

BREAK IN AT THREE KILOMETER ISLAND

Judges Guild



CAN YOU WIN THE RACE AGAINST
TIME AS THE FOUR FIENDS MAKE
THEIR BID FOR WORLD SUPREMACY?
TRY OR DIE!
THIS 16 PAGE BOOKLET CONTAINS
MAPS, CHARTS AND GUIDELINES
FOR USE WITH THE
VILLAINS & VIGILANTES
RULES SYSTEM



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Introduction

The Vigilantes were gathered around a table at their brand new ultra-modern headquarters. Things had been quiet recently, some thought too quiet. It had been more than two weeks since they had last fought evil when they, for the third time, defeated and captured their dreaded enemy The Yeast.

Although there was no indication of any trouble one of the heros had a funny feeling. He reached for the Portable Multiple Radarscope and began running a scan. Almost immediately he noticed an unexpected and out of place blip flying to the west. Before he could say or do anything the blip disappeared. It had landed. He shouted an alarm and ran toward their private plane with the other heros following closely behind him. As they took off their emergency alarm began ringing. Their leader looked at the indicator and announced, "We had better hurry. There's a break in at Three Kilometer Island."

Introduction Again

The scenario is designed for use with Fantasy Games Unlimited's Superhero Role Playing game, Villains and Vigilantes. It is intended for use with a group of beginning Vigilantes or a small group of more advanced Vigilantes. As is the case with most role playing games and especially a free form game such as Villains and Vigilantes, it is impossible for every detail of every possible occurrence to be covered. For this reason I have provided only the general outlines of the scenario leaving it up to the individual judge to expand on things when necessary.

A Few Comments

The power plant detailed in this product works roughly similar to those nuclear power plants currently in existence. An atomic reaction takes place in the reactor core which is located in the containment building. The reaction generates heat which is used to heat some water up to and

beyond the boiling point. The steam thus generated is sent through pipes into the turbine building where it is used to drive the turbines which generate the electricity. Except for the fact that the heat is created by a nuclear rather than a chemical reaction (burning coal or oil) a nuclear power plant is not that much different from a conventional power plant. (No that was not a pronuclear power statement and neither is this an anti-nuclear power statement.)

The power plant in this scenario is assumed to be slightly different from those now in operation because it produces (or uses, it doesn't really matter which) a new substance known as Asimtote. For the record, Asimtote is not a real substance and should not be confused with an asymptote which is pronounced the same but is real.

How To Use This Product

This booklet was designed with a particular scenario in mind but it is not really necessary that it be used exactly as written. If the judge wishes to change the sequence of events a little bit it will not matter that much. For example, it is possible for the characters to have been tipped off to the potential of a break in so that they would be waiting at Three Kilometer Island when the Four Fiends arrive.

In order to facilitate the use of this product, the maps, and special charts needed during the course of play, have been located in the very center of the booklet where they can be easily referred to.

The Scenario

A group of Villains, known as the Four Fiends, have secretly stolen the plans to build an "M" bomb. The "M" bomb, once built, would be the most powerful explosive device known to the human race. In order to complete the bomb the Four Fiends need only obtain a minute quantity of the radioactive compound, Asimtote, which is only available at three nuclear power plants. Two of these plants are well defended military installations and as such are not logical targets for the Four Fiends. The third is the civilian power plant at Three Kilometer Island. That is where the scenario occurs.

To facilitate the introduction of the scenario a Player's Information Sheet has been provided. This sheet assumes that the characters arrive about five minutes after the break in begins. It also assumes that the Four Fiends are fairly well known so that some information on them would be available. The Player's Information Sheet is designed to be photocopied and presented to the players just after the start of the scenario (while their characters are on their way to Three Kilometer Island). The sheet is modular in format so that unwanted sections can easily be deleted by the Judge.

The Goals of the Four Fiends

The Four Fiends are only interested in obtaining enough Asimtote to build one (or more) "M" bombs and then fleeing with it to their secret Headquarters. They are not out to kill lots of people or to steal money or valuable equipment. However, they are in a hurry and will not hesitate to kill anyone or anything who gets in their way.

