

VILLAINS  
AND  
VIGILANTES™

FANTASY GAMES UNLIMITED

2015

# TRIP Pentacle Pilot



by



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# PENTACLE PLOT

A  
VILLAINS<sup>TM</sup>  
AND  
VIGILANTES  
ADVENTURE

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## INTRODUCTION

**Pentacle Plot** is an adventure for **Villains & Vigilantes**, the superhero role-playing game from Fantasy Games Unlimited. That game is required for play of **Pentacle Plot**.

The villainous organization which will be the cause of much of the trouble described below is based on the Tarot Masters, first described in **Opponents Unlimited** by FGU. While some background and origin information on the leaders of the Tarot Masters is included in **Opponents**, . . . that book is not required for play of this adventure. **Pentacle Plot** is self contained, and adds to the Tarot Master' organization the characters, descriptions of equipment, and headquarters of the 'Pentacle Suite', as well as some more of the 'Major Arcana' supervillains.

Besides the text of the adventure, this booklet contains a set of color counters for the **Pentacle Suite**, the supervillains, and a few pieces of equipment, vehicles, etc. These may be cut out with sharp scissors and used as-is, or glued to cardstock and/or laminated for additional durability.

## EDITORIAL INTRODUCTION

**Pentacle Plot** is another adventure written by Stefan Jones, who, as always, shows tremendous imagination and unusual settings. This adventure should provide an enjoyable and challenging change of pace for any group of superheroes.

Of particular note in this adventure pack is the inclusion of additional counters on the inside front cover of this book. These counters are intended to represent various 'extras' or less important individuals who might be encountered in the adventure in any numbers. For this reason, the counters are printed in black and white to make them easy to photocopy. (Yes, this is the publisher's permission to make such photocopies for non-commercial use.) The counters can then be colored to suit the needs and tastes of the GM and mounted on heavier stock and cut apart, as with the usual counters included in color in the center of a V&V adventure pack.

Gamemasters should also note that a number of the counters in the center of this book are not character counters but 'unit counters' that represent larger bodies of individuals for use with the Battle System included in **Pentacle Plot**.

Well, enough of this editorial nonsense . . . on with the adventure!

Scott B. Bizar  
Editor-in-Chief

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The characters described and depicted herein are purely fictional. Any resemblance to persons living or dead is purely coincidental.

# 1. ON EARTH RAID ON OGDEN-RENOIR

The Pentacle Suite of the Tarot Masters is one of the four 'combat wings' of that organization. The suite, besides a cadre of thugs, technicians, and special-talent types, consists of fourteen people. This core group is patterned after the Pentacle suite of the Tarot deck. There are nine warriors (Pents 2-10), the Page, The Knight, A King and the Queen. Each of these fourteen are well-trained, competent people, though some are more competent than others. The 'nobility' are supervillains in their own right. The functions and duties of the suite members are given in the character descriptions. Banding with the 'pents' in this adventure are four of the Major Arcana, The Tarot Master's super-villian/super-agent section: The Moon is a recently recruited master of arcane arts; Diablo is a muscular mutant with potent pyrotechnic abilities; Tower has size-change powers and Priestess is a brilliant and powerful warrior.

Because they are expected to operate independently of the main core of the Tarot Masters, the four Suites are often forced to take unusual steps to obtain funding and equipment for their exploits. The event that sparks this adventure is one such endeavor. About a

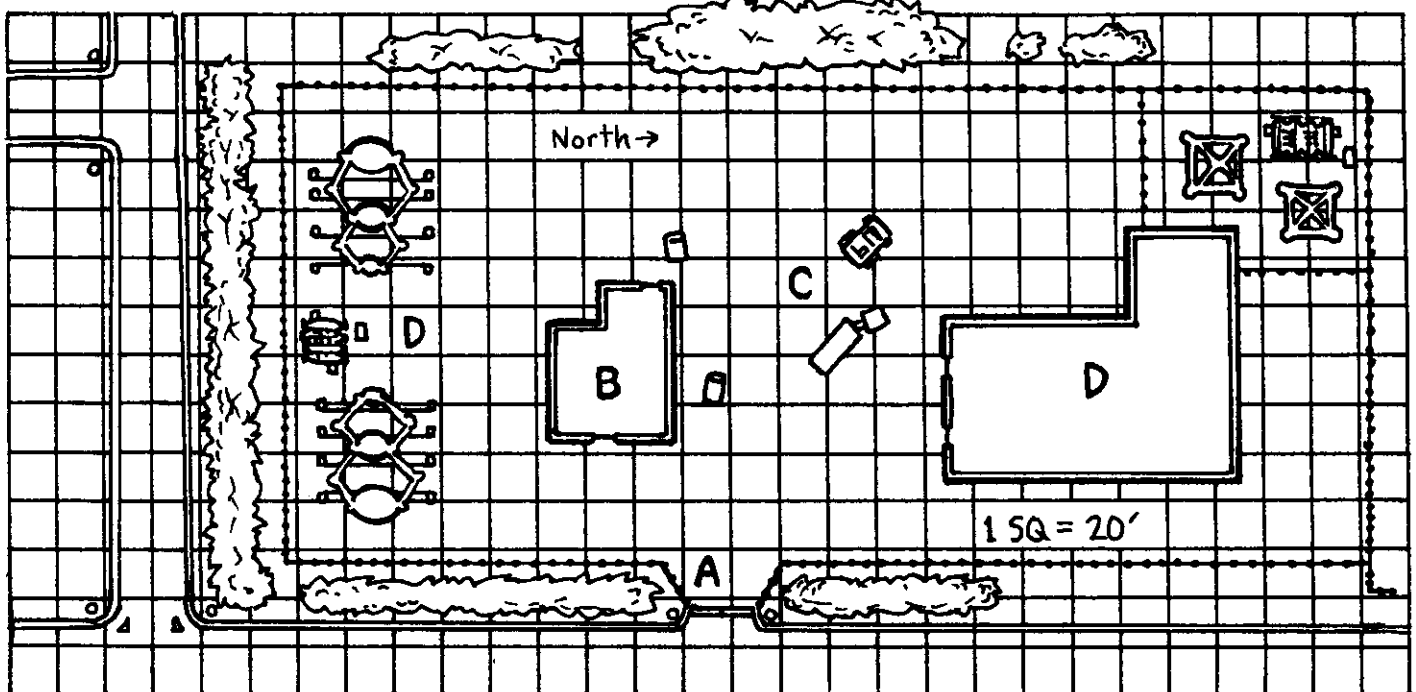
week before the adventure begins, the Pentacles staged a carefully planned raid on Ogden-Renoir, a small but important supplier of combat vehicles to the U'S. government. The main plant of O-R in Bolo, Florida was virtually demolished, and much top secret information stolen. The small security staff was killed; most didn't have time to draw their weapons before meetin the grim reaper. Only one of the raiders was killed; the man, dressed in camouflage coveralls, was identified as Max Kruller, a self-professed 'soldier of fortune' who had a long record of illegal weapons charges. News stories on the raid will undoubtedly reach the Vigilantes; details will be sketchy and the full extent of the raid will be hushed, however. Only if they follow up the story or have government contacts will the PCs learn that the unknown raiders stole the M-5Q, a giant tank specifically designed to fight enemy superbeings! The Pentagon is secretly frantic about the theft, and the FBI and other secret agencies are desperately searching for clues.

The Pentacles' plans for the tank are, not surprisingly, on the wrong side of the law. . .and not just the law of this world!

## SUBSTATION 4

The PCs will be drawn into the adventure by a power failure. The blackout will strike in the middle of the day in perfect weather, preferably at the most inopportune moment, such as in the middle of testing a new weapon or while the PCs are watching their favorite soaps. Radio stations and hospitals will have their emergency generators and

will continue service, but all other domestic and commercial institutions will soon close and wait for the juice to come back on. The waiting will continue for hours, longer than is normal or tolerable. Calls to the utility company will go unanswered; if the PCs have police contacts, they will learn that two cars and four men sent to the local



power station to investigate have yet to report in. Obviously, the PCs will have to do something about the situation!

The Pentacles have established a secret base of sorts in the campaign area. A fancy mansion on a small estate has been equipped with an armory, communications center, and training facilities for the Pentacles and their mercenary helpers. It is here that the M-5Q is currently being stored, and where the current situation at the power plant was planned. In order to save fuel in the M-5QL's reactor, the Pentacles have tapped the tank's storage cells into the main grid and are draining power normally destined for the homes and businesses for dozens of miles around.

Guarded by a section of mercenaries and a cadre of the Pentacle suite, the tank sits serenely in the middle of the local power station. The 'Pents' have taken over the station, quietly nabbing and locking up guards and intruders. While some care has been taken to conceal the takeover, a few neighborhood people can provide some information. . . a few vans full of men drove into, well through, the main gate of the station. There was some shouting, and one youngster says she heard gunfire. But, all appeared to be normal after awhile; Police called to the scene left after a few minutes. The only other vehicle to approach was a large repair truck, which is still inside the fence surrounding the plant. All these observations are a bit off: the Pentacle agents dressed some of their number in the captured cops' uniforms, and the 'repair truck' is actually the M-5Q.

A Map to the powerplant compound is shown below; a key to the map follows.

**A. Main Gate:** Now closed, the gate shows signs of damage and isn't as sturdy as it should be. A man dressed in typical security-guard dress stands guard. He is Max, one of the Pents' thugs and one of the inside men who helped take over the plant.

**B. Admin. Building:** Guarded by thugs Bill and Carl, four police-

## HEADQUARTERS

The local Pentacle base is located on a fancy estate outside of town. A six-foot high brick wall separates the estate grounds from the nearest road; woods, water and swamp (cliffs, if you're running this in an arid area) surrounds the area on the other sides. There are two gates to the road; both are monitored by camera and have remote-controlled sliding gates to regulate access. One or two thugs will man the gate openly; three or more mercenaries may be stationed there if things get hot.

A rough map of the base is provided; the key follows:

**A. The Rotunda:** This is an unwalled pavilion, once used as an outdoor ballroom. Marble tables and benches are set in the floor; the roof is of wood, supported on the perimeter by many columns of wood. The only enclosed structure is a small bar/kitchen, which is padlocked. A hidden staircase leads from this shed to an underground shelter; see below.

**B. The Main House:** An opulent mansion, surrounded by gardens and well-kept lawns. The entire building has been converted into a dormitory and administrative centre for the Mercenaries, the 'Pents' thugs, technicians, and assorted underlings. Besides an armory in the basement, indoor shooting range, weight rooms, computer center and sturdy brig, there is nothing really criminal here; the place is clear of any obvious connection with the 'Pents'.

**C. The Gate House:** Containing the garage, a few rooms for technicians, and the Locus. Further details are given below.

**D. Pool Area:** This fenced-off area contains a large pool and changing room. Scuba gear, underwater demolitions equipment, and other odd items are stored in the pool house.

**E. Tennis Courts:** The mercenaries use the courts as a drilling ground, and the surrounding meadow as a wilderness-training area. One or two Mercs will be on patrol here, generally on penalty duty.

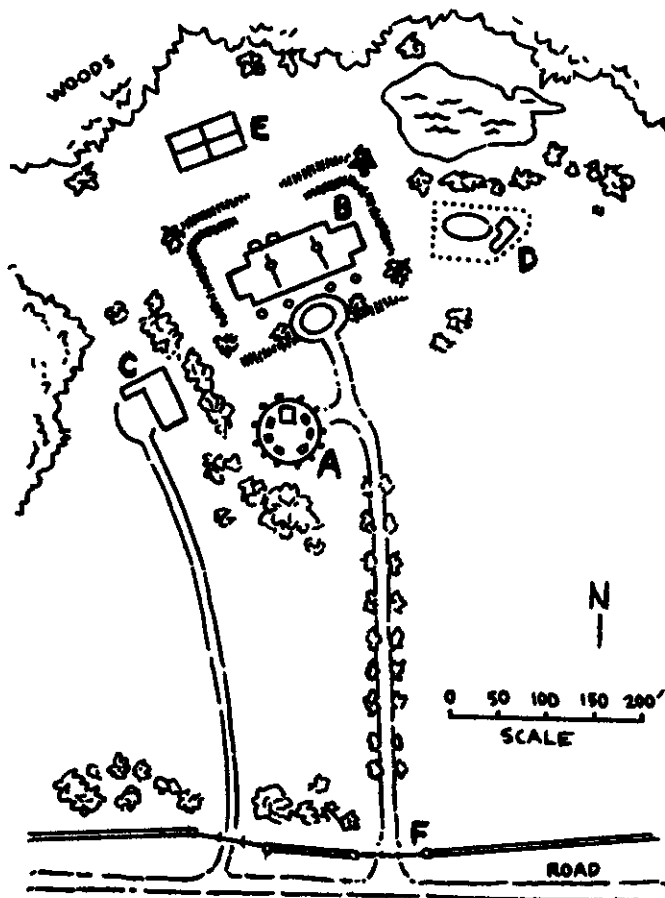
**F. The Gates:** As mentioned above, one or two thugs will be on guard here at all times. They will appear to be unarmed, and will question persons trying to enter the grounds. If asked about the residents of the estate, they will claim that a far-east religious figure resides here with chosen followers. Fake tracts and little knick-knacks will be passed out to people who pry too much; and, the guards may ask for donations if pressed. The thugs will attack only if they are attacked or if the PCs march by them without bothering to stop for questioning. In stressful situations, two or three Mercs may be stationed in the woods near the gates as back-up.

men, three civilians and eighteen plant personnel are being kept in this small brick building. The windows have heavy wire guards (Structural Strength = 8) and the doors are metal (Structural Strength = 10). Phones, computer lines and so forth have been torn out. The prisoners are tied up and/or unconscious.

**C. Compound:** This is an open area where company trucks and equipment are kept. One of the Mercenary's vans, the Pentacle warriors' APC, and the M-5Q are currently here. The tank has its holographic generator running, making the vehicle look like a harmless bigrig repair vehicle. Several thugs, dressed in guard and employee duds, patrol the area, looking busy. The APC, which looks like an ordinary truck from the outside, has its guns ready, and the Pentacle warriors are scattered about the plant under cover. . . their odd uniforms would give away immediately that something is wrong.

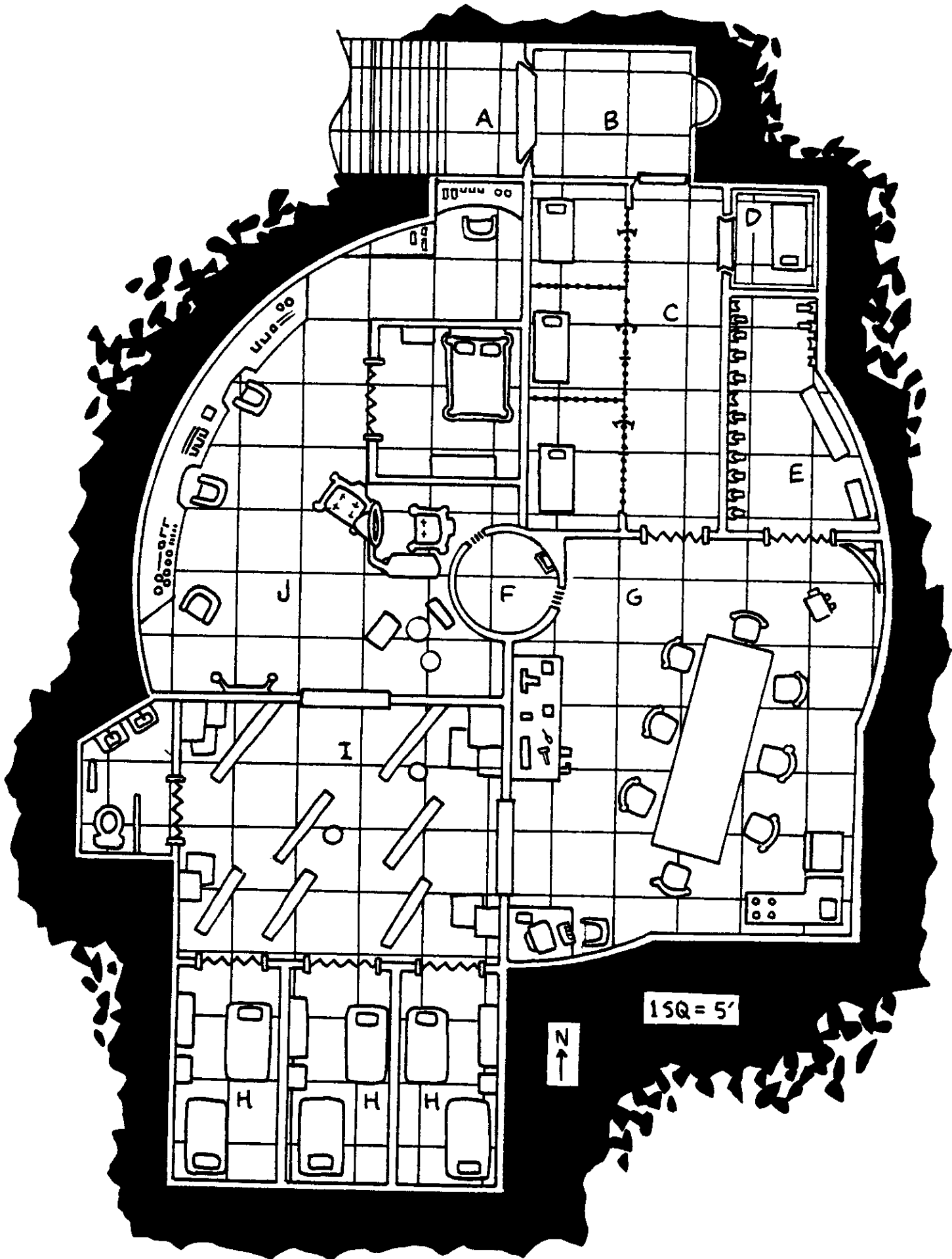
**D. Works:** This is a tangle of transformers, converters, and distribution equipment. Rough action could damage the high-voltage gadgetry and, possibly, give a rude jolt to the miscreant (Lightning Powers attack, 3d6 damage plus an attack on any device worn). The villain Diablo is waiting here; if anyone interferes with the recharging or bothers the thugs, he will flame-on and attack.

