

**VILLAINS
AND
VIGILANTES™**

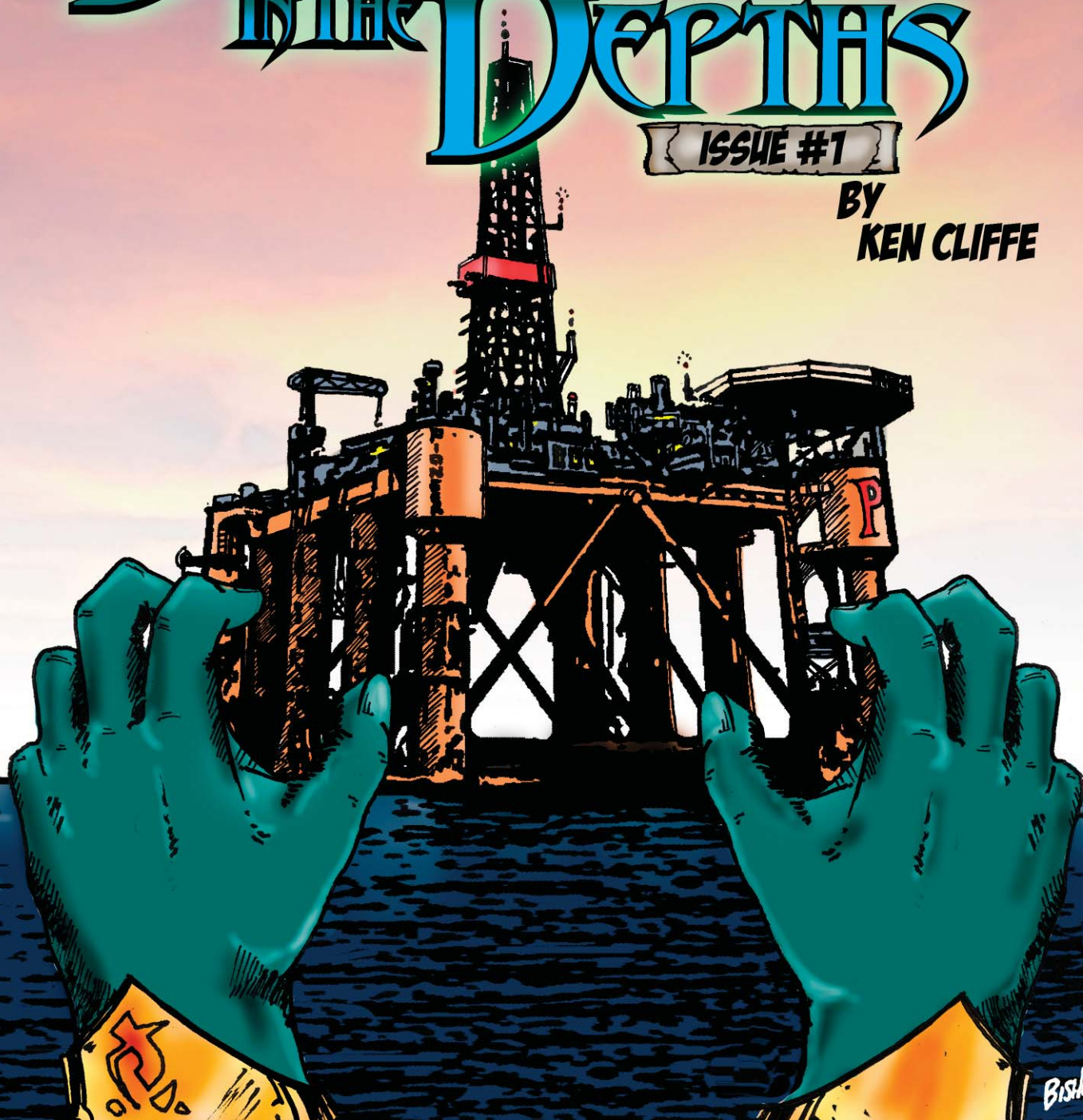
FANTASY GAMES UNLIMITED

2032a

ANGER IN THE DEPTHS

ISSUE #1

**BY
KEN CLIFFE**



WHILE DEALING WITH AN EMERGENCY IN A PACIFIC COAST CITY, AN UNUSUAL REFUGEE COMES ASHORE PURSUED BY AQUATIC ARMSMEN. HE'S SEEKING SANCTUARY ON THE SURFACE. DEMANDS ARE SOON RECEIVED FOR HIS RETURN TO AN UNDERSEA TYRANT... FAILURE TO MEET THESE DEMANDS WILL RESULT IN A BRUTAL ASSAULT FROM BENEATH THE WAVES!

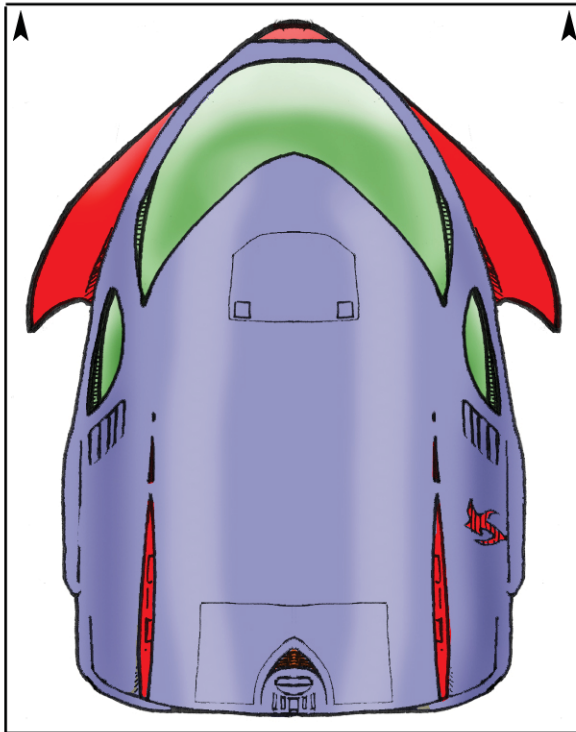


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AQUIN REFUGEE



DR. AQUINAS



AQUIN SOLDIER



AQUIN SOLDIER



AQUIN SOLDIER



AQUIN SOLDIER



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RAZORBACK



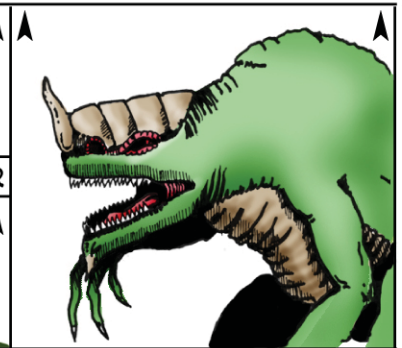
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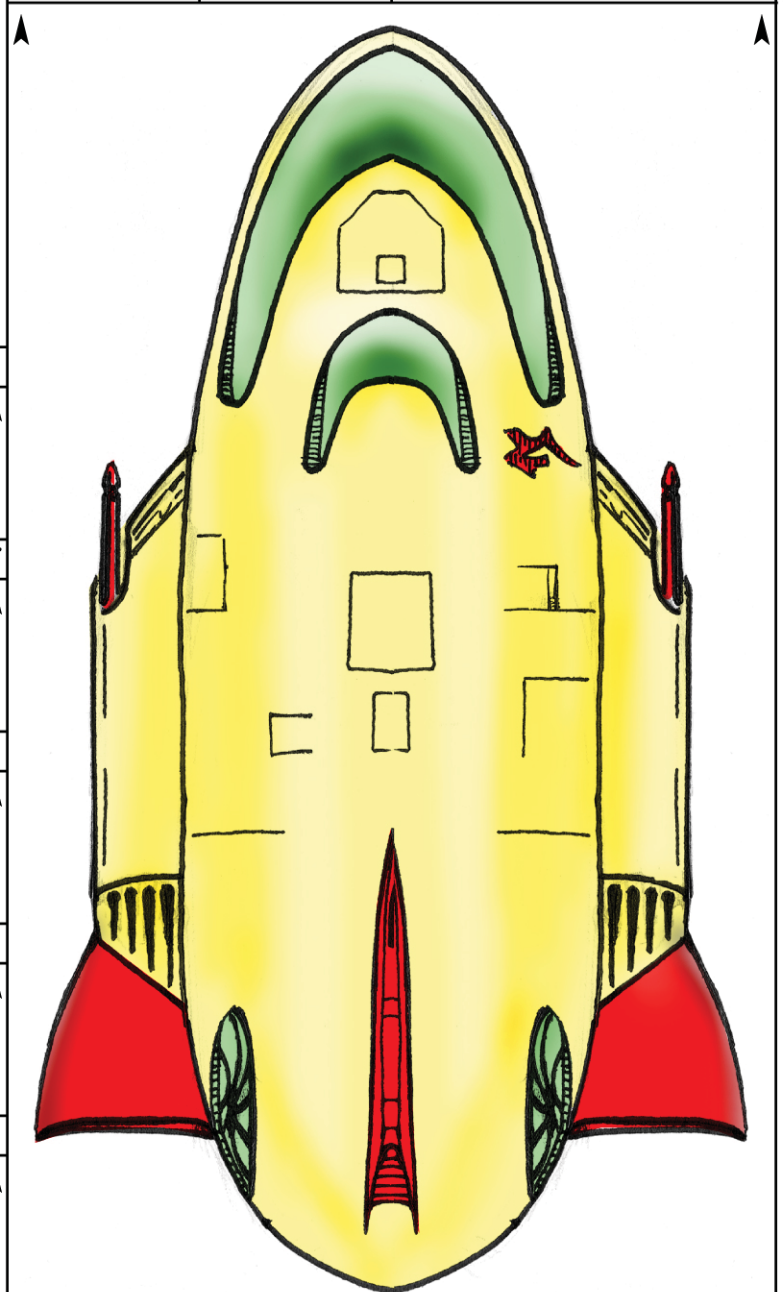
ELISA FATHOM



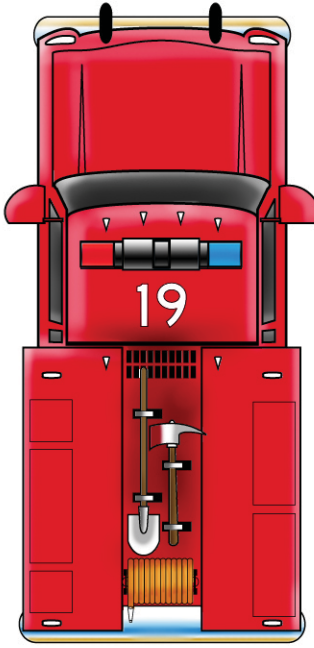
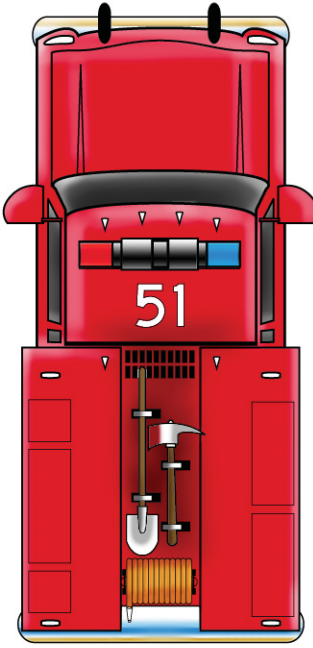
















GENERAL GRANT

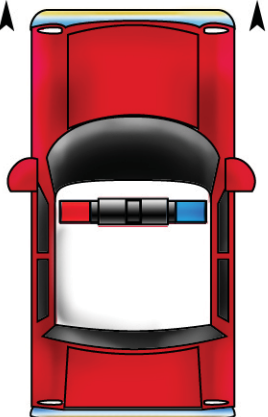
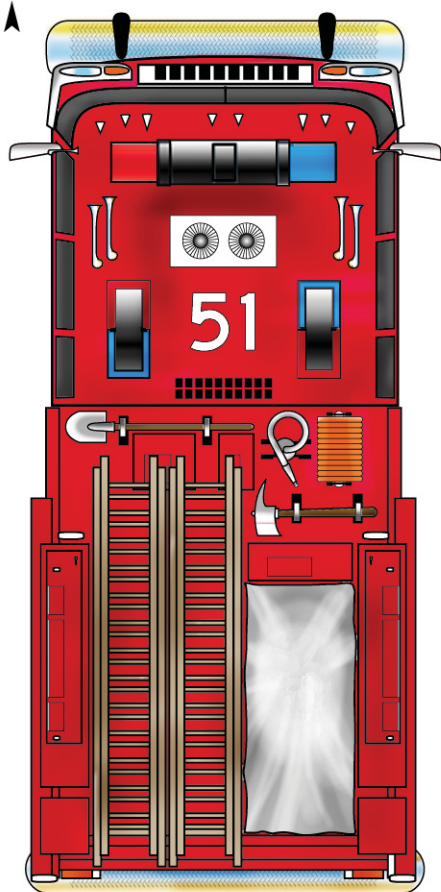



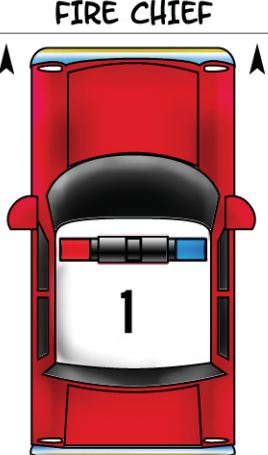

















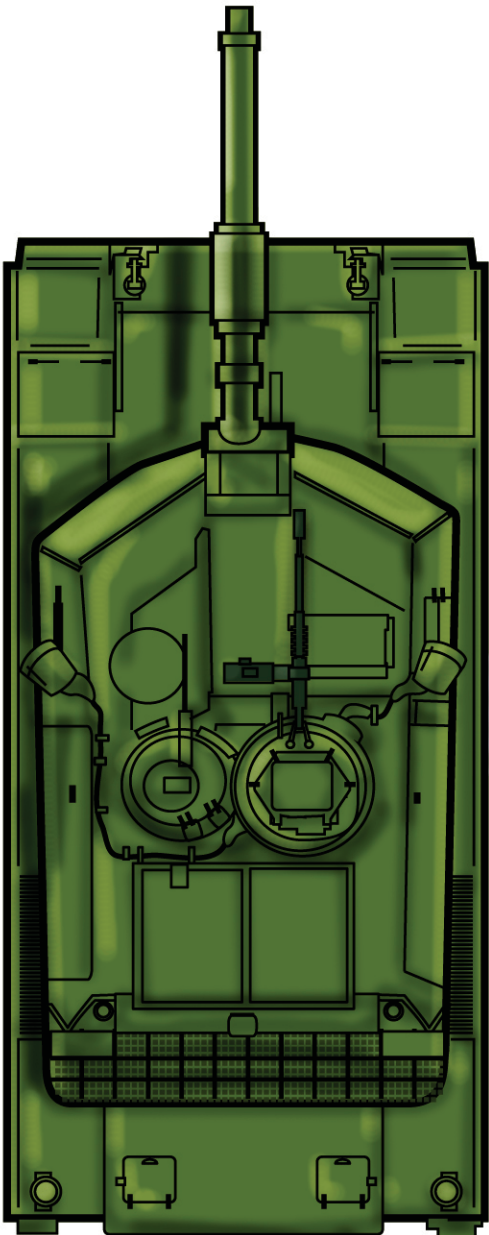
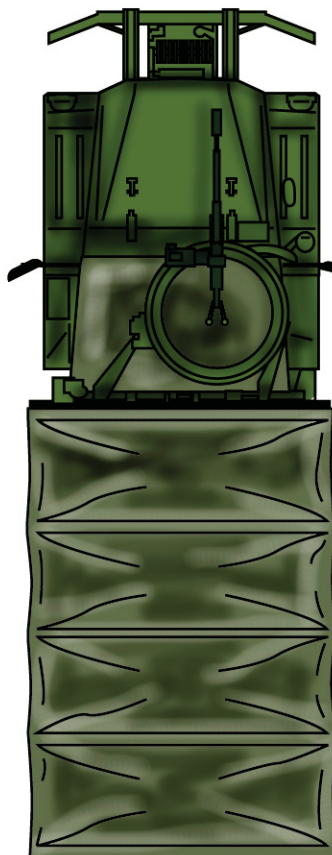
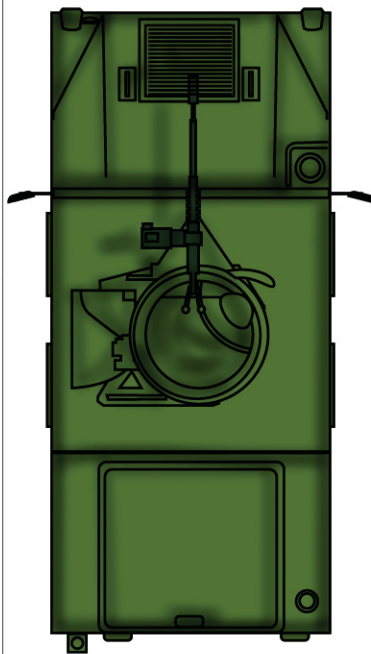
























