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# THE CENTERVILLE INCIDENT

By  
John P. Adams





DANGER LURKS IN A SMALL TOWN! FUGITIVES FROM THE LAW ARE ON THE LOOSE! CAN THESE CRETINS ELUDE THE LONG ARM OF THE LAW? JUST HOW LONG IS THE LONG ARM OF THE LAW ANYWAY? BE PREPARED TO FIND OUT IN THIS AWESOME NEW ACTION-PACKED ADVENTURE FOR THE VILLAINS AND VIGILANTES™ SUPERHERO ROLE-PLAYING GAME.

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MS. MARKS	TSUZUMAGI	SHINOBU	BYSTANDER	BYSTANDER	BYSTANDER	BYSTANDER
						
TORA U.S.A.	TORA U.S.A.	TORA U.S.A.	TORA U.S.A.	TORA U.S.A.	TORA U.S.A.	TORA U.S.A.
						
TORA JAPAN	TORA JAPAN	TORA JAPAN	TORA JAPAN	TORA JAPAN	TORA JAPAN	TORA JAPAN
						
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# THE CENTERVILLE INCIDENT

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

written by John P. Adams  
illustrated by Yad-Ming Mui



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## EDITORIAL INTRODUCTION

The Centerville Incident is the second V&V book by John P. Adams (with Great Bridge). It is a longer than usual adventure or campaign that ties in with the Japanese theme of Great Bridge, though it is also a science fiction theme with a galactic civilization and alien villains.

This adventure also introduces the talents of artist Yad-Ming Mui, a friend of John's giving us the advantage of a writer and an artist who can work together in person. Yad's style is unique and fits well with the tone of this adventure book. We hope (and know) that John is working on additional books for the Villains and Vigilantes game and that Yad will continue to work closely with him.

This adventure includes a large number of villains, interesting allies, and takes place on both sides of the Pacific Ocean. It may be more of a campaign than the usual adventure, but that is okay by us. The situation and characters are unique and create challenges for the player-heroes. What more could we ask for?

Scott B. Bizar

## AUTHOR'S INTRODUCTION

In an era of MMORPG's, some wonder why I would choose to spend my limited spare time in pursuit of a decades-old pen-and-paper RPG. To be frank, no computer game has proven to be as much fun as Villains and Vigilantes has been for me. Since most of it occurs in the player's mind, the adventures are more than images on a screen, they are like memories, darn good ones at that. I spent a lot of time playing V&V in my youth, and was utterly thrilled when I learned that it was back in print. First I bought a new rule book, as my original book from the 1980's was starting to look a little tired. Second, I pitched an idea to Scott for a source book with a slightly different flavor. You see, about the time I started playing V&V, a lot of great comics and animations started coming to us from Japan. For a couple of decades now, the idea of blending Anime (and Manga) with V&V has been tumbling around in the back of my mind. Scott thought it sounded cool, so I proceeded to create GREAT BRIDGE. A short time after it was completed, I was asked to create a Manga-like adventure, and THE CENTERVILLE INCIDENT was the result. Both books were a lot of work, and were more challenging than I thought they would be when I started, but they were a lot of fun, and gave me an opportunity to work with a couple of very talented artists, one of whom I have been good friends with for a little over a decade. In the end, I can honestly say that I am happy with the way the books turned out, and hope players and Game Masters alike enjoy them.

Both of these books were completed about two months before the disasters which struck Japan, but what gave me pause is the fact that I had originally planned THE CENTERVILLE INCIDENT to begin with the American vigilantes helping with disaster relief on the Japanese island of Honshu after a particularly large earthquake (sound familiar?). Even worse, the original title for GREAT BRIDGE was TSUNAMI.

I am glad I changed my mind on these two projects. I have always had a great admiration and respect for the people of Japan, for their art, and for their culture and hope that their recovery is speedy and complete.

John P. Adams

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## GM'S INTRODUCTION

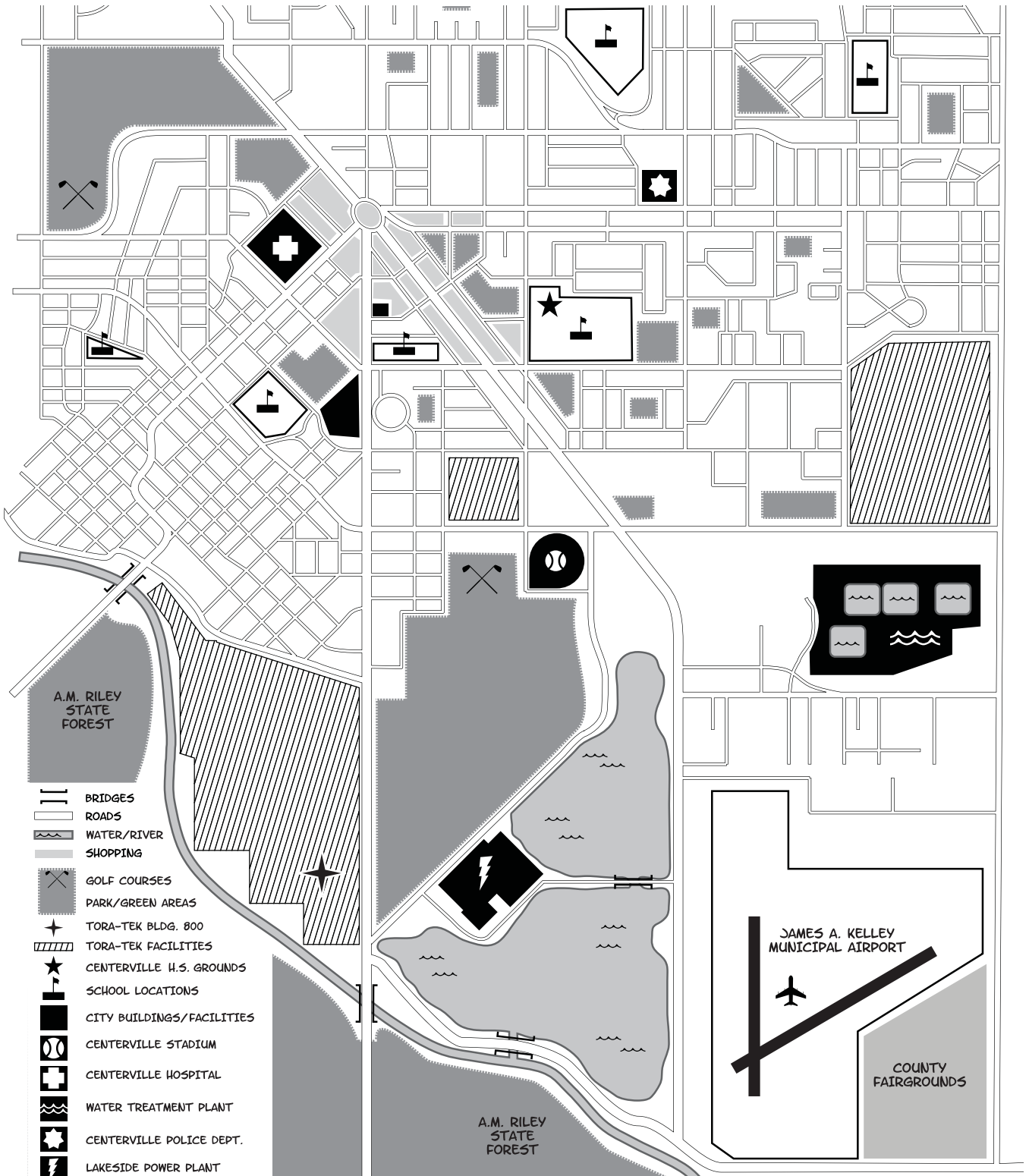
This adventure is for six player characters. If more than six player-characters (PCs) are involved, then each villain should have his or her Experience Level increased by one per extra player. If fewer than six PC's are involved, delete one villain for each character fewer than six. The GM is free to remove whichever villain(s) he or she may desire, but it is recommended that those with powers similar to those possessed by the PC's be removed first.

Counters for all important characters are included, along with personnel and emergency personnel in Japan. GMs wanting additional counters for the events in Centerville and Tora-Tek USA should download the police and emergency personnel counters from the free downloads on the FGU web site.

The term "Established Character" refers to characters who have already taken part in at least one adventure, and would be at least fairly well known to the citizens of the town/city in which they normally operate.

# SETTING

This adventure can be used with any existing town in which the GM chooses to set is or her campaigns. However, a partial map of the city of "Centerville" has been provided.



# 1. COSMIC EVENT

Just before dawn, the town is shaken by a bright light and the sound of thunder, followed by an even louder boom. While the location of the explosion cannot be pinpointed initially, it is at least evident that it occurred somewhere west of town. Characters who go out in search of evidence of an explosion will find nothing. Local media outlets will provide some information.

In a report given by the ever-perky and attractive local TV reporter, Shelly Marks, eye witnesses will describe seeing a bright light appearing in the sky approximately one hour before sunrise. The fireball traveled almost precisely east to west, leaving a long, glowing tail in its wake. While none of the witnesses are known to the heroes, they all seem like normal people. An expert from a local university will theorize that the object was, most likely, a meteorite that exploded just before striking the ground. Another expert from the Grand Rapids Institute of Technology, who was interviewed by phone, will agree with the local university expert, but will add that the meteorite in question is a bit uncommon in that it appeared to change direction shortly before vanishing from FAA radar. This report is available through television and the internet. By mid-day, several of the national broadcast and cable/satellite news agencies have begun picking up the story.

Internet searches will reveal the usual gamut of rocks from space, atmospheric anomalies, secret military satellite or space vehicle re-entering the atmosphere, a hoax, and even undeniable proof that aliens are among us. Contacting local police, military, or government will invariably lead to the heroes being directed to one of the other agencies. The FAA will provide radar data to the public upon request. The data will show that the object entered the atmosphere from space, traveled almost directly east to west, making a slight turn to the south before vanishing in the area above the Centerville High School.

Contacting Ms. Marks or her news agency will reveal nothing more than she put in her initial report, but Shelly would be willing to interview any of the heroes at some later date (she is currently busy investigating the meteoroid).

Finding eye witnesses from the TV broadcast will prove next to impossible (01% chance that a character may recognize someone on the news report). Should a character actually meet a witness to the event, he or she will gain no further knowledge, but the witness may give some speculation (from the ridiculous to the sublime). The event, however, is the talk of the town. Coffee shops, books stores, schools, and pretty much anywhere two people come together; the topic of discussion will be "the meteor." With a few minor details (such as where the witness was standing, or whether or not the dog was barking, etc...) the story is the same as that reported by Ms. Marks.

## 1.1 CENTERVILLE HIGH

Should the heroes elect to investigate the local high school they will find the grounds being canvassed by local law enforcement, representatives from the local UFO community, as well as normal curious citizens (stats for civilians can be found in the "SECOND HAND BOOKSHOP" action map or "Citizen Report"). Most of the activity will be centered around the football field. The school grounds are completely normal. There is no apparent evidence of any kind of explosion, nor is there any sign of any kind of impact on either the school grounds or the surrounding area. Shelly Marks is on the scene with her mobile TV van and supporting crew, and she is interviewing students, who recite stories similar to those heard in the original report. Only one student, Milo Nash, has anything useful to say.

Nash was on the football field before dawn to observe a rare

alignment of Venus and Mars with his home-made telescope, when he saw the meteor hit the upper atmosphere. He managed to follow the craft as it descended all the way to just above the football field where it suddenly stopped, hovered for a moment, and vanished. When asked by Ms. Marks if he meant to say "meteor," Milo states emphatically that it was a craft. He is certain it was a craft of some kind, controlled by intelligent beings within.

