

# FROM THE DEEPS OF SPACE

BY  
STEFAN  
JONES





**FROM THE DEEPS OF**  
**SPACE**

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

WRITER: STEFAN JONES  
ILLUSTRATOR: BILL REINHOLD  
COLORS & COUNTERS: JEFF DEE



P.O.Box 182  
Roslyn, N.Y. 11576

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Note that this adventure pack comes with cut-apart counters. Players may wish to glue these full-color counters to heavy card stock before cutting them apart. Be careful when removing the counters from the center of this adventure. If you cut the pages out, be careful not to cut the pages next to them as these are part of the text. If you choose to open the staples binding the book to remove the counters, once again, do so carefully and reclose them with a blunt instrument with care not to drive a staple into a finger or hand. The counters are provided as a convenience to players as we have learned from your letters that many groups do not have members who can draw their own counters. We hope they prove a useful playing aid.

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## EDITORIAL INTRODUCTION

This is a rare introduction in that it is not being written by either Jeff Dee or Jack Herman. Readers will note that Jeff Dee referred to me as 'Editor in Chief and Slave Driver' when he lettered the back cover of this book. This relates to his busy schedule doing art for DC and many of the alternative comic publishers. FGU does not give Jeff a chance to take it easy and, unfortunately, the editorial introduction to this book never got off his typewriter.

In that all adventure packs for V&V that are submitted to FGU go through us to Jeff Dee and Jack Herman for approval and editing, we have communication about all such projects. I feel confident in writing this introduction from knowledge of the reaction we all had to **From the Deeps of Space**.

This adventure marks the second V&V product from Stefan Jones. In this case Stefan was able to combine his interest in science fiction (demonstrated by the several adventures he has written for FGU's **Space Opera** game) with his interest in superheroes. This served a number of valuable purposes. First, Jeff and Jack had been considering writing a V&V supplement to cover things like space travel due to the number of stories of this nature appearing in comic books. Stefan had come up with such a system independently that required only minor modification to fit in with what they had planned (as printed in this adventure). Secondly, the adventure fills the need for adventures of the type dealing with space and aliens to simulate that trend in superhero comics. Finally, we were all pleased at the multi-part nature of this sweeping adventure and are extremely pleased to be able to make it available to you, the V&V player.

Scott B. Bizar  
Editor-in-Chief



## INTRODUCTION

This adventure pack is for use with the **Villains and Vigilantes** role-playing game; it cannot be used alone. **From the Deeps of Space** is an adventure of both invasion and exploration, in which the superheroes (also called PCs, characters, or heroes in the text) must defend their home turf from the forces of the Capellans, and (if they survive) seek out the center of Capellan power to prevent further trouble.

From the Deeps of Space is designed for fairly low-level heroes. If the GM desires, he or she can raise or lower the attributes and levels of the Enemy to suit the strength of the player group. Note also that the second part of this adventure requires that the PCs have some sort of interstellar craft or the power of deep-space flight; if the PCs are successful in the first part of the adventure, the GM may have the government 'notice' them and loan them a small spaceship for the duration of their quest. Alternately, the PCs could have to build a space craft, using inventing points or hired geniuses, or may even have to steal such a ship.

# Part 1: FROM THE DEEPS

## 1 MIDVILLE

An imaginary town in which to set the Capellan invasion has been included in this booklet, but the GM should feel free to utilize whatever location suits his campaign. The town presented here can be used if one's own home town or city is too large or urbanized to be cut off from the rest of the world by a few invading spacecraft . . . it is a simple matter to arrange for the PCs to be visiting Midville when the invasion takes place.

Midville can be set up almost anywhere, though the forests and hills make it best suited for a mountainous area. The pattern of roads in the area has made the place a bit of a backwater, and its neighbor to the north, Endville, is even more in the sticks. While not ignorant or backwards, the inhabitants of the area are small-town people and a bit suspicious of odd outsiders. Super-powered types are something they see on TV or at the local supermarket doing promotions so that the PCs might find themselves being looked at rather oddly.

A map of Midville, Endville, and environs is included. A key is provided below. The GM may be called upon to draw maps of important structures or to whip up some townspeople-NPCs for use as laser-fodder, allies for the heroes, and so on.

### MAP KEY

Ø Locations of force-field generators, mounted on grav-vehicles.

\$ These are the locations of Scoutships, which have been covered with camouflage nets and placed so their guns cover the area about them. Capellan soldiers from the ships will be prowling about the area, alert for intruders.

The locations of the seven Base-ships. After the first day or so, alarm wires and some booby traps will be strung up around the sites.

**A.** This highway runs past the southern limits of Midville, and is separated from the bulk of the conquered area by a ridge. The Capellans have left the highway alone for the most part, in hopes of keeping the outside world in ignorance of Midville's current condition. To the east and west, the Capellans have set up simulated roadblocks and detours to deflect traffic away from Midville.

The buildings closest to Highway A are part of a popular club/theatre/dance-hall that has been closed for the season. The big circus-like tent that houses the dance floor and stage has been commandeered by the Capellans, who have placed one of the force-screen generators inside. Hidden behind a hill to the east is one of the Base ships. Construction vehicles commandeered from the highway have been parked by the ship; they will be used to construct the force-screen installation.

**B.** The location of several fancy homes, currently being used to hold travelers who bungle into town. A detour sign in Maple directs travelers up the street, where a few dispirited humans will tell them to leave their cars and report to the 'community check post.' They will give a vague explanation for the check, and may try to slip people a note telling of the town's predicament. A Capellan scout ship and several soldiers wait nearby to ensure the reliability of the people they are using to front for them. Travelers will be told to leave, or may be impressed into the Capellan work force if they look strong or have construction experience.

**C.** This is a resort/recreation park, with rides, a small golf course, and a reconstruction of a historical village. A Base ship has landed

right on top of the phony village, crushing log cabins and souvenir stands to sawdust . . . fortunately, the entire park is closed for the fall and no one was hurt.

**D.** This is a fancy housing subdivision, largely unoccupied and with several buildings under construction. The Capellans captured much cement, lumber, and other construction supplies, and have stockpiled them by the Base ship in the development.

**E.** This is downtown Midville. There are many stores, a shopping center and a few small apartment buildings and town offices. The streets are deserted, but if anyone manages to get this far, a scared-looking man will inform all visitors to leave. He is scared because several lasers are pointed at him . . .

**F.** A residential neighborhood, with neat little houses and well-kept lawns. A few houses have been blasted as a result of street fighting between citizens and Capellans. A Scout ship has been 'parked' in the area to prevent further mischief.

**G.** The local high school, where prisoners are kept locked in the gym and cafeteria. A Base ship is located on the football field.

**H.** The town dump. A rag-tag collection of partisans are gathered here, right under the noses of the Capellans. They are quite well hidden, and have avoided open fights with the Capellans.

**I.** Midville's 'industrial park'; a few factories with a canal dug to the lake. The sandy field south of the canal is the resting place for a Base ship, and the construction site for the big, permanent force-screen generator building. Alarm wires will be present by the fourth night of the conquest, and minefields by the eighth day.

**J.** A summer resort with small cottages. More prisoners are being kept here.

**K.** An apple orchard, commandeered for use as a landing field. The land to the east is mostly woods and hills.

**L.** Downtown Endville, a mining community that has hit the skids. The place was so dead to begin with that the invasion has hardly made a difference. As with Midville, human prisoners will be used to instruct travelers to leave.

The group of buildings south-west of town is the mine, which is being ransacked by the Capellans for parts and materials for the force-screen base. A Base ship is hidden nearby.

**M.** North Road leads to another highway about ten kilometers up the road. Scout ships have been hidden in copses and behind roadside buildings to prevent people from getting to Endville unnoticed.

**N.** A trailer park full of mobile homes and old people who are quite upset over what is happening to the town. Some war veterans are quietly planning to send for help and to destroy the Capellans' construction project at position 'I' above; the PCs will be welcome and aided by this group.

This outline of Midville can be expanded and fleshed out by the GM as he or she sees fit. Bumbling local officials, treacherous citizens, and other NPCs can add to the drama of the situation. As a change of plot, the PCs could stumble onto Midville and the invasion. The odd behavior of the people at the check point should tip off the PCs and inspire them to investigate fully.





## 2 FROM THE DEEPS

The first part of this adventure is set on Earth, right in the heroes' home town or city (or in Midville, if the GM so chooses). It is autumn, late October, and the weather is starting to turn bad. Things have been rather quiet for the PCs lately, but they will soon have their hands full . . . for watching from above are intellects vast and nasty, and their many eyes are now turned to Terra and humanity!

A day or two before the adventure begins, a local person of low reputation — a bag lady or ne'er-do-well — will see something in the sky and an interview will appear in the paper. (If the PCs don't read the local paper, they'll see it on TV.)

**Reporter:** 'I understand you saw something unusual last night, Mrs. Homina. Could you describe it?'

**Homina:** 'Durn right! And I was stone sober, understand. I was cleaning up behind the supermarket when I saw this thing. Came up from the direction of the dump, twice as high as the telephone poles. Got so scared I dropped my sup-eh, the garbage.'

**Reporter:** 'Could you tell us what it looked like mad am?'

**Homina:** 'Yeah! Yeah! It wasn't a saucer, for one thing; was more

like a big block, with sloping sides and big, bulging windows. It was too dark to see any color, but it had these green lights on it . . . attached all over, just barely glowing.

**Reporter:** 'Did they talk to you?'

**Homina:** 'Who?'

**Reporter:** 'Why, the people in the ship. Did they give you a message for us, perhaps?'

**Homina:** 'Hah! You think I'm nuts! Trying to make me look like a fool! Nyahh!'

The article or broadcast will then go on to tell how the interviewee stomped off in a huff, not talking with anybody for hours afterwards. If the PCs wish to do some questioning on their own, they will find the 'contactee' not very helpful; she will only be able to give a rough idea of the size of the craft: some twenty meters long by six wide and high. Use of mind probes, telepathy, and what-not will confirm that the contactee saw something, but reveal no further details.

The above incident should get the PCs on their toes and set the mood for what follows!

## 3 THE INVASION

Late at night, several large spacecraft will land in various school yards, vacant lots, and empty fields in or near the PCs home area. Some people will see the ships' descent and, if the heroes have a listed phone number for use by the public to report such events, the PCs will hear about it frequently during the night. Come daybreak, no one will need to be phoned to know that trouble is afoot!

At dawn, each of the seven large spacecraft (see descriptions in section 7) will disgorge a troop of alien soldiers and several hover-cycles. Regular patrols will be set up to seal off the area from the outside, using roadblocks, force-screens (see section 5), and hover-cycles. Before it is fully light, the following will be broadcast on all radios, televisions, and even phone lines:

*People of Earth! Your planet is annexed to the Capellan Hegemony! Resistance to our invasion forces is useless . . . transgressors will be terminated immediately.*

*Remain in your homes until further notice! Soldiers will gather your weapons . . . do not attempt to conceal arms on pain of death! Normal routines will be established as soon as local resistance has been*

*neutralized. Do not attempt to leave the area or gather outside your homes! . . .*

The message will repeat constantly throughout the invasion.

Needless to say, there will be some panic. Not a few people will run into the streets and wave their arms, screaming. Some will form make-shift militias and attack the Capellan soldiers. Police and other officials will try to find out who is behind this prank. Not a few will be blasted by the invaders, or herded into guarded buildings for safe-keeping.

How the PCs handle the situation will determine whether the invasion is a success or not. It will be a day or two before the situation is fully known to the outside world: the Capellans have cut the outside off from the town as effectively as possible (note that there will be no way other than telepathy or exotic communications devices to contact the outside world . . . the invaders are quite thorough). If more than a week goes by without effective action, the Capellans will have made the PCs' home turf into their beachhead, and the REAL invasion will soon begin!

## 4 INVASION ENCOUNTERS

The best course the PCs can take is to leave their homes, headquarters, or holes in the ground and try to meet each other to make plans. As they walk the streets or fields, they will meet people and aliens. The following chart should help to determine what they run into. Roll percentile dice (d100) for each ten minutes of walking, or one minute of flight. Subtract twenty for wilderness areas, add ten for areas near the Capellan landing sites.

Die Roll	Result
-19-20	<b>Vigilantes:</b> The non-powered kind. This is a group of 2d6 + 5 men with pistols and rifles, out to drive off the invaders. They are scared but dangerous: an unusual looking PC may find himself targeted as one of 'them'. On the other hand, the PCs could use the vigilantes to help by creating diversions or supporting PC attacks on the invaders if the vigilantes are approached properly.
21-50	No one is encountered.
51-65	A lone pedestrian is encountered. He or she could be a lost child, a shell-shocked civilian or other citizen wandering about, or someone looking for help.

66-70	As above, but the pedestrian is in trouble! 1d6 Capellans will be in the area trying to capture or kill the person.
71-85	No one is encountered, but signs of a battle are present: a burned out police cruiser, a dead body, a crashed hover-cycle, etc.
85-100	Capellan Patrol: see stats below. They will be suspicious and probably hostile to anyone present.
101-110	Capellans on Hover-Cycles: like a patrol but worse! Hover-cycles will also be dispatched if a patrol sees anyone flying overhead; it takes 2d6 turns to send one from a ship to the scene of a battle.

The GM should feel free to make up his own encounters. Note also that places like major roads leading out of the area, large malls or public buildings, and airports will have a patrol of Capellans and a few hover-cycles present. Force-Screen posts will surround the area, preventing airplanes — and flying heroes — from escaping. Encountered Capellans will shoot first, ask questions later, but there is a chance that extremely odd people will be captured for examination at one of the landing sites.

The GM should do his best to make journeys through the Capellan held area tense and exciting. Opportunities for the PCs to prove their heroism should be liberally provided, and the chances of violent con-

flict high. Using a map of the invaded area to provide local color can help alot.

## 5 THE CAPELLANS

The Capellans are an alien species native to a star system near the giant star Capella; they have centered their empire around that star but do not actually have military bases of note there. The Capellan Empire is fairly large, with about fifty conquered worlds and as many colonies under their rule. For reasons unknown, they have turned to Earth as their next target.

Capellans are centauroids — four-legged creatures with two arms at the front end of their bodies. They are related to the ancient Therapsids of Earth's past: reptile-like creatures with warm blood and some fur. Their heads are wolf-like, with many teeth and sensitive ears; all limbs end in clawed digits, making Capellan hands a bit clumsy. The long, dinosaur-like tail has a brace of spikes for use in close combat. Coming from a planet with lower gravity than the Earth, they are a bit weaker in proportion to size than humans, but make up for it in ferocity and general toughness.

The Capellans also have super-powered helpers, some human or humanoid. When the Capellan military needs help, or intelligence work needs to be done, one of these henchmen are called in. Three are shown below; all are proud, status-conscious, and will go out of their way to take on heroes rather than let the Capellan soldiers do all the dirty work.

Both the Capellans and their helpers have devices and other high-tech items to aid them in their conquests. They might be captured by the heroes or the bands of human vigilantes and guerillas in the area, but once the adventure is over they will tend to break down or be acquired by the government, as is the usual fate of such devices. The Capellan ships may be used in the second part of the adventure, but these too will have a limited lifetime and only the smaller Capellan ships will be easily operable by human vigilantes or heroes.

### CAPELLAN SOLDIER

Identity: Alien Soldier

Side: Capellan Invaders

Experience: 2500

Age: Varies

Powers:

#### 1. Alien Body

- A. Heightened Endurance: +10 to score.
- B. Lowered Strength: -5 to score.
- C. Natural Weaponry: +2 to hit, +4 damage in HTH.
- D. Increased Mass: Two times average human mass.

