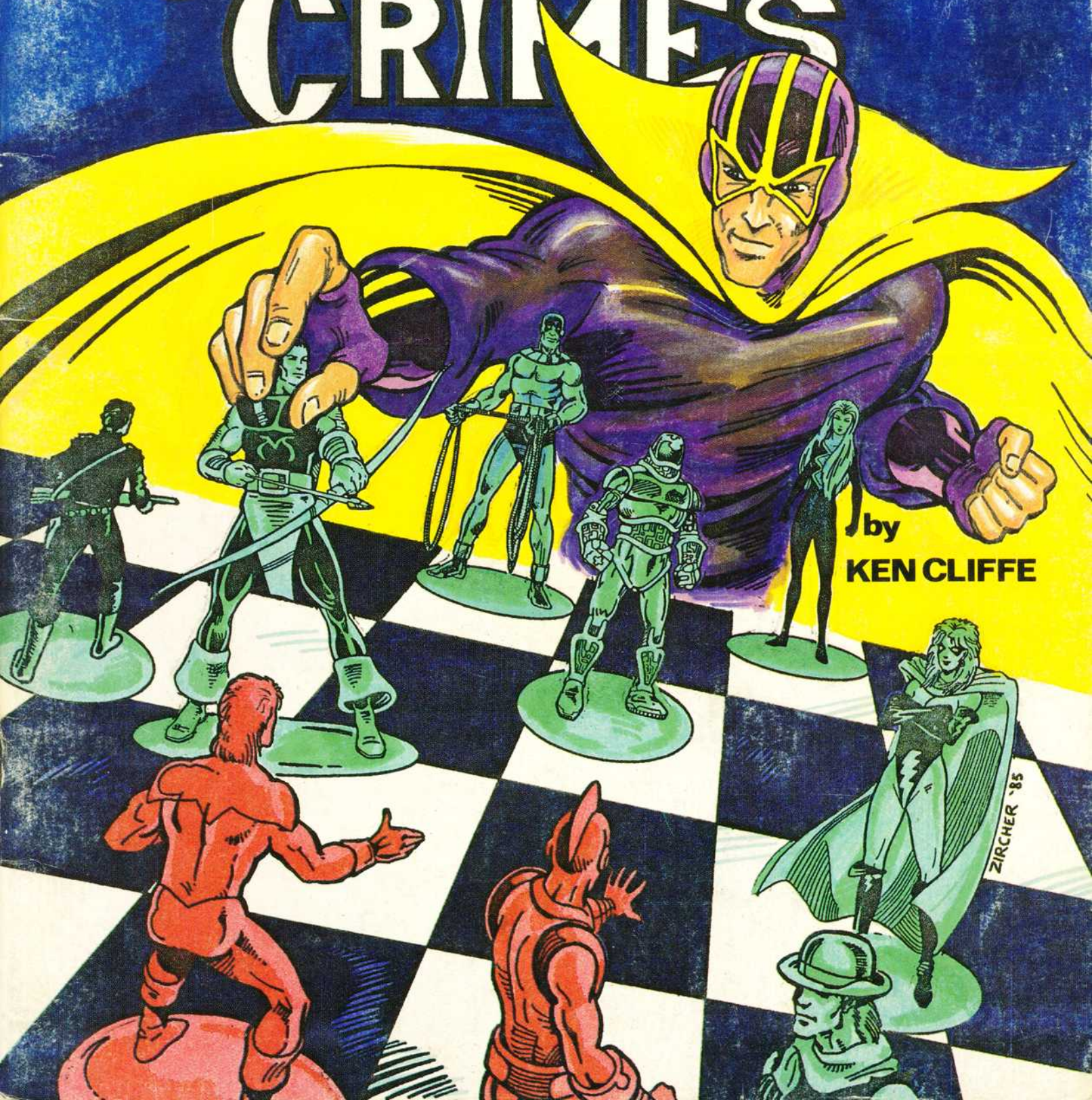


# ORGANIZED CRIMES



by  
**KEN CLIFFE**

ZIRCHER '85

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## AUTHOR'S INTRODUCTION

After writing and playtesting this adventure pack, it was found that the contents herein best suit a **Villains and Vigilantes** campaign which revolves around three to six player characters, ranging from second to sixth levels. This adventure, although based in New York City and the surrounding area could be adapted to another location as the GM desires. This would entail a fairly large amount of work for the Game-master. It might also be important to mention that this adventure builds a sort of mood based around the dark and possibly dirty realm of the streets. To help incorporate this into actual play, the GM could read descriptions written here as direct quotes to the players, adding an extra dimension to the enjoyment of the game.

Good luck and happy heroing!

With special thanks to Canadian Shield, Meteor, Lord Ranger, Harrier, Fleur-de-Lis, and Northern Lights; without whom many a mistake would have been overlooked.

Ken Cliffe



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# ORGANIZED CRIMES

A

## VILLAINS AND VIGILANTES™

### ADVENTURE

WRITER: KEN CLIFFE

ILLUSTRATOR: PATRICK ZIRCHER



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

# PART ONE

## 1. AN INTRODUCTION TO CRIME

### 1.1 SMUGGLERS IN THE NIGHT

The night is dark and quiet. Suddenly, the screech of roaring tires approaches the heroes in their vigil over the city. A black sedan. A passenger seems discontented as he fires out a window at a pursuing police cruiser. What is this? Opposers of the law? Disruptors of the peace? We shall have to teach them otherwise!

At the wheel of the sedan is Thug No. 1. His cohorts in crime are Thugs Number 2 through 4. The car bears no license plates and travels at top speed. An accident seems inevitable as the night's earlier rains have made the road slick. Pedestrians scream as they flee the dangerous blacktop and motorists swerve in desperation.

Look out, they're going to crash! The sound of metal on concrete is like nails on a chalkboard. Three thugs wriggle and climb from the wreckage (Numbers 2 through 4). They seem to still have some fight left in them. The heroes arrive on the scene first.

Thus are the events in the typical night of a crimefighter, or so it may seem.

Inspection of the automobile reveals a large cache of jewelry. 'Thieves.'

'No,' replies a senior officer. 'We recognized the driver as Louie Sendalii, a hired thug for the mob and black market. They're probably on a smuggling run with the jewels for their boss.'

Roll a Detect Hidden percentage for each player-character. If none are successful in this roll, a police officer will find a matchbook carried by one of the criminals. It is labeled 'VANGUARD SHIPPING AND STORAGE.' The address, as well as the telephone number, is present on the packet. However, it is recalled by one of the heroes (or a police officer) who is a local resident that Vanguard Shipping was shut down a

few years back due to an inspection by the Board of Health. Judging from the heavy nicotine stains on the hands of the matches' owner and the large supply of cigarettes he carries, this book of matches must have been recently acquired. Not one match has yet been used and this book makes up the culprit's entire supply.

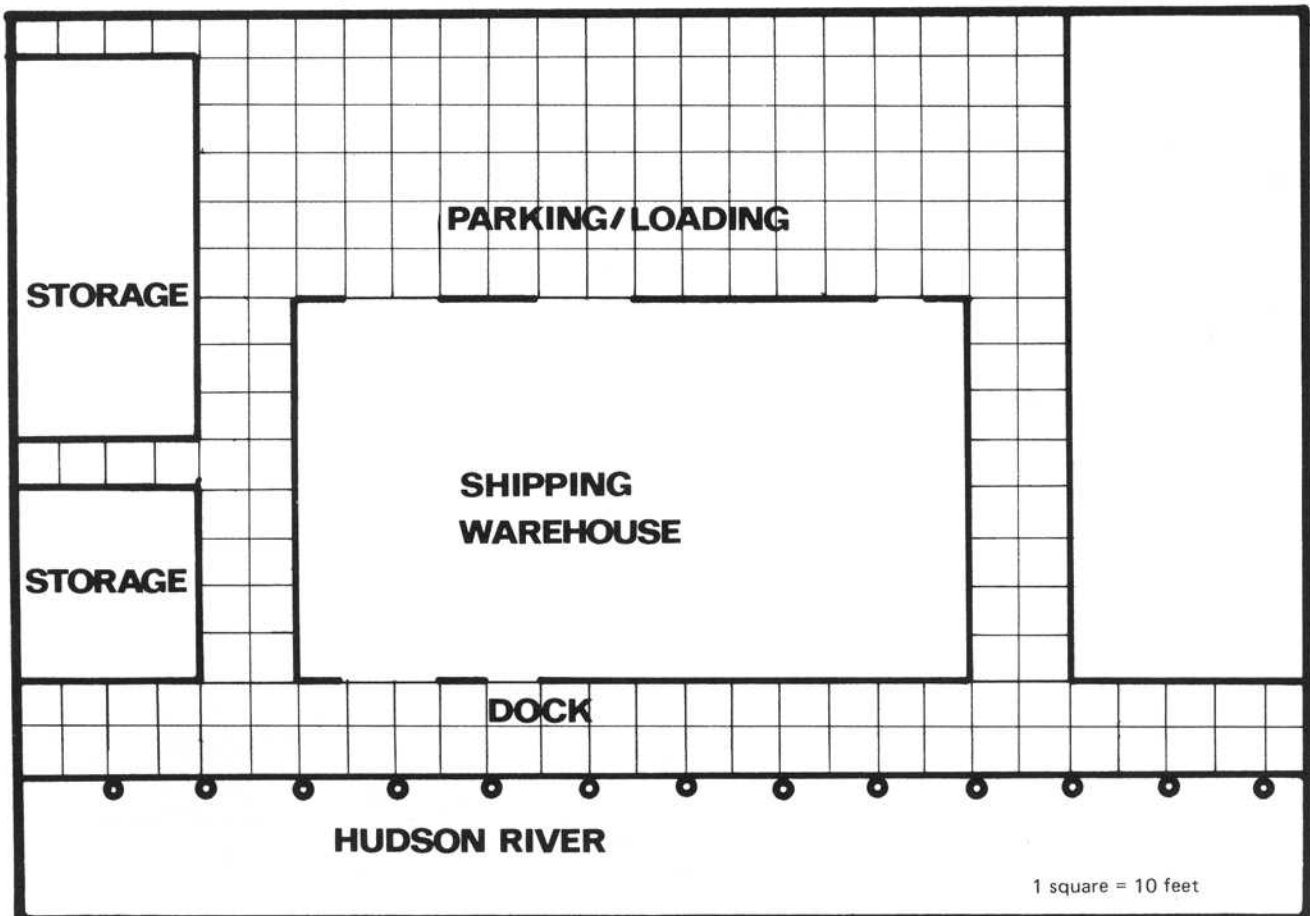
A sergeant proceeds to call in backup units. A raid on this Vanguard Shipping seems to be in order. The players could leave this job to the police, but if their suspicions are correct, many good men could be injured or worse, killed! A quiet, well-prepared group of attackers might fare better than an unruly mob. That, however, is up to the players to decide (true heroes would volunteer themselves in an instant).

### 1.2 ON THE WATERFRONT

Outside of the Vanguard warehouse, nothing seems unusual except for the presence of two parked vehicles (a red Buick and a black van, both of which lack any license plates). Roughly fifteen feet above the ground is a series of boarded up windows which wind all the way around the warehouse section of the building. In fact, every window on the apparently abandoned building is boarded up (see Map 1, Vanguard Warehouse, Exterior). All doors are locked but those characters with X-ray vision or Heightened Hearing, etc. would perceive the movement of people inside the building.

All walls are made of concrete (6 Structural points) and the doors are steel (11 Structural points). Presently no ships are docked alongside the warehouse.

All surrounding buildings are either privately owned or belong to various indifferent companies.



### 1.3 KEY TO THE VANGUARD WAREHOUSE MAP

See Map 2, Vanguard Warehouse, Interior.

**Warehouse:** Shown here are piles of boxes and crates which, in the center, are packed full of stolen goods such as guns, jewelry, and drugs. Packed around these articles is white stuffing.

In the south-west corner of the room are two parked forklifts which can travel at a rate of twenty inches per turn. Working in the warehouse are Thugs Number 5 to 15.

The ceiling of the building is twenty feet high.

**Office:** This room has a ten foot high suspended ceiling and is quite well furnished with three chairs, coffee table, desk, armchair, coffee machine, and a filing cabinet. The floor is carpeted, but has now become trodden and worn. Present in the room is Vince Coletti, who is on the phone demanding help from the Organizer as the heroes attack his warehouse (the response he is getting is negative). Coletti is a ruthless foreman and has a concealed rifle under his desk (loaded with two rounds).

A search of the office will only produce a datebook found in the filing cabinet. The book lists many past robberies which have taken place in New York, as well as three consecutive robberies over the course of the next three days. The first of these is to take place at a Sasha's Jewelry Emporium; the second at a branch of the Bank of New York; and the last is to occur at a store called Furtastic. Exact times of these planned robberies are also listed.

Should this datebook fall into the hands of the heroes, they should be honor bound to ambush and apprehend the criminals that are going to rob these locations. If the police get the book, they will solicit the

assistance of the heroes and arrange for the presence of the players at the planned heist locations, as described above.

**Lounge/Washrooms:** This large room has been sectioned off to create a Men's Bathroom, a Women's Bathroom, and a Lounge. All three rooms have been poorly cared for and show signs of minor vandalism. Nothing of significance can be found here.

### 1.4 THE USE OF THE WAREHOUSE

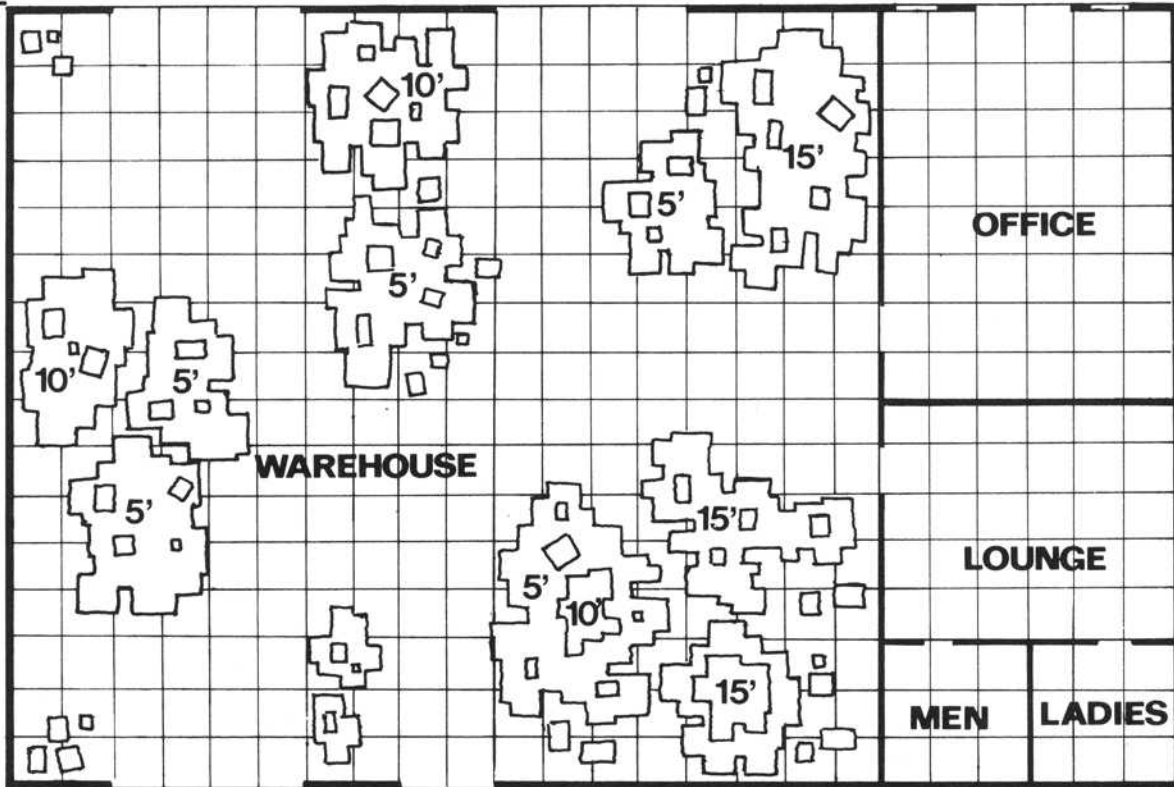
Once a crime had been committed, the perpetrators had orders from the Organizer to deliver the goods to the warehouse. Here it would be packed and stored away until a ship would load the 'hot' cargo. This ship would then deliver the stolen merchandise into the hands of the Organizer. In other words, the warehouse was merely a station point for stolen goods.

However, the Organizer had foreseen the event of superhero or police intrusion in his plan. He will allow the first robbery planned in the datebook to take place. Instead of having his men deliver the goods to another location, the Organizer will have them take to the now, no doubt, ransacked warehouse. There he will position the Midnight Men, who will dispose of any who follow his hired thugs. If nothing occurs at all, he will proceed with a plan outlined below.

If the heroes attack the thieves outright at the first robbery listed (see 'Diamonds are Forever'), the Organizer will use the Midnight Men at the second planned robbery (see 'Money for the Taking'). It is the Organizer's plan to get the heroes out of the way.

The last robbery listed in the datebook will not take place as the risk at hand has been decreed to be too great.

## MAP 2



## 2. DIAMONDS ARE FOREVER

As explained in the preceding section, the 'hit' on Sasha's Jewelry Emporium will be made. The police have made arrangements with the proprietors allowing the heroes access to the entire store. The owners do, of course, want damages kept to a minimum. Should the cost of any damages be extremely high (at the GM's discretion), the owners will ask the heroes to pay for their recklessness.

Precisely at midnight a red Ford (with license plates missing) will pull up in front of the shop. Thug Number 16 will be at the wheel, while Thugs 17 through 20 pick the lock on the front door. When no burglar alarm goes off, the thieves will all be more alert to the possibility of a superhero ambush. The four thieves will proceed to smash display cases (see Map 3, The Jewelry Store), taking the contents and departing once more after a period of two minutes (ample opportunity

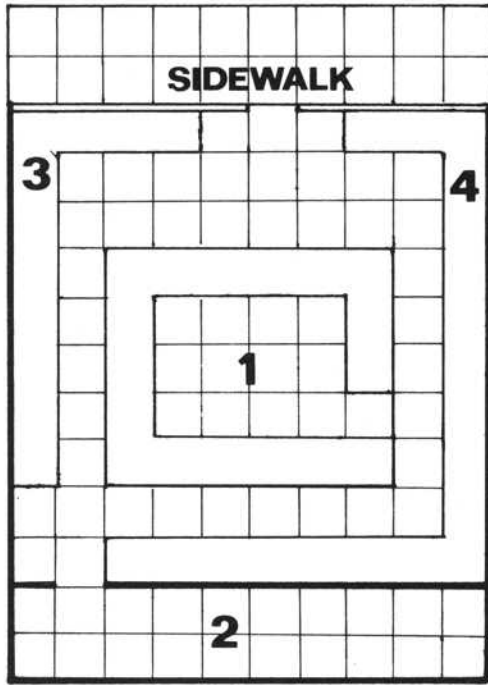
for the player-heroes to make their move and apprehend the crooks if they so desire).

### 2.1 KEY TO THE JEWELRY STORE

**1. Cashier, Sales Stand:** This area is used by store personnel only. Present on shelves under the counter are bags and stationery supplies. The cash register holds \$482. Encircling this area is a display case which is identical to areas Number 3 and 4.

**2. Storage Room:** This room contains many articles of store display and jewelry decoration, but nothing of any real value.

**3 & 4. Display Cases:** These cases ring almost the entire store's interior and contain beautiful and expensive pieces of jewelry. The total price of this jewelry ranges into the two hundred thousand dollar area.



1 square = 5 feet

The ceiling on the shop is ten feet high. All walls have wooden paneling with concrete behind the wood (the ceiling is also concrete). This renders a Structural strength of 7 to these areas. Doors are wooden and have 2 Structural points with dead bolt locks. The window to the store, as well as the display cases, have 1 Structural point. Floors are tiled and made of concrete (6 Structural points). There is no basement to the shop.

