

**VILLAINS
AND
VIGILANTES**

2002

FANTASY GAMES UNLIMITED

THERE'S A
CRISIS

AT
**CRUSADER
CITADEL**



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...AND THESE ARE
ONLY HALF OF
THE PEOPLE
RESPONSIBLE!

AN INTRODUCTORY
SCENARIO BY
JACK HERMAN
AND JEFF DEE

D'82

CRISIS AT
CRUSADER
CITADEL

A
VILLAINS
AND
VIGILANTES
ADVENTURE

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PREFACE

Crisis at Crusader Citadel is an introductory adventure for use with **Villains & Vigilantes**. As such, the intent is to present a complete, easy-to-follow and instructional scenario. This adventure is not designed to be particularly well suited for use in existing campaigns or with veteran players, though with a little thought, the GM can certainly adapt it for that purpose. The events herein are set to occur in a fictitious location, involving characters whom the GM need not feel obliged to incorporate into his own campaign. The players may either create characters for use in this adventure only or they may use characters they intend to keep for use in a campaign, but in the latter case the events herein should be considered to have never occurred (i.e. no Experience or Charisma will be gained).

The GM should read through the entire contents before preparing to play. No matter how complete any adventure may be there always exists the possibility of player activities violating the foreseen boundaries of a scenario/adventure. Therefore, the GM must be as familiar as is possible with the adventure in question in order to be prepared if he must expand the scenario's parameters to suit the actions of the players.

Crisis at Crusader Citadel is intended for gamemasters only; players should stop reading at this point.

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1. CRUSHER CRIMEWAVE

1.1 GM'S INTRODUCTION

This adventure is designed for six players at the first level of experience. If more than six players are involved, each of the six villains encountered in Part One should have his Experience Level increased by one per extra player. If less than six players participate, delete one of the six villains in Part One for each player lacking. The GM is free to remove whichever villain(s) he chooses, but we suggest that characters with powers similar to those possessed by the players be among the first to go.

COMMON KNOWLEDGE

Read the following information to the players at the start of the adventure. These are facts which are known by all residents of Center City as well as the player characters.

1. The Crusaders are and always have been the primary band of heroes in Center City. They consist of Manta-Man, their leader, with devices for water breathing, flight, paralysis and lightning control, Evergreen, the mystic plantwoman who animates and controls vegetation, Blizzard, a young new hero with Ice and Vibratory powers, Dreamweaver, the mistress of illusion, Enforcer, a super-powered secret agent, and finally, Laserfire, a hero with flame power and Light control.

2. The headquarters of the Crusaders is called the Crusader Citadel, situated in the top four floors of the Harmon Building at the corner of Lake and Center streets in downtown Center City. It is heavily guarded by advanced automatic defensive systems and contains the launch platform for the Crusaders' mini-space shuttle as well as the TEACHER computer system, a near-sentient computer of ultra-advanced design.

3. The only other superheroes residing in Center City at the time of this adventure will be the player characters.

4. The arch-foes of the Crusaders are the Crushers, a loose confederation of many individual villains who have cause to hate the Crusaders for one reason or another. Thus, their membership is constantly expanding and changing.

THE PLOT SO FAR

The Crushers are victorious! They have ambushed, defeated, and captured each of the Crusaders, their most hated enemies, and obtained a secret security code enabling them to bypass the Citadel's defensive systems. Even now they are working to reprogram TEACHER, the last obstacle before their takeover is complete. No alarm has been raised; the Crusaders were lured to secluded ambush sites without witnesses, and TEACHER has been rendered unable to communicate outside the base itself. Only the Crushers know of their victory, and plan to keep it that way until it is too late for anyone to oppose them.

The first phase of this adventure (Part One) deals with the players' attempt to defeat a group of Crushers assigned to steal specialized gear for use in reprogramming TEACHER.

1.2 THE ADVENTURE

Having each just decided to become superheroes, the players trek to the Harrison Building to meet the Crusaders and apply for membership in their prestigious group. They all happen to arrive at about the same time, and so those who have never met before may now do so, and brag to one another about their powers and abilities.

A special note to the GM: As in the comics, heroes meeting for the first time are liable to mistake one another for villains and begin to fight amongst themselves. If this begins to happen, allow events to follow their natural course. The fight is not likely to last long before they sort out the facts, and it is certain to be instructional to the players on how combat is resolved. This is only a practice or introductory game, after all . . . but remember, the Crushers will be watching with interest from the Citadel above, carefully recording the player characters' demonstrated abilities. Also, if the players make any attempt during Part One of this adventure to bypass normal procedures (and Citadel security systems) to enter the Citadel levels of the Harmon Building, proceed directly to Part Two and pick up the action from there.

The standard means of entrance into the Citadel is via a special elevator within the Harmon Building lobby. All of the Citadel's exterior windows are of one-way, reflective plexiglass so peering in will reveal nothing, and likewise, the doors and hatchways on the building roof are locked and sealed.

If the player characters attempt to gain access to the elevator they will activate the following message, played through a hidden speaker. The voice can be easily recognized as that of Manta-Man:

. . . is a recording. All Crusader personnel are currently involved in individual assignments and the Citadel is closed; TEACHER is on full security alert until our return. If you have important business, please feel free to use the red courtesy phone in the Harmon Building lobby or call our toll free number 1-800-CRU-SADE, and TEACHER will relay your message or aid you in contacting the proper authorities. No prank calls please. We are deeply sorry for any inconvenience our absence may cause. Thank you . . . (click)'

Calling the toll free number or utilizing the red courtesy phone will obtain the following:

'This is TEACHER. Thank you for calling the Crusaders. At the sound of the tone, relate all relevant information. Be advised that you will undergo voice and psycho-inflectional analysis . . . all irrelevant calls will be discontinued. After relating the information; stand by for analysis and response. Do not hang up if response is desired. BLEEP.'

GM's Note: Any prank call, social call, or other unimportant communications will be hung up on as soon as they are detected (applications for membership from new superheroes will be considered to be important). If the player characters cordially introduce themselves and state their purpose, they can therefore expect a reply . . . but will not get one due to Crusher interference. Ten seconds after the player characters finish speaking, TEACHER will hang up. Trying different messages will yield the same result, though any outright lie will signal TEACHER to hang up immediately. The Crushers will be listening in, of course . . .

As the player characters stand around deciding what to do, a van from WCTV (the local television station) drives up to the front door of the Harmon Building. Jessica Anderson, beautiful ace TV reporter, emerges from the van followed by a small camera crew. They proceed to the Crusaders' elevator, passing right by the player characters, though Jessica signals one of her men to ask them to stick around and give a statement; he does so. The crew at the elevator door activate the recording from Manta-Man which the player characters have already heard. Jessica arranges her crew and tapes the following report:

'I'm here in the lobby of the Harmon Building, Ed, and all seems unnaturally peaceful. For the Crusaders are out of town once again, and neither the roar of their mini space shuttle nor the sounds of super-powered conflict have been heard here in Center City for almost a week. But this is not because the city is peaceful; rather, it signals the go-ahead for the most terrifying crimewave ever to sweep this metropolis.

'The Crushers, long-time foes of the Crusaders, prance almost unopposed through our fair community. Already they have assaulted and nearly demolished two businesses dealing in high technology, carting off truckloads of components to an unknown destination for some unguessable purpose. (Note to the GM: delete the names of villains from Part One who have been removed due to any lack of player characters from the following paragraph).

'The police have been unable to stop this band of marauders, said to consist of six known Crushers: the armored FIST, Temper, the brutish Bull, the Shrew, the Vulture, and the Mercury Mercenary.'

'No other Crushers have been seen at these break-ins, but at least four other known Crushers are believed to be on the loose, including the Mocker, their primary mastermind.'

'And the break-ins continue. Detective Victor Broyko of the Center City police force urges calm but admits that without help from the Crusaders or some other superhero group the chances of finally ending this rampage are minimal. Where are you Crusaders? The city needs you. Jessica Anderson, WCTV, at the Crusader Citadel.'

She will then approach the player character group and ask for an interview; the players need not agree to this, but can if they want to; the GM should conduct the interview as Jessica, asking the following questions:

- A. Superhero names and abilities.
- B. Player characters' purpose here at the Citadel.
- C. Do they intend to take on the Crushers?
- D. She will follow up on any comment that seems intriguing. Jessica will be very polite (roll reactions for her to each of the player characters, though) and sees this as a major scoop. Jessica is aware of all the Common Knowledge listed in the GM's introduction (see 1.1) plus the following information:
 - a) The Crusaders went through normal channels to alert the authorities when they left, and there is no indication that their absence is the result of any sort of foul play..

- b) The Crusaders' current assignments are secret.
- c) TEACHER has been known to go on the fritz before, so the phone response malfunction is not all that surprising. The authorities are contacting a Dr. Ernst Patrovich, TEACHER's designer, to see if he can fix the problem.
- d) The businesses which have been hit so far include Newtronics and Bennett Software. Stolen were huge quantities of computer hardware and a few program discs; the authorities are not saying whether or not any pattern or motive is beginning to form.
- e) Detective Broynko is heading the Crusher Crimewave task force.
- f) The other three Crushers thought to be out running around are Marionette, a mind-controlling female midget, Stormlord, a British weather controlling villain, and the Hornet, with technological insect powers.
- Of course, these facts will only come out if the players ask the right questions or if Jessica mentions them in conversation.

The player characters' obvious next move is to contact Detective Broynko and offer their assistance. This is certainly what those around them will be expecting. A phone call to the police or a visit to the local police station will be sufficient to contact Broynko; if the characters begin any activity of this sort, assume that they will find Detective Broynko and arrange a meeting time (the sooner the better in Broynko's opinion).

Roll Broynko's reaction to each of the player characters; the one he likes the best will be treated by him as the group leader, unless otherwise specified by the player characters. Regardless of his personal feelings toward any of them, he will accept help from them all. Broynko simply does not have much choice at this point. The Detective can provide all information known to Jessica plus the following:

A. FIST (short for Flying Infantry Shock Trooper armor, which he has stolen) has Armor with jet boots, life support, and augmented strength, plus a Power Blast device. He has some reputation as a 'Robin Hood' type villain, and other criminals distrust him, though his reputation is mere hype. His real name is Frank Streeter.

B. Mercury Mercenary (or Merc) has Heightened Speed in addition to his modern weapons expertise. He deserves his reputation of being totally ruthless and merciless. His true identity is unknown . . . apparently even to himself!

C. Shiela Brewster is the Shrew, a very tough female boxer. She is reputed to be a drug addict.

D. The Bull is 'Big Bill' Buckford, a psychotic physical juggernaut. He is known to become mindlessly enraged by the sight of the color red. He is a killer.

E. Victor Tuttle, the Vulture, had synthetic avian appendages surgically grafted to his body. He has wings and talons.

F. Temper's identity and actual powers are unknown, but he seems to be able to instill berserk rage in his opponents. Victims of this control later feel emotionally drained.

G. General information on other known Crushers is available upon request. GM: make up characters who are not involved in this adventure, and mix them in among the information on those who are.

H. Dr. Patrovich is arriving in two days.

All the facts listed above can be revealed . . . if the player characters ask the right questions. This should be resolved at the special briefing session which Broynko will organize as soon as he is contacted by the players; this meeting will take place within an hour of contact. There, he will automatically reveal the only remaining place in town where components of the sort being stolen by the Crushers are available is Manning Enterprises, located on the outskirts of Center City. The police have contacted a Mr. J.B. Curtis, head of Manning operations, and have arranged for an ambush to take place there . . . tonight, too, if the Crushers continue to follow the same schedule (GM: they will). Secrecy is of the utmost importance. The police will arrange to keep the news of these new heroes off the air, though at a cost: Jessica Anderson will be at the ambush site for exclusive coverage of the battle. This means that even if the player characters were interviewed, it will not be on the air until after events unfold at Manning Enterprises.

