

# ECHO CITY TEAM UP #1: HEROES YOU CAN HIRE

COMPATIBLE WITH THE  
*SENTINELS OF ECHO CITY*  
SUPERHERO RPG  
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## INTRODUCTION

*Echo City Team Up* is an ongoing series of resources for the *Sentinels of Echo City* roleplaying game. You will need a copy of those core rules to use this booklet.

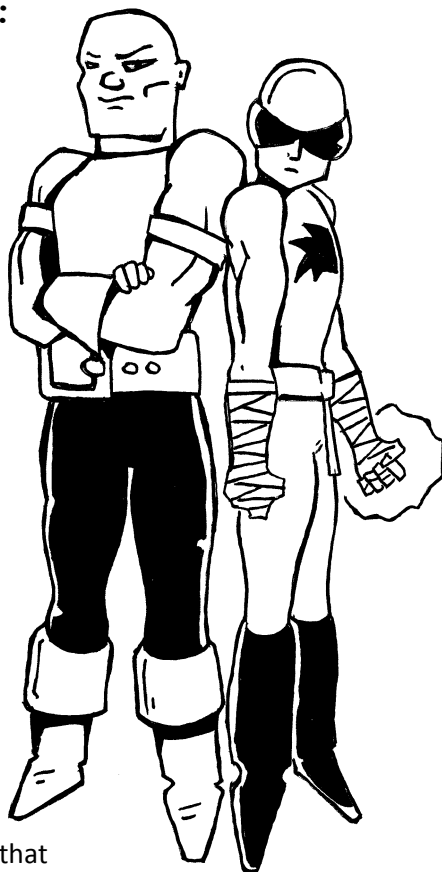
Each issue of *Echo City Team Up* provides a location, suggestions for including that location in play, new villains and heroes, and new traits or talents for the game.

This is not a linear adventure per se, and is presented in a flexible format that allows you to plug it into your game where and how it best fits. The characters in Appendix A are options for you to use, but are not required to play this scenario, nor are you required to have only two characters participate.

This issue is designed at Challenge Level 6.

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# OVERVIEW

Appearing as a typical junkyard, the abode of the villain known as Junkyard Dawg is actually a facility for vehicle modification, weapons manufacturing, and the supplying of small arms, explosives, and other personal weaponry to various criminal forces and organizations.

# HOOKS

You can use any of these hooks, or one of your own design, to get the supers involved in this scenario:

- ◆ The heroes have traced weapons used by various gangs to the Junkyard, and set out to investigate.
- ◆ A contact calls the heroes, letting them know about a tip regarding the Junkyard and its involvement in criminal activity.
- ◆ Another villain the heroes are keeping tabs on makes suspicious stops at the Junkyard, leaving soon after with a case full of weapons.
- ◆ A mother shares her son's journal with the heroes. See Appendix A.

# ABOUT THE JUNKYARD

The Junkyard includes a small yard (fenced in by a standard 10' tall chain link fence, requiring a superhuman check at +4 to uproot or tear through); this yard is full of assorted junk and encircles a run-down building that serves as the Junkyard Dawg's base of operations.

When the supers arrive, Junkyard Dawg is in area 6 working on Junkizor. If he has been warned, he already has disappeared into the hole in the floor and his robot Junkizor is ready to fight. If not, he will fight for 1 round and drop through the floor. A pile of scrap at the bottom will 'catch' him. Junkizor seeks only to protect Junkyard Dawg, and will seek to prevent anyone from chasing him below.

Any alarm will cause the Dawg to animate Junkizor, setting him upon the invaders, while he goes to area 7 and tries to cover his operations.

All foes are detailed on page 7.

# DURABILITIES

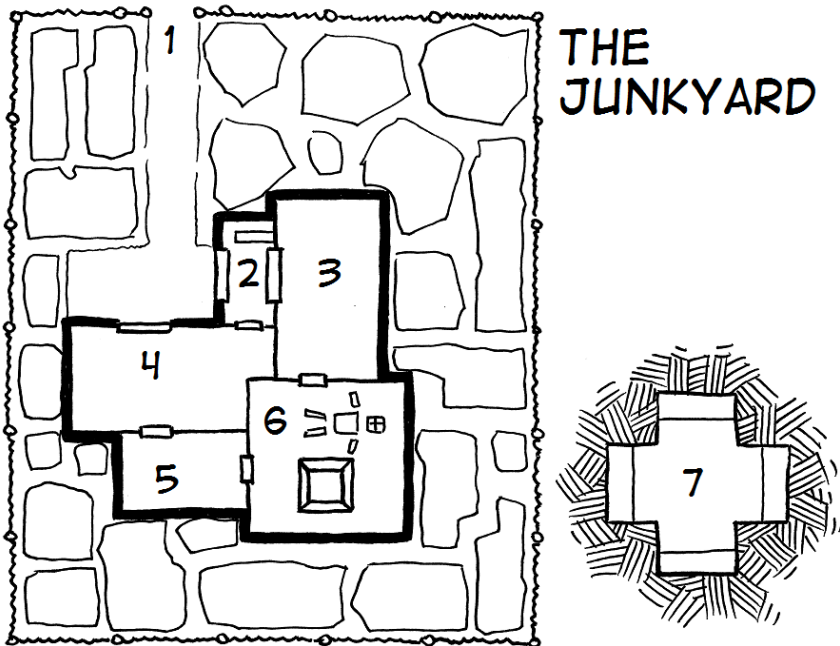
- ◆ Exterior wall require a superhuman check to pass.
- ◆ Interior walls and exterior doors require a superhuman check at +4 to pass.
- ◆ Interior doors require a standard check at -4 to pass.