The Four Fiends Plan

They will land the Retro Rocket at the location indicated on the map. Helen Retro will remain at the controls to guard the rear while the other three Fiends move off to obtain the Asimtote. The Four Fiends have obtained general plans to the power plant so they know in which building the Asimtote is kept and they should be able to obtain it without any difficulty (barring interference). Once they get the Asimtote they will promptly return to the Retro Rocket and take off.

Success and Failure

The Vigilantes will consider themselves successful if they prevent the theft of the Asimtote (although they would obviously prefer to capture Helen Retro as well). If things go dramatically wrong and Helen Retro manages to escape with the Asimtote, the vigilantes, obviously, have a serious problem. Helen will immediately head for her headquarters and begin building an "M" bomb. It will take her four weeks to complete the bomb after which she will be in a position to begin blackmailing the entire world.

In running such a horrible turn of events the judge should give the world a little help. By this I mean that the judge should not allow the failures of the player characters to adversely affect his or her entire game world.

If the players prove unable to stop Helen Retro and the Four Fiends the judge might want to bring in non-player heroes to help. This help, would, of course, get all the benefits from successfully capturing the villains and the necessity of calling them in would badly damage the play characters' credibility as powerful superheroes.

If the judge wishes he or she could assume that the only reason that the characters were called in to Three Kilometer Island in the first place is that they were the only powerful vigilantes nearby. Once the Four Fiends have escaped with the Asimtote enough time will have passed so that the case could be turned over to other more experienced (and competent) vigilantes. Thus, the world could be saved without forcing the judge to deal with the annoying aftermath of the break in.

The Location of the Asimtote

There are two possible sources of Asimtote at this power plant. One is the interior of the containment building. The Four Fiends are not foolish enough to attempt to obtain it from there. The other is in building 15 under lock and key against the western wall. Either Macho's power ray or Levin's Lightning Bolts will be sufficiently powerful to blow open the door and gain access to the Asimtote. However, normal physical force or bullets will not suffice. The Asimtote comes in heavily shielded boxes which weigh 150 pounds each so that the Runt will be unable to carry one by himself due to his low strength.

The Time of the Break-In

What time of day the break in occurs is left totally up to the individual judge. However it is suggested that the break in occur during the daylight hours as that would permit the judge to avoid the need for partial secrecy that a night fight would generate.

The Current Situation

It is recommended that the vigilantes arrive by helicopter anywhere (of their choice) in or near the power plant. As they arrive they will see the Retro Rocket at the location indicated on the map. The Four Fiends (except, of course, for Helen Retro) will be in or near building 18 engaging in a shoot out with the guards from building 10. Other guards from around the compound will be moving in to assist. Shortly after the arrival of the vigilantes the rats under the Runt's control will begin attacking the two guards (unless they have already been killed by Macho or Levin). It is recommended that the characters land somewhere in the parking lot (area 11) as that is the best open area where a helicopter could land without causing much, if any, damage. Should they elect to land elsewhere the judge should make allowances for the potential of some mishap.

Statistics Explanation

As the format in which I have presented the statistics for Villains and Vigilantes characters will most likely be new and unfamiliar. I thought it would be best if I present an example along with an explanation. It should be noted that the superpowered character in the example is not a part of the actual scenario but she is a perfectly useable non-player character (either as a vigilante or as a villain).

Mean Kathleen (18 years old female)

<u>STR</u>	<u>INT</u>	<u>CON</u>	<u>DEX</u>	<u>CHA</u>	<u>LVL</u>	<u>HIT POINTS</u>	<u>POWER POTENTIAL</u>
18	19	11	18	18	7	33	66
MOVE: 36"						DAMAGE BONUS	
DEFENSE: -10%						DIRECT: +5	
DETECT SECRET ENTRANCE: 16%						OTHER: +3	
DETECT TRAPS: 20%						TO HIT BONUS	
<u>POWERS</u>						Hand to Hand: +5%	
Adaption						With Devices: +25%	
Control of Self							
Mind Control							

The first line lists the primary characteristics for each character. The abbreviates are those which are standard in most role playing games. The first column lists certain which are basically self explanatory within the context of the games rules. The second column will require a bit more explanation. The two damage bonus categories already include those bonuses derived from characteristics and from superpowers so they can be used directly with the appropriate damage for each individual weapon. The To Hit Bonus section also includes the various bonuses all added together (thus, for example, with Devices includes the intelligence bonus for attack with devices plus the level bonus to hit and any other bonuses derived from super powers.