Show the maps of Manning Enterprises to the players. The police will set up three SWAT teams in hidden positions around the building. These men will not move until told to by Detective Broynko, who frankly admits that, not wanting his own men killed, he will probably reserve them for mopping-up duties only. Manning's night shift, including the security guards, will all be removed; the whole operation is up to the player characters. Broynko leaves them the task of setting and springing the ambush however they see fit. It will be a night time operation, with an urgent request from J.B. Curtis that as little property damage as possible be caused. Curtis is rather reluctant about the whole deal; Manning is well known for its technological aid to the

Crusaders, and Mr. Curtis is quite upset that the superheroes available to help them should be only newcomers rather than the Crusaders themselves. With Manta-Man always stalking around here as if he owned the place, it would have been nice of him to aid in protecting it! I'm sure I speak for Mr. Manning, Manning Enterprises' president, as well . . . but he is unfortunately away on vacation and cannot be reached at the moment.'

Ms. Anderson and Mr. Curtis will be posted with one of the three SWAT teams outside the building.

MANNING ENTERPRISES MAP KEY:

GM: Ceilings are a standard ten feet high, though a false plaster-board ceiling is suspended two feet below that, giving an eight foot clearance. All desks have a phone/intercom unit, and all rooms except the washrooms have scanning video cameras.

First Floor

A, Accounting Office: This room contains desks for two accountants plus two extra visitors' chairs, and many filing cabinets full of data. It is tax time, so the desks are covered with files full of loose papers and several of the filing cabinets hang open with their contents nearly spilling out onto the floor.

AC, Accounting Computer Center: On the northern wall stands the large computer console used by the Accounting Department, which ties into the main computer in room CM. Smaller computer terminals occupy spaces near two of the accounting computer desks, and there are six filing cabinets in this room stuffed with very old to very recent accounting printouts. The room is generally in the same state of untidiness as room A, and for the same reasons.

AD, Advertising Department: There are two drafting tables here with a pair of small utility cabinets by each. In the center of the room stands a large art file and a light table. In the southwest corner there are a pair of regular filing cabinets and a desk with a reference computer terminal. In the northwest corner stands another large art file. The art tables and light table still hold partially finished layouts and mechanicals for proposed advertisements.

AO, Advertising Office: The central desk is used by the advertising director, and carries a stack of magazines from which Manning ads have been cut and a scrapbook into which they are being pasted. There is also an ashtray holding the butts of three half-smoked cigars. The filing cabinets at the north end of the room hold more magazines, status report copies, old memos, new and used cigars, management files, and so on in no apparent order. There are four guest chairs in the room, the two plusher ones in the southeast corner being reserved for more important visitors. The other desk in the room is for the advertising director's secretary. Her desk and files are immaculately organized, for she is the true brains behind the ad department.

AR, Archives: The door to this room is locked. Within, carefully catalogued, are reference books, company newsletters, important news clippings, etc. arranged library-style on the six shelves shown in the southern end of the room. In the northwest corner is the card catalog file, while the northeast corner is taken up by a desk for visitors. The other desk in the room is that used by the archivist. Signs explaining archive regulations are prominently displayed.

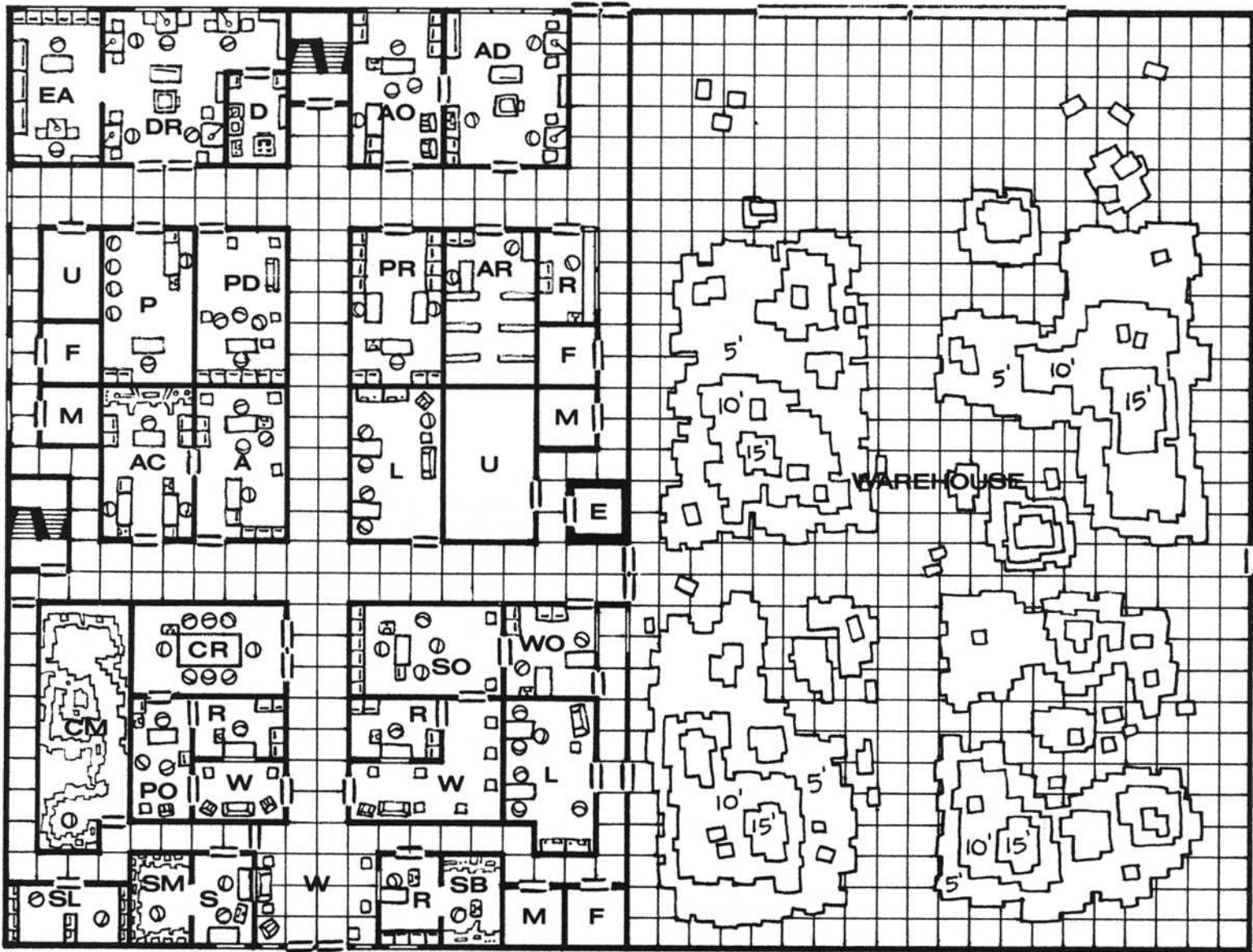
CM, Computer Room: Here is the nerve center of Manning Enterprises. The door is locked. Within is contained a sophisticated, up-to-date computer with phenomenal capabilities, constantly processing the data being sent in from innumerable outside sources. The chair indicated is normally occupied by a computer technician on monitor duty, even during the night shift . . . but, of course, during the ambush, all Manning personnel are absent.

CR, Conference Room: A large meeting table and eight chairs are here, with a general information computer terminal near the chair at the foot of the table. The room is panelled and carpeted, but otherwise vacant and spotless.

D, Darkroom: At the north end of the room (at either side of the darkroom door, which has a red warning light on the outside) stand cabinets of photographic paper and chemicals (some dangerous); the camera itself is near the southeast corner. On the west wall is a sink and developing machine, and on the east wall are shelves of minor equipment plus stacks of negatives and finished photographs. Typical of all darkrooms, the lights in here are red tinted.

DR, Art Department: There are five drafting table setups in here, similar to those in room AD. In the center of the room there is a large art file and light table, and there are shelves of equipment at various points on the walls. Above the door to the darkroom (room D) there is a red warning light which automatically goes on if the red darkroom lights are activated. Projects currently in operation on the tables in this room include photographic touchups, logo design, illustration, and so on.

Scale: 1 square = 5 feet



E, Elevator: This has a standard elevator setup; a call button on the outside with an indicator of the elevator's current location, and buttons on the inside for 1st floor, 2nd floor, Emergency Stop, Hold Door, and Close Door. The door will open for the last fifteen phases of any turn when activated, unless held of closed with a button, and it takes one full turn to change levels/floors. Maximum load is 2000 pounds.

EA, Executive Artist: The northern wall here is lined with files of reports, reference material, and so on in reasonable order. On the west wall are three large art files of finished work. The south wall holds shelves of art equipment. The Executive Artist has two desks, one standard work desk and a drafting table. The room is untidy, but not to extremes.

F, Ladies' Room: A washroom for females. There are three on this level/floor.

L, Lounge: There are two of these on the first floor. The northernmost lounge is in use by regular employees, while the southernmost lounge is frequented by warehouse workers only. The warehouse lounge is the less tidy of the two, but each holds the following: two lunch tables and a sofa (with a few chairs scattered about), a soda machine, a candy machine, and a coffee maker (perched atop the soda machine).

M, Men's Room: A washroom for males. There are three of these on this level/floor.

P, Payroll Office: The payroll supervisor's desk and his two filing cabinets are at the southern end of the room. Along the west wall are four visitors' chairs, and the remaining desk, filing cabinet, and

computer terminal belong to the payroll secretary. Locked in her desk are this week's paychecks.

PD, Personnel Department: Most of this room is taken up by visitors' chairs, coffee tables, and a sofa for informal discussions. There is a desk for the Personnel Director, and filing cabinets full of job descriptions, applications, reports, etc.

PO, Purchasing Office: Here the buyer for Manning Enterprises meets with dealers and salesmen from other companies to make deals. The room is panelled and furnished with three visitors' chairs (one is an easy chair), with two filing cabinets of requisitions, purchase orders, etc., and a computer terminal, plus a desk for the Purchasing Director. There is a small end table with magazines on it at the south end of the room, next to the easy chair.

PR, Public Relations Department: There are desks here for the Public Relations Manager and two co-workers, with twelve filing cabinets full of reference material, poll results, questionnaires, etc, and a computer terminal for the manager.

R, Receptionist: There are four of these rooms, each containing a desk, chair, computer terminal, and filing cabinets of appointment schedules and so on. The southernmost receptionist works the front entrance, the northernmost receptionist watches the back door (and is usually replaced by a security guard during the night shift. . . tonight there is nobody there). The two remaining receptionists double as secretaries for the Purchasing Director and Sales Manager respectively. Each receptionist's window is made of bullet proof glass.

S, Security Headquarters: There are two desks here, the northern-

most of which faces a two-way mirror into the front door waiting room. The other desk is used by the Chief of Security, who has a general data computer terminal on hand as well.

SB, Switchboard: Manning Enterprises' switchboard operator works here, and the mechanisms on the north and south walls are used to transfer, hold, and direct calls to and from this building. There is also a computer terminal here, linking switchboard operations into Manning's central computer (room CM).

SL, Security Locker Room: There are ten lockers here, each containing a security guard uniform, automatic pistol, two clips of 7 bullets each, a billy club, and a walkie-talkie. The locker doors are 1/16 inch thick of steel. The south wall holds two mirrors (one between each set of lockers), and there are two chairs in the room. Each locker has a built-in combination lock.

SM, Security Monitor Station: The north, west and south walls are lined with closed-circuit TV screens, showing all parts of the building. There is a chair for a security guard (not currently posted).

SO, Sales Office: This room contains the Sales Manager's desk and three guest chairs, plus seven filing cabinets filled with sales receipts, catalogs, advertising material, sales projections, etc. There is a computer terminal here plus two planters at the room's eastern end with strange-looking cactus plants growing therein. The room is plushly carpeted and panelled.

U, Utility Room: There are two such rooms on the first floor. The smaller is used by the maintenance crew as a janitorial closet and thus contains a floor polisher and buffer, heavy-duty vacuum, drums of cleaning fluid, extra wastebaskets, etc. The larger of the two utility rooms is reserved for storage, and is lined with shelves holding boxes of pencils, notepads, legal forms, and so on.

W, Waiting Room: There are three waiting rooms on the ground floor. The southernmost is in the main entrance hall, while the purchasing and sales departments each have one waiting room. All contain comfortable furniture for waiting guests, small tables piled with magazines like Modern Programming and Popular Electronics, and planters of small flowering plants. All are tastefully decorated. The main entrance hall also has a large mirror on the west wall, which is in fact a two-way mirror/window from the Security Headquarters (room S).