## 1. THE YARD

A pack of **5 robotic dogs** attacks, starting 3d6 x10' away from the supers. The dogs will emit a loud 'bark' in addition to their first action. This bark forces a FEAT; those within 30' who fail the FEAT take -2 to all rolls while the barking goes on. Barking also alerts Junkyard Dawg to the presence of intruders. These dogs will not leave the grounds of the Junkyard.

For each hour spent searching the yard, a character may roll a *sense* FEAT at -4. If successful, the super discovers one of the following items. A super will not find more than one thing, and may roll up to three times maximum.

When a treasure is found, you should describe the basic shape and appearance of the object. A successful standard INT check at -4 will allow the super to determine the abilities of the object, and may reveal something of its limitations.



## JUNKYARD TREASURES (ROLL 1D4)

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Roll	Find
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- |   |  |
|---|--|
| 1 | <b>MENTAL AMPLIFIER.</b> Will grant +2 to all rolls with mental powers. This works 2d4 times and then burns out permanently.   |
| 2 | <b>OLD DISINTEGRATOR PROTOTYPE.</b> This wide handgun will fire a single disintegration ray up to 30' with PWR 15. The gun then explodes, dealing 2d6 damage (no resist allowed).  |
| 3 | <b>PHASING WRISTBAND.</b> This faulty device allows the user to phase once, but after 1d6 rounds cuts out suddenly, turning the wearer solid (even if in the middle of a solid object). The wristband will then be permanently disabled. Those in the midst of phasing through solid objects are likely killed, and at least will have to make a standard CON check at -4 to keep from dying instantly due to the shock to the system. |
| 4 | <b>VIAL OF SHRINKING GAS.</b> Inhaling this gas will give the character the shrinking trait (at the character's PWR rating) for 1 turn. At the end of the turn, the character returns to normal size when the gas wears off. There is only one dose of gas in the container. When found, a number of ants are carrying the vial across a pile of junk...   |
- 

### 2. LOBBY

Here visitors check in and meet with the Dawg. A young receptionist who pops her gum and has no idea what this place is really about (it's just a job) will claim that 'the boss is busy' and says they have to make an appointment. She is a normal human (bystander, page 60 of the core rules, hp 2), and will flee at the first sign of danger. She thinks her boss is a freak, and will spill information (what little she knows) on a super's successful CHA check.

### 3. WEAPONS WORKSHOP

Hundreds of pieces of dismantled weapons ranging from handguns to light field artillery litter the room. None of these are complete or usable at present.

### 4. VEHICLE WORKSHOP

This is a sort of chop shop, with several stolen cars in the middle of modifications for a number of villainous customers. There are pieces for a battle walker here as well, all in various states of disrepair. **6 squid bots** are working on the battle walker, re-attaching a severed leg. They will turn and attack.

## 5. STORAGE

All sorts of miscellaneous engines, robot parts, gears, and other mechanisms cover this room. **4 spider bots** move through the room, trying to 'organize'. They will attack immediately.

