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# VIGILANTE CITY



**TAKE DOWN THE IRON  
CLAN'S TANAKA FAMILY  
HEADQUARTERS**



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THE TANAKA FAMILY IS JUST ONE FACTION OF THE DANGEROUS IRON CLAN GANG. RAN BY THE HEAD OF THE TANAKA CLAN MASTER JIRO TANAKA AND HIS DAUGHTER (AND GENERAL) YUKO TANAKA, THIS SECT HAS TAKEN UP RESIDENCE IN A WESTERN HIGH SCHOOL IN THE PART OF VICTORY CITY KNOWN AS "THE WAR ZONE."

THE ONCE STUDENTS AND FACULTY OF WESTERN HS ARE NOW SLAVES AND DRUG MULES, WHO MANUFACTURE, SALE AND DISTRIBUTE KRYSTLE-SMACK, A NEW STRAIN OF DRUGS, THROUGHOUT ALL OF VICTORY CITY. KS IS THE TANAKA CLAN'S PRIMARY SOURCE OF REVENUE.

THE SLAVES ARE WORKED AROUND THE CLOCK, BEYOND EXHAUSTION, OFTEN UNTIL THEY PASS OUT. THEN THE INITIATE NINJAS OF THE CLAN WILL SHOOT A DOSE OF KS INTO THE UNCONSCIOUS SLAVE'S BLOODSTREAM, REVIVING THEM, ONLY TO THEN BEAT THEM UNCONSCIOUS AGAIN AS A FORM OF PUNISHMENT FOR COLLAPSING.

THIS IS WHERE THE VIGILANTES COME INTO PLAY. AFTER ACQUIRING THE LOCATION OF TANAKA FAMILY HEADQUARTERS, THE HARD WAY AND POSTING UP ON AN ADJACENT ROOFTOP THE NIGHT BEFORE FOR SURVEILLANCE, IT'S BEEN DETERMINED THAT THE BEST WAY IN IS THROUGH ONE THE ACCESS HATCHES IN THE ROOF OF THE SCHOOL. SO WHICH ONE ARE YOU GOING TO CHOOSE?

## **NINJA INITIATE**

**ARMOR CLASS:** 12

**HIT DICE:** 1 + 1

**MOVE:** 12

**ACTIONS:** 1

**ATTACK DAMAGE:** CLUB (D6),  
DAGGER (D6-1)

**SPECIAL:** N/A

**BONUSES:** +2 TO STEALTH, +2 TO  
JUMP, +3 TO CLIMB

**MORALE:** 4

**TERROR:** -

**HDE:** 1

## **YUKO TANAKA (NINJA)**

**ARMOR CLASS:** 15

**HIT DICE:** 2

**MOVE:** 16

**ACTIONS:** 1

**ATTACK DAMAGE:** THROWING STAR  
(D4+1), NINJA-TO (1D6+1)

**SPECIAL:** \*NINJA VANISH, \*\* AMBUSH  
**BONUSES:** +3 TO MELEE ATTACK, +4  
TO RANGE ATTACK, +1 TO MELEE  
DAMAGE, +6 TO CLIMB, +4 TO JUMP, +5  
TO STEALTH, +4 TO INITIATIVE, +2 TO  
SUBTERFUGE

**MORALE:** 7

**TERROR:** 7

**HDE:** 2

**\*NINJA VANISH:** AS AN ACTION, AN  
IRON CLAN NINJA CAN ATTEMPT TO  
DISAPPEAR. THEY HURL A SMOKE  
BOMB TO THE GROUND, CREATING A  
20' AREA OF DARKNESS. YOU MAY  
MOVE OUT OF THE SMOKE.

**\*\*AMBUSH:** WHEN ATTACKING FROM  
HIDING OR STEALTH AND THE NINJA IS  
UNSEEN, THEY DEAL SURPRISE ATTACK  
DAMAGE AT +2 DAMAGE.

## **JIRO TANAKA MASTER**

**ARMOR CLASS:** 17 **HIT DICE:** 6 + 3

**MOVE:** 20 **ACTIONS:** 2

**ATTACK DAMAGE:** THROWING STAR  
(1D4+2), NINJA-TO (1D6+2)

**SPECIAL:** \*NINJA VANISH, \*\*AMBUSH,  
\*\*\*SUMMON NINJA

**BONUSES:** +6 TO MELEE ATTACK, +8  
TO RANGE ATTACK, TOUGHNESS +1, +3  
TO MELEE DAMAGE, +8 TO CLIMB, +8  
TO STEALTH, +6 TO JUMP, +7 TO  
INITIATIVE, +5 TO SUBTERFUGE