WAREHOUSE: Shown here are piles of boxes and crates filled with incoming spare parts and outgoing merchandise; the two northern stacks (those nearest to the twin garage doors on the north wall) are the finished units waiting to be shipped out. The clearance in this room is twenty feet, as opposed to the eight foot height for other rooms (no suspended ceiling here); see also the second floor map. There are two electrical one-ton forklifts parked near the garage doors which are being recharged. They have power to operate now, moving a maximum distance of twenty inches per turn.

WO, Warehouse Office: The warehouse supervisor and his secretary have desks here (the supervisor's is at the southern wall). The four filing cabinets have current inventory lists and shipping/receiving schedules. The computer terminal here is used to help compile these records.

Second Floor

B, Budget Director: Along the east and west walls are bookshelves lined with tax references, accounting texts, etc., and a pair of filing cabinets containing cost projections, sales projections, and so on. The Budget Director's desk is faced by three plush visitors' chairs.

C, Chemistry Lab: In the center of the room is a giant chemical processor and packaging machine, with built-in containers of a great variety of raw chemicals. Along the north and west walls are five work tables for Manning chemists, with some experiment set-ups present (though inactive). On the south wall are windows from the viewing corridor, and on the east wall are windows into the environmental chambers (room EC). This room is kept spotless at all times.

CR, Conference Room: Here the Manning bigwigs discuss business. There is a large table with seven chairs, and another chair with a general access computer terminal situated near the head of the table. The room is carpeted and panelled.

D, Decontamination: There are two decontamination set-ups on this level, each consisting of three rooms. The first (southernmost) room is used for changing into laboratory garb, the second, smaller room is an energy sterilizer; special goggles must be worn here (available from racks in the first room) or a character will automatically be blinded temporarily as per Light Control in this room. The third room is filled with a sterilizing vapor (not poisonous) which technicians are obliged to bask in for one full minute before proceeding (the exit doors automatically lock for that period of time). An alarm sounds throughout the building if Decontamination is breached.

E, Elevator: See the description for the first floor.

EC, Environmental Chambers: A corridor leads to access panels at the back of each of these four cubicles; they cannot be opened from the inside. Each is rigged with gravity generators, radiation projectors, and chemical dispensers able to recreate the exact statistics of any known environment. The controls for each are located below their access panels. They are all currently inactive. An alarm sounds throughout the building if any working Environmental Chamber is breached.

EE, Electrical/Electronics Lab: This room is cluttered with computer consoles, built to test the properties of theoretical electrical and electronic circuits. These consoles are also patched through to Manning's central computer. At the east end of the room is a machine for assembling electrical and electronic components, and on the east wall is a window from the viewing corridor.

F, Ladies' Room: A washroom for females. There are two such rooms on this level.

HE, High-Energy Lab: There are three devices here for testing the properties of various energy forms, and a console of remote-controls for the mechanisms in the Radiation Chamber (room R). Shielded windows into room R lie along the west wall, and there are windows from the viewing corridor along the south wall. Sensors continually monitor energy levels in this room, and an alarm sounds throughout the building if safety margins are exceeded. The devices here are not currently active.

L, Lounge: In the south end of this room there is a well-stocked bar. The rest of the room contains four lunch tables with chairs. In the northern corners there are two candy machines. This is the lounge frequented by Manning executives.

M, Men's Room: A washroom for males. There are two such rooms on this floor/level.

MS, Machine Shop: This room holds heavy equipment for designing and forging metal parts. On the eastern wall is an enormous lathe, and near the center of the room stands an automated tool and die machine. In the northwest corner there is a heavy work table. On the west wall is a window from the viewing corridor. The machines in this room are currently inactive.

O, Overseas Operations: Along the east and west walls are bookshelves lined with folders of correspondence from Manning's affiliates and branches in Japan, Peru, and West Germany, as well as a few foreign language texts and other reference books. On the west wall are a pair of filing cabinets of reports. The Overseas Director's desk is faced by three plush visitors' chairs.

P, President: This is Carter Manning's office. On the north, west, and south walls are shelves of books from his personal library, with one whole section devoted to sailing, diving, fishing and other aquatic pastimes. His desk, in the west end of the room, is flanked by a computer terminal and fancy oak cabinet, locked (GM: the cabinet contains a super-alloy [strength 20] strongbox, wherein is hidden a complete extra suit of Manta-Man's equipment plus maintenance gear). Manning's desk is faced by three plush visitors' chairs. In the east end of the room there are twin couches and a coffee table for informal discussions.

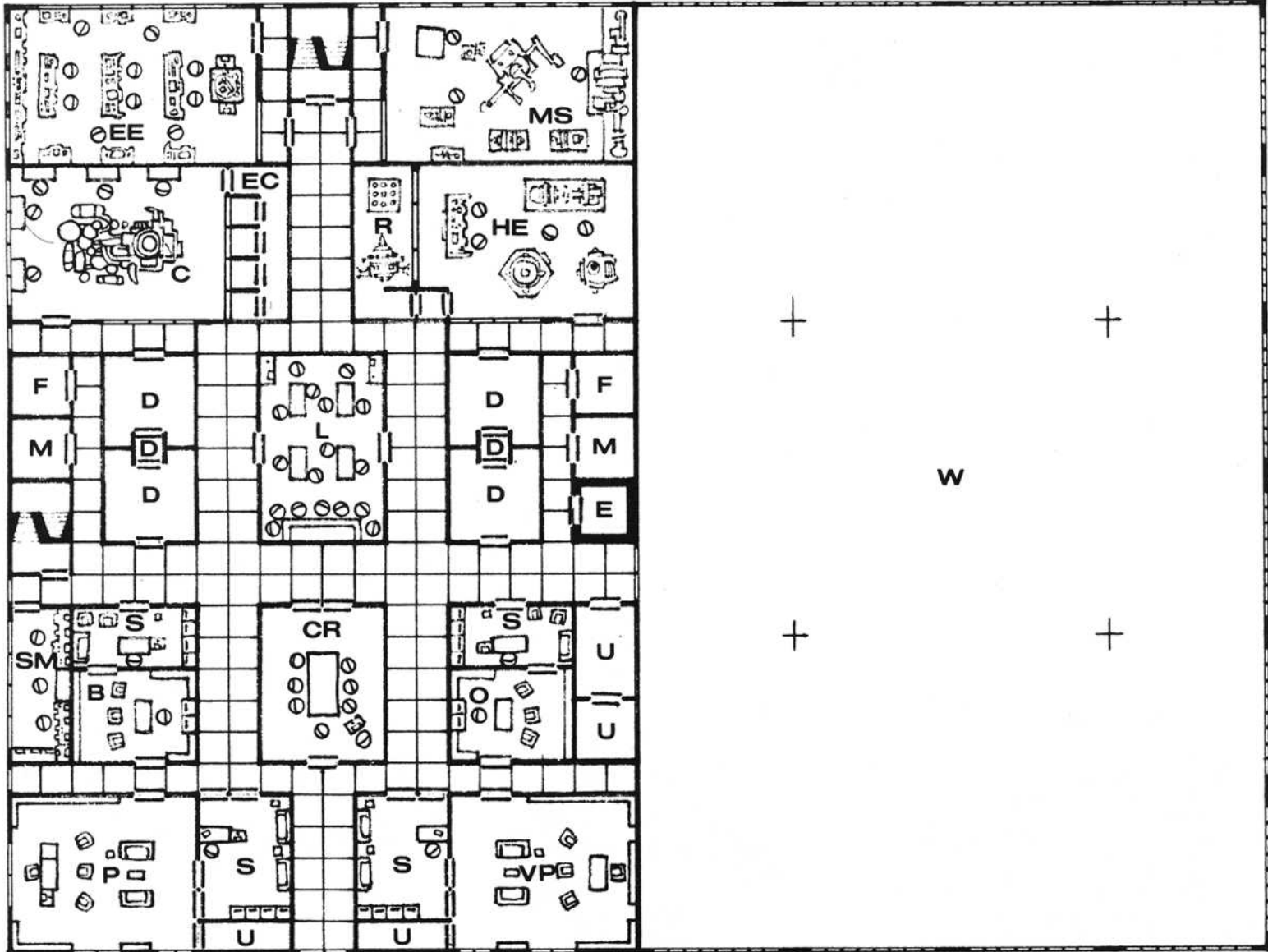
R, Radiation Chamber: The northern end of this chamber holds a micro-reactor, and in the middle of the room sits a multi-wave energy projector. The entryway in the south is shielded by a thick (4 inches) lead wall from the machinery within. There are windows here from the High Energy Lab (room HE), where the Radiation Chamber controls are located.

S, Secretary: There are four secretarial offices on this floor. The two northernmost being occupied by the Budget Secretary and the Overseas Operations Secretary, respectively. The two southernmost secretarial offices are operated by Carter Manning's secretary and J.B. Curtis' secretary. These offices are more lavishly furnished than the northern two, though each generally contains a desk, a computer terminal, filing cabinets, and comfortable seating for visitors, plus a few plants here and there.

SM, Security Monitor: Along the eastern wall of this room are monitor screens for all parts of the building and a desk for the second floor security chief. On the south wall are lockers containing gas masks, fire extinguishers, geiger counters, and other emergency gear. The three chairs here would be occupied by security guards during normal operations.

U, Utility: There are four of these rooms on this floor. The two southernmost are used as closets and storage areas for Manning's president and vice-president respectively. They contain broken furniture, boxes of forms, dust, and so on. Of the other two utility rooms, the larger is used as a storage room and the smaller as a utility closet as described under room U in the first floor room descriptions.

VP, Vice President: This is J.B. Curtis' office, and the door is



locked. On the north, east, and south walls are shelves full of books in no particular order. . . but that is okay because he never reads them. These are all classics collected to impress visitors. Curtis' desk, in the east end of the room, is stacked with management reports and sales figure compilations, and is faced by two plush visitors' chairs. In the west end of the room are twin couches and a coffee table for informal discussions.

W, Warehouse: This entire space is taken up by the upper reaches of the warehouse, reaching down to the first floor.

Manning Enterprises Building Structural Data:

All windows except those used for lab observation on the second floor or where otherwise specified are of glass, one quarter inch thick.

Observation and reception desk windows are of bulletproof glass, three eighths inch thick.

All walls, except those surrounding the four labs and decontamination areas on the second floor are of wood-reinforced plasterboard, six inches thick (structural rating = 3).

Laboratory and Decontamination Chamber walls are of six inch thick steel-reinforced concrete (structural rating = 8).

Exterior walls are eight inches thick of brick and mortar (structural rating = 6).

Laboratory and Decontamination Chamber doors are of glass-like transparent superalloy in a steel and rubber frame (superglass structural rating = 14) and are one inch thick.

The back door and the warehouse doors are of one inch thick steel. All other doors are made of one inch thick hard wood.

Floors and ceilings are of steel-reinforced hardwood, one foot thick (structural rating = 5) except for the floor of the first floor, which is one foot of concrete over dirt/earth.

The players can get answers to most questions about the Manning setup, though, of course, secrets like Manta-Man's costume in Carter Manning's office will not be available to them. They will be presented with sets of keys to all doors in the building except J.B. Curtis' office, and will be instructed on the security systems in the building as well as decontamination procedures. Manning's computer system has secret access codes for each terminal, which will not be revealed, though J.B. Curtis knows them all.

Shortly after the players take their places and settle in to wait for the Crushers, all power and communications lines into Manning Enterprises will be mysteriously cut. Emergency power will only maintain minimal lighting throughout the building and power the storage units of Manning's computer, plus all normal alarm systems will continue to operate. If the player characters have thought to keep in touch with the authorities or one another via radio, such radios will continue to function. Otherwise, they are on their own.

Two minutes after this power cut-off, the Crushers will arrive. Their objectives are the Manning Central Computer and the Electronics lab (rooms CM on the first floor and EE on the second floor). From each of these locations they must take certain components to complete their machine to bypass TEACHER. Each component weighs 200 pounds and requires ten structural points of damage (vs electronics) to break it free from its setting. Crushers too weak to carry these components will be equipped with small handtrucks. Two units must be removed from each of the objective rooms to achieve their goals. The components do not need to be undamaged for the Crushers' purposes; so long as the unit is not totally destroyed it will be fully rebuilt.