#### 2. Combat Harness Device

- A. Heightened Senses: the goggles on each soldier's helmet give him or her night vision (light intensification).
- B. Armor: Plates of ceramic armor give the soldier 50 points of armor protection.

#### 3. Special Weapon: The Capellans' sidearm. This bulky gun can shoot laser-rifle (energy weapon) blasts, throw grenade-sized bombs (range = 20 inches), and fire a stun-blast (a paralysis ray with a 5 inch range). There are four bombs and ten charges in a fully-loaded gun.

Weight: 320 lbs.

Agility Modifier: -2

Endurance: 22

Intelligence: 12

Reactions from Good: -

Damage Mod.: -

Accuracy Mod.: -

Power: 51

Carrying Cap.: 407 pounds

Movement Rate: 39 inches ground.

Detect Hidden: 10%

Sex: Male or Female

Level: 2

Training: Strength

Basic Hits: 7

Strength: 7

Agility: 10

Charisma: 10

Evil: -

Hit Points: 17

Healing Rate: 4.2

Basic HTH: 1d6

Detect Danger: 14%

Capellan soldiers are fiesty and tough. They like hand-to-hand combat, but will avoid it if an opponent is obviously too tough to handle. They are well-trained in combat engineering, crowd control, and other useful skills.



### Capellan Patrols

A Capellan patrol has seven soldiers. One is an officer-type, and is armed with a sword in addition to the above-mentioned equipment. Both the officer and a communications creature have radios for reporting to base. Patrols travel in good military fashion, with a pointman and a trailing guard. The patrols guard roadblocks, perimeters of the landing sites, and make rounds of the entire conquered area.

### Hover-Cycle Patrols

Each of the seven large spaceships has two hover-cycle patrols. These consist of four gravity-propelled vehicles; three hover-cycles and a sort of flying troop transport with seven soldiers on board. Hover-patrols cruise about looking for trouble spots, and reacting to calls for help from ground patrols.

### Hover-Cycles

These are hot little craft resembling aquacycles or snowmobiles. They can travel 300 mph in the air and can turn 60° per action. A pilot and one passenger can fit on the ship comfortably. They have steel hulls, and take 15 points to disable and 35 points to demolish. A big blast-machine gun is mounted up front (fires straight ahead only,



shoots six power-blasts a turn, range = 30 inches, damage 1d10), and grenade-sized bombs can be dropped from a rack on the bottom.

#### Hover-Transports

These are boxy, open-roofed vehicles that hold seven beings. They can travel up to 100 mph on the ground and twice that in the air. The hull is steel (structural strength 9), and it takes 20 points of damage to disable or 50 points of damage to demolish the craft. There are ports where the soldiers riding the ship can blast away at people on the ground, and a big power-blast gun in a turret (1-20 points of damage, 50 inch range, ammunition is just about unlimited). The transports are not very maneuverable and can only turn 30° per action.

## 6 AGENTS OF THE EMPIRE

Capella has three super-powered agents to help them put down the natives. They are a haughty lot, and will personally take on the PCs if they cause trouble. Though loyal to Capella, they are individuals and liable to individual motivations.

#### MAJOR RALL

The Major is a Capellan super-villain, a rather puny wimp with amazing mental powers and skills. Rall has also had a special suit of armor made up for him to protect his precious hide from attacks by crude, physical types. He is haughty and arrogant, and is not well liked by his fellow Capellans, who fear him for fairly good reasons.



#### Force Screen Posts

The Capellans have set up a giant force-field around the area to prevent flying craft from entering or leaving the perimeter. The field is produced by generators mounted on ships similar to the hover-transports described above. A patrol of Capellan soldiers guards each such generator.

The force-screen has a structural strength of 60. If someone can muster that much force in a flying ram or blast, a hole will open in the screen momentarily, allowing whatever rammed it to pass through. This will also alert the Capellans, who may send a Patrol of Hover-cycles! Any damage taken by the screen will disappear on the following phase.

There are fifteen generators set up around the perimeter of the conquered zone. They and the grav-ships carrying them are protected by a force-screen with a strength of 20; the generators proper can take 12 points of damage before conking out. Each generator destroyed reduces the strength of the whole field by four points. If things become desperate, the Capellans will bring in the ships to surround their large space craft; in this case, each ship will be surrounded by a force field equivalent to six points times the number of generators around each ship.

#### Numbers

It is doubtful that the PCs will have to face the entire Capellan force to defeat the aliens, but here is a rough estimate of their numbers. If you are running the adventure in a city, the number might be larger; in a tiny town, decrease the size of the force.

- Large Ships: There are seven such invasion craft.
- Scouts: There are fourteen of these smaller spaceships. These have room for two patrols in each.
- Soldiers: There are fifty-six patrols of seven Capellans; six per large ship and one per scout.
- Cycles: Each large ship has six hover-cycles and two transports, with pilots, for a total of forty-two cycles and fourteen transports.
- Generators: There are seventeen generators . . . two are spares that are stored in the large ships. The scout ships have these generators also and they may be called in to reinforce the perimeter in time of need.
- Suoer-Powered Allies: There are three of these, described below!

See illustration on next page.

Identity: Major Rall, Capellan Agent

Side: Capellan Invaders

Sex: Male

Experience: 25,000

Level: 7

Age: 43

Training: Strength

Powers:

1. Alien Body: see stats for Soldier
2. Body Armor: A suit of armor that gives Rall Adaptation power and armor 75.
3. Telepathy: 210 inch range, see **V&V** rules, page 17.
4. Mind Control: 75 inch range.
5. Weakness Detection: Bonus +7, and learns one special weakness, if any.

Weight: 300 pounds

Basic Hits: 6

Agility Mod.: -2

Strength: 7

Endurance: 21

Agility: 16

Intelligence: 21

Charisma: 18

Reactions from Good: -3

Evil: +3

Damage Mod.: +3

Hit Points: 24

Accuracy: +2

Healing Rate: 3

Carrying Cap.: 321 pounds

Power: 62

Basic HTH: 1d6

Movement: 41 inches ground

Detect Hidden: 16%

Detect Danger: 20%

Inventing Points: 3.2

Inventing: 63%

Origin: A natural mutation, Rall was born with his mental abilities.





## STAR BOSS

Roul Churrn was a fairly ordinary humanoid on his 3g homeworld, but on the Capellans' home planet he was a mighty creature indeed. The Capellans trained him from his youth to be a warrior, and become one he has. Taking the name Star Boss, Roul is an assassin and commando assault expert for the Capellan military. He is on this mission to enforce discipline (he can pick up a Capellan in his arms and rip him in two if needed!) and to get a little excitement. His personality is that of a mercenary: cold-blooded, silent, merciless.

Identity: Roul Churrn, humanoid Capellan subject  
 Side: Capellan Invaders      Sex: Male  
 Experience: 5000      Level: 3  
 Age: 31      Training: Agility  
 Powers:

1. Heightened Strength x 2: +30 to score.
2. Heightened Expertise: +4 to hit with most HTH weapons.
3. Natural Weaponry: Martial arts skill, +2 to hit, +4 damage.
4. Special Weapon Device: Star Boss has a trident that fires Lightning Control blasts with a range of 12 inches and is treated like a spear in combat. It has seven charges.
5. Uniform: Star Boss's snazzy gray uniform has Adaptation power and Flight devices built-in. Flight speed is 50 mph (220 inches per turn) and has a two-hour charge; Adaptation has a 24-hour charge — using the power as a defense takes one hour's worth of energy.
6. Weakness: Star Boss is extremely over-confident and takes on more than he can chew as a matter of course. Once mad at someone, he will pursue until victorious or beaten (to a pulp, if necessary).

Weight: 220 pounds  
 Agility Mod.: —  
 Endurance: 13  
 Intelligence: 11

Basic Hits: 5  
 Strength: 43  
 Agility: 14  
 Charisma: 15



Reactions from Good: -2	Evil: +2
Damage Mod.: +1	Hit Points: 30
Accuracy: +1	Healing Rate: 1.5
Carrying Cap.: 8889 pounds	Power: 81
Basic HTH: 2d10	
Movement: 70 inches ground, 220 inches flying	
Detect Hidden: 8%	Detect Danger: 12%
Inventing Points: 2.3	Inventing: 33%

## LADY SEVEN

Lady Seven is a mysterious Earth-human woman who turned up on Capella several years back to aid the Capellans in their conquest of the Earth. What she's up to is not known, but she has convinced the Capellans of her loyalty. Seven is a competent magician, who uses the powers of numerology and astrology. She is a bit distant most of the time — contemplating the universe in her head perhaps — but, in combat is not a foe to be trifled with. She might be interested in a handsome male human magician if one is available; she considers the technologically-minded Capellans dull company and would enjoy talking with someone with similar interests.



Identity: Jean Simons, American exile  
 Side: Capellan Invaders      Sex: Female  
 Experience: 4000      Level: 2  
 Age: 27      Training: Endurance

**Powers:**

1. Increased Intelligence: +12
2. Cosmic Awareness: Requires a view of the night sky.
3. Magic Spells:

A. Numerological Control: For a cost of 6 power points per turn, Lady Seven can change die rolls of her enemies in combat. Two rolls are made for each roll needed. The GM chooses (for Lady Seven) which roll is applied. Range = IQ = 25 inches. This spell only costs movement to activate (i.e. does not take a full phase and still costs power points) and lasts till the end of that turn.

B. Meteors: A form of Light Control, this spell causes a swarm of blinding-bright streaks of light to surround a victim, causing a blinding-light attack with a radius of four inches, and one weak Power Blast attack (does 2d4 points of damage on the main target only). This spell costs PR = 4 and has a range of 10 inches. It can only be used at night.

Weight: 120 pounds      Basic Hits: 3  
 Agility Mod.: +2      Strength: 13  
 Endurance: 9      Agility: 15  
 Intelligence: 25      Charisma: 18  
 Reactions from Good: -3      Evil: +3  
 Damage Mod.: +3      Hit Points: 9  
 Accuracy: +2      Healing Rate: .75  
 Carrying Cap.: 186 pounds      Power: 62  
 Basic HTH: 1d4  
 Movement Rate: 37 inches ground  
 Detect Hidden: 18%      Detect Danger: 22%  
 Inventing Points: 4      Inventing: 75%  
**Origin:** Study of ancient texts, contact with extra-dimensional forces  
 ... the latter gave her a ride to Capella.

## 7 SPACE SHIPS

The Capellan forces depend utterly on their spaceships. The supplies for the invasion force come from those vessels, the HQ staff is based there, and in an emergency they are a place of refuge and escape. All this will be apparent to the heroes — if they don't realize it themselves, they can get it from the mouth of a captured Capellan soldier.

The seven large spacecraft are based in empty fields, football stadia, etc. The smaller scout vessels — fourteen of them — are scattered about the conquered area, neutralizing trouble spots and shifting troops about ... a few may wait in orbit to knock out spy satellites or U-2 planes trying to nose around the captured territory. In the likely event that the PCs wish to capture or invade a ship, the deck plans and stats are listed below. Note that each will be guarded by two or three patrols of Capellans, and that things like electrified barbed-wire and searchlights will be in operation to prevent infiltration of the Base ships.

### SCOUTS

Scouts are fairly small interstellar ships. They are roughly brick-shaped with anti-laser gray paint. Length is some sixty feet, width twenty five feet, and height fifteen feet. They can travel at up to 600 mph in atmosphere, accelerating at 50 mph per turn, and do 18 Warp Factors in space. The hulls resist 13 points of damage (their structural strength), and can take 200 points of general damage before becoming disabled. Total destruction takes another 150 points. Fifteen Capellans, or twenty-odd humans can fit on board, and there is room for stores of ammo, energy packs and loot. A deck plan is provided.

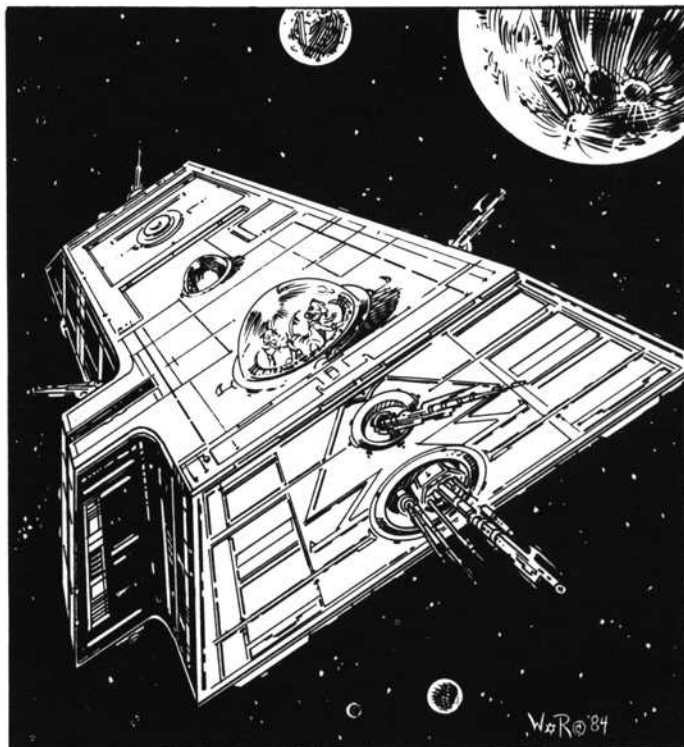
Each scout has four Power-Blast guns in turrets (one in front, each side, and rear), a torpedo tube that shoots the equivalent of medium bombs, and a big, forward-pointing laser that attacks as a Power Blast and does 4d10 damage + the blast effects of a grenade at the point of impact. The weapons are controlled by a computer that acts as a level four creature. Range for these weapons is effectively infinite.

Scouts are just simple enough to be understood and operated by a twentieth century human ... the percentage probability of figuring out how to do a particular thing (launch ship, land ship, fire guns, stop ship from crashing into an asteroid, etc.) is 3 x Intelligence of operator. To repeat the action requires a roll on d100 less than or equal to 5 x Intelligence of operator to succeed. A week or practice will raise the chances to do any one function to 90%.

### BASE SHIPS

The seven huge Base-ships are the main body of the fleet invading Earth, and are well protected. The Capellans are trying to prevent just the sort of thing that the heroes will need to do to drive the invaders off: damage or capture three or more Base-ships.

Base-ships are bulky, gray beasts, shaped like tall, truncated pyramids. They are about 150 feet wide at the base and 100 feet tall. The hulls are titanium armor (structural strength 13), and they are too large to be handled by normal vehicle damage rules. Each section has the following damage capacities (Disable/Additional to Destroy).