This interview will be played on local TV (and on the internet), and the heroes will probably see it, even if they don't go to the High School. Either way, Milo will not be too hard to find, either at school or at his parents' home. Questioning Milo will not gain any new information. Milo was unable to get a good look at the craft since it was so dark out, and he was partially blinded by the bright light of its atmospheric entry.

Further attempts to locate the craft/meteor, or to find stories corroborating Milo's will reveal nothing. Basically, everything that anyone knows about the event is now public knowledge.

## THE WHISPER SHIP

**Weight:** 50,000 lbs

**Passengers:** 1+11

**Speed:** Mach 5 / Hyper-flight 5 x light speed

**ADR:** 37

**HP to Disable:** 250

**HP to Destroy:** 1,000

**Weapons:** None

**Cloaking Device:** Works per Invisibility Power.

## WHISPER SHIP MAP KEY

**Controls:** This collection of buttons, levers, and displays allow the pilot to operate the ship. Unfortunately for the heroes, they are in an alien language and are impossible to understand. Instead of windows, the ship has several large display screens which allow a view of whatever may be outside the ship.

**Cloaking Control:** Activates and monitors the ship's cloaking system.

**Sensors:** This position is used to detect possible threats to the ship, as well as permit a view outside the craft (as it has no actual windows).

**Cloaking Device:** The item that makes the ship a "whisper ship." It is a large, black, object that takes up most of the cabin. It has no apparent panels and is shielded with six inches of Adamantium.

**Sleep Tubes:** Horizontal tubes, just large enough for one occupant. These tubes automatically induce a deep, restful sleep on the occupant.

**Galley:** Where occupants can get a nice snack or tasty beverage.

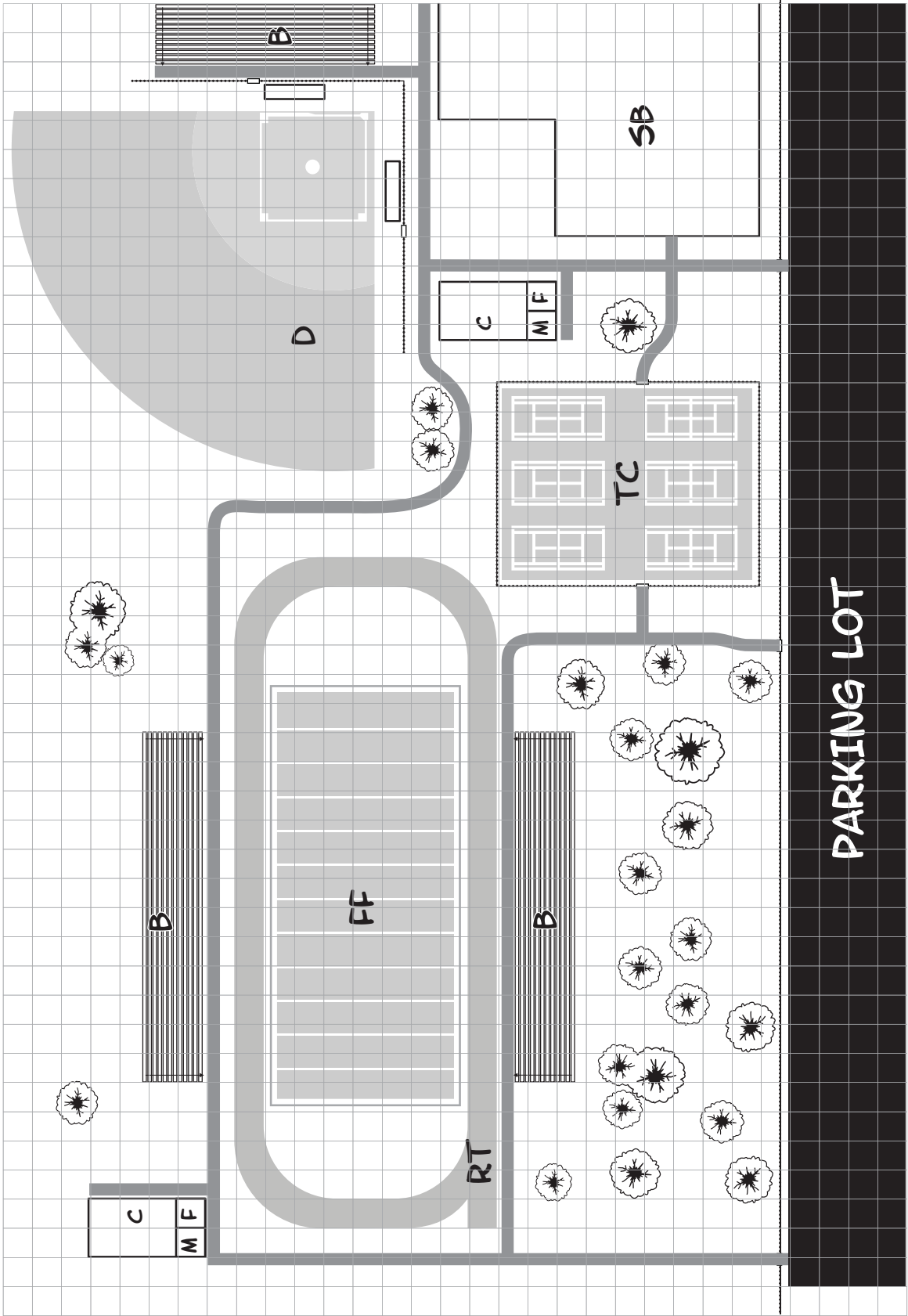
**Restroom:** Where occupants can get rid of snacks and beverages.

The Whisper Ship is a stealth transport vessel stolen by the villains in an attempt to escape the Galactic Police. The ship is enclosed in an invisibility cloak, which works per "Invisibility" rules.

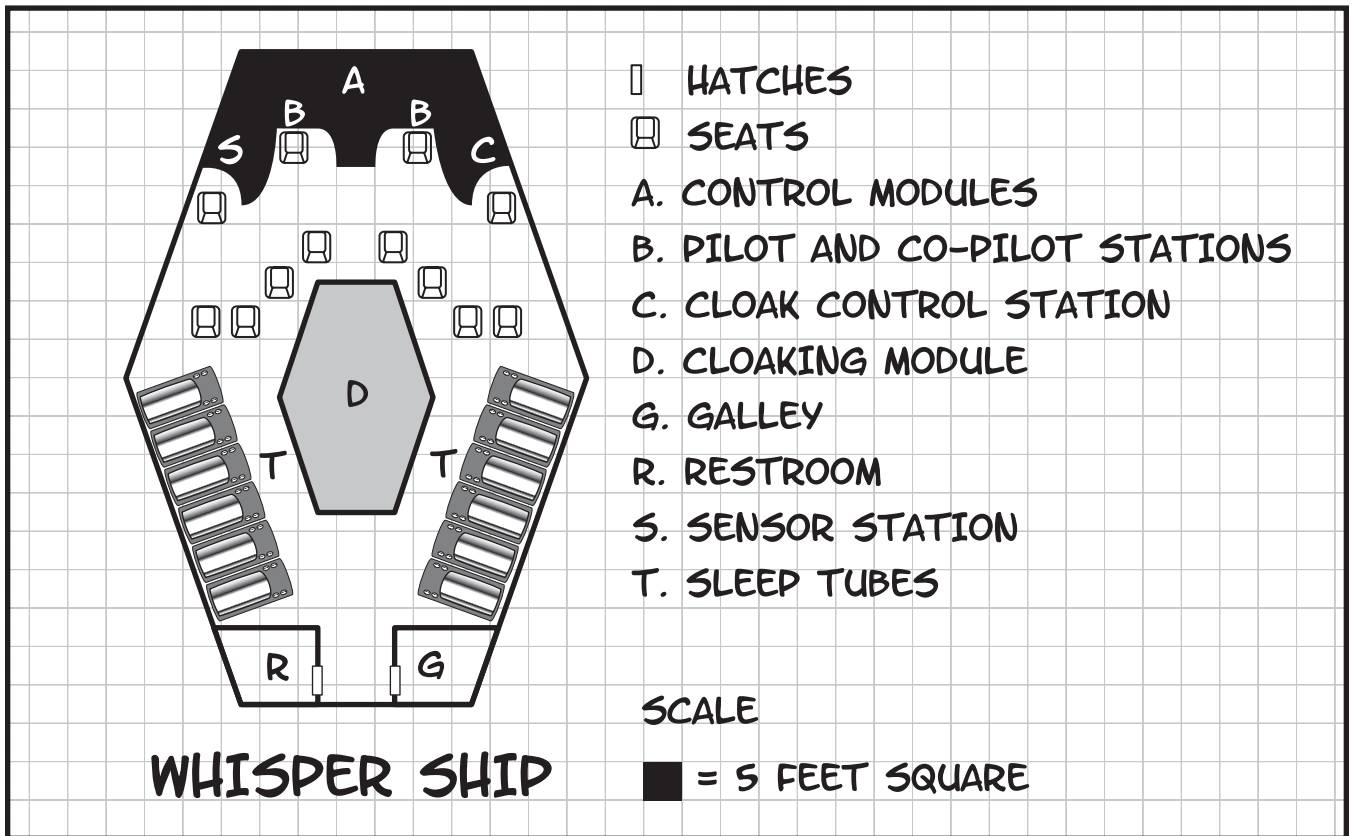
The villains have set the ship to hover invisibly one hundred feet above the middle of the Centerville High School football field. While difficult to detect, there are ways.

- **Weather:** In the event of rain or snow (or sleet or hail), the ship will act like an umbrella, blocking precipitation and leaving a dry patch on the ground beneath similar in shape to the ship itself. Strong winds may carry leaves or bits of paper that can strike and bounce off the ship's hull.

- **Birds and Insects:** Flying creatures (including characters) may bump into the ship.







- Sound: The ship emits a low level hum which may be detected by characters with heightened hearing.
- Radio Interference: Cellular phones and AM radios will encounter some disruption when within 10 feet of the ship, or on the ground directly beneath the ship.
- Detect Hidden: It could happen. On a successful roll, the character will simply know that there is "something" up there. By the time the Characters arrive at the football field, the ship has been invisible for at least 20 turns. Rolling to detect danger will net nothing, as the villains, at this point, have no desire to be located, let alone get into a fight.
- Etc.: There are several other ways to find something that is invisible. If the players can come up with a good concept, let them go for it, just modify their % to detect hidden as appropriate.

The **Stadium Area** has the following:

**Bleachers:** At the football and baseball fields. Each has ten rows of stadium seating running the length of the bleachers.

**Concession Stands:** On game days, these are stocked with food, but not today. Each of the concession stands will contain a galley sink, a refrigerator, a stove, four microwave ovens, and a coffee pot. Items such as coffee cups, plastic cutlery, cups, and plates are stored in the school basement on non-game days.

**Male and Female restrooms:** Each having two toilets, each surrounded by separators and a door, a sink, and a hand dryer.

If the ship is found, characters may attack. The following villains will be aboard: Sai'x, X'Madi, Zadvian, Cor, Sullek, Procyus.

It is possible for the characters to defeat the villains at the whisper ship – this will have little effect on the outcome of the adventure. The villains will attempt to incapacitate the characters so they will not interfere with their larger plan of stealing parts to fix their ship.

Should the villains be defeated and any character actually enter the ship, he or she will find that the controls are fairly bizarre and marked

in a strange alphabet, so operating the ship would seem extremely unlikely.

The villains will not enter the near-by Centerville High School building. They have, after all, a stealth ship to retreat into, and do not seem terribly interested in hostages.

If a battle occurs at this stage, no matter how this battle ends, jump to the "POST BATTLE" section.