The Crushers' approach will be by foot across Manning's rear parking lot (to the north). They will smash through the rear entrance and head for the north stairway, where half of them will head upstairs to room EE and the other half of them will proceed to room CM on the first floor. They will fully expect Manning's normal security staff to be present, and will be suspicious and on their guard if not immediately confronted. When they discover that they are up against superheroes, they will assume that the fellows who showed up at the Citadel that morning are in this group. The GM should allow the Crushers to possess as much initial knowledge of the player characters' abilities as they could reasonably have gleaned from anything they witnessed of the players' activities at the Citadel.

Proceed with the battle.

CRUSHER CRIMEWAVE TEAM

F.I.S.T.

Identity: Frank Streeter

Side: Crushers

Sex: Male

Experience:

Level: 5

Age: 32

Training: Agility

Powers:

1. Armor Device: ADR = 99, 3 abilities:

a) Jetboots: Max. Flight Speed = 90 mph, costs 1 battery charge per hour

b) Life Support System: as Life Support, but PR = 2 per hour or per use as defense

c) Heightened Strength +14

Note that battery holds 100 charges.

2. Power Blast Device: 14 inch range, 1d20 damage, 20 shots per recharge

3. Prejudice: Reaction modifiers recorded below.

Weight: 190 lbs.

Basic Hits: 4

Agility Mod.: —

Strength: 26

Endurance: 13

Agility: 11

Intelligence: 16

Charisma: 16

Reactions from Good: -2

Evil: -2

Hit Mod.: 3.36

Hit Points: 14

Damage Mod.: +1

Heal Rate: 1.2

Accuracy: —

Power: 66

Carrying Cap.: 1794

Basic HTH: 1d10

Movement Rates: 50' ground, 396' air

Det. Hidden: 12%

Det. Danger: 16%

Inventing Points: 8

Inventing: 48%

Origin & Background: Frank Streeter was a self-employed inventor of electronic components; but when Newtronics stole the patent from him for several devices incorporated into their Flying Infantry Shock Troop (or F.I.S.T.) powered armor which they had been developing for the U.S. military, he sabotaged their project, stole the wreckage of the prototype suit, and



secretly rebuilt it himself. Now, as F.I.S.T., he standardly carries out vendetta missions against the U.S. government, the military, and big businesses whenever he feels that their actions are unjust or immoral. The terrorist nature of his activities have not made him a hero of the public, yet most villains he meets distrust his motives. The primary exception is Mocker, who shares FIST's attitude to some degree. Their major ambition is to destroy the current American regime and establish their own social order.

Combat Tactics: FIST prefers aerial battle — against targets on the ground. He will fly just within range of the ground and blast merrily away until engaged in brawling combat or until his energy charges run out. If forced to fight hand-to-hand, he enjoys demonstrating the improvements he made over Newtronics' original

design; he picks up the biggest chunks of matter he can find and hits people with them. FIST checks for morale each time he is hit in combat after his armor's ADR drops below 50, but is a very loyal follower of Mocker (+8 to morale rolls). If he flees, it is as likely for fear of further damage to his suit as for fear of physical harm to himself.

MERCURY MERCENARY

Identity: Unknown

Side: Crushers

Sex: Male

Experience:

Level: 5

Age: 28

Training: Agility

Powers:

1. Heightened Speed: +750" per turn, +25 to initiative rolls

2. Heightened Expertise: All modern military weapons, +4 to hit

3. Heightened Charisma: +22

Weapons Carried:

Knife, +1 to hit, +1d2 damage HTH

Pistol, +3 to hit, 1d8 damage, Range = 84"

Auto. Rifle, +1 to hit per extra bullet, -1

to each bullet's damage per extra bullet

3 Hand Grenades, accurate range = 14"

Weight: 190 lbs.

Basic Hits: 4

Agility Mod. —

Strength: 17

Endurance: 16

Agility: 14

Intelligence: 17

Charisma: 30

Reactions from Good: -5

Evil: +5

Hit Mod.: 3.9

Hit Points: 16

Damage Mod.: +2

Heal Rate: 1.6

Accuracy: +1

Power: 64

Carrying Cap.: 619

Basic HTH: 1d8

Movement Rates: 797 inches/turn ground

Det. Hidden: 12%

Det. Danger: 16%

Inventing Points: 8.5

Inventing: 51%

Origin & Background: 'Merc', as he is called by his closest associates, does not know his own original identity. His memory goes back only as far as a bloody conflict in South America a year or two ago, during which he was apparently struck by a bolt of lightning.* Unsure of which side he was on (his clothing and identification were too badly damaged) he took the uniform of a nearby casualty, donned a makeshift mask, and almost single-handedly won the battle for the side his new uniform represented.

Merc has made no attempt to remember who he really is, and in fact, avoids anything which might possibly remind him. He prefers to be a man without any allegiances, leaving himself open to hire by whoever holds up the most money. This attitude has made him quite a wealthy man.

His current association with the Crushers is due mainly to his hatred of Enforcer. They have been bitter enemies since their first encounter, and so Merc is willing to forego more profitable activities for a chance to help destroy the Crusaders.



Combat Tactics: With a minimum of three actions per turn, the Mercury Mercenary generally uses his first action to evade, simultaneously using a part of his movement to leave the battle until his next action. When he returns it is from a different direction, in an attempt to catch an opponent or two from behind. The automatic rifle he carries is his favorite weapon, but he also enjoys placing grenades near his enemies as he runs by at super-speed. He usually fires three-round bursts with the auto rifle.

* Miraculously surviving this incident, he discovered his amazing new ability to out-run and outmaneuver any normal human being. Any morals or sense of decency he had previously possessed were drowned out by the flood of power in his veins.

TEMPER

Identity: Thomas Perry
Side: Crushers Sex: Male
Experience: Level: 1
Age: 19 Training: Intei.
Powers:

1. Absorption: Automatically absorbs two points of power per level from each Emotion Controlled victim on his first phase of each new turn; no action or Power cost, and the absorbed Power is taken from the Victim and added to Temper's Power score.

2. Emotion Control: 14 inch radius, causes uncontrollable anger in victims. Under the influence of this a character cannot delay his actions and takes out his resentment on the closest available target. PR = 8 per attack. Attacks all targets in the radius.

3. Special Requirement: Requires exposure to chemical gas once each day to maintain his powers. If not, his mental illness symptoms reappear as well.

Weight: 170 lbs.	Basic Hits: 4
Agility Mod.: -	Strength: 14
Endurance: 13	Agility: 12
Intelligence: 14	Charisma: 11
Reactions from Good: -	Evil: -
Hit Mod': 2.4	Hit Points: 10
Damage Mod.: +1	Heal Rate: 1.2
Accuracy: +1	Power: 53
Carrying Cap.: 344	Basic HTH: 1d6
Movement Rate: 39 inches, ground	
Det. Hidden: 10%	Det. Danger: 14%
Inventing Points: 1.4	Inventing: 42%



Origin & Background: Emotionally unstable, Thomas Perry was treated with an experimental drug intended to make him maintain control. It worked, but also caused an unexpected mutant reaction in his body which activated his powers. The effect wore off and the drug was tried again under more controlled conditions - but the result was the same and Perry, realizing that the drug gave him powers, stole the remaining doses in the midst of the experiment and fled. The chief physician on the project soon took his own life while destroying his notes, apparently from grief over his failure . . . actually Temper made him do it, but this is unknown to any but Temper himself.

Battle Tactics: To avoid becoming the target of his victims' hostilities, he uses his Anger ability only when he is able to use it and then run out of the area of effect on the same phase. He almost never fights with his fists; unless absolutely necessary, each phase not spent using Emotion Control will be used evading and moving out of the thick of combat. Mocker and Temper are extremely close friends, and enjoy teaming up to insult their opponents; Temper is an enthusiastic follower, never checks morale. If Mocker says to run, however, Temper will then do so.

VULTURE

Identity: Victor Truttle
Side: Crushers Sex: Male
Experience: Level: 4
Age: 29 Training: Strength
Powers:

1. Avian Powers:
a) Heightened Agility, +11
b) Natural Weaponry: +2 to hit, +4 Damage in HTH combat
c) Wings: PR = 1 per hour, Max. speed is 152 MPH
2. Diminished Senses: ½ normal % to detect danger and hidden objects

Weight: 160 lbs.	Basic Hits: 4
Agility Mod.: -	Strength: 8
Endurance: 9	Agility: 29
Intelligence: 14	Charisma: 16
Reactions from Good: -2	Evil: +2
Hit Mod.: 2.464	Hit Points: 10
Damage Mod.: +3	Healing Rate: 1
Accuracy: +5	Power: 60
Carrying Cap.: 113	Basic HTH: 1d3
Movement Rates: 46" ground, 667" flying	
Det. Hidden: 5%	Det. Danger: 7%
Inventing Points: 5.6	Inventing: 42%



Origin & Background: Victor Truttle was a simple lab technician until a ruthless science foundation tricked him into becoming a volunteer for one of their more heinous experiments. He was put through a series of dangerous and uncomfortable operations which grafted new synthetic parts onto his body, including an operative pair of feathered wings and talons on his hands and feet. They also successfully

altered his physiology to become more birdlike, interfering with his mental state but tripling his reaction speed.

Awakening to this horrible new state of existence, Victor flew off in anguish and has been driven to a life of crime in order to avoid rejoining normal society. He was recently captured by Manta-Man, but escaped from prison just days ago.

Battle Tactics: Vulture's most effective mode of combat consists of dropping non-flying opponents from a great height — but glancing at his carrying capacity will reveal that this tactic is not often used. More commonly, he will utilize his first action each turn to evade, spending the rest of his actions brawling with an opponent — preferably one who flies. Vulture is a dirty fighter; he has to be to compensate for his relative lack of powers. He hates Mocker (Disloyal loyalty rating, always fails his morale rolls) but will not check for morale as long as most of his allies are still present and standing, or as long as his side at least equals his enemies in numbers. If Manta-Man is one of his opponents, he will fight him to the death.



Weight: 120 lbs.	Basic Hits: 3
Agility Mod.: —	Strength: 18
Endurance: 26	Agility: 24
Intelligence: 16	Charisma: 12
Reactions from Good: -1	Evil: +1
Hit Mod.:	Hit Points: 44
Damage Mod.: +4	Heal Rate: 2.1
Accuracy: +4	Power: 84
Carrying Cap.: 506	Basic HTH: 1d8
Movement Rate: 128 inches, ground	
Det. Hidden: 12%	Det. Danger: 16%
Inventing Points: 3.2	Inventing: 48%

Origin & Background: Sheila Brewster was expelled from NAFBA (the North American Female Boxing Association) upon discovery of her dealings with a group of mobsters who had paid her to throw an important bout. Hitting the skids, she managed to employ herself as a thug for a Chicago syndicate leader. . . eventually working her way up to a position of great fear and respect in the underworld. Yet, she remained despondent over her ruined boxing career and has turned to drugs in order to cope. It is likely, though unprovable, that the Shrew is a mutant to some degree, though a large part of her powers are certainly due to intensive daily training.

BULL

Identity: 'Big Bill' Buckford
Side: Crushers Sex: Male
Experience: Level: 3
Age: 29 Training: Agility
Powers:

1. Body Power: Triple original weight
2. Heightened Strength: +25
3. Invulnerability: 10 points
4. Phobia/Psychosis: Enraged by the color red. Attacks any moving red object he sees, until he can no longer see it or until it is so badly damaged that its original color can no longer be discerned. He may ignore red-hued objects less than one cubic foot in size, but that is not to say that he would not take at least one swing out of sheer orneriness.

Weight: 540 lbs.	Basic Hits: 11
Agility Mod.: —	Strength: 39
Endurance: 15	Agility: 6
Intelligence: 6	Charisma: 12
Reactions from Good: -1	Evil: +1
Hit Mod.: 3,402	Hit Points: 38
Damage Mod.: -1	Heal Rate: 4.4
Accuracy: -2	Power: 66
Carrying Cap.: 16,422	Basic HTH: 3d10
Movement Rate: 60 inches ground	
Det. Hidden: 6%	Det. Danger: 11%
Inventing Points: 1.8	Inventing: 18%

Origin & Background: Big Bill Buckford has been mentally unstable since the age of six when it is reported that he bit the head off his pet dog. His personality has not mellowed much since then. He spent the next few years in and out of various criminal and mental institutions; then at the age of eighteen, he nearly murdered his entire family during a trip to the zoo; supposedly one of them quipped that this was just the place for Big Bill to be. When the police arrived, Bill threw an elephant at them.