The store does have a burglar alarm, but due to the hero involvement, it has been shut off for the night.

## 2.2 THE AMBUSH

If the heroes decide to allow the thieves to rob the shop and then follow them back to their leader, they will find the thieves return to the Vanguard warehouse.

Police seals on the building appear to have already been broken. Inside wait the Midnight Men, who plan to ambush the heroes (allow the players their Detect Danger rolls). The thugs will wait until they are attacked before fighting the heroes, giving the Midnight Men the time they need to get in whatever positions they desire before attacking.

Before a fight breaks out involving the Midnight Men, Apollo will give the heroes a chance to surrender first, saying:

*'Greetings champions. I admire your persistence in coming here, but now I must ask you to leave here in peace and stay out of future business of the Organization. However, if you refuse this offer, my friends and I will have to thoroughly pummel you into the earth!'*

# 3. MONEY FOR THE TAKING

## GM'S NOTE

If the previous robbery of the jewelry store led to the ambush of the superheroes at the Vanguard warehouse, this section should be deleted from your version of this adventure as it would not take place. The Organizer has aborted this robbery as well as the last.

## 3.1 THE ACTUAL INTENT

The Organizer has set a second trap for the heroes since his first planned ambush failed. The day after the robbery at Sasha's Jewelry Emporium, the Midnight Men will appear at the Bank of New York as stated in the datebooks found at the Vanguard warehouse. However, this appearance is not intended to be profitable, only successful in defeating any interfering heroes. Each supervillain will act as he or she would have in the original ambush (see 2.2, The Ambush).

## 3.2 THE APPEARANCE

At precisely 12:30 PM the Midnight Men will appear outside the

If the players are true heroes, they will, of course, have to refuse Apollo's generous offer.

## 2.3 THE OUTCOME

After the battle is over, the location of this 'Organization's' leader can be determined in many ways.

If either the Noose or the Detonator are captured, they will reveal the Organizer's location, but only if all charges against them are to be dropped. No negotiations can be made with either of the two, it is all charges dropped or nothing. Should Apollo be captured, he will reveal nothing as this is his most honorable course of action. However, if his secret (robot body) is revealed, Apollo will talk without conscience as he pleads that his life support system be disconnected (see Apollo's weakness). Neither the Stormstress or the Black Empress will 'spill the beans' about the Organizer unless they see Apollo defeated and are defeated themselves. In such a case, they would say anything to see their love, Apollo, saved.

If none of the above should occur, one of the thugs could be made to talk, but will probably make the same list of demands as the Noose and the Detonator (all previous thugs apprehended have not yet been made to talk on anything to do with the Organizer).

If the battle has been going against them, the thugs, the Noose and the Detonator should make a loyalty check to Apollo. Neither the Stormstress or the Black Empress will retreat unless their love falls. In such a case, the two would attempt to get Apollo's body back and flee or fight with a passion if a morale roll so decrees (one roll each). Apollo's will is never to be questioned, unless his secret has been revealed.

If the situation arises that the heroes are defeated, the Midnight Men will depart, carting away any downed or injured comrades.

Once the characters have recovered from such a defeat, they will discover that they have attracted the attention of a group of dock workers. The five men who now stare at the downed heroes load boats which dock here at night. They were working nearby and had been watching the fight from a safe distance. If questioned as to where the Midnight Men have gone, the reply will be:

*'Ah, dey went away afta dis big black cloud covered da warehouse. You'll never find dem now.'*

The worker speaks the truth as the night and the powers of the Black Empress made for an easy escape.

Should the characters inquire as to where the crates from the Vanguard warehouse be shipped, only one worker will speak:

*'I wanna be in da paper and on da TV if what I tell ya is what ya wanna hear.'*

He will continue to say: *'On account dat I work at night, I see dis ship come in here. I think it was called da Sea Dragon. Anyway, dis ship would come in and load up wit stuff from dis warehouse, but Vanguard was supposed ta be closed up. Da ship came at night so da docking office never knew it came, only me an some odder guys.'*

Dere was dis one time when a fight started between two loaders and der captin said dat dey could talk to da boss about it at da base. Dat's all I know.'

Should the heroes check out the worker's story, they will find it true that no ship called the *Sea Dragon* had ever signed in with the docking office. Further pressing will reveal the location of the ship (information from the Coast Guard and sightings or other ship or dock workers). The vessel is presently heading towards the southernmost point of Staten Island (see the Sea Dragon).

bank (thanks to the Black Empress) and demand a meeting with the heroes (if they are not already there). Refusal of this demand will result in the complete destruction of the bank and its occupants. This will be made clear by Apollo, but he will, of course, not go through with such a threat (though the heroes could not know this). Should the characters wait longer than thirty minutes to appear, Apollo will order everyone from the bank and the surrounding area. He will then bid the Detonator destroy the building (one blast). The heroes will now find that they have no leads to the Organization's leader and the Midnight Men are now departing in a cloud of darkness (again, thanks to the powers of the Black Empress). Unless something is done in the next few moments the adventure will end here for the players.

If the players have acted as true heroes, they will meet the Midnight Men's challenge. Apollo will gallantly bow and say:

*'We only wish you to remain out of the way of any further Organization business. If you refuse, speak now, so we can batter this idea of cooperation into your thick skulls.'*

The ensuing battle should be handled in much the same fashion as that which would have occurred at the Vanguard Warehouse (see sections 2.2 and 2.3). A few minor changes will be necessary as the battle will be out of doors and at mid-day. Many pedestrians and passing motorists will be in grave danger, especially at the hands of the Detonator, who will take hostages, if required. Furthermore, the Black Empress will use her darkness powers to enter the fight if not enough actions come her way in the shadows. In time, police will arrive at the scene, but will remain at a distance trying to keep the crowds under control for their own safety.

Should the heroes be victorious, information as to the Organizer's location could be found in the same manner as described in the description of the original ambush at the Vanguard warehouse. If it should occur that none of the Midnight Men reveals the Organizer's location, then a previously apprehended thug will be made to talk by the police (only the warehouse entrance will be revealed, regardless of who turns informant).

In the event of hero failure, Apollo will be heard to say just before the last hero loses consciousness:

*'If you wish, I will shed some light upon your storm. Should the Sea Dragon have been docked at Vanguard during your intrusion, the Organizer would have ordered your execution. I would not have liked to carry out such orders, but maybe I will have to at Staten.'*

The Organizer gave no order for Apollo to deliver such a riddle, but he has enjoyed the thrill of the fight and does not wish to see the heroes' resolve and determination go to waste. If Apollo's secret was revealed in the fight, he will give this riddle in hopes of getting revenge on the heroes.

Translated, this riddle means: The light in the storm is the lighthouse on Staten Island. The *Sea Dragon* is, of course, the ship.

### 3.3 KEY TO THE BANK

See Map 3, The Bank.

**1 & 2. Check Tables:** These tables are where deposit slips are written and where the varying bank forms are kept. The tables have 2 Structural points.

**3. Guide Ropes:** This is a red velvet rope which directs bank customers to the tellers' windows.

**4. Tellers' Windows:** This counter is where the public can carry out their business with the bank. The counter has 6 Structural points.

**5. Safety Deposit Boxes:** This room is where the safety deposit boxes are kept. Behind a door are steel bars. Inside the room is a total of roughly one million dollars in bonds, jewels, etc.

**6. Vault:** This is the bank vault. In it is roughly one hundred or so thousand dollars in cash. The door to the vault has 15 Structural points and the walls have 10 Structural points. The vault is currently open.

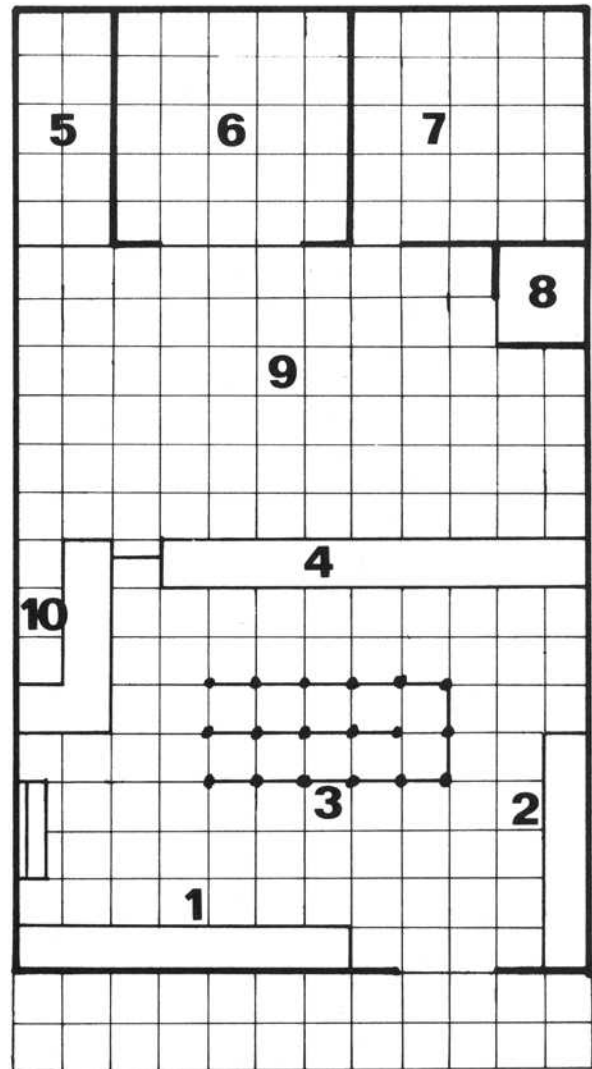
**7. Lounge/Washrooms:** This room has been sectioned off into a Men's and a Women's washroom and a lounge area for the bank staff.

**8. Manager's Office:** This well-furnished office is that of the bank's manager.

**9. Office:** This area houses quite a few desks where bank employees carry out the basic paper work of the day.

**10. Assistance Desk:** This desk is where special activities are carried out which may be required by bank customers. These would include buying bonds, opening accounts, purchasing traveler's checks, etc. The desk has 3 Structural points.

**11. Waiting Area:** It is here that customers await service from bank employees in special matters, such as loan applications, etc. In this area is a leather couch.



1 square = 5 feet

The ceiling of the bank is ten feet high. All of the walls have wood paneling with a concrete base (like the ceiling). This renders a Structural strength of 6 for these areas. Doors are made of wood and have 3 Structural points. The front of the bank is completely windowed, having 1 Structural point. The floor is tiled with a concrete sub-floor and, thus, has 6 Structural points.

The police have made contact with the bank manager, warning him of the impending doom that is to befall his institution. However, the manager has refused to close the bank and is running it as he would on any other day of the week.

Thug Number 46 will be in C-17.

Thug Number 47 will be in OL.

Thugs Number 48-51 will be on the bridge.

With only a little encouragement, any of these men could be used as a source of information. He will reveal the location of the Organizer's base and anything else the GM sees fit to reveal to the players. The crew could also be ordered to deliver the heroes to the base, but not without a fight first. Instead of contacting the Organizer by radio and warning him of the attack, the crew will first attack the heroes.

A fight begun on any level will draw the entire crew into action within 1d6 turns.

## 4. THE SEA DRAGON

### 4.1 SEA HUNT

It should not be difficult to locate the *Sea Dragon* as it heads for Staten Island and its base. It carries a partially full hold of stolen goods (packed in the same manner as in the Vanguard warehouse).

None of the thirty one crew members is on alert, so an attack upon them is unexpected (detect danger should be rolled where the GM decrees).

### 4.2 THUG LOCATIONS

Thugs Number 21-30 will be on the deck of the ship.

Thugs Number 31-37 will be in C-9 to C-15, respectively.

Thugs Number 38-41 will be in ER.

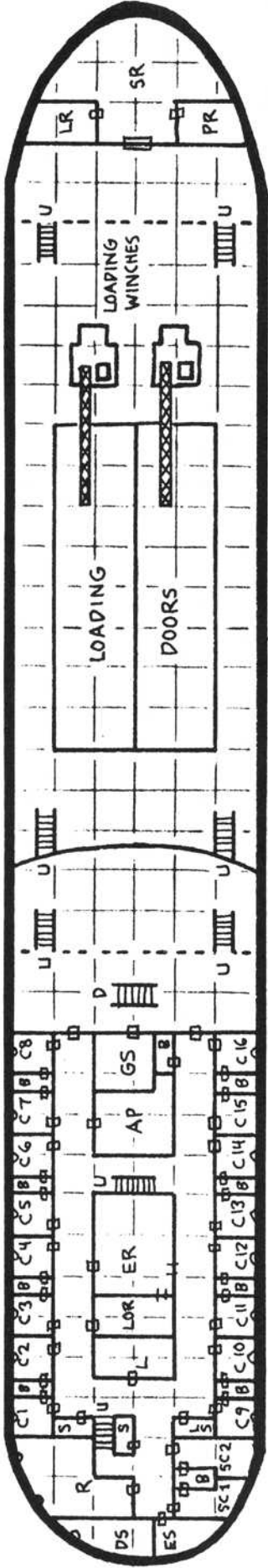
Thugs Number 42-43 will be in CM.

Thug Number 44 will be in OM.

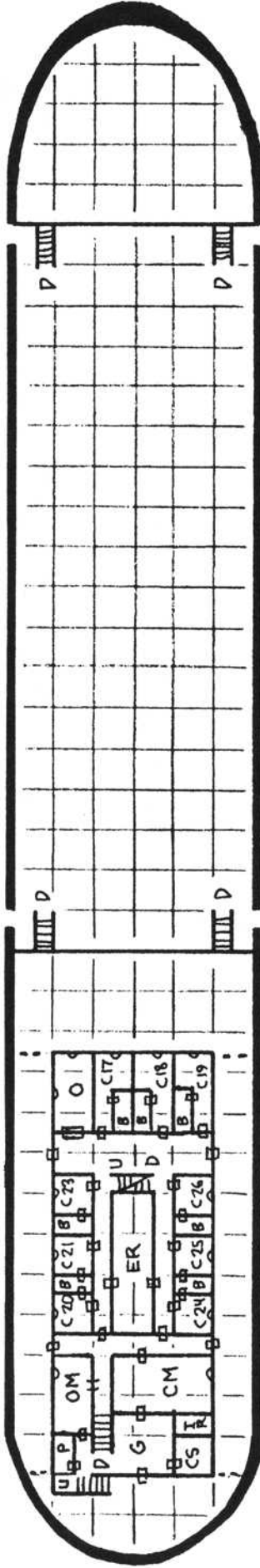
Thug Number 45 will be in G.

Scale: one square = 10'

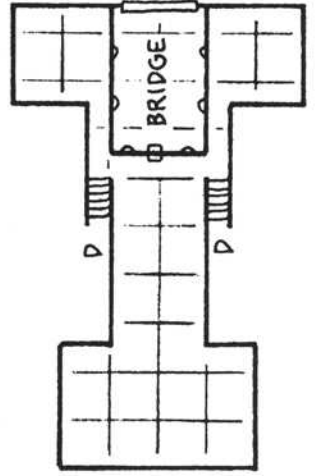
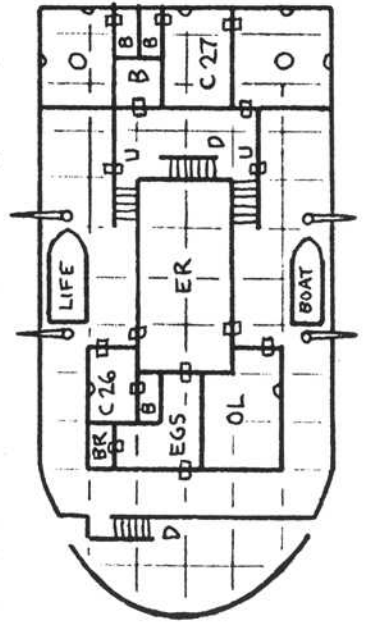
MAP 4 LEVEL 1 DECK



MAP 5 LEVEL 2 POOP DECK AND FORECASTLE DECK



MAP 6 LEVEL 3 AND 4 BOAT DECK AND BRIDGE DECK



THE SEA DRAGON





Should the heroes be defeated, they will have plenty of time to escape before the ship arrives at the base.

### 4.3 KEY TO THE SEA DRAGON

See Maps 4, 5, and 6 of *The Sea Dragon*.

AP: Air Pump  
 B: Bathroom  
 BR: Battery Room  
 C1-27: Cabins  
 CM: Crew's Mess  
 CS: Cold Storage  
 EGS: Emergency Generating Station  
 ER: Engine Room  
 ES: Engine Storage  
 G: Galley  
 LOR: Locker Room  
 LR: Lamp Room  
 LS: Luggage Storage  
 IR: Incinerator Room  
 O: Office

OL: Officers' Lounge  
 OM: Officers' Mess  
 P: Pantry  
 PR: Paint Storage Room  
 R: Recreation Room  
 S: Storage  
 GS: Generator Station  
 L: Laundry

SC1-2: Spare Cabins  
 SR: Store Room

All ceilings (bulkheads) on the ship are eight feet high, except for the ceiling in the Engine Room, which has a height of twenty-four feet. All walls (bulkheads) are of steel and have 9 Structural points, as do ceilings and floors (decks). Doors and hatches have 5 Structural points. All windows (ports) are reinforced and have 2 Structural points.

The Cargo Hold is found under the deck and is partially filled with stolen goods. The ceiling is twenty feet high.

## 5. THE STATEN ISLAND BASE

### 5.1 LEVEL ONE

See Map 7, The Staten Island Base

On the surface, the base appears to be only a lighthouse on a high cliff. However, even closer inspection of the house will produce no evidence that the base is present. The lighthouse is fully-automated.

At the base of the cliff is a rocky shore that stretches about twenty feet before it hits the water. A Detect Hidden roll will reveal a large cave opening which is concealed by a large boulder (weighing about one thousand pounds). At the side of the rock is a crack which is roughly large enough for a person to squeeze through into the cave. The sound of movement in the cave turns on large overhead lamps. The cave is actually a storage area for crates and boxes that would, apparently, be transported here by ship. On the wall is a lever which mechanically slides the boulder to one side. Hidden amongst the ceiling rafters are three surveillance cameras, which have a total view of the cave (a Detect Hidden roll might notice each camera). The contents of the crates in the cave are similar to those found in the Vanguard warehouse.

From this point, all the 'hot' contents of the crates are smuggled to other countries, as well as being circulated into the city and the rest of the country. From all of these, the Organizer has generated slightly more than a sizeable amount of money.

At present no one inhabits the cave/storage warehouse.

#### KEY

**BR, Bathroom:** This area is divided into two rooms, a Men's and a Women's washroom. Guard No. 3 is in the Men's Washroom, but is presently indisposed and will always be surprised (he is also temporarily unarmed).

**CL, Chemical Lab:** This room is where various drug testings go on. There is a wide variety of test tubes and other paraphernalia about, as well as Technicians Number 4 and 5.

**COL, Computer Lab:** In this lab, different strains of drugs are being designed. Base operations and income accounts, etc. are also recorded here. A character with computer programming skills or background could learn almost anything about the organization that the GM sees fit to reveal. Present in the lab are Technicians Number 6 to 8, along with a wide variety of computer software and hardware.