## 1.2 THE RAID ON TORA-TEK (USA)

Tora-Tek Building 800 is located south of town on a large piece of land owned by Tora-Tek International, and is surrounded by a ten-foot tall electrified security fence. Entry points all have guard shacks. Building 800 has exterior walls made of 1 foot thick brick, as does the truck garage to the west. The duck pond is only three feet deep at the center. Trees are mature and forty feet tall. The water tower is sixty feet tall and contains approximately 500,000 gallons of potable water, much of which is used to cool the plasma forge. The tower itself is made from one foot thick reinforced concrete, while the storage tank on top is one-half inch steel plate. A ladder is provided on the inside of the tower, and is accessed via a locked steel door (approximately one inch thick).

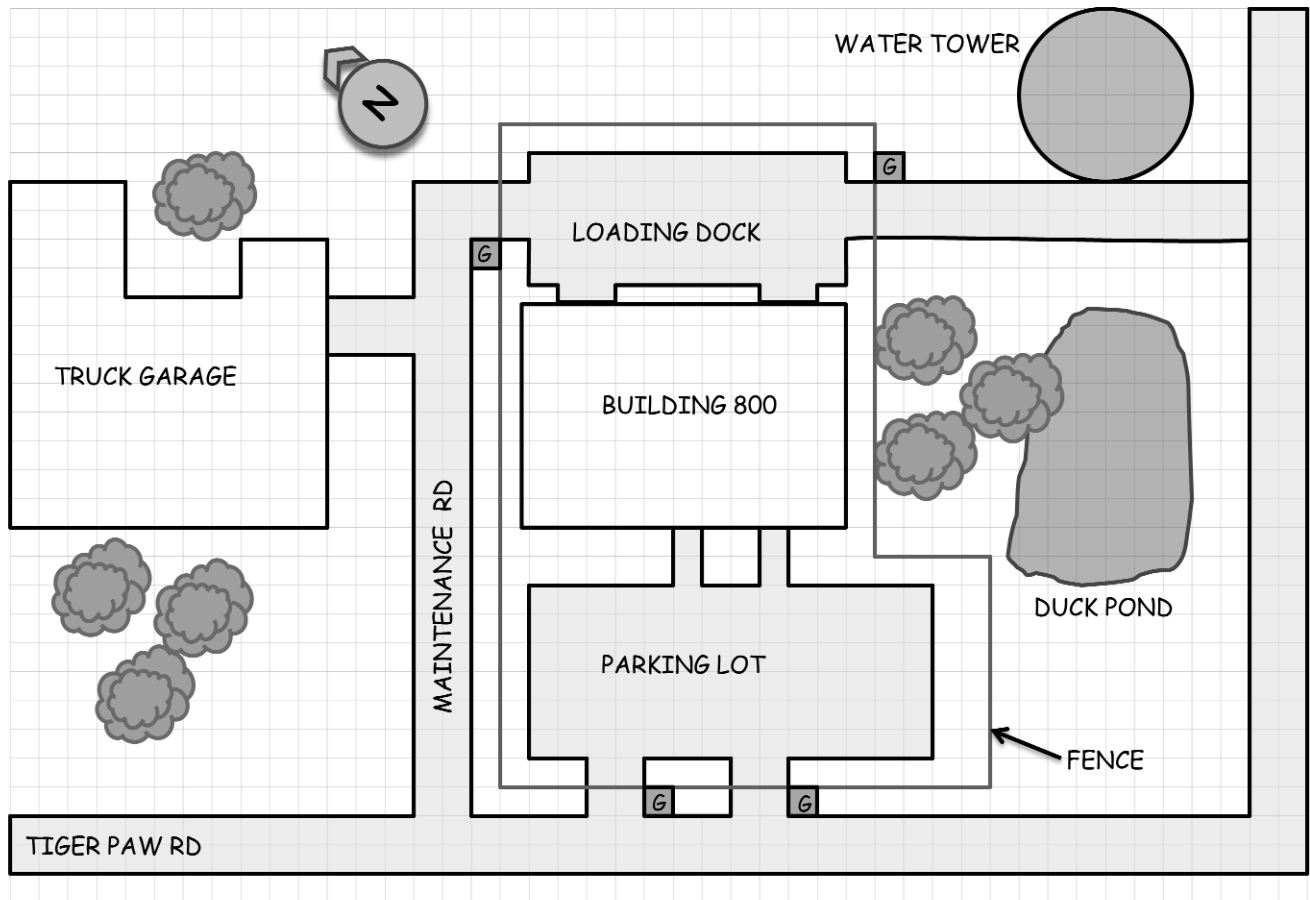
Building 800 was originally constructed in the 1950's and has been refurbished several times since. As mentioned above, all exterior walls are of one-foot brick construction. All offices in building 800 consist of a single desk, a computer, two chairs, two filing cabinets, and one bookshelf.

### MAIN FLOOR

**Warehouse 1** is the receiving area for materials. Mostly it is filled with 1d20 drums of Tungsten pellets, and 1d20 drums of fine grain

TORA-TEK USA - BUILDING 800 and surrounding area.

□ = 25' feet quare



ceramic (sand), which are used to make High Temperature Super Conductors. Each drum is three feet tall and two feet in diameter (containing either eighty fist-sized tungsten pellets, or 450 pounds of ceramic sand).

**Warehouse 2** is for out-going items, such as completed coils. This is where the villains will focus their attention. Each coil is a cylinder five feet long by five feet in diameter, with a weight of 2,000 pounds (40 Structural Points). There will only be one such coil in the warehouse, and a pair of light forklifts (see "Citizen's Report," page 18) to move them. The warehouse will also contain 1d100 empty steel drums.

**HVAC:** This area is mostly filled with large, immobile machinery used to maintain a comfortable temperature in the facility, and to filter impurities from the air. One large tool box and two medium tool boxes are located in this area, along with 1d6 office chairs.

**Plasma Forge:** This machine generates the high temperatures required to fuse tungsten and ceramics into HTSC (High Temperature Super Conductor) material. It is a two-story tall apparatus made primarily of steel, is bolted firmly to the floor, and weighs in at just under 100,000 pounds (2,000 HP).

**Test Cell:** This room is used to test completed coils. Just what is being tested is a company secret. One of the two HTSC Coils is located here. The room also contains a test table where coils and other products are placed during tests, and 1d4 test units, which contain equipment used to analyze items being tested.

**Assembly Area:** This area will contain tools and equipment used in the final assembly of the coils. The area contains 4 work tables, and eight large tool boxes, and four medium tool boxes, as well as two dollies used to move coils.

**Machine Shop:** This area is used to produce small parts and sub-assemblies for finished products. It contains two drill presses, a metal lathe, and a CNC milling machine, and 1d6 tool totes.

**Galleys:** Combination kitchen and dining area, these also serve as break areas for employees. In each galley characters may find 1d6+2 galley tables, with four galley chairs each, a galley sink, a refrigerator, a stove, three microwave ovens, and twelve drawers containing a total of 1d12 coffee cups, 1d6 knives, and a coffee pot.

**C: Control Room:** Used to control test cell operations. Basically three desk-top computers with monitors, and three office chairs, behind two inches of bullet-proof glass.

**E: Elevator.**

**EL: Engineering Library:** The walls are lined with shelves containing books on various engineering subjects.

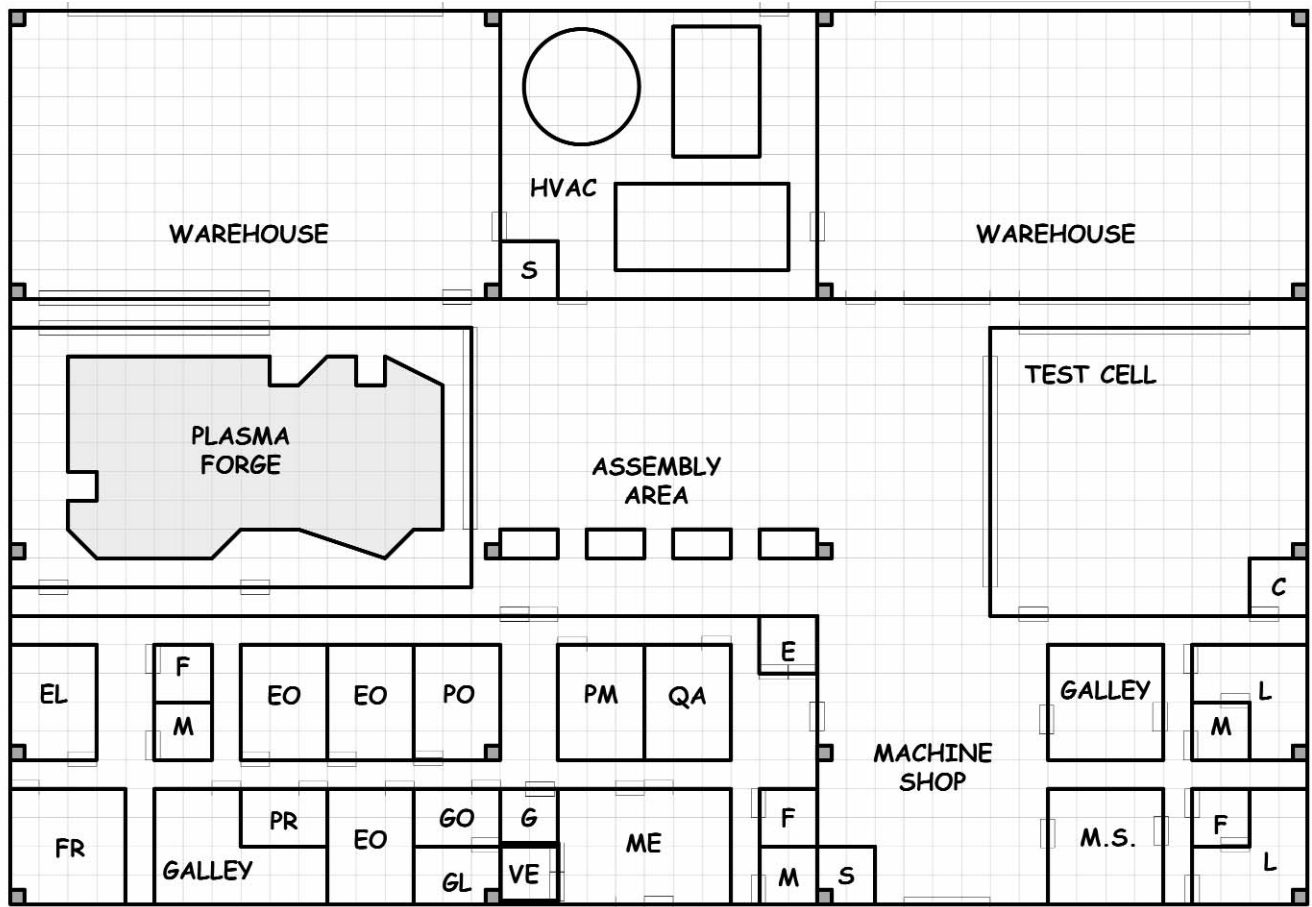
**EO: Engineer's Office:** These standard offices each contain one office desk, two office chairs, one desk phone, and one desk-top computer with monitor. It may also include a lap-top computer and a coffee cup.

**F: Female Restroom:** Two toilets, each surrounded by separators and a door, a sink, and a hand dryer.

**FR: File Room:** A room full of file cabinets; each filled with folders and paper work pertaining to various past projects. Most date back to the 1980's or before. Newer material is stored on disk. This room will contain twenty-five filled file cabinets (200 pounds each).