THE SAURIAN

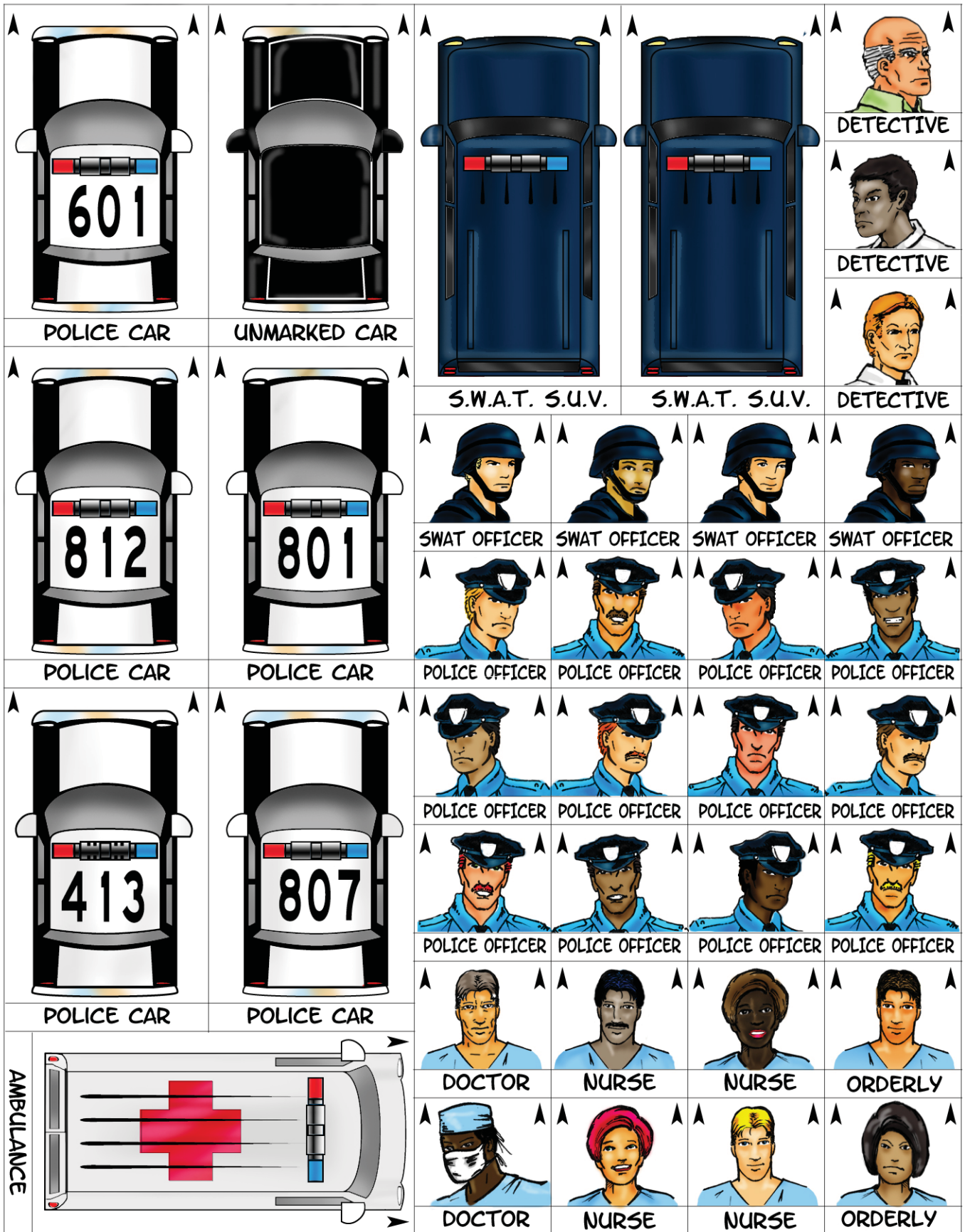


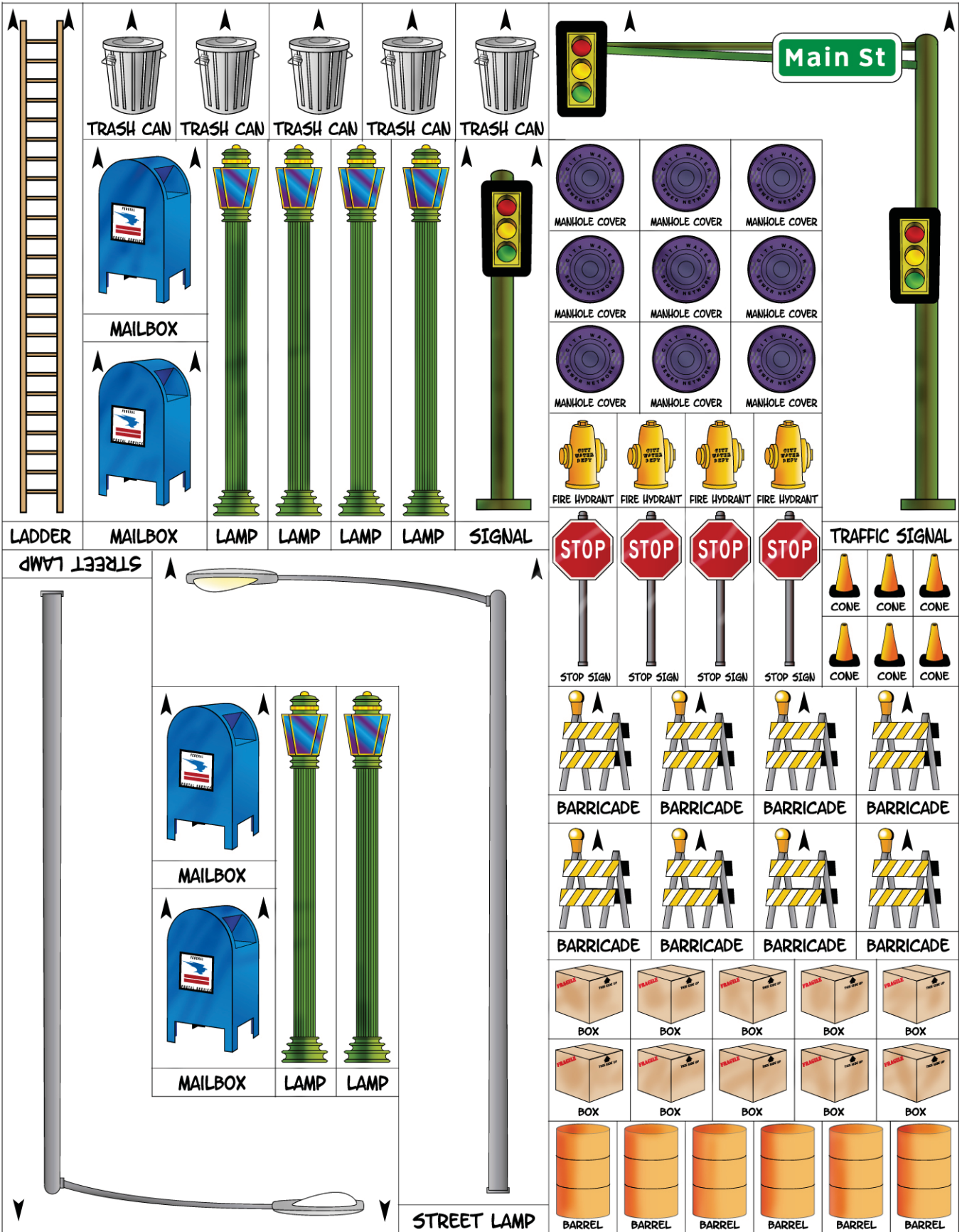
AQUIN ATTACK CRAFT

					
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<p>LADDER</p>					
					
					
					

					
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<p>BATTALION 1</p>					
					
					
					
					
<p>ENGINE 51</p>					

						
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DANGER In the DEPTHS

ISSUE #1

A VILLAINS AND VIGILANTESTM ADVENTURE

written by Ken Cliffe

illustrated by James Bishop



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EDITORIAL INTRODUCTION

I've always liked underwater-based superhero characters. Historically speaking, however, they have an awfully poor reputation. At one time or another, every major superhero team in comic books has had at least one underwater-based superhero character in its ranks. The same thing would always happen. In the middle of a battle, just when the team would count on them most, their time limit for being out of the water would expire. Their limbs would grow weak and they'd get all "wobbly-like," floundering like a fish out of water. It never mattered how cool or super-powerful our underwater hero had shown himself to be before that moment, from then on he was the wimp of the group because of his limited endurance while on the surface. I always hated that.

But every once in a while the tables would be turned and the superheroes would have to travel to Atlantis or a shipwreck or someplace underwater. Then our hero was in his glory. No matter how super the other heroes were on dry land, underwater they were completely superfluous next to someone who was designed specifically to function in that environment. The underwater heroes were in their element and they were strong!

If you play an underwater-based character in a Villains and Vigilantes campaign, then this is, no doubt, the adventure you've been longing for. If you are a GM and want to run an adventure in an unusual environment and are tired of running off into space, then you will find what you seek here as well. "Danger in the Depths" is by our good friend Ken Cliffe and contains Submarines, Mermen, Giant Sea Creatures, a Lost Sunken Civilization, and a whole lot of fun as well. I'm sure you will enjoy it, but remember to wait twenty minutes after you've eaten before playing it.

Jack Herman

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AUTHOR'S INTRODUCTION

Let's see now. For the Villains and Vigilantes game we've got adventures that are set in city streets, on islands of sinister doctors, in deep space, other dimensions, and virtually everywhere else around the globe, but there's still something missing to round out the V&V line. Hmmmm. That's it! Where else could a maniacal GM send his characters; where else but the sea? If you agree, well heck, you've got just the very adventure you need in your hands!

All kidding aside, this adventure pack has best results when at least one of your player-heroes has the ability to fly, breathe in water, or has an adaptation-like power. These requirements are not absolutely mandatory in your campaign's player-heroes, but as this page is turned, it will quickly become obvious as to why these powers will be of assistance to the GM and the players alike.

This adventure is best suited for a group of characters of roughly moderate levels (4-6) who might number three to six. Adjustments can be made by the GM should he have more or less than the suggested number of players or should they be of different levels than those suggested. In some cases this work has already been accomplished leaving the GM with simple choices to be made. In other situations, the GM is left to himself to adjust the strength of this adventure. Working with Hit Point levels of characters herein is a good tool with which to modify power levels as are experience levels.

This book also involves the player-heroes traveling to a deep undersea city. If something similar has previously been incorporated into your campaign, feel free to replace the one provided here with your own or relocate the city enclosed; anything that will maintain a story line in both your campaign and this adventure is the best answer to a continuity problem.

Well, enough with this technical banter, there's an ocean to save. Get out there and get heroing!

Here's a load of thanks to those fantastic guys in the Canadian Legion, without whom the world's seas would not be safe.

Ken Cliffe

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ISSUE #1

THE ARRIVAL

"Danger in the Depths" is an adventure which begins in a fashion completely different from any other V&V book. The heroes presently find themselves on the shoreline of the Pacific Ocean, somewhere in the GM's campaign country. With villains and creatures supplied or those of the Gamemaster's creation, the player-heroes find themselves in the midst of a fight which has already been initiated. An explanation to these present events is found when the villains responsible for this situation are chosen (from this book, shortly) or are created by the GM. The purpose of this fight is to lure the player-heroes to the West Coast where this adventure is set to begin.

If the Pacific Ocean is impossible to use in your campaign, say because you live in England, then the location of this adventure will have to be changed. This will not disrupt the story if all necessary angles are covered. An example is the use of the Marianas Trench in the South Pacific. A similar trench must be found or created in another ocean if settings are being changed.

The following is a list of villains and creatures with which the GM can logically attract his group to the coast. As to whether or not these following characters are used does not really impact the adventure. It is actually encouraged that pre-existing villains reappear from time to time in your campaign and this may well be one of those times. It is also possible to use any number of the forthcoming characters. This is left up to the GM's desires. Feel free to alter any information on these villains which makes them too strong or weak for your tastes. All these pointers have been made as an experiment is being conducted here, in a way. A selection of villains has been provided for the introductory combat session of this adventure. This means that no single character has a major role and there fore can be chosen or discarded for use with no effect on the story's outcome. Since a discarded character isn't really essential, he need not even exist in your campaign universe. Who says we at FGU aren't trying new things?!

Anyway, this fight will occur at a beach area on the coast where a few small buildings are nearby. Such a map has been provided, but a map of an actual place such as this on the West Coast is the best to use since it is the most realistic. If one of these cannot be found which depicts a coastal city, the included map can be effectively used.

KEY TO THE BEACH MAP

The stores shown here have no real relevance upon the heroes and their struggle with the villain(s) chosen. Since this conflict will occur in the early morning, only a few people are around. Every store has a glass front window (2 Structural Points) and all are made of brick on the exterior (5 Structural Points). Most doors are glass as well, also having 2 Structural Points. Each building is one story tall. At this time the restaurant is the only business that is open. There are four people inside. Should the bait set lure the heroes to the west be a catastrophe-type event, there will be large numbers of police and soldiers blocking/barricading off the mapped area, which will be evacuated. This will avoid threats to innocent bystanders. Outside the building on the road, there are various street items present which require description.

Manhole: Down one side of these holes is a ladder which leads to the sewer. Manhole covers are made of cast iron, have 10 Structural Points, and weigh sixty pounds. Without a leverage item, these lids cannot be lifted from place unless one has a specific power to help them.

Streetlamp: The pole to this lamp is made of concrete and, therefore, has 6 Structural Points. The pole is fifteen feet tall. The lamp itself has 1 Structural Point and if exposed wires are contacted, 2d8 electrical

damage will be done. Each lamp lights up a ten foot radius and each weighs nine hundred pounds.

Stop Sign: Just as it says. This item has 4 Structural Points and can be used as a weapon with a +3 "to hit" doing 1d4 extra HTH damage. It weighs twenty pounds.

Mailbox: A heavy steel box bolted to the concrete. To remove it 14 points of damage must be done. The box itself has 10 Structural Points and could probably hold a man-sized object, should one be shoved in the box's mouth with enough force. The box weighs two hundred pounds, with mail already inside.

Fire Hydrant: Made of cast iron, this item has 10 Structural Points. To remove it from its concrete footing, 15 Structural Points must be administered. A broken hydrant would create a gushing fountain of water which would shoot up for ten turns before subsiding. Anyone making contact with this fountain would take 1d4 damage due to the water's high pressure. The hydrant weighs one hundred twenty points.

Tree: This is a sickly looking tree which rises about twelve feet at the most. Trunks have 3 Structural Points. A tree may weigh up to 350 pounds.

Traffic Light: Ordinary traffic lights conform to the same stats as streetlamps.

Fence: This barrier has a dual purpose in that it separates beach and road and also cuts down on the amount of sand drifting out over the street. Each pole has 5 Structural Points and the bars between them have 3. There are four bars standing between each main pole.








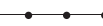

Sidewalks: Made of concrete, sidewalks have 6 Structural Points with an earthen base. Roads are also concrete, but have a sewer underneath.