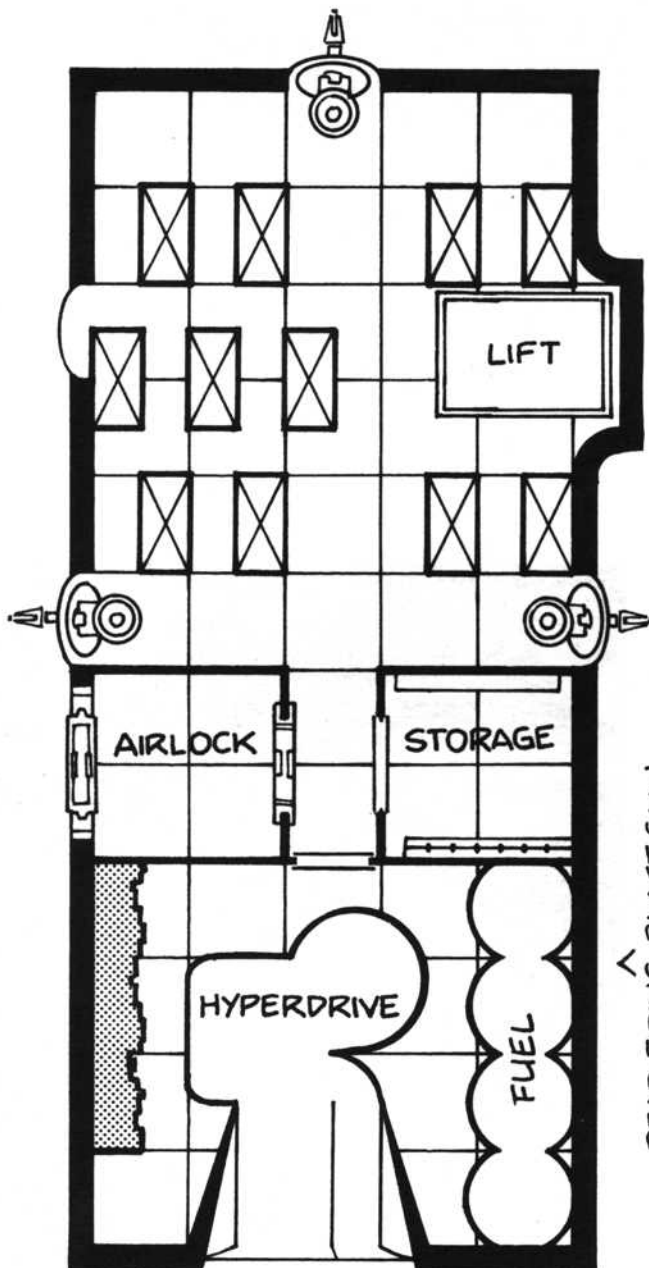
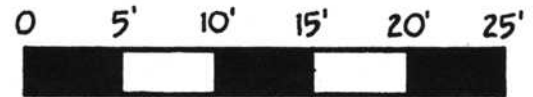


- (1-3) Engines (three total per ship): 100/100 each
- (4) Hyperdrive (one per ship): 100/50
- (5-6) Laser Cannons (three per ship): 50/25 each
- (7) Control Deck: 50/25
- (8) Cargo and Crew Quarters: 150/150
- (9-10) Hull Integrity: 300/200

The numbers before each listed section are die-roll ranges. If a random shot from outside hits the ship, roll to see what section is hit on 1d10. Knocking out an engine reduces speed and acceleration by one third (top speed is 450 mph in atmosphere, Mach 4.5 hyperflight, or 10 Warp Factors in space. Acceleration is 30 mph per turn). A dead hyperdrive means that no Faster-than-Light flight is possible. Knocking out a laser cannon does the obvious; a smashed control deck means the ship flies and fires randomly, and becomes a hazard to all concerned! The crew/cargo section can be viewed as 'free hits' in that such hits will not affect the operation of the ship, but people on board, including prisoners, will begin taking damage from fires and collapsing walls if



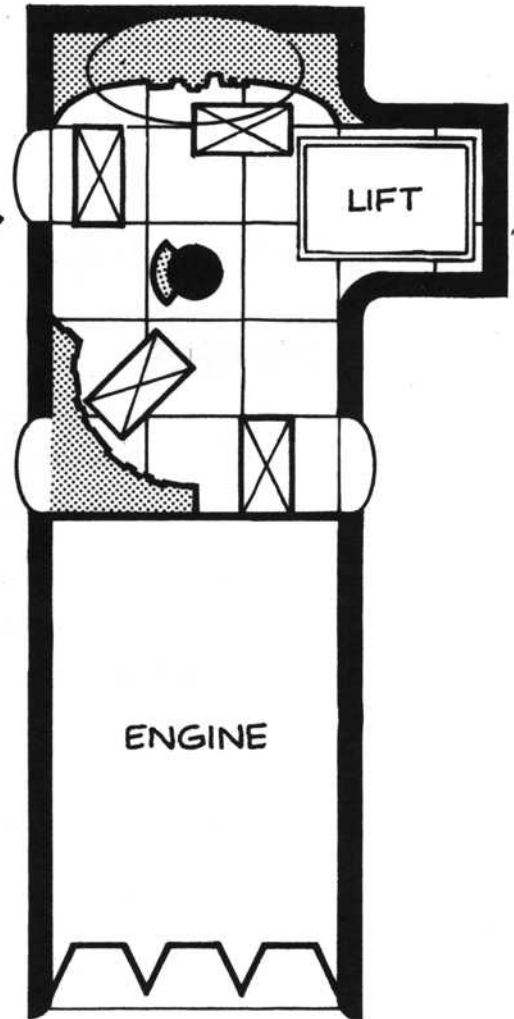
# SCOUT CLASS



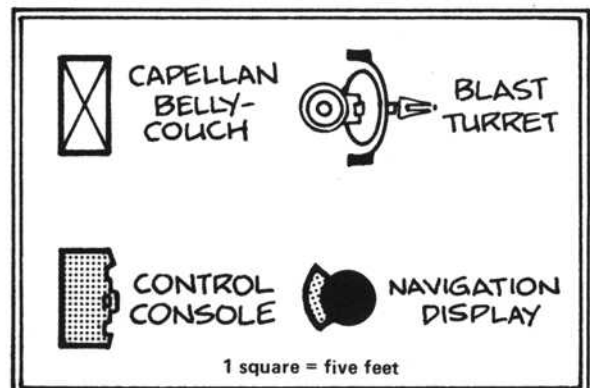
LOWER DECK

FORWARD-FIRING  
TORPEDOES & GUN  
BETWEEN-DECKS  
(NOT SHOWN)

REAR-FIRING BLAST GUN  
(UNDERSIDE, NOT SHOWN)



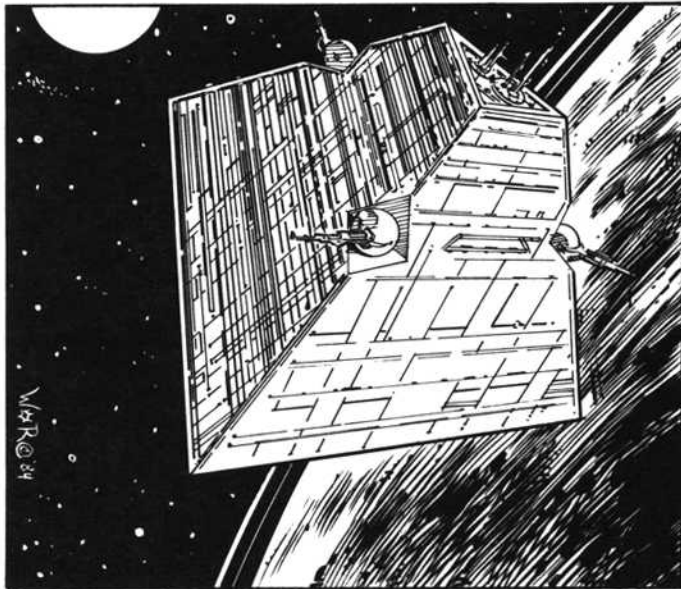
UPPER DECK



the section is damaged. The Hull Integrity will not affect how the ship fights until disabled (in which case the ship can no longer fly in the vacuum of space) or totally blown away (KABOOM! Medium nuclear bomb equivalent!). Remember that each new hit on the hull in a new location must get through the structural integrity of the hull. Attacks from the inside, such as bombs planted by saboteurs, will not have to exceed the hull's armor to damage the ship.

The Base-ships have three laser cannons (see descriptions of these for the Scout ships), three torpedo tubes, and six laser guns for use against personnel. A ten-point force-screen shields the Base-ships from lasers and heat blasts, but will not affect solid objects closing on the ship. The ship's brain can fire the weapons as a level-ten character.

Deck plans for the Base-ships are included.



## Key to Deck Plans

### Decks One & Two:

- A. The main airlock. This room can be pressurized or evacuated if needed. The large outside doors are operable from the room proper or from the control room on deck five. On deck one, the room is stocked with racks of spacesuits and deep-space repair equipment. Deck two airlock is the 'flight deck', where the hover-cycles are stored and repaired. Both decks will have two or three soldiers on guard and 1d6 technicians (no weapons) will also be present, fiddling with the equipment.
- B. Elevators, easily operable. These go from deck one up to deck four, at a speed of one deck every four turns. They have floors and walls that can be electrified against intruders (a Lightning Power attack).
- C. Engines: These are huge machines, full of nooks and crannies for repair crew access. Anyone crawling inside these areas will be exposed to mild radiation; make a 1d100 roll against Endurance or suffer radiation sickness for 1 day per turn of exposure, beginning on the day following the exposure.
- D. Fuel Storage: This is ordinary water for the fusion drives used in deep space, plus several tanks of explosive hydrazine! If the walls are breached, there is a 1% chance per point of heat, fire, or electrical damage going on inside of a tremendous (large bomb) explosion going off, demolishing the deck.
- E. The Hyperdrives: More complex whoozits, treated as the engines described above.

### Decks Three & Four:

- A. This open area is used for recreation and exercise. 1d4 unarmed

Capellans will be here at any given time.

- B. Elevators: These are identical to those described for Decks One and Two.
- C. This is a small elevator that runs to the Control Room atop the ship. Besides floors and walls that can be charged, the room has a camera, heavy blast-proof doors (structural strength 11), and ports to allow sleep-gas to enter (a chemical control attack, doing 1d4 damage and knocking the victim out for 2d6 turns). The Capellans are touchy about who enters their control areas!
- D. A Control Room, staffed with 1d4 technicians and two soldiers. This is a fire-control center, and if the instruments are disabled, chances to hit with ship's weaponry are halved. A roll equal to or less than Intelligence on 1d100 is required to figure out the purpose of this room; another roll will allow someone to use the weapons with a -10 accuracy penalty.
- E. Another control room, this one dealing with life-support and recycling. 1d4 technicians will be present. The intruder-control systems are controlled from this room; a roll on 1d100 equal to or less than Intelligence is required to identify the function of this room and to turn off the system.
- 3F. Astronomical Control Room: This small room is lined with view-screens showing starfields and maps. The doors are locked and a guard is stationed inside. Should the doors be breached, the guard will begin shooting the equipment. This is to prevent capture of valuable mapping information, like the location of the home system of the Capellans! It will take 30 points of blast or fire damage to slag the tapes and maps. A roll on 1d10 equal to or less than Intelligence is required to obtain information from this room. If a map-room is captured intact, a more accurate and reliable search for information can be made.
- 4F. On deck four, room F is a security room with a heavy door and two armed guards. The room has several five foot square cells where valuable prisoners can be kept in paralysis fields. The security systems for the ship can be turned on and off here as well ... see 'E' above for details.
- G. These are storerooms, stocked with bins and boxes of food, spacesuits, and equipment for the soldiers. Room G on Deck Four is the armory; the door is locked, electrified, and the room can be flooded with gas (see 'C' above). The armory contains 100 Capellan rifles, several boxes of grenades, and portable power-blast guns (weight is about 50 pounds, ten shots before recharging).
- H. These are bunk rooms: cramped quarters for the fifty-odd Capellans on board the ship. Each room has ten padded couches that the Capellans use for beds, plus lockers, shelves, and automatic galley machines. If the ship is infiltrated, 2d4 sleeping Capellans will be found in each room. (Note that on Deck Four, one of these rooms will be luxury quarters, with only four bunks and more walking room for officers — the super-agents will also have such a luxury room on one of the Base-ships).
- I. Weapons: On Deck Three these areas contain the torpedo tubes. On Deck Four this is the big laser cannon. From the inside, only twenty points of damage is required to disable a weapon. All six rooms have electrified doors and are staffed with an armed soldier in case the weapons must be fired to defend the ship.

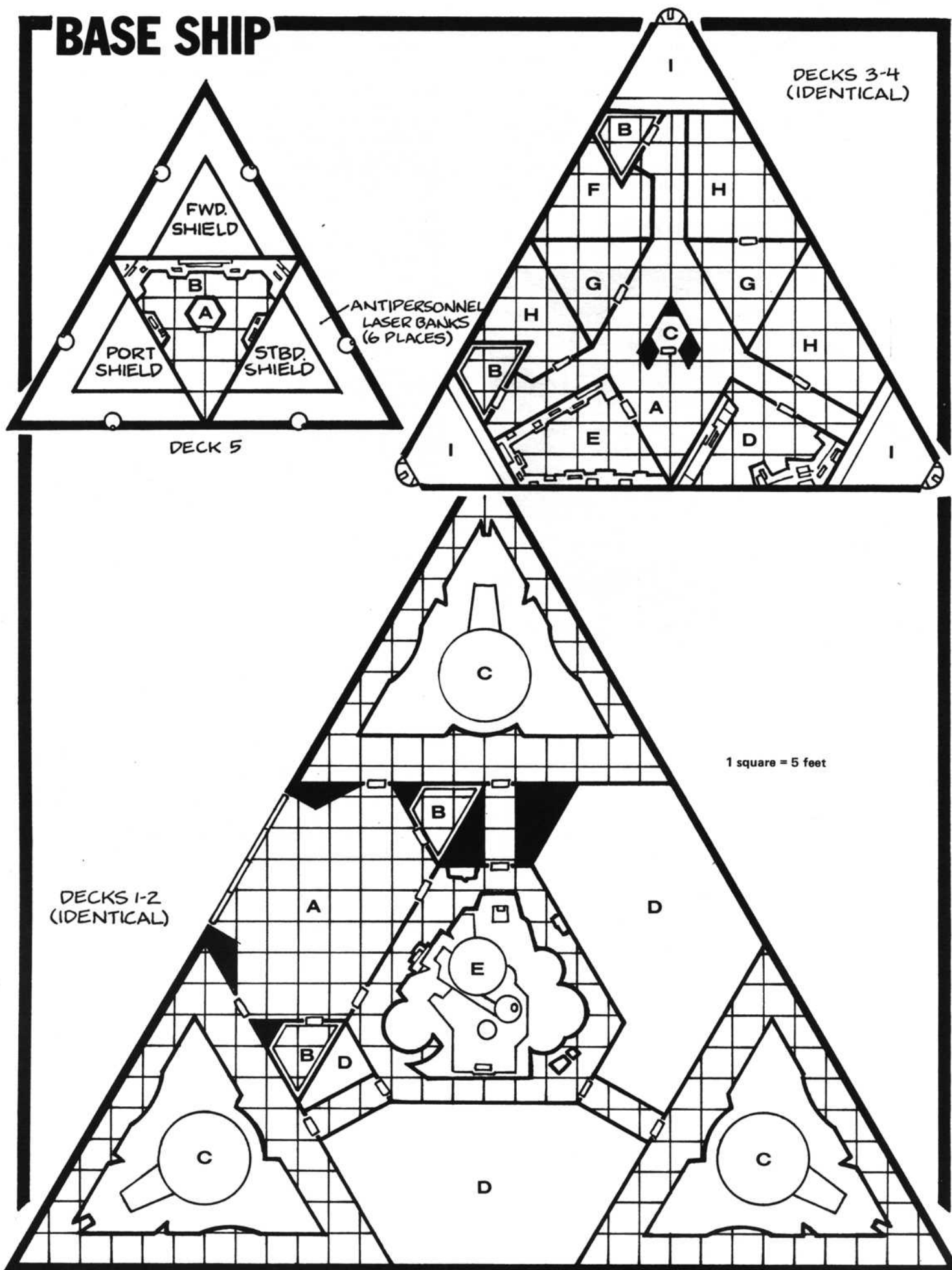
### Deck Five:

- A. This is the elevator from Decks Three and Four. The door is armored, and a laser pistol can be fired from the ceiling of the room at intruders.
- B. The Control Room: 1d6 soldiers and two technicians will be on hand at all times. All ship systems can be controlled from here, but it will be difficult for non-Capellans to use the systems. A roll of less than or equal to Intelligence must be made on 1d100 to find a particular control and a similar roll against (Intelligence plus Agility) is required to use each control, each time attempted! Practice for over a week or more can raise this to a maximum of fifty percent. Rolls over ninety result in a backfire that can range from the humorous to the disastrous.