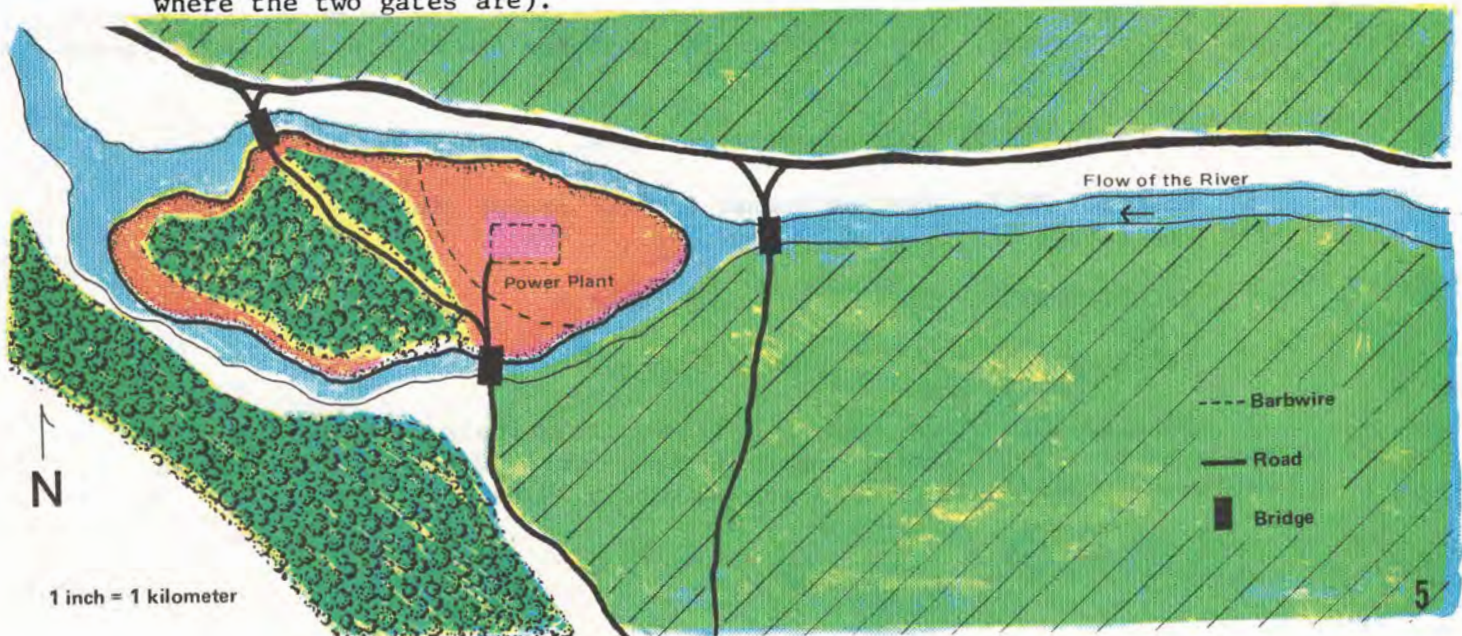
The Three Kilometer Island Nuclear Power Plant

The power plant is located on the eastern half of Three Kilometer Island in the middle of the Susquint River. The entire island is owned by the Susquint Power Company but they have left the western half as an undeveloped wooded area. As indicated on the area map the eastern half of the island is blocked off by a 10 foot high barb wire fence.

The one gate to the power plant area is guarded around the clock by 4 security guards. The rest of the fence is unguarded but it is electrified and will do 1D10 damage to anyone touching it and it will also sound an alarm in the security building (building 13).

The Plant

The entire plant is surrounded by another 10 foot high barb wire fence which also is hooked up to an alarm system. In addition, there is a shallow ditch which extends all the way around the fence (except, of course, for where the two gates are).



The ground beneath the plant is filled with water pipes carrying water to and from the river, the water cooling towers, the turbines, and the containment building. Should anyone manage to create a large hole in the ground there is a 30% chance that it will break some pipe and cause a water spout to appear.

The power plant has 19 major areas or buildings which are described briefly below. If detailed maps of the interiors of any of the buildings become necessary the judge ought to be able to create them on the spur of the moment using the provided guidelines.