The M-5Q is being recharged and won't be able to react to any threats until two or more of the ten Pentacle warriors in the area get in and man the controls. Emphasis will be placed on getting out of the area rather than exacting vengeance; the tank will leave and head for someplace where its disguise can be changed before heading back to the Pentacles' base in town. Diablo and the mercenaries will engage any super-powered types to keep them from pursuing. . . the police will be called and told that the PCs are causing trouble to add to their difficulties. If the tank is left alone, it will be fully charged by sunset and will leave after power is restored to the community. The vehicle will then proceed to the base and be groomed for its dastardly mission.



### PENTACLE CONTROL B-2

Located under the estate is an old bomb shelter, converted into a comfortable living area and control room for the Pentacle Warriors proper, as well as for visiting supervillains from the Major Arcana. Only



a few trusted thugs and technicians are allowed into the underground area.

**A. Entrance:** This is the entrance to the complex used most often; a stair from the pavilion, 'A' on the estate map. The landing is monitored. The door is six inch thick steel, with multiple bolt-locks and a hefty electrical charge (Lightning Powers, 1d6 damage). The walls to the complex are two inch thick steel, backed with lead and six inch thick cinder blocks on the outside walls.

**B. Decontamination Room:** Another heavy steel door leads into the complex proper. This room can be monitored, flooded with smoke, teargas, or a noxious decontamination fluid, and has a special surprise: a flame thrower which can flood the room with high-intensity fire. It does a Flame Powers attack, 2d8 damage.

**C. Brig:** Three small cells for keeping prisoners in check. The bars are Titanium covered with resilient, slippery plastic foam which makes bending, smashing, or breaking the bars all the more difficult. The cells are equipped with a small cot, manacles and ankle braces for difficult cases, chamber pots, and nozzles to spray 'retch gas' on unruly prisoners. Doors cannot be unlocked from this room, to prevent capture of guards to get their keys or similar tricks.

**D. The Super Cell:** Another holding cell, but with six inch thick covered in elastic foam, a forcefield (gives wall 'Invulnerability 10' when in operation and prevents X-Ray vision and Astral/Incorporeal travel through the walls), and a sonic (Vibratory Powers) device to paralyze occupants. Captured PCs with extreme strength will be held here after being stripped of devices, armor, etc.

**E. Armory:** The Pentacle Suite warriors store their weapons and armor here when off duty. Twelve extra energy rifles are kept here to arm the thugs and/or the mercenaries in case of dire emergency.

**F. Ventilation and Utility Shaft:** Grates lead to the Rec room and the control center. The shaft goes up through a column in the Pavilion above to a roof, and down to a small room containing an emergency generator, ventilation equipment, and two doors leading to the garage ('C' on the Estate map) and the main house (B). The tunnels are four foot diameter culvert-pipe, conducive to claustrophobia and cramped backs.

**G. The Rec Room/Meeting Area:** This room is carpeted and nicely furnished. It has a small kitchen, fridge, workshop, computer terminal, and wide-screen TV. It is used for relaxation during off-hours, and to hold meetings of the Suite.

**H. Cubicles:** These cubicles have beds, dressers, and footlockers for the convenience of off-duty personnel.

**I. Storeroom:** The station's privy is located to the far left of the room.

**J. Control Center:** Communication, security, and computer work are carried out her. The King and Queen have their own special stations on the right side of the room; the other stations are manned by technicians or Suite Warriors as skill and time permit. The walls of this chamber are all six inches thick; it also has a separate air supply and a store of rations (left of the air shaft).

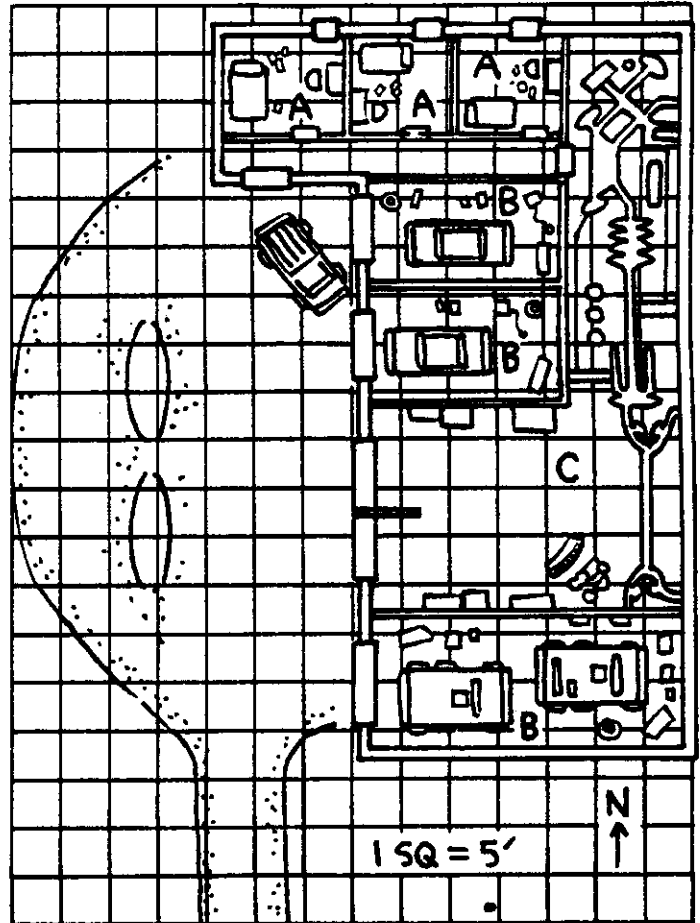
## THE GATE HOUSE

The old carriage house of the estate has been made into a garage, dorm for technicians, and housing for the Locus. This is a semi-permanent dimensional locus, large enough to drive a tank through. Given the nature of the Pentacle Suite's plans, this last attribute is convenient.

**A. Small Rooms:** Equipped with bunk beds, dressers, and chairs. Technicians working on the locus live here most of the time, to be close to their work. Tools, technical manuals, and an odd IC chip or two may lie on the floor.

# FAR SIDE OPERATION

The Pentacle Suite's current project is a recruiting drive of sorts. Intensive effort and the work of many brilliant minds has resulted in the development of a dimension-travel machine, a gate which allows travel to alternate dimensions. At the moment, the gate only goes to one world, a much-changed alternate Earth called Vine. The area contacted by the Pents has but medieval technology and is divided into many warring factions. One of these factions, the Realm of Grell, is friendly with the dimension-travelers, and is receiving aid from them in the form of weapons technology. The reason? Vine went through a shift in the cosmic axis recently, resulting in the development of superbeings. The Pents wish to control Vine and 'harvest' the population for super-powered people. Mr. Noman, leader of the Tarot



**B. Garages:** The Pentacle Suite has access to several vehicles: two APCs for transport of the Pentacle Warriors, two black Limos for miscellaneous work, a pick-up truck for cargo. Assuming the M-5Q hasn't been captured, it too will be here, probably in the guise of a rolling temple for the phony religion invented as a cover for the Suite's activities on the estate.

**C. The Locus Room:** The main area of this room contains the wire and gadget-encrusted frame for generating the locus. Control panels, workbenches and shelves full of equipment line the walls. A corridor-like section of the room extends north of the locus-frame; it is chock-full of gadgetry for the locus. Both parts of the room can be camouflaged quickly with canvas, sheets of wood, and false fronts for the control panels. . .the camouflage makes the room look like a studio for a rock band (The 'Llamettes', dedicated to furthering the spread of the phony religion. If someone barges in, a technician will fake a 'burn-out' accent and describe the band's music).

The Locus equipment may be off, making it harmless; on standby, making it a shock and burn hazard; or on, which causes a glowing whirlpool of light to form in the frame and odd forces to fill the area (Magic and Psionic powers will be nullified by this force; devices may function oddly due to high-frequency vibrations and mild radioactivity). Other details of the Locus's operation are given below.

Masters, requires a large number of mutant types with certain combinations of super powers to 'fill out' his organization, and Vine is an ideal place to find them.

The M-5Q supertank is required to vanquish one of the last holdouts to Grell control in northern Vine. Backed by the more conventional Grell armies, the tank is to take on an island fortress and wipe out the remaining free armies on the continent. If it is successful, the Grell will be able to take control of the lands and peoples of Vine and let the Pents begin a recruiting drive to detect mutant types. . .the detection procedures are not very humane and can result in the deaths of those who are not super-powered.

Whether or not the PCs can prevent the above from taking place

depends upon their finding the Pentacle estate and destroying the Locus or the tank. The Pents will, if seriously threatened, make a fighting retreat into the Locus, bringing the tank with them. Enough skilled engineers have already been brought to Vine to guarantee that a new Locus could be constructed, so the Pents might destroy the Locus in the garage after their escape to prevent pursuit. This will require the PCs to spend a few days, at least, repairing the gate mechanism and 'finding' Vine among the vast number of alternate worlds.

### BATTLE TACTICS

If the estate is attacked, the Pents and their allies will fight furiously to prevent the capture of the M-5Q and the Locus machine. The mercenaries, who don't know about the 'big picture' of the Pents' operations, will fight a battle of attrition in and around the big house . . . they have orders to keep invaders from the carriage house and will do their best to fulfill them. If needed, hostages can be taken from cells in the basement of the house to escalate the battle and to hold the PCs in check while the Pentacle Warriors, their trusted thugs, and the Tarot super-villains make a run for the Locus with the tank.

To see how far the Pents have gotten in their plans when the PCs find their base, roll a die. Add one to the roll for every day past one that the heroes take to finding the base:

1d6 Roll	Result
1-2	The Pents need to recharge the M-5Q again. . . someone left the lights on, or practiced lasering things too many times. Another raid will be made on a power plant, nuclear reactor, or substation.
3-4	When the PCs find the base, the M-5Q will be near-ready (one hour) for its roll out into the gate. The gates will have doubled guard, and the main house will be a beehive of activity as last-minute preparations are made.
5	The M-5Q and the Pentacle Warriors are within minutes of entering the locus. . . some noise and flashing lights will be apparent, drawing attention to the carriage house.
6+	The tank and the Pent forces are already through the gate. The PCs will have to deal with the mercs and do a little research to find where the Pents went!

How the PCs' enemies fight and where the main battles take place depends on the above roll. If the tank is about to enter the gate, the PCs may be able to find the locus building and fight the Pentacle forces there. If preparations are still under way, the mercs will fight the PCs at the main house while the Pents quietly slip away.

## 2. VINE

If the heroes manage to nip the Farside Operation right in the bud, before the tank and the Pentacle Warriors slip away to the alternate Earth, Vine, all well and good. If the Pent plans work, the PCs will have their hands full. Finding where the Locus went and how it works will take some effort. The PCs may require invention rolls to work the machine; if damage by the Pents in their retreat, one or more invention points may have to be expended.

Unless the repairmen's efforts are extraordinary, the Locus may not lead to Vine. Roll a die for each 'try' at activating the locus:

1d6 Roll	Result
1	The Locus leads to deep space, not far from a planet in another solar system. Detect danger rolls should be allowed to prevent sudden death due to decompression. Objects shoved through and brought back will show signs of vacuum damage.
2	The gate leads to a fairly Earth-like world undergoing massive geological upheavals. Steam vents and flowing lava provide a constant source of danger. A giant moon hangs in the sky; the cause of the disturbances. If the PCs search long enough, they will find a dying civilization huddled on an island. . . a place for further adventure in the future, perhaps.
3	The Locus leads to an alternate Earth, one where the new world never 'discovered' by Europe. In this alternate North America, the Aztecs rule and the native Indian tribes are attempting a rebellion. Technology is pre-industrial, with muskets, cannon, and sailing ships.
4	Another alternate Earth, wiped out by some catastrophe. Mutants and bands of primitives struggle for survival on a landscape of burnt forests and ruined cities. The exact cause of the disaster is up to the GM.
5-6	The Locus reaches Vine. On a roll of 5, the gate appears in the enemy camp, a heavily guarded fortress-city. On a roll of 6, the gate appears over water, not far from an island. A fortress there holds some of the last resistance to Grell rule.

Once an exit point for the locus has been found, it must be 'locked in'. This requires an invention roll (1d100 under 3 x IQ). If failed, the gate to the alternate world will fade in 1d6 minutes, and the PCs will have to search for their destination once again. A second roll will allow the coordinates of the particular locus-destination to be recorded and accessed at will.

And now, Vine. Vine is an alternate Earth. A long time ago, something happened that changed the course of its history. The scholars on

the eastern continents of Vine remember names like Sumer and Gilgamesh, but that was all long ago. The cultures that reign on Vine today are very different from those of Earth's past or present. In the New World (the Americas), there were four great empires: The Realm of Grell, a harsh theocracy based in the far north; Troilian, a monarchy on the western coast; Weburgian, a caste-based society that farms the great plains, and the Empire of Hessel, based on the east coast. All fought each other enthusiastically for many centuries, but none gained the upper hand until the shift in the cosmic axis resulted in changes in cosmic laws and many mutations. Able to demand harsh labors from its people and control its citizens, Grell was able to exploit its mutants. They were made into priests and warriors for Grell, causing great trouble for the other nations of the north. Troilian joined forces with the Realm to protect itself from conquest, and the two began raiding the other nations for tribute. Weburgian and the Empire fought well and long, and could probably have held off the invaders for quite a while had the Pents not intervened.

The first Earthling to find Vine was one of the Tarot Masters, a dimension-traveling super-villain. He reported back to Mr. Noman, who assigned the Pentacle suite to exploit the new world. After setting up the locus, the Pent agents contacted the Grell and gave them the secret of gunpowder, radio communicators for battle communications, and similar helpful devices. Grell conquered Weburgian and closed in on Hessel. The brave Hessel warriors, bad weather, and rough terrain allowed the Empire to hold off Grell for a time, but now the invaders are closing in on the capital of Hessel and things look dark for freedom on Vine. The M-5Q will allow the Pents and Grell to conquer the capitol, and thereafter the tank will be used to wipe out rebels and herd people together for tests of mutant abilities.

A map of the area where the Last Battle is being fought is provided; a key follows.

**A.** This is the local Grell-base, a castle seized from the Hessel. Though partly in ruins from cannon and super-power attacks, it is well guarded and defended. The Pents will have set up their forces here. A detailed map is shown on the following page.

**B.** These are small towns, some with walls and fortifications, some without, that have been taken by the Grell and their allies. Most have been or are in the process of being looted. All have bands of resistance fighters hiding in them; PCs passing through will have their presences noted and may be contacted by the underground to help fight the Grell oppressors. One town (shown with two rectangular blocks — armies — next to it) just underwent a brief but futile rebellion.

**C.** Located on the coast in a small harbor, Gyretown, is the last refuge of the Hessel on the mainland. Besides six regiments of Hessel troops, several hundred fighters from the conquered land of Weburgian are stationed here. The King/Emperor of Hessel has allowed them



to stay to guard the exiled leader, Grand Shaman Barvrihum Orgondii. Spies and saboteurs have been caught sneaking into the city from the positions of the Grell troops to the south and west; this has made the militia, soldiers and citizens a bit paranoid. Super-beings will be treated with deep suspicion, since they have been identified as the cause of the trouble with Grell. Several ships still run between Gyretown and the mainland.

D. A small town, still held by the Hessel, surrounds the mighty Shore Tower at this location. Archers, catapults, and galleys protect the entrance to Gyretown Harbor from enemy intrusion. Like Gyretown, there is a air of paranoia about the place, but the well-trained Hessel Army leaders will keep meetings with PCs from becoming lynchings.