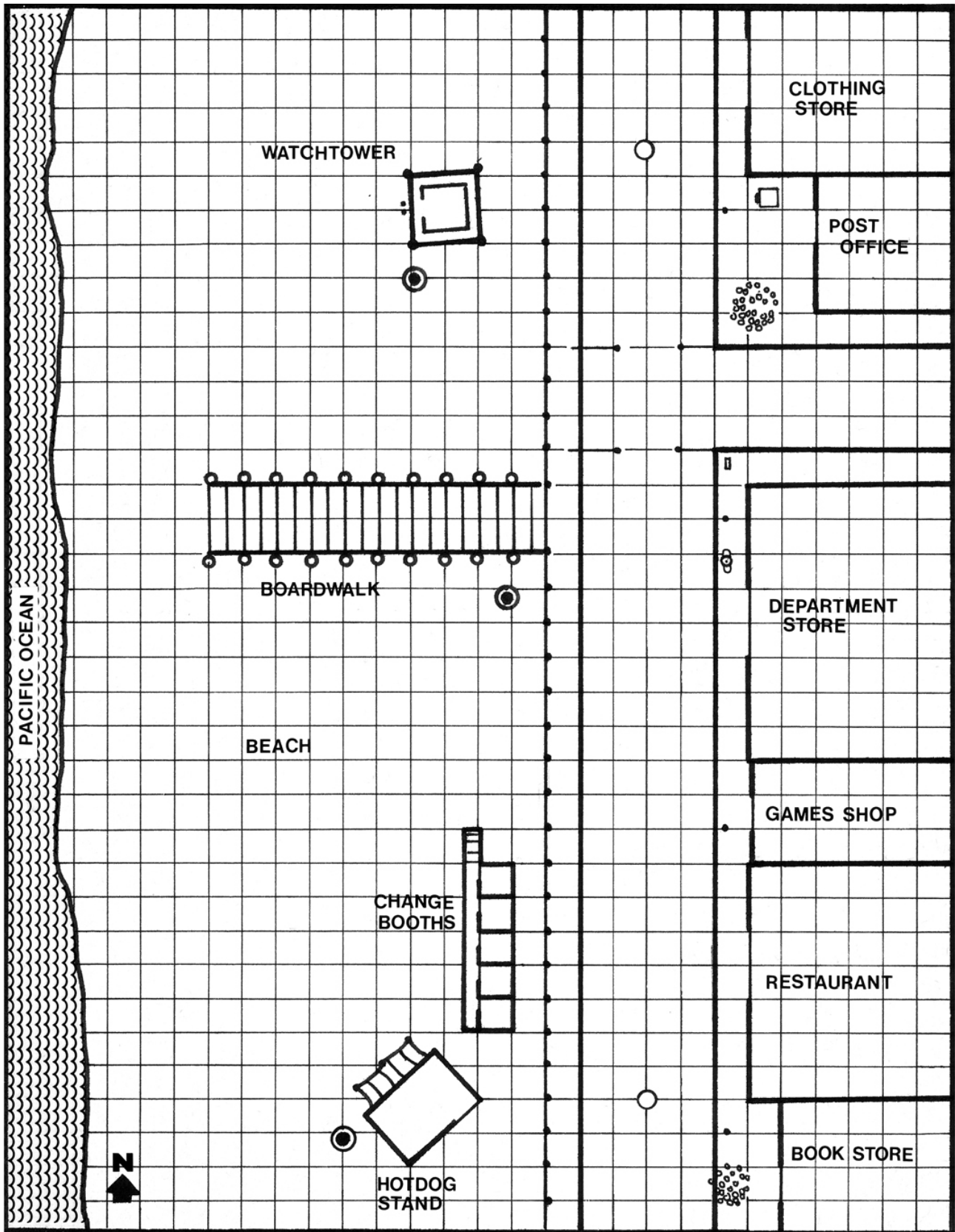
When fighting on the beach, any impact damage received from a knock-back hit or fall will be reduced by 1d4 as one lands on the sand. A roll on 1d20 must be made for each combatant every turn. An 18-20 rolled will result in that character's vision becoming obscured due to loose sand entering his/her eyes. Treat that person as if in Darkness Control. Effects last 1d6 turns unless 1 turn is spent removing sand, which reduces three turns from the number rolled (minimum of 1 turn).

Boardwalk: The wooden boardwalk rises about one foot above the sand and has weeds growing around it and in its cracks. Each board is slightly rotted and therefore the entire construction has 1 Structural Point in any one area.

Watchtower (Lifeguard Tower): The watchtower rises twelve feet in the air and has an outer platform surrounding the inner enclosed sitting area. Down one side is a ladder, permanently fixed to the construction.

LEGEND

	Manhole Cover
	Street Lamp
	Stop Sign
	Mailbox
	Fire Hydrant
	Tree
	Traffic Light
	Fence
	Garbage Can



THE BEACH

□ = 5 SQUARE FEET

Lifeguards use this tower to survey the people swimming as well as those on the beach. The entire structure is made of reinforced wood having 5 Structural Points in any one spot. Should two legs be broken, the whole thing will come down. Weighing 1500 pounds, the tower receives a +3 to hit and 1d10 damage added to HTH and has an A x 7" range if used in combat.

Changing Booths: A group of five sheds, a walkway and a set of stairs are used to change clothes on the beach in privacy. The structure stands on two foot tall legs which are enclosed in a wooden casing. Some degenerate has loosened one of these boards so a person can now crawl underneath the building. The entire building is made of wood and has 3 Structural Points.

Hotdog Stand: This steel shack is the trailer from a truck which has been converted into a food stand. A canvas flap is supported by three poles to shelter the stand's window. On the other side is a door which locks from both inside and outside. The booth's body has 11 Structural Points, the door has 5 SP, the canvas 1 SP, and the poles 2 SP.

Garbage Cans: Encased in concrete sleeves, these cans contain anywhere from ten to one hundred twenty pounds of trash. Each can has 8 Structural Points while each concrete sleeve has 7 Structural Points.

If, during a fight in this area, someone is knocked back or thrown into the ocean, 1d8 will be subtracted from the damage normally sustained from impact.

THE SAURIAN

Identity: -

Side: Neutral

Age: 5 weeks

Training: None

Sex: Male

Level: 4

Powers:

1. Natural Weaponry: +3 to hit, +6 damage with jaw; +1 to hit, +2 damage with claws.
2. Heightened Senses: Enhanced Scent: + 5% detection when applicable. Diminished Hearing and Sight: -1/2 detection when applicable.
3. Body Power: Tail: +1 to hit, HTH +1d10 damage. Allows leaps of up to 120" and provides balance. Agility save on 1d20 to remain standing without the tail.
4. Armor, Type A: ADR of 40, 1.2 weight multiplier, fully rehealed overnight.
5. Speed Bonus: +30" ground
6. Mutant Power: Eye beams, attack as Power Blast, 1d10 damage, 10 PR per shot, 20" range.

Weight: 2400 lbs.

Agility Mod.: -8

Endurance: 33

Intelligence: 1

Reactions from Good: +6

Hit Mod.: 3.52

Damage Mod.: -3

Accuracy Mod.: -4

Carrying Cap.: 80,760 lbs.

Movement Rate: 107" ground

Detect Hidden: 2%

Inventing Points: -

Basic Hits: 48

Strength: 40

Agility: 4

Charisma: 0

Evil: +6

Hit Points: 169

Healing Rate: 48

Power: 78

Basic HTH: 5d10

Detect Danger: 9%

Inventing: -

Origin & Background: For a year and a half the lab known as Biological Innovative Operations or BIO has been studying the DNA and RNA patterns of lab animals. Based on their findings it was



discovered that synthetic matter could be synthesized, which would function in the same manner as deoxyribonucleic acid. Months were put in, spent on the development of this revolutionary formula. It was also about this time that the press got wind of the lab's research which created a great public outcry against tampering with nature.

The facility was finally closed until hearings could be arranged to determine as to whether or not tests should continue. As the weeks passed, the lead researcher, Garth Strucker, snuck into his labs repeatedly at night to complete his experiments. At last he achieved perfection one night. Since no test animals were available, having been removed upon the lab's closure, Strucker was forced to capture a lizard outside. Within this reptile he injected an amount of the synthesized DNA, proportionate to the animal's size. No changes occurred immediately, as expected, but Strucker's patience wore thin and he injected the lizard once more, this time with a man-sized dose of the serum.

As he continued to wait for results, the scientist fell asleep. During his slumber, the lizard began to grow and grow and grow and grow! Loud roaring awoke the researcher as well as the crashing of the roof as the saurian went through the ceiling, knocking the doctor unconscious. The creature's rampage then began as buildings, homes, factories and streets were ripped to pieces. The DNA serum succeeded in providing the pattern for the growth of cells, but also instigated that growth, and quickly!

The beast now stomps, chomps, and rumbles through the West Coast city. The authorities, who are trying to keep the beast back on their own, have begun summoning super-powered assistance. The player heroes are the only people to respond to this time.

Combat Tactics/M.O.: The Saurian is a simple wrecking machine, the serum having adjusted its natural instincts. The monster will go on crushing and killing for as long as it can remain standing. The DNA serum has also developed an unexpected latent mutant power in the lizard. Should the Saurian be close to defeat, it will activate these beams, no doubt catching the heroes by surprise. The lizard never evades, rolls with the punch or pulls damage.

Personality/Character Traits: This dinosaur-like beast has no personality. Note: Strucker has an antidote for the DNA serum in his lab which was not smashed by the monster's escape. If he can be found, this might be used, but large amounts will be needed based upon the creature's size. It will shrink back down to normal size shortly after being injected.

RAZORBACK

Identity: Garth Strucker

Side: Evil

Sex: Male

Age: 43

Level: 3

Training: None

Powers:

1. Armor, Type A: ADR of 67, weight multiplier of 2, ADR healing rate of 112.
2. Natural Weaponry: Tusks: +3 to hit, +6 damage
3. Speed Bonus: +70" ground
4. Heightened Strength: +21
5. Heightened Endurance: +13
6. Body Power: Ramming, HTH +1d10- damage on successful hit in ramming.
7. Reduced Agility: -6
8. Diminished Senses: All detection percentages are divided by two as calculated below

Weight: 1600 lbs.

Agility Mod.: -8

Endurance: 24

Intelligence: 5

Reactions from Good: -2

Hit Mod.: 2.59

Damage Mod.: -2

Basic Hits: 32

Strength: 31

Agility: 5

Charisma: 16

Evil: +2

Hit Points: 83

Healing Rate: 22.4

Accuracy: -4

Carrying Cap.: 25,753 lbs.

Movement Rate: 130" ground

Detect Hidden: 2%

Inventing Points: 1.5 Inventing: 15%

Power: 65

Basic HTH: 3d10

Detect Danger: 5%



Origin & Background: The origin of Razorback all depends upon which opponent or villain(s) the GM wishes to throw against the player-heroes. If Razorback alone is desired, the following origin replaces the Saurian's at certain points.

After finally achieving perfection in the DNA serum, Garth Strucker was forced to inject himself since no lab animals were at hand. After waiting some time for the effects, the scientist dozed off. Suddenly he was thrust back into consciousness as the formula took effect in a violent way. Suffering unbearable agony, Strucker went into convulsions, effectively destroying the lab. In doing so, a vial containing porcine DNA structure splashed on him. As the chemical was absorbed through the doctor's skin, a powerful chemical reaction took place. Unconscious once more, Strucker made his final transition into a creature of half-boar and half-man. His shock upon awakening pushed Garth's mind that much further and the researcher went berserk. His rampage caused the deaths of five people. The authorities are trying to hold back this "animal," but are having difficulty. They have begun asking for super-powered assistance.

If the Saurian and Razorback are to be used to lure your player-heroes to the beach, the GM will have to use a combination of the above two origins.

When the Saurian broke free from the lab, a great deal of the DNA serum was splashed on Strucker in combination with other DNA

structure formulas. He was knocked unconscious by the lizard and during this time underwent the transformation into Razorback. As he awoke, Strucker went mad. Charging out of the hole left by the Saurian, the two now attack the West Coast city. The player-heroes can be drawn into the area by newscasts, calls for help or anything which the GM deems necessary to capture the heroes' interests.

Combat Tactics/M.O.: From a distance, Razorback (so dubbed by the press) will charge an opponent, trying to maul them with his tusks. In close quarters HTH attacks will be used as well as the occasional swing of the tusk. At flying opponents Razorback tends to throw bricks and the like. He never evades, rolls with the punch or pulls his punches.

Personality/Character Traits: While still very much the wild animal, Strucker, a human, is still part of the beast. His intelligence has been sidetracked by his insanity though and is now more attuned to cunning. He is able to speak, but very crudely. If a fight is obviously going against him, Strucker will try to escape, taking prisoners if necessary.

ELISA FATHOM

Identity: Elisa Fathom

Side: Evil

Sex: Female

Age: 21 (psychologically)

Level: 1

Training: None

Powers:

1. Psionics: Hydrokinesis. Can manipulate a maximum of 22,000 cubic feet of water, attacks and defends as Vibratory Powers, 2d12 damage, 32" range, PR of 2 to gain control of any amount of water with no cost to manipulate. Water must be present to control. No PR cost to defend.

2. Heightened Speed: +590" swimming, +20 Initiative.

3. Heightened Endurance: +10

4. Water Breathing, Type A: 1 PR per hour to breathe in water

5. Vulnerability: Ice attacks receive +5 to hit

Weight: 108 lbs.

Basic Hits: 3

Agility Mod.: +2

Strength: 11

Endurance: 22

Agility: 16

Intelligence: 14

Charisma: 14

Reactions from Good: -1

Evil: +1

Hit Mod.: 4.5

Hit Points: 14

Damage Mod.: +1

Healing Rate: 1.8

Accuracy: +2

Power: 63

Carrying Cap.: 191 lbs.

Basic HTH: 1d4

Movement Rates: 49" ground, 639" swimming in water

Detect Hidden: 10%

Detect Danger: 14%

Inventing Points: 1.4 Inventing: 42%

Origin & Background: Nathan Fathom, otherwise known as Bluegill (as seen in "Super-Crooks and Criminals"), was on the run from the protector of the seas, Admiral Fathom, shortly after having plundered a luxurious ocean liner. Ordering the Kraken to continue, Bluegill took cover in a cave he had spotted, hoping to lose the Admiral. Succeeding, the villain then began to tend to his wounds. Unknown to him, a woman, actually a mermaid, approached the stranger who had entered her lair. Having never seen a surface dweller, the female was stunned by Bluegill's stature and appearance. Where anyone else would have been terrified, Nathan was intrigued by the creature's presence. He had researched such oceanic life and therefore had some idea that the lifeform known as the mermaid could exist. What did startle the ex-biologist though was the woman's apparent attraction toward him. Immediately he played upon this. For a number of weeks Bluegill lived in the cave, his hostess offering her full attention. It wasn't long before he had seduced her. After this the villain returned to his own life, only occasionally visiting his lover, who, through devotion, always awaited his return, tending their child.



When the girl was seven, Fathom returned to the cave and demanded that he have her. The girl, with abilities of both her mother and her father, fled from the scene, becoming lost. For an unknown period, little Elisa (so named by Fathom) stumbled on until one day she found the remains of a long sunken ship. Amidst the rubble was a locked chest. Opening it was easy, but the contents were to change the girl's life forever. Her hand reached out to touch an amulet and then nothing more was remembered. Some equally unknown time later, Elisa awoke but was no longer a little girl. Somehow she had been aged. Along with her physical form, many of her emotions were also developed. Included in these was her hatred for her father and her contempt for the surface world.

After a long search, Elisa found her home but Natas has killed her mother. The young woman then went berserk. In her rage she traveled to the closest surface city with alarming speeds and there began a frenzied assault. This attack will be televised and will, hopefully, attract the player-heroes to the West Coast (if they are not already there) for the actual beginning of this adventure.

Combat Tactics/M.O.: Since she is technically young and inexperienced, Elisa has no form of attack. Most commonly, blasts of water will be used to keep opponents at bay. Should an ice controlling opponent threaten, she will accordingly back off.

Personality/Character Traits: Elisa Fathom is ruthless and cold. She has no qualms about killing surface dwellers and actually enjoys doing so. Taking prisoners is equally beneath her. A common

fate of such victims, even in the long run, is death. If there is one way to appease the woman, for a moment at least, it is to give her Bluegill so she can murder him. This is one of the goals of her new life.

Obviously the heroes' arrival on the coast for any one of these disturbances must involve some form of fast travel if your group operates in an eastern or otherwise distant area, assuming that not every group operates on the West Coast. If this quick form of group travel is nonexistent or it is not reasonable that a distant group would answer the above distress calls while an NPC western group could, then other lures will have to be used to get the player-heroes to the west. Examples include awards being given out to the group by, say, this western state's governor, or the group is already on a mission in the west (as created by the GM), or they're simply there on vacation or to attend a wedding, etc. Should all of these excuses fail, the GM must come up with something to explain why the player-heroes are in the west, specifically fighting on the beach map provided, where the adventure's next step is about to begin.

It is suggested by the author that the above fight on the beach be won by the player-heroes with at least moderate ease. This is to allow the heroes enough Hit Points and Power Points for the coming of the next arrival on the scene. It is therefore strongly suggested that the villains used in the above fight be a fairly clean sweep in combat. This may seem a bit like cheating, but in order to maintain the story, a few rolls here or there may be fudged without being overly conspicuous.

Toward the end of the introductory fight, just as the heroes' opponent has fallen, a large ship, looking something like a submarine, will beach itself on the sand, having come from the water. A man with blue and slightly scaly skin will stagger out and mumble, "Help . . . people in trouble," and then collapse to the ground. Not a moment later, two more of the same type of craft will beach. Out will leap ten men of similar appearance to the first, but these are wearing suits and are toting weapons. These are common Aquin soldiers whose stats are provided later. Immediately they will fire on anyone in the area and will try to seize the first man to have come ashore. When he begins crawling in panic, crying out, "Please! They will torture me," it is hoped that any conscious hero will leap to this stranger's aid (as if shooting soldiers were not enough to cause the heroes to act).

Should the heroes have been knocked unconscious or otherwise incapacitated in the introductory fight, anyone of the opponents chosen or used in that fight will only continue with their rampage. The army, which has been waiting for their turn, will now act. Everything necessary will be fired at the attacking marauders until stopped. This may even include tank shells, rockets and bazookas. Since the area has been evacuated by this time, the Gamemaster can effectively consider his villain trounced, without having to bother with rolls to hit and damage and all of that.