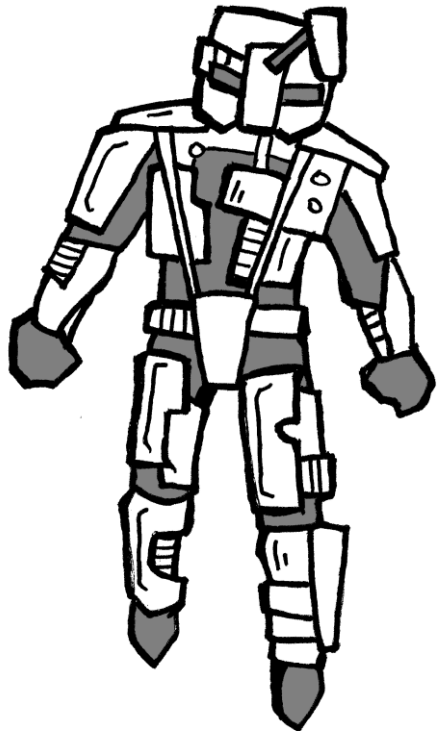
## 6. ROBOT WORKSHOP

This large room has been completely dedicated to building the Dawg's prized possession, a 15' tall robot he calls the **Junkinator**. **2 spider bots** are here, helping Dawg work on the robot. They will attack immediately. If he is surprised, it takes Dawg 1d4 rounds to activate Junkinator, and then he attempts to drop down the hole in the middle of the room, dropping 40' to area 7. He can drop down without harm using his levitation jets.

## 7. WEAPONS LOCKER

Here the Dawg runs his primary operations. This large chamber is a manufacturing facility for weapons. Currently, there are 40 handguns, 10 rifles, and 6 heavy rifles here, as well as 20 grenades. He will attack with his own weapons systems, since these are more powerful and more precise than anything he has in the shop.

The Dawg is selling these to a very powerful villain soon, and will protect them with his life; he knows that failure to deliver will be VERY bad for him.



## THE LOG

Hidden in his work bench (requiring a *sense* FEAT and 1 turn of searching) is his log. If the supers recover his log, the Junkyard Dawg has a list of his customers. This can either provide hints to find other villains or can be something they can turn over to Project Javelin to earn favor with that agency, as the game master prefers.

The logs entries about the criminal mastermind are written in a sophisticated cipher, and it will take some time (and some good rolling) for the supers to decode this. You can have these clues lead in any direction that keeps the game going.

## FALLOUT

The following events may take place after the supers encounter the Junkyard Dawg:

- ◆ Project Javelin soon swoops in and impounds the entire operation. They are probably unwilling to involve the supers in further investigation, upset that their own agents had been unable to find this operation, but the supers did.
- ◆ The Junkyard Dawg was the primary weapons supplier for a number of minor villains, and they are none too happy that Dawg is no longer in business.
- ◆ One villain in particular (your criminal mastermind of choice) was the buyer for the weapons in area 7, and he is exceptionally put off by the Dawg's failure and the intrusion of the supers. He may go right after the supers... or he might seek revenge on the Dawg first. This could lead the Junkyard Dawg to actually seek out the supers to protect him from this villain, if the threat is bad enough.
- ◆ The Junkyard Dawg had a good thing going here, and he'll be quite upset at the severity of the losses he's sustained. When he escapes from prison (because it's not really an 'if' sort of situation), he will seek revenge against the supers, probably using technology to do it. He would seek to 'trash' their home base, if that's an option.

# FOES IN THIS ADVENTURE

## ROBOTIC DOGS (CL 2)

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AC 12; HD 2d6 (hp 7); FEAT +5; Move 40'; Bite (+2/1d6); Laser Eyes (+2/1d6)

*These dog-like robots are composed of various leftover pieces.*

## SPIDER BOTS (CL 3)

---

AC 15; HD 3d6 (hp 10); FEAT +6; Move 40'; Strike (+3/1d4+1); Binding Attack; Wall Crawling

*These 3' long robots crawl along walls and ceilings. On their action, they can either bite or project a sticky 'web' up to 30' that forces one target to roll a FEAT or be stuck in place for up to 1 turn. Those stuck may use 1 action to roll a standard STR check at -4 to break free.*

## SQUID BOTS (CL 3)

---

AC 13; HD 3d6 (hp 10); FEAT +6; Move 40'; Strike (+3/1d6+1); Levitate; Sundering

*These 3' tall robots levitate, spinning and attacking with a sundering strike (using razor-tipped 'tentacles'), targeting all creatures within 5'.*

## JUNKINATOR (CL 6)

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AC 17; HD 6d10 (hp 35); FEAT +8; Move 100'; Strike (+6/2d6) or laser beam (+6/1d8/60')

*A 15' tall robot built from a wide range of miscellaneous junk, this rusty giant is the favorite creation of Junkyard Dawg. Junkinator will either strike with a fist or fire a laser beam from a hole in its forehead.*

## JUNKYARD DAWG (VILLAIN 6)

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Horatio Sana, Weapons Dealer; Resources 8

AC 19; HD 6d6 (hp 50); FEAT +11; Move 40'; Cannon (+5/1d10+5/60'); Strike (+7/1d8+4)

STR 14 (+4); INT 13 (+3); PWR 16 (+5)

DEX 10 (+2); CON 14 (+4); CHA 5 (-1)