Though they don't know it yet, the Tower is soon to become the target of Cinder Maiden, one of Grell's super-powered types. She will sneak into town, set some buildings afire, then flit among the battlements, scaring the fighters manning the walls and setting fire to stables, wooden roofs, and so on. The GM may wish to have this attack take place when the PCs are inside, giving them a chance to prove their position as allies for the Hessel.

E. This is the Hessel capitol; a large fortress surrounded by a well-built city and trading port. A map of the city is given later; it may be needed to plan battle strategy if the Grell succeed in invading the island.

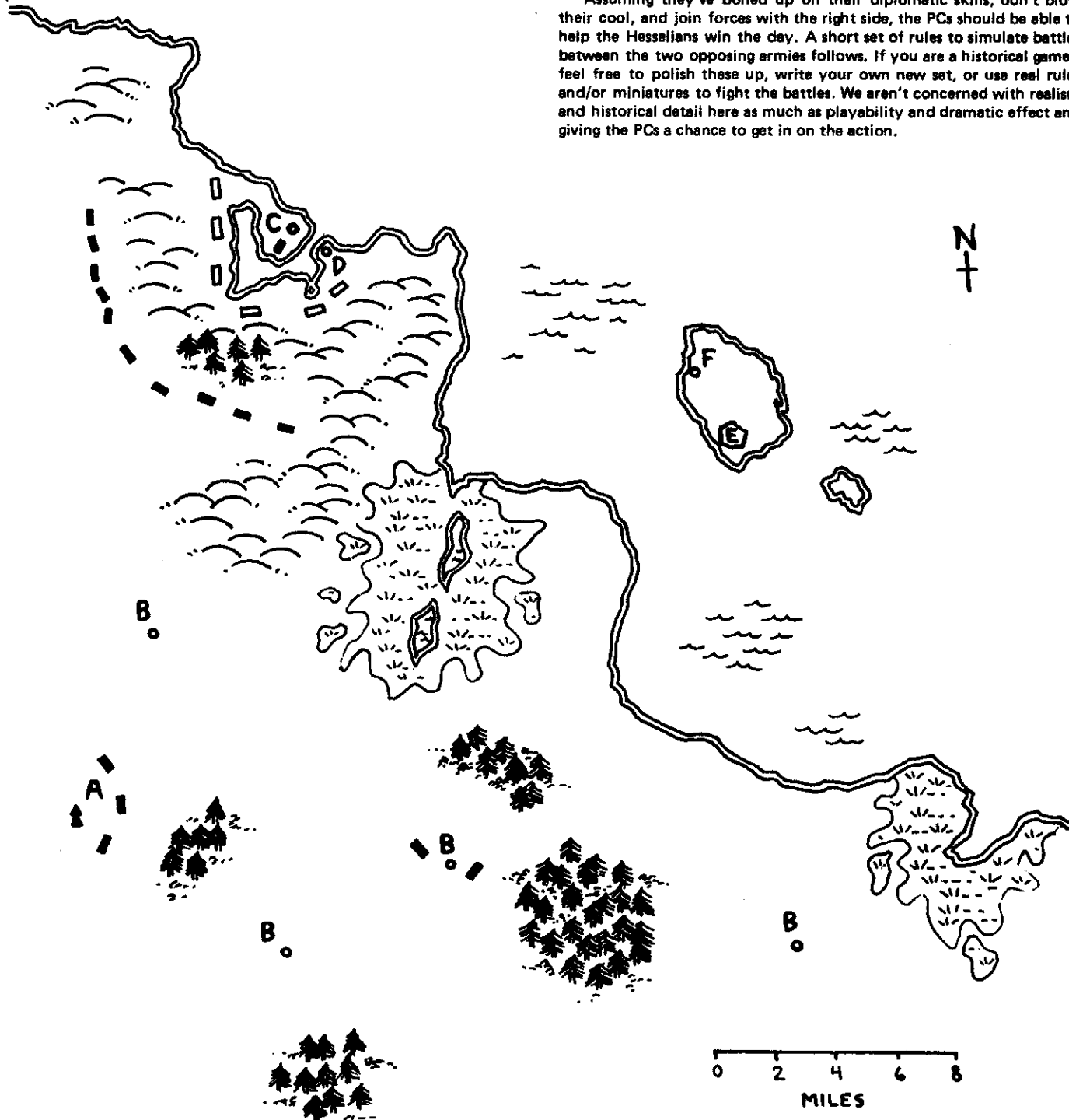
The Emperor/King of Hessel, two regiments of regulars, the Elite Bodyguard, and many militia levies guard the city on land; sailships and galleys patrol the surrounding sea. If the PCs Gate into Vine near the city, they will find themselves several hundred yards from shore. Getting through the defenses, convincing the locals that they mean no harm, and finding out what the Pents are up to should take some time.

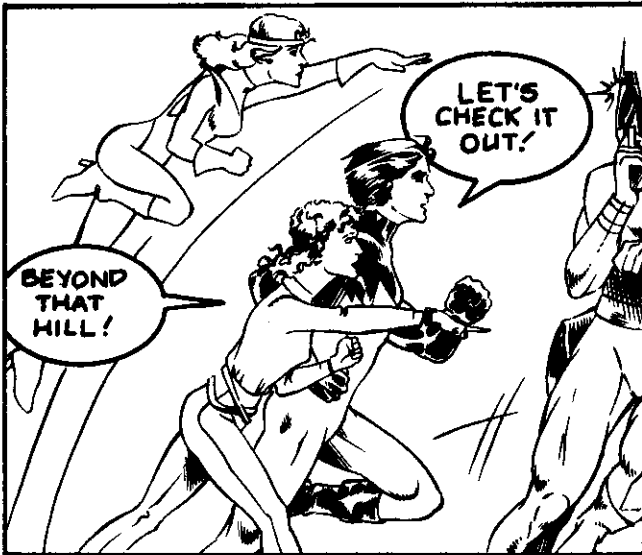
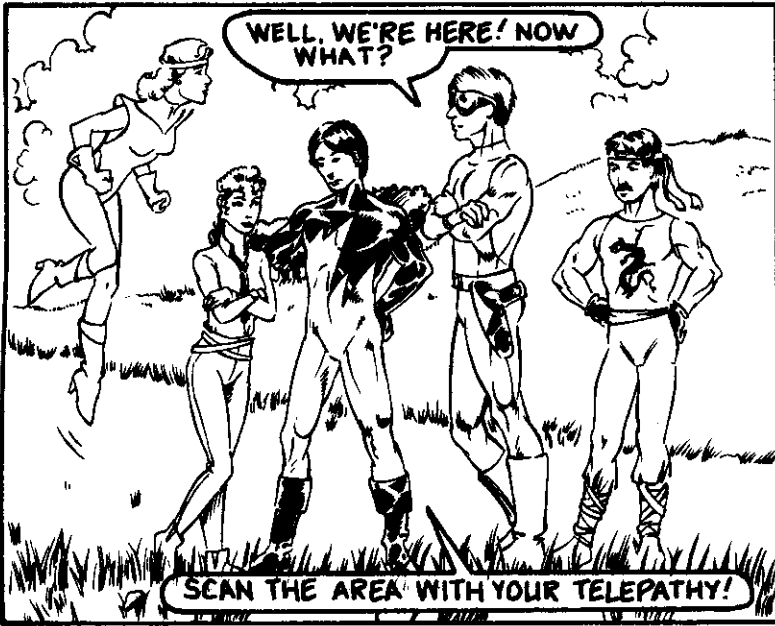
F. This is another small port town. The ships to the mainland leave and arrive here, to avoid sneak attacks on the Capital.

#### ARMIES

Also shown on the map are the locations of the Grell and Hessel armies. Grell armies are black rectangles, Hessel forces are white rectangles. As can be seen, Hessel only holds a small part of the mainland, around the Gyretown harbor area. Once these forces are gone, it is only a matter of time before the Capital island falls and Hessel is lost.

Assuming they've boned up on their diplomatic skills, don't blow their cool, and join forces with the right side, the PCs should be able to help the Hesselians win the day. A short set of rules to simulate battles between the two opposing armies follows. If you are a historical gamer, feel free to polish these up, write your own new set, or use real rules and/or miniatures to fight the battles. We aren't concerned with realism and historical detail here as much as playability and dramatic effect and giving the PCs a chance to get in on the action.





# BATTLE RULES

When two forces clash, two things will be taken into account below; size of forces and terrain of the battleground. Each Hessel unit has an arbitrary strength of 4; the Elite Bodyguards on the island have a strength of 5, however. Grell units have a strength of 3 each. The number of units which can face each other in battle is limited by terrain:

Clear: 4 units on each side, any number in reserve.

Swamp: 2 units on each side, 3 in reserve.

Hills: 1 unit on each side, 3 in reserve.

Forest: 2 units of each side, any number in reserve.

The defenders in a battle, those whose area was moved into, gain a defensive bonus if they are in any terrain other than clear: Add 50% to their combat total. When combat totals have been calculated compare the two, dividing the attacker's total by the defender's. Match this ratio with the ones given in the top row of the Battle Chart below, using the closest ratio that doesn't exceed the ratio (i.e. round down).

## BATTLE CHART

Die Roll	1:0	2:3	1:1	3:2	2:1	3:1	4:1
0 or less	AR	AR	AR	AR	MC	MC	DR
1 - 2	AR	AR	MC	MC	DR	DR	EX
3 - 4	AR	MC	MC	DR	DR	EX	EX
5 - 6	MC	MC	DR	DR	EX	EX	DE
7 - 8	MC	DR	DR	EX	EX	DE	DE
9+	EX	EX	EX	DE	DE	DE	DD

## Results Charts

**AR:** The attacker has blundered, and quickly retreats four miles from the defender's positions. The attacker's forces take Minor Casualties as they leave the area.

**MC:** Both sides clash in minor skirmishes. While both sides avoid a massive battle, each takes Minor Casualties. When a single unit has taken more than three Minor Casualties, it is eliminated due to attrition. Both sides stay in place after the skirmishes.

**DR:** The attacker's overwhelming numbers or clever strategy allow him to drive the defender out of the area, inflicting Minor Casualties in the Process. ON the map, the Defender must move his units at least four miles, but moving into forest, a friendly town or tower allows them to stop short. If the defender is in a port, town, or tower when this result is dealt, the units only take Minor Casualties and don't have to abandon their shelters.

**EX:** A major battle takes place. Both sides use most of the engaged units in a massive engagement. Both sides take two doses of Minor Casualties; units already damaged are destroyed! The units stay in place.

**DE:** The defender is overwhelmed. His units take two doses of 'Minor Casualties' each. If in a town, tower, or whatnot, the surviving units abandon the fortification (the attacker may not take over). Surviving units in reserve must roll morale to stay in place (Roll 1-2 on a d6 to remain; this is 1-4 for elite units, 1 for militia units). The Attackers take Minor Casualties.

**DD:** The Defender is totally destroyed; reserves must roll to keep from retreating. Fortifications are taken whole.

## RESERVES:

While only a certain number of units may engage each other in battle, some may wait nearby to back up the fighting units. At the end of a battle, two units may be switched from the reserves to the battle line or vice-versa. Reserves don't retreat unless noted in the results description, and are not affected by battle casualties.

## MOVING:

Units move 8 'clear' miles per day. Moving through forest takes 1.5 'clear' miles, Hills 2 'clear' miles, and Swamp 3 'clear' miles to move through per mile of terrain. A unit may not come within two miles of an enemy unit without engaging it in battle, unless all of those enemy units are hiding in a town or tower (if they are willing to leave the protection of their walls, they can't keep people from tromping through the neighborhood).

## TIME:

The GM may see an arbitrary length of time for the battle or roll 2d6 to determine the number of hours it last. In medieval times, troop skirmishes rarely went on past dusk and the siege of a castle could drag on for weeks.

## SUPER POWERS:

The PCs superpowers can, and will have to, effect the course of battle. They can do this through intelligence (spying and poking about the enemy camp to count numbers and types of enemies), leadership, and direct attack on the enemy.

## INTELLIGENCE WORK:

Intelligence Work will have to be role-played out. If, by snooping, or long-range telepathy and cosmic awareness, the PCs find out enough about an enemy force, the Hessel will gain a +1 advantage in attacks, -1 advantages defending against that unit. This sort of work should be dangerous, as the PC(s) involved will have to sneak into enemy territory to do the job.

When traveling in enemy territory, roll a die for each hour of travel:

Die Roll	Patrol Result
1 - 2	Nobody met; travel may continue.
3	Spotted; the PC(s) are spotted by a patrol of soldiers (see below). They may engage the patrol or leave. Further rolls are at +1.
4 - 5	Patrol Engaged; six men on horseback are 3d6 inches from the PCs. They will probably attack, and certainly arrest, travelers.
6+	Army on the Move; About one hundred men, twenty on horses, thirty with bows, run into the PC(s) or vice-versa. A patrol is within 2d6 inches, the rest are 40 inches away.

The stats for the army units and the men in them are given in section 9. Some powers or measures will change the die roll above. Invisibility will give the player using it a -2 to the roll. Flight adds +1 to the roll, as does use of noisy, large or unusual transport (tanks, jet-cars, trained dinosaurs). In towns or towers occupied by the enemy, the roll is at +1, and certain areas of town will have soldiers on duty full-time.

## Leadership:

Leadership may be used by the PCs to improve the chances of a unit in combat. Each ten points of charisma above twenty will give the unit(s) led a +1 in attacks, -1 when defending while rolling on the Battle Chart. If a retreat does take place, the PC may save vs. his or her Charisma on a d100 to halt the retreat; the formerly panicked unit goes into the reserves instead of retreating if the save is made. Nobles, like Count Norross, have a Charisma of fifty for leadership purposes.

## Fire Power:

Powers which blast, freeze, or scare can have an effect on enemy units. If PCs are assisting friendly soldiers, using their abilities to help the ordinary soldiers, the die roll in combat will be modified by + or -, depending upon whether the units are defending or attacking. In defense, combat powers subtract one from the roll; in attack, one or more is added to the roll.

To qualify for a bonus, a certain number of heroes must accompany each attacking/defending unit. If there are too few, the sheer number of the enemy will overwhelm any special aid.

Power	Number Needed	(Points)
Power Blast	2	(.5)
Flame Power	3	(.3)
Ice Powers	10	(.1)
Magnetic Powers	10	(.1/VI)
Light Control	2	(.5)
Disintegration	4	(.25)
Chemical (acid?)	10	(.1)
Lightning Control	5	(.2)
Sonic Abilities	3	(.4)
Vibratory Powers	10	(.1)

Weather Control: Use above attacks: one Weather-Control powered character can also cause rain, snow, etc. to slow movement and lower morale for two units, range = 2 miles.

Telekenesis	—	(.1 per level)
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Number Needed is the rough number of people with that power needed per unit (regiment) to gain a +1/-1 bonus in large-scale combat. If various powers are being used, add up the fractional numbers in the parenthesis: if they add up to one or more, a bonus is allowed. For

every additional full point of powers being used, another +1 bonus is gained. People with extraordinary attributes get bonuses to their point totals: each attribute over twenty is worth .1 points, reflecting extra accuracy, power reserves, etc. Having Flight powers doubles the above total.








Example: A group of four super-heroes is aiding a Hessel unit defending against three Grell units. Ordinarily, the odds would be 9:4, or 2:1. Before combat rolls are made the heroes figure out their bonuses. Hero One has Flame Powers, worth .3 points. Hero Two has Telekenesis, and is Level 4, for .4 points in combat. Hero Three doesn't have any extraordinary combat powers, but has an Endurance and Strength both over twenty, so is worth .2 points. Hero Four has a Disintegration Ray Device worth .25 points and an Accuracy of thirty; he is worth .35 points. The total of their bonuses is 1.25 points, so they may subtract one from the combat die roll. If two Hessel units were being defended, this bonus would not be allowed. . . at least 2.00 points of power-attacks would be needed.

Super-Powered types may also make direct, unaided assaults on the enemy. The combat factor of a hero is equal to his or her point value given above. This factor is compared to the defender's combat value and the CRT is consulted. 'Minor Casualties' on the attackers mean

they must lose 2d6 hit points; a retreat requires a save vs. speed to avoid capture (roll under movement on 1d100). Power expended equals the PR of the main attack power used times the total strength of the enemy fought. Characters who are fatigued are assumed to retreat rather than burn Hit Points in a battle, unless the player announces otherwise.

Example: Power Guy and The Ghoul attack a Grell unit. Power-Guy has Power Blast, and a Strength, Endurance and Intelligence over twenty; his combat total is  $.5+.1+.1+.1=.8$ . The Ghoul has Flame Powers, a Strength of twenty-plus, and can fly, for a total of  $(.3+.1)\times 2=.8$ . The two heroes have a combined total of 1.6. The odds versus the Grell unit are 1.6:3, or 1:2. Unless they are lucky, they will merely be driven off, exhausted and wounded. Direct attacks are only useful if large numbers of attackers join in the assault!