He was eventually sedated and brought to court where he was found unfit to stand trial and sent to a medium security mental hospital. One day he told his nurse he was going for a walk and he has not returned since.

Bull supposedly hates the color red because he was hit by a red sports car when he was 'small.' Bill was uninjured, but his icecream cone and the car that struck him were both demolished. The doctors tried desperately to re-attach the driver's lungs, but to no avail.

Combat Tactics: Bull never delays his actions and always attacks the closest thing that he hates and can see, generally using the biggest bludgeoning object available. He is too powerful and mindlessly violent to ever worry about morale. If his allies choose to flee, they must goad him into accompanying them with promises of treats and gifts.

THE SHREW

Identity: Sheila Brewster
Side: Crushers Sex: Female
Experience: Level: 2
Age: 21 Training: Endurance
Powers:

1. Speed Bonus: +60 inches per turn
2. Willpower: Variable Usage, PR = 1/turn
 - a) Heightened Endurance +16
 - b) Heightened Agility +12
 - c) Heightened Strength +8
3. Weakness Detection: Determines one weakness and gains a +6 modifier to hit after spending one action within one inch of opponent.
4. Special Requirement: Drug addict, needs a 'fix' every 12 hours or is unable to perform effectively



Combat Tactics: Shrew generally singles out one opponent in any combat, usually another hand-to-hand fighter, and ignores other opponents as much as possible until her chosen target is defeated. Her first objective will be to size up her opponent by use of Weakness Detection. She will then use fancy footwork (evasion) on her first action of each turn, using all remaining actions to jab away with her fists. Whenever possible, she will always run around behind her opponent before attacking, forcing him to spend extra power to remain facing her. She, on the other hand, will always try to keep her back to a wall. Sheila is a loyal follower of Mocker (+2 to morale rolls) but finds illusions of all kinds to be particularly unnerving.

AFTERMATH

Defeated player characters will not be captured; the Crushers are far too concerned with getting their equipment to waste time taking extra hostages.

Any Crushers who escape will secretly work their way back to the Citadel to alert their companions. Captured Crushers will refuse to divulge any information about their plot, and will be completely resistant to psionic attempts to glean the information from them thanks to a powerful mindblock implanted by Marionette.

2. CRUSADER CITADEL

2.1 GM'S INTRODUCTION

The number of villains that the players may have to face in this part of the adventure is variable depending upon the number of villains from Part One who were able to get away. The player characters are up against at least six opponents, plus however many escaped the ambush. If the total number of villains to be faced exceeds the number of players involved, provision is given for some of the captured Crusaders to escape and fight alongside the player characters. One Crusader should escape per Crusher in excess of the number of player characters. These Crusaders must be operated by the GM, and it is his choice as to which of the Crusaders should be so liberated.

If more players are involved than there are villains to fight, each of the villains should have his experience level increased by one per extra player character. Villains escaping from the ambush in Part One should not be given this level bonus.

2.2 THE ADVENTURE CONTINUES

Ernst Patrovich has just delivered his speech, and warns that the Crushers may be able to take over TEACHER within days, even if they failed to get all the parts they wanted from Manning Enterprises. Time is of the essence! TEACHER controls the Citadel's defenses, and has links to many top-security data banks around the world. In the wrong hands, TEACHER is a deadly tool.

At this point, any Crusaders who have escaped arrive at the police headquarters (dripping wet, for it is a dark, stormy morning and raining furiously). They confirm Patrovich's suspicions and meet with the player characters to discuss strategy. They have the following information:

1. The Crushers do not yet control TEACHER, or else the Citadel's own defenses would have prevented their escape.
2. Any Crusaders still in captivity are being held in life-tubes in the Citadel's infirmary, under heavy sedation. Even if they are released, they will be no good for anything for hours, perhaps days.
3. The following six Crushers are definitely at the Citadel:
 - a) The Mocker, an android with sonic abilities, master of ventriloquism and sarcasm. He is the self-appointed leader of the Crushers.
 - b) Marionette, a one foot-tall woman with mind-controlling abilities.
 - c) Hornet, a high-tech villain with an insect motif. He has wings, sonic powers, and multifaceted vision.
 - d) Shocker, a Japanese villain with lightning control and acid blood.
 - e) The Mace, a super-powered thug whose main weapon is an electrified mace/flail. He is a highly skilled assassin.
 - f) Stormlord, a British noble (now disinherited) with weather control and invisibility. He is extremely ruthless.

As usual, these points will only come up if the right questions are asked. The Crusaders will be willing to reveal their own abilities to allies, and will treat the player characters as fellow heroes, not as incompetent newcomers . . . especially their leader. This may be modified somewhat by their reaction rolls . . . check these now for future reference.

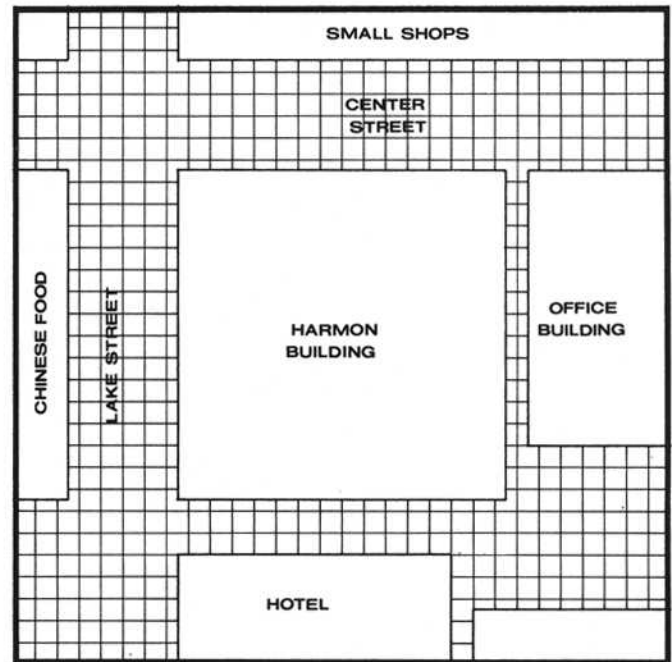
Maps of the Citadel will be produced by the authorities, so show them to the players now. If any Crushers are present, they will be able to provide detailed information. . . otherwise the player characters can obtain room names only, not detailed interior descriptions.

Upon the arrival of Dr. Patrovich, however, he will inform the police and the players that the Crushers could have but one reason to gather the particular equipment they have been collecting — the circumventing of the Crusaders' computer system, TEACHER! The odd behavior of TEACHER and the Crushers' obvious intent can only mean one thing . . . the Crushers have been hiding under the very noses of the player characters all along, within the Crusader Citadel itself.

LOCATIONS & OTHER RELEVANT DATA:

The four stories that make up the Crusader Citadel are the top four floors of the Harmon Building. The building contains thirteen stories of offices. Above those are thirteen stories of condominiums. There is also a two floor basement and underground garage in the building.

Scale: 1 square = 10 feet



CRUSADER CITADEL: MAP KEY

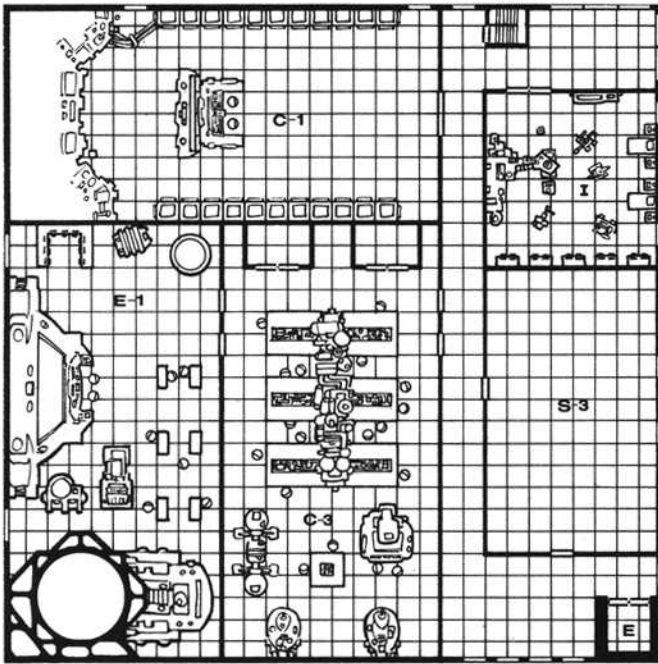
Level One

C-1 Computer Center: All along the western wall is the giant central processing unit of the Crusaders' main computer, storage units line the northern and southern walls.

The center of this room holds an enormously complex computer terminal with a twenty foot television screen for computer displays. This terminal also contains the computer voice (for more information see the section on TEACHER).

E-1 Electronics Lab: Along the north wall (left to right) is a tool storage cabinet, battery recharger and a canister of battery acid. Along the east wall are various workbenches. In the southernmost section of the room is the tubeway to contain and muffle the shuttle exhaust and the emergency generator, which is partially powered by storing expelled heat energy. Five feet in front of this is an ultra-spectral light analyzer and a mold and die machine (for pressing out electronic components). Against the west wall is a micro-viewer which can project enlarged images of an object or call up diagrams from the computer of the headquarters itself or any relevant devices or other inventions of interest, etc.

Scale: 1 square = 5 feet



C-3 Chemistry Lab: On the far north wall there are two cabinets. These contain the more dangerous chemicals (acids, highly poisonous substances, corrosives, adhesives, etc.). In the center of the room are six tables, all with various chemicals interconnected by tubes and hoses, demonstrating numerous experiments in progress. In the south part of the room are a radiation cylinder, another chemical work table, and an electron microscope. Against the southern wall are lightray generators (IR, UV, and others).

I Infirmary: Along the eastern wall are two beds with cabinets of life support equipment. There is another bed near the center of the room with another cabinet next to it. Over this bed, connecting to the western wall, is a medical sensor capable of diagnosing and recommending treatments and prescriptions. Along the southern wall are two cabinets containing assorted medical and first-aid equipment. On the north wall is a visual display showing the life signs of all patients. The floor is dotted with various pieces of large automated medical and surgical equipment.

Also in this room are the bodies of any still-captive Crusaders, in table-sized plexiglass tubes (½ inch thick, SR = 3) filled with a mind-numbing vapor. One roll to wake up is allowed per hour after release, without any chance of being awakened by friends.

S-3 Storage Area: Usually empty.

Level Two

R Recreation Room: The walls of this room are lined with bookshelves. There is a coffee table and comfortable chair in the northernmost section of the room. In the center of the room, along the west wall is a television set, a table and a sofa. Along the southern wall is a table with a reading lamp with a chair on either side. In the eastern section of the room is a circular table and chairs (where the Crusaders play poker on their days off).

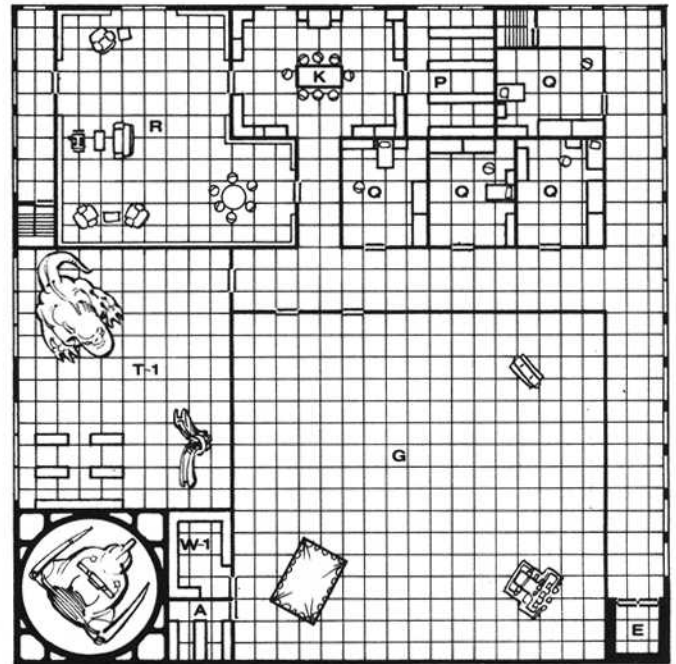
K Kitchen: Complete with a refrigerator, stove, oven, dishwasher, trash compacter, microwave oven, food processor, and coffee machine that makes terrible coffee!