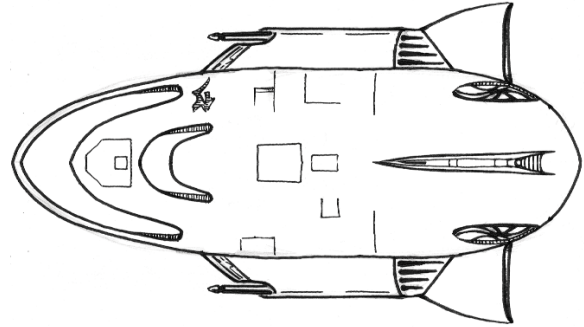
The heroes lying on the beach will still get their opportunity to save this oceanic newcomer. When he staggers from the ship, have the stranger fall upon one of the strongest remaining members of the player-hero group. That character will then instantly wake up without normal wake-up rolls. This may seem like cheating once again, but it is required for the storyline. This character will then have the choice of waking up his comrades or battling off the approaching armed guards. At least one wake-up roll should be allowed to any unconscious character before the guards arrive and attack. The soldiers' ships and the stranger's ship all conform to the same statistics.

Weight	Passengers	Cargo Cap.
5000	2+3	1000
Speed	Hit Pts. Disable	Hit Pts. Demolish
90*/120**	25	100

* refers to speed when submerged in m.p.h., this is also 78 knots

** refers to speed in flight

Each ship is armed with a forward firing laser cannon, +4 to hit, attacks as Light Control, 1d10 damage, 15" range, 20 shots. Each also has an airlock allowing passengers to leave without endangering those inside while submerged. Bulkheads have 18 Structural Points and can withstand deep oceanic pressures.



More than likely the player-heroes will beat off the invaders with muscular biceps and a well-placed Power Blast or two. When these strange men are down, the question will surely arise as to what to do with them. This may seem a little more obvious when those with broken suits start gasping for air (from their necks?). The first man to have arrived will then make his "final appearance" for a rather long time. He will ask that the soldiers be returned to the sea. Since they were beaten, they are honor bound to follow the orders of the victors. This blue an will then finally fall completely unconscious and also breathe with great difficulty. Should his suggestion be followed, the soldiers, once returned to the ocean waters where they can breathe, will leave if told to or not. If their ships have been destroyed somehow, they will slip under the waves individually. These men will never be seen again after they report to the Queen that they failed in recovering the Prince (which will be explained in good time).

Should the player-heroes have been beaten by the soldiers, a handful of surface soldiers who had orders to keep an eye on the safety of the superheroes, will open fire on the aquatic invaders, gunning down all of them as they approach the first aquatic arrival. The superheroes can then be awakened and enlightened as to what has happened.

In any way, the players will still have a mystery on their hands. They have seen a blue man come ashore, followed by many others who seem to need to breathe water in order to survive. There will, no doubt, be three strange ships sitting on the beach and a defeated super-villain or two who need immediate attention before they awake. Whew, what a business!

The problem of the blue stranger will have to be the first to be solved as it is obvious that he is dying from exposure to air. Carrying this man to the ocean is a temporary answer, but unless your players intend on standing in the ocean up to their waists for days on end, a more permanent arrangement is going to have to be made. Taking the stranger to the hospital is a good idea, but medical people are curious by nature. Their first reaction would be to run a million and one tests. This would, no doubt, make the visitor very uncomfortable, unconscious or not. A second option, and probably the better one, is to take this man to an aquarium. Arrangements can be made to ensure his privacy and health. Support in these requests could also be found in the military who, since they were in the area anyway, will surely get involved. Besides, in the aquarium, researchers will be intrigued by having such a specimen present and will work efficiently to provide their guest with a tank of his own.

Once the initial excitement has subsided, the stranger himself will become the subject of scrutiny. Basically, he looks almost human, but has blue skin which is slightly scaled, has pointed ears, gills in his neck at each side, and has eyes slightly larger than the human average. He wears the clothes that look to be of royalty or nobility and are made of aquatic plant life. His hands and feet are also webbed. Any questions to be made will have to wait since this individual doesn't look like he's

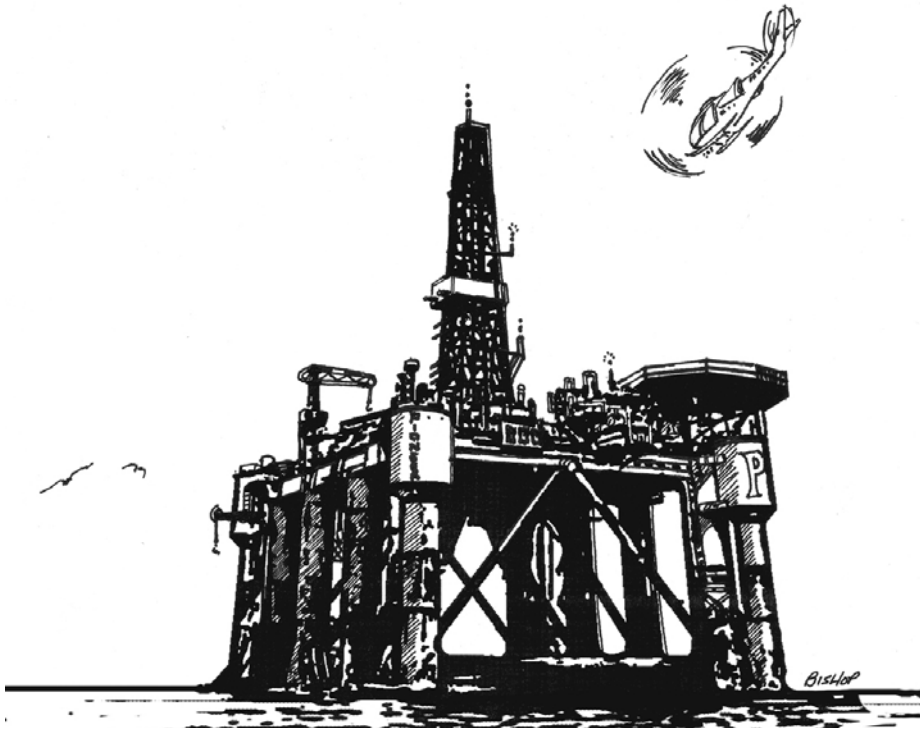
going to be awake for some time, suffering from exhaustion.

Over the next two days no major events will take place. The royal stranger will remain unconscious, but will improve all the time, as far as can be told anyway. During this time, the heroes can make themselves useful by helping to mop up after their battle with the creature/villain fought at the beach. It will also be necessary for the characters to provide themselves with living quarters. That is if they plan to stay and learn the outcome of this fantastic adventure. This can be done in one of two ways: either in costume or out. In costume the player-heroes will receive mixed reactions from the people they meet, some loving them for ending the rampage at the beach and some hating them, convinced that superheroes are the root of all the world's problems. In the end, each character will be able to find him or herself an individual room, but one without privacy since autograph

hounds and protesters will constantly be present (in addition to the annoying tabloid reporters). This room may or may not have to be paid for, depending upon the landlord's reaction roll toward the characters.

Out of costume a character will draw no attention unless he or she has no secret identity. In this case, he or she will definitely have to pay for rooms rented. The rates for rooms are left to the GM to determine based upon the quality of the hotel or whatever is chosen by the player-heroes. Remember, not many costumes have pockets so someone may very well be short of cash. A group with its base of operations already in the area can reside there or in personal homes which are usually close to the base.

Alternatively, the heroes might find that a local superhero group will welcome them into their headquarters as a place to stay or that the military might provide housing for the heroes.



THE CONTINGENCY PLAN

On the third day after the arrival of the stranger, at about 1:00 PM, all television and radio stations in the coastal area will be seized. A picture or the voice of a beautiful woman will appear. Her looks will be much like that of the other aquatic visitors. She is different in that she has a full head of hair, it being deep black in color. Around her neck is draped a moray eel.

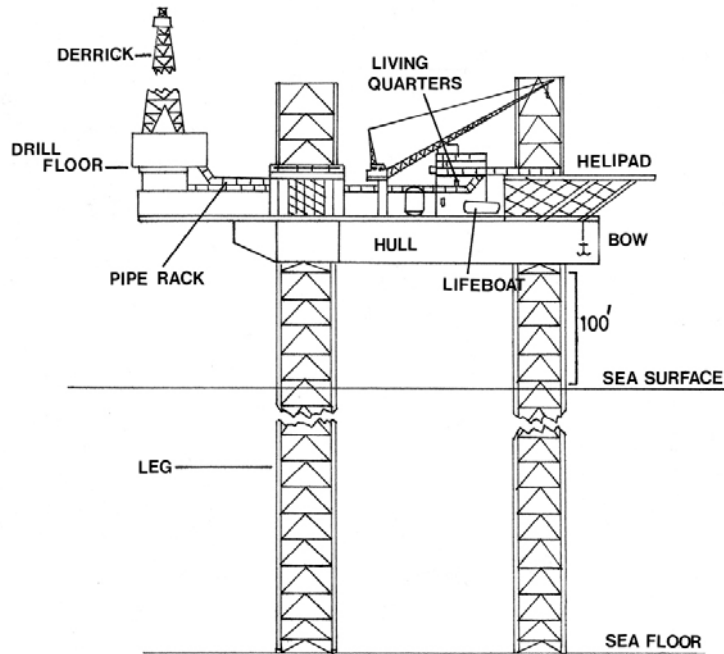
The scene opens with a large court, the female sitting on what appears to be a throne. To each side of her, soldiers line the walls. As the picture advances, the woman speaks. The whole scene, to the amazement of all, is completely submerged in water, but voices are only slightly distorted.

"I am Shalel, Queen of all the water world! We have studied your surface realm for some time and for that reason I am able to speak your language. For centuries now we of the oceans have had no quarrel with you since our existence has so far been maintained as a

secret. However, the peace has recently been broken. A prisoner of the empire has escaped and is now under the protection of your world. When my soldiers were sent to pursue, they were interfered with by a group of surface dwellers you call 'superheroes'. For that criminal to be properly tried he must be returned to us within a period of twenty-four of your hours. If this man is not handed over, the Aquin army will take him by force.

So as not to mislead you as to the capabilities of the Aquin army, a show of power will be made on an as yet unproductive oil rig off your west coast. This strike will be made in one hour. Resistance shall be futile. Shalel has spoken!"

In the aftermath of this threat, television and radio stations will be abuzz, replaying the message which they have taped, adding editorial comments and the statements of scientists as to whether or not this threat is a hoax. In the confusion, no one will have actually been able



OIL RIG ELEVATION

to trace the source of the transmission, its trail somehow garbled and lost. After about fifteen minutes, if it hasn't already occurred, the heroes will be summoned to an emergency city council meeting with oil company safety officials also present. This meeting will provide players with a wonderful opportunity to role-play their characters to the fullest. To manage to organize this unruly group of confused dignitaries into a unified, efficient team bent on the safety of the people threatened by this oceanic queen will be quite a task. The speech required will have to be inspiring at the least. The main results which must arise from the meeting are the evacuation of the oil rig and possibly the evacuation of this area of the city which could be endangered. Another priority of the heroes is to convince these bureaucrats that the Aquin "criminal" must be kept on the surface in safety. Unless shown a different view, many will be ready to return this aquatic escapee. The question still exists as to who and what the stranger is and has done. His clothing refutes the criminal accusations, but, alas, he is in no condition to answer questions. A character with Telepathy could (if the GM allows) sift through the unconscious Aquin's mind, which would take a while but would reveal information which has yet to be revealed. If desired he may be kept in more secretive and secure quarters to protect him against any further kidnapping attempts. No doubt city councilors and oil company officials alike will not like the idea of sitting through the threatened attack, but if the player-heroes offer their services to the oil rig's (and the city's) defense, the Aquin will be allowed to stay.

A little history on the threatened oil rig is called for since the heroes will certainly ask for it before sacrificing their lives. In late 1979, Stewart Rhodes, President of Pioneer Oil, (of Alone into the Night, "Troubleshooter" infamy) signed the contract which signaled the construction of a new oil rig off the Pacific Coast of (enter the name of the campaign country). Where competitors laughed, Rhodes plotted quietly since inside research had revealed to him a vast supply of crude oil under the ocean floor. A few weeks ago drilling began but has turned up nothing (if "Troubleshooter" has ever been played in your campaign world, Rhodes's position as President will have to be refilled, whether or not captured at that time). It is at this time that the rig is going to be attacked by Shalel and her forces. This tactic shows a certain amount of ingenuity on the Queen's part in that this attack will operate as an effective show of force without ocean waters being polluted by freed oil that a productive well might leak.

Reference to the deck plan and side elevation of the oil rig shows how intricate one of these structures can be.

KEY TO THE OIL RIG DIAGRAMS

Living Quarters: This section of the rig is an enclosed living area which is three stories high. Included in these areas are sleeping, eating, cooking, recreational, bathroom and some storage facilities.

Control Room: This highly technological and computer control area has complete dominance over virtually every construction process. Obviously drilling is the main concern of those controls. To start any one piece of machinery, a successful Inventing Percentage roll must be made (this does not count for Inventing Points though). Twenty points of damage spread around this room will bring any motion on the rig to a halt. Communications are also here with the outside world.

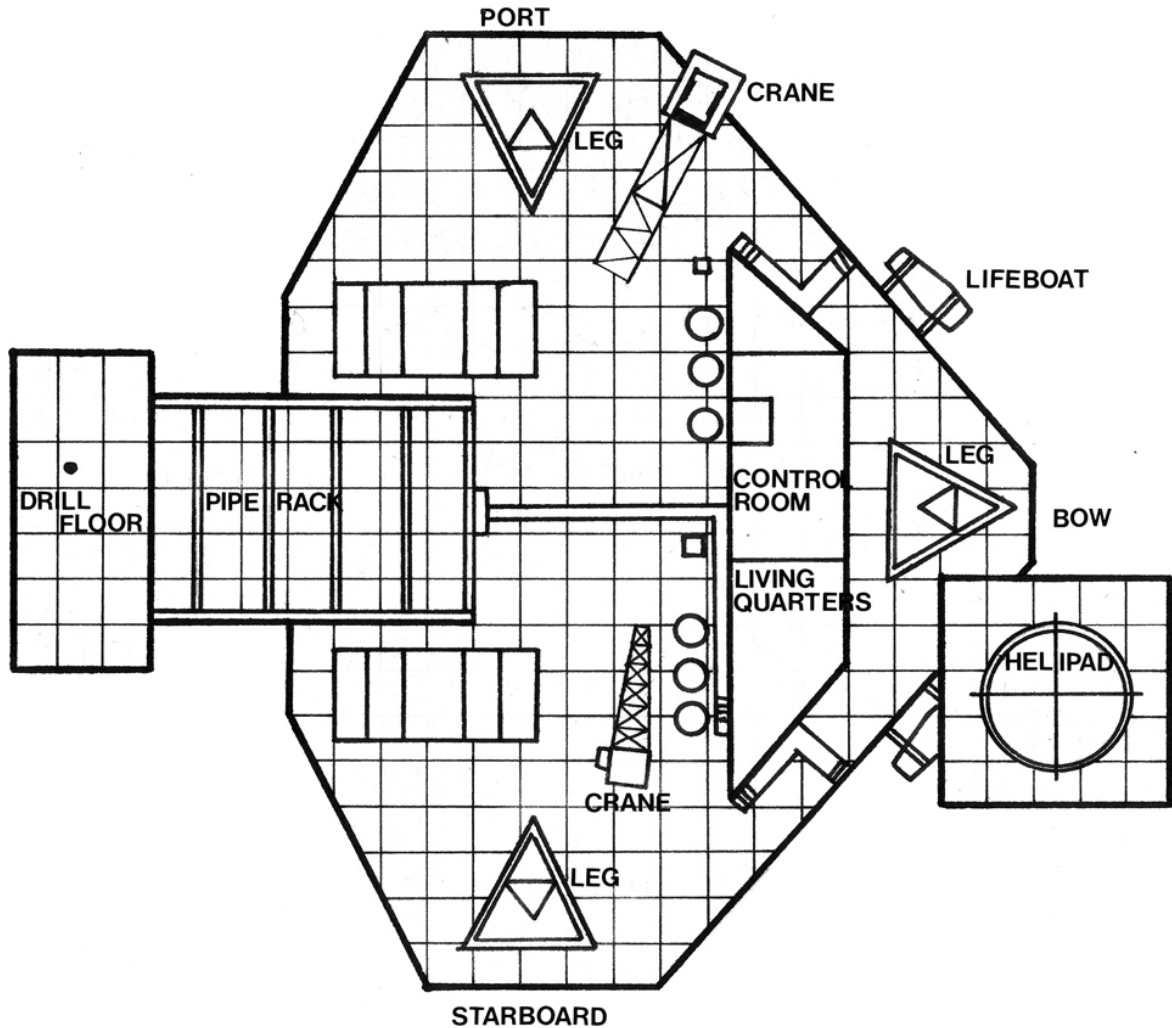
Cranes: Cranes operate on their own, requiring a driver to do so. These are permanently fixed to the deck. To operate a crane without training requires an Intelligence save on 1d20 for each new maneuver desired. A single maneuver costs one turn to perform, but a failure in trying said move does not cost the entire turn.