In the second part of this adventure, the PCs will have to travel through space. Some rules for space flight will be given and the operation of the Capellan ships explained.



# BASE SHIP



## 8 WHAT THEY'RE DOING HERE

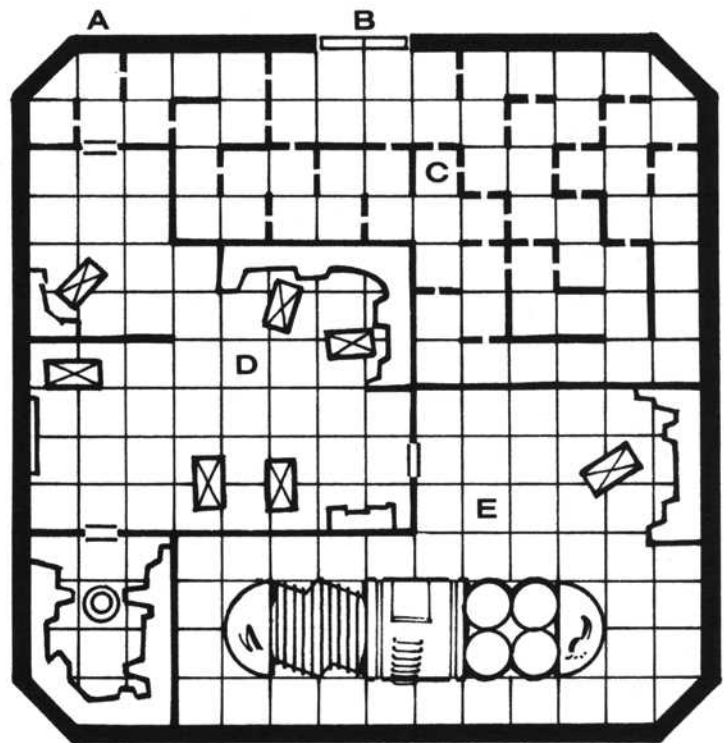
Obviously the Capellans cannot conquer the whole Earth with the four hundred or so troops they have landed. The advance force is here to prepare a beachhead, a force-field station that will allow their giant battlegangs to land and disgorge troops for the final assault. Near one of the Base-ships a construction site will be laid out and human press-gangs set to work digging, bringing in lumber, and preparing the site. Soldiers and hover-cycles will stand by in case of trouble, and the guns of the ship will be ready to blast areas containing rebelling workers. As the week passes, more people will be dragged from their homes and raids will be made on contractors, masons, and lumber mills to supplement the Capellan supply of building materials. By the fourth day of the invasion, a small building will have been erected and bizarre equipment will be brought inside.

If the PCs cannot take out the Base-ships or drive off the Capellans through sheer force, the heroes may wish to try attacking the building site. A map is provided for such actions.

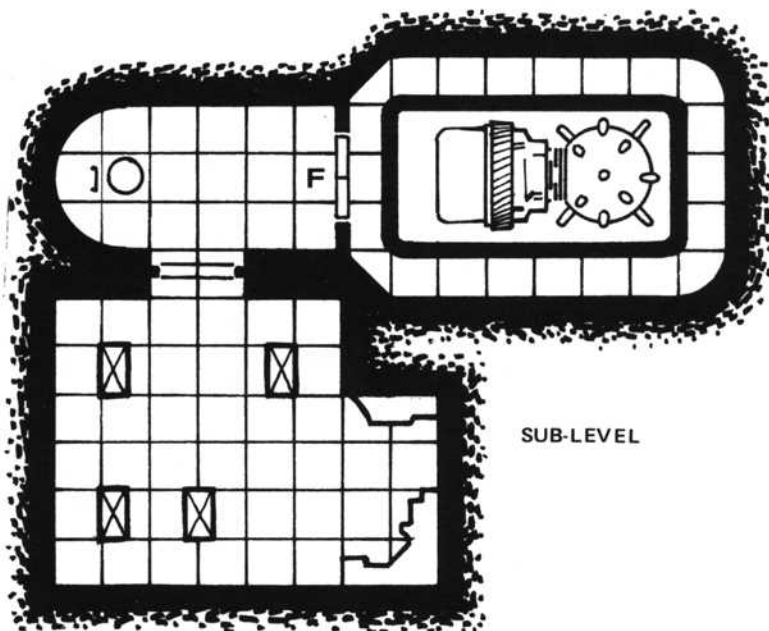
The site is located on clear ground about three hundred feet from the nearest Base-ship — well within range of one of the laser cannon. Two patrols will be on station and a flight of hover-cycles prowls constantly overhead.

In the station proper are several obstacles. When the installation is fully operational it will be well nigh invulnerable, but because some work still needs to be done, things like minefields, paralysis zones and automatic laser turrets are not yet activated. The operational defenses are as follows:

- A. The walls of the station are of two feet thick concrete (structural rating 8), lined with lead and painted with a special laser and blast-resistant paint (invulnerability 20 to these attacks).
- B. The main doors of the building can be closed at a moments notice. They take one turn — fifteen seconds — to close fully, however. The doors are foot-thick steel, structural rating 11. The hinges and the doors proper are treated with the anti-blast paint described above.
- C. Security Maze: This area gives the soldiers stationed within places to find cover and loopholes for their weapons. A Darkness Control device (normally used as a form of radiation shielding) can flood the entire area with inky black energy fields, which can make getting about difficult.
- D. Security Room: When the initial force leaves, a small group of Capellans will be left on Earth to run and protect the station until the main fleet arrives. The door to this room is two inch thick steel (structural rating 12) and can be electrified at this point in time. Two soldiers will be on guard and will turn on the force-screen if anyone gets into the room.
- E. The Sanctum Sanctorum. The first few units of a large force-screen have been installed here, and are operational for test purposes. The screen covers rooms D and E, and can absorb twenty points of energy from each attack directed through the screen. To pass through the screen alone takes twenty points of damage, figured using base HTH plus bonuses for Intelligence and Agility (the brute power of the character without aid from weapons). The screen can only last ten turns once activated . . . the Capellans will have to work fast to rout the PCs from the station, and they know it. The invaders will take pains not to damage the devices in this room as these are vital to their final invasion plans.
- F. About twenty feet below the ground is a small fusion reactor. It supplies energy to the installation, and powers the construction gear brought in by the Capellans. The only way down is via a three foot wide inspection tunnel. The reactor is housed in a cement casing similar to that described for the walls of the installation. The door is identical to that of the building. The reactor can take fifty points of damage before becoming disabled, and another fifty before being destroyed. There is a non-cumulative chance of 1% that the reactor will explode like a large nuclear bomb each time it takes damage internally.



Each square = five feet



SUB-LEVEL

## 9 WHOOPS...

If the PCs fail to drive off the Capellans by the end of eight days, the initial force will leave, their job completed. A patrol of Capellans will be left behind to guard the installation, and Lady Seven and Star Boss will take up residence in the town, incognito, to make sure things

stay calm for the month or so before the big show starts. If the PCs are still alive and have not broken into the installation or helped the government to accomplish this feat (Uncle Sam will react slowly to the crisis, and may not believe anybody until they are shown alien



bodies and proof that the innocent-looking gray cement building in the middle of town is something dangerous), the GM should encourage them to learn Capellan. Alternately, they may consider an expedition to Capella, or wherever the aliens come from, to stop the invasion

before it starts by means of sabotage, diplomacy, or lots of jaw-cracking action! The second part of this adventure pack describes how this can be accomplished.

## 10 VICTORY!

Should the Capellans have their force-screen building demolished or should they lose three or more Base-ships, or have their soldiers all out of action with broken limbs and bent laser rifles, they will almost surely reconsider their invasion plans . . . for now. A few elite Capellans and the super-allies will take a scout-ship into the hills to hide out and gather intelligence on the unexpectedly tough defenders of the Earth while the fleet will depart after blasting their hard-won instal-

lation into slag to avoid any possible analysis by humans.

The PCs, perhaps after being inspired by a final radio message from the Capellans, will realize that the Earth is not safe and that they owe it to their town, their race, and country (national anthem, please) to investigate the Capellan threat at its source. How this can be accomplished is explained in the next part of this adventure.

# Part 2: INTO THE DEEPS

Part one of this adventure dealt with the Capellan invasion of the Earth . . . the first invasion, that is. Whether the PCs drove off the invaders or not, the Earth is in trouble and any self-respecting hero worth his salt will do something about the situation! Finding out where the Capellans come from is important; making sure that they don't bother

the Earth again is more important. Either goal will entail some space travel; the first section of this part of the adventure deals with the problems of interstellar flight in **V&V**. The rule provided can be used for other **V&V** adventures set in the great void of deep space; feel free to adapt them to your own campaign style.

## 1 EASY TRAVEL TO OTHER PLANETS

### A. FOR FLIGHT POWERED CHARACTERS

The most convenient method of travel to other planets, star-systems and galaxies is by hyperflight, the power or device provided ability to exceed lightspeed. Unfortunately, not every hero has such power. For those that do, here are some rules and elaborations on the power.

#### SPEED:

When one can travel more than 450 MPH via flight, one can also use FTL (Faster-than-Light) hyperflight. The exact speed of hyperflight is equal to one percent of the character's in-atmosphere speed, minus 3.5 (round up to the nearest tenth). Cherenkov-Man, a hero with the power of flight at 540 miles per hour, can travel at Warp Factor 1.9. Note that Warp Factor cubed equals speed in relation to light; so that Cherenkov-Man's cruising speed is 6.859 times lightspeed.

Note that space travel costs one power point per hour, or 24 power points per day. Per extra power point expended per hour, Warp Factor can be increased by one, to a maximum of plus nine (for nine extra power points spent).

#### PROTECTION FROM THE ELEMENTS (or lack of them):

Adaptation power provides complete protection from the ravages of normal space flight; vacuum, cosmic rays, and temperature extremes. Life Support is also useful in the same way. An ordinary space suit or other protective uniform will also protect against these dangers, but not as well . . . when a PC is exposed to hazards, these protective methods absorb damage rather than providing an active defense-type.

#### NAVIGATION:

Even a superhero may have trouble keeping on course across the light-years! The chance that a character stays on course is equal to his or her Intelligence; one 1d100 roll is made each day to see how accurate the PC was that day. If the roll is under his or her Intelligence,

the full LY-per-day speed rating of the PC is made toward the desired destination. If the roll exceeds Intelligence rating, the number of points by which it was missed is subtracted, as a percentage, from the progress made by the character. If Cherenkov-Man, with an Intelligence of 21, rolled 51, 30% would be subtracted from his speed in LY (light-years) for that day.

Many abilities improve navigation. If the character has starcharts and navigating instruments, add 20 to his or her effective Intelligence. Cosmic Awareness provides infallible navigation; various heightened senses may also help.

#### HAZARDS:

What would an adventure be without hazards? Space is full of things that can make life inconvenient to the hyper-flying hero! A chart is provided below: roll once per day to determine if anything runs into a hero or group of heroes flying together.

1d100 roll	Effect
01-50	No Encounter
51-75	Gas Clouds
76-80	Meteor Swarm
81-90	Life Encounter
91-95	Gravity Encounter
96-110	Hyperspace Encounter

Add two to the above roll per extra Warp Factor used. More distance is covered and chances of finding something interesting increase at high speeds.

#### Gas Clouds:

Space is full of dust and gas concentrations from nova stars, exploded planets, and white holes. Roll to see what the character has found:

1d20 Roll	Effect
01-10	Obscuring Gas: add 20 to navigation rolls on this day due to the 'foggy' conditions.
11-15	Radioactive Gas: A power Blast attack is made against the character. Results in 2d4 points of damage now, plus radiation illness if a 1d20 roll exceeds the hero's Endurance. RadSickness halves Strength and Endurance for one week.
16-19	Ice Crystals: An Ice-Power attack is made against the character. 2d6 points of damage are done, and excess ice will slow the character down; add two to navigation rolls for the turn for each point of damage done!
20	Special Cloud: this could be a combination of the above, or a special GM-designed cloud that could have any sort or strange effects.

#### Meteor Swarm:

Roll 1d20 for the intensity of the storm. This is how many meteors there are in the field. Swarms with 1-10 rocks have a size of 5: they do that much damage when they hit, and have that many hit points over their structural rating of 6. Swarms of size 11-15 are size 3, 16-20 are size two. One half of the rocks in a swarm will attack each turn; if the character cannot destroy a rock through HTH, powers, or weapon blasts, it makes a HTH attack at level four skill and then passes beyond the character. For example: Cherenkov-Man runs into a size seven swarm. Four rocks attack on turn one; he smashes two with a multiple HTH attack, one with a power-blast with his second action. The remaining rock hits Cherenkov-Man and does five points of damage. The next turn, the remaining three rocks approach and must be dealt with by Cherenkov-Man.



The GM may wish to make some swarms out of nickel-iron meteors, which have a structural rating of ten but can be deflected by magnetic powers.

#### Life Encounter:

Roll on the chart below to find what the PCs have run into.

1d20 Roll	Effect
01-10	Innocuous Space-life: some frightening-looking creatures are encountered. They do not mean any harm, but may swarm the PC out of curiosity or instinct. How the PC reacts may be amusing, but not dangerous to him/her.
11-15	Space Creature: the hyperspatial equivalent of a shark or wolf pack approaches the PC with hungry intent! The creatures will have adaptation powers, natural energy attacks, and be very tough. They have a top speed of WF 2d6; whoever is faster can run away or catch the other side as desired. In tactical combat, use normal movement and combat rules, with creature speeds in the hundred-inch range.
16-19	Intelligent Life: this could be another super-powered type in flight, or a spaceship full of sentients. They



will have a speed of WF 2d4 for individuals, or WF 2d6 for a spaceship.

20

Capellan Ship: if you are running the adventure in this book, you have found a Capellan ship, or vice-versa. The aliens may or may not recognize an Earth-being, but will not enjoy company of any kind. Capellan ships can travel at WF 9 (for scouts) and WF 5 (for Base-ships) in hyperflight, 600 inches/450 inches on the battlefield.

#### Gravity Encounters:

The PC has run into one of those charming phenomena known as Black Holes, or one of their cousins.

1d20 Roll	Encounter
01-10	Gravity Warp: a massive object was just off the PC's flight path. A 1d20 roll less than or equal to his/her Intelligence is required to recognize the disturbance in time. If the character is using increased WF, add a penalty of 2 per extra WF to the die roll. A failed roll adds 50 to the day's navigation roll.
11-18	Black Hole: Whoops! The PC must do his or her best to avoid being dragged into the event horizon. Determine the hero's avoidance factor as follows. Avoidance Factor = (Intelligence + Current Movement Rate in WF + PC's Strength) x 2. A 1d100 roll is made and compared to this avoidance factor. If the roll is less than or equal to the factor, the PC avoids the hole but runs into a Gravity Warp (see above). If the roll is missed (exceeds the avoidance factor) by less than the PC's Intelligence, he or

she has managed to avoid the Hole but is shot like a squeezed grape seed through time and space. The PC will end up 1d100 light years away from the hole in a random direction! If the roll was missed by more than Intelligence of the PC, the PC is caught in time-stasis in the hole until teleported out.

- 19-20 Sink Hole: like the Black Hole (above), but potentially useful. If the PC avoids the hole, he or she can double speed (in WF) for a day in a controlled manner. If sucked in, the PC rolls for a Hyperspace Encounter instead.