P Pantry: The shelves are as shown and are filled with assorted canned goods.

Q Quarters: For Crusaders working overtime with no time to go home in their secret identities. Each room has a bed, a chest of drawers, a night table, cabinets, and a small chair.

T-1 Trophy Room: In the north-west corner is a stuffed dinosaur (from a trip back in time). In the south-east corner is a steel girder twisted into a knot by Magnet-Man (whom they captured). In the south west corner is a display case filled with captured weapons and equipment returned (as replicas) to them by the government. The walls are covered with plaques and medals and other awards given to the Crusaders or to any of the members of that acclaimed body.

G Gymnasium: The walls and floor are padded. In the north-east corner is a horse (gymnastic, not mammalian). In the south-west corner is a trampoline and a weight set occupies the south east corner.



W-1 Weapons Storage: This room contains shelves along the walls which are filled with spare parts and tools for repairing Manta-Man's devices, Enforcer's gun, and they hold a pistol, rifle, shotgun, energy pistol, energy rifle, and automatic weapons.

A Ammunition Room: This room contains ammo for the weapons stored in the Weapons Storage room.

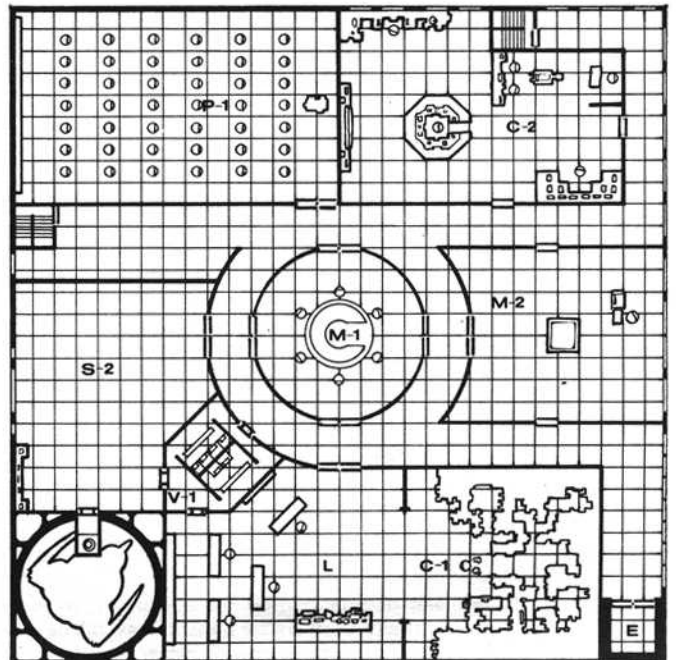
Level Three

M-1 Meeting Room: There are a table and chairs as shown in the diagram.

M-2 Map Room: Map display table fills the center of the room. Maps are stored in drawers in this table. The walls are covered with boards designed for mounting maps. There is also a weather map printer, and a video graphics printer.

P-1 Projection Room: There is a screen on the western wall and complete projection equipment on the eastern end of the room.

S-2 Shuttle Ready Room: On the western wall is the shuttle systems indicator. To the south is the air-lock leading into the shuttlecraft itself.



V-1 Vacuum Suit Locker Room: Lockers here contain six vacuum suits.

L Launch Control Room: There are various control consoles to monitor shuttle take-offs and flight in the atmosphere.

C-1 Launch Computer Room: This computer calculates the shuttle's course and programs it into the shuttle's own computer. This computer is also consulted should the shuttle be launched in a remote control mode.

C-2 Communications Room: In the northernmost section of the room is a short wave radio as well as a mini-tracking station. Near the north-east corner is a small television broadcasting station. On the west wall is a viewscreen for two-way communication. The south-east corner of the room holds the security monitor for the Citadel with a video display of every room (except for the private quarters). In the center of the room is the Emergency Communications Console, which, if activated, sends out an alarm to the authorities and many other local superheroes and friends of the Crusaders.

Level Four

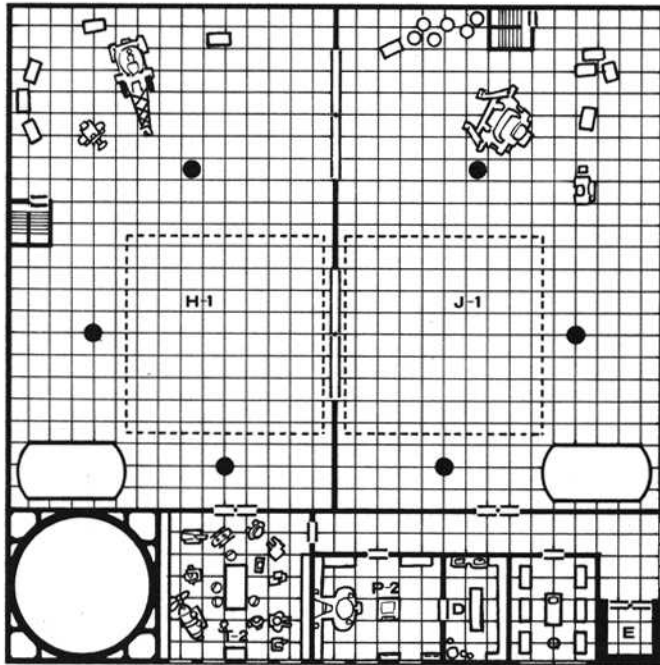
H-1 Hovercraft Hanger and Repair Shop: The indented lines on the diagram show the location of the elevator and hinged roof doors. The northern half of the room is filled with tools and equipment necessary to effect repairs.

J-1 Jet Chopper Hanger and Repair Shop: See H-1.

T-2 Workshop: This is where the Crusaders work on their inventions on benches along the east and west walls and on the work table in the center of the room. Against the south wall is a tool chest. Various tools and half-built projects (and spare parts) dot the room.

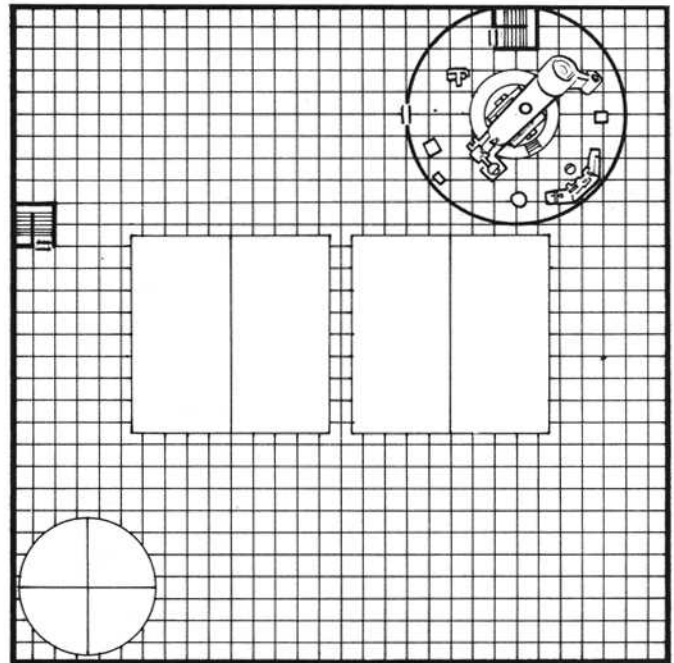
P-2 Photo Analysis Lab: In the western half of the room is a micro-viewer with shelves of photographic developing fluids along the north wall. There is a light table in the center of the room and photo files along the southern wall.

D Darkroom: There is a sink along the north wall and cannisters of developing fluid in the south-west corner. The table in the center of the room has bins of fluid on it and the counters hold newly developed pictures.



Level Five (Roof)

O Observatory: The observatory is equipped with a telescope and miniaturized radio-telescope.



CITADEL STRUCTURAL DATA:

The Citadel's exterior walls are of decorative steel, eight inches thick. All interior walls are of hardwood-reinforced plasterboard, six inches thick with a Structural Rating of 3.

Floors and ceilings are of steel-reinforced concrete, twelve inches thick with a Structural Rating of 8. The ceiling vehicle hatches are made of one half inch thick steel.

All windows are plexiglass (plastic) and are one inch thick.

The elevator doors are made of one inch thick steel, as are the large vehicle access doorways (garage doors) on the fourth level, and the air-lock hatches into the mini-space shuttle.

All other doors are one inch thick hardwood.

The walls of the shuttle launch tube are one inch thick titanium.

SHUTTLECRAFT, HOVERCRAFT, & JET HELICOPTER

Shuttle: Weight: 50,000 lbs. 1000 Structural Points (250 Structural Points to render inoperable). Maximum speed in atmosphere is 12,000 mph. Maximum speed outside of atmosphere is 96,000 mph with acceleration at 12,000 mph. It carries 8 passengers and 7000 lbs. of cargo. The Miniature Laser Turret has a range of forty inches and does 2d8 damage.

Hovercraft: Weight is 3000 lbs. 60 Structural Points (15 structural points of damage are required to render it inoperable). Maximum speed is 300 mph. It carries six passengers and 500 lbs. of cargo.

Jet Helicopter: Weight is 10,000 lbs. It has 200 Structural Points (50 points of damage to render it inoperable). Maximum speed is 1000 mph. It carries eight passengers and 1000 lbs. of cargo.

THE CRUSADERS

EVERGREEN

Identity: Unknown

Side: Crusaders

Experience:

Age: 19

Powers:

1. Plant Powers:

a) Heightened Endurance +13

b) Natural Weaponry: +3 to hit, +6 damage in HTH combat

c) Regeneration: Max. 1 action per turn, unable to restore damage lost to heat/flame

d) Poison: On a HTH hit, the victim must roll to Detect Danger or begin to see terrifying hallucinations. One additional roll can be made each between-turns phase. Twenty-nine doses per day.

2. Plant Control: Can animate and control 11 hit points worth of vegetation, within verbal command range. One action is required per turn to command. PR = 0.

Weight: 130 lbs.

Agility Mod.: -

Endurance: 29

Intelligence: 13

Reactions from Good: +2

Hit Mod.: 3.6652

Damage Mod.: -

Accuracy: -2

Carrying Cap.: 455

Movement Rate: 53 inches, ground

Det. Hidden: 10%

Inventing Points: 6.5

Basic Hits: 3

Strength: 16

Agility: 8

Charisma: 15

Evil: -2

Hit Points: 11

Heal Rate: 2.4

Power: 66

Basic HTH: 1d6

Det. Danger: 14%

Inventing: 39%



Origin & Background: She knows not from where she came, she only knows that her spirit is as old as all the forests there have been since life began.

She knows not why she was summoned, she knows only that she must protect the Earth from those who would abuse her.

She is of the old days, when the Earth was not ruled only by men, but by the elves and dwarves and goblins as well.

Spirit of the Water remember!

Spirit of the Earth remember!

Combat Tactics: Evergreen's primary objective during any fight within the Citadel will be to reach her own room on the Citadel's fourth level, where she can obtain

plants to control. If this is not possible, she will do her best to inject venom into as many opponents as possible and allow her teammates to finish them off.

She is aware of Shocker's feelings for her, and to some degree reciprocates them . . . but then, she has still got a job to do and she will do her duty.

ENFORCER

Identity: Eric Forrest

Side: Crusaders

Experience:

Age: 27

Powers:

1. Force Field: Range = 28 inches. PR = 1 per attack.

2. Heightened Expertise: +4 to hit with pistol only

3. Special Weapon: Pistol, superbly crafted, +4 to hit, +1d8 damage, 78 inch range.

a) Mercy bullets: ½ damage inflicted, save vs. E on 1d20 or paralysis as well.

b) Explosive bullets: 1d20 damage. 1 inch blast radius.

c) Flare bullets: Double damage, also create a 10 inch radius blinding glare as per Light Control.

Six bullets of each variety (including ordinary bullets) are carried with a silencer.

Weight: 170 lbs.