Drill Floor: From very minor oil finds and general uncleanness, this area is covered in a fine layer of oil. Every phase in this area requires that an Agility save on 1d20 must be made to maintain balance. Since the rig has been evacuated, the drill itself has been raised and locked into position. If it can be started spinning in some manner, striking it will do 1d12 damage while being actually under the drill as it lowers will do 10d20 damage.

Since the entire rig is constructed of steel, a huge listing of the variation of Structural Points about the structure is not required. Common steel has a Structural Rating of 11.

Reinforced sections of the rig include, with their structural ratings:

- Legs: 20
- Drill Floor: 14
- Derrick: 15
- Crane: 12
- Helipad: 15
- Drill: 25



OIL RIG - MAIN DECK

□ = 5 SQUARE FEET

THE ATTACK

Once all evacuation is completed and the drill is up and locked, the heroes will have about ten minutes left before the rig is attacked. Up to that time there will be no word as to how the attack will take place or anything. The best that can be done is to wait.

Precisely at the turn of the hour (now 2:00 PM), a large rumble will be heard as the ocean around the rig will begin bubbling and foaming. Nothing in sight will tip off the player-heroes as to exactly what direction the attack comes from, it seems to be coming from every direction. By this time it will be too late to act as a giant squid grasps the rig in its tentacles, the other tentacles thrashing about wildly. No Detect Danger rolls will be made since everyone already knows the danger is present.

SQUID, MASSIVE

Weight: 140 tons

Ferocity: 20

Accuracy: -2

Power: 150

Movement Rates, 20" (20 m.p.h. cruising rate) and 100" (100 m.p.h. in short bursts)

Powers:

1. Armor: Behind the tentacles is a curved shell, ADR of 82

2. Body Power: Suction cups on the tentacles makes it necessary to roll a Strength save on 1d100 for victims who want to escape after being hit.

3. Body Power: During a panic situation a thick black ink can be ejected covering a 20" radius. Those in the area act as if in Darkness Control.

4. Body Power: Powerful jaws, +2d10 damage if bitten

5. Vulnerability: Hits toward the eye require a Special Attack roll to succeed but have a damage x4% chance of blinding. Eyes are located at the base of the tentacles.

In combat the squid can only attack twice, once with each long



tentacle. The squid does not seem interested in attacking people on the rig, just the oil rig itself. It will squeeze and crush with each of its long tentacles until 500 points of damage has been administered. Once this has been accomplished, the mollusk will lower its body back into the water, leaving the ruins in peace. If during this time, any player-hero becomes a definite threat to the squid (i.e. does 30 points of damage in one turn) the creature will attack that hero on its next action phase. If captured in a long tentacle, the victim will be passed to one of eight shorter tentacles near the mouth. This pass allows for an extra Strength save on 1d100 to attempt to break free. If unsuccessful, that victim will enter the squid's beak and there will be eaten (taking 11d10 of damage per turn until dead). Anyone posing the above threat that is near the creature's beak (it is 40 feet) can be reached by a short tentacle and be chewed up more quickly as the pass between tentacles need not be made.

During this fight every involved player-hero will receive one Detect Hidden roll. If successful, a small ship, something like a mini-sub, will be spotted about 100 feet away. Inside is Doctor Aquinas, who wears his cybernetic helm and is in control of the squid (see Doctor Aquinas, below). If his helmet can be destroyed, so will his control over the squid. The creature would then slip quickly and quietly back into the sea and disappear. If he is not spotted during the attack, Aquinas will escape with the Squid when the rig has been destroyed.

Sooner or later, it will become apparent that nothing the heroes can do will stop the squid, not even Paralysis Rays and poison attacks stop the monster due to its size and mental control. Percentage unconsciousness checks from damage taken should not even be rolled.

After discovering this, it would show sound reasoning to get the heck out of there. Those player-heroes too slow or too stubborn to escape

before the rig goes down will join it. For the effects of submergence on movement and combat, see that section at the end of Issue #2. Stragglers and those who just couldn't be saved will be rescued by the military and Coast Guard. This attack section has been written with the victory going to the Squid in mind. However, it is quite possible to end the attack either through finding Aquinas or through actually beating the squid. If either can happen, the plot will continue without change, Shalel will just have to contend with the thought that these "superheroes" are tough.

DOCTOR AQUINAS

Identity: Aquinas

Side: Evil

Sex: Male

Age: 58

Level: 3

Training: Intelligence

Powers:

1. Life Support Device: In the form of a suit, 20 hour charge.

a) Paralysis Ray: 30" range, 10 shots per recharge, causes unconsciousness with normal wake-up rolls applying.

2. Cyber-Helm: With this helmet device, telepathic control can be made over sea life which have been implanted with a special receiver. Unlimited range, no PR, up to 1 (Intelligence) creatures can be controlled at one time.

3. Aquin Body: He has all the standard Aquin abilities (see Aquins).

Weight: 130 lbs.

Basic Hits: 3

Agility Mod.: -

Strength: 18

Endurance: 9

Agility: 16

Intelligence: 21

Charisma: 20

Reactions from Good: -3

Evil: +3

Hit Mod.: 3.684

Hit Points: 12

Damage Mod.: +3

Healing Rate: .75

Accuracy: +2

Power: 64

Carrying Cap.: 438 lbs.

Basic HTH: 1d6

Movement Rates: 22" ground, 36" water

Detect Hidden: 16%

Detect Danger: 20%

Inventing Points: 6.3 Inventing: 63%

AQUINAS'S SHIP

Weight: 3000

Passengers: 1 + 1

Cargo Capacity: 500

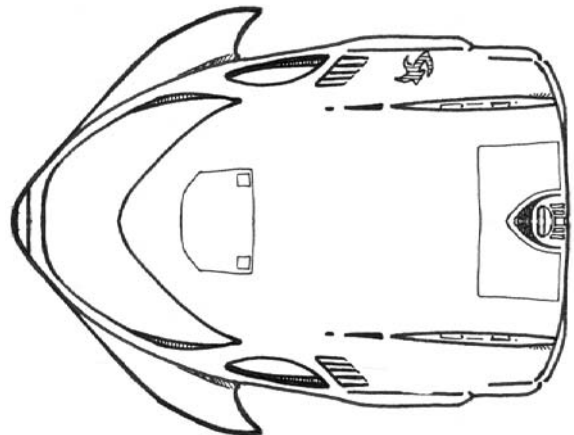
Speed: 100" (87 knots)

Hit Points to Disable: 15

To Demolish: 60

Bulkheads have a Structural Rating of 17. Puncturing these will cause water intake and sinking. On the front of the craft is a laser, +2 to hit, 2d8 damage, 50" range, 20 shots per recharge.

The ship has no airlock but can endure deep oceanic pressures.





Origin & Background: The Aquin known as Doctor Aquinas is somewhat of a mystery man amongst the undersea peoples. Little is known about his life prior to his first appearance other than the fact that he grew up with a keenly scientific mind. Hated and shunned by most, the Doctor became reclusive, defying his race, claiming that he could survive without them. Only Aquin government contacts kept in touch with him and even they only wanted to purchase the inventions he created. When Shalel took power, Aquinas realized his potential in working under a ruler who thought a great deal like him. Offering his complete services, Shalel was impressed by the little eel's bootlicking and hired him on to her private science labs. His first invention was a device which had been years in the making, a controller of the very life with which the Aquin people lived. Thinking of himself, Aquinas built the device into a helmet which responded only to his own brain wave pattern. He alone would have the power to control life.

When Shalel got current (like wind on the surface) of the project, she ordered soldiers to take the helmet and kill the deceiving scientist. The soldiers never returned. Shalel and Aquinas finally agreed on a compromise of power since neither could ruin the other. So far this system has worked fairly well as both can tolerate each other.

When Prince Kalm escaped, Shalel gave orders for Aquinas to prepare a beast to help in the rebel's capture. The grumbling Doctor embedded the helmet's receiver in the brain of a recently captured (through highly potent drugs) giant squid.

Combat Tactics/M.O.: Aquinas cares little for life of any kind and so he can be commonly found furthering his own ends at the expense of another. In general he avoids a direct confrontation. In the case of this adventure, he will escape once the squid is finished with the oil rig or if it is defeated. Should his ship be spotted, he will eject into the ocean in the hope that his pursuers will follow the ship instead of him. On his ship he carries a Paralysis Ray gun which is an attachment to his suit. If absolutely desperate, he will use it.

Personality/Character Traits: Doctor Aquinas (as he is generally known) is a cowardly, spineless jellyfish. Neither pride nor honor means anything to him. Stab in the back and run is his theory. In his own mind though, the Doc is number one.

Only minutes after the attack is over and the smoke has cleared, television and radio stations will once more be taken over. Shalel will either be seen or heard.

"Give us the criminal. Set him in a small craft, we shall find him. You have twenty-three hours. Shalel has spoken!"

The message will sound the same, whether or not the squid was successful in its attack mission. Strangely, this transmission too will be untraceable.

Depending upon what happened at the oil rig, the city council will want different courses of action taken. Should the squid have absolutely destroyed the oil rig, the council will demand to return this "criminal." They are convinced that the same fate will befall the city. No matter what the players say, the order to return the Aquin stranger will be given.

If the heroes managed to destroy the squid or catch Aquinas or, at least, stop the attack, they will be treated with the greatest admiration. The decision to return the Aquin refugee will remain the same however, the council having voted that the city is in too much danger for merely protecting one man. Again, whatever the heroes say will leave this decision by the city council unchanged.

At this moment, in either case, shouting will be heard outside from the receptionist's office as a rather large, stout man enters the meeting hall. The secretary will follow him in as well as a few security guards who all apologize for the interruption. The man is obviously a member of the military, a General. His first words (orders?) will sound something like:

"Where's this fish-man?"

When told his location or refused the information, the General's reply will be:

"Well, take me to him! This man came to this country seeking protection. Any signs of benevolence in this Queen Shalel might have an effect on changing my mind. The capital has given me orders to keep this man in safety until the actual intent of these underwater people can be determined. I want the coastal region of this city evacuated and cordoned off. My men will help in that. If trouble becomes apparent, my tanks will take over. Now, someone get me a coffee. Oh yes, my name is Grant, General Grant!"

Grant should be played as a pushy loudmouth, "war is hell" type. Even though obnoxious, he is one of the finest tactical leaders in this country's military. Most people, as the player-heroes will soon discover, hate the General on first impressions, but eventually learn to respect him. The men and tanks he refers to are the ones that helped fight off the attacking creature or villain earlier that week. Should another character of the GM's own creation have been used to lure the group to the coast who did not demand an army to hold him back, then the General and his men can be made to have just arrived, answering this threat to the country.

Once the General is finished giving orders and generally blowing off steam, the player-heroes and town leaders can question him. What he has said so far is all true. His orders do come from the big boys in

the capital and he is here to protect the Aquin refugee. His credentials are official and he also has orders to take command of the entire operation of preparing for this final attack that Shalel has threatened. Grant treats everybody like a soldier, cross his orders and you're in trouble. Any questions asked of him will be answered in the typical brash style, especially those of the player-heroes, seeing as how the General doesn't particularly like superheroes (except the purely patriotic type). If any ego jockey in the group tries to disobey orders or retaliate in any way, the General can butt foreheads and growl all day and will never back down. He'll simply pull out his unlit cigar stub and say:

"If you can't follow orders or at least work with me, then get out, you're not needed!"

After visiting the still unconscious Aquin, the General will order him into safer accommodations if this has not already been done. During this time the evacuation of the area will also have begun. This action in itself will take a number of hours since some people will refuse to leave. They will have to be convinced. This provides another wonderful opportunity for the players to role-play their characters in trying to convince the residents that their lives are endangered.

After a period of roughly twelve hours, the area shown on the city map will be evacuated and cordoned off. If an actual map of an actual city is used in this adventure, such a map will provide greater realism, but the map provided can be used by those without an available actual city map.

Since one hour was spent in preparation for the oil rig attack and three hours for the recovery of lost heroes or equipment, the meeting of the city council and the arrival of the General, only eight hours remain until the threatened attack. Operations have gone well into the night. The only chance the player-heroes will have to sleep is now, during the calm before the storm, so to speak. In this time soldiers will proceed to erect barriers, put tanks into position, and basically get ready to defend against a full-scale invasion. If they wish, the heroes can assist in all of this and their help would be appreciated. Remember that for every hour a character remains active beyond his normal time of sleep, 2 Power Points are spent. To regain these, sleep must be continued beyond eight hours, reviving 2 Power Points for each extra hour slept.

KEY TO THE CITY ATTACK AREA; THE CITY MAP

A large scale map has been designed for the locational area of the coming Aquin attack. Rather than provide a detailed description of every few feet of the area, a generalized view of the surroundings of each labeled spot has been provided. This allows the GM a quick reference to an area should the fight reach it. If more in depth information is required than is provided, the GM should create it based upon his/her own experiences. Statistics for such items as streetlamps and fire hydrants can be found in the key to the beach map (previously shown).

1. This area is divided into a group of condominiums. Each is two stories tall or twenty feet. No one is present since the area has been evacuated.

2. Another group of condominiums. They are almost identical to those in area #1.

3. A small plaza with a few run-down stores, but plenty of parking. Stores are one story or ten feet tall. No one is present here.

4. This area encompasses a fairly well-off restaurant. It is now closed and locked up. It is two stories tall.

5. Another group of homes. These are better looking and more upscale than the condos. They average two stories in height.

6. A group of small shops standing no more than one story (ten feet tall).

7. An apartment building rising fourteen floors is located here. Hidden in his room is an elderly war veteran who was determined not to leave during the evacuation. His intention is to shoot at whoever it is that

threatens the city, using an antique rifle from his wartime service. If the GM so decides, this man could help or hinder a player-hero.

8. A small elementary school is located here. A few of the play things in the yard could be used as weapons or cages (like the climber). The school is two stories tall.

9. A small high school. The building is three stories tall.

10. This area is another residential area. Homes average two stories. At one home the occupants fled so quickly that they left their dog, a German Shepherd, behind. This animal may be treated as a large dog on the V&V animal charts. The dog has chewed through its leash and could attack anyone foreign to the area.

11. This small office building is ten stories tall. No one is inside but security systems have been left on since the building was closed. The more northerly section of the Beach Map is included in this section.

12. This entire area is composed of the Fire Station and its grounds. Four fire trucks are ready for service and all firemen have remained in preparation for the attack's aftermath. There are forty men present, including every volunteer available.

Fire Truck - Vehicle

Weight: 16,000	Passengers: 1 + 1 (+ 10 riders)
Cargo Cap.: 2000	Speed: 70
Hit Pts. Disable: 80	Hit Pts. Demolish: 320

Ladders are attached which may be extended up to 100 feet. Hoses may fire a stream of water a distance of up to 100 feet. Anyone hit by such a spray would take 1d2 points of damage per hit with attacks being made as HTH.

13. This area is occupied by the Police Station and its grounds. All officers and equipment have remained to help organize and protect the city during the evacuation. About forty medium-sized cars are present, ten vans, and thirty motorcycles. The officers number one hundred twenty and each is armed with a pistol (+3 to hit, 1d8 damage, A x 6 range) and a billy club (+2 to hit, HTH + 1d3 damage, A" range).

In case of trouble, special equipment will be issued. Such items include:

a) Assault Rifle: +5 to hit, 1d12 damage, A x 12" range.

b) Flak Jacket: Allows all impact like attacks and firearms to be rolled with at twice the normal amount, not including direct HTH attacks.

c) Gas Canister: An overcomng gas is emitted covering a 3" radius of effect per turn until a 9" area is covered. Winds will remove 2" per turn, depending upon wind strength.

d) Gas Gun: This form of rifle will fire a gas canister up to A x 3". Rolls to hit are made as HTH with a +3 to hit.

e) Protective Helmet: Provides 30 points of armor for one's head. It also has an anti-flash visor.

f) Shield: A clear plastic item which can be seen through, providing 10 points of Invulnerability against front and side attacks. An Agility save on 1d20 is required to stop each incoming attack at no PR. Doing so out of turn costs 2 PR per attempt.

