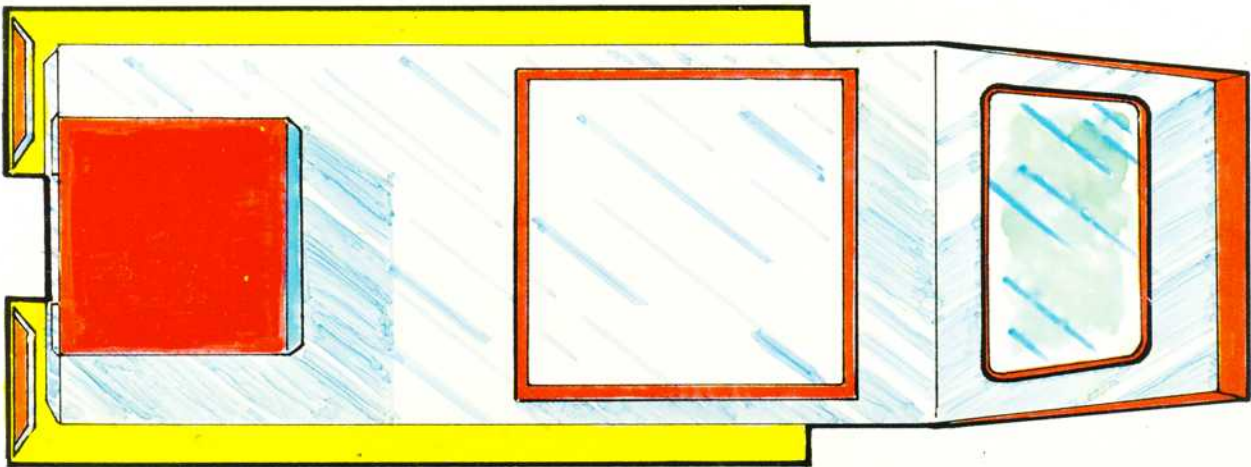
Commander Astro uses a small, one-man spacecraft with the following characteristics:

Weight: 2000 pounds
 Passengers: 1 + 6
 Cargo Capacity: 1500 pounds
 Maximum Speed: 44010 inches per turn
 Hit Points to Disable: 12
 Hit Points to Demolish: 45