**G: Guard Station:** One office desk, one office chair, one desk phone, one desk-top computer with monitor.

**GO: Guard Office:** One office desk, two office chairs, one desk phone, one desk-top computer with monitor.

TORA-TEK USA - 1<sup>ST</sup> FLOOR

□ = 5'

**GL: Guard Locker Room:** Six lockers and a six-foot long stadium bench.

**L: Locker Room:** Fifteen lockers and two six-foot long stadium benches.

**M: Male Restroom:** Two toilets, each surrounded by separators and a door, a sink, and a hand dryer.

**ME: Main Entrance:** This area is open and is decorated with pictures of Tora-Tek research projects. There is a single desk, one office chair, a desk-top computer with monitor, and a desk phone.

**MS: Machine Shop Storage:** Four large tool boxes and two file cabinets (200 pounds each).

**PM: Production Manager's Office:** One office desk, three office chairs, one desk phone, and one desk-top computer with monitor. It may also include a lap-top computer and a coffee cup.

**PR: Printer Room:** Two printers, two plotters, and ten boxes of paper (50 pounds each).

**QA: Quality Assurance Office:** One office desk, three office chairs, one desk phone, and one desk-top computer with monitor. It may also include a lap-top computer and a coffee cup.

**S: Stairs.**

**VE: VIP Elevator:** Pass key required (the receptionist in the Main Entrance, as well as the Production Manager would have pass keys).

## SECOND FLOOR

**VIP Gallery:** A large meeting area with tables set out for refreshments. A ceiling-mounted projector shows video of Tora-Tek

products in use around the world. The walls are lined with pictures of more products, important company executives, and 1d20 awards (awards weight 1d10 pounds each).

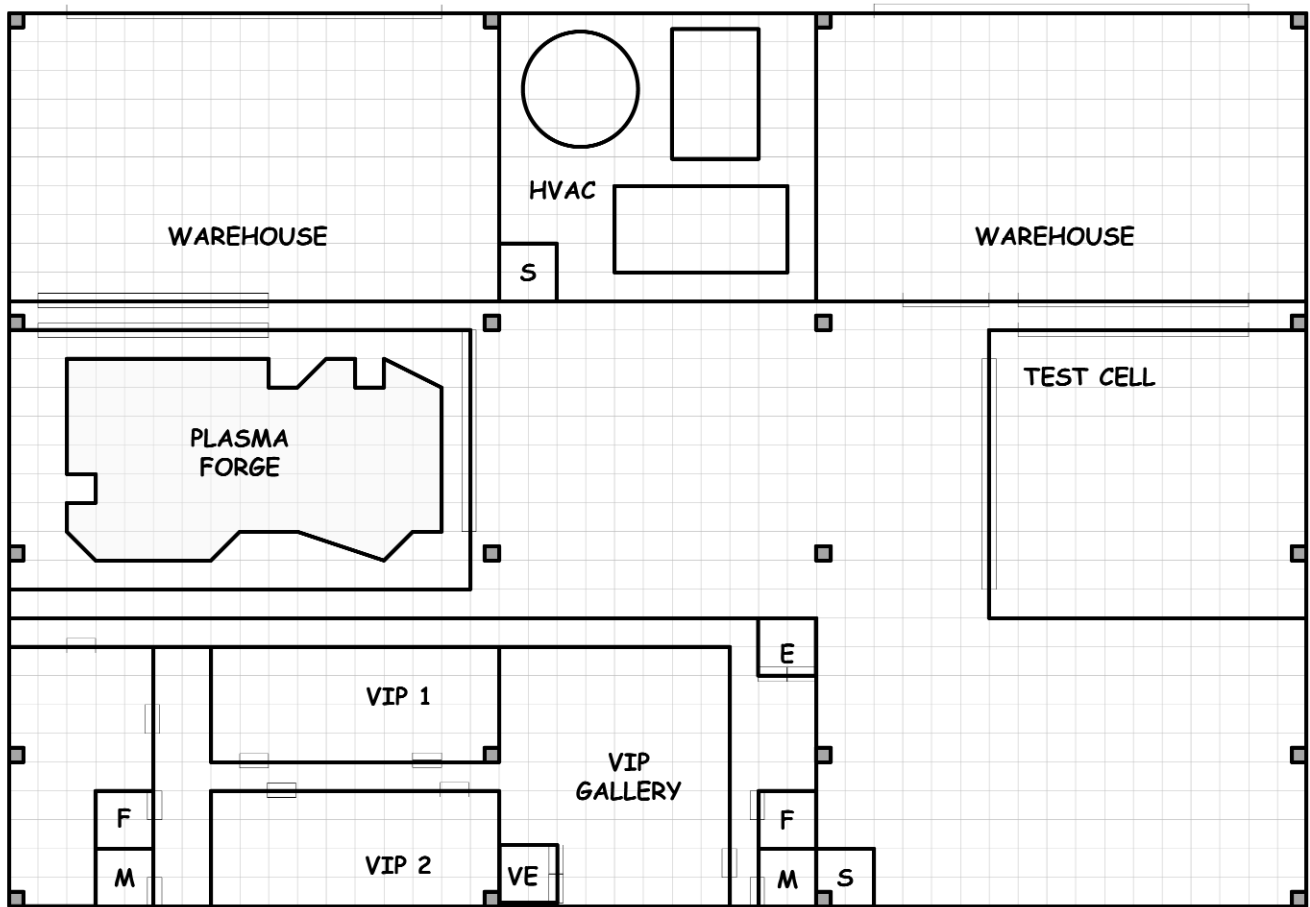
**VIP 1 and VIP 2:** These two rooms are used exclusively to impress VIP's (military and foreign officials). Each has a twenty-foot long wood table running down the center of the room (500 pounds, 10 HP), lined with ten office chairs per side. There is also a desk-top computer, monitor, and a projector.

This is either the first or second encounter with the villains. Even if the villains on board the ship are defeated, this battle will still occur. The villains are desperate aliens.

That night, the sound of explosions and police, ambulance, and fire truck sirens begin to converge at the local offices of the Tora-Tek Corporation, an international technology firm and military subcontractor. When the characters arrive, they will find the villains (Amikai and Satri) battling police. Any attempt by the characters to reason with the villains will be met with force.

Police will quickly notify the characters that there are more villains (Varlis, Rux, Adiri, and Pheydyn) inside the building. Any heroes entering the building will find injured and incapacitated civilians in Laboratory 1, and injured guards in Laboratory 1 and Security Point 1. Other civilians will be trying to escape. (Stats for civilians can be found in Villains and Vigilantes: The Citizen Report SKU2031a, or Second-Hand Bookshop,





TORA-TEK USA - 2<sup>ND</sup> FLOOR    □ = 5'

an action map available as a free download on the FGU web site.)

The villains will be in the Test Cell, where Adiri will be carrying a large, cylindrical item (HTSC coil). The villains will all fight to protect Adiri and her cargo.

Before any villains can be incapacitated, they will manage to escape thanks to Rux. If the villains manage to defeat the heroes in this first encounter, they will simply leave them and exit the area using Rux. All villains, those inside and those outside the Tora-Tek building, will teleport out at the same time.

If the crew of the Whisper ship has been defeated, the Tora-Tek group will teleport onto the ship. Rux will then teleport the defeated villains back onto the ship (if they were removed), and any restraints will be removed. The Whisper Ship will then speed off to the west. Any characters on the ship when the villains teleport on will have to fight or flee. If defeated, the character will be taken prisoner on the ship. Bound, gagged, and guarded at all times.

## 1.3 POST BATTLE

Whether the first battle takes place the Centerville High, or at Tora-Tek, there will probably be some injured civilians, police, firefighters, etc... Characters who drop everything to help the wounded may receive some Charisma bonus (GM's option, but not helping will no doubt harm the hero's Charisma score at some later date).

After the initial battle characters will be approached by police, as well as by a local TV news crew. The reporter, the attractive Shelly Marks, will conduct a live interview. If this is the characters' first adventure, Shelly will ask the basic questions:

- Vigilante Name?
- Powers?
- How they liked working with the established characters (if any)?

For those characters already established she will ask about how the battle went, if they recognized any of the villains, what, if anything was taken from the facility, and how any new heroes are working out. She will then ask the nearest vigilante if he or she believes the arrival of the unidentified villains could be connected to the bright object seen in the sky earlier that day.

As the interview wraps up, the characters will be approached by Koniji and her animated servant Proxima.

## 1.4 THE GALACTIC POLICE

Koniji will display a holographic badge and introduce herself as Special Officer Koniji Hirakarini of the Galactic Police. She will introduce the woman with her simply as "Proxima." She will begin showing the heroes

holographic images of humans and aliens, and will ask if any were involved in the battle (she will show all of the villains contained in this adventure – any villains not used by the GM will simply not be with the group on Earth, or may be elsewhere on the planet).

Koniji will not stick around after any battle at the Whisper Ship. She does not have the resources to watch the ship and track down the remaining villains. She slips high-tech hand-cuffs onto the villains, which will act as “paralysis devices,” keeping the villains immobilized.

At Tora-Tek, she will ask what, if anything, was taken. While police do not yet know, a paramedic flags down the heroes and says one of the injured is asking for them (either “one of the heroes” or the established character with the highest Charisma).

The man, Doctor Winston Curtis, is gravely injured, but manages to tell them that the villains took several “High Temperature Super Conducting Coils” intended for military testing of the Navy’s new ship mounted coil gun. They wanted more of them, but the facility only had two available. When Dr. Curtis was not able to produce more coils, Pheydyn began beating him until one of his lab assistants told them they could get more at one of Tora-Tek’s Japanese facilities, in Yamanashi prefecture. No further information will be available from the doctor, as he will lapse into unconsciousness and EMT’s will rush him into a waiting ambulance.

Koniji will ask if Japan is on Earth. She will then state that she must go there and asks if any of the heroes would go with her. She will tell Proxima to “make ready,” and Proxima will apparently teleport away, quickly replaced by Koniji’s ship, which will hover several feet above the ground.

## PROXIMA (SHIP MODE) MAP KEY

**Helm Controls:** This collection of buttons, levers, and displays allow a pilot to operate the ship. These controls are locked and may only be operated by Koniji

**Stasis Tubes:** Used to hold prisoners in a form of suspended animation. (These tubes are sent to a pocket dimension when Proxima in not in Ship Mode)

**Sleep Tubes:** Horizontal tubes, just large enough for one occupant. These tubes automatically induce a deep, restful sleep on the occupant.