1. WATER COOLING TOWER: This is a hollow tower 120 feet high and open at the top. The hot water from the reactor is circulated through the tower to allow it to cool before it is returned to the river. Although the tower is structurally sound it is possible for a super strong hero or villain to cause it to collapse.

2. WATER COOLING TOWER: See number one above.

3. ELECTRIC TRANSFORMER COMPLEX: This area is enclosed by a 10 foot high (non-electrified) barb wire fence. Beyond the fence is a veritable tangle of electrical wiring. Should anyone be tossed or dropped into this area they will take 1D20 points of electrical damage each turn.

4. ADMINISTRATION BUILDING: This is the area in which the assorted officials of the Susquint Power Company have their offices. The engineering types from the Control Building (number 19) also have offices here but they only use them occasionally. This building also contains the cafeteria which usually is filled with 75 or more people during lunch time and basically empty at any other time. Normally during the working day there are 30+1D10 people in this building. All of these people are normal unarmed humans (except for the two guards at the door and 1D4 others who will have unauthorized pistols). When one of these normal humans encounters a supervillain they will flee 80% of the time, attack 5% of the time, and the remaining 15% of the time they will act pompous ("Now see here, you can't do this. I must insist that you leave immediately.")

5. THE RETRO ROCKET: This is where the Retro Rocket landed.

6. SECURITY POST: This is a small shed-like building in which two security guards are stationed. The building also contains the controls to the adjacent gate.

7. SECURITY POST: Same as number 6 above.

8. SECURITY POST: Same as number 6 above except that there are, of course, no gate controls at this post.

9. SECURITY POST: Same as number 8 above.

10. SECURITY POST: Same as number 8 above.

11. PARKING LOT: This area is covered with asphalt. During the normal business hours it will contain approximately 60 to 70 cars. At night and on weekends it will only contain approximately 20 cars.

12. SECURITY POST: Same as number 8 above.

13. SECURITY HEADQUARTERS: This is the security control building for the entire plant. It will always contain at least 6 security guards (with a 50% chance of 1D8 more guards). One of the guards will always be watching the television monitors showing views of various areas of the plant (including the two gates, the control room, the entrance to the control building, the entrance to the turbine building, 3 separate views of the loading dock, the interior of the two storage areas (15 and 17), and a general overview of the entire plant from a camera located atop cooling tower number one). These cameras are equipped with infrared lenses so they will function effectively at night as well as during the day. The security headquarters also contains a small armory. Only the security guards on duty and the administrator in charge of the plant have the keys necessary to get into the armory.

14. THE CONTAINMENT BUILDING: This is the building in which the nuclear reactions take place. The outer shell of the building consists of a hard steel and concrete mixture which is designed to be as indestructable as possible. For game purposes assume that it will take 50 points of damage to penetrate the shell. Inside the containment building is the Reactor Pressure Vessel which is filled with super-heated water surrounding the Reactor Core. How all this works exactly isn't too important for the purposes of the game. Just assume that if the Containment building is breached there is a 5% chance per additional point of damage to the building that a great deal of radiation will be released. Exactly how the radiation will be handled is left up to the individual judge but, in any case, it will not be good for the health of the people in the area.

15. LOADING DOCK AND STORAGE AREA: This is the building in which various supplies necessary for the running of the power plant are stored. In addition to the Asimtot (which is kept in a locked area against the western wall) these supplies include a great deal of valuable equipment and materials. As the Four Fiends are not interested in stealing this equipment it is not necessary to go into great detail as to the exact contents. If more detailed knowledge of the contents becomes necessary the judge will just have to ad lib. It should be noted that there is very little radioactive material stored here and it is all kept under lock and key. Furthermore, it is stored in containers which protect bystanders from the effects of the radiation.

During working hours there will be 3D6 normal unarmed humans working in this building.

16. THE TURBINE BUILDING: This building contains four turbines which use the steam generated in the atomic core to create electricity. As the power plant is constantly in operation the turbines will always be running. Therefore, this area is very noisy and uncomfortable.

17. HEAVY EQUIPMENT STORAGE AREA: This is the building in which heavy equipment (such as forklifts and tractors) are kept. During the working hours there will usually be 1D6 normal unarmed humans in this area.