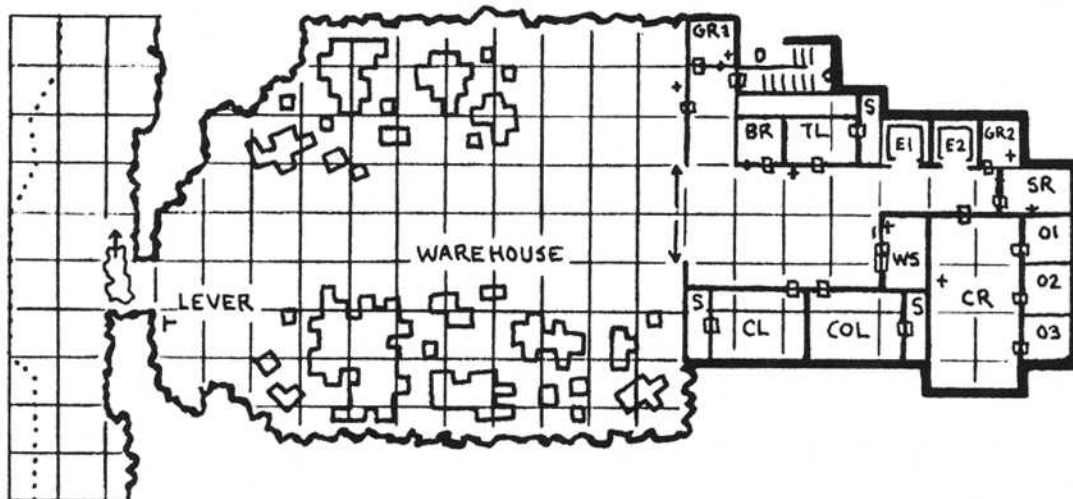
**CR, Conference Room:** In this large room sits a long, broad table with many chairs around it. It is here that all briefing and debriefing of agents takes place. Present are guards No. 4 to 6.

**E1, Elevator No. 1:** This elevator carries passengers down to the two lower floors as do the stairs. Outside the door is a single button. Inside are two buttons labelled '2' and '3'. The elevator can carry 2000 pounds, and weighs 2000 pounds itself. The walls, ceiling and floor have 6 structural points each. The two cables which lower and raise the elevator have 3 structural points each. No one is present in the elevator.

**E2, Elevator No. 2:** This elevator carries occupants up to the lighthouse via a trap door in the light floor. This trap door is completely undetectable from inside the house.

Outside the elevator door is a single button with none inside. The elevator only rises up and goes down once again after ten seconds on the surface have passed. The elevator can carry 4000 pounds. The walls, floor and ceiling have 6 structural points each. The pole the elevator rises on has 8 structural points. In total, the whole thing weighs 3000 pounds. No one is present in the elevator.

**GR1, Guard Room No. 1:** This sparsely furnished room is the location of guards Number 1 and 2. From this point they patrol the level.



MAP 7 LEVEL 1

SCALE 1 SQUARE = 10'

**GR2, Guard Room No. 2:** This room is identical to GR1 except that guards Number 7 and 8 are present.

**01-3, Offices No. 1-3:** Present in these rooms are filing cabinets and desks etc. This is where the base's paper work takes place. In 03 is Guard Number 10. The other rooms are empty.

**S, Store Room:** In these small rooms are materials which are kept in storage for their connecting labs.

**SR, Surveillance Room:** This room contains ten television screens and a large control board. On the board is the equipment which will operate the surveillance screens as well as shut off the base alarm. A telephone is here which can call the Organizer's library, as well as the rest of the world. The number of dial to call the Organizer is 'C-R-I-M-E'. With the correct operation the base could be viewed via the hidden cameras. Present here is guard number 9.

**TL, Technical Laboratory:** This lab contains a wide variety of mechanical instruments. Technicians Number 1 to 3 are present.

**WS, Weapons Storage:** This room is used to store the base's weapon supply. Access is only possible for the Organizer and guards number 1, 2, 7, and 8. A panel beside the door is pressed by the palm of the hand. Only those listed above are programmed into the security system and are the only ones who can open the door.

Inside the room are twenty rifles, ten pistols, and ten blaster pistols.

Rifle: +4 to hit, 1d10 damage, range = 180 inches.

Pistol: +3 to hit, 1d8 damage, range = 45 inches.

Blaster Pistol: +2 to hit, 1d10 damage, range = 60 inches, 10 shots.

There are also boxes and boxes of ammunition in the room.

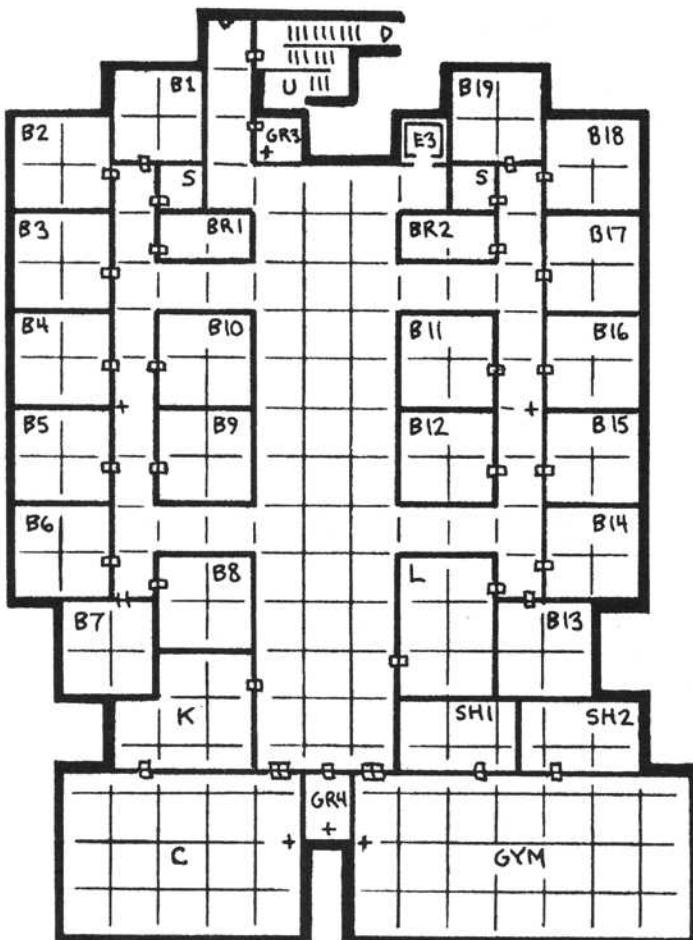
## 5.2 LEVEL 2

See Map No. 8, The Staten Island Base.

**B, Barracks:** These rooms contain five cots each as well as a small closet and footlocker for each cot. Those rooms labelled 1-10 are for the male personnel on the base, while those marked 11-19 are for the female personnel. Present in B6 is guard number 11 and in B15 is Guard No. 12.

**BR1, Bathroom No. 1:** This bathroom is exactly the same as the one on the first level (BR). It is for males only and no one is present.

MAP 8 LEVEL 2



**BR2, Bathroom No. 2:** This room is for females only and is also unoccupied.

**C, Cafeteria:** In this huge room are two large tables and roughly one hundred chairs. The tables weigh four hundred pounds each and the chairs weigh twenty pounds each. Presently eating here (but only if not on alert) are guards number 13-18. If on alert, the guards will remain here, waiting for orders.

**E3, Elevator No. 3:** Outside the door is an up and down button. Inside are the buttons marked '1', '2', and '3'. The elevator is identical to the one described at E1. (In fact the two elevators are the same).

**GR3, Guard Room No. 3:** This room is identical to GR1 and 2 (see Level 1), except that guards number 19 and 20 are present.

**GR4, Guard Room No. 4:** See GR1. Present are guards number 21 and 22.

**GYM:** This gymnasium has a twenty foot high ceiling and is full of the latest in recreational and physical fitness equipment. The room is void of occupants.

**K, Kitchen:** This is where the food is prepared and served for the consumption of base members. It has a wide variety of cooking utensils.

Present is guard number 23, who is being punished with KP duty for his disobedient actions. His guns rest across the room so he will attack intruders with a meat cleaver.

Cleaver: +2 to hit, HTH+1d3 damage.

If alert status is sounded, he will join those guards in the cafeteria and wait for orders. If a fight erupts in the cafeteria, he will rush out to join it.

**L, Lounge:** This is the recreation room for the base members. It contains a television, two large couches, three easy chairs, a juke box, Atari game system etc. If they have not been previously defeated or aren't patrolling the base, the Midnight Men will be here.

**S, Storage:** Both of these rooms contain mundane living essentials such as towels, toilet paper, etc.

**SH1, Shower No. 1:** This is the male shower and change room.

**SH2, Shower No. 2:** This is the female shower and change room.

## 5.3 LEVEL 3

See Map Number 9, The Staten Island Base.

**B/L, Bar/Lounge:** This luxurious room is the private bar and lounge of the Organizer. It contains plush wall to wall carpeting, a bar (fully equipped), a leather couch, a giant TV (dolby stereo), a VCR, etc. At present the room has no occupant.

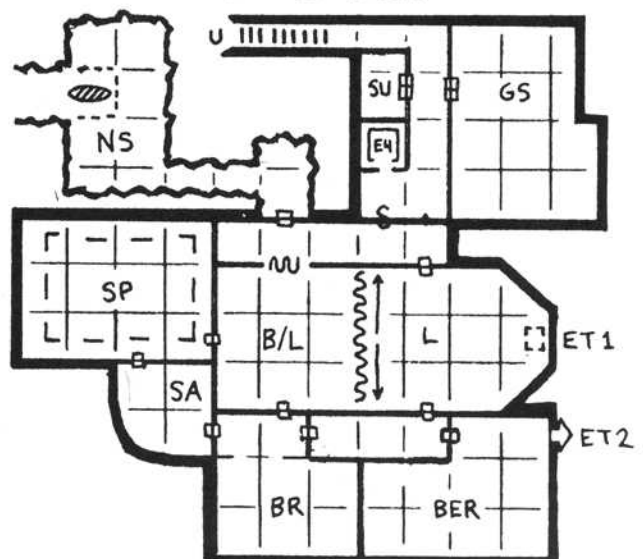
**BER, Bedroom:** This room is furnished just as luxuriously as the lounge, including a large bed with a canopy. At the head board is a mass of buttons and dials which operate a stereo, light, bed vibrator, etc. For each button pressed roll 1d10. A roll of 1 will ignite the escape tunnel mechanism (see ET2, below).

**BR, Bathroom:** This is the Organizer's private bathroom. In it is a round bathtub with imported tile. The room has no occupant.

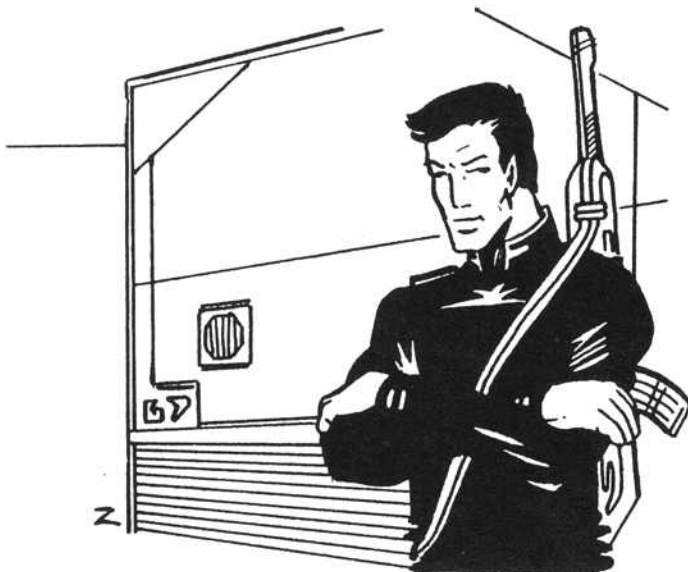
**E4, Elevator No. 4:** Outside the door is a single button. For further statistics see E1 (Level 1).

**ET1, Escape Tunnel No. 1:** This tunnel is right beneath the chair in the Organizer's library (see L, below). With the flick of a switch, the

MAP 9 LEVEL 3



chair quickly descends into a tunnel, leading to a one-man submarine (not the same submarine as NS, see below). The hatch to the tunnel closes immediately and has 25 structural points.



#### The Submarine

| Weight    | Passengers | Cargo Cap. | Speed  | Hit Points |          |
|-----------|------------|------------|--------|------------|----------|
|           |            |            |        | Disable    | Demolish |
| 3500 lbs. | 1          | —          | 90 mph | 18         | 70       |

A disabled sub will sink to the bottom of the Hudson River and slowly leak to the point of bursting. Repairs can be made internally however, but not to external areas.

Once the Organizer escapes, he will flee to the Bronx where his escape and further plans have already been arranged (see PART TWO). **ET2, Escape Tunnel No. 2:** This escape tunnel activates via the pressing of a button on the headboard of the Organizer's bed. The whole bed retracts into the wall. What occurs next is the duplicate of how ET1 operates (see above).

**L, Library:** Here the Organizer has collected a vast number of texts and novels. The room is extremely well furnished. Presently, the Organizer sits behind his desk read a book with a phone beside him. He will most certainly be aware of the heroes' arrival. When the characters break into the library, the Organizer will say:

*'You know, you have been a very uncomfortable thorn in my side, and now, it seems that you have won. Well, I think its time now to say farewell.'*

At this point he will activate his escape tunnel (see ET1 above).

**GS, Generator Station:** This loud, bleak-looking room contains all the equipment and electrical generators which supply the base. Present are guards number 24 to 27 and technicians number 9 to 11.

**NS, Nuclear Submarine:** This sub is fully self-automated and only requires the control of one person. The Organizer keeps it in case he cannot reach his escape tunnel in time in the event of a raid. Presently, it is in this man-made, underwater cave and requires a skilled pilot to operate it.

#### The Nuclear Submarine

| Weight     | Passengers | Cargo Cap. | Speed   | Hit Points |          |
|------------|------------|------------|---------|------------|----------|
|            |            |            |         | Disable    | Demolish |
| 10000 lbs. | 1+10       | 2000 lbs.  | 100 mph | 50         | 200      |

**S, Secret Door:** This door can only be found on a successful Detect Hidden roll. To date, the door has never been discovered and the Organizer has achieved a mysterious ability to just appear. On the other side of the door is what the Organizer considers to be his own private heaven.

**SA, Sauna:** Just as it says. This private sauna includes benches and hot rocks.

**SP, Swimming Pool:** This is the Organizer's private swimming pool. There is a five foot deck all around the pool.

**SU, Supply Room:** In here are all the tools required for the service and maintenance of the machinery in the generator station (GS).

#### 5.4 NOTES

The walls of the base are made of reinforced concrete and have 9

structural points. Doors are reinforced wood and have 5 structural points. Ceilings in the base are ten feet high, except for the warehouse which has a twenty foot high ceiling. The rock wall of the warehouse is sedimentary and, therefore, has 5 structural points. Floors and ceilings have 9 structural points, like walls.

**+, Security Alarm:** This symbol represents the presence of a security alarm. The pulling of an alarm will put the whole base on alert as an alarm sounds. In such a situation, no guard will be found without full weaponry. It should be noted that technicians rarely fight and are unarmed.

**o, Surveillance Camera:** This symbol represents the presence of a camera. These cameras are hidden and will only be found if a Detect Hidden roll is made.

During non-alert situations, there is a one in four chance per turn, when the heroes are in hallways or on stairs, that they will encounter 1-4 guards 60% of the time or 1-2 technicians 40% of the time.

In alert conditions, a guard patrol will be encountered on a roll of 1 on a d3 per turn (when the heroes travel on stairs or in hallways) 70% of the time. The Midnight Men will be encountered 30% of the time, unless they have been previously defeated. There are only three guard patrols in the base.

Once a fight begins on a level, all the guards present on that level will join in 1d4 turns (roll once with normal chances to determine if a guard patrol will arrive). This is due to the sound of the battle (of course, if the GM decides that the sound of the battle is not loud enough, or does not last long enough, the guards will not arrive).

#### 5.5 THE CAST

##### The Midnight Men

##### APOLLO

Identity: Troy Harrow II

Side: Neutral (Evil Tendencies)

Sex: Male

Age: 27

Level: 2

Training: —

##### Powers:

1. Robotic Body: Human Appearance - 100%, Weight Factor - 2, Heightened Strength - +12, 45% internal repair in 3 turns, once per day.

A) Life Support: PR = 1 per hour (for Troy's brain).

2. Special Weapon: Long Bow: +4 to hit, HTH+1 damage, Range =27".

##### ARROWS:

A) Incinerary Arrow: Additional 1d12 flame damage from carrier attack.

B) Sleep Arrow: Endurance save 1d20. Causes 15 turn sleep without wake-up rolls.

C) Anti-Gravity Arrow: Gravity control carrier attack. Multiply victim's weight by -10 lbs., Duration = 3 turns.

D) Paralysis Arrow: Carrier attack of paralysis ray (see rules, p. 15).

3. Heightened Charisma: +15.

4. Mind Control: All woman with charismas above 15 must make a charisma save or fall hopelessly in love with Apollo. PR = 0, Range =

5. Phobia: Apollo is terrified of the world discovering he is actually a robot. If this is discovered (internal damage, see rules p. 16) by the heroes, Apollo will shoot to kill and try to escape as soon as possible.

If apprehended he will attempt to disconnect the life support system to his brain and relieve the anguish of public exposure. Instead, he could crave revenge upon the hero or heroes doing this to him.

Weight: 520 lbs.

Agility Mod.: -4

Endurance: 17

Intelligence: 17

Reactions from Good: -5

Hit Mod.: 7.6

Damage Mod.: +2

Accuracy: +2

Carrying Cap: 6,783 lbs.

Movement Rate: 63" ground

Det. Hidden: 12%

Inventing Points: 3.4

Basic Hits: 11

Strength: 29

Agility: 17

Charisma: 30

Evil: +5

Hit Points: 84

Healing Rate: 4.4

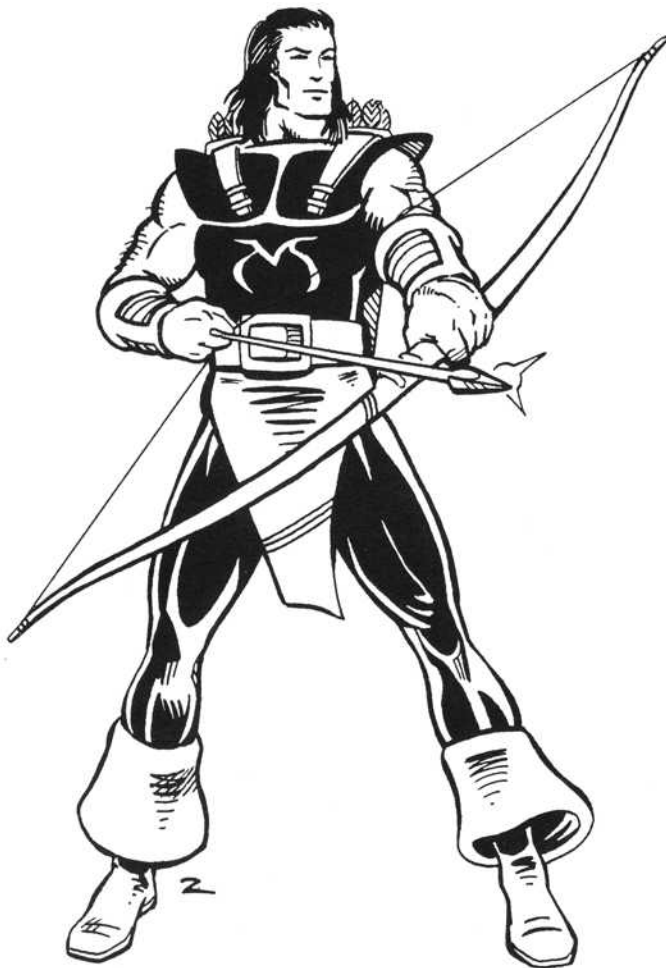
Power: 80

Basic HTH: 2d8

Det. Danger: 16%

Inventing: 51%

**Battle Tactics/M.O.:** Apollo will act very gallantly, allowing an opponent to surrender without a fight. If a female opponent is present, he will attempt to seduce her into his aid (she must have a 16+ Charisma). However, Apollo does not enjoy killing and will refrain from doing so unless his secret has been revealed (see above).