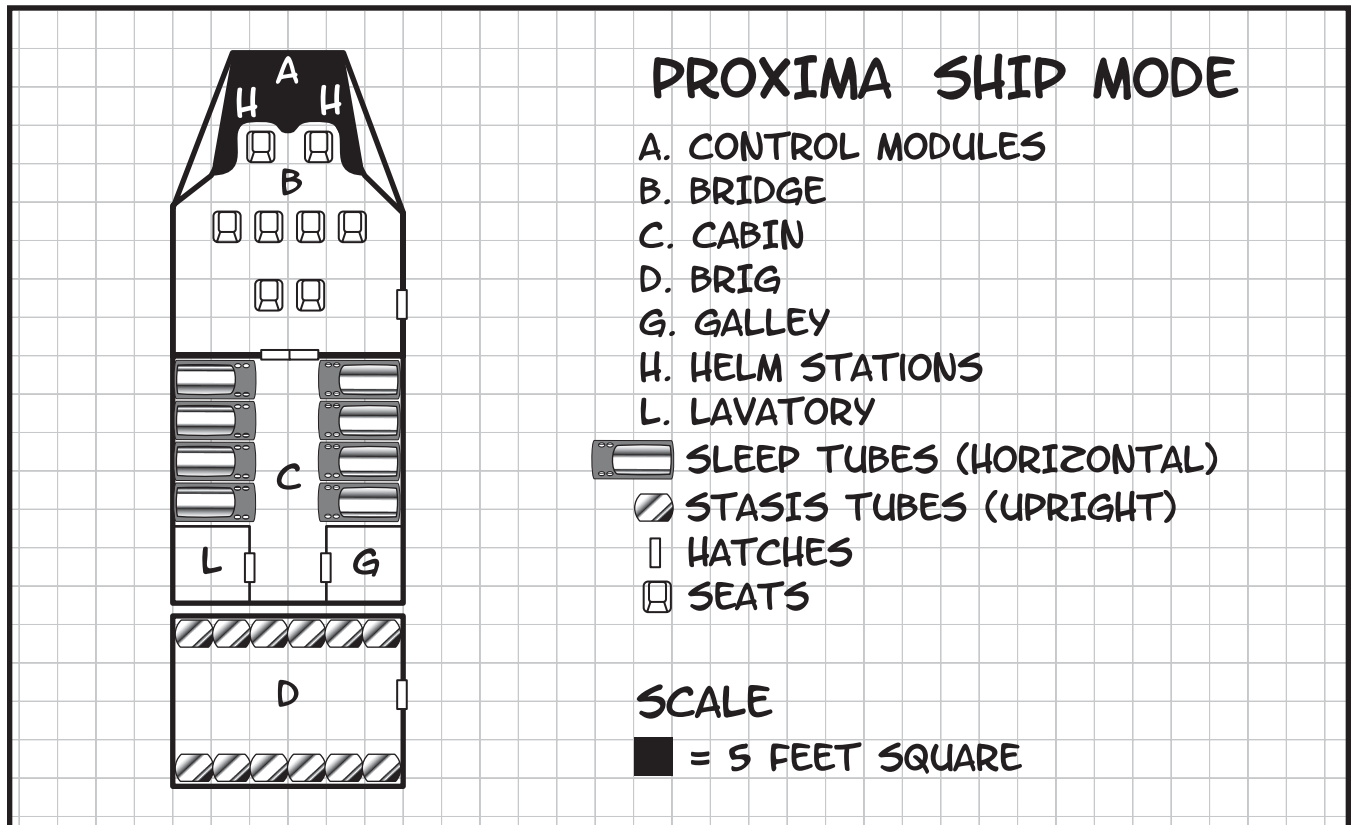
**Galley:** Where occupants can get a nice snack or tasty beverage.

**Lavatory:** Where occupants can get rid of snacks and beverages.

The ship is strangely devoid of anything that could be used as a weapon.

Koniji will guide the heroes to her small space craft. Once everyone is in, she will depart for Japan. Enroute characters may ask Koniji questions. Keep in mind that the trip would last an hour at most.

- No she’s not married or seeing anyone
- No she is not “interested” in any of the characters
- Proxima is the ship.
- Proxima is her partner and her ship. Any other questions about Proxima will be answered bluntly; “None of your business,” or words to that effect.
- Her home world is an artificial habitat called Autumn-Height.
- The galactic police force is a branch of the galactic government (the



United Galactic Confederation).

- There are about 12,000 races and nearly ten times as many inhabited worlds in the Confederation.
- Aliens do not officially visit Earth because it is on the "NO ACCESS" list – she doesn't know why, and does not particularly care. She would have arrived sooner, but had to acquire special clearance from her superiors to enter the Earth system.
- She is on Earth tracking a group of criminals, wanted for crimes ranging from traffic violations to murder to attempting to overthrow the galactic government.
- They stole a "whisper ship" (stealth ship), but Koniji managed to damage it when it stopped to refuel in the Earth system.
- The coils are probably for the Star-drive system. Earth coils are limited in capacity, but would allow the villains to continue running from the police until they find another ship to steal.
- She did not call for backup, so no more police are likely to show up.

## KONIJI

### Special Officer Koniji Hirakarini (Normal)

Identity: Koniji Hirakarini      Side: Good  
Sex: Female      Level: 4  
Age: 25      Training: Endurance

#### Powers:

1. Heightened Intelligence B: +13
  2. Heightened Attack: +4
  3. Natural Weaponry: +3 Accuracy, +6 Damage in all unarmed HTH combat.
  4. Animated Servant: Proxima
  5. Weapon: Energy Pistol: +2 Accuracy, 1d10 Damage, 60" Range
- Weakness: Special Requirement - As a Special Officer of the Galactic Police, Koniji has been conditioned to never break any section of the Unified Code of Galactic Law (see V&V rulebook pages 34-37). She is also compelled to obey the orders of her superiors.

Weight: 96	Basic Hits: 2
Agility Mod: +2	Strength: 13
Endurance: 11	Agility: 12
Intelligence: 26	Charisma: 13
Reactions from Good: +1	Evil: -1
Hit Mod: 2.34	Hit Points: 5
Damage Mod: +3 (+9 HTH)	Healing Rate: 0.5
Accuracy: +1 (+4 HTH)	Power: 62
Carrying Cap.: 148	Basic HTH: 1d4
Movement Rate: 36" turn	
Detect Hidden: 18%	Detect Danger: 22%
Inventing Points: 10.4	Inventing: 78%

### Special Officer Koniji Hirakarini (Armor)

#### Powers:

1. Heightened Intelligence B: +13
2. Heightened Attack: +4
3. Heightened Strength: +13
4. Armor B: ADR=54
  - a. Wings: +3 Agility, Speed = 36"/turn
  - b. Heightened Endurance B: +20.
  - c. Heightened Senses: x2 Detect Hidden and Detect Danger.
  - d. Power Blast: 22" Range, 1d20 Damage, 20 shots

Weakness: Special Requirement - As a Special Officer of the Galactic Police, Koniji has been conditioned to never break any section of the Unified Code of Galactic Law (see V&V rulebook pages 34-37). She is also compelled to obey the orders of her superiors.

Weight: 96      Basic Hits: 2

Agility Mod: +2  
Endurance: 31  
Intelligence: 26  
Hit Mod: 18.24  
Reactions from Good: +1  
Damage Mod: +3 (+9 HTH)  
Accuracy: +2 (+6 HTH)  
Carrying Cap.: 930  
Movement Rate: 69" turn / 36" flying  
Detect Hidden: 36%  
Inventing Points: 10.4

Strength: 26  
Agility: 15  
Charisma: 13  
Hit Points: 37  
Evil: -1  
Healing Rate: 0.9  
Power: 98  
Basic HTH: 1d8  
Detect Danger: 44%  
Inventing: 78%



**Origin & Background:** Special Officer Koniji was raised on the artificial world of Amber-Height (making her of the Ambiri race). From a very young age, she has been conditioned to be an Officer in the Galactic Police, a task at which she excelled. After graduation from the Academy, she quickly rose to the rank of Special Officer, and was bonded to her Proxima unit. She now patrols an area of several cubic parsecs, keeping the peace in her corner of the vast Galactic Confederation.

When merged, Koniji and Proxima become a single entity, sharing powers and abilities. While Koniji loses access to her energy pistol when the two are joined, she gains Power Blast capability. Proxima still behaves as normal armor, but her increased Strength, Endurance, and Power augment Koniji's for as long as they are joined.

**Combat Tactics/M.O.:** For baseline races (those without powers) Koniji will normally fight without armor, using either her knowledge of martial arts, or her Energy Pistol to subdue suspects. In these instances, Proxima serves as a partner or as back-up. For non-baseline races



(those with inherent powers), or those criminals who have artificially derived powers (mutations, bionics, etc...) she will convert Proxima to armor mode, and use their combined firepower, strength, and toughness, to subdue and capture suspects. Well trained and disciplined, Koniji rarely uses more force than necessary to do the job.

## PROXIMA

### Proxima (Normal)

Identity: Proxima

Sex: Female (appearance only)

Age: 5

Side: Good

Level: 4

Training: N/A

### Powers:

1. Android Body: 50% human in appearance, 36% damage repair (\*see Heal Rate for rate of repair.)

a. Heightened Endurance B: +20

b. Body Power: Arm may become Auto Energy Rifle Accuracy +3, 1d12 Damage, 55" Range

2. Wings: Agility +3, Speed = 36"/turn

3. Transformation: Weaker Form (from Koniji's Armor to android)

Weight: 96

Agilit Mod: +2

Endurance: 31

Intelligence: 5

Reactions from Good: 0

Hit Mod: 6.08

Damage Mod: -1

Accuracy: 0

Carrying Cap.: 930

Movement Rate: 68" turn / 36" flying

Detect Hidden: 8%

Inventing Points: N/A

Basic Hits: 2

Strength: 26

Agility: 11

Charisma: 10

Evil: 0

Hit Points: 13

Healing Rate: 1.8\*

Power: 73

Basic HTH: 1d8

Detect Danger: 20%

Inventing: N/A

### Proxima (Ship Mode)

Weight: 186,000 lbs

Passengers: 1+7 (+12 in stasis)

Speed: Mach 5 / Hyper-flight 5 x light speed

ADR: 54

HP to Disable: 930

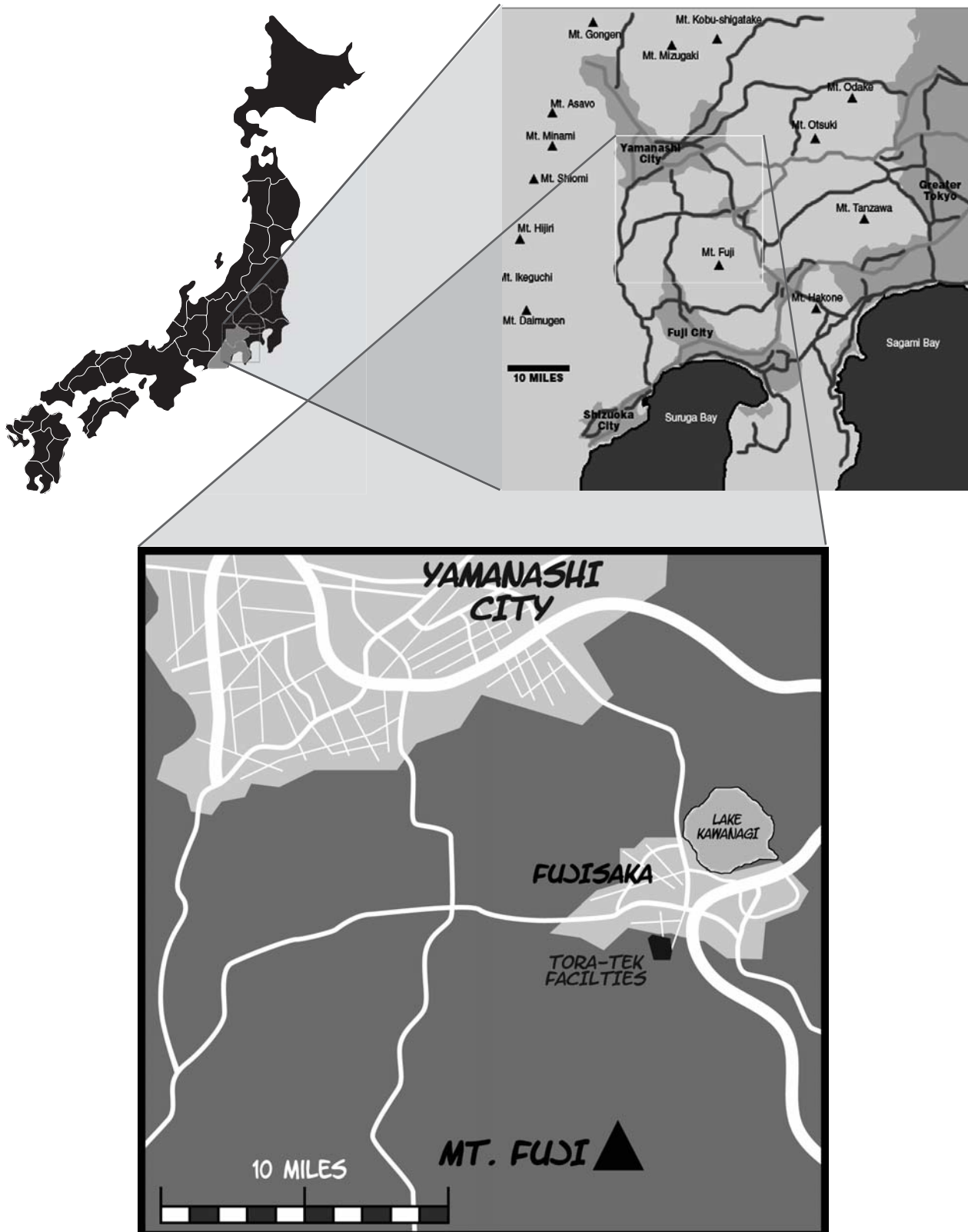
HP to Destroy: 3,720

Weapon: Power Blast. 60" Range, 1d20 Damage.