18. MAINTENANCE BUILDING: This is the building in which the janitors hang out. There will be 1D4+1 normal unarmed men here at all times.

19. CONTROL BUILDING: This building is two stories tall. At the entrance to the building is a security post which will always have two guards. On the second floor, up against the containment building, is the control room. The walls to the control room are extra thick and are built especially to resist break ins. For game purposes treat the doors of the control room as having 20 hit points and the walls as having 30 hit points.

The actual workings of the control room will be incomprehensible to anyone not a nuclear engineer but Helen Retro has some training in that area so she would know how to manipulate the reactor to create the threat of a melt down. However, given the present scenario it is unlikely that this situation will arise.

During normal working hours there will always be 10+1D10 normal unarmed humans working in this building with 10 of them inside the control room. Also inside the control room will always be one security guard. The normal humans in this building will react to intruders in the same fashion as those humans in building 4.

Defense Plans

The Official Three Kilometer Island defense plans are fairly simple. The guards on duty move to intercept any intruders (shooting them if necessary). If it becomes clear that the intruders are stronger than the guards they will merely attempt to delay the intruders until help can arrive.

In the situation described in this scenario the guards will soon realize that they are outgunned by the Four Fiends and they will engage in a long range shooting contest while waiting for help (the player characters) to arrive. Once the characters arrive the guards will obey their orders (unless they are obviously suicidal). The judge will probably find that the battle will run more smoothly if he or she allows the player characters to do all the moving and fighting for the guards (ignoring for the sake of simplicity the obvious difficulties in the transmission of orders).

Standard Guard Statistics

Rather than work out individual statistics for each and every security guard at the Power Plant. I have instead provided a set of standard statistics which applies to each guard (or, for that matter, each non-guard). The judge who wants more variability in the security guards is free to alter one or more of the characteristics.

<u>STR</u>	<u>INT</u>	<u>CON</u>	<u>DEX</u>	<u>CHA</u>	<u>LVL</u>	<u>HIT POINTS</u>	<u>POWER POTENTIAL</u>
11	11	10	11	10	1	1D6	43
MOVE: 30"						TO HIT BONUS: -15%	
DEFENSE: +10%							
DETECT SECRET ENTRANCES: 1%							
DETECT TRAPS: 5%							

Guards have no special powers (their only use for their Power Potential is to accomplish two tasks in one combat round). The charts in the center of the book already show the chances of guards to hit with rifles so that need not be included here.

In general the guards will be brave and will fight to the death to protect the plant. However, should it become completely clear that the good guys are losing some of the guards would no doubt decided to perform a strategic retreat to await reinforcements.

The Four Fiends

The Four Fiends is an organization of evil dedicated to the accumulation of power and wealth. In the past they have limited themselves to robbing banks and stealing electronic equipment from scientific laboratories. The break in a Three Kilometer is their first venture into big time crime.

Helen Retro

<u>STR</u>	<u>INT</u>	<u>CON</u>	<u>DEX</u>	<u>CHA</u>	<u>LVL</u>	<u>HIT POINTS</u>	<u>POWER POTENTIAL</u>
11	26	17	17	20	5	23	71
MOVE: 34"						DAMAGE BONUS	
DEFENSE: -5%						Direct: +5	
DETECT SECRET ENTRANCES: 32%						Other: +4	
DETECT TRAPS: 25%						TO HIT BONUS	
<u>POWERS</u>						Hand to Hand: --	
Invulnerability						With Devices: +40%	
Heightened Intelligence							
Special (Flying) Vehicle							

History

Helen Jonstone was a top graduate student at a major eastern university. When her doctoral thesis was rejected out of hand by a jealous professor she vowed to get revenge and disappeared.

When she reappeared she had changed her name to Helen Retro and she announced herself as a supervillain. However, she undertook no immediate illegal acts and so was not subject to any sort of detention. Shortly thereafter she complete work on a special flying vehicle which she called "The Retro Rocket". She began flying it around in violation of air traffic control laws but attempts to subdue her were unsuccessful. When her former professor turned up dead these efforts were increased as Helen was the only logical suspect but once again she had disappeared from sight.

When she next reappeared it was as the leader of The Four Fiends, a group of super villains organized by her.