#### Hyperspace Encounter:

There are things out there that we have yet to understand, but can still cause trouble for space-traveling PCs! These encounters happen only in Hyperflight; if one is rolled while in interplanetary (non-FTL) travel, ignore it.

#### 1d20 Roll Encounter

- 01-05 Prisoner in Stasis: an alien prisoner in exile from his home dimension drifts by. If it has mental powers, they may be used to attack the passing hero. If the prisoner is attacked or a hero tries to help, the Authorities may be summoned.
- 06-10 Cosmic Awareness Field: the area of space the PC is in is more in tune with the universe than normal. The GM should innocently ask the player character involved if he has 'any questions'. The number of questions can then be used to modify an ordinary Cosmic Awareness die roll. A mindwarp result will scramble the PC's sense of direction for 1d4 days.
- 11-15 Mutational Field: this field can change, add, or remove Powers. This may be temporary, permanent, or up to the player, beneficial or dangerous. In any case, the entire day's travel is lost as the character tries to get out of the phenomenon.
- 16-18 Dimensional Rift: the character must do an avoidance save (as for Black Holes, above) or end up in a different place in the multiverse.
- 19 Mega Being: a vast and mighty intelligence spots the PC and pulls him or her over for a chat. The power can be benevolent, evil, out to lunch, or in need of assistance. Powers can be added or removed by such beings, and their favor can be of great help to almost any PC.
- 20 Dimensional Sink: Like a Black Hole, but not as lonely. Sinks are used as prisons, garbage dumps, and weapon-test sites by advanced civilizations, and derelict space-ships and lost travellers abound there. Such pocket-universes are difficult to get out of and equally difficult to survive in.

The above encounters can be personalized by the GM as he or she sees fit. A list of alien races, cosmic powers, and empires can make a campaign more interesting.

## B. SPACESHIPS

For those heroes and allies not lucky enough to have flight powers and devices, there are always spaceships. In the alternate universe in which V&V takes place, one can assume that the technology of space travel is a bit better than today, but that space ships are still not as common as automobiles or even private planes. Starships will be even rarer. Private organizations will almost surely have experimental cruisers and extraterrestrial visitors may have brought along transportation or have it available after a quick phone call home.

PCs can get ships in a number of ways. A government can loan one, an allied extraterrestrial can provide one for a fee or a piece of the action, or one can be captured by the heroes from the Capellans. A sort of a ship could be built and towed by PCs with flight powers; the mass of such a vessel could not exceed the towing character's carrying capacity and anything above 10% of that carrying capacity will begin slowing down the towing character as mass increases.

Here are some quick and fast rules for ships, as well as some stats for Capellan vessels and a sampling of others.

Ship	Mass(t)	Top Speeds	Weapons	Hits	Turn Rate
Cap. Scout	100	600/60/9	1/1/4	13/200	30°
Cap. Base-ship	1000	450/45/5	3/3/6	13/800	15°
Cap. Dreadnaught	3000	300/30/5	8/5/10	16/1000	15°
Flitter	20	1000/100/6	1/-/3	13/100	45°
Explorer	200	450/45/5	1/-/2	13/500	15°
Fighter	20	1500/150/7	2/1/2	13/150	45°

Mass is in tons, multiply by 2000 to determine weight in pounds. Speeds are in inches in normal movement/mach or battle speeds/cruising speed in WF. Weapons are Lasers/Torpedoes/Small Guns. Hits show the structural rating before the slash and hits required to disable the vehicle after the slash. The turn rate is how much the ship can turn in an action.

#### BATTLES IN SPACE

Whether in hyperspace or among the planets, battles between ships can be handled by using a slightly modified version of the standard V&V rules for combat.

The 'Agility' of a ship depends upon who is flying it. Big ships like the Explorer, the Base-ship, and the Capellan Dreadnaught are flown by computers, and have an Agility of 12. A piloted ship has the Agility of the pilot. The scout, flitter, and the fighter are all single seat craft. Ships fly in straight lines until they turn, using an action; the amount they can turn in an action is equal to their turn rate. A smaller ship can generally run circles around the big bulkers because of this.

Ships use slightly modified weapons rules. The stats for weapons are given below. To fire, the person controlling the ship announces that he/she is 'ready to fire' at any action of his/her turn. If another ship comes into his vessel's field of fire before his next action, he may roll for hits. Computers on large ships can control weapons like a level ten character; small ships have computers that can fire as level four characters. The people in these ships can always use manual fire, using their own level but taking accuracy penalties.

Weapon	Battle Range	Damage	Attack
Laser	100 inches	4d10	Power-Blast
Torpedo	60 inches/turn	4d20	HTH + 5
Guns	10 inches	1d20	Power-Blast

Torpedoes can track targets. They last for three turns after launch, travel sixty inches per turn on the battle board, have an Agility of 15 and turn up to 60° per action. They have a structural rating of 10 and can take twenty hits before blowing up.

#### Weapon Arcs:

All ships can shoot their small guns in a 360° circle; torpedoes are launched in a 30° arc to the front on their first turn of flight; laser cannons have a 90° forward arc.

#### Defenses:

Most ships have no special defenses, but ships owned or operated by characters may have. A hero who has magnetic powers might build them into his ship, for example. Structural rating is a kind of defense; when a shot hits roll 1d20 and compare the die roll to the structural rating. If the roll equals or is under the rating, the shot bounces off (if the damage done is less than the structural rating, do not even bother making this roll); if the roll exceeds the rating, damage equal to the weapons damage is dealt to the vessel.

#### Ranges and Movement:

Use the middle movement range for combat movement. This reduces the size table needed and is correct for the weapon ranges shown. A ship can accelerate at 1/15th of top speed each turn; small ships like fighters and scouts can do even better. Note that one must use acceleration to slow down as well as speed up. Because of Newton's laws, speed is constant during the turn; on each phase 1/c of the ship's total movement speed is moved where 'c' is the number of phases. If the turn has 15 phases, each ship would move 1/15th of its total speed in each phase. This is not as difficult as it sounds, since most movement is in straight lines and most phases are empty.

#### Passengers:

A spaceship can fit one person comfortably per ten tons of mass. Twice this number can be jammed in if needed. Every twenty tons of ship mass will allow one ton of cargo space; a pure cargo ship would have more than this because it would have fewer weapons and less armor.



## C. TELEPORTATION

Characters who can teleport far enough may, of course, use this ability to star travel. The number of jumps possible in a day are large (assuming a ten-hour day, one could jump about 1200 times) but power-point reserves are a definite limit. Another limit is accuracy; one could make a navigation roll to see how accurate a jump is, but if many jumps are made it is better to multiply the total distance by the Character's Intelligence/100, after modifying things for navigation instruments and Cosmic Awareness.

## D. INSTRUMENTS AND EXPLORATION

Even if the hero makes it to another star system, it will take some time to explore planets, check atmospheres, and so on. As a rough guideline, a day (24 hours) is needed to check out one world with one person. Divide this time by the number of characters involved in the task. If sophisticated instruments are available, the time is halved. This type of exploration reveals rough details such as size, gravity, atmosphere, and type of inhabitants. Some type of transportation may be needed to get around worlds explored.

If a planet has something interesting on it, the chance of discovery is equal to the Detect Hidden rating of each searcher. Using radar, geiger counters, or heightened senses may increase the chance.

## F. BACK TO THE ADVENTURE

Now that you can advise your players on interstellar travel and combat, we can get back to the course of the adventure; the search for the Capellan homeworld and a way to stave off an invasion of Earth. A rough map has been provided of some of the systems in the area of Capella, a logical place to begin looking for the Capellan Empire. The figurehead star itself is about 46 light-years away from Sol-system.

Stars within two light-years of a passing spaceship or flying hero will have their spectral class revealed. Instruments on a ship can detect orbiting planets at this range as well. Close-in exploration can be handled as noted in section D above, and by actions taken by the PCs to find specific information about a planet. A key to the worlds on the map follows.

## GRAVITY ON OTHER PLANETS

Multiply each character's effective weight by the gravity of the

planet he or she is on, then consult the power description of Gravity Control in V&V on page 12 to see how this will affect the PC.



# 2 WORLDS TO CONQUER

## BROUN

### G-Class Star

### 4 Planets

Broun is the name of the home planet of the race of Star Boss. The world is about 15,000 kilometers in diameter, has a surface gravity of some 3.3g. It is a wet world, with small continents and a great deal of swamp and river land.

The Brounans are a hefty people who have taken fairly well to life under the Capellans. They admire the brash Capellan style and hope to become partners with them. At the moment, the Capellans are not as trustful of the Brounans and treat them only slightly better than the average subject race. Brounan mercenaries are often employed by the empire for fighting on heavy-G worlds.

**Natives:** Brounans are big, tough humanoids. Double the rolled strength of characters from this world, and add two to Endurance. This gives the average Brounan a power of 62, and a hit modifier of 2.24 (9 Hit Points for Joe Average), Carrying Capacity average is 672 pounds.

The Brounan will regard strangers with suspicion; PCs trying to sow discontent will be turned in to the Capellan authorities to demonstrate the loyalty of Broun to the Empire!

Broun is a little behind Earth technologically. They have atomic bombs, jets and tanks, but no spacecraft or sophisticated electronic devices.

## CAPELLA

### M-Class Star

### Asteroids and Dust

Capella is not the home of the Capellans, but they admire the star greatly and have made it the figurehead of their empire. There are several space stations orbiting the star, either metallic space cities or asteroid bases.

The installations here are more interesting than important. There are museums, monuments to heroes, and research centers. This is the place where diplomats from other empires are brought to impress them with Capellan culture and power.

**Natives:** Only Capellans and a few guests live in the system, and they are as noted in the entry for Seethe.

The stations in the system are of full Capellan technology, and are well defended. Four dreadnaughts and six scouts cruise the system to prevent trouble.

## FIRINX

### K-Class Star

### 6 Planets

Firinx is a downtrodden world conquered by the Capellans long ago. The world is 11,000 kilometers in diameter and has a surface gravity of .8g. It is cool and dry with large ice caps, cold deserts, and a few large seas.

The Vrinx are avians, with working wings, scaly skin and feathers on wings and head. They look somewhat like artist's conceptions of the archeopteryx, though with hands on the elbow joint of the wing.

The Vrinx and their society have suffered under Capellan rule. They are more resigned than rebellious, however, and do little to oppose their oppressors. Heavy taxes and Capellan laws have impoverished the world severely.

**Natives:** Vrinx are light but tough people. Halve their rolled Endurance, but double Agility. They have wings, heightened senses (super-keen eyesight), and natural weaponry in the form of fangs and talons (HTH +1 to hit, +2 damage).

The Vrinx will aid and succor visiting heroes, but most will not do anything open to oppose the Capellans. With sufficient effort, however, some young rebels may be located with the nerve to help fight the Capellans.

The Capellans have kept the Vrinx living in an 18th century level technology. When a Vrinx uses weapons, they will be in the form of a sword, spear or axe; the flying folks can use weapons in the air by gripping them in their foot talons! Modern weapons are not allowed to get out of the hands of the garrison troops. A few dreadnaughts and fighters are used by the local Capellan navy.



#### **HABATH K-Class Star 10 Planets**

HaBath is a colony system inhabited by Capellans. There are two worlds with somewhat breathable atmospheres, and four of the others have domed settlements.

##### **HaBath-I:**

The innermost world is a half-molten ball of rock and iron. Deep caves have been sealed and furnished as living quarters. The miners and laborers are here to serve sentences for crimes and political dissent . . . some may be friendly to aliens and join a call for uprising, but most are scum-of-the-galaxy Capellans who are too nasty for even the space marines. A large garrison is maintained to keep the prisoners in line.

##### **HaBath-II:**

This is a steamy, moist world being terraformed to suit the Capellan norm. The atmosphere is mostly carbon-dioxide with lots of methane and nitrogen on the side. The oceans are scummy with algae and a corrosive amoeba-like creature that are busily making the atmosphere more breathable. There are some farms and mining settlements, all staffed by veteran Capellan soldiers who have bought a farm in the literal sense. Outsiders are not only unwelcome, they are generally used for target practice!

##### **HaBath-IVa and HaBath-IVb:**

Both of these worlds are icy moons used as refueling bases. There are a few domed settlements and large factories for extracting water and valuable chemicals from the rock-hard ice crusts. The inner moon (a) is a penal colony like the first planet in the system and is a civilian outpost. The outer moon (b) is a military base; there are four Base-ships and six scouts present.

##### **HaBath-IV:**

Like HaBath-II, a world currently being terraformed. It was a Mars-like place, with frozen CO<sub>2</sub> and water common, but a large nitrogen asteroid and creative use of energy-absorbing plants has made it marginally habitable. Gravity is .4g, with thin air that reduces power scores by one per hour unless some sort of respirator is used. The world is settled by Capellans who have volunteered for the job, and is staunchly pro-Empire.

##### **HaBath-VII:**

This is a gas giant, inhabited by balloon-like life forms that are excellent sources of certain valuable compounds. Floating cities supported by anti-grav fields and/or heated hydrogen act as bases for fleets of flying ships which gather the creatures for processing. At the

cloud level, where the cities are located, the gravity is half Earth-normal and the atmosphere is cool and poisonous. The settlements are controlled by Capellans and also contain Vrinx, from Firinx. The latter operate the collecting craft as they are naturally adept at flight and do not fear heights the way Capellans do. The bases here are all commercial and are loyal to the Empire; the Vrinx are hired workers who may not like the Capellans but enjoy the money.

#### **HARATH K-Class Star 2 Planets**

Harath is another conquered world. The planet is 14,000 kilometers in diameter and has a surface gravity of 1.1g, not enough to make a real difference to Earthlings. The planet is currently similar to the Earth climate-wise, though much work has been done in converting wasteland to arable land.

The humanoids who inhabit Harath are quite similar to the humans of Earth, and have a comparable culture. They were conquered by the Capellans several centuries ago and have not forgotten it. The huge farms of their world feed many of the Imperial colonies and outposts, but they receive little in the way of compensation for this.

**Natives:** As mentioned, the natives of Harath are most like homo sapiens. They do have a few unusual characteristics, though: skin tends to be orange or red, hair has a silvery tinge to it. Humans could easily disguise themselves as natives of this world and vice-versa.

PCs who come to look for friends and allies will find them here. A strong underground exists, and most people have anti-Empire sentiments. A few super-powered types exist among the Harath-folk, and they will willingly join the cause.

Technology on Harath has been kept to a late 20th century level to prevent the local humanoids from getting the edge over the Capellan garrison troops. Guns are outlawed, as are high-tech devices. The garrison troops consist of Capellans and Brounans; two dreadnaughts and several squadrons of fighters orbit Harath.

#### **JAAS K-Class Star 6 Planets**

JAAS is the name of both a planet and the race that lives there. The JAAS once fought the Capellans, but have since joined the Empire as allies. They are a mysterious bunch of insectoids with mental powers. JAAS has a diameter of 21,000 kilometers and a surface gravity of 4gs. The atmosphere is thick and poisonous, the surface an icy bog, dimly lit by the orange sun.

The JAAS live off animals they catch in the bogs, only using technology for space travel and defense. The Capellans have a hard time understanding the JAAS, and are not too keen on having them around. These bizarre insects pay their dues though and hire themselves out as mercenaries or expert psychics.

**Natives:** JAAS are too odd to describe in one paragraph; a typical JAAS is given below in character format.

JAAS are cold, calculating and treacherous. They might deal with player-heroes only to turn them in to the Capellan authorities. They are quite content with the empire as it stands, and if bothered by obvious do-gooding types, will react appropriately.

JAAS prefer to use their mental powers in combat. If needed, they can obtain chemical power devices, as given in the description below.