Transformation: Weaker Form – see Koniji (Armor)



## 2. JAPAN (Fujisaka)



## 2.1 TORA-TEK (Nippon)

Since the Tora-Tek Research and Development Building, Number Sixteen was intended to replicate the work being done in Building 800 back in Centerville, it was designed to approximate the older building's layout. Like Building 800, R/D 16 is made from one-foot thick brick, and is surrounded by a four meter (twelve-foot) tall electrified fence. All entrances into the fenced area are covered by guard houses. The parking structure is four levels high and is made from one foot thick, reinforced concrete, similar to the administration building. Trees on the property are approximately thirty feet in height. Unlike the Centerville building, R/D 16 workers park in the nearby parking structure; a walkway leads from the structure to the main entrance. The Koi Pond is two feet deep.

Although the layout is somewhat different, the R/D 16 building has the same features (and symbols) as Building 800, with the following additions:

EE: Employee Entrance

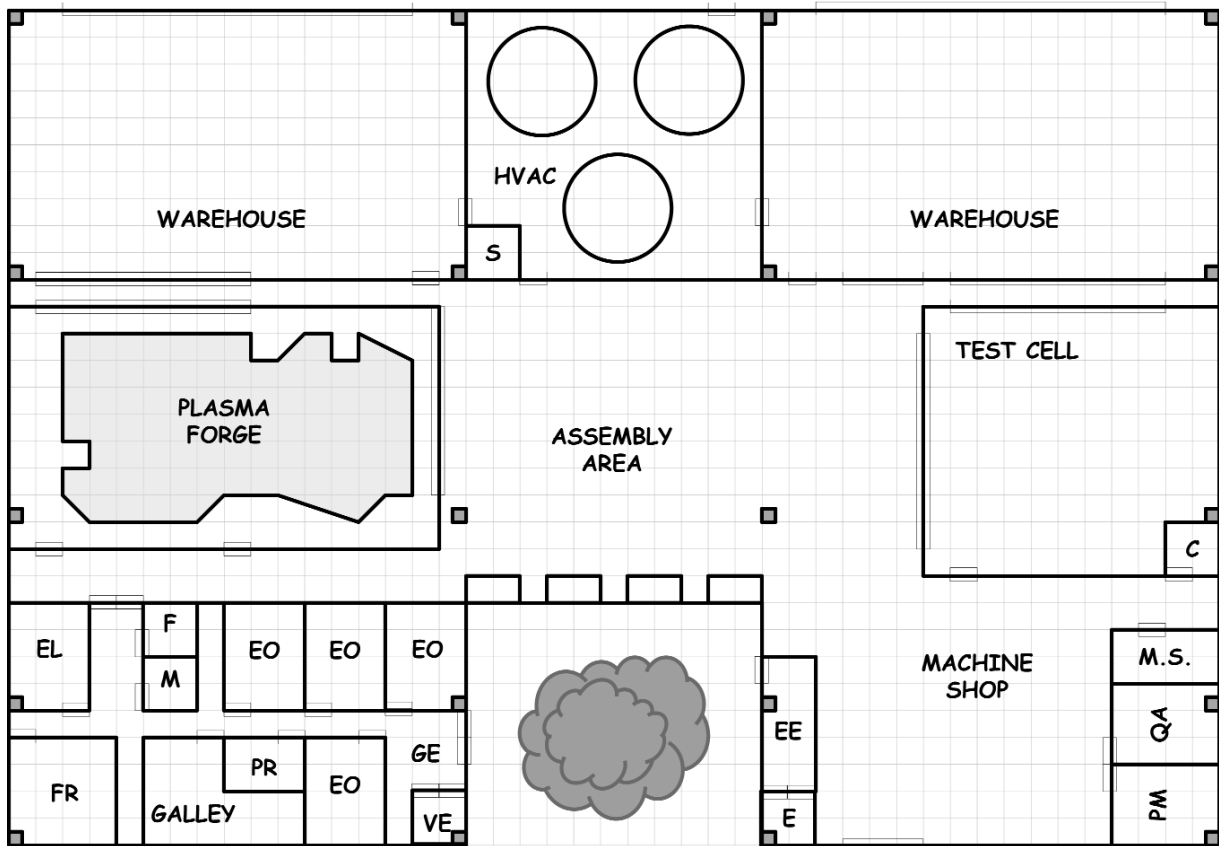
VE: VIP Entrance

GE: Guarded Entry – One office desk, one desk phone, one office chair, one desk-top computer with monitor.

Upon arriving in Japan, the characters should immediately begin seeking the Tora-Tek facility [see maps]. The more precise location is the

city of Fujisaka on the shore of Lake Kawanagi. Unfortunately, the villains have arrived ahead of the heroes. The scene at the Tora-Tek (Nippon) facility is similar to that back in the States. There are, however, a few differences that become evident.

- It's mid-day.
- The local police are performing crowd control; keeping civilians away from the combat area, and helping injured to get to waiting rescue vehicles – they are not involved in fighting the villains.
- The villains are being engaged by local Vigilantes (see "Armor Dolls" below).
- The same group of villains is involved using almost identical tactics (Satri and Amikai outside, Var'os, Rux, Adiri, and Pheydyn inside). Koniji sets her ship down near the battle, and as soon as everyone is out of the ship, Proxima transforms into Koniji's battle armor. This battle will be different than the first. With the added help of Koniji and the Nippon Heroes, and the player-heroes' familiarity with the villains, the heroes should not have much difficulty preventing the villains from getting their hands on the coils. During the battle, Koniji and the Armor Dolls will basically assist "weaker" player-heroes. The villains will take a beating, but if any villain gets below one-half maximum HP or Power, Rux will immediately teleport her entire team away.



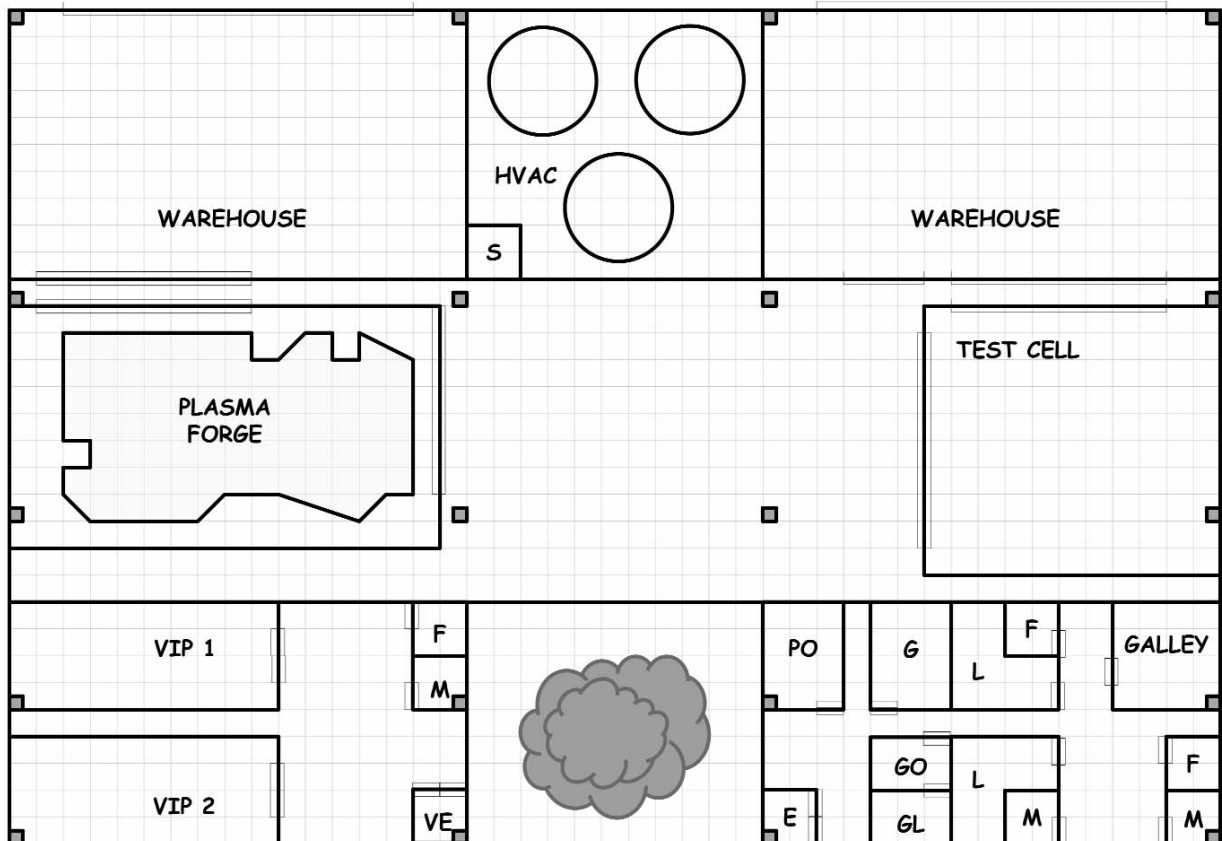
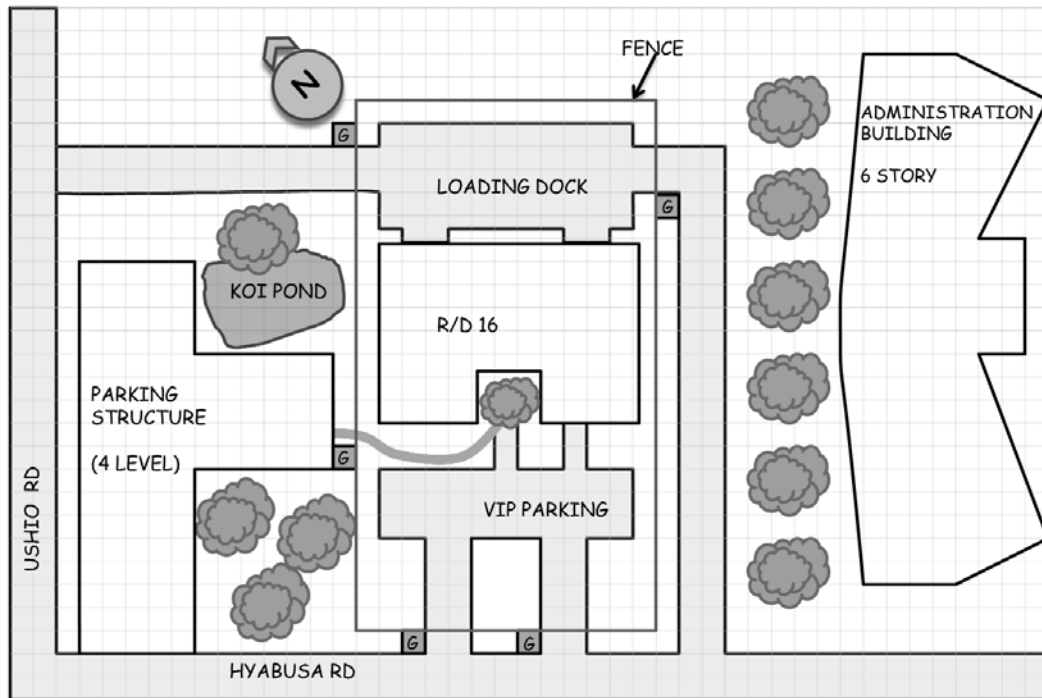
TORA-TEK NIPPON - 1<sup>ST</sup> FLOOR

□ = 5'



TORA-TEK NIPPON and surrounding area

□ = 25' feet square

TORA-TEK NIPPON - 2<sup>ND</sup> FLOOR

□ = 5'

# TORA-TEK FACILITIES

## EQUIPMENT, FURNISHINGS AND FIXTURES

The following data refers to the items found commonly in all the Tora-Tek facilities in Japan and the United States. This table is presented in place of listing each item repeatedly in the description of each room in which it may appear.