14. Here stands a hotel that is twenty-four stories tall.

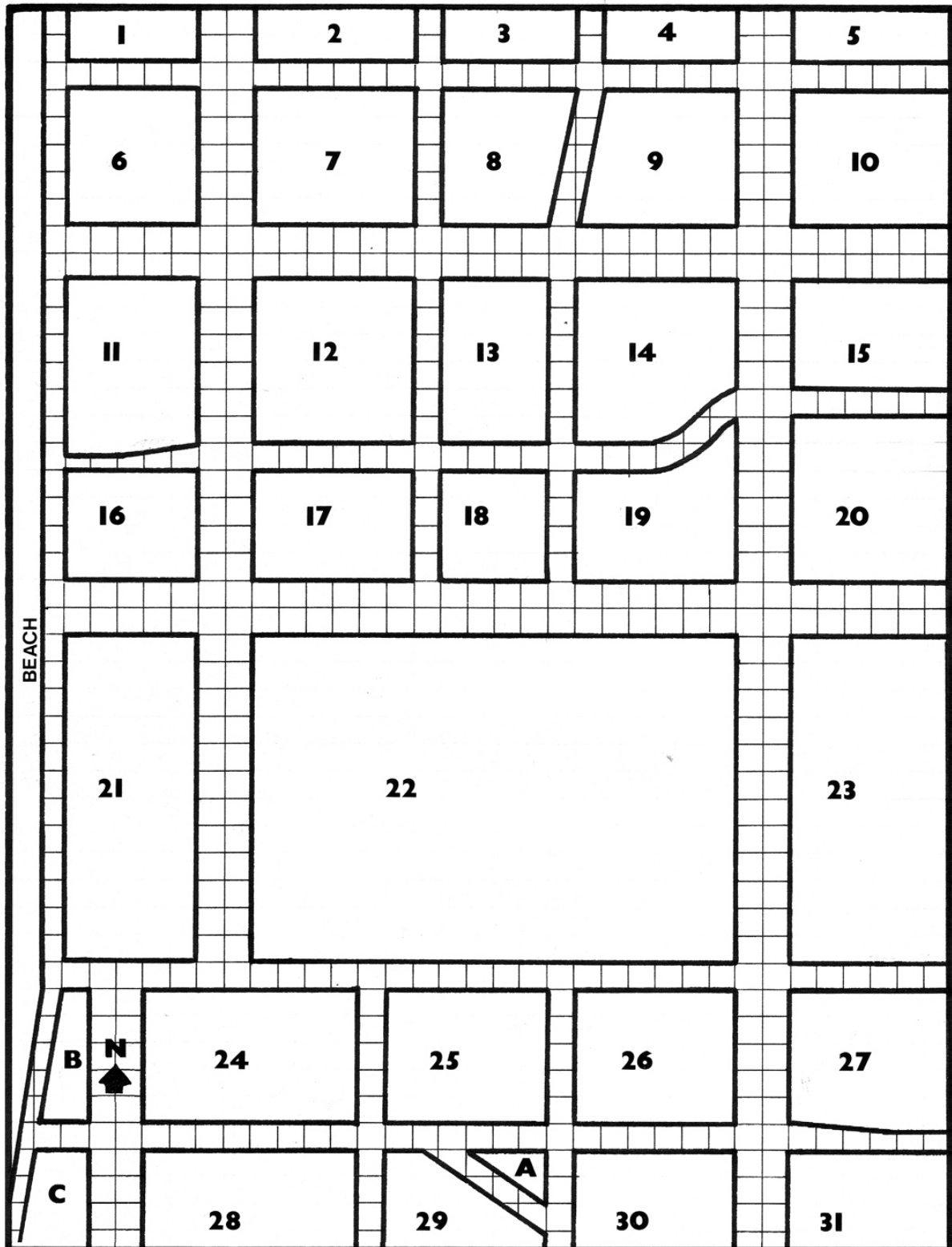
15. A series of small shops including a doughnut shop and a shoe shop. Since this is an emergency, no police are present at the doughnut shop. These buildings all stand one story tall.

16. These buildings are shown on the southern portion of the Beach Map.

17. An office building here is being used as the base of a major bank company. Doors are locked and no one is present. The building is thirty-two floors high.

18. A small restaurant is located here. Someone has left the door unlocked and a vagrant is presently gorging himself in the kitchen. Soldiers missed him in their search. The building is one story or ten feet tall.

19. This area contains the local hospital, having very limited grounds and underground parking. This building has taken the longest to evacuate and hospitals outside the estimated danger zone are flooded with extra patients. A number of nurses, doctors, and orderlies are preparing the hospital's basement to tend to the wounded from the expected attack.



CITY - GENERAL ALERT AREA \square = 30 FEET SQUARE

20. The main building of a well-to-do oil company, other than Pioneer, is located here.

21. This building is the aquarium where the Aquin visitor is probably no longer being kept. The place is divided into touring halls which give tourists views of the various fish tanks. There is also a giant tank and an area of bleachers where aquatic shows are put on for the public.

22. A huge shopping mall is located in this area. Parking is both above and below ground. The place has been closed and locked, but a thief has managed to sneak in since the security systems are not functioning. If cornered, the man will use a shotgun which he has taken from a sporting goods store in the mall. The building is five floors high.

23. This building is a meat processing plant which has now been shut down. Many abandoned trucks sit with live cargo still inside. If panicked, these animals (such as pigs and cattle) could scatter everywhere.

Transport Truck – Vehicle

Weight: 16,000	Passengers: 1 + 1
Cargo Cap.: 10,000	Speed: 60
Hit Pts. Disable: 80	Hit Pts. Demolish: 320

Animal: Pig

Weight: 75	Agility: 8
Ferocity: 7	Hits: 2
Accuracy: -2	Damage: 1d4
Power: 40	Movement: 22"

Animal: Cattle (Cow)

Weight: 1200	Agility: 6
Ferocity: 8	Hits: 10
Accuracy: -2	Damage: 1d6
Power: 38	Movement: 70"

24. This office building stands twenty floors high. It is used by many companies as its offices are for rent.

25. A luxurious clothing store is on this site. The building has two floors.

26. This is the typical tourist trap store selling cheap souvenirs. The owner of this shop is into drug trafficking. His drug supply is hidden in his office. Should a fight occur here, his stash will be found as cocaine billows into the air as the desk is smashed. The building has one floor.

27. This building is a prosperous nursery school where working parents dump off their kids for the day. When notice came to evacuate, all were evacuated except one, little Jimmy, who had hidden in the closet to scare his supervisor/teacher, but was locked in by accident. Anyone entering this room will hear his whimpers. His parents are terrified since they do not know where their son is. What a great opportunity to boost Charisma! The building has two floors.

28. A hotel with fifteen floors is on this site. It is closed and locked up.

29. A fast food restaurant is located here. No cars are in the parking lot. The place has only one floor.

30. A gas station is here. Each pump has a Structural Rating of 8. There are four in total. A broken pump will gush gasoline covering a 5" square area. Any flame or spark in the area will cause an explosion doing 3d20 damage in a 10" area of effect.

31. The corner of a department store is shown here. It is three stories tall.

A, B, C: These areas are grassy parks which lack any playground equipment.

Surrounding this section of the city, the area judged to be most likely to be affected by any attack, are soldiers in groups of three placed at one hundred foot intervals. The common soldier will have average statistics. They are armed as follows:

1) Semi-Automatic Rifle: Set on automatic, they fire bursts of three following the automatic rules. In this stage they are +4 to hit, 1d10 damage, A x 8" range. Individual shots (set the rifle on single-shot) receive +5 to hit, 1d10 damage, A x 10" range.

2) Combat Knife: +1/+2 to hit, HTH + 1d2 damage, A" range.

3) Flak Jacket: Allows the wearer to roll with twice the normal firearm and impact attack damage except from direct HTH attacks.

4) Helmet: Provides 8 points of Invulnerability to the head.

5) Communications: Personal radios with a 5 mile radius.

6) Grenades: Three are carried per man: +2 to hit, 1d10 damage, 2" radius of effect, A" range.

THE BEACH

Along the shore, five tanks have been dug in in preparation for the coming attack. Each has the following statistics:

Tank – Vehicle

Weight: 40,000	Passengers: 1 + 4
Cargo Cap.: -	Speed: 80
Hit Pts. Disable: 200	Hit Pts. Demolish: 800
Armament:	
1) Cannon: 2600" range, +4 to hit, explosive shell as a medium bomb.	
2) Heavy Machine Gun: 260" range, +1 to hit per bullet fired over one, -1 damage per bullet fired over one, 4 round burst, 2d8 damage per hit.	
3) Ramming: +5 to hit, 3d10 damage.	

While in their dug-out positions, tanks cannot maneuver so a natural 20 on a d20 only is needed to hit them. Their guns

Can move/traverse with the turret without the tank itself moving.

Sandbag barriers have been erected along the beach which are roughly of a size to protect five soldiers in each position. There are five such barriers in total. To hit a man behind one of these requires a Special Attack. Each barrier has 15 Structural Points and faces the sea.

All of these defenses can be placed on the Beach Map and along the City Map wherever desired by either the GM or the players.

When zero hour arrives, all will be ready. Twenty-four hours will have passed since Shalel's original transmission. Since the "criminal" she demanded will not have been turned over to her, an attack on the city holding him will be initiated.

Precisely at the turn of the hour the Mermen, both in ships and out, will burst from the water mere feet from shore. It is the intent of this group to preoccupy the soldiers and meddling superheroes. While this fight rages on, Natas will bring his ship to shore a safe distance away, but keeping his craft just barely submerged. At this point, he will then sneak out to the aquarium. Through monitoring transmission signals between the surface soldiers, Natas learned the location of the Aquin refugee. Should the Aquin be kept in another location, Natas will go there instead. The pirate's movements will be silent and hidden. Any player-hero with the chance to see him will roll a Detect Hidden roll. However, General Grant had an idea that the Aquins would be monitoring transmissions; in fact, he was planning on it. He accordingly moved the Aquin stranger to another location like the hospital or aquarium, depending upon his last place of refuge. This move was not made known, at least not over the radio. With this in mind, the player-heroes may now be sitting in wait for the arrival of the pirate at the last location at which the Aquin was kept.

To maintain a show of ignorance for the aquatic attackers, some player-heroes may want to stay at the attack site to convince Natas that they are unaware of his motives. When Natas is on the verge of falling into the heroes' trap (if any) he should be allowed the standard Detect Danger roll. If he is making way to the aquarium, use the Aquarium Map and its Key. If the hospital is the location of this fight, then a simple basement plan is needed since the Aquin will be kept there along with the hospital staff. Any other maps required will have to be created by the Gamemaster.

It should be noted that Natas and the Mermen have ships and suits made of a special material which negates the effects of sonar. These will effectively nullify their chances of being detected in their approach to the mainland if being sought after with sonar.

KEY TO THE AQUARIUM FLOOR PLAN

As Natas first approaches this building, he will first kick or blow open the doors. He will then begin searching for a set of stairs which might lead him to the basement. He suspects that the Prince will be kept in the basement, out of harm's way. After searching for about three minutes, the pirate will find the stairs. When he realizes that the Prince is not present (since his secret move by the General), Natas will attempt to leave and eventually escape for good along with the Mermen. In this period of time, the player-heroes may act whenever desired if in wait for the would-be kidnapper. Should the players have decided to wait and ambush anyone entering the aquarium, Natas will become alerted since the doors will be unlocked (unless the characters entered in some other fashion). If the player-heroes want to watch Natas for a time before attacking, they may just lose him as the pirate gets out of the area quickly, finding that the Prince is not present. As stated earlier, the Prince does not necessarily need to be kept in the aquarium, but this is the most logical place for him. At least here his survival against the elements of the surface world will be ensured.

Ground Level

A. Administration: This office is used by aquarium employees and staff in handling the legal and technical side of the facility. In here are two couches (300 lbs., 5 SP), a desk (200 lbs., 4 SP), three chairs (50 lbs., 2 SP), a bookcase (600 lbs., 3 SP), a coffee table (15 lbs., 2 SP), and a row of three filing cabinets (500 lbs., 7 SP each).

BF, Bathroom, Female: A common washroom for women is provided in this facility.

BM, Bathroom, Male: As for the women, but for male visitors and staff.

CR, Changing Room: This room is used by performers in the aquatic show to change into or out of costume. It connects only to the Stage Tank area. Inside are two wooden benches (40 lbs., 2 SP) and numerous wire clothes hangers.

S, Storage: This room is filled with boxes and barrels containing equipment and supplies required for the maintenance of the aquarium. Boxes weigh up to 75 lbs., having 2 Structural Points, and barrels weigh up to 120 lbs. and have 6 Structural Points.

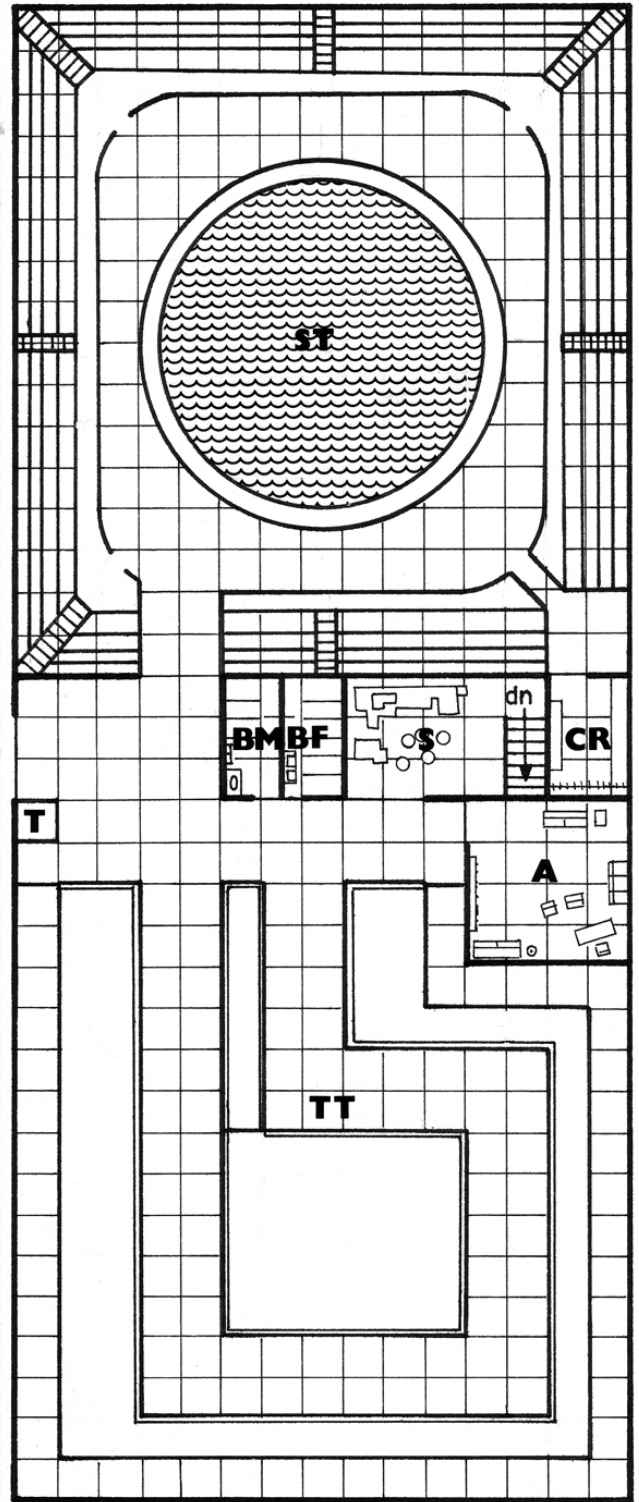
Also in this room are the stairs leading to the basement.

ST, Stage Tank: In this large area shows for the public are conducted by aquatic animals and their trainers. Ten points of damage will puncture the large tank in the center of the room. Bleachers are wooden with steel and concrete supports. All other exposed areas such as the show floor and the stairs are made of concrete with 6 Structural Points. There is no ceiling here.

T, Tickets: As people enter the aquarium, they purchase their tickets here. The upper half of the stand is wooden (3 SP) and the bottom half is concrete (6 SP). A door to enter the booth faces the interior of the aquarium. It is also wooden (3 SP).

TT, Touring Tanks: This large section of the building is devoted to the fish tanks which visitors can observe. The large tank in the center contains a shark, following the animal statistics provided in the V&V rulebook. On the outside of each tank is an accessway for employees only to keep maintenance of the fish display tanks. This hall is divided from the rest of the room by two doors located at the top of the tanks where they begin. All tanks stand four feet above the ground to inches from the ceiling. Glass separating occupants from observers has 2 Structural Points.

All ceilings on the ground floor are ten feet high with an eight foot suspended ceiling. This ceiling can be removed in panels to gain access to tanks. Every wall, floor, and the ten foot ceiling are made of concrete, having 6 Structural Points. Walls in the administration office have wood paneling (7 SP) and the floor is carpeted. Windows have not been used in this building to ensure the health of its denizens/occupants.