##### **JAAS**

Identity: Alien Creature

Side: Evil

Sex: Male or Female

Level: Variable (level 1 stats are given here)

Powers:

1. Alien Body: Strength x 3. Agility x ½. Insectoid chitin-armor for 50 points of armor protection.
2. Diminished Senses: JAAS have primitive segmented eyes. This halves Detect Danger/Detect Hidden scores and doubles range for range-penalty purposes.
3. Telepathy: Range is 250 inches. See rules, page 17.
4. Mind Control: Range is 30 inches, see rules on page 15.
5. Illusion, Type A: The JAAS can create Visual/Audible/Psionic holograms. Their favorite trick is to create a horde of JAAS or Capellan soldiers to make situations seem hopeless. PR = 3.
6. Heightened Intelligence: +15 to score.

Weight: 241 pounds

Basic Hits: 5

Agility Mod.: -2

Strength: 30

Endurance: 10

Agility: 4

Intelligence: 25

Charisma: 10

Reactions from Good: -

Evil: -

Damage Mod.: +1

Hit Points: 8

Carrying Capacity: 3374 pounds

Healing Rate: 1.25

Basic HTH: 1d12

Power: 69

Movement Rate: 44 inches ground  
 Det. Hidden: 9%  
 Inventing Points: 2.5

Det. Danger: 11%  
 Inventing: 75%



#### Special Devices:

1. Chemical Control Device: The JAAS like to do things organically, and their favorite weapon is a pistol-like device that shoots several plant derived chemical solutions. Each type of fluid has ten charges per reload.
  - a) Acid: attacks as chemical power, range = 15 inches, 2d8 damage. This can also be used as a defense in HTH attacks by creating a wall of acid fog that an opponent must punch/shoot through.
  - b) Venom: the weapon can be swung like a dagger in HTH combat (+1 to hit, +2 damage) allowing a carrier attack as per chemical power. If the second attack succeeds, the victim is fatigued as though he/she lost all remaining power points for 1d4 turns.
  - c) Combustible Sap: a liquid that is highly flammable. A charge covers a two inch by two inch area, range is ten inches. Any flame or power-blast or lightning, etc. used in the area sets it ablaze doing flame power attacks to all near or in the fire. The Acid mentioned above will also set the stuff off.
2. Plant Control Device: The swamps of the JAAS home planet are chock full of slimy, thorny, or otherwise obnoxious vegetable life. The hand-held plant-control device use sonic fields and hormone sprays to cause plants within five inches of the user to grow and entwine targets in the area. Plants can hold down people with under two hundred pounds of carrying capacity (after gravity effects) and can impede all others (halve movement in area). Damage, if applicable, is 1d4 per attack.

Note that JAAS has a poisonous atmosphere and is not very hospitable to human life. 1d4 points of damage are lost each turn that the atmosphere is breathed without protection; characters may 'roll' with this damage if conscious.

#### KOULM

##### K-Class Star

##### 6 Planets

Koulm is a Capellan colony world. The planet is 9,000 kilometers in diameter and has a surface gravity of .9g. It is a rugged and mountainous place and there is extreme vulcanism and Koulmquakes due to the presence of a nearby moon. The colony settlements are small and have to work hard to grow things, but the Capellans enjoy the challenge of the place and hunt the wild animals of the world for sport and for food.

Koulm is an old and prosperous colony due to mineral wealth, and the inhabitants support the Empire enthusiastically. Several bases are located here, and seven dreadnaughts with two fighter escorts each cruise the skies.

**Natives:** Ordinary Capellans live here. Use the statistics as given for the Capellan soldiers in Part One of this book.

Outsiders will receive a warm reception (laser bolts, fire bombs, etc.) and be given accommodations (a cell in one of the bases). Kidding

aside, this is the heart of enemy territory and the PCs will have to be extremely wary or face capture and interrogation.

Technology on Koulm is Capellan standard, with lasers and sophisticated devices common.

#### PSYNOR

##### F-Class Star

##### 8 Planets

The Three Psy Worlds have resisted Capellan conquest for hundreds of years, and even now are still fighting with raids and attacks on the Empire. The Psy Homeworld, Psynor, is 12,000 kilometers in diameter and has a surface gravity of 1.0g. The planet is crowded and built-up, with wild land converted to farming.

The Psy are a warrior folk, and have plenty of chances to show it. The Psy attack Capellan colonies and are attacked just as often, requiring large armies and space-navies. They prefer to use fighters and small spacecraft because these give them a chance to show off their prowess individually.

**Natives:** A typical Psy is shown below. They are a bit shorter than Terran humans, with squat bodies and thick limbs. Fur, striped white and brown, covers most of their bodies. Claws and teeth make them dangerous in-fighters.

Psy are very suspicious of outsiders, fearing a Capellan trick. They may assume that the PCs are Brounans, or spies out to sabotage their defenses. If the heroes can prove that they are sincerely against the Capellans, they will find the Psy to be worthy allies.

Psy technology is a bit ahead of the Capellans. See the devices listed in the character description that follows. Very famous warriors may have accumulated enough special equipment to qualify as super-powered beings, but will not be in quite the same class as the PCs.

#### Psy

Identity: Typical Alien

Side: Good

Sex: Either male or female

Level: Variable, level one stats are given here

Powers:

##### 1. Alien Body:

- a) Increased Strength: +5
- b) Increased Endurance: +5
- c) Natural Weaponry: +2 to hit, +4 damage in HTH.

##### 2. Heightened Expertise: +4 to hit with technological weapons such as rifles, pistols, and energy weapons.

##### 3. Weakness: Berserking. If hurt by an opponent in HTH, or when a fellow warrior goes down, or if insulted, Psy tend to go berserk and charge into HTH recklessly. This gives them a +1 to hit, +2 damage bonus, but attackers are also +2 to hit them. Battle-crazed Psy are not very selective about what they attack while under 'the spell' (tanks, already-dead enemies, etc.).





Weight: 160 pounds	Basic Hits: 4
Agility Mod.: —	Strength: 17
Endurance: 16	Agility: 10
Intelligence: 11	Charisma: 10
Reactions from Good: —	Evil: —
Damage Mod.: —	Hit Points: 11
Accuracy: —	Healing Rate: 1.6
Carrying Capacity: 522 pounds	Power: 54
Basic HTH: 1d8	
Movement: 43 inches ground	Detect Danger: 12%
Detect Hidden: 8%	Inventing: 33%
Inventing Points: 1.1	

#### Devices Available:

- Psy soldiers and hero types may have some of this equipment.
- **Blasters:** A power Blast device with a range of 20 inches that does 2d6 damage. The weapon has ten charges.
  - **Armor:** A Life Support Device that allows survival in vacuum, etc. The special cloth armor allows the wearer to take twice as much damage to power points as normal (doubling one's ability to roll with a punch).
  - **Special Vehicle:** This is a vehicle similar to the Hover-Cycle used by the Capellans. It has a hull with structural strength 10, it takes 20 hits to disable and 40 hits to demolish. They can travel at 300 miles per hour (accelerating 20 inches a turn/per turn), and can turn 60° per action. A power-blast device, range 20 inches and 1d20 damage, points forward. There is a 15 point force screen that provides protection (exceeding the screen's protection does not burn out the screen unless it happens two turns in a row). Berserk Psys tend to use their Cycles to ram their enemies, often with spectacular results.
  - **Battle Suit:** Only found on very prestigious warriors of the race. This device has an armor rating of 80, a Life Support device, and a jet pack. This last item allows flight at 50 miles per hour (220 inches a turn, accelerating at 40 inches per turn). The powered limbs of the suit add 2d6 to HTH damage.

#### PSY-IV G-Class Star 7 Planets

Psy-IV is a colony of Psynor. The world is 14,500 kilometers in diameter and has a surface gravity of 1.2g. The planet orbits a bit closer to its sun than Earth and is, consequently, a bit warmer. There are no ice caps and the land is mostly mountain ranges which stick above the sunken continental shelves. The Psy are trying to cool the planet off somewhat to increase the land area.

Psy-IV supports itself on the produce of the world-ocean and with minerals from the sea bed. Some trade with independent traders exists and even Capellan traders stop by here occasionally.

**Natives:** The Psy, as described for Psynor, are the primary inhabitants of Psy-IV.

Outsiders are not treated as roughly on Psy-IV as on the homeworld. There is a possibility that the Capellans have some sort of intrigue going on here that could foul up any attempts by the PCs to ask the Psy for help.

#### PSY-V G-Class Star 11 Planets

Psy-V is another Psy colony world. It is 11,250 kilometers in diameter and has a surface gravity of .9g. Like Psynor, it is crowded and large cities are scattered over the surface. A large island-continent has been reserved for use as a training ground for the Psy military and extremely realistic wargames are often held against armed Capellan prisoners. These maneuvers are run day and night. Let us hope that the PCs don't land there (wink-wink, nudge-nudge). Psy-V is more martial and tense than the other Psy worlds and is constantly on guard for attacks and espionage.

#### RASS G-Class Star 8 Planets

Rass is the homeworld of another conquered species, the Aldrites. Rass has a diameter of 13,500 kilometers and a comfortable surface

gravity of 1.0g. It is an icy planet with only a narrow strip of ice-free land at the equator. What oceans there are are clogged with icebergs and ice floes.

The Aldrites of Rass are naturally not too happy with the Capellan garrisons and harsh taxes and laws. They were conquered only a few years ago and rebels still lurk in forests and ruined cities; other groups of refugees hide in caves under the ice and glaciers that cover the 'temperate' and arctic zones of the planet. The Capellans do not enjoy being on Rass either; they like warmer and wetter places. Most of the Capellan presence on Rass is confined to enclosed domes and complexes.

**Natives:** The Aldrites are humanoids, and use human characteristics. They do, however, have incredible resistance to the cold (defense of 4 against this power) and have infrared vision that allows them to see in the dark. They are a bit too oddly proportioned to pass for Earth humans, and vice versa.

The Aldrites will gladly welcome outsiders to help them rout the Capellans.

Aldrite technology is a bit backward. They have swords, crossbows, and muskets available, and can occasionally get hold of captured Capellan arms. They have no space flight capability.

#### SEETHE G-Class Star 5 Planets

This is the biggy, the Capellan homeworld. Seethe has a diameter of 11,000 kilometers and a surface gravity of .8g. The world is on the warm side, but with large continents and a moist atmosphere. The Capellans grew up as a species on the lush plains and prairies.

Seethe is a bit crowded and polluted, having supported a technical civilization for nearly a thousand years. The wealth of the Empire pours in, however, making this a fairly rich world with proud and patriotic citizens, all of whom would love to make trouble for any off-worlders.

**Natives:** As given for Capellan soldiers, though many are less well developed due to the lower gravity and easy life.

As the seat of the Empire, PCs and other trouble-makers will be extremely unwelcome here. Aliens who do visit are kept in enclaves and watched fairly carefully. Traders stop by often, but are restricted to the starports and merchants' fairs and trade centers.

Capellan technology has been demonstrated in Part One of this adventure. Several special projects could be developed if a particular PC's powers prove to be formidable for ordinary soldiers. Large force-screens surround vital installations and naval patrols are heavy.

#### SORN M-Class Star 2 Planets

Sorn is a lonely, airless rock orbiting a gas giant in a red-giant system. Sorn has a diameter of 5,000 kilometers and a surface gravity of only .3g. Patches of ice and frozen CO<sub>2</sub> and some puny volcanoes make the otherwise drab surface interesting.

Sorn is the mustering ground for Capellan forces, though on most star charts it is listed as only a small refueling post. Barracks, domed repair docks, and heavily guarded administrative centers are strewn about the surface. After their visit to Earth, the forces that raided our fair planet will stop here to drop off prisoners and report on the mission. Captured PCs may try to make escape attempts, or free heroes may try to rescue captured friends, so a floorplan and key for a typical base on Sorn has been provided.

**Natives:** Only Capellans, and tightly guarded and isolated prisoners are allowed on Sorn.

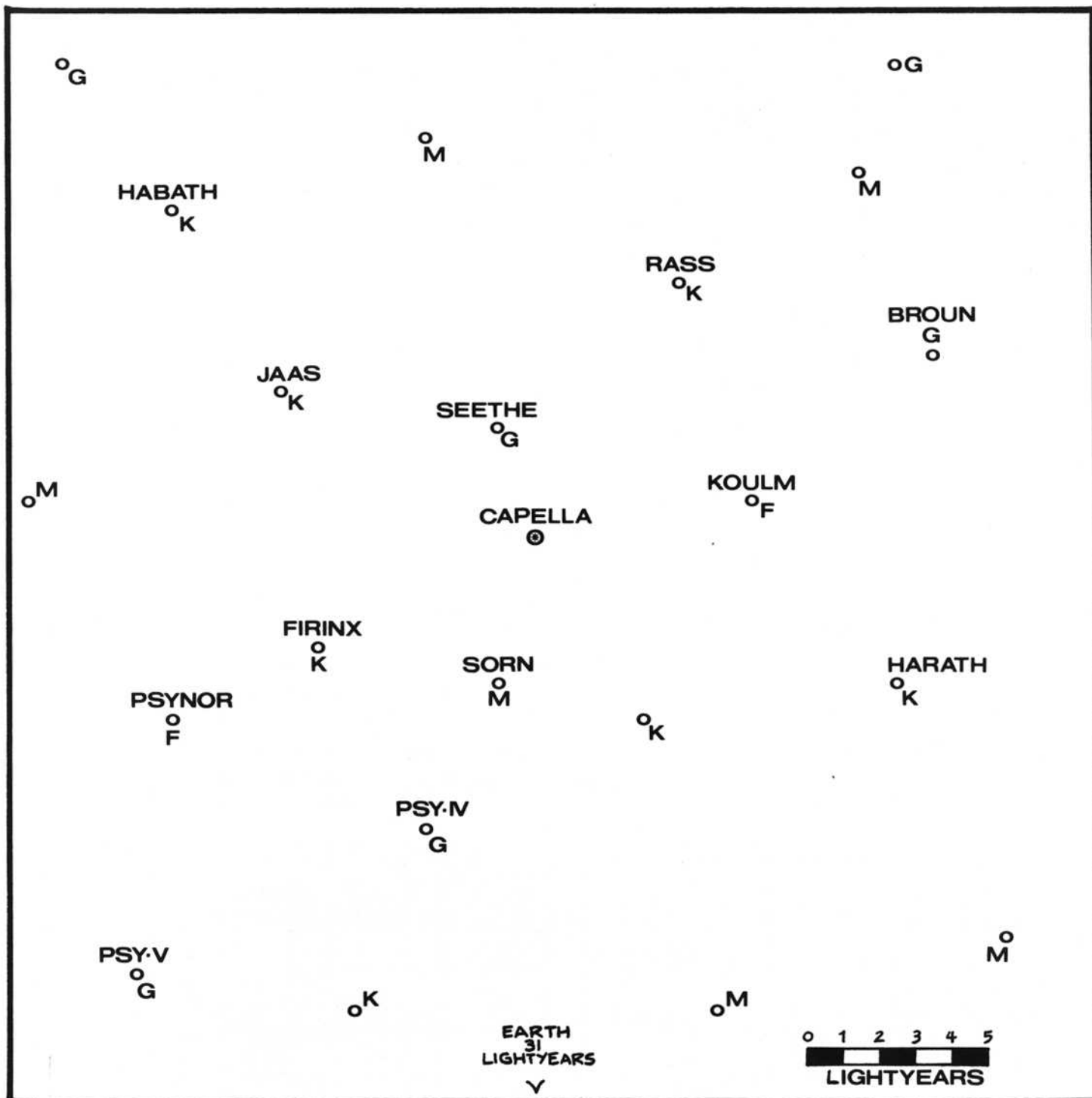
Visitors to this barren world will be shot at instantly, if not sooner. Several squadrons of fighters, disguised as asteroids, and ground installations will open fire and engage any craft that enters the system and approaches too close to Sorn.