BEHAVIOR NOTES: Helen Retro is not a coward but she knows better than to risk her life unnecessarily. She will remain in the Retro Rocket while the other three Fiends attempt to obtain the Asimtote. She will only come out if it becomes clear that her direct intervention will be necessary to accomplish the mission and she will never come out if it looks like the mission is certain to fail. If any of the other fiends are knocked unconscious she will attempt to rescue them if she can do so with little risk. If not, she will leave them where they fall. Helen carries 2 ordinary pistols which she will use instead of entering hand to hand combat whenever possible.



The Retro Rocket

The Retro Rocket is a small four passenger flying vehicle built by Helen Retro. The vehicle can be operated by anyone who is familiar with its controls (to gain familiarity requires a complete explanation by one of the Four Fiends or a week of study.) All Four Fiends are assumed to be familiar with the controls. In addition, Helen Retro can mentally control the Retro Rocket if she is within 100 feet of it.

A double strength rifle is mounted on the top of the vehicle. The rifle is fired from the control panel inside the rocket. It can fire anywhere in a 360° arc including the space above (but not below) the vehicle. The rifle does 2D10 (double) damage and its range is also doubled (short-96"; medium-144"; long-192"). The Retro Rocket has the following Super powers: Force Field (usable on defense only); Flight; and Heightened Speed.

The vehicle has a top speed of 1000 miles per hour at a cost of 1 PP per 100 mph per hour of time in flight. (Thus, flying at 800 mph for 3 hours would cost 24 PP.) It can absorb 60 points of damage and it has 120 PP when fully fueled. It operates on normal gasoline available at any gas station. When the Retro Rocket is attacked it defends its occupants against all damage until and unless it is destroyed (all 60 hit points gone). The vehicle defends with the Special Vehicle, Force Field, Heightened Speed and Flight Defenses. When it is on the ground only the first two apply.

Helen Retro can repair the vehicle but it takes one day per two points of damage.

Macho (29 year old Male)

<u>STR</u>	<u>INT</u>	<u>CON</u>	<u>DEX</u>	<u>CHA</u>	<u>LVL</u>	<u>HIT POINTS</u>	<u>POWER POTENTIAL</u>
18	18	18	34	18	2	18	70
MOVE: 40"						DAMAGE BONUS	
DEFENSE: +5%						Direct: +11	
DETECT SECRET ENTRANCES: 16%						Other: +8	
DETECT TRAPS: 20%						TO HIT BONUS	
<u>POWERS</u>						Hand to Hand: +10%	
Heightened Sight						With Device: +30%	
Heightened Attack						SPECIAL DEFENSES	
Heightened Dexterity						Wears a bullet proof vest which stops	
Special Weapon						½ of all bullets which hit him.	

History: Macho is a former Marine recently given a dishonorable discharge. For most of his career he was a good soldier but in the last year he had grown bored so the discharge didn't bother him as much as might otherwise have been expected.

Macho joined the Four Fiends because he wanted to lead a life of adventure and excitement,



BEHAVIOR NOTES: Macho is not firmly committed to a life of crime but he does believe in being loyal to his comrades. Thus he will not change sides in the midst of the break in (although he might be persuaded to do so later). However, he believes that loyalty is a two way street and that his comrades should be loyal to him and each other. This puts him in potential conflict with Helen Retro (who would not hesitate to abandon the other Fiends if things go badly) and The Runt (who would betray anyone if it offered some advantage). If such disloyal actions are taken Macho will do his best to punish the offender (usually with a blast from his rifle). Macho is not too knowledgeable in scientific matters so there is a 25% chance that he will bring back something other than the needed Asimtote.

Macho's Rifle

The rifle has three functions; it can be fired as a normal rifle (except that it shoots two bullets a turn instead of one and it will never run out of ammunition); a Power Weapon; and a Paralysis Ray. Both of these later functions work just as described in the V&V Rules (range of 20" doing damage of 1D20 and paralysis respectively. The power ray uses 1 PP while the paralysis ray uses 8 PP). The rifle has a total power potential of 30 and it can be recharged by plugging it into any electrical outlet for 1 hour. If the power is complete exhausted it will no function as a normal rifle until it is recharged for at least 5 minutes.