AQUARIUM - GROUND LEVEL

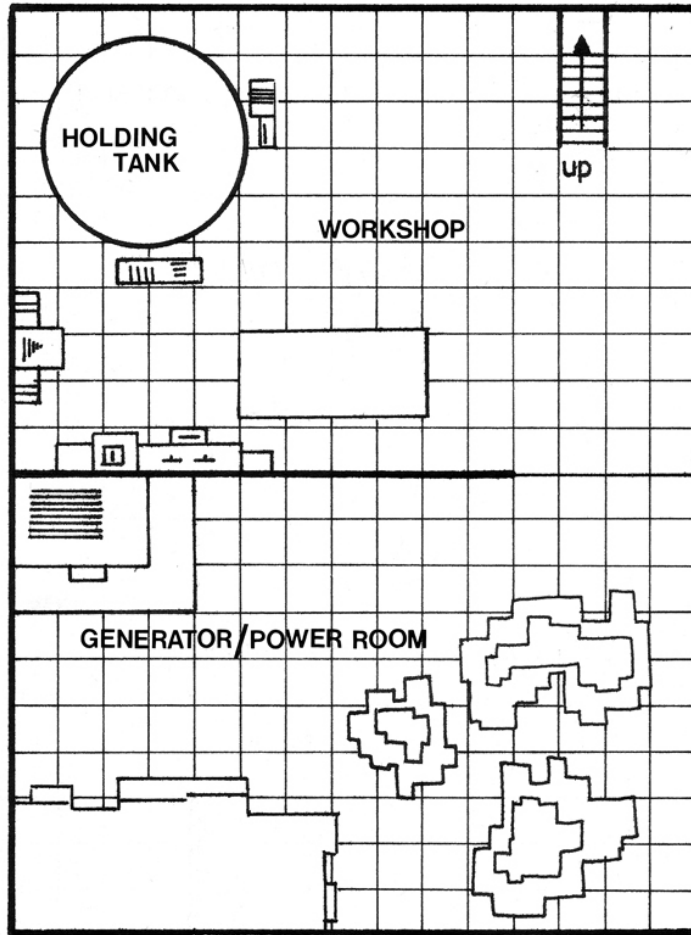
□ = 10 SQUARE FEET

Basement Level

Workshop: Most of the construction and labor needed in the aquarium is done here. Tests and research are also conducted here, usually using the holding tank. The Prince was (or is) kept here prior to his move. Frequent checks monitored his improving health. To conduct the research and work done here, varying machinery and a very large table are present. The stairs here connect to the supply room on the ground floor.

Generator/Power Room: Large, noisy generators and water pumps function from this room, providing the aquarium with the added power often needed by it, as well as a supply of water. Some large supplies and equipment are also kept here.

The ceiling to this level is fifteen feet high. Walls, ceilings and floors are made of concrete (6 SP). The large door separating the two rooms on this level is of the sliding type, made of steel (11 SP). This may be moved manually.



AQUARIUM - BASEMENT LEVEL

□ = 10 SQUARE FEET

While Natas is off attempting to kidnap the Aquin, his Mermen will try to hold their own against the surface dwellers for as long as possible, buying time for their leader. If Natas has not escaped with the Prince in ten minutes (he will signal everyone to alert them that he has done so), the Mermen will give up the fight, tactically retreating into the ocean. Since soldiers all have orders not to leave their posts (as in the case of sentries in this section of the city), the GM will only have fifteen individual men and five tanks to control unless the fight spreads into an area where more men are posted who will also join in. Posted soldiers whose posts are not affected by any battle will only join in a fight when their side seems destined to lose. This is the point at which this adventure is going to conduct a second experiment with you, the GM – the first experiment being the selection of villains you had in the introductory fight.

Since the Gamemaster has so much to control in terms of characters at this point, a giant list of initiative scores has been provided which has been pre-rolled for each Merman, soldier and tank crewman who is likely to get into the fight. As each character enters a new Turn, simply locate his number on the corresponding initiative chart and take note of his action phases already rolled. As these actions are spent, the proper number can be crossed off or ignored as you desire. This process continues until the fight is over or the pre-rolled initiatives run out. In the case of the latter, simply start at the beginning of the list again, seeing as how initiative is randomly rolled, using these numbers over again really isn't like cheating at all. Using this system will greatly speed up the game and relieve the Gamemaster of the bother of rolling some forty initiative rolls every turn.

The following lists will first involve the statistics of the type of person involved and then that group's initiative rolls, also in chart form.

Soldiers' Statistics

No.	Sex	Weight	ST	EN	AG	IN	CR	Hits	Power	Dmg.	Acc.	Carry	Move	HTH	Level
01	M	180	10	14	09	10	12	06	43	-	-	216	33"	1d4	2
02	M	140	12	12	14	10	09	07	46	+1	+1	205	38"	1d4	1
03	F	120	11	09	10	09	11	03	39	-	-	134	30"	1d4	2
04	F	130	09	10	09	11	11	03	39	-	-	112	28"	1d3	3
05	M	140	14	12	12	13	10	08	51	+1	+1	276	38"	1d6	1
06	M	200	10	11	11	10	11	04	42	-	-	210	32"	1d4	1
07	M	170	10	11	14	14	12	06	59	+1	+1	179	45"	1d4	1
08	M	180	09	13	12	09	14	08	43	+1	+1	183	34"	1d4	2
09	F	110	12	12	09	09	14	06	42	-	-	161	33"	1d4	2
10	M	140	11	10	08	11	12	03	40	-	-2	163	29"	1d4	1
11	M	170	13	09	16	12	10	09	50	+1	+2	263	38"	1d6	1
12	F	120	10	11	12	12	09	05	45	+1	+1	126	33"	1d4	3
13	M	140	09	11	14	10	13	04	44	+1	+1	128	34"	1d4	2
14	M	190	12	09	10	12	11	06	43	-	-	250	31"	1d6	1
15	M	200	11	13	10	11	10	06	45	-	-	263	34"	1d6	1

Soldiers' Initiative Rolls

No.	Initiative Roll
01	15/15/14/11/16,1/17,2/18,3/12/16,1/15/14/10/19,4/19,4/10
02	16,1/15/15/18,3/15/19,4/18,3/15/17,2/15/15/16,1/15/15
03	18,3/11/15/12/17,2/18,3/16,1/15/12/19,4/17,2/12/14/18,3/16,1
04	11/17,2/18,3/11/15/17,2/14/15/19,4/17,2/11/18,3/19,4/19,4/10
05	17,2/22,7/17,2/20,5/19,4/13/14/18,3/19,4/22,7/15/15/16,1/13/14
06	17,2/16,1/21,6/21,6/15/13/20,5/13/13/15/12/18,3/21,6/20,5/14
07	23,8/24,9/18,3/24,9/20,5/17,2/23,8/21,6/16,1/20,5/21,6/21,6/24,9/15/21,6
08	16,1/17,2/21,6/14/13/15/20,5/14/19,4/22,7/21,6/16,1/20,5/18,3/21,6
09	12/18,3/17,2/16,1/11/15/19,4/17,2/10/15/11/12/11/19,4/17,2
10	16,1/12/17,2/9/10/9/10/11/16,1/12/17,2/13/12/16,1/14
11	25,10/23,8/22,7/18,3/19,4/24,9/18,3/20,5/21,6/18,3/26,11/24,9/26,11/18,3/19,4
12	18,3/22,7/19,4/20,5/19,4/17,2/19,4/18,3/19,4,17,2/13/17,2/19,4/14/13
13	19,4/21,6/21,6/20,5/24,9/17,2/15/22,7/16,1/22,7/22,7/21,6/24,9/21,6/22,7
14	16,1/19,4/20,5/18,3/16,1/14/16,1/11/19,4/16,1/13/15/16,1/16,1/14
15	14/12/11/12/14/15/16,1/15/11/15/12/17,2/20,5/19,4/19,4

Tank Crew Statistics

No.	Sex	Weight	ST	EN	AG	IN	CR	Hits	Power	Dmg.	Acc.	Carry	Move	HTH	Level
01	M	170	10	14	12	14	09	09	50	+1	+1	104	36"	1d4	2
02	M	140	12	10	11	15	10	05	48	+1	-	191	33"	1d4	1
03	M	180	10	11	10	11	12	04	42	-	-	189	31"	1d4	2
04	M	180	11	12	09	10	14	06	42	-	-	228	32"	1d4	3
05	M	170	09	10	11	12	11	05	42	-	-	147	30"	1d4	1

These stats should be repeated for each tank (there are five tanks) for the sake of simplicity.

Tank Crew Initiative Rolls

No.	Initiative Roll
01	21,6/13/22,7/20,5/20,5/22,7/18,3/15/14/22,7/16,1/18,3/13/21,6/21,6
02	18,3/15/20,5/16,1/15/18,3/18,3/20,5/15/21,6/15/16,1/18,3/13/12
03	14/14/18,3/13/12/11/18,3/13/12/14/13/18,3/15/18,3/18,3
04	11/14/11/17,2/17,2/18,3/16,1/18,3/18,3/18,3/16,1/14/16,1/15/10
05	17,2/19,4/16,1/20,5/20,5/20,5/20,5/13/12/16,1/20,5/18,3/14/19,4/13

As a turn ends, the used initiative set should be checked off. Should these numbers run out, repeat the chart for each person. The action phases of a turn are separated by commas. Individual turns are separated by slashes.

The actual attack of the Mermen is left up to the GM to create. An entire section of the city has been provided with plenty of little extras to make any super-powered battle at least interesting. This fight can spread any distance over this area you desire and can involve any number of men or soldiers. It's up to you to be creative.

Unless the heroes can travel quickly and keep Natas in sight as he submerges, the pirate and his Mermen will escape, empty handed. The same will occur if the Mermen are forced to retreat without their leader. That doesn't necessarily bother them though as these mercenaries are more interested in money than loyalty.

If Natas manages to defeat the heroes and escape, he will not bother searching further for the Prince since this would only increase his chances of being caught. His only choice will be to escape and be satisfied with getting out with his skin intact. Natas will not return to Shalel since he will have failed and would not be treated fairly by her, to say the least.

If Natas or any of his men are captured, none of them will be made to "spill the beans" about Shalel or her city since only Natas actually has been there. It was the pirate who always ran the group's operations and has met Shalel twice, but will reveal nothing about her. A telepath could extract this information from Natas (or the Prince, or any captured Aquin guards who were chasing the Prince, or even Doctor Aquinas). The data gained would be the equivalent of what is going to be revealed in Issue #2. In a comic, however, one would have to wait thirty days to find these things out.

If the group has no telepath and by chance something should happen to the Prince, the information needed to stop any further Aquin attacks could be squeezed from Doctor Aquinas if he was captured. This would provide a fine opportunity for the players to truly role-play.

In the aftermath of the battle with Natas and the Mermen, any killed or wounded soldiers or heroes will have to be tended to. Once everything is deemed safe, the local residents will be allowed to return to their homes. Some, of course, will be a little unruly when they find home or office destroyed or damaged.

NATAS

Identity: Unknown

Side: Evil

Sex: Male

Age: Unknown

Level: 9

Training: Combat Accuracy

Powers:

1. Mind Control: Range is eye contact with target/victim, 5 PF, see rules, page 15 for more information.

2. Invulnerability Suit: Battle Suit, 12 points Invulnerability with special built in devices.

a) Water Breathing Device: Unlimited charges.

b) Heightened Senses Device: Night, deep sea vision mask, covers his entire face, hiding it from sight.

c) Speed Bonus: +60" swimming

3. Willpower: Type A, 1 PR per hour

4. Heightened Expertise: +4 to hit with Special Weapons and all underwater fighting weapons.

5. Heightened Defense: -4 to be hit.

6. Special Weapon: Listed here are several special weapons used by Natas.

a) Stun-Net: A" range in air, A/2" range submerged, entangles target on a successful HTH hit. Paralysis Ray carrier attack, 5 uses per recharge, the net has 7 SP. It has a +1 chance to hit but does not damage itself.

b) Speargun: +3 to hit, HTH + 1d4 damage, A x 3" range.

Special spears are listed below:

1) Explosive Head: +1d12 explosive damage

2) Poison Head: Victims must make an Endurance save on 1d20 and an Agility save on 1d20 with effects as Death Touch. Each head can make only one injection.

3) Flare: On contact, or when desired, this head produces a blinding flash as Light Control for 5 turns.

4) Stun Head: Upon a successful HTH carrier attack, victims are stunned as Paralysis Ray.

5) Disintegration Head: +1d20 damage on impact as Disintegration Ray.

6) Chemical Attack: +1d10 damage on impact and per turn until washed off. The duration effects do not operate under water, only the initial impact bonus applies under water.

7) Darkness Head: An area up to 10" in diameter is covered in a thick black cloud upon impact of this spear or its activation.

The cloud causes the effects of Darkness Control and will work both above and below water. A cloud will dissipate in 1d20 turns.

8) Field Disintegrator: Upon a successful hit with this spear, any force field will be disintegrated costing the creator all normal PR costs or charges. Once a field has been destroyed in this manner, no new one can be created for five turns.

9) Ice Head: +1d12 damage on impact with all Ice Powers effects.

10) Shock Head: +1d10 electrical damage on impact.

11) Scream Head: A Sonic Attack is made to all those within a 3" radius of impact, 1d8 damage to each victim.

12) Strength Tap: A successful hit drains 2d6 points of Strength from a victim, leaving him with a minimum of 0 Strength. All other related statistics are affected accordingly. Twenty turn duration.

Any Hit or Power points previously spent must be subtracted from present levels of these scores if this spear(head) takes effect. All of the spear types shown above operate both above and below water unless otherwise specified.

7. Natural Weaponry: +2 to hit, +4 damage due to fighting skill.

8. Reduced Charisma: -10 due to severe facial disfigurement.

9. Vulnerability: A curse has been cast upon him which makes any magical attack or action against Natas instantly hit or take full effect without rolling to hit.

Weight: 200 lbs.

Agility Mod.: -

Endurance: 17

Intelligence: 16

Reactions from Good: -2

Hit Mod.: 5.52

Damage Mod.: +2

Accuracy: +2

Carrying Cap.: 753 lbs.

Movement Rates: 52" ground, 112" underwater

Detect Hidden: 12%

Inventing Points: 14.4

Basic Hits: 4

Strength: 18

Agility: 17

Charisma: 8

Evil: +2

Hit Points: 23

Healing Rate: 1.6

Power: 68

Basic HTH: 1d8

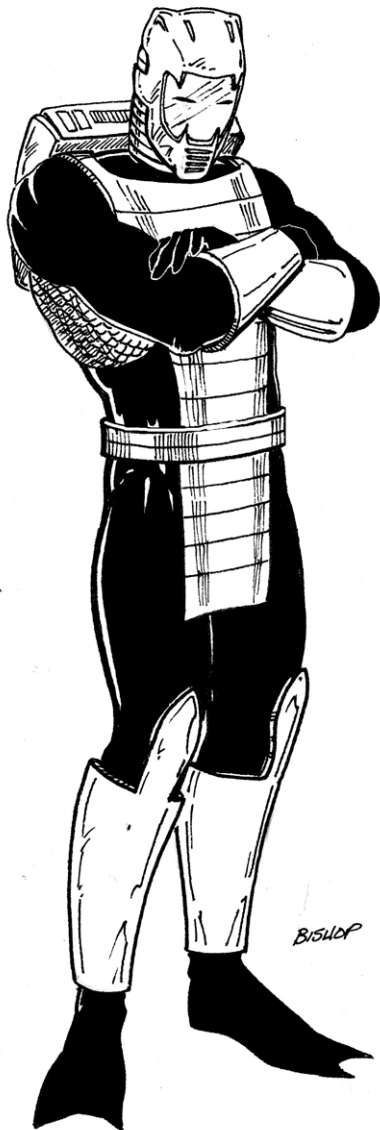
112" underwater

Detect Danger: 16%

Inventing: 48%

Origin & Background: There is little known about the African called "Natas," and what has been rumored has always been disregarded as falsehood. There is a common belief that Natas is somehow involved in voodoo or possibly practiced it at one time. This would account for his ability to fog other men's minds. The mystery man's face, although masked, is supposedly badly scarred which some claim is the result of some ritualistic spell cast on Natas that has cursed him ever since.

After this time he is said to have disappeared for a long period of time, only to return with an armed band of mercenaries, only known as his Mermen. For some reason Natas had become a pirate. He soon became the scourge of the seas.



On occasion Natas has worked for the odd maniacal schemer whose plans once involved the overthrow of the King of Aquina. His present employment under Shalel, the new Queen, has only recently begun and his first assignment was to capture the missing Prince.