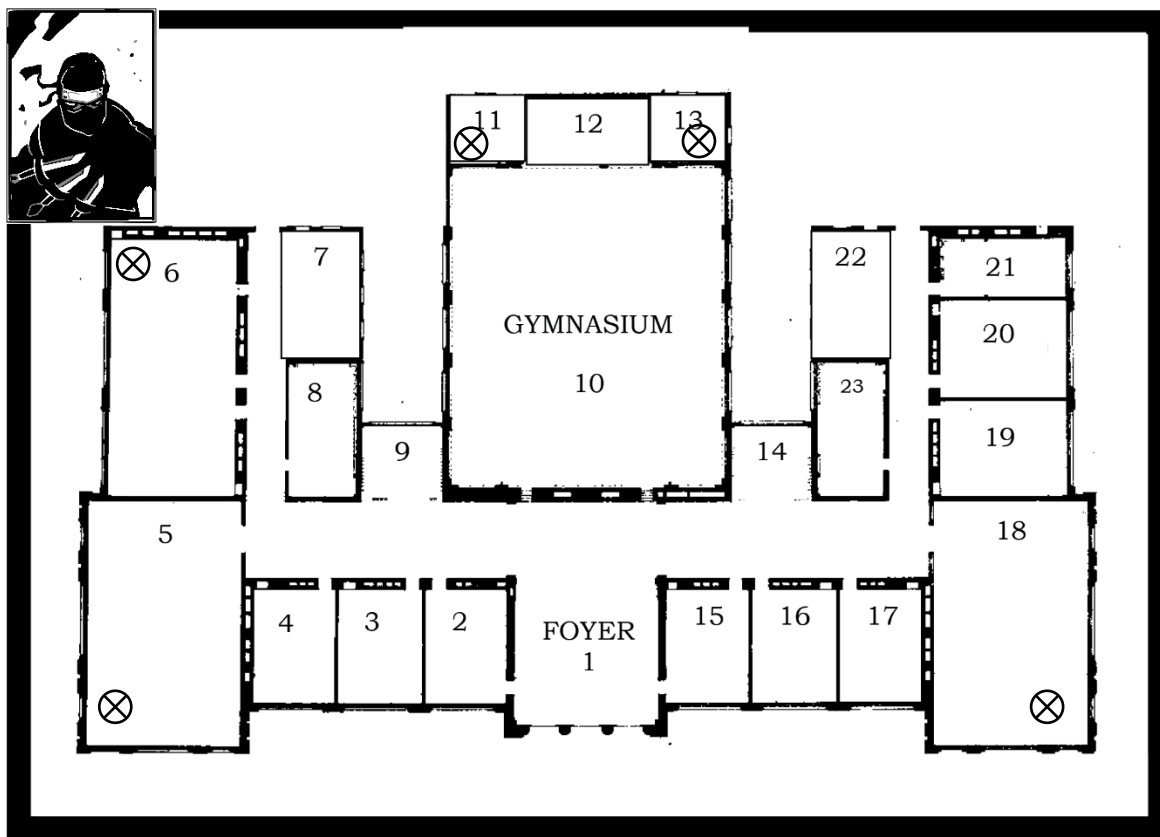
**MORALE:** 9 **TERROR:** 11 **HDE:** 6

**\*NINJA VANISH:** AS AN ACTION, AN  
IRON CLAN SENSEI CAN ATTEMPT TO  
DISAPPEAR. THEY HURL A SMOKE  
BOMB TO THE GROUND, CREATING 20'  
AREA OF DARKNESS. YOU MAY MOVE  
OUT OF THE SMOKE.

**\*\*AMBUSH:** WHEN ATTACKING FROM  
HIDING OR STEALTH AND THE SENSEI  
IS UNSEEN, THEY DEAL SURPRISE  
ATTACK DAMAGE AT +3 DAMAGE.

**\*\*\*SUMMON NINJA:** ONCE PER DAY,  
A NINJA SENSEI CAN SUMMON D4 IRON  
CLAN NINJA'S TO AID THEM.

\*FOR MORE INFO ON NINJAS AND THE IRON CLAN, SEE PAGE 121 OF THE VILLAIN'S GUIDE. \*



⊗ = ROOFTOP ACCESS

1 - ROLL 2 TIMES ON THE NINJA PRESENT CHART.

2-4 - ENGLISH AND SOCIAL STUDIES ROOMS. ROLL ON THE NINJA PRESENT CHART FOR EACH.

5 & 18 - SCIENCE LABS WITH 10 EXPERIMENT STATIONS EACH. THIS IS WHERE ALL THE CHEMICAL WORK IS DONE FOR THE DRUGS. LOTS OF STAFF & STUDENTS. ROLL ON THE NINJA PRESENT CHART.

6 - CAFETERIA. THIS IS WHERE THE DRUG PACKAGING IS TAKING PLACE. STUDENTS & TEACHERS, LIVING AND DEAD, ARE PRESENT HERE. ROLL 2 TIMES ON THE NINJA PRESENT CHART.

7 & 22 - LOCKERS. NO ONE HERE.

8 & 23 - RESTROOMS. EMPTY.

9 - FACULTY BREAKROOM. MASTER JIRO TANAKA AND HIS PERSONAL GUARD OF 4 INITIATE NINJAS ARE HERE!

10 - GYMNASIUM. THIS IS THE SLEEPING QUARTERS FOR THE IRON CLAN MEMBERS. HOWEVER, CURRENTLY ONLY 2 NINJAS ARE FOUND HERE, BOTH ASLEEP.

11 & 13 - EMPTY STORAGE CLOSETS.

12 - STAGE AREA.

14 - SCHOOL OFFICE. IF SEARCHED, YUKO TANAKA CAN BE FOUND MEDITATING, HOWEVER, SHE CANNOT BE SURPRISED BY THE PLAYERS.

15-17 - ENGLISH AND SOCIAL STUDIES ROOMS. ROLL ON THE NINJA PRESENT CHART FOR EACH.

19-21 - MATH ROOMS. PILES OF STINKY DEAD CORPSES OF STUDENTS & FACULTY. MOST DIED FROM TORTURE OR STARVATION.

D10 NINJA PRESENT	
1-3	ROOM IS EMPTY.
4	1D4 INITIATE NINJA PRESENT
5	1D6 INITIATE NINJA PRESENT
6	1D8 INITIATE NINJA PRESENT, 4 STUDENTS CHAINED TO THE WALL.
7	MAKE SHIFT DOJO, 2D10 INITIATE NINJA PRESENT AND 2 MASTER NINJA!
9	2D6 INITIATE NINJA PRESENT, 10 DECEASED FACULTY MEMBERS, TORTURE ROOM
10	2D8 NINJA PRESENT, 1 MASTER NINJA

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