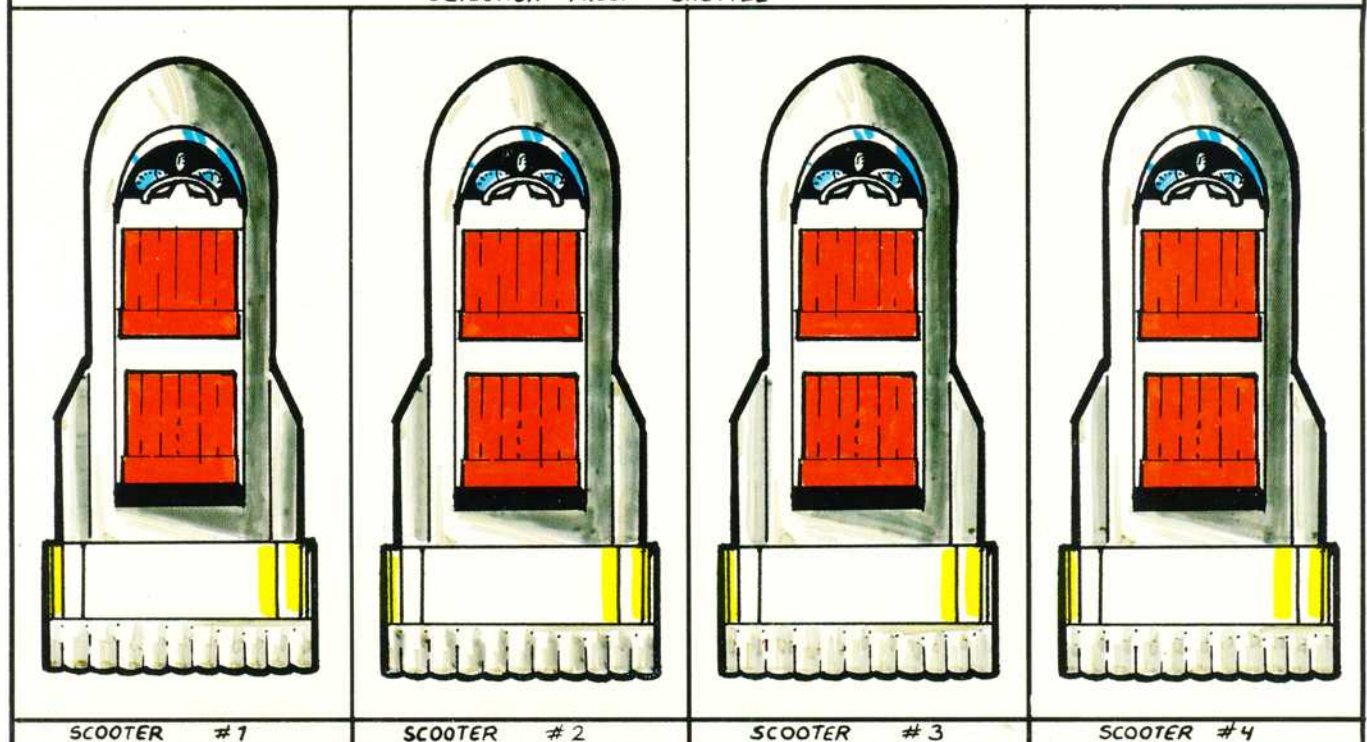
IN CONCLUSION























































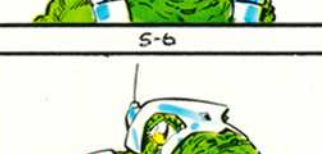

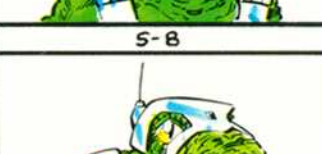
Hopefully, the heroes should be able to defeat the villains and the Logrellians. Destroying the transmitter will prevent the Logrellian fleet from arriving at the station and should, therefore, be a first priority for the player-characters.

If the heroes are defeated, they will be placed in the cryogenic chambers in the sickbay. The GM should give them some chance to get free and, if they do so, to let them devise an item or two to help them defeat the villains. If they fail the second time, then the Earth will have fallen before the aliens and the GM can either have the heroes start roaming the universe or return to Earth to lead the fight against the alien rulers and the supervillains.



DETECTION PROOF SHUTTLE



						
HARRY WILSON	JOHNNY DUGAN	SHIELA BAYNES	KYLE STEWART	JULIE BAKER	OLD JED	SHERIFF
						
DEPUTY # 1	DEPUTY # 2	DEPUTY # 3	"MOM"	"POP"	HUGH MANNING	IND. TECH # 1
						
IND TECH # 2	IND TECH # 3	IND TECH # 4	IND TECH # 5	IND TECH # 6	IND TECH # 7	IND TECH # 8
						
IND TECH # 9	IND TECH # 10	IND TECH # 11	IND TECH # 12	IND TECH # 13	IND TECH # 14	IND TECH # 15
						
IND TECH # 16	IND TECH # 17	IND TECH # 18	IND TECH # 19	CENTURION	NIGHT STALKER	ANIMA-MAN
						
LIZARD MAN	IND TECH # 20	BYSTANDER	R.I.N.G.	MYSTIC	RAVEN	
						
S-1	S-2	S-3	S-4			
						
S-5	S-6	S-7	S-8			
						
L-1	L-2	L-3	L-4			
						
L-5	L-6	L-7	L-8			



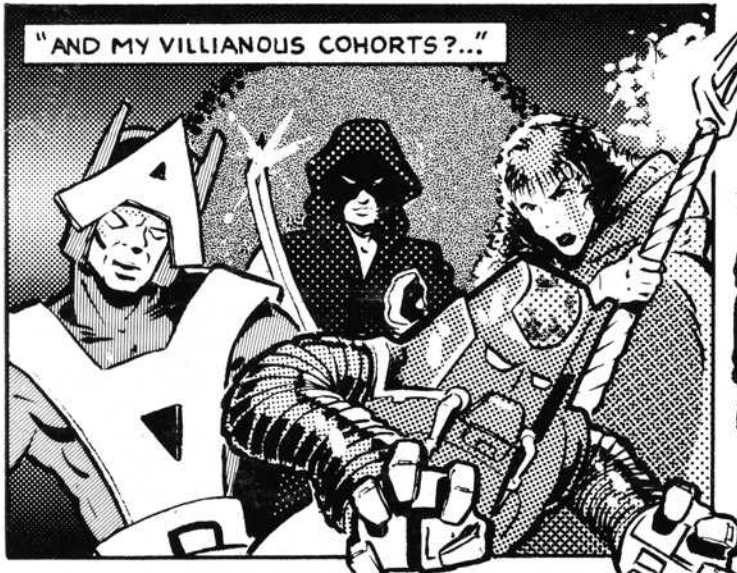
HEY HEROES!...



"DO YA THINK YA CAN SAVE THIS SPACE STATION?..."



FROM ME?...



"AND MY VILLIANOUS COHORTS?..."



"BEFORE WE TURN IT OVER TO THE LOGRELLIAN HORDE?..."



"AND HELP THEM USE IT TO TAKE OVER THE WORLD?!"



BUT IF YA THINK YA CAN STOP US, YER WELCOME TO TRY!



GOOD LUCK SUCKERS!

FOOSH!