Technology of the weapons and devices available is Capellan standard. Soldiers will wear Life Support devices under their armor when outside the domes of this hostile environment.

## 3 CAPELLAN BASES & INSTALLATIONS

When the PCs arrive on Capellan-held worlds, they will probably want to check out the places of power of the competition. High-level officials, plans for invasions and raids, and other items that might

come in useful for stopping the Capellan hostilities toward Earth can be found in such installations. A few such places are described in this section: an administrative dome that could be found on Sorn or in an



isolated stretch of country on Seethe; a spaceship service facility ripe for sabotage or capture; and a government building that could be stormed to deliver a speech to the Capellan Imperial Council.

#### ADMINISTRATIVE DOME

This building could be placed just about anywhere, but the dome and airlock make it especially suitable for use on an airless rock like Sorn. The dome has offices, computer center, and map room, and a detention area for the care and feeding of captured humans. Whether the PCs are after information or captured friends, they will find what they are after in a place such as this.

The shell of the dome is steel with a structural rating of 11. An outer level of plastic (structural strength 4) keeps blow-outs from becoming too serious; small punctures will seal after 1d4 turns. The inner walls are aluminum sheeting with a structural strength of 7; doors are of similar material. Most of the doors can be opened by simple push-

buttons, but high security areas like the detention cells, computer center, and the two vaults, require special pass-cards carried by the dome security personnel.

#### MAP KEY:

A. The entrance to the dome is via a tunnel at ground level. The tunnel is also the main airlock, and the inner door will not open without pressure in this room. The airlock cycles in four turns. Two security cameras operate constantly.

B. The Reception Room. This area has racks of Capellan space suits, airlock controls, and a few Capellan-style lounges where guests await guides. One guard (Capellan soldier) will be on duty constantly, and others can be called in if something unsavory enters the airlock.

C. These are small offices of paper-pushers and other bureaucrats; the resident bureaucrat in each office will be at his/her desk 40% of the time. The desk, cabinets, and the occupants of these cells will

probably have little in the way of useful information for the PCs.

D. The Center Control Room. This is a classic control room, with desks, control consoles, and wall screens. The life support and communication system of the dome are operated from here. At a given time, 1d4 unarmed Capellans will be busily working away here. The secretary of the head official will be here most of the time, also.

E. The office of the head administrator, commanding officer, or what have you. For a Capellan, this is a posh office, with plants, sandy floor, and odd statuary. The desk contains a computer console and communications facilities.

F. Security Central. Another busy control room with wall screens, and the usual switch filled consoles. A small elevator (marked x) provides emergency exit from the dome, and another exit leads to the detention area (N-P).

G. Head of Security's Office. This room has facilities to take over operations from Room D in case of emergencies, mutiny, etc. Rooms can be selectively evacuated and knock-out gas pumped into the corridors.

H. Commissary. This eating place features the best in Capellan cafeteria style food.

I. Map Room. This room has both hard-copy maps and computer consoles to display charts, floorplans and blueprints of a variety of important installations. The walls are of steel (Structural Strength 11) and the door requires a pass-card. A guard will be on duty 40% of the time. Security cameras constantly survey the area.

J. Map Vault. When not in use, very 'hot' data is kept here for safe

keeping. The walls have a foot-thick layer of cement over steel. Plans and maps of all spacecraft and installations are here for the nabbing.

K. This room is similar in construction to Room J, but is used to store classified computer data and software.

L. The Computer Center. The Dome's computer physically resides here, as do monitors, 1d4 technical staff, and a computer officer.

M. Elevators. These could lead to a second floor of offices, or down to a sub-level. The Space Dock (discussed later), located far underground, probably has a dome on the surface similar to this one; feel free to use it for this purpose.

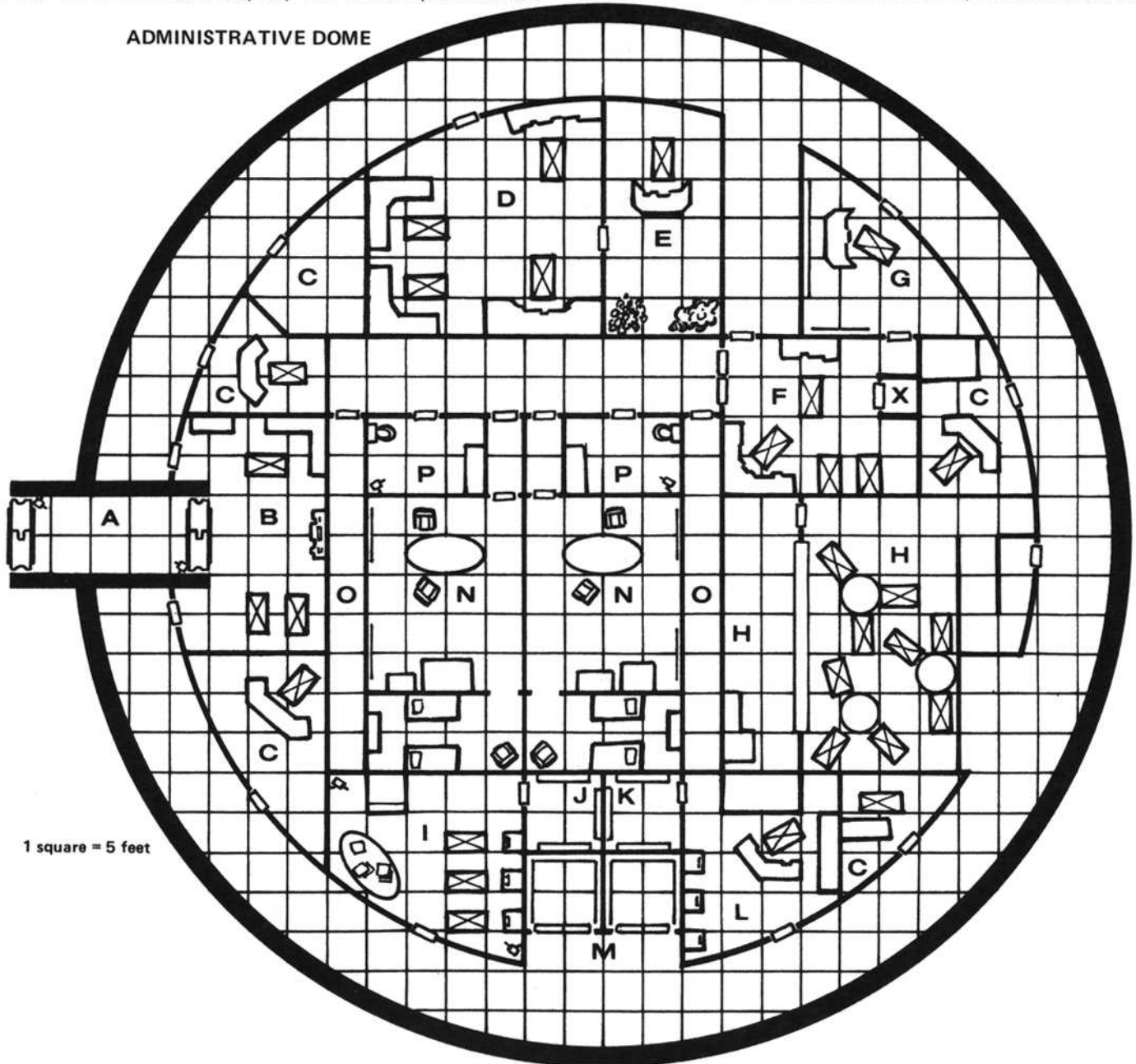
N. Humanoid Security Cells. Human prisoners, captured on Earth while or while poking around in Capellan controlled space, will be kept in rooms like these. Each has a rather small table and some chairs, a second-rate cooking facility with food stores, and a room with cots and sanitary facilities. One-way windows/mirrors allow viewing from the two rooms marked 'O'. The walls of these rooms are of steel over two feet of concrete, the doors of steel.

O. Viewing Corridors.

P. Isolation and Interrogation Cells. These bare little rooms have a toilet, bed-pan, and security camera. Exceptionally uncooperative prisoners are kept here. Super-powered types will also be imprisoned here, after being fitted with appropriate restraints.

As mentioned, the Dome could be civilian or military. The latter sort will be heavily guarded and have restricted access to the entrances (read: electric fences, laser turrets, camera posts, etc.). Guards can be

### ADMINISTRATIVE DOME





treated as Capellan soldiers, though they may have Paralysis-Ray devices rather than lasers; the latter tend to make holes in the walls that hold back the vacuum outside the dome. A civilian dome would have far fewer guards, but would be able to call the authorities if threatened or about to fall to invaders. Civilian installations like this can be used for the floating cities on HaBath-VII or as the corporate headquarters for the mining company on HaBath-I.

### CAPELLAN MEETING CENTER

If the PCs get really bold, they can try to go to the top of the Imperial ladder and seek an audience with the ruling body. Alternately, a captured PC may be brought before such a body to face trial or be shown off to the delegates as an example of the wildlife of Earth! Either way, having the following map on hand may prove helpful.

#### Map Key:

A. This is the entrance to the hall, decked out with weird potted

plants and artwork. Guards will be on hand at all times; one or two when things are not going on inside, several dozen if delegates are deliberating.

B. Memorial Hall. This area contains Capellan artwork and captured treasures from conquered subject worlds. Depending upon how bad things went for the Earth in Part One of this adventure, some Terran artifacts may be present.

C. Security Waiting Area/Monitor Room. The security forces assigned to the center wait here when off-duty. A desk contains monitor screens commanding a view of the meeting hall, entrance hall, and the grounds.

D. Lounge. A resting area with food dispensers and tables.

E. AV Room. When holo-flix of conquests or teleconferences are shown, the delegates assemble here. The communications equipment is powerful and accurate, to allow communications with ships out in the field if necessary.

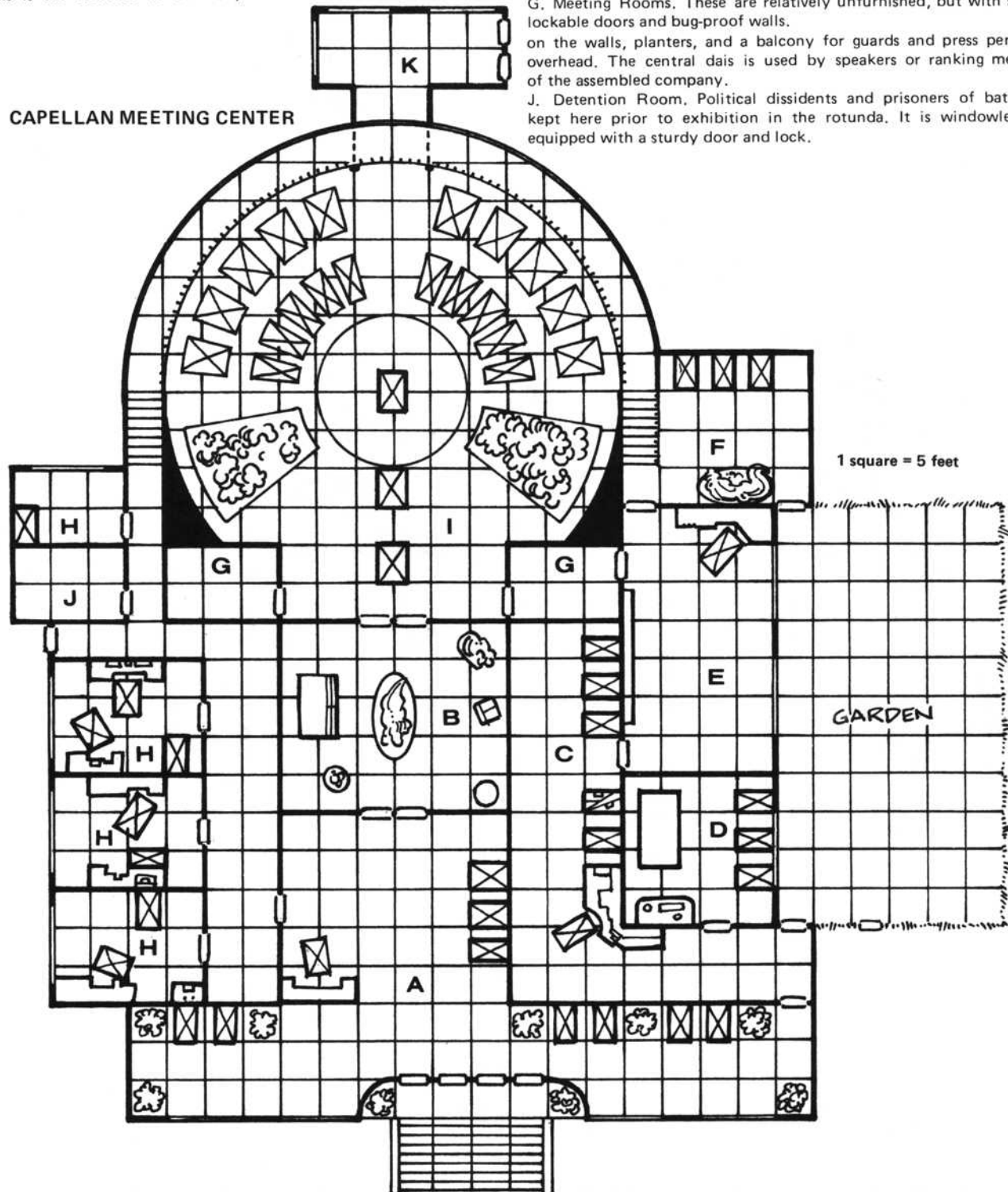
F. Meeting Room. This room features a statue of a major Capellan folk hero/warrior. A stair leads to a balcony above the meeting hall.