Agility Mod.: -

Endurance: 14

Intelligence: 17

Reactions from Good: -2

Hit Mod.: 3.0576

Damage Mod.: +2

Accuracy: +1

Carrying Cap.: 406

Movement Rate: 42 inches, ground

Det. Hidden: 12%

Inventing Points: 6.8

Basic Hits: 4

Strength: 15

Agility: 13

Charisma: 8

Evil: +2

Hit Points: 13

Heal Rate: 1.2

Power: 59

Basic HTH: 1d6

Det. Danger: 16%

Inventing: 51%

Origin & Background: Eric Forrest worked for 'the Company'. He was what is known as a Free-Stationed Representative. Whenever the 'company' had any trouble, anywhere in the world, they would send a man like Eric Forrest to straighten it out. He had



even the Company's permission to do anything necessary to put an end to the trouble. Eric Forrest liked his work and was very good at it.

He was a secret agent in good standing.

One job the 'company' gave him was guarding an important scientist, one Doctor Freidrich from some members of another organization who considered the good Doctor to be a problem. This would be Eric Forrest's last job.

Dr. Freidrich was working on a formula to develop a human being's mental force as a way to protect him and make him invulnerable. The formula really did work, but unfortunately, that made the 'company' think that Dr. Freidrich and his formula were both too dangerous to be allowed to remain extant.

Disobeying orders, Eric Forrest tried to protect the Doctor anyway and Dr. Freidrich gave him the only dose of the formula. Despite the formula and Eric's efforts, the Doctor was eventually killed.

Eric Forrest resigned from the 'company'. He did not need to work for them to solve problems as he is extremely good at his work.

Combat Tactics: Enforcer's tactics consist of using force fields to cut off his enemies' escape paths and the firing flare bullets to blind them. Any still in fighting condition he pommels with explosive bullets (for dangerous enemies) and mercy bullets (for small fry).

If the Mercury Mercenary shows up, Eric will concentrate his efforts on him.

DREAMWEAVER

Identity: Donna Weston

Side: Crusaders

Experience:

Age: 21

Powers:

1. Illusions: Visual and Audible components only. PR = 2 per illusion created. Requires one action per turn to maintain (with +2 Power cost each maintenance phase). Alterations cost movement only. Non-players save vs Intelligence on 1d100 per slue to determine that the illusion is not real.

2. Invisibility: PR = 1 per hour, base +1 to hit/-1 to be hit, cumulative per turn left undiscovered.

3. Telekinesis: TK-capacity - 390 lbs., TK defense costs PR1 to set up and per attack repulsed, with one action to establish; range = 39 inches. TK blast damage = 1d6, PR = 1 per attack or per turn, attacks as HTH.

Weight: 120 lbs.

Agility Mod.: +2

Endurance: 15

Intelligence: 16

Reactions from Good: +2

Hit Mod.: 3.3696

Damage Mod.: +2

Accuracy: +1

Carrying Cap.: 222

Movement Rate: 41 inches, ground

Det. Hidden: 12%

Inventing Points: 4.8

Basic Hits: 3

Strength: 13

Agility: 13

Charisma: 16

Evil: -2

Hit Points: 11

Heal Rate: 1.2

Power: 57

Basic HTH: 1d4

Det. Danger: 16%

Inventing: 48%



Origin & Background: Donna Weston was a college student participating in deep sleep research experiments as a volunteer when she was propelled into the dream dimension and the electronic monitoring equipment had a mysterious power surge.

Lost, she aroused the anger of her own dreams and was attacked by them. By remaining passive she was able to absorb the dream energy into herself. When she was awakened by the technicians, she soon discovered herself to be changed. She had the ability to become unseen and to move objects about with only thought. Her mind could create images of dream impressions or practically anything else at will.

Using her ability to save her best friend when she was attacked by a mugger, she realized that her powers should not be exploited and should be used to help all other people.

She became Dreamweaver, keeping her real identity secret and hidden. Only she and psychology student Lynda Turner know who Dreamweaver really is.

Combat Tactics: Dreamweaver's favorite trick is to move invisibly among her opponents, creating minor illusions here and there to create confusion, and to use her Telekinesis to knock over this, undo that, and so on.

MANTA-MAN

Identity: Carter Manning
Side: Crusaders Sex: Male
Experience: Level: 6
Age: 30 Training: Agility

- Powers:
1. Wings Device: Maximum speed = 18 mph, 16 hours of flight per recharge.
 2. Water Breathing Device: Water oxygenator, 20 hours of use per recharge.
 3. Paralysis Ray Device: 30 inch range, 18 shots per recharge, victims fall unconscious
 4. Lightning Control Device: 30 inch range, 2d8 damage, 21 shots per recharge. One action required to activate as a defense with no cost in charges.

Weight: 180 lbs. Basic Hits: 4
Agility Mod.: — Strength: 16
Endurance: 12 Agility: 14
Intelligence: 26 Charisma: 18
Reactions from Good: +3 Evil: -3
Hit Mod.: 3.822 Hit Points: 16
Damage Mod.: +3 Heal Rate: 1.2
Accuracy: +1 Power: 68
Carrying Cap.: 477 Basic HTH: 1d6
Movement Rates: 42" ground, 80" flying
Det. Hidden: 18% Det. Danger: 22%
Inventing Points: 15.6 Inventing: 78%

Origin & Background: Carter Manning, a marine biologist and mechanical engineer, was vacationing with his wife on their private yacht when they found themselves under attack by 20th century pirates. Hopelessly outnumbered and outgunned, Manning's wife was killed and he was tossed overboard to the sharks. The pirates used his boat for a multi-million dollar drug run and then abandoned it. Miraculously, Manning did not die. Due to an amazing stroke of luck, he was rescued and returned home with the aid of the authorities, who warned him not to interfere.

Manning had other ideas and immediately began design of the tools of his vengeance. He built a miniature aqualung with a perpetual air supply, a cloak which folds out into an airfoil enabling him to float on air, and a super powerful electrical storage battery with a generator of 'Manta Rays' which paralyze their victims.

When the same pirates attempted to storm yet another ship, Manning (now Manta-Man) intervened and rounded up these criminals with little difficulty.

Having gained his revenge, Manning decided that he would now dedicate his life to the cause of justice.



Combat Tactics: Manta-Man provides the air cover for the Crusaders, overseeing the battle in general and organizing his teammates. He favors his Lightning Device over his Paralysis Rays in combat. His first move is always to set up an electrical defense around himself.

BLIZZARD

Identity: Robert Ballard
Side: Crusaders Sex: Male
Experience: Level: 1
Age: 19 Training: Endurance
Powers:

1. Ice Powers: 6 inch range, 1d12 damage, PR = 5 per attack
2. Vibratory Powers: 26 inch range, 2d8 damage, 32% chance to destroy devices on a special attack to do so. PR = 5 per attack. 1 action to set up defense, PR = 2 to pass through solids with 1 inch movement cost per point of structural rating per inch.

Weight: 190 lbs. Basic Hits: 4
Agility Mod.: — Strength: 16
Endurance: 14 Agility: 13
Intelligence: 16 Charisma: 15
Reactions from Good: +2 Evil: -2
Hit. Mod.: 3.0576 Hit Points: 13
Damage Mod.: +2 Heal Rate: 1.2
Accuracy: +1 Power: 59
Carrying Cap.: 523 Basic HTH: 1d8
Movement Rate: 43 inches, ground
Det. Hidden: 12% Det. Danger: 16%
Inventing Points: 1.6 Inventing: 48%



Origin & Background: Inspired by the comic book heroes of his childhood, Bobby Ballard decided to use his newly discovered mutant abilities for the cause of justice and joined the Crusaders.

Combat Tactics: Blizzard favors his Ice abilities, using Vibration only if a long-range attack is needed or to destroy devices and pass through solids. He likes to lay down ice on the floors and then send out vibratory waves to knock everyone down.

LASERFIRE

Identity: Larry Fredricks
Side: Crusaders Sex: Male
Experience: Level: 2
Age: 17 Training: Agility
Powers:

1. Flame Power: PR = 3 to activate, PR = 3 per attack, PR = 1 per hour of flight. 24 inch range doing 1d12 damage
2. Light Control: 24 inch range, 2d8 damage with PR = 1 per attack. Blinding flash radius = 24 inches for special Light attack to blind each character within the radius. One action to activate Light defense, PR = 1 per between-turns thereafter.



Weight: 150 lbs.	Basic Hits: 3
Agility Mod.: -	Strength: 12
Endurance: 12	Agility: 12
Intelligence: 13	Charisma: 17
Reactions from Good: +2	Evil: -2
Hit Mod.: 2.4024	Hit Points: 8
Damage Mod.: +1	Heal Rate: .9
Accuracy: +1	Power: 49
Carrying Cap.: 220	Basic HTH: 1d4
Movement Rate: 36 inches, ground	
Det. Hidden: 10%	Det. Danger: 14%
Inventing Points: 2.6	Inventing: 39%

Origin & Background: High school student Larry Fredricks was returning home from a basketball game one night when he saw a UFO! Getting a closer look, he saw what appeared to be an oval shaped metallic ship floating over Potter's Field. As he watched, it began giving off a brilliant light.

Gathering his courage, Larry stepped forward to give a friendly greeting to the visitors on behalf of the human race.

Perhaps the alien crew on board had orders not to allow anyone to spot them, or maybe the simple appearance of a human was enough to startle them. In either case, the ship roared off in a blazing spectacle of light.

This light hit Larry and as the glow intensified, he watched himself burst into flames. In fear and panic he ran across the field to throw himself into a stream. Though his clothing had been severely burned and he had been on fire, he had suffered no damage from the experience.

In time he had almost fully explored his new heat/light related powers.

In school, Larry Fredricks was not an academic success. He was no sports hero, but as Laserfire he could be important. He could stand for something. And why not?

Combat Tactics: Laserfire's first move is to 'flame on', then he flies through the battle firing light beams . . . saving his Flame attack for setting fires and other special effects.

THE PLANNING SESSION:

If the escaped Crusaders include Manta-Man, he will take an equal part with the player character leader in planning the assault on the Citadel. However, he is interested in what the player characters can do so he will basically allow them to have their way as far as planning is concerned. If the question of damage to the Citadel itself comes up, he will say 'Don't worry about it.' However, he will object to any plan involving damage to private property or danger to pedestrians.

Any other escaped Crusaders will follow the player character leader's directions (unless Manta-Man is present), giving their own opinion only if asked or if they feel it is absolutely necessary.

The operation must take place within two days, or the army will be sent in to demolish the Harmon Building. It may take place at any time of day or night, players' option, but the thunderstorm is going to be around for at least three days according to the weather reports.

Getting into the Citadel will require smashing through things, as all entrances are locked and even escaped Crusaders cannot open them without force.

CRUSHER CITADEL GARRISON

MOCKER

Identity: Android Mk. R
 Side: Crushers Sex: (Male)
 Experience: Level: 6
 Age: 6 (appears adult) Training: Strength Powers:

1. Android Body: +13 Endurance
 Body Power as per invulnerability, 4 points
 45% human appearance
 Interior mechanisms heal the first 5 points of damage taken (19%)
 2. Sonic Abilities: 28 inch range, inflicts 1d12 damage. 14% chance of destroying non-living objects on a special roll to hit to do so. PR = 1 per shot.

Weight: 190 lbs.	Basic Hits: 4
Agility Mod.: -	Strength: 14
Endurance: 23	Agility: 12
Intelligence: 19	Charisma: 18
Reactions from Good: -3	Evil: +3
Hit Mod.: 5.2728	Hit Points: 22
Damage Mod.: +2	Heal Rate: 2.4
Accuracy: +1	Power: 68
Carrying Cap.: 480	Basic HTH: 1d6
Movement Rate: 49 inches, ground	
Det. Hidden: 14%	Det. Danger: 18%
Inventing Points: 11.4	Inventing: 57%



THE ATTACK:

Needless to say, by now the Crushers know that something is up and will be on their guard. Mocker and the Mace will be in Computer Central (room C-1 on the first level), working on the computer control device. Stormlord will be flying around up among the stormclouds, providing aerial surveillance. The elevator is currently located down at the Harmon Building lobby, and Hornet is stationed in the elevator shaft to guard that approach to the Citadel. Shocker has electrically plugged himself into the Citadel's basic security sensor setup (detects broken walls, windows, views through video cameras in every room except for the bedrooms, etc.) and is monitoring those functions. He is sitting in room C-2 on Level Three (the communications room), apparently meditating at the security monitor console. Marionette is up on the fourth level watching rooms H-1 and J-1 for an attack from the roof.