If the player can come up with imaginative ways to use powers not listed above, such as using illusionary forces to demoralize the enemy, the GM should allow a bonus. Keep in mind that large numbers of troops spread over a mile or so of ground will not be affected by even the most powerful attack if the attacker can only pump off a few rounds before becoming exhausted, or if the attack only affects one person at a time.

GRELL	GRELL	GRELL	GRELL	TROLLIAN	TROLLIAN	TROLLIAN
						
REGIMENT	REGIMENT	REGIMENT	REGIMENT	REGIMENT	REGIMENT	REGIMENT

## FORTIFICATIONS

Being a medieval world, Vine's cities and fortifications are often walled and protected by moats, towers, and so on. Two typical fortifications are shown. . . a castle and part of a city. These may be used for the Grell stronghold in the area and the Hessel capital respectively. Because the players will only be interested in limited objectives (i.e. rescuing a captive or going in to face the leader of the enemy's forces), full floorplans are not provided; locations of important rooms are provided below, however. These may be represented in battle by large rooms with tables, chairs, etc.; dungeons and prison cells would be small (2' square) with thick stone walls and iron bars at the entrance-ways.

### TYPICAL FORT/GRELL STRONGHOLD

The fort shown consists of surrounding palisade, a curtain wall, and a central pyramid-like structure. A key to the grounds follows:

**A.** The fortress is surrounded by a twelve-foot high palisade, a sort of artificial cliff of earth bolstered by wooden pilings. This obstacle is intended to slow up cavalry and infantrymen advancing on the fortress; competent heroes should have no trouble leaping or flying over it, however. Persons huddling against the face of the palisade are protected from missile fire from the fort.

**B.** This is a forty-foot wide ramp covered with gravel and stones that leads up to the yard surrounding the fortress. The sides are lined with fifteen foot high walls, which have small, square towers on their northern ends. The towers have room for one or two people on the roof, which is reached by a ladder. An archer or crossbowman will be stationed on each tower at all times.

**C.** Surrounding the fortress proper is a forty-foot high wall of stone. The building material is granite (Structural Strength of 6), which is twenty-feet thick. A ten-foot wide walk runs around the top of the wall, behind crenellations that allow defenders to fire missiles and drop stones while minimizing exposure to themselves. The wall has a badly damaged section on the north face; a five-foot wide, twenty-foot tall gap that has been filled in with wooden pilings, a heap of stone, and wet canvas.

The corner towers of the wall are thirty-feet on a side and fifty-feet tall; they have ten-foot thick walls. They have three stories inside, a floor-level guardroom/barracks, a second-story storeroom, and a top floor where soldiers on-duty keep a look-out. The north-east and southwest towers have catapults; these have a range of fifty inches, and hurl up to 250 pounds of stones at a time. They have a -2 to hit accuracy modifier, -1 if multiple stones are being cast. Use the brawling

weapons chart to determine damage; add 1d4 as the velocity bonus. Catapults take two men four turns to reload.

**D.** The main gate, set away from the ramp up to make the job of charging the gate tougher. The gate has a double door, thirty-feet wide and twenty-feet tall. The wood is reinforced with iron bands and has a Structural Strength of 4. A platform above the gate allows stones, hot oil, and glowing coals to be dropped on folk trying to force the gate from outside.

**E.** The central pyramid is one hundred and sixty feet on a side and two hundred feet tall; the sides are quite steep. Layered with polished stone, the sloping sides of the structure are very hard to climb, and provide a good surface down which to roll rocks or pour flaming oil. A twenty-foot wide staircase provides access to the top of the pyramid. Thirty feet up the stairs is a landing with a set of pillars supporting a twenty foot wide gate. The wood in the gate is one foot thick and is reinforced to Structural Strength 4. Loopholes in the doors allow missile fire.

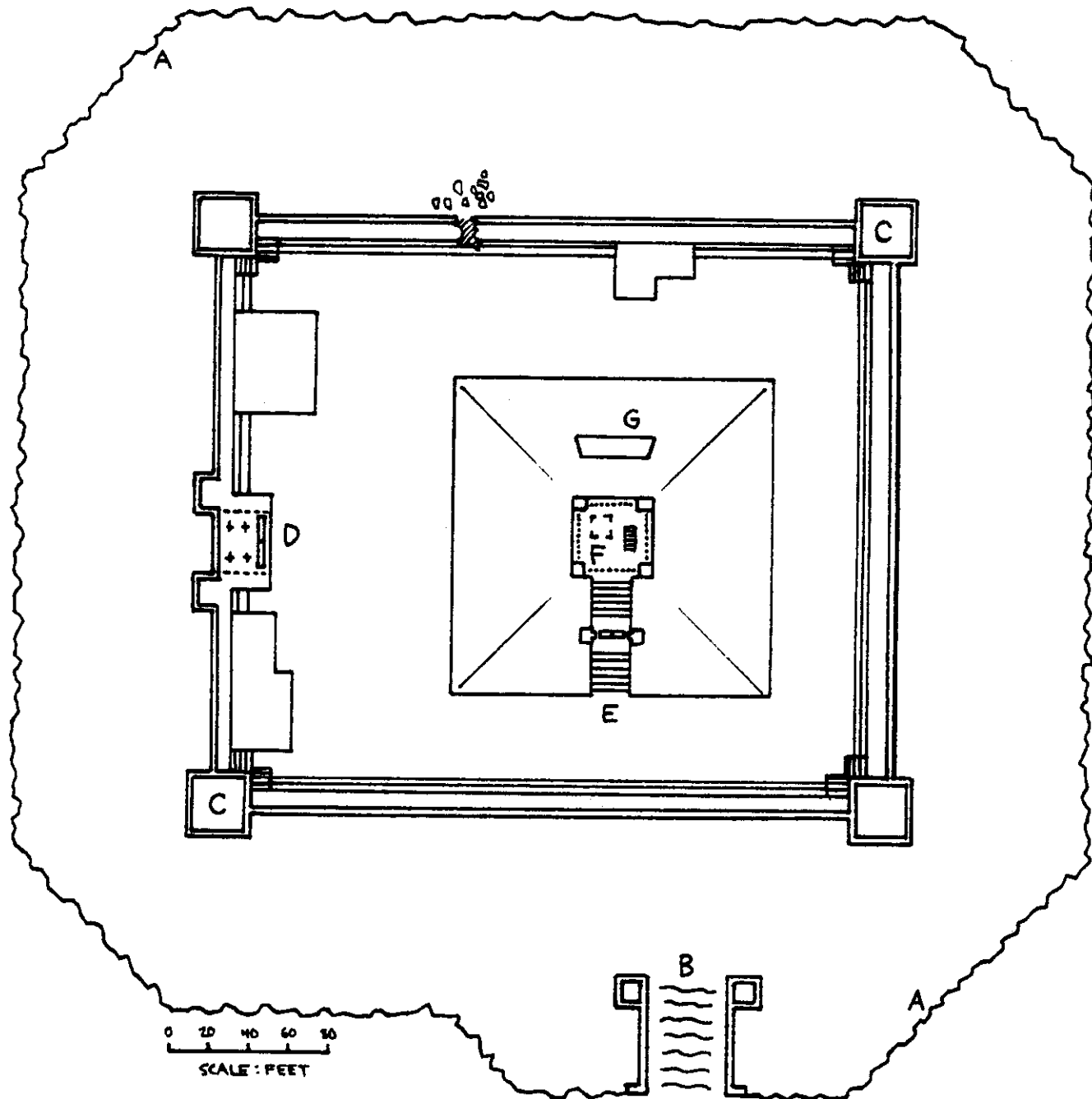
**F.** The summit-platform of the pyramid is forty feet on a side, roofed, and has another gate blocking entrance from the stairs. Metal grille work allows missile fire out but blocks incoming arrows fairly well. Stairs and an elevator-like platform (for stones and barrels of heavy material) allows access to the interior of the pyramid.

**G.** A 'balcony' of sorts is set in the north face of the pyramid. It is accessible only from the inside of the fortification, from the second floor from the top. Heavy shutters and a sliding stone slab can be used to seal off the platform in war-time.

**The Outbuildings:** Several outbuildings are shown. These are flimsy wooden structures have barracks, housing for the servants, stables, and some storage. Nothing of great importance (i.e. captured PCs, important enemy characters, and valuables).

**Pyramid Interior:** The pyramid has three above-ground levels and three sub-levels. Those above ground are cramped and reserved for those functions that require quick access to the surface. Small vents, covered with metal grilles, lead to the face of the pyramid to provide ventilation. Stores for sieges, armories, and workshops are located above-ground.

The underground areas of the pyramid are surprisingly spacious. Quarters for the lord of the castle are located here, as are further workshops and meeting rooms. This is not the type of castle or fort where gallant knights hold court; it is a rather dreary place. The dungeons, located on the lowest level, are drearier still; captured characters may be kept here.



## HESSEL CAPITAL

Located on the craggy shore of Hessel Isle, the capital, town and palace are fairly well protected. A rough layout of the palace and surrounding areas is shown.

**A.** The palace complex is located on a steep-walled crag overlooking rough seas. A canal-like moat has been carved to further isolate the crag from the rest of the island. Two bridges, which can be drawn up or collapsed in case of attack, are shown. Wooden pilings in the moat prevent attackers from using it as an access route to the city. The Palace is surrounded by a wall, similar in most respects to that described above for the 'Typical fort'. Each of the six towers have catapults, oil cauldrons, etc.

**B.** The palace grounds are floored with slate and cobblestone. Between the two pyramids shown is a small area protected by a fifteen foot wall; a small garden with fountains is located here. Nobles of Hessel may usually be found here when the castle is not in danger of attack. PCs approaching the palace at such times may thus find persons of authority here.

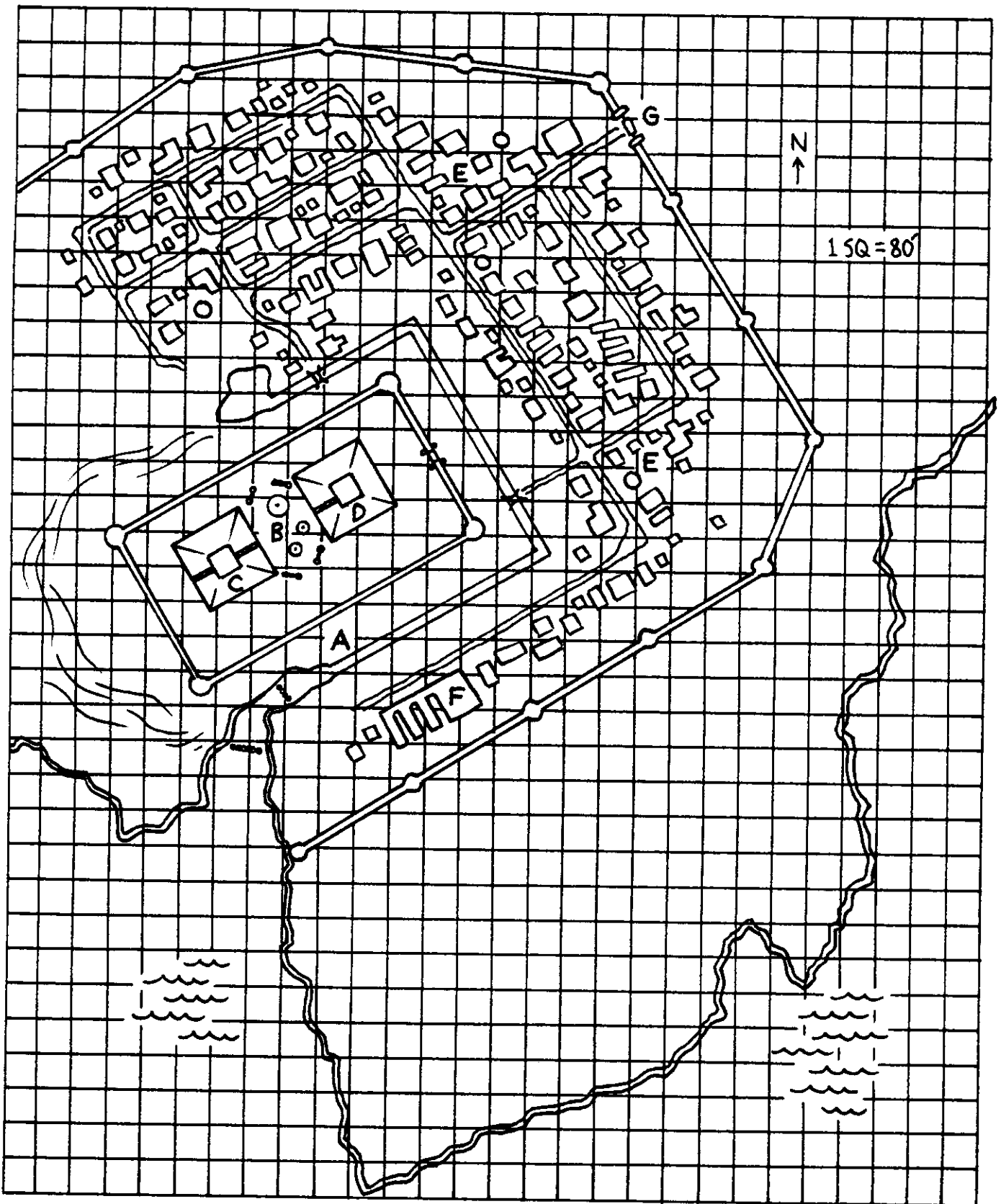
**C.** Similar in detail to the pyramid described earlier, but with two access stairs and more balconies and open windows. It is a 'residential' structure, with fancier rooms and less of an emphasis on combat-worthiness. NPC nobles have their private quarters here.

**D.** A pyramid identical to that described in the 'typical fortress' section above, this is the military headquarters of the empire.

**E.** These are civilian neighborhoods, with medieval-style mud and wattle buildings. Shops, houses for the townsmen, and inns can be found here. Less well kept houses of the peasants and poor are located outside the walls. Oddly dressed people, or those asking lots of peculiar questions are sure to bring men from the town militia to investigate.

**F.** These are barracks, imperial offices, and prisons. The building here are sturdy wood and stone structures, built to last and prevent attacks.

**G.** The wall surrounding the inner town and the palace is fifteen feet high, with several small towers. Several archers are usually on-duty to patrol the wall and spot trouble. Gongs or horns are available to summon militia or elite army troops if necessary.



## ACTIONS ON VINE

The initial culture shock of finding an alternate world and a brace of warring nations should provide the meat for a session or two of your campaign. While the PCs will find themselves able to understand the language of Hessel (a result of traveling through the same dimensional flux that separates Vine from Earth in the multiverse), the customs and local technology will take a little getting used to. The military and pol-

itical situation will soon become clear; if the PCs decide to side with Grell, the GM should make clear their alliance with the Pentacle Suite with a demonstration of rank cruelty or by having a Mercenary or Pentacle Warrior show up unexpectedly. With luck, they will soon begin attempts to contact the leaders of the Hessel Empire and offer assistance.

A few days after the Pentacle Suite personnel successfully bring the M-5Q to Vine, they will begin to use it. Terrified deserters will spread news of a horrible dragon allied with the Grell forces; towns will fall and fleeing armies blasted. News of these events will reach the PCs after

they've had a chance to settle down a bit. The Pentacle Suite forces will soon afterwards try to attack the capital island; defending that last bastion of freedom will be their job!

# SOLDIERS & ARMIES

The stats for the various army personnel are given below, as well as a system to conduct quick battles between the forces of Grell and Hessel. The latter system may come in handy if the PCs are asked to lead forces

in battle, or take over the job of royal strategist from the Hessel generals.

## GRELL SOLDIERS

Type	ST	END	AG	IQ	HP	DMG+	ACC+	Carry	HTH	Move
Cavalry	12	11	12	10	5	+1	+1	225	1d4	35"
Footman	11	12	11	9	6	—	—	225	1d4	34"
Bowman	10	10	13	10	4	+1	+1	160	1d4	33"
Warhouse	1500 lbs.		Agility 11		Ferocity 14		HP 20		2d8	1120"

The Warhorse has the stats given above instead of corresponding values given for an average horse in the rulebook. All of the above will have a dagger and a helmet (allows an extra two points to be 'rolled with' each attack, and protects against certain special attacks). Bowman have Bows or Crossbows; Footmen have a spear and shield (-2 to hit the user from the front in HTH); Cavalrymen have a sword,

shield, and a lance (can't be thrown. If used in a charge, add horse's speed as velocity bonus), cavalrymen also have armor that takes two points from each attack against the wearer. About one in ten of each of these types will be extra tough; +4 to hit with his weapon and of fourth level for hit/defense bonuses.