**Traits:** Body Armor; Bolt of Concussive Energy; Gadgeteer; Levitate; Profession (Weapon Design); Pummel

**Purpose:** "One man's trash is my treasure."

*A brilliant inventor, Junkyard Dawg has made a living as a supplier of small arms to the criminal underworld. He has constructed a suit of armor from miscellaneous junk that provides protection, enhanced strength, and a concussion cannon that pops out of the helmet.*

## APPENDIX A: HEROES YOU CAN HIRE

Two new supers, Bronze Dragon and Strongarm, have established a business in the mean streets of Echo City's Eastway. They have opened a gym called the Hero Factory (competing with Battle Master's Platinum Gym), and have given themselves the nickname "Heroes you can hire". Although they have listed fees for their services, they often work for donations – or even for free – depending on the situation.

When not taking part in superhero work, they run a gym where they work with troubled kids, training them in the martial arts and providing structure, food and even shelter at times. They have very little (hence the low Resources ratings), but manage to get by. An anonymous donation (they think it may have been from the Powers Family, but have no way to be sure), allowed them to purchase the gym outright and gave them enough supplies to take care of kids for the next few months.

If you don't have supers to use, these two heroes are provided for this adventure. As a special hook, the mother of a gang member (one of Strongarm's contacts) comes to them, sharing information about the Junkyard Dawg. Her son was a 'runner' for the Dawg, delivering weapons to a variety of customers. She knows about the log he keeps, and suggests that the supers try to recover it.

### **BRONZE DRAGON (HERO 4)**

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Rand Daniels, Hero You Can Hire; Altered Human; Resources 5

AC 16; HD 4d6 (hp 26); FEAT +9; Move 40'; Strike (+6/1d6+4)

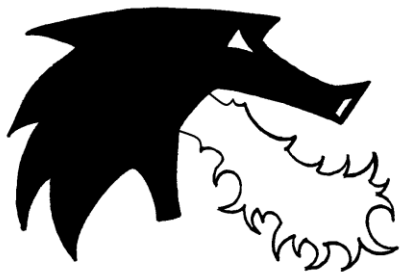
STR 10 (+2); INT 7 (-); PWR 16 (+5)

DEX 14 (+4); CON 12 (+3); CHA 8 (+1)

**Traits:** Ki; Martial Arts; Pummel; Quickness; Sneak

**Purpose:** "I will master myself."

Raised by a secret order of monks after his missionary parents died while in Tibet, Rand Daniels achieved mastery of their mystical powers before returning to his home of Echo City. He works alongside Gage Lucas to provide justice and hope to the downtrodden of Echo City.



*Bronze Dragon's Logo*



## NEW TRAIT: KI

Ki gives you a pool of points each round equal to your PWR modifier. You may distribute these points, adding them to your Armor Class (vs. one attack), to one FEAT roll, to one attack roll, or to one damage roll, as needed. For example, with PWR 14 you have 4 points in your Ki pool. In one round, you may use 2 points to improve a FEAT result from 18 to 20 (making a FEAT you would have otherwise failed), 1 point to increase your AC vs. one attack (making an attack that hit you by 1 point now miss), and 1 point to damage on a successful strike (you hit and didn't need the last point there; so you saved it for damage). This pool refreshes every round, but unused points do not carry over.

## STRONGARM, HERO 4

Gage Lucas, Hero You Can Hire; Altered Human; Resources 5  
AC 15; HD 4d6 (hp 42); FEAT +9; Move 40'; Strike (+7/1d8+5)

STR 16 (+5); INT 8 (+1); PWR 7 (-)

DEX 12 (+3); CON 16 (+5); CHA 8 (+1)

**Traits:** Contacts; Invulnerability; Pummel (1d8)

**Purpose:** "I will give the next generation a better life than I've had."

After an accident nearly claimed his life, Gage's father, a renowned doctor, used experimental medicines to save his young son, transforming him into Strongarm. He works alongside Rand Daniels to provide justice and hope to the downtrodden of Echo City.

His contacts include a number of police officers as well as a number of minor thugs who owe him favors.

## NEW TALENTS

These new talents are available for characters who want to specialize in playing either on their own or with a specific group. Both Bronze Dragon and Strongarm have taken the **PARTNER** talent, giving them bonuses when they work together, which is what they do most of the time.

◆ **LONER.** You are exceptional when you fight on your own. When fighting solo, you get +1 Resolve point per turn and earn +10% XP.

◆ **PARTNER.** You are at your best when teamed up with one other super. When with your designated partner, you get +1 Resolve point per turn and earn +10% XP.

◆ **TEAM PLAYER.** You operate at peak efficiency when you work in a larger group, with two or more other supers. When fighting with your team, you get +1 Resolve point per turn and earn +10% XP.

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