ITEM	MATERIAL	WEIGHT	HP	Height	Length	Width
Chair, Galley	Steel/Wood	10	1	3	1.5	1.5
CNC Milling Machine	Machinery	800	16	6	6	4
Coffee cup	Glass	1	1	0.5	0.25	0.25
Coffee pot	Glass	1	1	0.75	0.75	0.75
Computer, Desk-top	Electronics	15	1	2	1	0.5
Computer, Lap-top	Electronics	5	1	0.25	1	1
Desk Chair	Steel / Plastic	20	1	3	1.5	1.5
Desk Phone	Electronics	2	1	0.5	0.75	0.75
Desk Top Monitor	Electronics	5	1	1.5	1.5	0.25
Dolly	Steel	500	10	1	6	4
Drawer, Galley	Wood	5	1	0.5	2	1
Drill Press	Machinery	200	4	6	2	2
Drum, Ceramic Sand	Steel	500	10	3	2	2
Drum, Empty	Steel	50	1	3	2	2
Drum, Tungsten Pellets	Steel	1000	20	3	2	2
File Cabinet	Steel	200	4	4	3	2
Hand Dryer	Machinery	25	1	1	1.5	1
I-Beam	Steel	150/ft	2	1	1	1
Locker	Steel	50	1	6	1	1
Metal Lathe	Machinery	300	6	3	6	2
Office Desk	Steel	150	3	3	5	3
Oven, Microwave	Machinery	25	1	2	2	2
Plotter	Electronics	200	4	4	4	2
Printer	Electronics	200	4	4	6	2
Printer, Desk	Electronics	25	1	1	1	1
Projector	Electronics	10	1	0.5	1	1
Refrigerator	Machinery	300	6	5	3	3
Restroom Divider/Door	Steel	25	1	4	4	0.1
Sink	Plastic	25	1	4	1.5	1.5
Sink, Galley	Stainless Steel	20	1	4	1.5	1.5
Snack Machine	Machinery	250	5	6	3	3
Soda Machine	Machinery	300	6	6	3	3
Stadium Bench	Wood	50	1	0.3	25	1
Stove	Machinery	150	3	4	3	3
Table, Galley	Steel/Wood	50	1	3	3	3
Test Table	Steel	1000	20	3	6	8
Test Unit	Machinery	500	10	5	6	2
Toilet	Plastic	50	1	3	1.5	1.5
Tool Box, Large	Steel	400	8	4	4	2
Tool Box, Medium	Steel	200	4	3	3	2
Tool Box, Small	Steel	100	2	2	2	1
Tool Tote	Plastic	50	1	1	1.5	0.75
Tungsten Pellet	Tungsten	12	1	0.25	0.25	0.25
Vice	Steel	20	1	0.75	1	1
Work Table	Steel/Wood	100	2	3	4	3

## 2.2 POST BATTLE II

After the villains flee, the Armor Dolls will immediately begin helping injured workers. Once the injured are seen to, Koniji will congratulate the heroes, being sure to point out any particularly good tactics or attacks, and thank them for their help. The Armor Dolls will also begin chatting with the Gaijin heroes. Cover the basics, names, powers, etc... The Armor Dolls do speak fair English, and Koniji and Proxima can translate. Of course there will be the normal reaction rolls. Should an Armor Doll fail a reaction roll, nothing will happen. They will not simply attack the foreigners. Also note that a foreign hero attacking a Japanese hero could be considered an "International Incident," and would have pronounced negative effects upon Charisma stats or worse. The GM should use Koniji to diffuse any ugly situations. As the player-heroes emerge from the damaged building they will be met by NNN (Nippon News Network) on-air reporter, Miss Tsuzumagi Akane (family names come first in Japan and throughout Asia). She is, apparently, very excited to interview the foreign super-heroes. She will politely interview the Armor Dolls first, and then move on the Americans, asking:

- Vigilante Name?
- Powers?
- Why have they come to Japan?
- Do they like Japan?
- How they liked working with the Armor Dolls?
- What can they tell her about the villains?

During the interview, Koniji will remain in her armor, and will claim to be an American of Japanese descent. She will not give much information. Once the interview is complete, Ms. Tsuzumagi will thank all of the heroes for their work and sign off.

## THE "ARMOR DOLLS"

As with the case of Koniji's armor, all the Armor Dolls possess similar technology embedded in their armors sensory equipment that doubles the Detect attributes in their stats.

### ARMOR DOLL: LIGHTNING

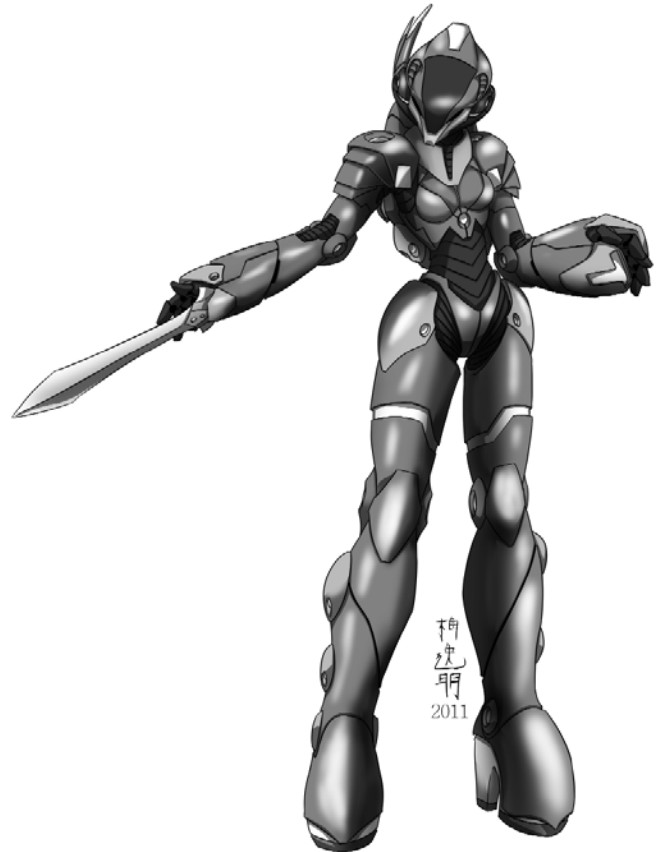
Identity: Unknown	Side: Good
Sex: Female	Level: 4
Age: Unknown	Training: Endurance

#### Powers:

1. Armor B: ADR=101.
  - a. Paralysis Ray: Range = 26", 15 shots.
  - b. Heightened Strength: +14.
  - c. Energy Sword (Vibratory Power Carrier Attack): Range = HTH, Accuracy +2, Damage = HTH +1d6 (+2d8 for Vibe Attack with a 46% chance target will be destroyed on special attack). 10 Vibe Attack charges. Once charges are depleted, weapon performs as a normal sword.
2. Heightened Intelligence B: +18.
3. Heightened Charisma A: +10.

Weight: 95  
 Agility Mod: +2  
 Endurance: 16  
 Intelligence: 35  
 Hit Mod: 7.5816  
 Reactions from Good: +4  
 Damage Mod: +5  
 Accuracy: +1  
 Carrying Cap.: 654  
 Movement Rate: 51" turn  
 Detect Hidden: 48%  
 Inventing Points: 14

Basic Hits: 2  
 Strength: 23  
 Agility: 12  
 Charisma: 21  
 Hit Points: 16  
 Evil: -4  
 Healing Rate: 0.8  
 Power: 86  
 Basic HTH: 1d8  
 Detect Danger: 56%  
 Inventing: 105%



**Origin & Background:** Whoever Miss Lightning is, she is a very capable fighter. The apparent leader of the Sentai (strike team) Armor Dolls, she is believed to have designed and built all five armor suits. She apparently worked solo for a period of several months (there is some disagreement on when she first appeared), before being joined by the remaining four Armor Dolls. The exact reason for developing these suits is as much a mystery as the identity of the pilots, but they have been witnessed in battles against what are believed to be Agency operatives, as well as known agents of Intercrime.

**Combat Tactics/M.O.:** Armor Doll: Lightning, uses her Paralysis device to eliminate targets as quickly as possible, switching to her energized sword when facing hardened or mechanical targets. She is a good fighter, and works well with her fellow Armor Dolls, who seem to share a pack mentality, working together to bring down the greatest threat before moving on to the next target.

### ARMOR DOLL: THUNDER

Identity: Unknown	Side: Good
Sex: Female	Level: 3
Age: Unknown	Training: Endurance

#### Powers:

1. Armor B: ADR=90
  - a. Heightened Strength B: +15.
  - b. Flight: 112 mph, 4 hour duration.
  - c. Power Blast Device: Range = 12", Damage = 1d20, 18 shots.
2. Heightened Intelligence A: +11.

Weight: 90  
 Agility Mod: +2  
 Endurance: 9  
 Intelligence: 22  
 Hit Mod: 3.136  
 Reactions from Good: +0  
 Damage Mod: +3  
 Accuracy: +2  
 Carrying Cap.: 225  
 Movement Rate: 40" turn ground / 112 mph flying  
 Detect Hidden: 32%  
 Inventing Points: 6.6

Basic Hits: 2  
 Strength: 16  
 Agility: 15  
 Charisma: 11  
 Hit Points: 6  
 Evil: -0  
 Healing Rate: 0.5  
 Power: 62  
 Basic HTH: 1d4  
 Detect Danger: 40%  
 Inventing: 66%



**Origin & Background:** Like Lightning, Armor Doll: Thunder's identity is a total mystery at this point. She was apparently recruited by Armor Doll: Lightning very soon after Lightning started her career as a vigilante. Like all the Armor Dolls, Thunder appears to be extremely loyal to Lightning (never has to make a loyalty check). One wonders how far this loyalty can be pushed.

**Combat Tactics/M.O.:** Armor Doll: Thunder, uses her power Blast device to pummel targets, while providing air support for her fellow Sentai members. Thunder is extremely loyal to her friends. When a fellow Armor Doll is in trouble during a battle, it seems as though Thunder is always the first to come to her aid.