## TROLLIAN SOLDIERS

Type	ST	END	AG	IQ	HP	DMG+	ACC+	Carry	HTH	Move
Axemen	13	12	10	10	7	—	—	288	1d6	35"
Slinger	9	10	14	10	5	+1	+1	156	1d6	33"
Horseman	10	11	14	11	5	+1	+1	189	1d6	35"

Axemen have daggers, helmets, and battleaxe. Slingers have a dagger, helmet, shield, and a sling (+3 to hit, HTH+1 dmg, range is A x 2). Horsemen have a bow, sword, helmet, and armor (doubles

'rolling with the punches' bonus). The Trollians are greedy and opportunistic, and will loot and pillage and rape undefended towns!

## WEBURGIANS

Type	ST	END	AG	IQ	HP	DMG+	ACC+	Carry	HTH	Move
Acolyte	9	9	12	12	4	+1	+1	115	1d3	30"
Warrior	14	14	13	14	10	+1	+1	373	1d6	41"

The Weburgians had a strong warrior class, as well as a priest class that practiced martial arts. About 300 acolytes and 100 warriors are left, guarding the High Shaman in the port town of Elmosh. The acolytes wear nothing but robes, and carry club/bludgeons as weapons;

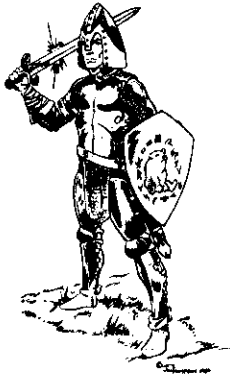
in HTH combat they get a bonus of +4 to hit, +2 damage. The warriors have swords, crossbows, and get a bonus of +4 to hit with either of these. Both types of fighter are fanatically devoted to the cause and will expend themselves as needed to defend the cause.

## HESSEL

Type	ST	END	AG	IQ	HP	DMG+	ACC+	Carry	HTH	Move
Archer	10	10	14	10	5	+1	+1	160	1d4	34"
Pikemen	12	10	10	10	5	—	—	245	1d6	32"
Swordsman	12	12	12	10	9	+1	+1	234	1d4	36"
Cavalry	14	12	12	12	10	+1	+1	356	1d6	38"
Militia	9	9	10	9	2	—	—	115	1d3	28"

All of the above except the militia fighter have a dagger, shield, and helmet. The archer has a bow; the pikeman a long, non-throwable spear (good at HTH ranges of 1-3"; however; in contact with an enemy the spear/pike is useless and must be dropped to avoid a +2 to be hit penalty). Swordsmen have swords and armor; Cavalrymen have lances,

a sword, and heavy armor (subtract two points of damage from each attack caused by a solid object). The Militia character is also representative of panicky crowds, and are armed with clubs, daggers, or non-throwable spears (actually rakes, hoes, and so on).



## GRELL CHARACTERS

A few Grell mutants and warriors are worthy of individual treatment. They are proud and powerful, and will seek out other super-beings on the battlefield. If the PCs try negotiating, these are the people they will deal with.

### JARLOR

Commander of the Grell forces – Level 5 warrior.

St: 14 End: 18 Ag: 13 IQ: 14 Chr: 17 Power: 59 Carry: 454 lbs.  
HTH: 1d6 Dmg: +1 Acc: +1 Weight: 200 lbs. HP: 19.

Jarlор has had a long career in the Grell army. He is ruthless and brilliant on the battlefield, and not a bad diplomat. He has a touch of chivalry in his soul, but this will only shape the way he achieves his goals, not the goals themselves. He has tough armor (treat as invulnerability -6), a sword, and gets a +4 bonus in combat.

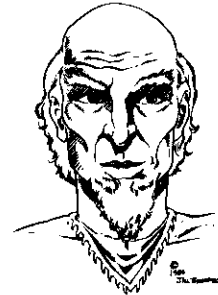


### LAWKOV

Grand Communicant of Grell – Level 6.

St: 10 End: 9 Ag: 14 IQ: 19 Chr: 21 Power: 62 Carry: 203 lbs.  
HTH: 1d4 Dmg: +2 Acc: +1 Weight: 140 lbs. HP: 5.

Rather withered due to his age, but still lively, Lawkov is the second-highest figure in the Realm of Grell, and the highest religious authority. He is a bit of a sorcerer, and has Weather-Control, Adaptation, and Powerblast Powers. Lawkov is nasty, sneaky and cruel, and will try to take prisoners (normal and super-powered) to use in combat. Not a person to trust, but he'll try!



### CINDER MAID

Native Mutant Super-Being – Level 2.

St: 18 End: 10 Ag: 12 IQ: 10 Chr: 10 Power: 50 Carry: 410 lbs.  
HTH: 1d6 Dmg: +1 Acc: +1 Weight: 120 HP: 6.

'Cinder Maid' was a young sacrifice to Grell who refused to die when she was tossed into the flaming devotional pit. The shock of the flames made her turn on her hitherto unknown powers instinctively; she was recovered from the pit and pronounced a miracle in the flesh. After many years of indoctrination and training, she has become a devoted follower of Grell. Cinder Maid has Flame Powers, (Type A), Flight (Speed 180 mph), Adaptation, and Heightened Senses (give her Telescopic Vision, chances to Detect Hidden = 40%). The Cinder Maid is grim, a bit naive due to her religious indoctrination (she believes the current crusade is a kind way of sending the Hessel to Grell for salvation), and shy around men.





**HESSEL/WEBURGIAN NOTABLES**

The good guys have some super-powered help, too. They are the folks to see when conducting diplomacy with Hessel and the remnants of the Weburgian nation.

**KING JARVIN**

Leader of Hessel — Level 8 warrior.

St: 9 End: 8 Ag: 10 IQ: 12 Chr: 16 Power: 39 Carry: 115 lbs.  
HTH: 1d3 Dmg: — Acc: — Weight: 150 lbs. HP: 2.

Poor old King Jarvin has not done well recently. He is chronically ill, a bit senile, and very depressed and tired due to some curse-induced nightmares. He is thinking of surrendering the island and letting the Grell forces in the gates of the castle. . . he has a delusion that the invaders only want a tapestry in his room and thinks they will leave when they get it. Though he will listen to advice from PCs calmly, he will not believe them unless truly impressed. The aging monarch has a suit of armor, shield, and a special sword (+5 to hit, HTH+2d8 damage) if pressed into battle.

**COUNT NORROSS**

Hessel champion, Royal Marshall — Level 4.

St: 18 End: 14 Ag: 12 IQ: 14 Chr: 15 Power: 58 Carry: 651 lbs.  
HTH: 1d8 Dmg: +1 Acc: +1 Weight: 180 lbs. HP: 13.

A nephew of the King and the best warrior in the kingdom. The count sees the trouble his nation is in is deep, and fears to follow the King's orders. He will gladly accept the help of any PCs he meets. . . after they've proven they're who they claim. He can easily take over for the King if needed, but won't unless the old man lawfully leaves his post. Norross has a warhorse, armor (like the King's), a sword, shield, helmet, and a special bow; when an arrow shot from it hits, the target is attacked as if struck by a Disintegrator Ray (in addition to normal HTH damage). The count gets a +4 to hit in HTH/misile combat, -2 to be hit when in swordfights.

**Grand Shaman Barvrihum Orgondii**

Weburgian Leader — Level 6.

St: 12 End: 9 Ag: 11 IQ: 19 Chr: 18 Power: 51 Carry: 198 lbs.  
HTH: 1d4 Dmg: +1 Acc: — Weight: 150 lbs. HP: 5.

This skinny, half-naked fellow spends much of the time in meditation, but has been fairly successful in leading the last of his forces. The Shaman would be an utter push over in a fight but for one thing: he has a Power Activation ability that can turn him into a giant eagle (Wt. 300, Agility: 18, Ferocity: —, Hits: 45, Accuracy: +3, 2d6 Dmg, Power: 100, Movement 20 ground, 120 air.) when needed. This can only be done for one hour each day, and there is a 20% chance on turning back that the Shaman will be called up by his ancestors, disappearing forever. The Shaman has Cosmic Awareness in both forms.



# THE PENTACLE SUITE

The core of the Pentacle organization is the cadre of skilled warriors that take after the suite of cards from the Tarot deck. In some of the suites, the core-group is the whole of the organization; in the Pents', the warriors and leaders of the suite are just the upper echelon of many

warriors, thugs, technicians and researchers. Because they are a proud and haughty group, however, they will not avoid combat and relish chances to take on super-powered types. The stats of each of the warriors and leaders in the suite are provided below.

**WARRIORS**

Name & Number	L	ST	EN	AG	IQ	CR	HP	PWR	DMG+	ACC+	Carry	HTH	WT	Move
2: Kane	2	11	13	11	13	10	6	48	—	—	474	1d6	180 lbs.	35"
3: Roland	1	13	9	12	15	11	6	49	+2	+1	310	1d6	200 lbs.	34"
4: Russel	4	14	13	12	10	13	9	49	+1	+1	363	1d6	180 lbs.	39"
5: Barr	2	11	11	16	11	10	5	49	+1	+2	170	1d4	140 lbs.	38"
6: Houston	1	13	12	9	16	13	10	50	+1	—	370	1d6	225 lbs.	34"
7: Whyte	3	14	11	14	13	15	7	52	+1	+1	346	1d6	180 lbs.	39"
8: Jasmine	2	12	12	13	13	15	7	50	+1	+1	175	1d4	120 lbs.	37"
9: Joachim	4	11	18	11	10	9	11	50	—	—	345	1d6	220 lbs.	40"
10: Petrov	3	12	13	14	16	10	8	55	+2	+1	211	1d4	140 lbs.	39"

Bearing the illustrations from the Tarot cards 'Two of Pentacles' to 'Ten of Pentacles', the warriors are the ordinary soldier types of the suite. They have armor, an energy pistol, and the special suite weapon, the throwing disk. Revised descriptions of these are provided in the Weapons & Equipment section below.



Currently, Whyte is the leader of the warriors, a kind of non-com who leads the group when one of the 'nobility' is not around. Jasmine, the only female in the bunch, is the second in command; she is a tactical genius, and gets a +4 to her initiative roll and when commanding the unit passes this ability along to her underlings in ambush and fire-fight situations.

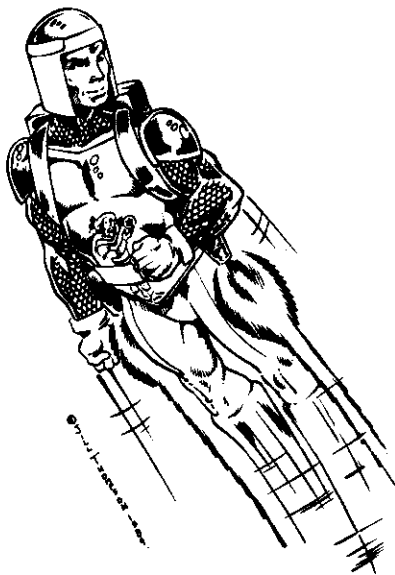
### NOBILITY

There are four characters in the 'Nobility' of the Pentacle Suite: Page, Knight, Queen and King. All are fairly tough customers, and quite able to hold their own in a fight, but these four have other duties that require them to stay out of most combats.

#### Page of Pentacles:

'Gregory' Level 5.

ST: 13 EN: 12 AG: 16 IQ: 13 CR: 13 Power: 54 Hits: 9 Dmg: +1  
Acc: +2 Carry: 255 lbs. HTH: 1d6 Weight: 150 lbs. Movement: 41''.



'Gregory' (an alias) is 25, freshly promoted from the Warriors. He is the Pents' messenger, spy, and recon man. In addition to the normal warrior equipment, the Page has a special helmet-visor (IR-UV vision), sound-amplifying gear (supersonic and long-range hearing), and a device similar to a 'Tricorder' that can pick up life-energy emissions in a radius of fifty feet (10''). The device can be tuned to pick up humans-only, non-corporeal life, and so-on. This equipment, taken as a whole, gives Page a Detect Hidden score of 50% and a Detect Danger score of 46%.

If needed, Gregory/Page can requisition a rocket belt from Pentacle HQ. This gives him the ability to fly at fifty MPH (220'') for one hour before requiring recharging. He most often uses the pack on recon duty.

#### Knight of Pentacles:

'Saladin' Level 5.

ST: 15 EN: 14 AG: 13 IQ: 12 CR: 14 Power: 54 Hits: 14 Dmg: +1  
Acc: +1 Carry: 525 lbs. HTH: 1dB Weight: 220 lbs. Movement: 42''.

The Knight of Pentacles was a soldier-of-fortune from the Mid-East before joining the Pentacle Suite. He is brave and tough, and enjoys the mystique of the Tarot organization. He is bucking for a promotion to King, and has dreams of some day joining the major arcana. Saladin/The Knight is officially battlefield commander, but recently has been doing lots of 'paper pushing' as he organizes the primitive armies of Vine.

The Knight has an energy rifle, throwing disk, a titanium sabre (not standard 'knight' equipment.), and a suit of powered armor. This doubles his carrying capacity (1050 lbs., HTH 1d10), and gives him the Life Support defense. Both of these can be maintained for one hour before recharging. The armor is ADR 80.



#### Queen of Pentacles:

'Louise' level 6

ST: 12 EN: 12 AG: 11 IQ: 17 CR: 14 Power: 52 Hits: 6 Dmg: +1  
Acc: - Carrying: 204 lbs. HTH: 1d10 Weight: 140 lbs. Movement: 35''.

Louise Haskell joined the Suite for the challenge; ordinary business ventures couldn't hold a candle to the thrill of running a covert operation like the Pentacle Suite. More of an administrator than a fighter, Louise/The Queen keeps off the battlefields. If things get dicey, she has a special laser (Powerblast Device with eight charges), and a Force Field device in a belt under her robes. The Force Field has a battery with fifty points of charges.



**King of Pentacles:**  
'Otto' Level 7

ST: 15 EN: 14 AG: 14 IQ: 16 CR: 19 Power: 59 Hits: 12 Dmg: +2  
Acc: +1 Carry: 430 lbs. HTH: 1d6 Weight: 180 lbs. Movement: 43"

'Otto' (his real name, but he won't admit it), is the leader of the Pents, handpicked by Mr. Noman. He has an excellent sense of strategy and tactics, and mediates disputes between his underlings skillfully. Like his Knight, the King would like to be on the battlefield more often, but generally directs things from behind the scenes.

The King has armor like that of the Knight that is equipped with Page-style sensor gear. Otto has two special devices for combat; an Anti-Grav device (Gravity Control device with a Strength score of 12, 8 charges; jets on the King's armor also allows flight at speed 200" at

the expenditure of one charge/hour), and special throwing disk which can emit a Power Blast attack if a hit is made; the blast effects all within 2" (roll for each, -2 to hit using Power Blast column).

#### EQUIPMENT

**Armor:** Pentacle warriors and pages wear a suit of plastic-mesh armor with a rigid breastplate. The card-illustration of each warrior's Tarot identity is reproduced on this breastplate. The armor takes three points of damage off of each physical and normal energy attack hitting the warrior. The helmet contains a communicator, flash-visor, and face shield.

**Pistols:** The standard weapon for the Pent warriors is a Energy Pistol. It attacks as HTH+2, range A x 3, 2d8 damage. The gun has eight charges but extra clips are always carried.

**Pentacle:** This is a throwing disk, about a foot in diameter. It is made of a super-hard alloy that gleams like polished gold. The edge is honed to a fine edge, and the disk is balanced for very accurate throwing. Normally, it acts like a boomerang, but an inertial accumulator allows it to return to the user even after a successful attack.

The disk has two special abilities. Each uses up one of the disks twelve charges:

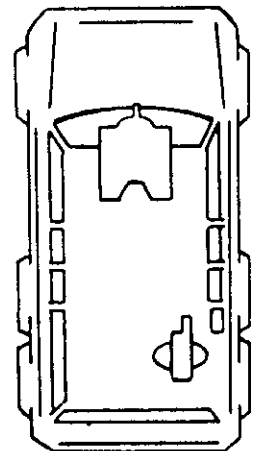
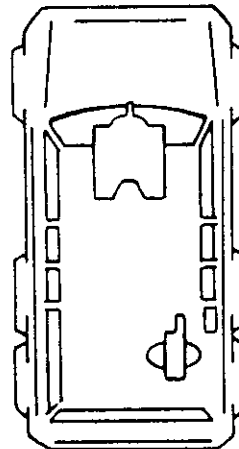
**Disintegration Attack:** If a disk hits, it does a 1d20 disintegration attack, returning unharmed after gouging out great hunks of matter in the target.

**Defense:** Welded in both hands, the disk can be used to deflect attacks by solid, thrown objects and projectiles and concentrated energy bolts, the user must make a HTH attack to successfully parry the incoming matter. If the attack is very powerful, the disk may suffer damage (it has a Structural Rating of 15, and takes 25 points of damage). A charge of disintegration may be added to the defense to make the matter being deflected melt away.