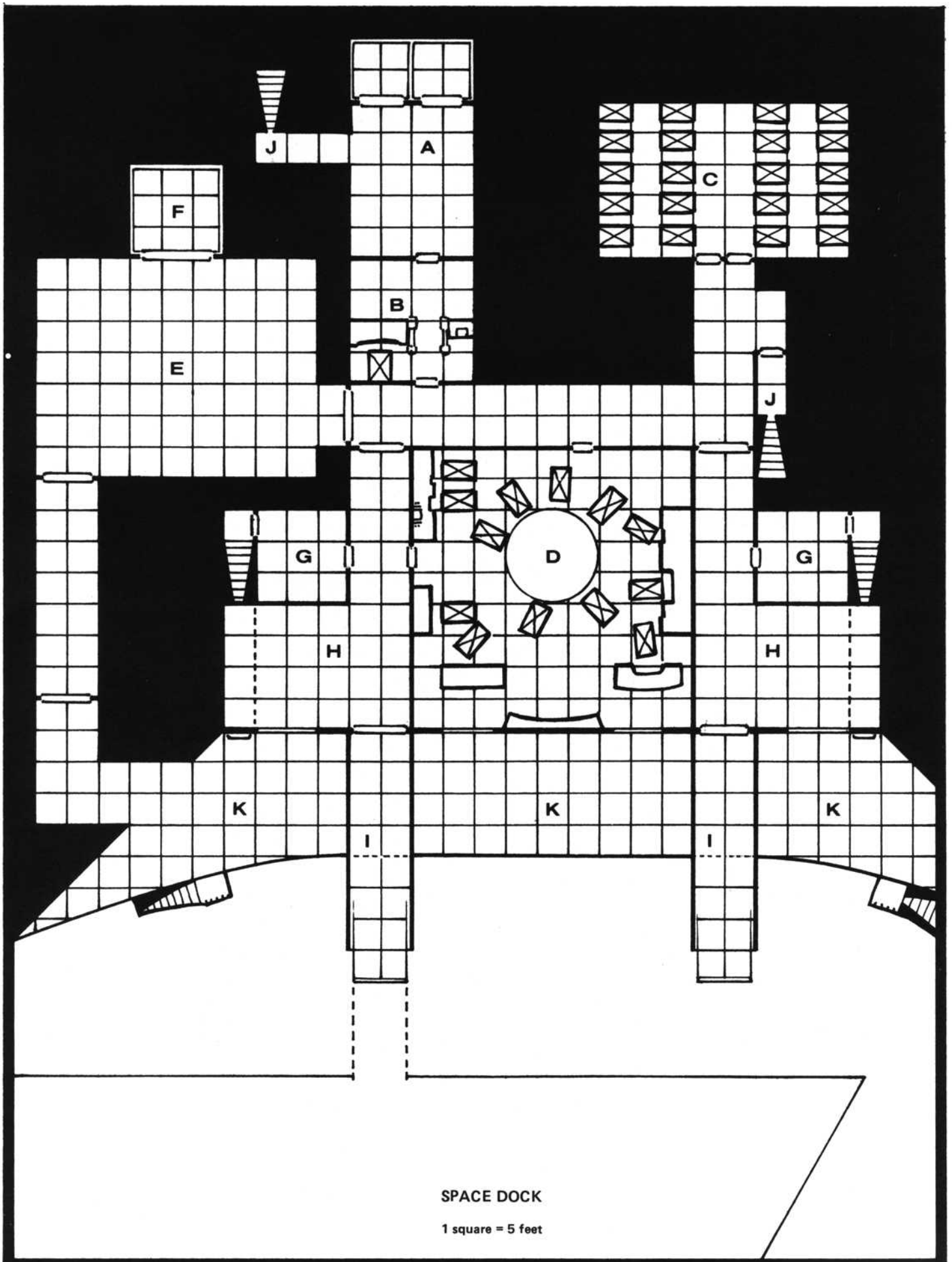
G. Meeting Rooms. These are relatively unfurnished, but with strong, lockable doors and bug-proof walls.

on the walls, planters, and a balcony for guards and press personnel overhead. The central dais is used by speakers or ranking members of the assembled company.

J. Detention Room. Political dissidents and prisoners of battle are kept here prior to exhibition in the rotunda. It is windowless and equipped with a sturdy door and lock.

### CAPELLAN MEETING CENTER





## SPACE DOCK

Located far underground, the Space Dock services the Empire's spacecraft. The silo-like berths the ships land in about the Dock to allow access. The above-ground entrance to the Dock is via a Dome like that described earlier in this section.

### Map Key:

- A. Elevators and Waiting Area. A small area where people entering the complex wait for security clearance.
- B. Security Desk. This room contains a sensor-system similar to those used at airports on Earth, a desk for a badge-checker to rest, and a computer console to check I.D.s. Two guards will be on duty at all times.
- C. This is a bunkroom for the staff of the Dock; technicians, guards, and maintenance workers.
- D. Control Room. The pre-launch checks of spacecraft are carried out here, and traffic control for the space above the dock is also monitored. Many consoles and monitor screens crowd the area. Two guards and 2d4 technicians will be on duty here.
- E. Cargo Waiting Area and Maintenance Equipment Store. The scaffolds and derricks that are used to service spacecraft from the service shelf (K) are kept here, as is cargo to be transferred to waiting spacecraft. The place is not well guarded; a good place to hide.

- F. A Large Elevator to the surface for large equipment.
- G. Airlocks & Maintenance Stores. The maintenance/repair crews that service ships gain access to the service area from these rooms. The narrow staircases on the outside edge of these rooms lead to area K. Shelves full of repair tools line the rooms.
- H. Boarding Rooms. These two rooms allow a ship's company to assemble prior to boarding. The walls depict heroic Capellan conquests and achievements. The area can be evacuated if needed.
- I. Extendable Boarding Ramps. These are virtually identical to those used in airports on Earth today. They are pressure-tight.
- J. Emergency Stairs. These are not monitored and are unlocked. Small airlocks to the surface connect these exits with space. It is to be hoped that those using them have spacesuits!
- K. Repair Area. This is a 'shelf' built into the wall of the silo. Repair crews work on ships from here. Stairways lead to the bottom of the silo and part way up to the surface.

The Space Dock can come in handy at several times during the adventure. If a PC is captured by the Capellans, he or she may escape while a Base-ship stops at a dock for debriefing of the crew. PCs may wish to capture a Capellan vessel, requiring them to break into an installation such as this.

# 4 ENDGAME NOTES

How Part Two of this adventure ends, or even begins, depends upon how the PCs approach the problem. Another major factor is how well the heroes did in Part One. If the heroes were all knocked cold by Star Boss or overcome by Capellan forces, they may have a great deal of their work done for them; the Capellans will bring them home as curiosities to study. If the Capellans were driven off, or left after completing the Force-Screen Generator, the PCs may have to do a few weeks of searching before they even find the Capellan home system.

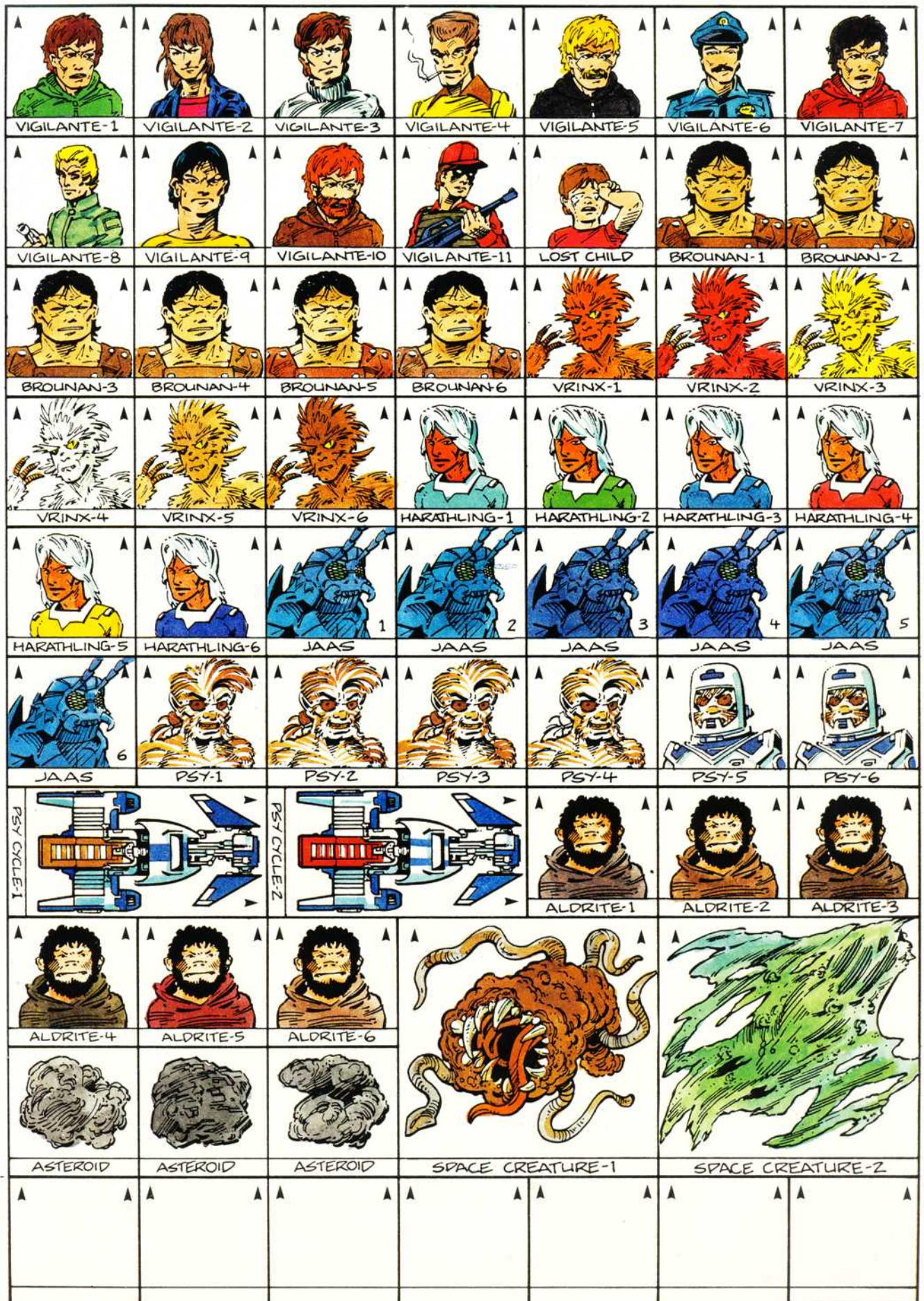
The various conquered races and the Psy should provide a good recruiting ground for the PCs to find allies against Capella. Capellan colonies and outposts can provide intelligence and captives to question. With this information, the PCs can begin to form a plan of attack. An all-out military approach might work, but would mean facing the Capellan Navy and ground armies. A more subtle approach, involving espionage and individual initiative, should be encouraged; the PCs are, after all, supposed to be superheroes, not space marines!

The Capellans will begin to move against Earth two or three months after they manage to successfully set up a force-screen base. This will allow them to bring in the large, clumsy troop ships carrying the invasion force without pesky interference from the Terran military. Stopping such a move will take a great deal of ingenuity on the part

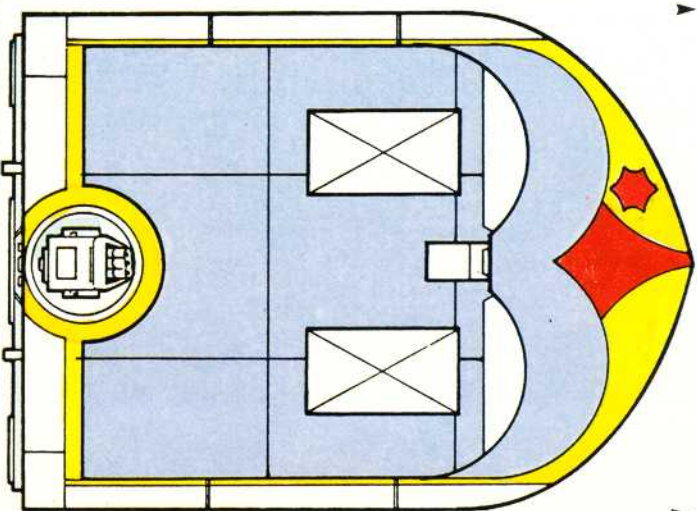
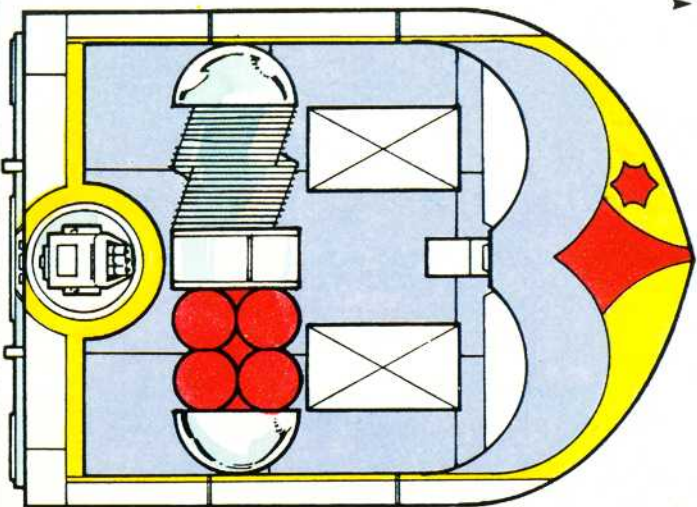
of the heroes. Can they sabotage enough of the Empire's ships to stop the assault? Can they convince the Imperial Council that Earth is too hot a potato to handle? Their efforts should be entertaining to run, and hopefully also entertaining to play.

The GM should get to know the star systems, worlds and races given for the area around Capella. New touches can be added by the GM to suit his or her campaign style. A Psy superhero is not impossible and more Capellan super-powered types should also be developed. Throwing mere soldier after soldier at the heroes from Earth may get dull real fast; super-powered types are both more challenging and more fun to fight. They may be beaten only to return thirsting for vengeance; personal goals of such Capellan super-characters may run against Capellan (or the PCs) plans; and super-powered types put a face on the faceless enemy, strong personalities that symbolize the Capellan menace to Earth and humanity. Note that not all the Capellan super-powered types should be of that race (a flying quadruped in a cape would look silly anyhow). Plenty of human and humanoid freebooters like Star Boss and Lady Seven are around that would like to see Earth fall to the Capellans. Your favorite criminal organization may be in cahoots with the fiends, in order to get a piece of the action after the downfall of human rule on Earth!





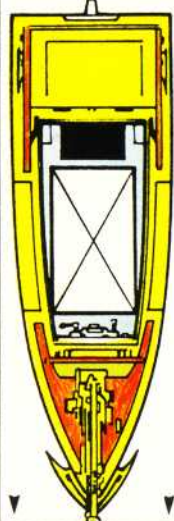




FORCE SCREEN TRANSPORT

HOVER TRANSPORT

HOVERCYCLE-1



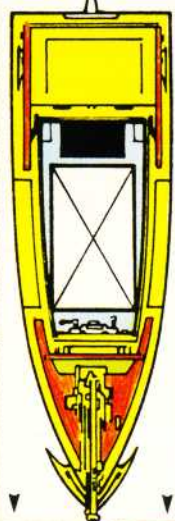
HOVERCYCLE-2



HOVERCYCLE-3



HOVERCYCLE-4



MAJOR RALL



CITIZEN-1



CITIZEN-2



BEAUROCRAT-1



BEAUROCRAT-2



TECHNICIAN-1



TECHNICIAN-2



OFFICER-1



SOLDIER-1



SOLDIER-2



SOLDIER-3



CITIZEN-3



CITIZEN-4



BEAUROCRAT-3



BEAUROCRAT-4



TECHNICIAN-3



TECHNICIAN-4



OFFICER-2



SOLDIER-4



SOLDIER-5



SOLDIER-6



"PEOPLE OF EARTH! YOUR PLANET IS HEREBY ANNEXED BY THE CAPELLAN HEGEMONY! RESISTANCE TO OUR INVASION FORCES IS USELESS... TRANSGRESSORS WILL BE IMMEDIATELY TERMINATED. THROW DOWN YOUR ARMS! YOUR MASTERS HAVE ARRIVED-- **FROM THE DEEPS OF SPACE!!**" A V&V™ ADVENTURE

LADY SEVEN, TRAITORESS FROM EARTH, AND MAJOR RALL, A CAPELLAN, SCHEME AND PLOT ABOARD THE CAPELLAN BASE SHIP...



HAR! EARTH IS AS GOOD AS TAKEN! SOON THE SHIELD GENERATOR WILL BE ACTIVATED, AND OUR ADVANCE BASE IN MIDVILLE WILL BE IMPREGNABLE! AND THEN--



AND THEN WHAT, DOGFACE?

GRRRRRR! HUMAN HEROES!!

YES, IT'S NEBULA AND ZEPHYR-- BUT NOT EVEN THEY CAN WITHSTAND MY METEOR STORM!



OOF!

THAT'LL HOLD THEM UNTIL THE TROOPS ARRIVE.

PROCEED WITH THE INVASION!



WRITTEN BY STEFAN JONES

ART BY BILL REINHOLD

EDITED BY JEFF DEE

EDITOR-IN-CHIEF (AND SLAVE-DRIVER) SCOTT BIZAR