**Origin/Background:** All his life Troy Harrow II wanted to be a Robin Hoodish hero (his personal hero). His father, however, a successful millionaire, ridiculed Troy's dreams and tried to convince him to join in the family business.

On a fateful day, only a few years ago, Troy was out joyriding in his Porche and lost control. The car went plummeting over the edge of a sheer cliff.

Left completely paralysed, Troy had given up on life and asked that his life support system be disconnected. His father, desperate to keep Troy alive, hired a top American robotics expert. Soon a complete replica of Troy was constructed along with all the abilities Troy had always dreamt of having. With his brain implanted in the mechanization, Troy now had the desire to survive and live for adventure.

To date, only the three know of Apollo's secret. The scientist remains in his father's employ in case Troy's body should become damaged.

Troy enjoys his new life, but with proper motivation, could turn to the side of good.

The scientist's inventing percentage is 54%.

#### STORMSTRESS

Identity: Linda Davidson

Side: Neutral (Evil Tendencies)

Age: 25

Sex: Female

Level: 1

Training: —

Powers:

1. Weather Control: see rules, p. 18-19.
2. Invulnerability: 16 points. Only when weather control is used.

Weight: 100 lbs.

Agility Mod.: +2

Endurance: 13

Intelligence: 13

Reactions from Good: -2

Hit Mod.: 3.5

Damage Mod.: +2

Basic Hits: 2

Strength: 12

Agility: 20

Charisma: 17

Evil: +2

Hit Points: 7

Healing Rate: 0.6

Accuracy: +2

Carrying Cap.: 151 lbs.

Movement Rate: 45" ground, flight speed equals desired wing speed.

Det Hidden: 10%

Inventing Points: 1.4

Power: 59

Basic HTH: 1d4

Det Danger: 14%

Inventing 42%

**Battle Tactics/M.O.:** The Stormstress prefers to fight out of doors where her powers can be best utilized. Her most common form of attack is with a lightning bolt.



**Origin/Background:** Linda and her family were on their boat, taking a trip on the Pacific Ocean. Without notice, a violent storm swept the boat out of control. Grabbing a piece of wreckage, Linda drifted to the eye of the storm where she was struck by lightning.

Surviving the night, a passing ship rescued her. Soon Linda realized she had developed some strange powers. Unsure of what to do with herself, Linda was soon discovered by Apollo and instantly fell in love with him.

To date, the two have formed a strong romance with Linda unquestioningly following Apollo's leadership. However, the Stormstress and the Black Empress often squabble about which of the two Apollo loves more.

#### THE BLACK EMPRESS

Identity: Sylvia Shasta

Side: Neutral (Evil Tendencies)

Age: 23

Sex: Female

Level: 5

Training: —

Powers:

1. Darkness Control: Range = 108", PR = 2 for creating and reshaping. See rules p. 11.
2. Vibratory Powers: Range = touch, 2d8 damage, 22% breakage, PR = 5 per attack, 2 to defend or pass through matter.
3. Teleportation: Portal, the Black Empress closes it at will teleportation only from shadow to shadow, see rules p. 17.
4. Heightened Agility: +17.
5. Heightened Senses: Night vision.
6. Vulnerability: Contact with direct sunlight cause 1d20 damage per turn. The Black Empress will also be temporarily blinded for 1d6

turns unless a save vs. endurance is made on 1d100. Light control attacks do double damage, requiring the same saving throw as above when a blinding flash is used against her.

|                           |                    |
|---------------------------|--------------------|
| Weight: 120 lbs.          | Basic Hits: 3      |
| Agility Mod.: +2          | Strength: 11       |
| Endurance: 11             | Agility: 36        |
| Intelligence: 16          | Charisma: 16       |
| Reactions from Good: -2   | Evil: +2           |
| Hit Mod.: 4.4             | Hit Points: 14     |
| Damage Mod.: +6           | Healing Rate: 0.75 |
| Accuracy: +6              | Power: 74          |
| Carrying Cap.: 146 lbs.   | Basic HTH: 1d4     |
| Movement Rate: 58" ground |                    |
| Det. Hidden: 12%          | Det Danger: 16%    |
| Inventing Points: 8       | Inventing: 48%     |



**Battle Tactics/M.O.:** The Black Empress prefers to wait in shadows and attack an unwary hero. If she has no choice, the Empress will create darkness about herself and move into the battle. If things go against her, the Empress will cover her enemy in darkness and teleport herself as well as her group members away.

**Origin/Background:** Sylvia Shasta was born an albino and spent her entire childhood in seclusion due to her severe allergic reaction to the light. It wasn't until her mid-teens that she could do incredible things (she tripped and fell right through a wall and covered her body in darkness to hide from the light). Sylvia's life continued in solitude until she saw Apollo on television and immediately sought him out.

Apollo asked her to join him, learning of Sylvia's powers. The Empress now stays with Apollo with a feeling of fulfillment in her life.

#### THE DETONATOR

Identity: Brutus Hanover  
Side: Evil  
Age: 34

Sex: Male  
Level: 4  
Training: -

#### Powers:

- Armor: Type B, ADR = 128, Charges = 150 (see rules, p. 10).  
A) Matter Detonator: When the Detonator's Left hand (negative

energy) and his right hand (positive energy) make contact, an explosion is created. Radius = 2", PR = 50, 2d20 damage, attacks as power blast.

Each gauntlet can fire a beam individually. Range = 5", Damage = 2d8, attacks as power blast.

B) Life Support: This System protects the Detonator from his own blasts only. PR = 0.

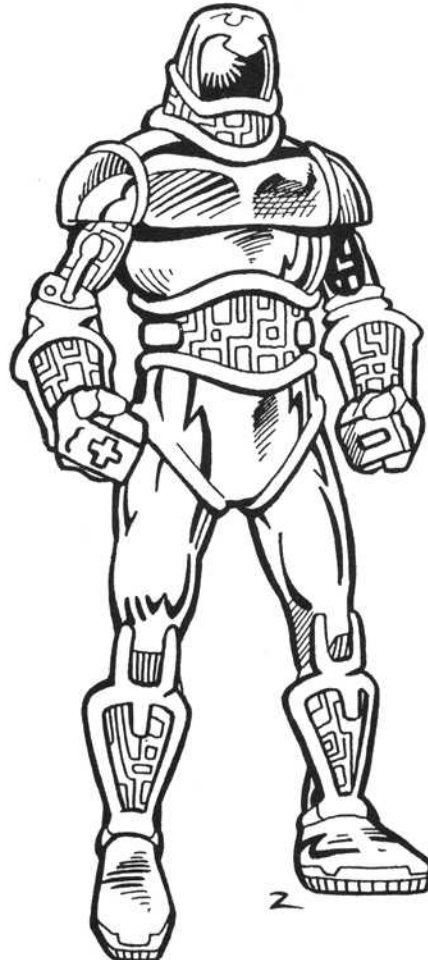
- Vulnerability: The Detonator's armor has the same chance of losing an ability as outlined in the rules (see p. 10). Should the Life Support System fail, he will of course refrain from using the blast. Should either gauntlet fail to operate through damage taken by suit, the Detonator will have one turn to disconnect it before an explosion erupts. Radius = 5 inches, Damage = 3d20. Any interference in his attempt to disconnect the gauntlet will cause it to explode.

|                           |                  |
|---------------------------|------------------|
| Weight: 230 lbs.          | Basic Hits: 5    |
| Agility Mod.: -           | Strength: 18     |
| Endurance: 17             | Agility: 14      |
| Intelligence: 11          | Charisma: 9      |
| Reactions from Good: -    | Evil: -          |
| Hit Mod.: 3.7             | Hit Points: 19   |
| Damage Mod.: +1           | Healing Rate: 2  |
| Accuracy: +1              | Power: 60        |
| Carrying Cap.: 866 lbs.   | Basic HTH: 1d8   |
| Movement Rate: 49" ground |                  |
| Det. Hidden: 8%           | Det. Danger: 12% |
| Inventing Points: 5.5     | Inventing: 33%   |

**Battle Tactics/M.O.:** The Detonator will attempt to lead any opponents he can out into an open area, away from his teammates and use his explosive blast. If such an action cannot be made, the Detonator will use the blasters in his gauntlets to attack.

Should a fight go against the Detonator, he will not think twice about taking hostages to escape.

**Origin/Background:** Brutus Hanover was a hired thug for a well known terrorist organization who were, at the time, developing a new type of battle armor. While transporting the armor, Brutus and the others with him were attacked by the Centurian (or any other hero that the GM



desires to use). While his friends were dropping like flies, Hanover donned the armor and defeated the superhero.

Making good his escape, Hanover was approached by Apollo, who required some heavy-duty fire power in a super-group he was forming. Hanover agreed and took the name the Detonator. However, Apollo now wishes he had never confronted Hanover as the Detonator wishes to be the group's leader.

### THE NOOSE

Identity: Charles Dugan

Side: Evil

Age: 29

Sex: Male

Level: 3

Training: —

#### Powers:

1. Special Weapon: Lasso +1 to hit, HTH+1 damage, 5 structural points.

On a successful hit the victim is entangled in the lasso. A roll of 1d10 is then made to determine exactly how the victim is entangled or by the GM's discretion. (See Special Attacks, V&V, p. 26).

1. Neck
2. Torso
3. Left Arm
4. Right Arm
5. Left Leg
6. Right Leg
7. Both Legs
- 8-10. Both arms and Torso

A special hit must be made to hit a desired part of an opponent. Once a hit has been made the Noose can loop more cable around the victim. Remember, the rope has 5 structural points so each new loop will produce another 5 points to be broken by the victim for him to escape. One inch of movement adds one loop to a victim.

The Noose carries 100 feet of cable and the tying of a new lasso costs only movement (this will be done if the old lasso is broken).

2. Heightened Expertise: +4 to hit with special weapon.
3. Heightened Strength: +14.
4. Heightened Defense: -4 to be hit.
5. Natural Weaponry: +2 to hit, +4 damage.

Weight: 190 lbs.

Agility Mod.: —

Endurance: 16

Intelligence: 14

Reactions from Good: -2

Hit Mod.: 9

Damage Mod.: +3

Accuracy: +3

Carrying Cap.: 2431 lbs.

Movement Rate: 64" ground, 365" swinging

Det. Hidden: 10%

Inventing Points: 4.2

Basic Hits: 4

Strength: 30

Agility: 18

Charisma: 15

Evil: +2

Hit Points: 36

Healing Rate: 1.6

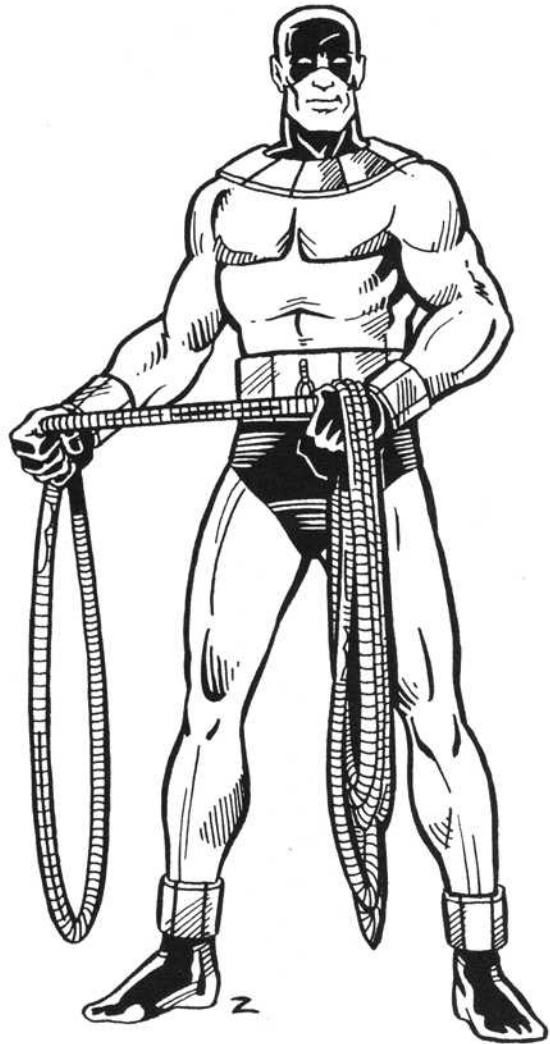
Power: 78

Basic HTH: 1d12

swinging

Det. Danger: 14%

Inventing: 42%



**Battle Tactics/M.O.:** The Noose's favorite tactic is to lasso an opponent with as many coils as he can. He will then proceed to pummel away at the immobilized victim until he or she is incapacitated.

**Origin/Background:** The Noose was the last villain to join the Midnight Men. It was during a simultaneous raid on a bank that the two parties first met. After a devastating battle (thanks to the Detonator), Apollo asked the Noose if he would wish to join them. Summing up his chances in further conflict with the 'exploding men', the Noose accepted. He soon found the income quite satisfying, but has plans to leave the group in the near future.

**THUG LISTS**

| No. | Sex | Weight | ST | EN | AG | IN | CR | Hits | Power | Damage | Accrcy | Carry | HTH | Move | Level |
|-----|-----|--------|----|----|----|----|----|------|-------|--------|--------|-------|-----|------|-------|
| 01  | M   | 130    | 08 | 09 | 10 | 11 | 09 | 03   | 38    | -      | -      | 92    | 1d3 | 27"  | 3     |
| 02  | F   | 110    | 10 | 13 | 12 | 08 | 12 | 05   | 43    | -      | +1     | 127   | 1d4 | 35"  | 1     |
| 03  | M   | 200    | 11 | 14 | 08 | 09 | 13 | 04   | 42    | -      | -2     | 274   | 1d6 | 33"  | 1     |
| 04  | M   | 120    | 08 | 08 | 07 | 13 | 08 | 02   | 38    | -      | -2     | 79    | 1d3 | 25"  | 1     |
| 05  | M   | 140    | 08 | 10 | 10 | 14 | 14 | 03   | 42    | -      | -      | 106   | 1d3 | 28"  | 1     |
| 06  | M   | 200    | 05 | 10 | 11 | 09 | 12 | 03   | 35    | -      | -      | 113   | 1d3 | 26"  | 1     |
| 07  | M   | 230    | 13 | 14 | 10 | 11 | 13 | 09   | 48    | -      | -      | 594   | 1d8 | 37"  | 2     |
| 08  | M   | 180    | 13 | 14 | 13 | 13 | 08 | 10   | 53    | +1     | +1     | 324   | 1d6 | 40"  | 1     |
| 09  | M   | 240    | 08 | 15 | 12 | 07 | 08 | 09   | 42    | -      | +1     | 242   | 1d6 | 35"  | 1     |
| 10  | M   | 210    | 09 | 09 | 10 | 13 | 07 | 06   | 41    | -      | -      | 172   | 1d4 | 28"  | 1     |
| 11  | M   | 240    | 08 | 15 | 12 | 11 | 12 | 10   | 46    | +1     | +1     | 242   | 1d6 | 35"  | 1     |
| 12  | M   | 170    | 10 | 12 | 12 | 07 | 10 | 07   | 41    | -      | +1     | 103   | 1d3 | 34"  | 2     |
| 13  | M   | 170    | 08 | 12 | 11 | 07 | 14 | 05   | 38    | -1     | -      | 146   | 1d3 | 31"  | 1     |
| 14  | M   | 200    | 13 | 10 | 15 | 09 | 13 | 08   | 47    | +1     | +2     | 320   | 1d6 | 38"  | 1     |
| 15  | M   | 240    | 13 | 12 | 13 | 10 | 11 | 11   | 48    | +1     | +1     | 408   | 1d6 | 38"  | 1     |
| 16  | F   | 140    | 10 | 09 | 08 | 11 | 17 | 03   | 38    | -      | -2     | 133   | 1d4 | 27"  | 1     |
| 17  | M   | 230    | 10 | 12 | 07 | 15 | 11 | 06   | 44    | +1     | -2     | 253   | 1d6 | 29"  | 1     |
| 18  | M   | 170    | 12 | 16 | 16 | 11 | 13 | 14   | 55    | +1     | +2     | 283   | 1d6 | 44"  | 1     |
| 19  | M   | 210    | 13 | 10 | 09 | 12 | 11 | 07   | 43    | -      | -      | 336   | 1d6 | 31"  | 1     |
| 20  | F   | 120    | 10 | 06 | 08 | 09 | 10 | 02   | 33    | -      | -2     | 112   | 1d3 | 24"  | 2     |
| 21  | M   | 100    | 16 | 17 | 08 | 11 | 09 | 04   | 52    | -      | -2     | 290   | 1d6 | 41"  | 1     |
| 22  | M   | 160    | 11 | 08 | 11 | 10 | 09 | 03   | 40    | -      | -      | 171   | 1d4 | 30"  | 1     |
| 23  | M   | 140    | 13 | 09 | 10 | 06 | 09 | 04   | 38    | -1     | -      | 217   | 1d4 | 32"  | 2     |
| 24  | M   | 230    | 09 | 16 | 10 | 10 | 12 | 09   | 45    | -      | -      | 268   | 1d6 | 45"  | 1     |
| 25  | M   | 240    | 12 | 12 | 14 | 10 | 04 | 11   | 48    | +1     | +1     | 352   | 1d6 | 38"  | 2     |
| 26  | M   | 130    | 14 | 10 | 07 | 10 | 09 | 03   | 41    | -      | -2     | 244   | 1d6 | 31"  | 1     |
| 27  | M   | 200    | 09 | 06 | 12 | 10 | 14 | 04   | 37    | +1     | +1     | 133   | 1d4 | 36"  | 1     |
| 28  | M   | 140    | 13 | 13 | 16 | 10 | 12 | 09   | 52    | +1     | +2     | 245   | 1d6 | 42"  | 1     |
| 29  | M   | 100    | 11 | 09 | 09 | 08 | 17 | 02   | 37    | -1     | -      | 112   | 1d3 | 29"  | 2     |
| 30  | M   | 160    | 10 | 09 | 14 | 07 | 10 | 05   | 40    | -      | +1     | 152   | 1d4 | 33"  | 1     |
| 31  | M   | 210    | 13 | 10 | 11 | 09 | 12 | 06   | 43    | -      | -      | 336   | 1d6 | 34"  | 2     |
| 32  | M   | 220    | 14 | 11 | 11 | 10 | 11 | 06   | 46    | -      | -      | 423   | 1d6 | 36"  | 1     |
| 33  | M   | 250    | 11 | 15 | 09 | 15 | 10 | 11   | 50    | +1     | -      | 356   | 1d6 | 35"  | 1     |
| 34  | M   | 180    | 16 | 09 | 08 | 11 | 09 | 04   | 44    | -      | -2     | 450   | 1d6 | 33"  | 1     |
| 35  | M   | 200    | 16 | 09 | 09 | 08 | 14 | 06   | 42    | -1     | -      | 500   | 1d8 | 34"  | 2     |
| 36  | M   | 210    | 14 | 14 | 10 | 12 | 13 | 10   | 50    | -      | -      | 436   | 1d6 | 38"  | 1     |
| 37  | M   | 200    | 07 | 11 | 13 | 08 | 10 | 04   | 39    | -      | +1     | 145   | 1d4 | 31"  | 2     |
| 38  | M   | 220    | 14 | 09 | 12 | 10 | 13 | 08   | 45    | +1     | +1     | 315   | 1d6 | 35"  | 1     |
| 39  | M   | 200    | 15 | 09 | 12 | 09 | 09 | 08   | 45    | -      | -      | 428   | 1d6 | 36"  | 1     |
| 40  | M   | 190    | 14 | 10 | 09 | 11 | 07 | 05   | 44    | +1     | +1     | 282   | 1d6 | 33"  | 1     |
| 41  | M   | 160    | 10 | 08 | 12 | 12 | 13 | 04   | 42    | -1     | -      | 144   | 1d4 | 30"  | 1     |
| 42  | M   | 140    | 10 | 09 | 09 | 08 | 09 | 03   | 36    | -1     | -      | 133   | 1d4 | 28"  | 1     |
| 43  | M   | 160    | 12 | 13 | 10 | 06 | 12 | 07   | 41    | -      | -2     | 243   | 1d6 | 35"  | 2     |
| 44  | M   | 140    | 08 | 14 | 07 | 11 | 15 | 03   | 40    | -      | -      | 134   | 1d4 | 29"  | 1     |
| 45  | M   | 200    | 08 | 10 | 09 | 10 | 12 | 04   | 37    | -      | -      | 152   | 1d4 | 27"  | 1     |
| 46  | M   | 180    | 14 | 12 | 12 | 10 | 08 | 09   | 41    | +1     | +1     | 146   | 1d4 | 30"  | 1     |
| 47  | M   | 160    | 14 | 12 | 12 | 10 | 08 | 09   | 48    | +1     | +1     | 316   | 1d6 | 38"  | 1     |
| 48  | M   | 170    | 09 | 11 | 12 | 10 | 12 | 06   | 42    | +1     | +1     | 156   | 1d4 | 32"  | 2     |
| 49  | M   | 190    | 09 | 09 | 12 | 09 | 09 | 06   | 39    | +1     | +1     | 155   | 1d4 | 30"  | 2     |
| 50  | M   | 180    | 12 | 12 | 14 | 12 | 14 | 10   | 50    | +1     | +1     | 264   | 1d6 | 38"  | 2     |
| 51  | M   | 190    | 12 | 13 | 13 | 12 | 07 | 10   | 50    | +1     | +1     | 288   | 1d6 | 38"  | 4     |