**Pentacle ATV:** The Pentacle warriors have two special ATVs available. These 6-wheeled, truck-sized vehicles can hold twelve people including the driver. It can make 200" a turn on rough ground, 300" a turn on good roads. 50 points of damage disable, and 150 will destroy the ATV. The hull has a Structural Rating of 6, so weak attacks will not effect the vehicle. The windows and doors can be sealed to prevent gas from entering.

Offensively, the ATV has a big machine gun up front that can be directed 45° to each side, (HTH+3, 1d10-3 dmg., 4 shots in attacks), a roof-mounted grenade launcher (range 50", lobbs small bombs), and holes for those inside to shoot from.

The ATV weighs 3000 pounds, has an Agility of twelve maximum (lower if the driver has less), and can be 'dressed up' to look like an ordinary truck or mobile home.



# SUPERVILLAINS

The 'Major Arcana' is the Tarot Masters' super-villain wing. There will be a total of twenty-two super-villains in the group, one for each of the cards in the Tarot Deck Major Arcana. Mr. Noman, the leader of the Tarot Masters, is constantly trying to find 'matches' between existing or potential super villains and the cards in the deck. To date, about one third of the slots have been filled, mainly by people who only bear a passing resemblance to their tarot-identities.

For this mission, four super villains have been included in the unit. They are fairly recent recruits; only Diablo has been with the Masters long enough to feel real loyalty and suppress urges to self-glorification.

## DIABLO

Identity: James Keeler  
Side: Tarot Masters; Evil  
Age: 24

Sex: Male  
Level: 5  
Training: —

### Powers:

1. Flame Powers: 'Flame On' variety, flight speed 180".
2. Heightened Strength: +12 included in above score.
3. Invulnerability: 12 points of damage may be ignored each turn.

Weight: 180 lbs.	Basic Hits: 4
Agility Mod.: —	Strength: 21
Endurance: 16	Agility: 9
Intelligence: 12	Charisma: 13
Reactions from Good: -1	Evil: +1
Hit Modifier: 3.56	Hit Points: 14
Damage Mod.: —	Healing Rate: 1.6/day
Accuracy: —	Power: 55
Carrying Capacity: 977 lbs.	Basic HTH Damage: 1d10
Movement Rates: 48" on ground, 180" flight.	Detect Danger: 14%
Detect Hidden: 10%	Cash: —
Inventing Points: 6.0	
Inventing: 36%	
Origin and Background: Education, research.	



James Keeler was a grad student doing research on force-fields which raised the energy levels of matter in them when he got his powers. After turning several lab-rats into sizzling, high-energy balls of living plasma which terrorized the campus, Keeler turned the field on himself. He wandered the country for several months afterwards, unable to control his abilities. He was eventually contacted by Mr. Noman, who trained him to use his powers. In gratitude, Keeler became

Diablo, Tarot Master Number XV and lent his technical skills to the organization as well.

As Diablo, Keeler wears a trim, martial-looking black suit that resists his powerful flames. He prefers using ranged attacks and setting things on fire to Hand-to-Hand slugging out. He is proud of his major-arcana status, and won't pay too much attention to orders from the folks in the Pentacle Suite.

## PRIESTESS

Identity: Jackie Houston  
Side: Tarot Masters; Evil  
Age: 26

Sex: Female  
Level: 4  
Training: —

### Powers:

1. Heightened Intelligence x 2: +38 to IQ Score.
2. Invulnerability: Ignore first 15 points of physical, impact Damage per turn.
3. Willpower, Type A: PR = 1 per use.
4. Revivication: PR = 25 to revive dead.
5. Death Touch: PR = 10 unsuccessful, 20 successful. May only be used once per day.

Weight: 140 lbs.	Basic Hits: 3
Agility Mod.: —	Strength: 13
Endurance: 15	Agility: 16
Intelligence: 50	Charisma: 7
Reactions from Good: +2	Evil: -2
Hit Modifiers: 3.56	Hit Points: 27
Damage Mod.: +7	Healing Rate: 1.2/day
Accuracy: +2	Power: 94
Carrying Capacity: 280 lbs.	Basic HTH Damage: 1d6
Movement Rate: 41"	Detect Danger: 38%
Detect Hidden: 34%	Cash: —
Inventing Points: 19.0	
Inventing: 150%	
Origin and Background: American, Military	



Captain 'Jackie' Houston was an undercover agent for a top-secret military intelligence agency when she ran into the Followers of Dooron. Believed by the Agency to be a cover for a subversive group, Houston and her fellow agents raided the headquarters of the Followers. Dooron was not amused. It killed all of the agents but Jackie, and made her into the Priestess, giving her powers of life and death and

changing her into a loyal servant. To increase her power base, Dooron had her join the Tarot Masters with the eventual aim of taking it over.

As the Priestess, Houston wears a flowing robe, unusual headpiece, and carries a staff with a complex runic symbol mounted on the end. Incredibly brilliant and not a slacker physically, the Priestess can hold her own in close combat. She is morose and not popular in the organization, and hates MoonFlash intensely.

## MOONFLASH

Identity: Sheila Marx

Side: Tarot Masters; Evil

Age: 19

Sex: Female

Level: 4

Training: —

### Powers:

1. Magic Spells: 2 doses. 3 spells currently.

A. Glamour: PR = 10 per hour. This spell makes MoonFlash overpoweringly attractive and persuasive; she gains a +6 reaction modifier to both good and evil characters, can charm savage beasts, improve morale of underlings, and so on. When persuading people to do something against their social code, her victims may save vs. IQ.

B. Lightning Web: A bolt of lightning, range 8", that does only 1d6 damage but is a carrier attack for a special attack (as paralysis ray) that pins the victim in a sizzling web of magical force-lines for 3d6 turns. PR = 8.

C. Moon Power: Under the light of the moon, MoonFlash gains the Regeneration power and may fly at double speed.

2. Heightened Intelligence: 2 doses. +30 to IQ.

3. Heightened Charisma: +12.

4. Flight: Magical Ability, 1 PR per hour.

5. Phobia/Weakness: MoonFlash refuses to go out into direct sunlight unless the moon is also visible. During the day, all of her spells cost twice as much power to use, moon in sky or not.

Weight: 90 lbs.

Agility Mod.: +2

Endurance: 9

Intelligence: 43

Reactions from Good: -5

Hit Mod: 2.73

Damage Mod.: +6

Accuracy: +1

Carrying Capacity: 73 lbs.

Movement Rates: 29" ground, 81" flight.

Detect Hidden: 30%

Inventing Points: 11.3

Origin and Background: European, Occult.

Basic Hits: 2

Strength: 9

Agility: 13

Charisma: 26

Evil: +5

Hit Points: 5

Healing Rate: .5

Power: 72

Basic HTH Damage: 1d3

Detect Danger: 34%

Inventing: 129%



Sheila Marx was the daughter of two skilled occult artists. Something happened to her parents when she was still quite young, and she was sent to America to stay with an aunt, who also dabbled in the art. She was taught to use her inborn powers and given a magical text to learn various spells. She finally left her guardian and joined the Tarot Masters, where she could use her skills and make some money on the side.

As MoonFlash, Sheila wears a black suit with a short cape. She is a tiny, pale little creature, with long black hair; her good looks and personality have helped her acquire a great deal of power in the organization and helped her out of many tricky situations. She is sneaky, enjoys teasing people, and is terribly cruel in combat. She hates the Priestess, and is engaged in a cold war of sorts with that villainess.

## TOWER

Identity: Rahmen Mahad

Side: Tarot Masters, Evil

Age: 35

Sex: Male

Level: 11

Training: —

### Powers:

1. Sizechange, Permanent: x2 height, x8 Wt.

2. Heightened Endurance: +11

3. Lowered Strength: -9, has been improved.

Weight: 1760

Agility Mod.: -6

Endurance: 22

Intelligence: 12

Reactions from Good: —

Hit Mod.: 2.86

Damage Mod.: —

Accuracy: —

Carrying Capacity: 2577 lbs.

Movement: 84"

Detect Hidden: 10%

Inventing Points: 13.2

Inventing: 36%

Origin and Background: Middle East, Research, Agriculture.

Basic Hits: 36

Strength: 9

Agility: 11

Charisma: 11

Evil: —

Hit Points: 103

Healing Rate: 19.6 pts./day

Power: 54

Basic HTH Damage: 1d12

Detect Danger: 14%

Cash: —



Rahmed Mahad was a brilliant biochemist working for a firm trying to make plants that would produce more food from poor soil. A chemical designed to increase cell growth was accidentally sprayed on Rahmed. He began to grow immediately, becoming very ill in the process. He was rejected by his friends and joined a criminal organization for a living. Long, hard effort and a special diet allowed his attenuated muscles to regain their strength. He was contacted by the Tarot Masters to become the Tower but a few months ago.

Rahmed, still not in top shape physically, uses a giant club in combat. He enjoys picking up and throwing people who've been knocked

out, using them as missile weapons against other assailants. Rahmed/The Tower is new to the country, doesn't know English very well, and

hides his identity very poorly. He prefers staying in Vine, where his huge size impresses the natives tremendously.

# THE M-5Q

When the mutants, sorcerers, and extraterrestrials began showing up on Earth, the Pentagon began to get very nervous. A top-secret project was begun to develop a weapon that could take on super-powered people in case of rebellion by formerly patriotic vigilantes, or repulse an attack on the government by massed bands of super-villains. The M-5Q was the result of the project.

The tank is four inches (twenty feet) wide by six inches (thirty feet) long, two and a half inches (twelve feet) high. It weighs about one hundred tons (200,000 pounds). 400 points of damage are required to disable, 1000 points to demolish the M-5Q. It has a maximum speed of 200"/round, but can only use its guns effectively under 100"/round. It can speed up by 200" a round, slow down by 60" a round. Because it is a bulky tank, it can only make a total of 180° worth of turns per round; it must move a number of inches per phase equal to its current move over 15; it can't stop or start on a dime and moves continuously during a round.

The Tank has several weapons:

1. **Laser Quad-Mount:** This gun is mounted atop the tank, in a turret with a 360° sweep. A attack from the gun (1/turn max.) consists of a burst of twelve laser-shots (HTH attack, +4 to hit, 2d6-4 damage per shot, range 50") which can be aimed at one person, or multiple targets in a four inch circle. The gun can be attacked separately; it can take fifteen hits before becoming disabled, twenty-five before being demolished entirely. The tank can shoot the laser turret twenty-four times before the gun needs a recharge.

2. Each side of the tank has a flamethrower mounted in it. The weapon shoots a one inch wide, five inch long gout of flame. The attack is treated as a Flame Powers attack, 2d6 damage. The flamethrowers can be set on automatic, shooting at the nearest object within three inches every other round. Each flamethrower has a magazine with sixteen shots.

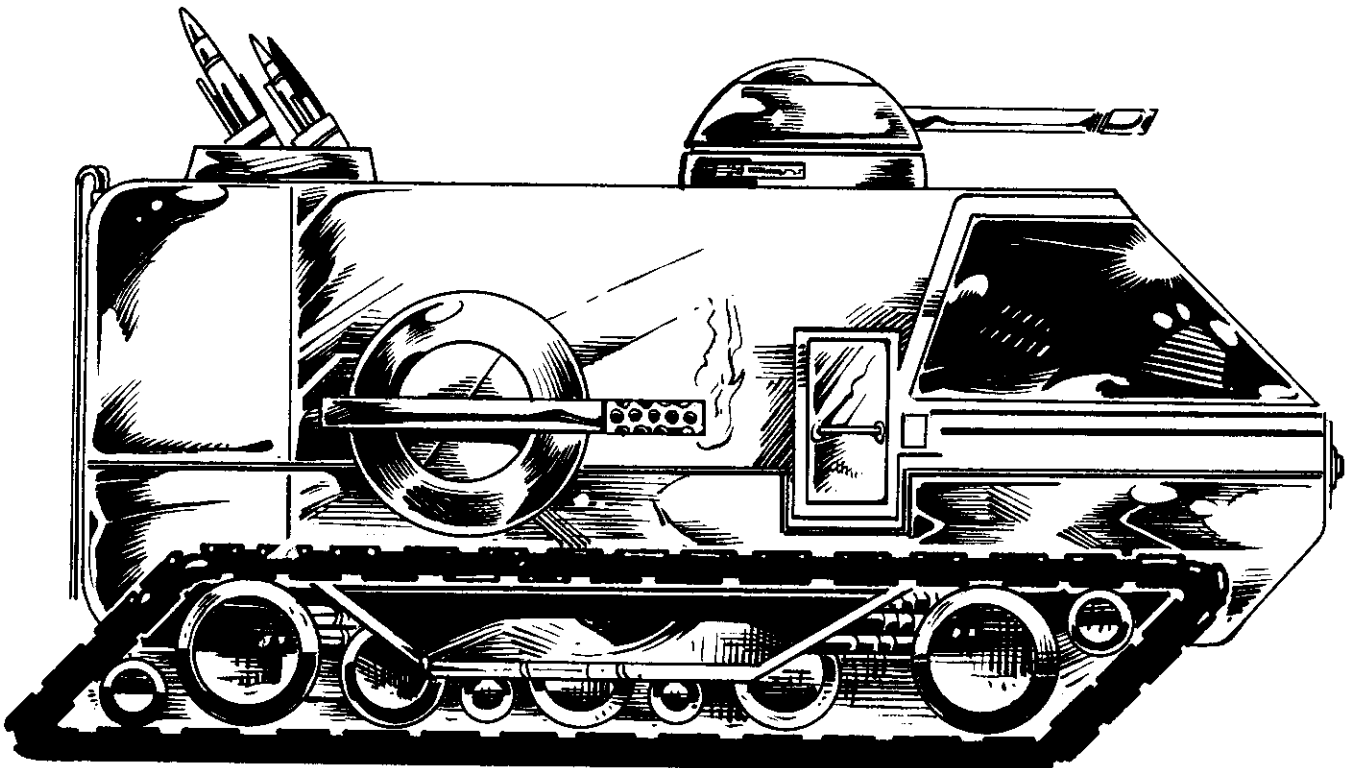
3. **Missile Launcher:** This two-tube rack can shoot two types of

shells: Normal Rockets (which have a range of 200", attack HTH for 1d12, then explode as a medium bomb), and seeker rockets. Seeker rockets are deadly: two are normally fired at a time. They have a starting speed of one inch per phase; this rate increases by one inch/phase per turn until the fuel is used up (four turns). The missiles are robot-guided, and have an Agility of 15. They move in a straight line between actions; on each action, and at the end of their turn, they point toward their target before continuing movement. The missiles attack as fourth-level characters, doing a 1d12 HTH attack before exploding in a 2d6 damage, 3" diameter disintegration attack. The missiles 'see' in the infrared, ultraviolet, and by radar, so certain invisibility types will not be effective against the missiles. The missiles can be attacked. They defend like a fourth-level character and require six hits to disable.

4. **Force Field:** When the tank is not firing weapons, it can put up a force field that takes five points of damage off every physical or energy attack that hits it. The field burns out after absorbing two hundred points of damage, requiring a recharge.

5. **Holograms:** The tank can put a 6" x 6" x 4" hologram to disguise or camouflage itself. The projection extends into the ultraviolet and infrared, neutralizing certain types of heightened senses. A detect hidden roll may be allowed to see through the disguise. At distant ranges (50"+) the hologram may be used as a sort of invisibility, doubling range penalties. The hologram projector uses very little power and may be kept on indefinitely.

The M-5Q requires at least two people to run at all; with this minimum crew only one attack a turn may be made. Each extra crewman up to the limit of five allows two extra attacks. The flamethrowers may be put on automatic (see above), firing every other turn on their own, but each other attack or rocket launched requires the attention of the crew. Flamethrowers and the missile launcher may be shot each action; the laser may only be shot once per turn. To +to hit, +to damage scores of the crew are used when firing the weapons; the 'Agility' of the tank for action purposes is 12.



# THUGS, TECHS & MERCS

The Pentacle suite employs a good number of thugs, technicians, specialists and engineers to run their numerous bases, research labs and hide-outs. The local band of this force is given below. In addition,

'generic' examples of the mercenaries that the 'Pents' have hired for this adventure are provided; these warriors-for-hire are tough and fairly well trained, but are too numerous for individual presentation.