Levin (21 year old Male)

<u>STR</u>	<u>INT</u>	<u>CON</u>	<u>DEX</u>	<u>CHA</u>	<u>LVL</u>	<u>HIT POINTS</u>	<u>POWER POTENTIAL</u>
66	9	19	11	13	3	24	105
MOVE: 30"						DAMAGE BONUS	
DEFENSE: 0%						Direct: +3	
DETECT SECRET ENTRANCES: 1%						Other: +0	
DETECT TRAPS: 5%						TO HIT BONUS	
<u>POWERS</u>						Hand to Hand: -5%	
Heightened Strength						With Devices: -5%	
Lightning/Electricity Control							

History

Levin was a normal college student who happened to be struck by a bolt of lightning. When he regained consciousness he discovered that he was a whole lot stronger and could shoot bolts of lightning at will. For a while he maintained his identity as a college student but eventually he got fed up and left college (after Lightning Bolting the administration building). His decision to become a criminal was not a particularly conscious one, it just happened a little bit at a time.

BEHAVIOR NOTES: Levin enjoys using his power and he will usually lightning bolt anything which looks as though it might be a threat. His lightning bolts have a range of 38" and they do 2D8 damage costing 4 PP each.

Due to his great Strength Levin is the member of the Four Fiends most likely to be given the task of carrying the Asimtote back to the Retro Rocket. Levin only has a 10% chance of accidentally bring back the wrong substance.

The Runt (20 year old Male)

<u>STR</u>	<u>INT</u>	<u>CON</u>	<u>DEX</u>	<u>CHA</u>	<u>LVL</u>	<u>HIT POINTS</u>	<u>POWER POTENTIAL</u>
6	13	6	28	4	1	9	53

MOVE: 40"

DEFENSE: +10%

DETECT SECRET ENTRANCES: 2%

DETECT TRAPS: 10%

POWERS

Heightened Hearing

Heightened Dexterity

Control Over Rodents

Armor (Ugly Green Fur)

Heightened Defense

DAMAGE BONUS

Direct: +4

Other: +3

TO HIT BONUS

Hand to Hand: -15%

With Devices: -15%

History

The Runt has spent most of his life in reform school (until the age of 18 when his super powers developed and he promptly escaped). He is naturally ugly and unpleasant and the addition of green fur only makes this condition worse.

BEHAVIOR NOTES: The Runt is not at all trustworthy. If he sees a chance to betray his allies for his own benefit he will take it without a moments hesitation. However, during the break in such oportunities are likely to be rare as even the Runt would hesitate to risk a multimillion dollar job for a chance to make a few extra dollars.

For the purpose of this scenario it is assumed that there are 3D10 rats available to answer the Runt's summons. He will call them immediately upon arrival and they will arrive in less than a minute. The rats attack in hand to hand combat with no bonuses or penalties. Each rate does 1 point of damage each turn that it hits. On defense the rats can take one point of damage and are treated as though they have a -10% defense bonus.

The Four Fiends Secret Headquarters

The Four Fiends have a secret headquarters hidden in a forest about 300 miles from the Three Kilometer Island Power Plant. It is their plan to retreat there after seizing the Asimtote to allow Helen Retro time to build the "M" bomb. This will take four weeks.

If it becomes necessary for the vigilantes to search for the Fiends' hideout they will have a 50% chance of finding it each week if they come up with a "plausible" plan of action. ("We check the computer records of all flights in the area to see if there is any sort of pattern of unexplained UFO sightings. We assume that such sightings in this area would be due to the Retro Rocket.") They must come up with a different plan for each week. Even if they do locate the area of the hideout they must make a successful spot secret entrances roll to find it.

The Secret Headquarters is well protected. 75% of all intruders will be detected at a safe distance thereby giving the Four Fiends time to formulate a plan of defense.

Should the vigilantes successfully find and loot the Four Fiends' Secret Headquarters they will find 1D6 partially built devices (roll on table "B" to determine what they will be when finished). These devices must be turned over to the government for study. Whether they can be completed and whether they will be made available to the vigilantes is left up to the individual judge.

Players' Information Sheets
FEDCRIMESTOP
Situation Output
Confidential

A break in is in progress at the Three Kilometer Island nuclear power plant. You will be rushed there but nevertheless you will be arriving at least five minutes after the beginning of the break in and you must behave accordingly. Although we cannot be sure why the break in is occurring we do have a couple of ideas.