**THUG WEAPONS LISTS**

| Weapon Type     | Thug Number                              |
|-----------------|--|
| Pistol          | 1-4, 7-9, 16-20, 34, 43                  |
| Knife           | 10, 26-29, 33, 35-37, 42                 |
| None            | 5, 11-14, 21-23, 30-32, 39-41, 44, 46-51 |
| Chain           | 6, 15, 24, 25, 38                        |
| Butcher's Knife | 45                                       |

**WEAPONS STATISTICS LISTS**

|                 |                                  |
|-----------------|----------------------------------|
| Pistol          | +3 to hit, Damage=1d8, Range=66" |
| Knife           | +1 to hit, Damage=HTH+1d2        |
| Chain           | +1 to hit, Damage=HTH+1d2        |
| Butcher's Knife | +2 to hit, Damage=HTH+1d3        |

**Vince Colletti:**

| Sex | Weight | ST | EN | AG | IN | CR | Hits | Power | Damage | Accrcy | Carry | HTH | Move | Level |
|-----|--------|----|----|----|----|----|------|-------|--------|--------|-------|-----|------|-------|
| M   | 160    | 10 | 15 | 13 | 10 | 11 | 10   | 48    | +1     | +1     | 200   | 1d4 | 38"  | 3     |

Rifle . . . . . +4 to hit, Damage=1d10, Range=120"

**GUARD LISTS**

| No. | Sex | Weight | ST | EN | AG | IN | CR | Hits | Power | Damage | Accrcy | Carry | HTH | Move | Level |
|-----|-----|--------|----|----|----|----|----|------|-------|--------|--------|-------|-----|------|-------|
| 01  | M   | 180    | 12 | 08 | 16 | 13 | 17 | 05   | 49    | +1     | +2     | 228   | 1d4 | 36"  | 2     |
| 02  | F   | 130    | 11 | 11 | 12 | 08 | 08 | 04   | 42    | -      | +1     | 159   | 1d4 | 34"  | 1     |
| 03  | M   | 160    | 16 | 12 | 15 | 13 | 09 | 18   | 56    | +1     | +2     | 423   | 1d6 | 43"  | 2     |
| 04  | M   | 170    | 13 | 17 | 13 | 13 | 12 | 15   | 56    | +1     | +1     | 332   | 1d6 | 43"  | 2     |
| 05  | F   | 130    | 10 | 11 | 15 | 11 | 07 | 05   | 47    | +1     | +2     | 137   | 1d4 | 36"  | 1     |
| 06  | M   | 130    | 15 | 12 | 14 | 14 | 10 | 09   | 55    | +1     | +1     | 298   | 1d6 | 41"  | 4     |
| 07  | F   | 90     | 14 | 10 | 07 | 06 | 12 | 02   | 37    | -1     | -2     | 169   | 1d4 | 31"  | 1     |
| 08  | M   | 170    | 17 | 07 | 05 | 12 | 05 | 05   | 42    | -1     | -2     | 332   | 1d6 | 37"  | 1     |
| 09  | M   | 190    | 09 | 11 | 08 | 10 | 08 | 03   | 38    | -      | -2     | 174   | 1d4 | 28"  | 1     |
| 10  | F   | 110    | 11 | 12 | 10 | 11 | 12 | 05   | 44    | -      | -      | 140   | 1d4 | 33"  | 1     |
| 11  | M   | 230    | 13 | 11 | 16 | 11 | 08 | 10   | 51    | +1     | +2     | 380   | 1d6 | 40"  | 2     |
| 12  | F   | 140    | 12 | 14 | 12 | 09 | 10 | 07   | 47    | +1     | +1     | 219   | 1d4 | 38"  | 1     |
| 13  | M   | 190    | 12 | 10 | 13 | 10 | 08 | 08   | 45    | +1     | +1     | 260   | 1d6 | 35"  | 4     |
| 14  | M   | 210    | 10 | 13 | 12 | 11 | 18 | 10   | 46    | +1     | +1     | 242   | 1d6 | 35"  | 1     |
| 15  | M   | 160    | 13 | 10 | 09 | 14 | 10 | 06   | 46    | -      | -      | 256   | 1d6 | 32"  | 2     |
| 16  | M   | 130    | 09 | 11 | 10 | 15 | 13 | 04   | 45    | +1     | -      | 119   | 1d3 | 30"  | 3     |
| 17  | F   | 140    | 11 | 09 | 09 | 09 | 04 | 03   | 38    | -      | -      | 157   | 1d4 | 29"  | 1     |
| 18  | F   | 120    | 16 | 12 | 09 | 14 | 06 | 07   | 51    | -      | -      | 318   | 1d6 | 37"  | 3     |
| 19  | M   | 220    | 18 | 11 | 13 | 10 | 09 | 11   | 52    | +1     | +1     | 763   | 1d8 | 42"  | 1     |
| 20  | F   | 130    | 11 | 12 | 09 | 12 | 16 | 05   | 44    | -      | -      | 165   | 1d4 | 32"  | 1     |
| 21  | M   | 150    | 12 | 11 | 11 | 12 | 04 | 04   | 46    | -      | -      | 213   | 1d4 | 34"  | 1     |
| 22  | M   | 220    | 14 | 12 | 13 | 11 | 13 | 11   | 50    | +1     | +1     | 434   | 1d6 | 39"  | 1     |
| 23  | M   | 150    | 15 | 11 | 08 | 11 | 16 | 03   | 45    | -      | -2     | 336   | 1d6 | 34"  | 1     |
| 24  | F   | 140    | 06 | 12 | 09 | 12 | 12 | 04   | 39    | -      | -      | 100   | 1d3 | 27"  | 2     |
| 25  | M   | 190    | 09 | 10 | 15 | 05 | 12 | 06   | 39    | -      | +2     | 165   | 1d4 | 34"  | 1     |
| 26  | M   | 220    | 09 | 10 | 12 | 04 | 12 | 06   | 35    | -      | +1     | 191   | 1d4 | 31"  | 1     |
| 27  | M   | 200    | 13 | 10 | 11 | 06 | 11 | 05   | 40    | -1     | -      | 320   | 1d6 | 34"  | 1     |

All guards carry a rifle (range=140") and a pistol(range=102").  
Guards wear black jump suits.

**TECHNICIANS LISTS**

| No. | Sex | Weight | ST | EN | AG | IN | CR | Hits | Power | Damage | Accrcy | Carry | HTH | Move | Level |
|-----|-----|--------|----|----|----|----|----|------|-------|--------|--------|-------|-----|------|-------|
| 01  | M   | 200    | 12 | 12 | 11 | 16 | 14 | 09   | 51    | +1     | -      | 293   | 1d6 | 35"  | 1     |
| 02  | M   | 210    | 12 | 14 | 11 | 16 | 08 | 11   | 53    | +1     | -      | 329   | 1d6 | 37"  | 2     |
| 03  | F   | 110    | 14 | 11 | 07 | 14 | 16 | 03   | 46    | -      | -2     | 212   | 1d4 | 32"  | 1     |
| 04  | F   | 140    | 07 | 09 | 10 | 15 | 11 | 03   | 41    | +1     | -      | 88    | 1d3 | 36"  | 1     |
| 05  | M   | 200    | 09 | 09 | 09 | 14 | 09 | 05   | 41    | -      | -      | 163   | 1d4 | 37"  | 1     |
| 06  | F   | 100    | 16 | 08 | 07 | 15 | 06 | 02   | 46    | +1     | -2     | 245   | 1d6 | 31"  | 1     |
| 07  | M   | 170    | 10 | 09 | 16 | 14 | 10 | 08   | 49    | +1     | +2     | 162   | 1d4 | 35"  | 1     |
| 08  | M   | 130    | 09 | 07 | 15 | 17 | 05 | 04   | 48    | +2     | +2     | 93    | 1d3 | 31"  | 2     |
| 09  | M   | 170    | 07 | 11 | 12 | 17 | 11 | 05   | 47    | +2     | +1     | 123   | 1d4 | 30"  | 2     |
| 10  | F   | 130    | 11 | 10 | 11 | 14 | 09 | 04   | 46    | -      | -      | 152   | 1d4 | 32"  | 1     |
| 11  | M   | 160    | 13 | 10 | 14 | 16 | 11 | 08   | 53    | +2     | +1     | 256   | 1d6 | 37"  | 2     |

Technicians are always unarmed and will generally never put up a fight. However, if they are attacked a technician will not think twice about defending him or herself. Technicians wear laboratory smocks.

**RANDOM ENCOUNTERS LISTS****Guard Lists**

| No. | Sex | Weight | ST | EN | AG | IN | CR | Hits | Power | Damage | Accrcy | Carry | HTH | Move | Level |
|-----|-----|--------|----|----|----|----|----|------|-------|--------|--------|-------|-----|------|-------|
| 01  | M   | 150    | 06 | 07 | 12 | 16 | 07 | 03   | 41    | +2     | +1     | 69    | 1d3 | 25"  | 2     |
| 02  | F   | 120    | 08 | 14 | 15 | 06 | 05 | 05   | 43    | -      | +2     | 115   | 1d3 | 37"  | 1     |
| 03  | F   | 140    | 13 | 14 | 07 | 09 | 09 | 04   | 43    | -      | -2     | 252   | 1d6 | 34"  | 2     |
| 04  | M   | 210    | 16 | 11 | 12 | 10 | 08 | 10   | 49    | +1     | +1     | 546   | 1d8 | 39"  | 1     |
| 05  | M   | 150    | 12 | 09 | 10 | 13 | 14 | 04   | 44    | -      | -      | 198   | 1d4 | 31"  | 2     |
| 06  | M   | 160    | 12 | 14 | 12 | 11 | 09 | 09   | 49    | +1     | +1     | 251   | 1d6 | 38"  | 1     |
| 07  | F   | 140    | 13 | 12 | 06 | 12 | 12 | 04   | 43    | -      | -2     | 238   | 1d4 | 31"  | 1     |
| 08  | M   | 150    | 11 | 10 | 07 | 09 | 11 | 03   | 37    | -      | -2     | 175   | 1d4 | 28"  | 1     |
| 09  | F   | 110    | 07 | 07 | 10 | 08 | 12 | 02   | 32    | -1     | -      | 58    | 1d2 | 24"  | 1     |
| 10  | F   | 80     | 13 | 08 | 12 | 08 | 10 | 02   | 41    | -      | +1     | 120   | 1d3 | 33"  | 1     |

**Technicians Lists**

| No. | Sex | Weight | ST | EN | AG | IN | CR | Hits | Power | Damage | Accrcy | Carry | HTH | Move | Level |
|-----|-----|--------|----|----|----|----|----|------|-------|--------|--------|-------|-----|------|-------|
| 01  | F   | 130    | 13 | 10 | 13 | 16 | 09 | 06   | 52    | +2     | +1     | 208   | 1d4 | 36"  | 2     |
| 02  | M   | 180    | 12 | 14 | 13 | 14 | 09 | 10   | 53    | +1     | +1     | 282   | 1d6 | 39"  | 1     |
| 03  | F   | 140    | 12 | 06 | 13 | 14 | 06 | 04   | 45    | +1     | +1     | 163   | 1d4 | 31"  | 1     |
| 04  | M   | 170    | 08 | 09 | 12 | 14 | 11 | 05   | 43    | +1     | +1     | 121   | 1d4 | 29"  | 1     |
| 05  | M   | 220    | 10 | 17 | 12 | 15 | 12 | 15   | 54    | +2     | +1     | 297   | 1d6 | 39"  | 2     |
| 06  | F   | 130    | 09 | 13 | 12 | 14 | 11 | 07   | 48    | +1     | +1     | 132   | 1d4 | 34"  | 1     |
| 07  | M   | 200    | 15 | 09 | 13 | 17 | 10 | 09   | 54    | +2     | +1     | 428   | 1d6 | 37"  | 2     |
| 08  | F   | 100    | 16 | 07 | 07 | 16 | 08 | 02   | 46    | +1     | -2     | 240   | 1d4 | 30"  | 2     |

When a single or group of guards or technicians is encountered check him or her off the appropriate list. Once either list is completely

used up no more encounters can be made with that type of personal. In such a case the list still having unused members is substituted.



## GUARD PATROLS ENCOUNTERERS

### Guard Patrol No. 1

| No. | Sex | Weight | ST | EN | AG | IN | CR | Hits | Power | Damage | Accrcy | Carry | HTH | Move | Level |
|-----|-----|--------|----|----|----|----|----|------|-------|--------|--------|-------|-----|------|-------|
| 01  | M   | 200    | 15 | 15 | 15 | 15 | 12 | 20   | 60    | +2     | +2     | 488   | 1d8 | 45'' | 2     |
| 02  | M   | 180    | 16 | 16 | 17 | 16 | 12 | 20   | 65    | +2     | +2     | 513   | 1d8 | 49'' | 3     |
| 03  | M   | 200    | 18 | 16 | 15 | 17 | 15 | 23   | 66    | +2     | +2     | 744   | 1d8 | 49'' | 2     |
| 04  | M   | 190    | 15 | 15 | 15 | 16 | 12 | 20   | 61    | +2     | +2     | 464   | 1d6 | 45'' | 2     |
| 05  | M   | 240    | 16 | 16 | 18 | 15 | 08 | 29   | 65    | +3     | +3     | 684   | 1d8 | 50'' | 3     |

### Guard Patrol No. 2

| No. | Sex | Weight | ST | EN | AG | IN | CR | Hits | Power | Damage | Accrcy | Carry | HTH | Move | Level |
|-----|-----|--------|----|----|----|----|----|------|-------|--------|--------|-------|-----|------|-------|
| 01  | M   | 220    | 15 | 15 | 16 | 17 | 09 | 25   | 63    | +2     | +2     | 537   | 1d8 | 46'' | 3     |
| 02  | M   | 190    | 15 | 16 | 16 | 16 | 08 | 20   | 63    | +2     | +2     | 473   | 1d6 | 47'' | 2     |
| 03  | M   | 190    | 15 | 18 | 17 | 15 | 11 | 24   | 65    | +2     | +2     | 492   | 1d8 | 50'' | 3     |
| 04  | M   | 170    | 16 | 15 | 15 | 17 | 08 | 20   | 63    | +2     | +2     | 476   | 1d6 | 46'' | 2     |
| 05  | M   | 180    | 17 | 16 | 15 | 16 | 10 | 20   | 64    | +2     | +2     | 619   | 1d8 | 48'' | 3     |

### Guard Patrol No. 3

| No. | Sex | Weight | ST | EN | AG | IN | CR | Hits | Power | Damage | Accrcy | Carry | HTH | Move | Level |
|-----|-----|--------|----|----|----|----|----|------|-------|--------|--------|-------|-----|------|-------|
| 01  | M   | 230    | 15 | 17 | 15 | 17 | 10 | 25   | 64    | +2     | +2     | 584   | 1d8 | 47'' | 3     |
| 02  | M   | 180    | 15 | 15 | 16 | 16 | 11 | 20   | 62    | +2     | +2     | 439   | 1d6 | 46'' | 2     |
| 03  | M   | 230    | 18 | 16 | 15 | 15 | 10 | 28   | 64    | +2     | +2     | 855   | 1d8 | 49'' | 3     |
| 04  | M   | 210    | 15 | 18 | 15 | 16 | 15 | 30   | 64    | +2     | +2     | 544   | 1d8 | 48'' | 2     |
| 05  | M   | 170    | 15 | 17 | 16 | 15 | 08 | 20   | 63    | +2     | +2     | 432   | 1d6 | 48'' | 2     |

When a patrol is encountered roll 1d3 and continue to do so until a guard patrol unit is rolled that has not yet been encountered.

Those members of the guard patrol are the elite of the Organizer's

base and never have a score lower than 15 except in charisma.

They carry a blaster pistol each, +2 to hit, Damage=1d10, Range=39'', Charges=10, PR=1 per shot.

## PART TWO

# 1. A PICTURE'S WORTH A THOUSAND WORDS

So, you think the Organizer has finally been beaten, eh? Well, at least his smuggling ring has been destroyed. The players should feel fairly pleased with themselves. Things can now return to the fast paced norm of superhero life. Maybe a little relaxation would be in order, but don't bet on that!

### 1.1 WHO IS THAT MASKED MAN?

Only days after defeating the Organizer, the heroes return to their Joe Average lives. As would be expected, their absence from home requires one of the characters to make a trip to the corner grocery store.

As the cashier line stagnates and the argument ahead over the price of fish intensifies, the hero's eyes wander until he or she sees it. A picture of the Organizer, who appears to be quite irate. But why is he limping?

The picture makes up the front page of the paper, the Star Journal (a grocery store gossip tabloid). The title above the photo almost screams out in black, bold letters:

**'WHO IS THIS MASKED MAN?'**



The article reads like this:

*Who are these people we refer to as superheroes? Do they live in crystal palaces? Do they sleep amongst the stars? Or could it be that these 'superheroes' are just people like you and me.*

*The first question which often arises in the mind of the public is, 'Can we trust these people?'*

*This irate little fellow is obviously not the personable type as Journal photographer, Jm Clairmont, found out*

The article goes on but merely continues to question and criticize the presence of superheroes in the world (maybe the reader will discover something mentioned of his escapades as of late). In general, nothing more of worth can be noted about the photograph. This still leaves many questions unanswered, such as 'When was the photo taken?' and 'Where is the Organizer now?'

Probably the only way to answer any of these questions is to call the newspaper office or appear there in person. The address and phone number of the Star Journal's offices are printed on the tabloid's letterhead. Should the heroes come up with any other way of obtaining information as to the photograph's source, the GM should handle the situation as he sees fit. It is very unlikely, however, that much information at all could be gathered without visiting the Journal office.

### 1.2 ROLL THE PRESSES

Should the players have opted to phone the newspaper company to learn the information they desire, the person on the other end will inform them that it is best that a personal appearance be made as looking up stored material can sometimes be a lengthy process.

Once the heroes finally arrive at the office of the Star Journal, they will find it to be a rather unimpressive building. Whether they appear in costume or not, the reception the characters receive will be cold and unfriendly.