## THUGS & TECHS

Name	Sex	WT	ST	EN	AG	IQ	CR	HP	PWR	DMG	ACC	Carry	HTH
Arnold	M	154	9	12	14	13	10	8	48	+1	+1	142	1d4
Thug: Pistol, Dagger. 'Psycho'													
Bill	M	189	16	7	12	9	14	4	34	+1	+1	432	1d6
Thug: Shotgun, Bludgeon. 'Moose'													
Carl	M	175	6	8	15	16	6	4	45	+2	+2	88	1d3
Thug: Pistol, Hatchet. 'Punk'													
Carrie	F	134	10	7	13	13	11	3	43	+1	+1	113	1d3
Tech: Electronics Whiz, operates M-5Q. 'Greedy'													
Frank	M	160	14	11	7	10	13	3	42	-	-2	220	1d4
Thug: Pistol, Bludgeon. 'Psycho'													
Gregory	M	215	8	7	12	10	8	3	37	+1	+1	134	1d4
Thug: Rifle, Dagger. 'Punk'													
Iolanthe	M	170	14	12	13	5	9	5	44	-	+1	178	1d4
Thug: Shotgun, Club. 'Moose'													
Jenkins	M	150	13	11	13	17	10	6	54	+1	+1	165	1d4
Tech: Inventor and Engineer. 'Whiz Kid'													
Lucy	F	150	14	14	6	14	8	4	48	-	-2	309	1d6
Thug: SMG (+3 to hit, 1d8-3 dmg, 4 shot/attack, A x 8 Range). 'Psycho'													
Melvin	M	180	11	8	12	13	14	3	44	+1	+1	192	1d4
Tech: Mechanic, Demo expert, Pistol, Small Bombs. 'Psycho'													
Max	M	225	14	13	13	15	14	13	55	+2	+1	464	1d6
Thug: SMG, Pistol, Dagger, 2 x Grenades. 'Soldier/S.O.B.'													

All of the above can obtain bullet proof vests; these double the amount of damage which can be taken on Power ('rolling with the punches') when hit by bullets or similar weapons. The description given in quotes (i.e. 'Moose') is a description of the NPC's general behavior, personality, etc. All but the 'Psycho' characters are 'Above Average' in loyalty; the psycho characters are 'Enthusiastic' for purposes of morale rolls in combat.

## MERCS

Three typical mercs from a local collection of roughnecks and survivalists are given below. They have trained and worked together for quite awhile, and are close to being professional soldiers in quality. Compared to the Thugs and Techs given above, they are outsiders; their first loyalties will be to themselves and the men of the unit. Loyalty to the unit and the Merc officers is 'Above Average'. They show 'Average' loyalty to the Pentacle Suite leaders.

### Rifleman

ST: 12 EN: 12 AG: 12 IQ: 11 CR: 9 PWR: 47 HP: 9 ACC: +1  
DMG: +1 Carry: 261 lbs. HTH Dmg.: 1d6 WT: 180 lbs. Move: 36'  
Rifle, 2 grenades, Bayonet. +2 to hit with Rifle.

### Gunner

ST: 16 EN: 14 AG: 10 IQ: 9 CR: 11 PWR: 49 HP: 10 ACC: -  
DMG: - Carry: 616 lbs. HTH Dmg.: 1d8 WT: 225 lbs. Move: 40'  
SMG, Pistol, Dagger. +4 to hit with SMG.

### Officer

ST: 14 EN: 14 AG: 14 IQ: 14 CR: 14 PWR: 56 HP: 10 ACC: +1  
DMG: +1 Carry: 360 lbs. HTH Dmg.: 1d6 WT: 180 lbs. Move: 42'  
Pistol, Dagger, 2 Grenades. +4 to hit with weapons.

The Mercs all have bullet-proof vests, camouflage gear (In appropriate situations), and gas masks. Their vans have 50 points of armor, gun slits, gas-proof ventilators, and radio gear.

For every six 'Rifleman' type mercs, there will be one 'Gunner'; for every twenty of the other types there will be one 'Officer'. The exact number in a situation depends upon the toughness of the PCs. The mercs could end up as fist fodder or succeed in driving off entire squads of low-level heroes; balance their strength and the level of the individual soldiers as you see fit.

# BACKGROUND TO VINE

As mentioned above, history on Vine is quite a bit different than on Earth. This is partly due to a climactic shift, partly to dumb blind fate. The following timeline should help the GM get an idea of Vine history. The dates are given in Earth-years.

3000 B.C. - The Cult of Chyne rises to power in China; the cultists overthrow the ruling dynasty and set out to conquer the world.

1800 B.C. - A great upheaval in Mesopotamia and the Aegan wipes out the developing civilizations there.

1000 B.C. - The Minoan Empire, based on the island of Crete, rules an empire around the Eastern Mediterranean after conquering plague-ridden Egypt.

500 B.C. - In South America, the Cult of Chyne rules a mighty empire. Splits in the cult cause warring with the old lands (What we call China). Refugees travel north to the cold lands of North America.

1 A.D. - In Europe, a dark age causes the fall of the Minoan Empire

and their Bull-worshipping cult. Colonies in central Africa, around the Mighty Chad Sea, expand into kingdoms and empires which seek to control the great plains of the Sahara.

500 A.D. - Grelluns, from northern Europe and Scandanavia, invade Europe and British Isles. Outcasts from their empire there flee to Iceland, Greenland, and North America. The Weburgians from North Africa colonize what we know as the southern U.S. and form a theocracy based on their mystic religion.

1000 A.D. - The ancestors of refugees from South America set up kingdoms on the west coast of North America. Religious doctrine from the ancient Cult of Chyne sparks a horrible crusade of conversion against the growing northern empires. The Realm of Grell is formed.

1500 A.D. - Small city states and native-American kingdoms on the East coast of North America form the Empire of Hessel. Trade with Europe is started. Dark ages in Africa starts when the Sahara dries up and turns into savannah.

1980+ A.D. — Grell and its western allies move against Weburgian and Hessel in North America; Grell allies in South America take over the poor kingdoms left over from the Chyne Empire. In 'China', a dark age has ended the Cult, and barbarians raid from the north. In Australia, gunpowder is discovered and a local kingdom begins conquering the continent.

The above should give the GM some ideas in case the players wish to roam about Vine looking for allies and adventure! An ordinary world-map will do; just ignore national boundaries and make up a few of your own. Climate is a little warmer than Earth is now, as well as a bit wetter (Australia is a rain-forest, and the Sahara desert is more like our Arizona than a sea of dunes and desolation). Note that the PCs won't know that things are the same Geographically. . . it might take them some time to realize that the empire of Hessel is centered in what we know and love as New Jersey!

## CULTURE AND SUCH

Fortunately, Hessel has customs not too unlike our own. The people are a mixture of native Indians (they came over the Siberia-Alaska land-bridge well before history began to change, and had time to develop cultures similar to those we know of as pre-colonial in New England) and Europeans. The language is, of course, quite odd, but has traces of ancient Greek and northern European languages. Lifestyle is close to that of Europe in medieval times, complete with fighting knights, serfs, townsmen, and religious orders. There is a good deal of distrust of odd people, especially those who seem to be able to practice witchcraft.

Weburgian, Hessel's ally from the south, is a religiously based society. They are descended from people who fled the mighty kingdoms of Africa, centuries ago. They have a caste-system, with many rules of conduct and strong taboos. Their religion is rather mystical, a bit like Hinduism or the Zen disciplines in that its goal is a state of spiritual perfection, transcending normal existence. The priests, perhaps due to training or the cosmic axial shift, are able to perform amazing feats of physical endurance (Willpower), and extrasensory perception (Cosmic Awareness). Their warriors are fierce fighters, and practice unarmed martial arts and other trials of prowess.

Grell culture is based around their religion also, but is a brutal and wrathful faith. The Grell keep slaves to run their farms and mines far to the north, training their own children to be soldiers and leaders. Outsiders will stick out like sore thumbs in Grell-controlled areas, unless they are disguised as slaves or one of the rare foreign traders. The Grell are all descended from northern Europeans, and are very pale due to their cool, almost arctic homelands. The Grell are all very partiotic and chauvenistic, but will eagerly accept deals with powerful forces who can help them. Such allies will be carefully watched and are not immune from a quick backstabbing, if circumstances call for it.

## ENCOUNTERS

If the PCs succeed in solving the current situation and wish to travel on Vine, some alternate encounter tables may be needed. Note that things on uncrowded, pre-technological Vine will be quieter all around. Unless the PCs are deliberately looking for trouble, rolls on this table should be made only once per day.

### LAND ENCOUNTERS

**1 - 2: Magicians Causing Trouble:** When people with mutant powers began showing up on Vine, many set themselves up as wizards and began terrorizing the populace; either deliberately or through accidents.

Roll 1d6 to determine the method of operation of the magician(s):  
 1 - 3) The magician has a book or device of 2d4 spells; 4 - 5) The magician has several inborn powers (Psionics & Magic); 6) The magician raises demons or the undead to do his bidding. (A native shaman who has learned powerful rituals to raise animal spirits would fit in this category.)

**3 - 7: Bandits and Brigands:** With plenty of wilderness to hide in, criminals are rampant on Vine. Though individually rather weak and scruffy, a gang of bandits can cause lots of trouble when fighting poorly armed, meek peasants. Some bandits (say, on a roll of seven) will be of the 'Robin Hood' variety, out to stop the oppression of serfs by unfeeling overlords.

Bandits will be poorly armed (knives, clubs, some bows), and usually only 1 - 3rd level.

**8 - 12: Soldiers & Nobles:** Keeping the lands entrusted to them by their lords is one of the major occupation of nobles in Hessel and elsewhere. If this encounter is rolled, several soldiers and/or knights are met. Unless they are carrying a letter from the local overlord, or are very persuasive, the PCs may find themselves under great suspicion.

50% of soldiers will be on foot and armed with spears, swords, and the like; 40% will be on horses for transportation, while 10% will be

mounted warriors in armor. Values for armor and local weapons can be found in the section describing the armies of Vine.

**13 - 14: Enemy Soldiers:** As above, but up to no good. Fighting such might get the PCs in good with the local lord.

**15: Amazing Creatures:** When the flux of the cosmos turned Vine into a land where magic and mutants could exist, odd creatures formally thought to be myths (or who were perhaps just hiding out) began to appear. Dragons, twisted ogres, and supernatural beings began to prey on real people, not just heroes of old! If this encounter is rolled, its monster-making time!

**16 - 18: Adventurers:** Not everyone on Vine is content with staying at home and minding the farm. The PCs encounter several such wanderers. There is a fair chance (30%) that those encountered have minor super powers (Skills and high attributes), and a good chance that they will befriend the PCs.

**19 - 20: Miscellaneous:** This category includes anything from other Earth-Superheroes (or Villains. . .) to extraterrestrials. If the PCs are looking for something or somebody in particular, this result means they have found it or him (i.e. If the PCs have decided that they need the skills of a particular kind of magician, they must search until this roll comes up).

## ON THE SEA

The seas of Vine are just beginning to be used again for trade and exploration. Hessel was a sea power, but the invasion has cut down on this activity. The remains of the African Empires and the lands of South-East Asia have ports which conduct trade, and the Australian kingdoms (descended from ancient 'Chinese' invaders) have begun to send out explorers on ships armed with muskets and cannon.

**1 - 4: No encounter.**

**5 - 6: Poor Weather:** See Weather Control rules (pages 18 and 19) for types of weather and it's effects.

**7 - 8: Merchants:** Like the European traders who trekked across Asia to buy spices, these hardy men are risking life and limb on the high seas for profit. Many will be skilled fighters.

**9: Pirates:** Skulking near reefs or on the oceans proper, ships full of armed men pose a constant danger to travelers on Vine's seas. Bows, ramming and boarding parties are the major weaponry; cannon are virtually unknown. Pirates may have very skilled fighters, but most will be the scum of the seas.

**10: Explorers & Navies:** The navies of this time tend to stick to the shores of their homeland, unless in an inland sea like the Mediterranean. Explorers from many lands may be encountered anywhere; these will be adventurous, bold men who may be potential allies to the PCs.

## CRIMES & LAWS

Many of today's crimes just don't exist on worlds like Vine, and many nasty things (slavery, mistreating serfs, etc.) are tolerated. The PCs must balance practicality and hospitality with their desire for justice, truth, and freedom. Many interesting situations could occur when the modern ideas of the players conflict with the medieval outlook of the Hessel, the harsh theocracy of the Grell, and so on.

As in most societies of its type, in Hessel the local noble is the law. There will almost always be some sort of trial, for criminals and perhaps a council meeting, but occasionally trial by ordeal or duel will occur. Being a bit more advanced than in a purely feudal kingdom, larger towns and cities will have lawyers and courts.

In Grell lands, slaves and serfs are treated terribly and executed on the spot for crimes. The Grell themselves have a very advanced legal code with something like juries and trials; the PCs might qualify for such treatment if they impress the Grell with their importance. If they require a spectacle, the Grell priests can arrange for a trial by ordeal using their crude magics and elaborate infernal machines.

## WRAPPING UP.

**Pentacle Plot** is not your typical find-the-villain, wipe the floor with him scenario. Making the PCs responsible for the protection of Vine and battling armies should provide a change of pace from more conventional Vigilante activities. In keeping with the comic-book tradition, however, try to make the main obstacles to the PCs' progress the Pentacle Suite nasties, the Characters of the Grell forces, and other 'name' characters. Hordes of soldiers in mail will fall like flies in front of the PCs, but keep in mind who the main villains are!

The challenge posed by Vine need not be cleared up in one sitting. The PCs may have to shuttle back and forth to Earth to recharge devices, obtain further aid, and so on. The difficulty of having to dimension-travel to complete the mission at hand will make this scenario a real test of the PCs' heroism; even after the present problem is cleared up, other Terran villains may show up in Vine to pester the PCs' old allies and friends.



# CONVERSIONS:



AND



by Steve Perrin & George MacDonald with Jack Herman

The major hurdle when using this Villains and Vigilantes adventure with the Champions rules is converting the characters to Champions stats. As both games deal with superheroes, the adventure's storyline should work with little or no conversion.

Converting V&V characters to Champions is a two step process. First convert the character's stats and then convert the character's powers. The Gamemaster will be responsible for creating disadvantages from the character's weaknesses and writeup.

### CHARACTERISTICS

Each Champions Primary Characteristic is based on a V&V characteristic or ability. Use the list below to calculate each Primary Characteristic. Speed is also calculated from the V&V characteristics. Calculate the rest of the Champions Figured Characteristics normally and round them up.

**STR:** Use the Champions Strength Chart to find the Champions STR that represents the V&V character's carrying capacity. Use the V&V lift numbers straight, do not convert from pounds to kilograms.

**DEX:** 15 + (3 x V&V Accuracy)

**CON:** 1/3 of V&V Power Score.

**BODY:** 6 + V&V Basic Hits

**INT:** V&V Intelligence.

**EGO:** V&V Charisma.

**COM:** Player's choice.

**SPD:** (V&V Agility + Initiative Bonus [if any]) / 10 + 3.

Some powers may affect the Champions Figured Characteristics. Double the Base Figured PD or ED if the character has no powers that help defend from physical or energy attacks.

### POWERS

V&V and Champions have very different systems to represent a character's powers and abilities. A V&V character's defense is often not getting hit by a type of attack, while a Champions character's defense is ignoring much of the damage of a specific type of attack. These conversions attempt to preserve the 'spirit' of the V&V character using the Champions mechanics, by giving him high defenses vs. a type of attack, rather than making him hard to hit. The following are some simple rules for the conversion.

The GM may use as many dice of damage for each attack as he feels fits into his campaign. The GM may use the following as a basis for comparison. To get the number of normal dice of attack, halve the maximum damage of the V&V attack and add the character's Damage Modifier. Divide the result of this by 3 to get dice of Killing Attack. Multiply the number of dice by 5 to get Active Points in other powers.

Whenever the value of a Defense is unspecified, the Champions character gets 10 + V&V Character Level in points of Defense.

For Ground and Swimming Movement, divide the V&V move in inches by twice the Champions Speed to get movement per phase.

For Flight, divide the V&V move in inches by 2 and take the square root. The table below gives some possible values.

V&V Movement	25"	100"	225"	400"	625"	900"	1225"	1600"	2025"	2500"
Champions Move	5"	10"	15"	20"	25"	30"	35"	40"	45"	50"

A V&V character's Level has a big impact on how well he hits an opponent. For every two V&V Levels over 1 (rounded down), the Champions character should get one 8 point level in Combat (V&V Level 6 = 2 x 8 Pt. Skill Levels, V&V Level 7 = 3 x 8 Pt. Skill Levels, etc.).

From here on you simply look up the V&V power on the list below and find its Champions equivalent. Some V&V powers include several Champions powers, others have variable equivalents, depending upon the V&V writeup. Read the writeups carefully to get the best translation.