The GM should post any leftover villains at various points throughout the building, performing activities appropriate for their personalities and abilities.

Each Crusher has a radio communicator, and will alert his/her allies of any activity.

Proceed with the battle!

Origin & Background: Android Mark R was constructed in secret by a band of disgruntled research technicians from various corporations (including Newtronics, Program Engineering and Manning Enterprises), utilizing parts and equipment they had stolen from their employers. Their intent was to modify and adapt the stolen parts sufficiently to avoid any patent violations, while creating the prototype for a line of servant and assembly-line androids. Most of the technicians were certain that they would all go to jail if they tried to market the android with its stolen parts, however, and so even though Mark R was completed and functioned better than they had dreamed (though with an unforeseen degree of self-awareness and a rather crude sense of humor) the decision was reached to dismantle the android and cancel the project. 'Mocker' (as he immediately renamed himself) would not stand for that and destroyed

the lab, killing all of his creators. He then began to break into the warehouses of the corporations from whose parts he was constructed so that he would be able to make repairs on himself; on one of these forays he encountered FIST and they have been a team ever since.

Combat Tactics: Mocker, as his name implies, enjoys taunting his opponents in combat. He is able to produce a wide variety of rude noises and sound effects with his Sonics device, and will do so whenever possible to irritate and confuse his enemies. He has gained some skill as a ventriloquist as well, so usually the sounds and comments he produces cannot be traced back to him directly; they seem to come from thin air. The rest of the Crushers are aware of Mocker's ability, as are all of the Crusaders; yet even so, in the heat of battle they will not automatically know whether what they hear is real or not. Treat this as an illusion with an audible component only. PR = 1, with one action per turn to maintain the illusion (spend one point of power per turn to maintain it as well). He may use sonics in conversation with no PR cost, but if so, then the ventriloquist effect does not apply. Mocker is paranoidly touchy concerning comments about his face; he wears a hood to hide it as best as possible, but has yet to find a way to alter it himself without disrupting his normal functions. He once was befriended by a toymaker who built him a new head resembling a Jack-O'Lantern and presented it to him as a gift. Mocker killed him.

He views himself as the Crushers' leader, though his teammates are seldom organized enough to accept any form of leadership.

HORNET

Identity: Henry Barnet

Side: Crushers Sex: Male

Experience: Level: 2

Age: 20 Training: Endurance

Powers:

1. Flight Device: Maximum speed is 100 mph, 10 hours of flight per recharge.

2. Vibratory Powers Device: 22 inch range, does 2d8 damage, 20% chance to destroy a device on a special attack to do so, 16 shots per recharge. It takes one action to set as a defense and it costs ½ charge to pass thru solids.

3. Cybernetics: Multi-prismatic replacement eyes, no minus to attack to the side, no bonus to be hit from the side, +2 to hit in all attacks, +5% to Detect Hidden and +7% to Detect Danger.

Weight: 160 lbs.	Basic Hits: 4
Agility Mod.: -	Strength: 16
Endurance: 14	Agility: 18
Intelligence: 12	Charisma: 15
Reactions from Good: -2	Evil: +2
Hit Mod.: 4.0964	Hit Points: 17
Damage Mod.: +2	Heal Rate: 1.2
Accuracy: +3	Power: 60
Carrying Cap.: 440	Basic HTH: 1d6
Movement Rates: 48" ground, 440" flying	
Det. Hidden: 15%	Det. Danger: 21%
Inventing Points: 2.4	Inventing: 36%

Origin & Background: Henry Barnet was a down on his luck small time hood who was blinded in an explosion attempting to open up a grocery store safe.



He was then approached by an unknown organization who replaced his useless eyes with the experimental cybernetic eyes. They also trained him in the use of his devices. The one condition they set was that when Barnet was given an order by them, he had to obey it, no matter what or he would again lose his sight. This condition has, at times, brought him against the Crusaders.

Combat Tactics: Hornet's tactics are rather straightforward; he flies above his enemies, out of brawling range, and fires down his Vibro-blasts. His intense fear of losing his sight again requires him to check morale whenever threatened in that way (attacks to the head, light bursts, etc.). His first action will be to activate his vibratory defense.

SHOCKER

Identity: Johnny Shakura

Side: Crushers Sex: Male

Experience: Level: 3

Age: 22 Training: Strength

Powers:

1. Lightning Control: 28 inch range, 2d8 damage, PR = 4 per attack. One action to start electrical defense but no cost thereafter. PR = 4 to attempt to control electrical devices, requiring a special attack plus an Intelligence save on 1d20 to control plus an Agility save on 1d20 for each attempted manipulation.

2. Chemical Power: Acid blood, 22 inch range with PR = 8 per attack doing 2d8 damage. Also sprays whenever he takes Hit Point damage; roll to hit each character in a 45° arc, up to two inches away at no cost in actions, movement, or Power. He is permanently changed.

Weight: 190 lbs.	Basic Hits: 4
Agility Mod.: -	Strength: 11
Endurance: 14	Agility: 10
Intelligence: 13	Charisma: 12
Reactions from Good: -1	Evil: +1
Hit Mod.: 1.54	Hit Points: 7
Damage Mod.: -	Heal Rate: 1.2
Accuracy: -	Power: 48
Carrying Cap.: 260	Basic HTH: 1d6
Movement Rate: 35 inches, ground	
Det. Hidden: 10%	Det. Danger: 14%
Inventing Points: 3.9	Inventing: 39%

Origin & Background: John Shakura is a half-Japanese, half-American who was living in Japan and working in a chemical plant when he was accidentally thrown into a vat of battery acid. The accident raised the electrical level of his body and caused his blood to become highly acidic.

At first he was unsure of how to use his powers, but he was persuaded by the criminal element to use his abilities to his own (and their) advantage.

Shocker is madly in love with Evergreen and though he may fight her, he will not cooperate in anything that will seriously harm her.



Combat Tactics: Shocker almost never sprays acid on purpose, preferring to stick to more conventional lightning attacks. He will activate his electrical defense and then start in with lightning bolts. He must check morale if he sees Evergreen endangered, and on a failure he must go to her aid . . . whatever the cost!

THE MACE

Identity: Theodore McIntyre

Side: Crushers Sex: Male

Experience: Level: 6

Age: 25 Training: Intel.

Powers:

1. Special Weapon: (spiked mace) total +4 to hit, +1d12 +2 damage HTH. Retractable chain reaches to a maximum 7 inch range. Electrified, the mace allows subsequent lightning type attacks on any hit for an additional 2d8 damage. 12 electrical shocks per recharge.

2. Heightened Defense Device: -4 to be hit, only when Mace is conscious and mobile

3. Heightened Expertise: +4 additional to hit with his special weapon only.

4. Heightened Senses (smell): Tracks by scent 12 inches upwind, 18 inches normally, or 60 inches downwind.

5. Poison/Venom Device: Mace Spray, six inch range, chemical attack for temporary blindness, 3 shots per recharge.



Weight: 180 lbs. Basic Hits: 4
 Agility Mod.: — Strength: 15
 Endurance: 13 Agility: 12
 Intelligence: 11 Charisma: 14
 Reactions from Good: -3 Evil: +3
 Hit Mod.: 2.548 Hit Points: 11
 Damage Mod.: +1 Heal Rate: 1.2
 Accuracy: +1 Power: 51
 Carrying Cap.: 421 Basic HTH: 1d6
 Movement Rate: 40 inches, ground
 Det. Hidden: 8% Det. Danger: 12%
 Inventing Points: 6.6 Inventing: 33%

Origin & Background: Theodore McIntyre was serving time in prison for assault with a club and theft of his victim's wallet. It was in prison that he realized how much he enjoyed hitting people.

He also worked in the prison machine shop (between fights) and fashioned his first mace weapon there. Using this mace to knock out one of the guards, he made good his escape, dropping his McIntyre identity forever.

Since then he has made vast improvements over his original model mace and is now quite a weapons expert.

Combat Tactics: Mace likes hitting people, particularly his opponents. This he has amply demonstrated. Thus, his tactic is to hit whoever is in range, and he always keeps his mace electrified until it runs out of charges. His mace spray (chemical) is kept for use in emergencies, such as when he has to escape. He has a tendency to single out the first person to strike him in combat, tracking this person down and beating him senseless.

STORMLORD

Identity: Stanislas Laird
 Side: Crushers Sex: Male
 Experience: Level: 1
 Age: 24 Training: Endurance
 Powers:
 1. Weather Control: see rules for description
 2. Heightened Charisma: +28
 3. Invisibility: one action required to activate, PR = 1 per hour.

Weight: 200 lbs. Basic Hits: 4
 Agility Mod.: — Strength: 12
 Endurance: 11 Agility: 13
 Intelligence: 14 Charisma: 43
 Reactions from Good: -8 Evil: +8
 Hit Mod.: 1.716 Hit Points: 7
 Damage Mod.: +1 Heal Rate: 1
 Accuracy: +1 Power: 50
 Carrying Cap.: 283 Basic HTH: 1d6
 Movement Rate: 36 inches, ground
 Det. Hidden: 10% Det. Danger: 14%
 Inventing Points: 1.4 Inventing: 42%



Origin & Background: Master Stanislas Laird was completely disowned by his noble British family after being convicted of jewel theft. After being pardoned, he went to America.

His weather control powers were inherited from his father, a superhero during World War II by the name of Excalibur.

Combat Tactics: Stormlord hovers invisibly above the fight, directing the heavens to do his dirty work . . . since this form of attack cannot be traced directly to him! If things look bad for his side, he has no qualms about abandoning his friends . . . but if he chooses to flee, he will usually kick the weather into full gear (hurricane is his favorite) as a diversion.

MARIONETTE

Identity: Marion Henderson
 Side: Crushers Sex: Female
 Experience: Level: 4
 Age: 23 Training: Strength
 Powers:
 1. Size Change/Smaller, 1 inch scale, permanent: Height factor = 6, Weight factor = .004. New height is 10½ inches tall
 2. Heightened Agility: +8
 3. Mind Control: 45 inch range, no communication required. PR = 20 per success.

Weight: (125) ½ lb. Basic Hits: 3
 Agility Mod.: — Strength: 12
 Endurance: 13 Agility: 21
 Intelligence: 16 Charisma: 14
 Reactions from Good: -1 Evil: +1
 Hit Mod.: 4.4352 Hit Points: 14
 Damage Mod.: +3 Heal Rate: .9
 Accuracy: +4 Power: 62
 Carrying Cap.: 190 Basic HTH: 1d4
 Movement Rate: 8 inches, ground
 Det. Hidden: 12% Det. Danger: 16%
 Inventing Points: 6.4 Inventing: 48%

Origin & Background: Marion Henderson's original ability was a form of transformation but before she ever learned to control it the severe inferiority complex from which she suffered and interacted with her power and reduced her to her present state.

Driven to seek a cure for fear of shrinking away to nothing, she delved deeply into eastern philosophies and became a master of yoga. Her intense self control simultaneously halted (but did not reverse) her diminution and empowered her to hypnotically enthrall those around her. After years of paranoia, this sudden talent transformed her into the villainess she has become.



Combat Tactics: Marionette generally hides out of sight until she has gained control of one opponent, then she uses him to fight for her and transport her around (riding on his shoulder). If hard pressed, she has no aversion to fisticuffs . . . using her training in eastern martial arts to good advantage. She absolutely hates any comment about her size and any opponent who makes a crack about this is sure to become her next target.

WITH THE CRUSADERS NOWHERE TO BE FOUND, A CRUSHERS' CRIMEWAVE SWEEPS THE CITY-- MOCKER, MARIONETTE, BULL, HORNET, STORMLORD, THE MACE, VULTURE, THE SHREW, TEMPER, SHOCKER, THE MERCURY MERCENARY, AND F.I.S.T.!! ONLY YOU CAN STOP THEM AND UNRAVEL THEIR INSIDIOUS PLOT. THIS IS A COMPLETE ADVENTURE PACK UTILIZING THE VILLAINS AND VIGILANTES GAME SYSTEM.

CRISIS AT CRUSADER CITADEL



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