It requires a bit of charm and persuasiveness to make either Michael Dunn, paper editor, or Jim Clairmont to supply some straight answers (giving out the real facts would go against the paper's code, 'inquiring minds' and all that). At last, the photographer tells all:

*I took that picture just a few nights ago. I'll tell you that guy must have been a little nuts or something. It was late, and I was driving home. I live in the Bronx, you know. I mean, where else could anyone live working for a jive paper like this. Anyway, I was driving home and this guy comes out of nowhere, right out onto the road! He was all decked out in this hood and costume. I swerved, but there wasn't enough time and he got hit to the side of the road. Don't think he got too bad, but when I got out to help him, he was already limping away, mumbling something. My camera was right there beside me so I went*

after him. Funniest thing though, his boots and pants were wet. Did manage to get a picture of him though, but then he ran into the shadows. Probably just some old drunk or something. Maybe he stole the outfit. I don't know. . . Say, how come you're so interested in this guy anyway?'

Just how the players plan to answer that question is up to them, as Clairmont could really care less what their interest is. Further questioning will reveal nothing about the story printed with the photo. It was just a human interest article based on no real facts, which is standard practice for the paper.

### 1.3 TRANSLATING THE TALE

Clairmont, in truth, has tried to retell the events of that fateful night to the best he could recall. What really was going on is known

## 2. THE MASTER PLAN

The defeat of the Organizer's smuggling ring is a mere setback to the launching of his master plan. The Organizer's ultimate goal is to become the new New York crime master. He has planned long and carefully to be successful in this scheme.

His plan entails approaching individual crime mobs, street gangs and the like, and persuading them to work for him with a promise of untold wealth and success if they agree to his terms.

The catch is that the Organizer approaches each mob and gang individually and lets them believe that their group, and their group only, is under his control. The Organizer shall then proceed to pit his minions in daring daylight robberies and gang wars to 'weaken the competition',

## 3. THE MANHUNT

Before any real action can be taken by the heroes in the search for the Organizer, it must be assumed that they have some sort of connection in the street areas of New York; specifically in the people found there. In the following section, it is imperative that the heroes be able to go into the city and scrape up as much information as they can about the Organizer's latest maneuvers. If the heroes in the GM's campaign have none of this streetwise ability, then he could possibly suggest to the players that they go to the police in hope of learning the names of any people who are known informants and stool pigeons. With this information, the heroes could successfully continue in further parts of the adventure. This should only be done if the players have no ideas of their own which they wish to follow up. It is the job of the GM to look at these ideas and come up with an intelligent and enjoyable situation which will, hopefully, be in tune with this adventure.

only by the Organizer himself.

It was the night of the day that the heroes had thoroughly trounced, and caused the collapse of, the Organizer's smuggling ring. He had, only hours earlier, escaped the heroes and had abandoned the one-man submarine in the Hudson River, climbing onto a Bronx dock (which is how he can get wet from the waist down). The Organizer had to then travel under the cover of the night to a pre-designated automobile. It was at this time that the unsuspecting Jim Clairmont happened by and struck the Organizer with his car. Only slightly hurt, the Organizer ran off with a temporary, but still present, limp. He never realized that Clairmont had managed to get a photograph of him.

The heroes now know that the Organizer is free and out there somewhere, doing who knows what. His evil plans are anybody's guess. The inevitable manhunt for the Organizer will, no doubt, now begin.

so to speak. Only once most members of these gangs and mobs have been captured by police or eliminated by each other can the Organizer, in his infinite wisdom, scrape together the remnants of organized New York crime to form one vast empire of crime under his glorious rule.

### GM'S NOTE:

The Organizer is a well known and equally feared crime boss in New York. Thus, the seduction of these mobs and street gangs will be relatively easy for him. In other words, the Organizer isn't going to take any crap and those who offer resistance will soon meet their fate.

### 3.1 THE WARS BEGIN

Late that night, as the heroes follow up on their underworld leads, desperate to find the Organizer, they will first encounter the effects of his master plan.

In a back alley on the poorer side of the city, the sounds of a large struggle will be heard which rise in intensity to near riot proportions. Upon arrival at the scene, two gangs will be seen in the midst of a violent and rather bloody rumble. The sound of gun shots erupts. If the players decide to intervene (as they should), they will find themselves as much a target as the two battling gangs. The gangs fighting are recognized as being the Barons and the Shamrocks. The two are both notorious New York street gangs which have had no such violent confrontations and have no real enmity towards each other. The fact of the matter is that the two are basically too far away from each other in terms of turf location. The question which then comes to mind is 'Why are they fighting?'

There are only fifteen gang members still standing when the heroes arrive. Their stats are as follows:



| No. | Sex | Weight | ST | EN | AG | IN | CR | Hits | Power | Damage | Accrcy | Carry | HTH | Move | Level |
|-----|-----|--------|----|----|----|----|----|------|-------|--------|--------|-------|-----|------|-------|
| 01  | M   | 220    | 12 | 15 | 13 | 09 | 10 | 14   | 49    | +1     | +1     | 355   | 1d6 | 40"  | 3     |
| 02  | M   | 200    | 13 | 12 | 11 | 12 | 09 | 08   | 48    | -      | -      | 340   | 1d6 | 36"  | 2     |
| 03  | M   | 210    | 15 | 09 | 10 | 10 | 14 | 07   | 44    | -      | -      | 449   | 1d6 | 34"  | 1     |
| 04  | M   | 180    | 09 | 10 | 14 | 11 | 08 | 06   | 45    | +1     | +1     | 156   | 1d4 | 34"  | 1     |
| 05  | M   | 170    | 08 | 11 | 15 | 09 | 13 | 06   | 43    | +1     | +1     | 137   | 1d4 | 34"  | 1     |
| 06  | M   | 190    | 10 | 14 | 15 | 08 | 12 | 08   | 47    | -      | +2     | 228   | 1d4 | 39"  | 2     |
| 07  | M   | 180    | 12 | 09 | 09 | 13 | 09 | 06   | 43    | -      | -      | 237   | 1d4 | 30"  | 1     |
| 08  | M   | 140    | 10 | 08 | 11 | 07 | 11 | 02   | 36    | -1     | -      | 126   | 1d4 | 29"  | 1     |
| 09  | M   | 150    | 09 | 08 | 14 | 11 | 15 | 03   | 42    | +1     | +1     | 115   | 1d3 | 31"  | 1     |
| 10  | M   | 200    | 14 | 16 | 12 | 14 | 12 | 13   | 56    | +1     | +1     | 435   | 1d6 | 42"  | 2     |
| 11  | M   | 190    | 09 | 14 | 10 | 16 | 06 | 07   | 49    | +1     | -      | 203   | 1d4 | 33"  | 1     |
| 12  | M   | 140    | 10 | 11 | 10 | 11 | 14 | 03   | 42    | -      | -      | 147   | 1d4 | 31"  | 1     |
| 13  | M   | 180    | 13 | 13 | 09 | 09 | 11 | 07   | 44    | -      | -      | 315   | 1d6 | 35"  | 1     |
| 14  | M   | 210    | 15 | 15 | 12 | 15 | 13 | 20   | 57    | +2     | +1     | 512   | 1d8 | 42"  | 3     |
| 15  | M   | 190    | 11 | 10 | 15 | 13 | 07 | 07   | 49    | +1     | +2     | 222   | 1d4 | 36"  | 1     |

**GANG WEAPONS LISTS:**

| Weapon Type  | Gang Member Number |
|--------------|--------------------|
| Pistol       | 1, 2, 6, 10, 14    |
| Knife        | 3, 7, 12           |
| Chain        | 4, 8               |
| Crowbar      | 5, 9               |
| Baseball Bat | 11, 13, 15         |

**WEAPON STATISTICS LISTS:**

|               |                                     |
|---------------|-------------------------------------|
| Pistol:       | +3 to hit, 1d8 damage, 72" range    |
| Knife:        | +1 to hit, HTH+1d2 damage, A" range |
| Chain:        | +1 to hit, HTH+1d2 damage           |
| Crowbar:      | +2 to hit, HTH+1d4 damage           |
| Baseball Bat: | +2 to hit, HTH+1d4 damage           |

Only minutes after the heroes arrive, police cruisers and SWAT teams will roar into the area with sirens blaring and lights flashing. As soon as the first sign of police intrusion can be noticed, the gang members will scatter, heading down both directions of the battle torn alleyway. They will soon learn that this action is in vain as the police have both ends of the alley sealed off (of course, if the heroes were successful in defeating all the gang members before the police could arrive, then none of this will occur).

With the permission of a high ranking officer, the heroes could interrogate a captured gang member. Questioning both gangs will produce the same result. Both groups were tipped off that the other was planning a raid on its turf. Likewise, both were so informed by their new boss, the Organizer.

Neither group can give much information about the location of their treacherous leader (although they would very much like to) other than that he confronted both groups individually and promised protection and plenty of bucks. Furthermore, neither gang knows where the Organizer is, for though he commanded each group, he never supplied them with his own location. They were run on a , 'don't call me, I'll call you' basis.

The police learned of the ensuing gang fight through an anonymous phone call, tipping them off. The caller had said, 'I would hate to see such an opportunity as this go by without putting these scum in the slammer.'

The call, of course, was made by the Organizer, who has begun his master plan to do away with osme of the less disciplined crime groups.

After the battle is over and the police are just about through cleaning up (the heroes could be very helpful in this area such as taking the wounded to the hospital, faster than an ambulance could, etc.), an arrow will be found stuck in the brick wall with a note attached to it. It is addressed to the heroes and reads:

*A battle's been fought, but the war is not over,  
You're hunted by me, so watch over your shoulder!*

The note has been left by Apollo, who is now after the heroes (see 'THE REVENGE OF APOLLO', below). Once the effects of the battle have finally worn off, the players will realize that they still lack any solid information as to the location of the Organizer. They have, however, had a taste of what his master pain is and what effect it could have on the city. The hunt must continue.

**3.2 A TAVERN TUSSLE**

The next night the heroes contine to scour the city, looking for any clue which might lead them to the Organizer. It is at this point that one of the informants that the heroes questions finally cracks under pressure (dangling a man by his ankle from a rooftop will have this result).

In a terrified babble he will shout:

'G-Go to R-Rita's b-bar on t-t-the docks! Ask f-for R-Ricky! H-He c-c-can tell ya a-anything, honest! Please, p-p-pull m-me back in now!'

Arrival at Rita's bar proves it to be a dive for longshoremen and sailors alike. It's sure place to find a fight (even if one is not wanted).

Should the heroes show up in costume, the first reaction to their entrance will be by Riat herself, who stands behind the bar. Her words will be something to the tune of, 'Ah, come on. I don't need this place gett'n busted up again. If ya wannna play superhero, do it somewhere's else' The second reaction to the heroes' entrance will be almost instantaneous:

'Looky here boys, we got ourselves some fancy pants superheroes invadin' our territory. What ya say we do about dis?' The thugs statistics are as follows:

| No. | Sex | Weight | ST | EN | AG | IN | CR | Hits | Power | Damage | Accrcy | Carry | HTH | Move | Level |
|-----|-----|--------|----|----|----|----|----|------|-------|--------|--------|-------|-----|------|-------|
| 01  | M   | 190    | 16 | 13 | 14 | 10 | 09 | 11   | 53    | +1     | +1     | 513   | 1d8 | 43"  | 2     |
| 02  | M   | 150    | 12 | 14 | 12 | 10 | 14 | 07   | 48    | +1     | +1     | 235   | 1d4 | 38"  | 1     |
| 03  | M   | 230    | 08 | 09 | 10 | 09 | 10 | 04   | 36    | -      | -      | 162   | 1d4 | 27"  | 1     |
| 04  | M   | 180    | 10 | 10 | 14 | 14 | 07 | 06   | 48    | +1     | +1     | 180   | 1d4 | 34"  | 1     |
| 05  | M   | 140    | 10 | 12 | 11 | 12 | 15 | 05   | 45    | -      | -      | 154   | 1d4 | 33"  | 1     |
| 06  | M   | 170    | 12 | 10 | 13 | 11 | 12 | 07   | 46    | +1     | +1     | 232   | 1d4 | 35"  | 1     |
| 07  | M   | 190    | 11 | 13 | 09 | 13 | 10 | 07   | 46    | -      | -      | 250   | 1d6 | 33"  | 2     |
| 08  | M   | 200    | 09 | 08 | 10 | 12 | 09 | 03   | 39    | -      | -      | 153   | 1d4 | 27"  | 1     |

**THUG WEAPONS LISTS:**

| Weapon Type   | Thug Number |
|---------------|-------------|
| Broken Bottle | 3, 6        |
| Knife         | 1, 7        |
| Pool Cue      | 4           |
| Nothing       | 2, 5, 8     |

**WEAPONS STATISTICS LISTS**

|                |                                     |
|----------------|-------------------------------------|
| Broken Bottle: | +1 to hit, HTH+1 damage             |
| Knife:         | +1 to hit, HTH+1d2 damage, A" range |
| Pool Cue:      | +2 to hit, HTH+1d3 damage           |

**KEY TO THE BAR DIAGRAM**

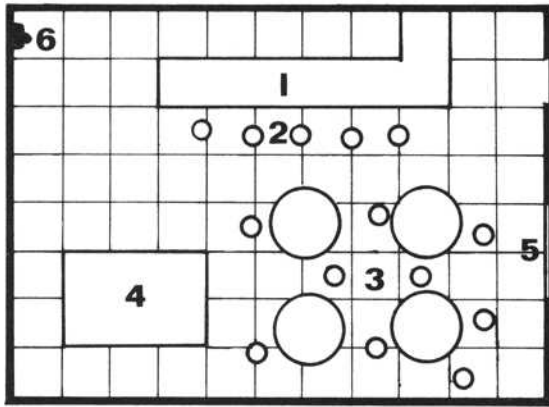
1. **Bar:** This is where the drinks are served and where Riata stands. The bar has 3 structural points and requires a strength of not less than 35 to tear it from the floor. The bar weighs two thousand pounds.

2. **Barstools:** These stools have 4 structural points and spinning seats. Each stool weighs eighty pounds.

3. **Tables:** Each table weighs two hundred pounds and has 3 structural points. Chairs have 2 structural points and weighs fifty pounds each.

4. **Pool Table:** This table weighs five hundred pounds and has 5 structural points. When used as weapons, billiard balls get plus one

1 square = 5 feet



to hit and do hand-to-hand damage plus one. They have an effective range of 'A' inches.

5. Window: It has 1 structural point.

6. Telephone.

#### RICKY'S STATISTICS

| Sex | Weight | ST | EN | AG | IN | CR | Hits | Power | Damage | Accrcy | Carry | HTH | Move | Level |
|-----|--------|----|----|----|----|----|------|-------|--------|--------|-------|-----|------|-------|
| M   | 160    | 13 | 10 | 15 | 17 | 16 | 10   | 55    | +2     | +2     | 256   | 1d6 | 38"  | 3     |

When out of costume, simply questioning Rita as to Ricky's location will produce a pointing finger and the words, 'Over der! On da phone.'

Ricky is more of a coward than a bruiser, so confronting him directly will cause him to panic. Not wanting to be caught with anything illegal, he will swallow the note which he still holds in his hands. If questioned, he will not reveal any information as to the paper's contents since he is too cowardly to admit that the message could have concerned an act which was against the law. He will jokingly say, 'Maybe you should go over and ask the phone some of these questions, maybe it will remember something. He! He! Ha! Ha!'

At this point, allow each character a roll against their Inventing percentage. If the roll of at least one member of the group is successful, he or she will realize that Ricky's handwriting has left an indentation on the page beneath the one upon which he wrote the message. Knowing this, the heroes need only take a lead pencil and rub the side of the lead over the paper. This will, in effect, reveal the original message's contents.

If it should occur that none of the characters makes their Inventing percentage roll, the GM might try to point the heroes in the right direction.

The message says:

'MEET ME TONIGHT ON PIER 17'.

### 3.3 THE SETUP

(See THE REVENGE OF APOLLO).

This night's entire escapade has been completely conducted by Apollo. It was only a matter of time before the heroes would come across the flunky he had planted while they search for the Organizer. This man was to convincingly tell the heroes of a man named Ricky who could tell them about the Organizer. This flunky would then get in contact with Apollo and inform him that the heroes are on their way to Rita's bar on the waterfront, just as Apollo had ordered. Learning this, Apollo would then position himself outside of the bar, at a safe distance, but still within sight of the activities there. Making a phone call to someone even he had only known as Ricky, Apollo would offer him a high paying job, but the two would have to meet on Pier 17. Of course, Apollo was smart enough not to leave his name as he knew of the events to come (everything that happened at Rita's bar). Even this call to Ricky was a setup as Ricky is known by reputation to be an underworld thug who will run from any fight and be the perfect role model of a coward. Apollo also knew that the heroes would stop at nothing to get that note from Ricky (Apollo ordered him to write down Pier 17 to ensure that he wouldn't forget, making the call seem legitimate). So, Apollo waits at the end of Pier 17.

### 3.4 PIER PRESSURE

The thick fog rolls over the pier, limiting sight to only a few feet. Although the day was warm, the heroes feel cold as the gusting winds sweep off the water. A fog horn groans as a light at the end of the pier

The walls of the pub are made of concrete had have 6 structural points, as do the ceiling and floor. The door has 3 structural points.

If the heroes seriously wish to avoid a fight, they could humble themselves to a degrading level and maybe, just maybe, these boosers won't attack.

Should the heroes have decided to enter the bar out of costume, they will attract some attention, a prostitute or two, but nothing overly dangerous. In the case of one of the characters being female, it will seem like half the population of Denver is trying out their 'one-liners' on her.

When the heroes come in (costumed or not), Ricky will be on the payphone in the corner (number 6 on the diagram). Written on a page of the phone book is a message he has scribbled down, as relayed by the person with whom he speaks.

Should the heroes have entered the bar in costume, Ricky will slump down and hang up the phone as he tears the message from the phone book. He will then attempt to casually walk out, whether a fight starts or not. He is easy to notice as his casual exit is an amazing display of acting at its worst.

casts it's blinding rays upon their eyes. It's there that the silhouette of a tall man, poised with a bow to his side stands, staring down upon the heroes. Apollo is not happy.

The greeting the heroes receive from Apollo depends entirely upon what took place in part 1 of this adventure. If he and the Midnight Men were merely defeated and imprisoned, Apollo's opening remark will be something to the tune of:

*'So we meet again my gallant adversaries. Your trouncing of my companions and I the last time we met was a trifle disturbing. But, I am not the man who easily forgets. So defend yourselves now or I shall have to feed you to the fish, with or without your consent.'*

On the other hand, if Apollo's robotic body was discovered by the heroes and Apollo was revealed for what he really is, his greeting to the heroes will be much less gallant. More or less something like:

*'Stand and die!'*

It should be remembered, however, that the pier reaches well over the Hudson River and is not the widest of battlefields. So, it will be very easy for a hero, or Apollo himself, to end up in the drink (see knockback hits in V&V Combat Effects, p. 24). In the case of Apollo entering the water, all that will be heard from him will be a yell and a splash as his body takes him to the bottom of the river like a rock. If the heroes are truly what they boast to be, a rescue would be appropriate. The water here is forty feet deep. Anyone diving in after Apollo will have to make a Detect Hidden roll to locate him. While underwater, movement rates will be quartered, unless the character(s) has a special ability, allowing him or her to move at their normal rate. To lift Apollo's body, an appropriate Carrying Capacity will be required, or a combination thereof. Remember that each character receives an initial Detect Hidden roll and, after that point, the character may roll again for each point of Intelligence he or she might have. The character with the highest Detect Hidden percentage also makes the basis for every other hero's roll (see Detect Hidden, p. 7). Characters can hold their breath for their Endurance in turns.