V&V POWER	CHAMPIONS POWER
Absorption . . . . .	.3D6 Absorption and/or Power Transfer
Adaptation . . . . .	.30 pt. Life Support, 1/2 Damage Reduction versus Ranged Energy Attacks
Android Body . . . . .	+10 CON, 10 pt. Ego Defense, one other power
Animal Control . . . . .	.12D6 Mind Control (Specific animals only)
Animal Powers . . . . .	.Whatever is appropriate
Animated Servant . . . . .	.Robot (use Champions II rules)
Armor 31-60 . . . . .	.Armor 12 PD 12 ED - Activates on 11
Armor 61-90 . . . . .	.Armor 18 PD 18 ED - Activates on 14
Armor 91+ . . . . .	.Armor 24 PD 24 ED
Astral Projection . . . . .	.Desolid - Must leave normal body behind
Bionics . . . . .	.Whatever is appropriate
Body Powers . . . . .	.Whatever is appropriate
Chemical Power . . . . .	.Multiform, 1/2 damage reduction vs ranged energy attacks
Cosmic Awareness . . . . .	.Gamemaster discretion

V&V POWER	CHAMPIONS POWER
Darkness Control . . . . .	.Darkness to normal vision
Death Touch . . . . .	.1D6 Power Destruction - Body
Disintegration Ray . . . . .	.3D6 Energy Killing Attack
Devitalization Ray . . . . .	.10D6 Power Drain - Endurance, at range
Dimensional Travel . . . . .	.Extra-Dimensional Teleport
Emotion Control . . . . .	.12D6 Mind Control - Emotions Only
Flame Power 1 . . . . .	.Energy Blast - Fire
Flame Power 2 . . . . .	.Elemental Control - Fire 1. Energy Blast, 2. Flight, 3. Force Field (10 PD, 15 ED)
Flight . . . . .	.Flight (see chart in text)
Force Field 1 . . . . .	.15 PD Force Wall
Force Field 2 . . . . .	.Strength (Usable at Range)
Gravity Control . . . . .	.Telekenisis
Heightened Attack . . . . .	.+5 to active points in all attacks
Heightened Defense . . . . .	.+2 levels of DCV
Heightened Expertise . . . . .	.+2 OCV with one attack (2 3-Pt. levels)
61-90 . . . . .	.+2 OCV with related attacks (2 5 Pt. levels)
91-100 . . . . .	.+2 OCV with all attacks (2 8-Pt. levels)
Heightened Senses . . . . .	.Danger Sense/appropriate Enhanced Sense
Heightened Speed . . . . .	.Running (see movement rules in text)
Ice Powers . . . . .	.Elemental Control - Ice 1. Ice Blast, 2. Armor (see Armor power above), 3. Force Wall 10 PD, 10 ED
Illusions A . . . . .	.12D6 Light Illusions (Champions II)
Illusions B . . . . .	.10 PD/10 ED Force Wall and Animating Telekenisis (on Force Wall)

<b>V&amp;V POWER</b>	<b>CHAMPIONS POWER</b>
Invisibility . . . . .	.Invisibility (normal only)
Invulnerability (per pt.) . . . . .	.+1 PD and +1 ED with any appropriate resistant defense
Life Support . . . . .	.20 pt. Life Support (OIF - space suit)
Light Control . . . . .	.Elemental Control - Light 1. Lightning Blast, 2. 20 ED Force Field, 3. Telekenesis Animate (electrical devices only)
Magical Spells . . . . .	.appropriate powers with magical base
Magnetic Powers . . . . .	.Elemental Control - Magnetism 1. Telekenesis on Metal, 2. 15 PD/15 ED Force Field, 3. Strength usable at range, only
Mind Control . . . . .	.12D6 Mind Control
Mutant Power . . . . .	.Whatever is appropriate
Natural Weaponry . . . . .	.1D6 HKA or 1 level of Martial Arts
Non-Corporeality . . . . .	.Desolid (+1/4 not through Force Walls)
Paralysis Ray . . . . .	.8D6 ALD* (Champions III) (* artificial bodies, ED, Ego Defense)
Plant Control . . . . .	.Telekenesis (animating plants only)
Pet . . . . .	.Other hero or 'vehicle'
Poison/Venom . . . . .	.Ranged Killing Attack or Transformation Attack (Champions III)
Power Blast . . . . .	.Energy Blast and Missile Deflection at range
Psionics . . . . .	.appropriate mental power
Regeneration . . . . .	.Regenerate (1 point per point of V&V Healing Rate)
Revivication . . . . .	.Gamemaster Discretion
Robotic Body . . . . .	.2 x Density, 5 point Ego Defense, other appropriate power
Size Change A . . . . .	.Growth
Size Change B . . . . .	.Shrinking
Sonic Abilities . . . . .	.Energy Blast - Sonics
Speed Bonus . . . . .	.Extra inches in one movement power (see movement rule)
Special Weapon . . . . .	.Powers bought through focus
Stretching Powers . . . . .	.Stretching and appropriate other powers
Telekenesis . . . . .	.Elemental Control - TK 1. Telekenesis, 2. PD Force Field, 3. Physical Energy Blast
Telepathy . . . . .	.Elemental Control - Telepathy 1. Telepathy, 2. Mind Scan, 3. Ego Defense
Teleportation . . . . .	.Teleportation with added distance
Transformation A . . . . .	.Instant Change or Multiform
Transformation B . . . . .	.Multiform (Champions III)
Transformation C . . . . .	.Shapeshift or Multiform (Champions III)
Transmutation . . . . .	.Transformation Attack (Champions III)
Vehicle . . . . .	.Vehicle (Champions II)
Vibratory Powers . . . . .	.Elemental Control - Vibrations 1. Vibrations Blast, 2. 10 ED and 20 PD Force Field, 3. Desolid
Weakness Detection . . . . .	.Find Weakness
Water Breathing A . . . . .	.5 pt. Life Support
Water Breathing B . . . . .	.5 pt. Life Support, 0 END on all powers while in water, (+1 Limitation on Reduced END Cost), and 20 pt. Physical Disadvantage; Recovery drops to 1 while not in water.
Weather Control . . . . .	.Weather Multipower 1. Darkness - Clouds, 2. Entangle - Rain, 3. EBlast Lightning, 4. EBlast - thunder vibrations, 5. EBlast - Wind, 6. EBlast - Cold, 7. EBlast - Ice
Willpower A . . . . .	.High INT and EGO
Willpower B . . . . .	.Ego Defense, Power Defense, Danger Sense, or some similar ability
Wings . . . . .	.Flight (see 'Flight' above)

V&V characters can have weaknesses as part of their powers. Champions characters should take the Disadvantage, or Power Limitation that most closely reflects these weaknesses. Most V&V weaknesses come under the 'Physical Limitation' 'Disadvantage' or 'Limited Power' Limitation.

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VINE! THE ALTERNATE EARTH! THE MEDIEVAL WORLD! YOUR PLAYERS MUST JOURNEY THERE TO SAVE IT FROM THE TERRIBLE PLOT OF **MR. NOMAN'S TAROT-MASTERS**, THE **PENTACLE ARMY** AND THE MIGHT OF THE EVIL **GRELL EMPIRE!** IT'S ALL HERE IN THIS EXCITING NEW ADVENTURE FOR THE **VILLAINS AND VIGILANTES™** GAME SYSTEM. SO GIVE A YELL, RAISE YOUR SWORD HIGH AND SUMMON UP ALL YOUR COURAGE! IT'S AN EPIC BATTLE FOR A PLANET'S FREEDOM FROM **STEFAN JONES!**



A CONFERENCE OF KINGS...

TOGETHER WE SHALL RULE VINE AND EARTH!

AN AMBITIOUS PLAN...



BUT I DETECT COMPLICATIONS

EGAD! MORE OTHERWORLDERS!



THESE FOOLISH STRIPLINGS SHALL BE NO MORE THAN A SLIGHT ANNOYANCE.



BUT WE DIGRESS, YOUR MAJESTY...





























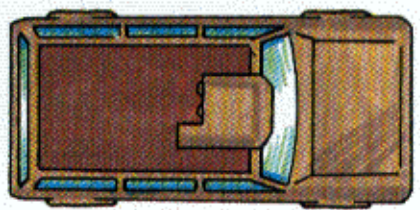

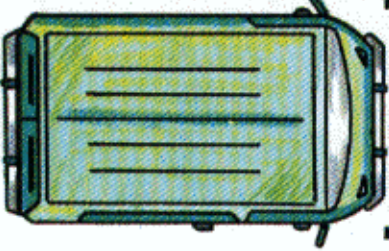
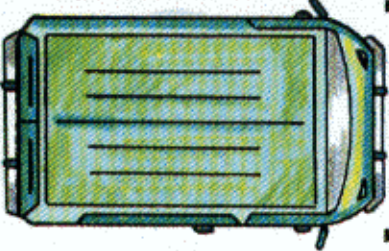

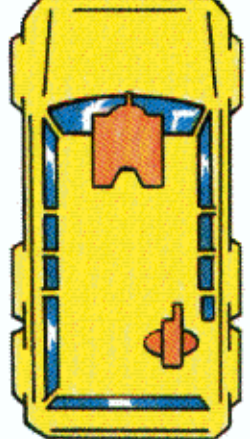
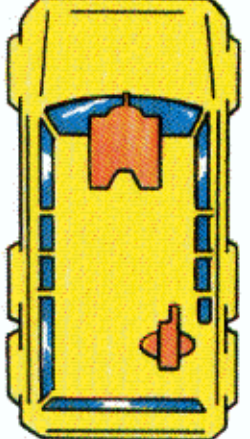
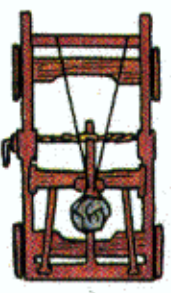
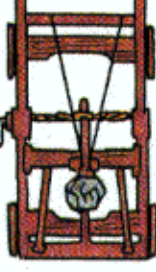

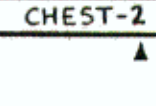
...ALLOW ME TO PRESENT TO YOUR MOST GLORIOUS OF WEAPONS!









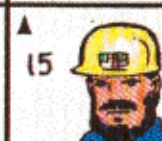








THE CHARIOT OF CONQUEST!

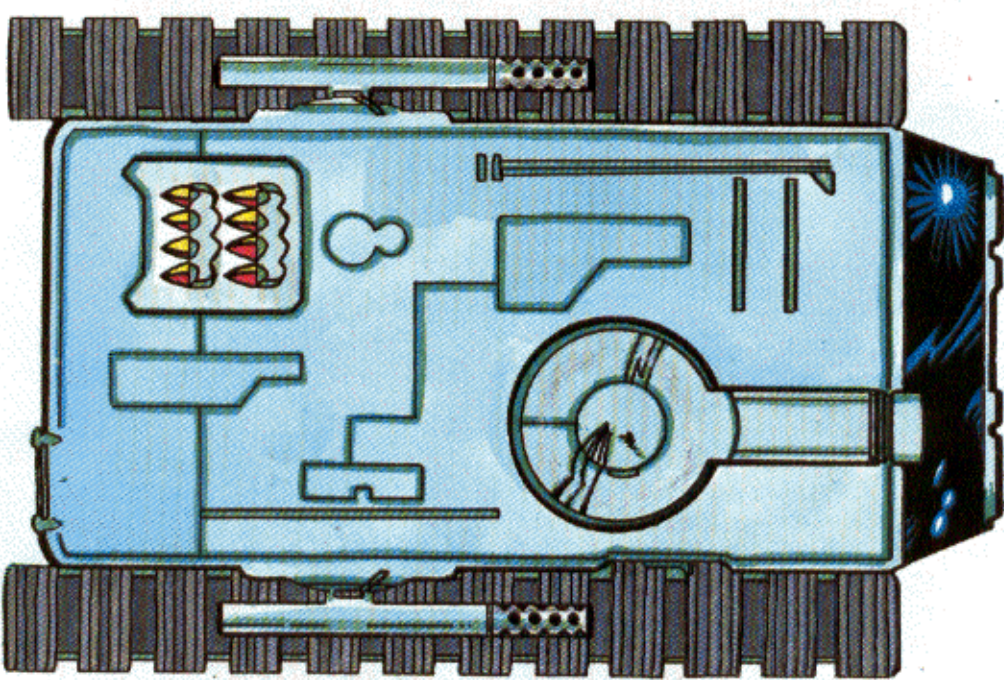
THE VEHICLE OF ANNIHILATION!





THE TERRIBLE THUNDER-LIZARD!

 REGIMENT GRELL	 REGIMENT GRELL	 REGIMENT GRELL	 REGIMENT GRELL	 REGIMENT TROLLIAN	 REGIMENT TROLLIAN	 REGIMENT TROLLIAN
 REGIMENT TROLLIAN	 REGIMENT HESSEL	 REGIMENT HESSEL	 REGIMENT HESSEL	 REGIMENT HESSEL	 REGIMENT HESSEL	 REGIMENT HESSEL
 REGIMENT HESSEL	 REGULARS HESSEL	 REGULARS HESSEL	 REGULARS HESSEL	 REGULARS WEBURGIAN	 REGULARS	 REGULARS
 REGULARS	 REGULARS	 MILITIA	 ELITE	 REGIMENT	 TOWER	
 LIMOUSINE	 PENTACLE APC					
 VAN-1	 VAN-2					
 PENTACLE ATV-1	 PENTACLE ATV-2	 CATAPULT-1	 CATAPULT-2	 CHEST-1		
				 CHEST-2		

 JARLOR	 LAWKOV	 CINDERMAID	 KING JARVIN	 COUNT NORROSS	 GRAND SHAMAN SARVRIHUM ORGONDII	 MOONFLASH
 DIABLO	 PRIESTESS	 1 POWER PLANT WORKER	 2 POWER PLANT WORKER	 3 POWER PLANT WORKER	 4 POWER PLANT WORKER	 5 POWER PLANT WORKER
 6 POWER PLANT WORKER	 7 POWER PLANT WORKER	 8 POWER PLANT WORKER	 9 POWER PLANT WORKER	 10 POWER PLANT WORKER	 11 POWER PLANT WORKER	 12 POWER PLANT WORKER
 13 POWER PLANT WORKER	 14 POWER PLANT WORKER	 15 POWER PLANT WORKER	 16 POWER PLANT WORKER	 17 POWER PLANT WORKER	 18 POWER PLANT WORKER	 THUG-1
 THUG-2	 THUG-3	 THUG-4	 THUG-5	 THUG-6	 THUG-7	 THUG-8
 TECH-1	 TECH-2	 TECH-3	 POLICE-1	 POLICE-2	 POLICE-3	 POLICE-4

M-5Q TANK



 CIVILIAN-1
 CIVILIAN-2
 CIVILIAN-3
 CIVILIAN-4

▲ 2 ▲ 	▲ 3 ▲ 	▲ 4 ▲ 	▲ 5 ▲ 	▲ 6 ▲ 	▲ 7 ▲ 	▲ 8 ▲ 
TAROT SOLDIER	TAROT SOLDIER	TAROT SOLDIER	TAROT SOLDIER	TAROT SOLDIER	TAROT SOLDIER	TAROT SOLDIER
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TAROT SOLDIER	TAROT SOLDIER	PAGE	KNIGHT	QUEEN	KING	GRELL CAVALRY RIDER
▲ 	▲ 	▲ 	▲ 	▲ 	▲ 	▲ 
GRELL CAVALRY RIDER	GRELL BOWMAN	GRELL BOWMAN	GRELL FOOTMAN	GRELL FOOTMAN	GRELL FOOTMAN	GRELL FOOTMAN
▲ 	▲ 	▲ 	▲ 	▲ 	▲ 	▲ 
TROLLIAN AXEMAN	TROLLIAN AXEMAN	TROLLIAN AXEMAN	TROLLIAN CAVALRY RIDER	TROLLIAN CAVALRY RIDER	TROLLIAN SLINGER	TROLLIAN SLINGER
▲ 	▲ 	▲ 	▲ 	▲ 	▲ 	▲ 
TROLLIAN SLINGER	WEBURGIAN ACOLYTE	WEBURGIAN ACOLYTE	WEBURGIAN ACOLYTE	WEBURGIAN WARRIOR	HELSEL ARCHER	HELSEL ARCHER
▲ 	▲ 	▲ 	▲ 	▲ 	▲ 	▲ 
HELSEL ARCHER	HELSEL PIKEMAN	HELSEL PIKEMAN	HELSEL PIKEMAN	HELSEL SWORDSMAN	HELSEL SWORDSMAN	HELSEL SWORDSMAN
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HELSEL CAVALRY RIDER	HELSEL CAVALRY RIDER	HELSEL MILITIAMAN	HELSEL MILITIAMAN	HELSEL MILITIAMAN	MERC RIFLEMAN	MERC RIFLEMAN
▲ 	▲ 	▲ 	▲ 	▲ 	▲ 	▲ 
MERC RIFLEMAN	MERC RIFLEMAN	MERC RIFLEMAN	MERC RIFLEMAN	MERC RIFLEMAN	MERC RIFLEMAN	MERC OFFICER
▲ 	▲ 	▲ 	▲ 	▲ 	▲ 	▲ 
MERC GUNNER	GRELL WARHORSE	GRELL WARHORSE	TROLLIAN WARHORSE	TROLLIAN WARHORSE	HELSEL WARHORSE	HELSEL WARHORSE
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MERC GUNNER						