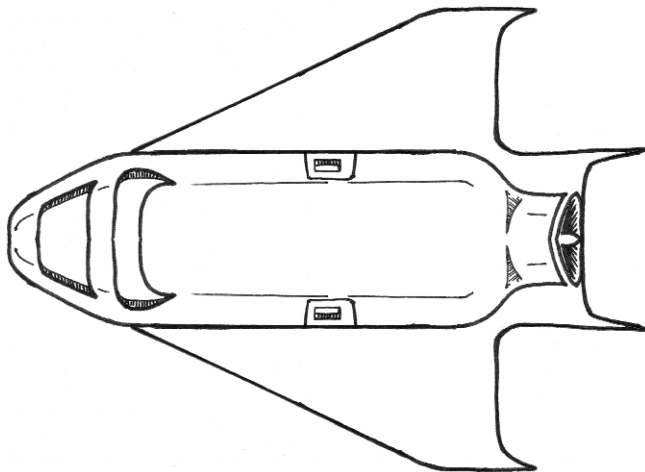
Battle Tactics/M.O.: When on a mission with his Mermen, Natas will usually remain in his sub to keep a perspective on the battle. If threatened directly, he will blast at opponents with the sub's weapons or eject in the escape pod if near capture. When acting on his own, the man relies upon his speargun the most in combat. Whichever spear seems appropriate at the time will be the one Natas chooses. Of the thirty spears Natas can carry on his person, half will be of the normal variety, while the remaining fifteen will be divided amongst his special spears, the types depending upon the mission. Disintegration Heads are effective against both men and objects, so at least four of these will be carried. Should an opponent be useful alive, Natas will use his Stun-Net or one of his less lethal, more incapacitating spears.

If Natas can ever be captured, he will attempt to use his Mind Control on his captor at the most opportune moment. To do so he must gain eye contact and will order that he be freed if successful. After this his victims are usually ordered to commit suicide. For this purpose, Natas will rarely use his mind control ability openly so as to use it as his "ace

in the hole," later.

When magic is openly wielded by anyone, Natas will avoid the person doing so like the plague.

Personality/Character Traits: Natas is a keen-minded, efficient and ruthlessly savage mercenary leader. His training and experience have led him to believe that a shoot first and ask questions later policy is the best to use. The man himself always maintains his composure, never becoming excessively angry, thinking that emotionalism leads to mistakes. Probably the one thing that could break this stone-cold personality would be the unwanted exposure of his face. Idle curiosity or remark about his constantly hidden face will spark no rise in Natas though. Natas also never speaks during combat, using startling silence to unnerve his opponent.



Natas's Mini-Sub

Weight: 8000	Passengers: 1 + 2
Cargo Capacity: 700	Speed: 150/180*
Hit Pts. to Disable: 40	To Demolish: 160

The craft can become airborne and flies at 180 m.p.h., when submerged it travels at 150 m.p.h. or 130 knots.

The ship has 20 Structural Points at any one point along its hull. It will flood and sink if punctured. The ship contains diving gear for three and three portable propellers which allow submerged travel at 20 m.p.h. for ten hours. This ship has no airlock, but can withstand deep ocean pressures. Two power cannons fire forward from the sub. They attack as Power Blast doing 1d20 damage each, have twenty shots each before recharge and can fire over a range of up to 30'.

The mini-sub can also eject an escape pod which can be piloted by its occupant. Only the pilot of the mini-sub can be present in the escape pod, the rest of the mini-sub floods with water and sinks. The pod's statistics follow:

Mini-Sub Escape Pod

Weight: 1000	Passengers: 1
Cargo Capacity: 100	Speed: 200/250*
Hit Points to Disable: 5	To Demolish: 20

The higher listed speed is airspeed, while submerged travel translates to 174 knots.

The hull of the escape pod has 15 Structural Points and the pod has no weaponry. Inside is a personal jet pack which can be used to fly at 70 m.p.h. for up to six hours.

An outer coating on both the mini-sub and escape pod creates a retardant toward sonar, effectively ignoring it without having been detected. The Mermen's ships have the same coatings as do their wet suits, but of a different fabric. Natas's wet suit is similarly lined or coated.

THE MERMEN

These men are humans who are mercenaries hired by Natas over the years. For the most part they are in constant fear of Natas and would never betray him unless they believed they had safety in numbers. These mercenaries are broken into two teams for use in this adventure.

Team 1:

Numbers 1-12 ride in mini-sub's which have a crew of one each. There are, therefore, twelve mini-sub's attacking the city when the invasion begins. Each of these men is armed as follows:

1. Pistol: +3 to hit, 1d8 damage, A x 6" range, operates underwater.
2. Armor: ADR of 35. This is built into their wet suits.
 - a) Heightened Senses Device: Night vision and deep sea vision.
 - b) Life Support Device: Provides air, warmth, and protection against pressure – charged for 5 hours.
3. Communicators: These devices connect each Merman and Natas with each other within a ½ mile range.

Vehicle: Mini-Sub

Weight: 3000 Passengers: 1
 Cargo Capacity: 200 Speed: 120/150*
 Hit Points to Disable: 13 To Demolish: 60

Flying speed is higher, the lower is the submerged speed which translates to 104 knots.

The crafts' hulls have 17 Structural Points and will sink if penetrated. They have no airlocks but can endure deep oceanic pressures. Each is armed with two power cannons which attack as Power Blast, doing 1d10 damage with a range of 20" and fifteen shots available per cannon.

Team 2:

These men include numbers 13 to 20. Each works on his own on the ground or in the water and is armed as follows:

- 1) Speargun: +3 to hit, HTH + 1d4 damage, A x 3" range, 25 spears carried.
- 2) Armor: ADR of 35, devices are built into the armored wet suit:
 - a) Heightened Senses Device: Night and deep sea vision.
 - b) Life Support Device: Provides air, warmth and protection against changing pressures for 5 hours.
- 3) Communicators: These devices connect each Merman and Natas over a range of ½ mile.



Mermen Statistics

No.	Sex	Weight	ST	EN	AG	IN	CR	Hits	Power	Dam.	Acc.	Carry	Move	HTH	Level
01	M	160	12	10	16	12	12	09	50	+1	+2	218	38"	1d4	1
02	M	170	10	09	11	10	14	04	40	-	-	162	30"	1d4	2
03	M	170	12	11	14	11	10	07	48	+1	+1	240	37"	1d4	1
04	M	140	11	14	10	09	12	05	44	-	-	191	35"	1d4	1
05	M	200	09	15	12	09	11	10	45	+1	+1	223	36"	1d4	1
06	M	210	15	10	11	13	14	08	49	-	-	459	36"	1d6	1
07	M	180	14	13	13	10	09	09	50	+1	+1	364	40"	1d6	3
08	M	150	10	09	10	11	11	03	40	-	-	143	29"	1d4	1
09	M	170	11	11	11	12	16	05	55	-	-	207	33"	1d4	2
10	M	170	12	10	09	14	12	06	45	-	-	232	31"	1d4	1
11	M	160	14	10	10	08	14	05	42	-1	-	300	34"	1d6	1
12	M	140	09	17	14	07	10	05	47	-	+1	170	40"	1d4	1
13	M	190	10	11	10	16	09	05	38	+1	-	200	31"	1d4	2
14	M	180	09	13	15	14	11	10	51	+1	+2	118	37"	1d3	1
15	M	200	12	10	17	11	13	06	50	+1	+2	272	39"	1d6	1
16	M	170	14	09	08	11	12	04	42	-	-2	310	31"	1d6	3
17	M	160	13	08	12	10	14	04	43	+1	+1	240	33"	1d4	1
18	M	210	11	13	14	12	12	11	50	+1	+1	276	38"	1d6	1
19	M	190	11	14	11	11	10	06	47	-	-	259	36"	1d6	1
20	M	180	16	11	13	13	10	09	53	+1	+1	468	40"	1d6	2

Mermen Initiative Rolls

No.	Initiative Rolled
01	25,10/17,2/26,11/19,4/25,10/22,7/22,7/23,8/24,9/20,5/18,3/19,4/22,7/17,2/17,2
02	18,3/16,1/19,4/16,1/21,6/19,4/21,6/20,5/12/15/17,2/21,6/14/21,6/13
03	21,6/21,6/16,1/19,4/23,8/23,8/16,1/24,9/24,9/22,7/24,9/19,4/23,8/24,9
04	19,4/14/19,4/15/13/18,3/18,3/14/12/16,1/20,5/16,1/11/14/17,2
05	18,3/13/19,4/19,4/21,6/13/19,4/17,2/16,1/14/17,2/20,5/13/22,7/13
06	15/18,3/17,2/22,7/22,7/21,6/18,3/18,3/17,2/16,1/22,7/15/22,7/22,7/21,6
07	14/19,4/14/15/13/13/13/20,5/15/13/16,1/16,1/14/16,1/20,5
08	19,4/20,5/10,3/15/12/11/15/20,5/11/11/20,5/17,2/18,3/16,1/17,2
09	14/18,3/18,3/12/16,1/12/18,3/16,1/17,2/21,6/19,4/14/21,6/17,2/16,1
10	11/11/12/10/10/17,2/17,2/11/18,3/12/21,6/20,5/17,2/10/11
11	19,4/15/17,2/19,4/12/20,5/16,1/18,3/13/10,5/16,1/18,3/13/19,4/11
12	18,3/19,4/21,6/17,2/15/24,9/21,6/22,7/18,3/22,7/22,7/16,1/19,4/19,4/20,5
13	19,4/14/12/16,1/12/13/18,3/12/12/19,4/18,3/11/14/17,2/13
14	20,5/25,10/16,1/24,9/22,7/19,4/23,8/18,3/24,9/19,4/17,2/23,8/17,2/23,8/16,1
15	18,3/24,9/21,6/23,8/23,8/19,4/27,12/26,11/18,3/21,6/24,9/25,10/23,8,23,8/19,2
16	18,3/19,4/16,1/14/9/11/11/16,1/9/14/18,3/14/17,2/10/16,1
17	14/16,1/22,7/20,5/21,6/16,1/17,2/18,3/20,5/17,2/20,5/20,5/15
18	22,7/24,9/24,9/20,5/16,1/16,1/16,1/23,8/19,4/19,4/20,5/23,8/16,1/21,6/20,5
19	21,6/20,5/20,5/15/17,2/16,1/17,2/19,4/17,2/19,4/18,3/18,3/18,3/12
20	19,4/18,3/26,1/16,1/18,3/22,7/20,5/21,6/16,1/17,2/14/18,3/20,5

APPENDIX UNDERWATER MOVEMENT & COMBAT

This section is an expanded version of the underwater rules for V&V from **Pre-Emptive Strike**. Note that this section is also to be applied to **Danger in the Depths, Issue #2**.

1. BREATHING

Characters swimming without a method of breathing in water ca, given warning, hold their breath for Endurance turns. If surprised (e.g. if their Water Breathing Devices are destroyed while at fifty fathoms), they must save vs. Endurance on percentile dice or have their breathing time reduced to E phases. Holding one's breath for this length of time has a PR on 1 per turn.

Characters without Willpower may be able to hold their breath at a PR of 1 per minute until fatigued.

(These same figures may be used for Non-Corporeality and Vibrating characters within solids, or otherwise unable to breath normally, at the Gamemaster's option.)

2. MOVEMENT

For characters unaided in their attempts at swimming, PR = 6 per hour, and must save against going under (current Power on 1d100 as a test) once an hour. All heavy objects carried should be dropped. If possible, every 10% of a character's Carrying Capacity used takes 10% from his saving throw. This includes Armor of all types (except, of course, Ice Power), weapons, other characters, etc. The chance is further increased by rough waters (if at the surface): subtract 1% per turn of wind or strong current.

Buoyancy is, of course, a consideration. Substances with a Structural Rating of 4 or more are unlikely to have any, and even icebergs, though less dense than water, float in it rather than on it, being eighty percent submerged. The effective weight of a human body in water would be about ¼ normal, giving an incapacitated character a 25% chance of floating face-up. Gravity Control can, of course, modify these figures.

Swimming speed in calm water is half normal movement rate, or half flying rate and walking underwater is at one third normal movement, with these exceptions:

- (1) Wings are useless underwater, unless the design is like that of a

water bird or similarly amphibious creature. In which case speed is still half flying rate. Wings may also have to dry out again before being used for flight (GM's discretion).

(2) Characters with Water-Breathing B or Adaptation move at normal speeds in their own environment, whether walking or swimming/flying. Characters with Water-Breathing A or Water-Breathing B in the wrong environment swim at two thirds normal rates and walk at one half normal rate.

(3) Non-Corporeal characters move at their normal rates.

(4) Characters with Vibratory Powers may treat water as having a Structural Rating of 2.

Note that characters with robotic bodies or otherwise too encumbered too swim and unable to fly, will be required to walk.

3. VISIBILITY

For characters not equipped with specifically heightened senses, visibility is inversely proportional to depth. In salt water, a character may (by daylight) see for 95 feet at a depth of five feet, for fifty feet at a depth of fifty feet, or for five feet at a depth of ninety-five feet. In fresh water, visibility is roughly half that of salt water. The affects of zero visibility (at one hundred feet in salt water or fifty feet in fresh water) are the same as those of Darkness Control. A character with Light Control may illuminate up to thirty feet with a PR of 1 per hour, sixty feet with a PR of 3 per hour, and ninety feet with a PR of 9 per hour, and so on.

Seaweed, mud, schools of fish and other objects may also obscure vision. Such modifications are left to the Gamemaster.

4. COMBAT

Agility scores will be halved underwater, except for Non-Corporeal characters, Water Breathers, those with Adaptation, specific forms of Willpower (GM's option), or those with Gravity Control who choose to compensate. This will affect Initiative as well as Damage and Accuracy.

Attack Forms

Emotion Control, Force Fields, Hand-to-Hand without weapons, Telekinetic Blasts, Mind Control, Paralysis and Devitalization rays,

Magnetic Powers and Transmutation may all be used underwater without further modifications.

Chemical Power is usable only as a radius attack, with a maximum range of S/3, unless the chemical is one that reacts violently with water (e.g. sodium or potassium). In which case, treat as a non-nuclear bomb.

Disintegration Rays, Light Control and Power Blasts lose one point of damage per game inch of water between the attacker and the target. Ice Power will be similarly affected, as it leaves a trail of ice one inch thick between the attacker and the target. A victim immobilized by ice will float to the surface at one half falling speed.

Flame Power is, of course, utterly useless underwater.

Lightning Control generates ball lightning with a radius of E/2.

Sonic Abilities may be used as normal, but with twice normal range.

Melee weapons (knives, spears, or slight variants of these such as katars, tridents, etc.) have no further modifications. Swords and axes do half normal damage. Clubs are of no use whatsoever.

Muscle powered ranged weapons (spears, knives and variants) do normal damage, but their range is half of the modified Agility score.

Technologically ranged weapons are unusable, except for Energy Rifles and Pistols, which lose one point of damage per inch of water between the firer and the target. Spearguns, which may be treated as pistols, are also unaffected as this is the natural medium for their use. Power heads on spears have a carrier attack of 2d6.

Explosives may function normally, depending on design.

Brawling weapons have To Hit and Damage two levels above normal (i.e. a 300 pound object would do 1d3 and have a To Hit of +1), and their range is one-fourth normal. Velocity will usually be halved for Velocity Damage bonuses.

Defense Forms

Disintegration Rays and Power Blasts are limited as described above. Flame Power is, once again, completely unusable. All other Defense Forms operate normally underwater.

5. COMMUNICATION

It is physically impossible for a human being to communicate verbally with another human being while submerged unless special abilities are had. Telepathy can be used without difficulty underwater to

communicate with others. For those without such special abilities, communication has to be in the form of signals that can be seen and understood by both sides of the communication.

Of course, underwater radios and communication devices do exist and may be employed with the normal ranges specified for the device in the underwater environment.

6. PRESSURE AND TEMPERATURE

The average human who is well protected and has a base to return to at his present depth can survive submersion at depths of up to 2000 feet. Exceeding this depth without some form of protective power such as Adaptation or Life Support will cause damage to the exposed diver. This damage will be 3d10 per 1000 feet traveled down beyond the 2000 foot mark per hour of travel. Temperatures at the depth of 1000 meters or 3280 feet become well below freezing. Unprotected exposure at this depth will also do 1d12 damage per hour to the diver. This damage is cumulative with the pressure damage sustained.

The Bends

This is the result of experiencing a sharp atmospheric change from an area of high pressure to low pressure, such as rising from deep in the ocean without some form of protection. So, any character without a protective power or ability who is directly exposed to this pressure change will take damage. For every 1000 feet risen (rounded down) from the ocean, 1d4 damage will be taken upon entering a surface atmosphere. These dice are cumulative. Due to an excess of nitrogen present in the blood, a victim of the bends will double over in pain for as many Turns as points of damage he sustained.

Activating Willpower will allow the character to ignore the severe pain, not having to double over. The effects of the bends can be nullified if an exposed character remains one day at each thousand foot level traveled in order to depressurize gradually. Providing one with pure oxygen prior to and during any journey will also reduce these effects. Those who are in a ship can constantly reduce interior pressure as they rise from a great depth, thereby nullifying the bends. For the purpose of this adventure/campaign, it is assumed that characters in a ship will have done this and can therefore enter Aquina without difficulty. It is also assumed that any characters on the exterior of a ship will have some form of protective power and will not have to suffer the bends when entering Aquina or when returning home.