In the end, if Apollo is defeated or has to be pulled from the water (his alibi being that he can't swim), he will reward the heroes with a riddle which will lead them to the location of the Organizer:

*'You tried to look high,  
But I say look low moreover.  
Emirc is its name,  
But that's just crime turned over.'*

Should Apollo have been victorious in the battle, he will not kill the heroes (even if they did expose his secret earlier). Instead, he will recite the same riddle which the last hero to fall will hear, just before losing consciousness. This will be done just to foil the Organizer's plans

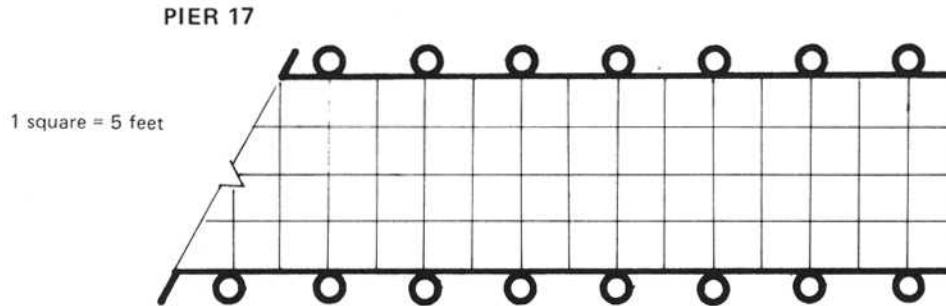
and help the heroes regain their lost honor. If during the battle, Apollo's robotic body is revealed, he will again recite the riddle, but what follows below will occur as it would in any of the above situations, be it a victory or loss for Apollo.

After the riddle is spoken, the Black Empress will enter the scene as she was given strict orders by Apollo to remain in the darkness until the fight was over. She will teleport the two away before the heroes have time to react.

#### KEY TO THE PIER DIAGRAM

The pier itself is concrete having 6 structural points. The posts along the side are wooden and rotting, thus having 2 structural points. In total, the pier stands twenty feet above the water.

As for the riddle given by Apollo, the first two lines simply refer to the heroes' search for the Organizer. The third line refers to the Emirc Ring Circus (see 'THE THREE RINGS OF CRIME'). This name is almost immediately recognized by the heroes as a low budget circus which has recently arrived in the city and is presently located in Central Park.



## 4. THE REVENGE OF APOLLO

After the destruction of the Organizer's smuggling ring in Part 1 of this adventure, the Midnight Men became free agents.

There are two possible courses of action after this event. The first occurring only in the event that the Midnight Men were never captured by the heroes. In such a case, group squabbles had finally taken their toll and three of the five members of the Midnight Men had decided to go solo. These members were the Noose, the Detonator and the Stormstress.

The Noose left the group as he had only planned on staying with them a short time. He believes he can fare better on his own.

The Detonator, who found being second in command not good enough for him, left the group to find wealth and power on his own.

It was the Stormstress' idea to leave the group in the end as she grew tired of constantly cat-fighting with the Black Empress over the affections of Apollo.

It is quite possible, that in the future, any one of these villains could be met again and, quite possibly, one or two might team up with another group of supervillains in the GM's campaign. These three are very dangerous people and could pose a threat to anyone in their own right.

As for Apollo, he returned to his father to have his body and bow repaired (if need be), and soon began his pursuit of the heroes to restore his lost honor. Due to his former employment with the Organizer, Apollo has learned to hate the man severely, as well as learning the Organizer's master plan from the Organizer's boasting.

Utilizing this knowledge, Apollo has set forth to destroy the Organizer, as well as the heroes. The Black Empress has retained her love and loyalty for Apollo (even if his robotic body was revealed). Apollo's plan was this: to taunt the heroes with riddles which would keep them

perplexed as to both the Organizer's and his own position. He would then finally confront the heroes in combat when he would be the last person they would expect to see. In the end, a last riddle would be left behind which could lead the heroes straight to the Organizer. This, in effect, would weaken both of his enemies. Once this final clue could be given, the Black Empress would take the two away to safety.

The second course of action would only occur if the Midnight Men were defeated and captured.

Due to the source of Apollo's powers, it would be assumed by police that he was a common man when separated from his bow. Of course, this is not true and escape for Apollo from a prison would be easy. If, in their past fight, the heroes revealed Apollo's robotic body, the police would now consider him an invalid. Apollo, then having time to build up his hatred for the heroes, would activate his internal repair capabilities. Escape, again, would be a 'snap'.

The Black Empress, however, would manage to escape in a rather different manner. Prison guards, learning of the Empress's weakness would imprison her in a brightly lit room. In effect, this would keep her in a catatonic state as well as having to endure a relative amount of pain.

After hearing of this legal atrocity, a woman judge demanded that the villainess be relieved from such torture as it is against the Empress's human rights to be imprisoned in such a way. After requesting such an action be denied, prison guards reluctantly removed the Black Empress from her state of imprisonment. Only hours later, the Empress recovered and teleported away, eventually to rejoin Apollo.

The remaining members of the Midnight Men still remain either imprisoned or are administered sedatives, as is the case with the Stormstress.

## PART THREE

### 1. THE THREE RINGS OF CRIME

This seedy little circus is located in the southern portion of Central Park. It is, however, the cover for the largest crime ring New York has ever seen.

For the most part, it will be up to the GM as to what actions occur on the circus grounds once the heroes arrive in their search for the Organizer. Below is a general description of circus personalities, rides and attractions.

To the unobservant eye, the Emirc (crime spelled backwards) Ring Circus shows no clue as to being out of the ordinary. The number of people who participate in the games and rides is rather minimal. It seems that the circus does very little business.

If the heroes decide that it would be more suitable to search the circus late at night, they will find it closed.

**Circus Hours:**

Weekdays: 10 AM to 10 PM  
 Saturdays: 10 AM to 12 AM  
 Sundays: closed

Circus employees sleep in moving vans which have been adapted for just that use. The Organizer is not to be found as he undertakes the business dealings of his organization at night. In the morning he returns to resume his identity as the circus Ringmaster.

It should be remembered by the GM that breaking and entering, trespassing, etc. are all illegal acts and should be refrained from by the heroes whenever possible.

Every circus employee is in the employ of the Organizer. It is the ultimate goal in this circus front to keep it appearing as just that, a circus. This cover is not a permanent one. It merely exists to temporarily hide the Organizer's actions until he can replace the hideout lost in Part 1 of this adventure.

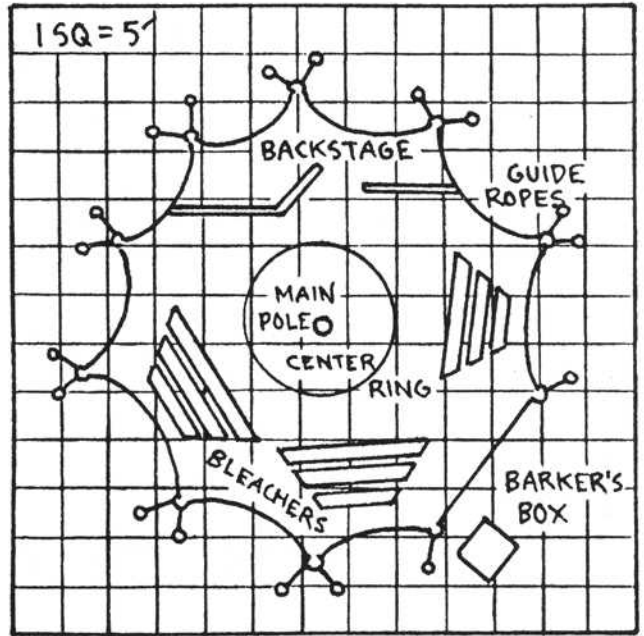
In general, ordinary people hired to keep the circus running will not fight should a battle begin (or should that be *when* the battle begins). They, like the general public, will head for the proverbial hills.

**1.1 KEY TO THE CIRCUS MAP**

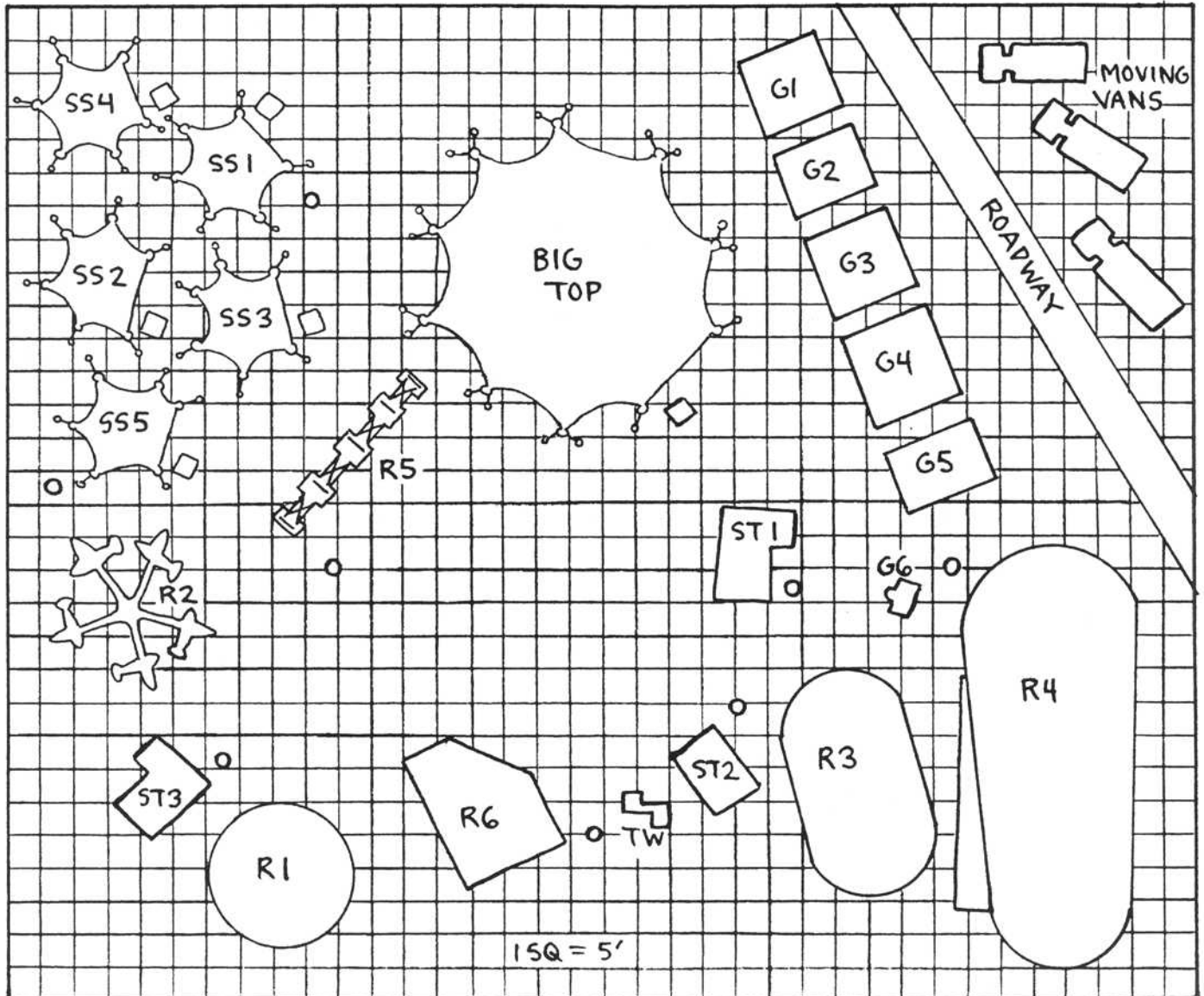
(See Map No. 10, The Circus)

The bleachers in the big top are wooden, with a metal frame, thus having 4 Structural points. The main pole holding up the tent has 3 Structural points. The separating walls for the backstage area have 3 Structural points. The tent is made of a mere canvas material, having only 1 Structural points. If the main pole is broken, the canvas tent will come down on those inside, reducing movement to one half the normal rate and causing any effect on combat that the GM sees fit.

This large canvas tent is circus standard issue. The occupants are



not. When the heroes enter, they will find that a show is already in progress. The handful of spectators laugh and giggle as three clowns climb from a tiny car and proceed to push, shove, and club each other.



Out of sight, in the backstage areas, stand the remaining performers, who watch and wait for their turn to put on a show. These performers include the Flying Renaldo Brothers and the Tallman.

When the clown act is finished, the Ringmaster (the Organizer in disguise) will step to the center ring. If any hero has Heightened Senses or powers which will reveal the Ringmaster for who he really is, they will recognize him as the Organizer. Others will see something familiar in the man as he stands by as the clowns perform, but will not be able to put a mark on him. As soon as the Organizer walks to the ring, a roll of Detect Hidden will reveal the slight limp in his walk if the roll is successful. He obtained the limp when he was struck by photographer Jim Clairmont. It is now that the heroes should realize that this man is the Organizer.

If the heroes are at the circus in civilian identity, they will have plenty of time and locations to don their costumes if need be. If they are already in costume, the Organizer will invite the heroes to perform for the public. He will do this to try and make the circus seem as legitimate as possible and pray that the heroes just go away.

At this point, if the heroes attack, the spectators will make for the doors like the wind. The Organizer will then scream for help as the Kooky Clowns, the Flying Renaldo Brothers and the Tallman rush out to his assistance.

As to how the fight goes is up to the GM. It could most certainly spread out onto the circus grounds, where civilians will be put in danger, but making it all the more exciting as the remaining circus performers (the Fat Lady, the Strong Man, the Fortune Teller, the Dog-Faced Boy and the Sword Swallower) get involved. It would also be interesting, if in the fight, circus attractions such as the House of Mirrors and Ferris Wheel got involved.

Those people who the Organizer hired as performers are also his bodyguards while the circus is in operation. Once these people get into the fight, the Organizer will attempt to escape out the back of the big top and make off with a moving van.

**o, Garbage Cans:** These cans are metal, with a concrete container around each. They can weigh anywhere from forty pounds to one hundred pounds, depending upon how much trash is presently in them.

**G1. Shooting Gallery:** There is nothing out of the ordinary about this game. The guns used are air rifles, but behind the counter are three actual rifles. (170" range, +4 to hit, 1d10 damage.) Each gun is loaded with 2 shells.

**G2. Ball Toss:** The object of this game is to knock down a pyramid of wooden pins with a baseball. A pin could be used as a weapon with +1 to hit, HTH+1d2 damage.

**G3. Darts:** If, during the fight, someone is thrown into this stand, the darts could be grabbed and used as weapons. (+2 to hit, HTH+1 damage, A" range). Taking up such an action is not very heroic and, therefore, should be refrained from by the heroes. It should also be noted that players having magnetic powers could cause themselves a great amount of pain using magnetism around the darts.

**G4. Water Guns:** The object of this game is to squirt a mounted water pistol into the mouth of a clown. A balloon is then blown up with the water until it explodes. The first person to do this is the winner.

This game is generally harmless, but squirting the water into an opponent's face could distract he or she for a moment. The water could cause some discomfort for a hero with flame power as well.

**G5. Fishing Prize:** At the end of a string on a toy fishing pole is a magnet with which the player tries to grab a prize in a trough of about one foot of dark water. Being close to this stand could affect or distract a character with magnetic powers due to the large number of magnets present (he would be pelted with them).

A villain could also attempt to drown a hero in the trough. Again, taking such an action would not be very heroic and the heroes should not do so. A Charisma loss might be in order for a hero taking this action. A person can hold their breath for their Endurance in turns.

**G6. Hammer and Bell:** This is the traditional strength testing game in which the players pounds a board with a hammer, sending a weight up a pole to strike a bell. The hammer could be used as a weapon with +3 to hit, doing HTH+1d6 damage.

**Moving Vans:** In this area is a group of large trucks which bears the symbol and name of the Emirc Ring Circus. There are seven trucks present, each with its own shipping use such as the sleeping quarters, ride storage, etc. Nothing out of the ordinary can be found here.

#### Truck Statistics

| Weight      | Passengers | Cargo Cap. | Speed | Pts. To Disable | Pts. To Demolish |
|-------------|------------|------------|-------|-----------------|------------------|
| 20,000 lbs. | 1+2        | variable   | 100   | 100             | 400              |

**R1. Merry-Go-Round:** This is just the typical kiddie ride. If being

fought upon while in operation, a roll vs. Agility on a d20 must be made per action by the combatants. Failure in this roll causes loss of balance and -4 to hit in that combat act (or as the GM desires).

**R2. Chair-O-Plane:** This ride swings the occupant in circles while he or she sits in a seat resembling an airplane. If fighting within the swinging arc of this ride, a combatant could be struck. The ride attacks as 4th level and does 1d8 damage on a hit.

**R3. Bumper Cars:** This seemingly harmless ride can, in fact, be quite deadly. If a battle occurs on the bumper car floor, the combatants must make an Agility saving throw on a d20 for each action they take. Failure to save causes that person to trip and fall over a parked car. The cars have been left scattered about by the panicking public.

It should also be noted that the floor to this ride is metal. Any character who touches both the floor and the eight foot ceiling, with his body or an object, will take 2d8 Lightning damage as the ceiling is still electrified. Bumper cars weigh two hundred pounds each.

**R4. Small Rollercoaster:** This ride is perfectly harmless to anyone strapped into their seat. It should be noted that this coaster is very small and is presently not running, so it poses no real threat to the heroes (by the GM's option, this could be changed).

**R5. Ferris Wheel:** This Ferris Wheel is not overly large and only climbs to fifty feet in height. It is, however, easy to climb due to the spokes in the wheel. A fight at the top of the wheel would surely be a dramatic one. The wheel is also high enough that it gives a view of the entire circus and area. If the Organizer was allowed to escape at the big top he could be seen from here taking a moving van from the parking lot.

The Ferris wheel has been left abandoned since the fight began and two teenagers now find themselves trapped near the top. Rescuing the two would award any hero doing so with a Charisma point.

**R6. House of Mirrors:** Usually the highlight to a circus, the House of Mirrors could be deadly to a hero. A smart villain would instantly think to lead a pursuing hero into this attraction. All circus employees know the path through this maze, but a hero caught in here would have to make a successful Detect Hidden roll to land a punch or attack on a real target, or just to find the path out. A roll will be made each turn the hero spends trying to find his way out. Of course, force could be used to escape.

#### SIDESHOWS:

Each member of these attractions is actually a bodyguard of the Organizer with his or her own special abilities. Once a fight begins, these people will arrive in one to three turns. Unless they are visited by the heroes before they go to the big top, each will seem like a normal circus performer.

**SS1. The Fat Lady:** This truly is the fattest lady the heroes have ever seen. Her name is Lolly. In a fight, Lolly will delay her actions, waiting for a hero to be knocked to the ground. She will then leap on him, attempting to crush every bone in his body.

**SS2. The Dog-Faced Boy:** Whether or not this young boy (he appears about thirteen) is actually as wild as he seems, the heroes cannot guess. He is held in a cage with metal bars and he growls and roars, leaping at anyone who comes too close.

The lock on the cage is open in case this boy actor needs to escape to protect the Organizer. Even though this show is fraudulent, the boy is trained with certain abilities.

Heroes will, no doubt, be squeamish about striking a young boy. The actor realizes this, and plans to pursue this advantage to the limit.

**SS3. The Strong Man:** Atlas the Strong Man does seem quite muscular and his acts of power fit his name. In a fight, Atlas will use his weights as weapons. They range from five hundred to two thousand pounds. Of course, these weights are labelled as being much heavier, but this is just part of the show.

**SS4. The Fortune Teller:** Nastasha the Gypsy will tell anyone's fortune by staring into her crystal ball, pressing a button under the table to create smoke in the ball and flicking a switch to flash some lights. The GM should then come up with some truly amazing story about what is going to happen in the hero's future life.

Nastasha will generally try to keep her distance in a fight, using her hex spell and 'evil eye' to cause the heroes misfortune. An example, might be causing a hero to be struck by the Chair-O-Plane. The possibilities of this power are unlimited.

**SS5. The Sword Swallower:** This performer is in fact truly amazing as he can actually swallow an entire sword, right up to the hilt. He can also use the swords in other ways as the heroes will soon learn. He carries as sword (+2 to hit, HTH+1d6 damage) and a knife (+1 to hit, HTH+1d2 damage).