The power plant contains some of the most modern and up to date Electronic and Scientific Equipment in the world. This equipment could be sold for a fortune on the black market. This motive is rated as possible but not likely.

A second possible motive is, obviously, the theft of radioactive materials for use in the construction of an atomic bomb. Our experts rate this motive as highly likely.

FEDCRIMESTOP
Suspect Briefing
Confidential

From the descriptions of the villain's vehicle it has been determined that the villains are a group known as "The Four Fiends". Their leader is known as Helen Retro and, unfortunately, she is a highly capable scientist. She is also the building of their flying vehicle. Other members of the group are The Runt who is an ugly green fur covered runt who can control rodents; Levin who is very strong and fires bolts of lightning; and, Macho who wields a specially made rifle with several special powers. The Four Fiends work together very well and there is very little of the bickering that normally accompanies bands of villains. All in all they are an extremely dangerous group.

FEDCRIMESTOP
Special Bulletin
Top Secret
Destroy After Reading

Earlier today it was discovered that top secret "M" bomb plans were stolen from a government installation in (DELETED). The "M" bomb has the capacity to be the most powerful explosive device known to the human race. The building of an "M" bomb requires a special radioactive ingredient, Asimtote, which can be found in very few places. One of those places is the Three Kilometer Island Power Plant. We therefore suspect that the break in might be directed toward obtaining some of this substance. Helen Retro is sufficiently adept in the field of nuclear physics to build such a bomb assuming she has access to the stolen plans and a well equipped laboratory. Therefore, she must be captured or killed at all costs.

FEDCRIMESTOP
Reward Announcement
Public Knowledge

- \$400 for the capture of the Runt
- \$3600 for the capture or death of Macho
- \$3900 for the capture or death of Levin
- \$25000 for the capture of Helen Retro*
- \$15000 for the death of Helen Retro*
- \$10000 for the capture or killing of all Four Fiends
- \$15000 for capturing the Retro Rocket intact
- \$5000 for the location of the Four Fiends' Headquarters

* Reward newly augmented for confidential reasons

Charts

Guard With Rifle Shooting At. . .

<u>Range</u>	<u>Helen Retro</u>	<u>Levin</u>	<u>The Runt</u>	<u>Macho*</u>	<u>Retro Fly</u>	<u>Rocket Landed</u>
S/48"	20%	26%	41%	46%	30%	37%
M/72"	10%	16%	31%	36%	20%	27%
L/96"	0%	6%	21%	26%	10%	17%

* $\frac{1}{2}$ of all bullets do no damage because of bullet proof vest.

The Retro Rocket's Rifle

<u>Range</u>	<u>Helen Retro</u>	<u>Levin</u>	<u>The Runt</u>	<u>Macho</u>
S/96"	75%	30%	20%	65%
M/144"	65%	20%	10%	55%
L/192"	55%	10%	0%	45%

Modifications to Hit for Villains Using Powers and/or Available Devices

<u>Range</u>	<u>Helen Retro</u> <u>Pistol</u>	<u>Levin</u> <u>Lightning</u>	<u>The Runt</u> <u>Pistol</u>	<u>Rifle</u>	<u>Macho Power/Paralysis</u>
1"	65%	15%	10%	65%	50%
2"	65%	5%	10%	65%	50%
3"	65%	5%	10%	65%	40%
12"	65%	0%	10%	65%	40%
15"	65%	-5%	10%	65%	40%
20"	65%	-5%	10%	65%	35%
24"	65%	-5%	10%	65%	---
38"	55%	-15%	0%	65%	---
48"	55%	---	0%	65%	---
72"	45%	---	-10%	55%	---
96"	---	---	---	45%	---

Some remarks concerning these charts are in order. The first chart gives the chance to hit with a rifle for your typical first level guard (which is the only type of guard at the Three Kilometer Island Power Plant). These percentages are the actual chances to hit given the various powers of the Four Fiends and as such they can be used unmodified.

The second chart is the listing of the various bonuses each of the Four Fiends has when using the rifle installed in the Retro Rocket. These numbers must be modified based on the defense of the target by using the hand to hand column of the combat table. (For example, when shooting at a normal human the chance to hit would be increased by 25%.)

The third table functions in the same fashion as the second except, of course, that the hand to hand column is not used when an attack is made with a super power.





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