#### STALLS

**ST1. Cotton Candy:** Any hero crashing into this cart will be covered

in the most disgusting, sticky goo he has ever felt.

**ST2. Ice Cream:** Temperatures in this freezing unit are quite low and could cause distraction to a hero with flame powers or a vulnerability to cold who comes too close (or maybe even gets stuffed in by one of the circus performers).

**ST3. Fried Food:** Although the food served here smells good those heroes eating it will become mildly ill, seven to ten turns later. This sick feeling causes the loss of 1d20 power points for one hour.

**TW. Ticket Window:** Sold here are the tickets which allow people to enter the park and enjoy the rides, shows, etc. Should the heroes have no pockets on their costumes (they would look silly if they did), the

sales attendant will allow them in for free, being superheroes and all. She does this to make the circus seem more convincing. After the heroes have passed, the Organizer will be immediately warned of their presence.

During the fight which will, no doubt, break out, people will be continuously rushing around in a panic. Should the GM wish to make the fight even more difficult for the heroes, he could have these people get in desperate situations, such as being trapped on moving rides, used as hostages, etc. Again, it is said that the GM has the ultimate rule over what will occur during the fight, making it as dramatic or as comical as he wishes.

## 2. THE CIRCUS PERFORMERS

### THE FAT LADY

Identity: Marge Patterson  
Side: The Organizer  
Age: 37

Sex: Female  
Level: 1  
Training: —

#### Powers:

1. Body Power: Weight Increase x 4.

Weight: 400 lbs.  
Agility Mod.: -2  
Endurance: 17  
Intelligence: 10  
Reactions from Good: -2  
Hit Mod.: 1.51  
Damage Mod.: —  
Accuracy: -2  
Carrying Cap.: 889 lbs.  
Movement Rate: 37" ground  
Det. Hidden: 8%  
Inventing Points: 1

Basic Hits: 8  
Strength: 14  
Agility: 6  
Charisma: 8  
Evil: +2  
Hit Points: 12  
Healing Rate: 3.2  
Power: 47  
Basic HTH: 1d8

Det. Danger: 12%  
Inventing: 30%

### THE DOG-FACED BOY

Identity: Jimmy Loggins  
Side: the Organizer  
Age: 13

Sex: Male  
Level: 1  
Training: —

#### Powers:

1. Heightened Agility: +6.
2. Natural Weaponry: +1 to hit, +2 damage — artificial teeth and claws.

Weight: 120 lbs.  
Agility Mod.: +2  
Endurance: 9  
Intelligence: 14  
Reactions from Good: -2  
Hit Mod.: 1.76  
Damage Mod.: +1  
Accuracy: +2  
Carrying Cap.: 98 lbs.  
Movement Rate: 34" ground  
Det. Hidden: 10%  
Inventing Points: 1.4

Basic Hits: 3  
Strength: 9  
Agility: 16  
Charisma: 15  
Evil: +2  
Hit Points: 6  
Healing Rate: 0.75  
Power: 48  
Basic HTH: 1d3

Det. Danger: 14%  
Inventing: 42%

### THE STRONG MAN

Identity: Mark Draliss  
Side: the Organizer  
Age: 36

Sex: Male  
Level: 3  
Training: —

#### Powers:

1. Heightened Strength: +12

Weight: 220 lbs.  
Agility Mod.: —  
Endurance: 17  
Intelligence: 9

Basic Hits: 5  
Strength: 26  
Agility: 14  
Charisma: 10



Reaction from Good: —  
Hit Mod.: 4.68  
Damage Mod.: +1  
Accuracy: +1  
Carrying Cap.: 2120 lbs.  
Movement Rate: 57" ground  
Det. Hidden: 8%  
Inventing Points: 2.7

Evil: —  
Hit Points: 24  
Healing Rate: 2  
Power: 63  
Basic HTH: 1d12

Det. Danger: 12%  
Inventing: 36%

### THE FORTUNE TELLER

Identity: Nastasha Adonadus  
Side: the Organizer  
Age: 29

Sex: Female  
Level: 2  
Training: —

#### Powers:

1. Spells

a) Hex Spell: With this spell Nastasha can make the improbable, probable. Attacks as Mind Control, 16" range, PR = 3 per use.

Weight: 110 lbs.  
Agility Mod.: +2  
Endurance: 10  
Intelligence: 16  
Reactions from Good: -2  
Hit Mod.: 1.87  
Damage Mod.: +2  
Accuracy: +1  
Carrying Cap.: 150 lbs.  
Movement Rate: 36" ground  
Det. Hidden: 12%  
Inventing Points: 3.2

Basic Hits: 3  
Strength: 12  
Agility: 14  
Charisma: 15  
Evil: +2  
Hit Points: 6  
Healing Rate: 0.75  
Power: 52  
Basic HTH: 1d4

Det. Danger: 16%  
Inventing: 48%

### THE SWORD SWALLOWER

Identity: Rick Torrent  
Side: the Organizer  
Age: 24

Sex: Male  
Level: 3  
Training: —



## Powers:

1. Heightened Expertise: +4 to hit — swords and knives.
2. Heightened Agility: +9

Weight: 160 lbs.  
 Agility Mod.: —  
 Endurance: 15  
 Intelligence: 16  
 Reactions from Good: -2  
 Hit Mod.: 6.48  
 Damage Mod.: +4  
 Accuracy: +4  
 Carrying Cap.: 340 lbs.  
 Movement Rate: 54" ground  
 Det. Hidden: 12%  
 Inventing Points: 4.8

Basic Hits: 4  
 Strength: 14  
 Agility: 25  
 Charisma: 14  
 Evil: +2  
 Hit Points: 26  
 Healing Rate: 1.6  
 Power: 70  
 Basic HTH: 1d6

Det. Danger: 16%  
 Inventing: 48%

**THE FLYING RENALDO BROTHERS**

Identity: Joe Renaldo  
 Side: the Organizer  
 Age: 19

Sex: Male  
 Level: 1  
 Training: —

## Powers:

1. Heightened Agility: +5.
2. Heightened Strength: +3.

Weight: 170 lbs.  
 Agility Mod.: —  
 Endurance: 15  
 Intelligence: 16  
 Reactions from Good: —  
 Hit Mod.: 4.83  
 Damage Mod.: +2  
 Accuracy: +2  
 Carrying Cap.: 545 lbs.  
 Movement Rate: 48" ground  
 Det. Hidden: 12%  
 Inventing Points: 1.6

Basic Hits: 4  
 Strength: 17  
 Agility: 16  
 Charisma: 10  
 Evil: —  
 Hit Points: 20  
 Healing Rate: 1.6  
 Power: 64  
 Basic HTH: 1d8

Det. Danger: 16%  
 Inventing: 48%

Identity: Luigi Renaldo  
 Side: the Organizer  
 Age: 24

Sex: Male  
 Level: 2  
 Training: —

## Powers:

1. Heightened Agility: +6.
2. Heightened Strength: +5.

Weight: 170 lbs.  
 Agility Mod.: —  
 Endurance: 14  
 Intelligence: 14  
 Reactions from Good: —  
 Hit Mod.: 4.68  
 Damage Mod.: +2  
 Accuracy: +3  
 Carrying Cap.: 615 lbs.  
 Movement Rate: 51" ground  
 Det. Hidden: 10%  
 Inventing Points: 2.6

Basic Hits: 4  
 Strength: 18  
 Agility: 19  
 Charisma: 9  
 Evil: —  
 Hit Points: 19  
 Healing Rate: 1.6  
 Power: 64  
 Basic HTH: 1d8

Det. Danger: 14%  
 Inventing: 39%

Identity: Guido Renaldo  
 Side: the Organizer  
 Age: 27

Sex: Male  
 Level: 3  
 Training: —

## Powers:

1. Heightened Agility: +13
2. Heightened Strength: +7

Weight: 210 lbs.  
 Agility Mod.: —  
 Endurance: 16  
 Intelligence: 8  
 Reactions from Good: —  
 Hit Mod.: 6.48  
 Damage Mod.: +2  
 Accuracy: +4  
 Carrying Cap.: 1008 lbs.  
 Movement Rate: 61" ground  
 Det. Hidden: 6%  
 Inventing Points: 2.4

Basic Hits: 5  
 Strength: 20  
 Agility: 25  
 Charisma: 11  
 Evil: —  
 Hit Points: 33  
 Healing Rate: 2  
 Power: 69  
 Basic HTH: 1d10

Det. Danger: 11%  
 Inventing: 24%

**THE TALLMAN**

Identity: Sam Stevenson  
 Side: the Organizer  
 Age: 19

Sex: Male  
 Level: 1  
 Training: —

## Powers:

1. Stilts: While on these stilts the Tallman stands 13 feet tall. While on stilts he cannot bend or lower to make HTH attacks on man-sized targets. Carries a pistol, +3 to hit, 1d8 damage, 90" range. Due to height he gets +4 to hit as if attacking from behind.
2. Balance: Upon each hit against him, the Tallman must save vs. Agility on a d20 as not to fall over. He gets +2 on these rolls due to his sense of balance on the stilts.

Weight: 160 lbs.  
 Agility Mod.: —  
 Endurance: 14  
 Intelligence: 12  
 Reactions from Good: -2  
 Hit Mod.: 2.95  
 Damage Mod.: +1  
 Accuracy: +2  
 Carrying Cap.: 332 lbs.  
 Movement Rate: 44" ground  
 Det. Hidden: 10%  
 Inventing Points: 1.2

Basic Hits: 4  
 Strength: 14  
 Agility: 16  
 Charisma: 17  
 Evil: +2  
 Hit Points: 12  
 Healing Rate: 1.2  
 Power: 56  
 Basic HTH: 1d6

Det. Danger: 14%  
 Inventing: 36%

These three always work together in a fight and will team up against a single hero, doing flips over and around him while punching and kicking. Each flip or leap that includes an attack requires a saving throw against Agility on a d20. Failure results in a mislanding. Of the three, Guido is the strongest and, therefore, assists in the flips of his brothers. They also have an unnerving tendency to shout 'Hey, Ho, Ha, etc.' while flipping about an opponent.



### THE KOOKY CLOWNS

Identity: Danny Rozito  
Side: the Organizer  
Age: 47

Sex: Male  
Level: 1  
Training: —

#### Powers:

1. Carries a pistol: +3 to hit, 1d8 damage, 90'' range.

Weight: 150 lbs.  
Agility Mod.: —  
Endurance: 11  
Intelligence: 13  
Reactions from Good: —  
Hit Mod.: 1.54  
Damage Mod.: —  
Accuracy: —  
Carrying Cap.: 390 lbs.  
Movement Rate: 37'' ground  
Det. Hidden: 10%  
Inventing Points: 1.3

Basic Hits: 3  
Strength: 16  
Agility: 10  
Charisma: 11  
Evil: —  
Hit Points: 5  
Healing Rate: 0.75  
Power: 50  
Basic HTH: 1d6  
Det. Danger: 14%  
Inventing: 39%

Identity: Clyde Jones  
Side: the Organizer  
Age: 33

Sex: Male  
Level: 2  
Training: —

#### Powers:

1. Heightened Expertise: +4 to hit with machine pistol carries machine pistol: +3 to hit, 1d8 damage, 210'' range. Fires bursts of 4 bullets. See automatic weapons rules p. 25.

Weight: 200 lbs.  
Agility Mod.: —  
Endurance: 14  
Intelligence: 13  
Reactions from Good: -2  
Hit Mod.: 1.84  
Damage Mod.: —  
Accuracy: —  
Carrying Cap.: 415 lbs.  
Movement Rate: 37'' ground  
Det. Hidden: 10%  
Inventing Points: 2.6

Basic Hits: 4  
Strength: 14  
Agility: 9  
Charisma: 14  
Evil: +2  
Hit Points: 8  
Healing Rate: 1.2  
Power: 50  
Basic HTH: 1d6  
Det. Danger: 14%  
Inventing: 39%

Identity: Sid Rivers  
Side: the Organizer  
Age: 39

Sex: Male  
Level: 1  
Training: —

#### Powers:

1. Heightened Expertise: +4 to hit with knives.
2. Heightened Defense: -4 to hit.

3. Heightened Agility.
4. Carries 2 knives: +1 to hit, HTH+1d2 damage, 22'' range.

Weight: 180 lbs.  
Agility Mod.: —  
Endurance: 17  
Intelligence: 10  
Reactions from Good: -2  
Hit Mod.: 4.75  
Damage Mod.: +2  
Accuracy: +4  
Carrying Cap.: 309 lbs.  
Movement Rate: 51'' ground  
Det. Hidden: 8%  
Inventing Points: 1

Basic Hits: 4  
Strength: 12  
Agility: 22  
Charisma: 16  
Evil: +2  
Hit Points: 19  
Healing Rate: 1.6  
Power: 61  
Basic HTH: 1d6  
Det. Danger: 12%  
Inventing: 30%

### THE ORGANIZER

Identity: James Rush  
Side: Evil  
Age: 44

Sex: Male  
Level: 8  
Training: —

#### Powers:

1. Heightened Intelligence: +22

Weight: 180 lbs.  
Agility Mod.: —  
Endurance: 12  
Intelligence: 38  
Reactions from Good: -1  
Hit Mod.: 2.66  
Damage Mod.: +4  
Accuracy: —  
Carrying Cap.: 198 lbs.  
Movement Rate: 31'' ground  
Det. Hidden: 26%  
Inventing Points: 30.4

Basic Hits: 4  
Strength: 10  
Agility: 9  
Charisma: 12  
Evil: +1  
Hit Points: 11  
Healing Rate: 1.2  
Power: 69  
Basic HTH: 1d4  
Det. Danger: 30%  
Inventing: 114%



**Battle Tactics/M.O.:** Rush shuns physical contact and will retreat from a fight if he has no other choice. On his person, the Organizer carries a pistol (+3 to hit, 1d8 damage, 114" range).

**Origin/Background:** James Rush was a New York high school teacher who was possibly too intelligent to handle his position. Rush's outlook on life was scoffed at by school staff but, when he began teaching it to his students, the School Board fired him.

The following months taught Rush that his idea of superiority over others was a handicap in his hold of a job. In the light of this discovery, Rush turned to crime where he had no superiors.

Soon, the income of his ingenious plots brought in a handsome sum of money. He found that he could now hire thugs to continue to do his dirty work.























































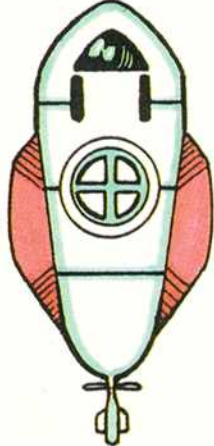










Now calling himself the Organizer, Rush created a large crime syndicate. The latest addition to his staff were the Midnight Men.























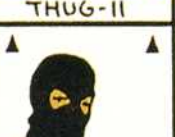













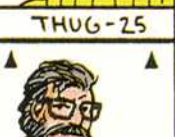


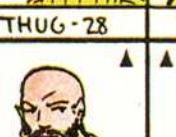
































#### IN CONCLUSION

Hopefully, by the end of the circus battle, the heroes will have managed to defeat and capture the Organizer. If, however, he should have managed to escape in one of the circus trucks, he will drive to some remote area, dump the truck, and disappear for a time until he can create a new plot to become filthy rich. It is up to the GM to decide when the Organizer will appear again, but he most certainly will, looking for revenge upon the heroes. The same stands true for the Midnight Men and specifically Apollo, who will never forget the heroes and will definitely hound them in the future.

If the GM so desires, he could lengthen this adventure by adding a set of scenarios where the heroes must clean up the now destroyed and uncontrolled New York crime groups. Due to the lack of leadership after the Organizer's defeat, these groups have decided to make a free-for-all of stealing and crime.

|   |   |   |   |  |   |   |
|---|---|---|---|--|---|---|
|    |    |    |    |    |    |    |
| the ORGANIZER   | GUARD-1   | GUARD-2   | GUARD-3   | GUARD-4  | GUARD-5   | GUARD-6   |
|    |    |    |    |    |    |    |
| GUARD-7   | GUARD-8   | GUARD-9   | GUARD-10  | GUARD-11   | GUARD-12  | GUARD-13  |
|    |    |    |    |    |    |    |
| GUARD-14  | GUARD-15  | GUARD-16  | GUARD-17  | GUARD-18   | GUARD-19  | GUARD-20  |
|    |    |    |    |    |    |    |
| GUARD-21  | GUARD-22  | GUARD-23  | GUARD-24  | GUARD-25   | GUARD-26  | GUARD-27  |
|   |   |   |   |   |   |   |
| RITA  | RICKY   | BARROOM BRAWLER   | BAR ROOM BRAWLER  | BARROOM BRAWLER  | BAR ROOM BRAWLER  | BAR ROOM BRAWLER  |
|  |  |  |  |  |  |  |
| BARROOM BRAWLER   | BAR ROOM BRAWLER  | BARROOM BRAWLER   | GANG MEMBER-1   | GANG MEMBER-2  | GANG MEMBER-3   | GANG MEMBER-4   |
|  |  |  |  |  |  |  |
| GANG MEMBER-5   | GANG MEMBER-6   | GANG MEMBER-7   | GANG MEMBER-8   | GANG MEMBER-9  | GANG MEMBER-10  | GANG MEMBER-11  |
|  |  |  |  |  |  |   |
| GANG MEMBER-12  | GANG MEMBER-13  | GANG MEMBER-14  | GANG-MEMBER-15  | TECH-1   |   |   |
|  |  |  |  |  |   |   |
| TECH-2  | TECH-3  | TECH-4  | TECH-5  | TECH-6   |   |   |
|  |  |  |  |  |   |   |
| TECH-7  | TECH-8  | TECH-9  | TECH-10   | TECH-11  | MINI-SUB  |   |

|   |   |   |   |  |   |   |
|---|---|---|---|--|---|---|
|    |    |    |    |    |    |    |
| APOLLO  | STORMSTRESS   | BLACK EMPRESS   | DETONATOR   | the NOOSE  | THUG-1  | THUG-2  |
|    |    |    |    |    |    |    |
| THUG-3  | THUG-4  | THUG-5  | THUG-6  | THUG-7   | THUG-8  | THUG-9  |
|    |    |    |    |    |    |    |
| THUG-10   | THUG-11   | THUG-12   | THUG-13   | THUG-14  | THUG-15   | THUG-16   |
|    |    |    |    |    |    |    |
| THUG-17   | THUG-18   | THUG-19   | THUG-20   | THUG-21  | THUG-22   | THUG-23   |
|    |    |    |    |    |    |    |
| THUG-24   | THUG-25   | THUG-26   | THUG-27   | THUG-28  | THUG-29   | THUG-30   |
|  |  |  |  |  |  |  |
| THUG-31   | THUG-32   | THUG-33   | THUG-34   | THUG-35  | THUG-36   | THUG-37   |
|  |  |  |  |  |  |  |
| THUG-38   | THUG-39   | THUG-40   | THUG-41   | THUG-42  | THUG-43   | THUG-44   |
|  |  |  |  |  |  |  |
| THUG-45   | THUG-46   | THUG-47   | THUG-48   | THUG-49  | THUG-50   | THUG-51   |
|  |  |  |  |  |  |  |
| VINCE COLLETTI  | JIM CLAIRMONT   | FAT LADY  | DOG-FACED BOY   | STRONG MAN   | FORTUNE TELLER  | SWORD SWALLOWER   |
|  |  |  |  |  |  |  |
| TALL MAN  | JOE RENALDO   | LUIGI RENALDO   | GUIDO RENALDO   | DANNY the CLOWN  | CLYDE the CLOWN   | SID the CLOWN   |

ARMED ROBBERY.. A HIGH SPEED CHASE THROUGH SLICK CITY STREETS..  
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UNTIL YOUR HEROES CROSS PATHS WITH THE ORGANIZER AND FACE  
THE MENACE OF THE **MIDNIGHT MEN!!** (BRING PLENTY OF BANDAGES)

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