## ARMOR DOLL: TYPHOON

Identity: Unknown  
 Sex: Female  
 Age: Unknown

Side: Good  
 Level: 3  
 Training: Strength

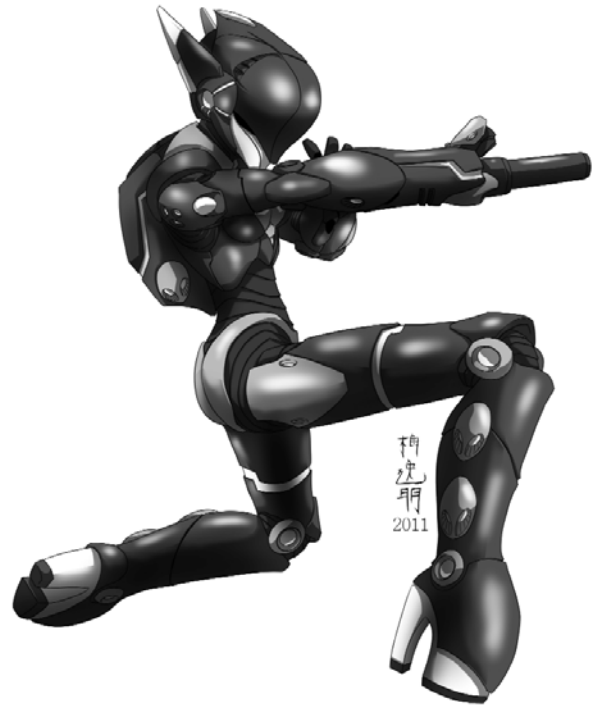
### Powers:

1. Armor B: ADR=65.
  - a. Heightened Speed: +890"/turn, +30 Initiative.
  - b. Heightened Strength B: +18.
  - c. Auto Energy Rifle: +3 Accuracy, Damage = 1d12, Range = 140", 2 x 20-round clips.
2. Heightened Agility A: +15.

Weight: 100  
 Agility Mod: +2  
 Endurance: 13  
 Intelligence: 18  
 Hit Mod: 11.2112  
 Reactions from Good: +0  
 Damage Mod: +4  
 Accuracy: +5  
 Carrying Cap.: 1163  
 Movement Rate: 959" turn  
 Detect Hidden: 28%  
 Inventing Points: 5.4

Basic Hits: 2  
 Strength: 28  
 Agility: 28  
 Charisma: 9  
 Hit Points: 23  
 Evil: -0  
 Healing Rate: 0.6  
 Power: 87  
 Basic HTH: 1d10

Detect Danger: 36%  
 Inventing: 54%



**Origin & Background:** Like Lightning, Armor Doll: Typhoon's identity is a total mystery at this point. She appears to have been recruited at roughly the same time as Armor Doll: Thunder. Like all the Armor Dolls, Thunder appears to be extremely loyal to Lightning (never has to make a loyalty check).

**Combat Tactics/M.O.:** Armor Doll: Typhoon, is a blur in battle. With her stellar Initiative, high speed, and extreme agility, she normally gets in several attacks before her opponent can even figure out she's there. Although she uses her arm-mounted auto-rifle to good effect, she has no fear of going Hand-to-Hand with an opponent. She will also resort to throwing heavy objects (like small cars) at her targets, and using lamp poles as clubs. Perhaps the only drawback to Typhoon is that her armor seems to be somewhat lighter than the other Doll's (perhaps necessary to achieve such high running speeds).



## ARMOR DOLL: CYCLONE

Identity: Unknown      Side: Good  
 Sex: Female      Level: 3  
 Age: Unknown      Training: Intelligence

### Powers:

- Armor B: ADR=95.
  - Heightened Speed: +710"/turn, +24 Initiative.
  - Heightened Strength B: +13.
  - Power Blast Device (carrier attack only): Damage = HTH +1d20, Range = HTH, 20 charges.
- Heightened Agility A: +10.
- Heightened Endurance A: +16.

Weight: 102	Basic Hits: 3
Agility Mod: +2	Strength: 27
Endurance: 28	Agility: 19
Intelligence: 11	Charisma: 11
Hit Mod: 14.212	Hit Points: 43
Reactions from Good: +0	Evil: -0
Damage Mod: +2	Healing Rate: 2.4
Accuracy: +3	Power: 85
Carrying Cap.: 1147	Basic HTH: 1d10
Movement Rate: 784" turn	
Detect Hidden: 16%	Detect Danger: 24%
Inventing Points: 3.3	Inventing: 33%



**Origin & Background:** Not surprisingly, Armor Doll: Cyclone's identity is a total mystery at this point. She appears to have been recruited at roughly the same time as Armor Doll: Thunder. Her armor is also very similar to that of Typhoon. Like all the Armor Dolls, Thunder appears to be extremely loyal to Lightning (never has to make a loyalty check).

**Combat Tactics/M.O.:** Armor Doll: Cyclone, like Typhoon is a blur in battle. Although not as fast as Typhoon, she appears to have slightly thicker armor, which is fortunate as her armor incorporates no known ranged attack. Instead she is able to impart a Power Blast-like attack

into her punches, the results of which are, to say the least, shocking. In combat, Cyclone dances about, dodging incoming attacks until she spots an opening. When a ranged attack is required, Cyclone has been known to throw anything from rocks to motorcycles at her enemies, with rather impressive results.

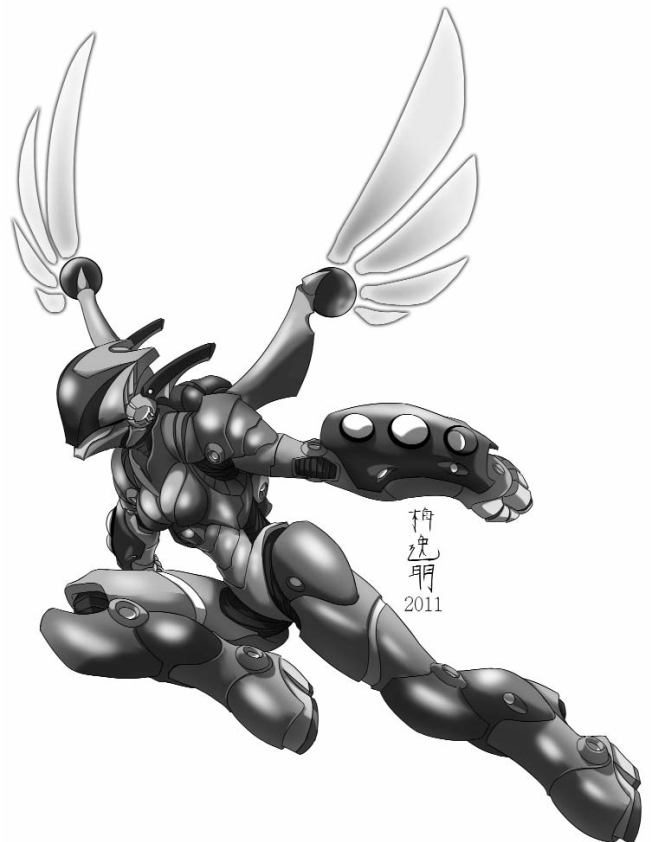
## ARMOR DOLL: BLIZZARD

Identity: Unknown      Side: Good  
 Sex: Female      Level: 3  
 Age: Unknown      Training: Endurance

### Powers:

- Armor B: ADR=109.
  - Wings: +3 Agility, Speed = 91"/turn, 2 hour flight time.
  - Heightened Strength B: +20
  - Light Control: Range = 30", 2d8 Damage, 20 shots.
- Heightened Charisma B: +9.
- Heightened Defense: -4 to be hit.
- Heightened Attack: +3 to hit.

Weight: 90	Basic Hits: 2
Agility Mod: +2	Strength: 30
Endurance: 10	Agility: 15
Intelligence: 15	Charisma: 15
Hit Mod: 4.608	Hit Points: 10
Reactions from Good: +2	Evil: -2
Damage Mod: +2	Healing Rate: 0.5
Accuracy: +2 (+5)	Power: 70
Carrying Cap.: 1260	Basic HTH: 1d10
Movement Rate: 55" turn / 91" flying	
Detect Hidden: 24%	Detect Danger: 32%
Inventing Points: 4.5	Inventing: 45%



**Origin & Background:** Another mystery, Armor Doll: Blizzard appears to be the last member to join, she also appears to be the strongest, and the most heavily armored. She is also the most aggressive of the group, appearing to truly enjoy battle. Though still totally loyal to Armor Doll: Lightning, she has shown a tendency to use force out of proportion to the task.

**Combat Tactics/M.O.:** Armor Doll: Blizzard, enters battle from above, trying to sweep a path for her ground-based sisters. As the strongest, and most heavily armored of the quintet, she has no fear of dropping into the middle of a fight and pounding her target with her fists. She relies heavily upon her thick armor and her ability to dodge incoming attacks for survival in such situations.

## 2.3 THE MAN IN BLACK

Many of the heroes may elect to go in search of the villains. Before the last one leaves, however, an official-looking black sedan will pull up to the building and a man in a black suit and dark sunglasses will step out. As he approaches, one of the Armor Dolls will mutter, "Department-88 has arrived."

The man, who refuses to identify himself, but is Department-88 Bushi (Field Agent) Yamada, will walk up to the nearest hero and appear to study him or her for a moment.

"Americans?" he asks with a smile. He will then begin speaking with Armor Doll "Lightning," but everyone can hear. He will speak in Japanese, but Koniji can give a running translation. Yamada then tells everyone that there is an energy signature unique to the Rux's power. Tora-Tek (USA and Nippon) internal security systems, along with those from Yamada's organization (Department-88) and other government resources have detected the energy signature several times over the last twenty-four hours in Centerville, again in Fujikawa, and at the summit of Mount Fuji (Fujisan, in Japanese). He will then ask the heroes what the villains were after. Once informed, he decides that all such coils should be moved to a secure facility, the name and location of which will not be disclosed.

Yamada will allow the characters as well as the NPC's access to the security video from inside the Tora-Tek facility. Video shows the villains teleporting in and the immediate activation of alarms. Obviously the facility in America warned their Japanese counterparts of the impending attack. The Armor Dolls are on the scene almost immediately. Armor Doll "Lightning" will explain that they were alerted by Tora-Tek security a few minutes before the attack (a coincidence).

Without another word, the Yamada turns his attention to securing the High Temperature Super Conducting Coils, and the Tora-Tek facility.

## 3. THE BIG BATTLE

Koniji is determined to re-capture the escaped criminals, and will head off to Mt. Fuji with the Armor Dolls after 1d6 hours (they will go even if the player-heroes don't). If the heroes elect to go to Fuji sooner, she and Proxima, along with the Armor Dolls will, go along. At, or near the summit, the villains will attempt an ambush (roll to Detect Danger). To balance the fight, Armor Dolls can be knocked out of the battle by lucky attacks by the villains, or by simple bad luck. Whatever happens, the actions of the player-heroes must have the greatest impact upon the outcome of the battle. Player-heroes may detect the whisper ship (see "Whisper Ship") – which will be at the bottom of the crater at Fuji's summit. If they do find the ship, and enter it, they will be followed by at least one villain.

**LOCATION NOTE:** The battle should take place in the crater of Mt. Fuji, which is basically a bowl, 1,200 feet deep, and 1,500 feet wide. In

What the Armor Dolls know is that the man in black is an agent from an organization called Department-88. "The Department" is a secretive branch of the Japanese government charged with keeping tabs on super-powered individuals. Department-88 has access to high technology, including armor suits similar to those of the Armor Dolls or C.H.E.S.S. Knights/Valkyries, as well as military hardware. The Department, however, seems rather small, and normally only gets directly involved in cases of a direct threat to the Japanese government. This information is mostly second hand and should be taken with a grain of salt.



real life the rim of the crater is dotted with various small buildings, but these have been omitted since they have little bearing on the final battle. GM's wishing to add more realism may feel free to do some research and add in any missing features.

### 3.1 RESOLUTION

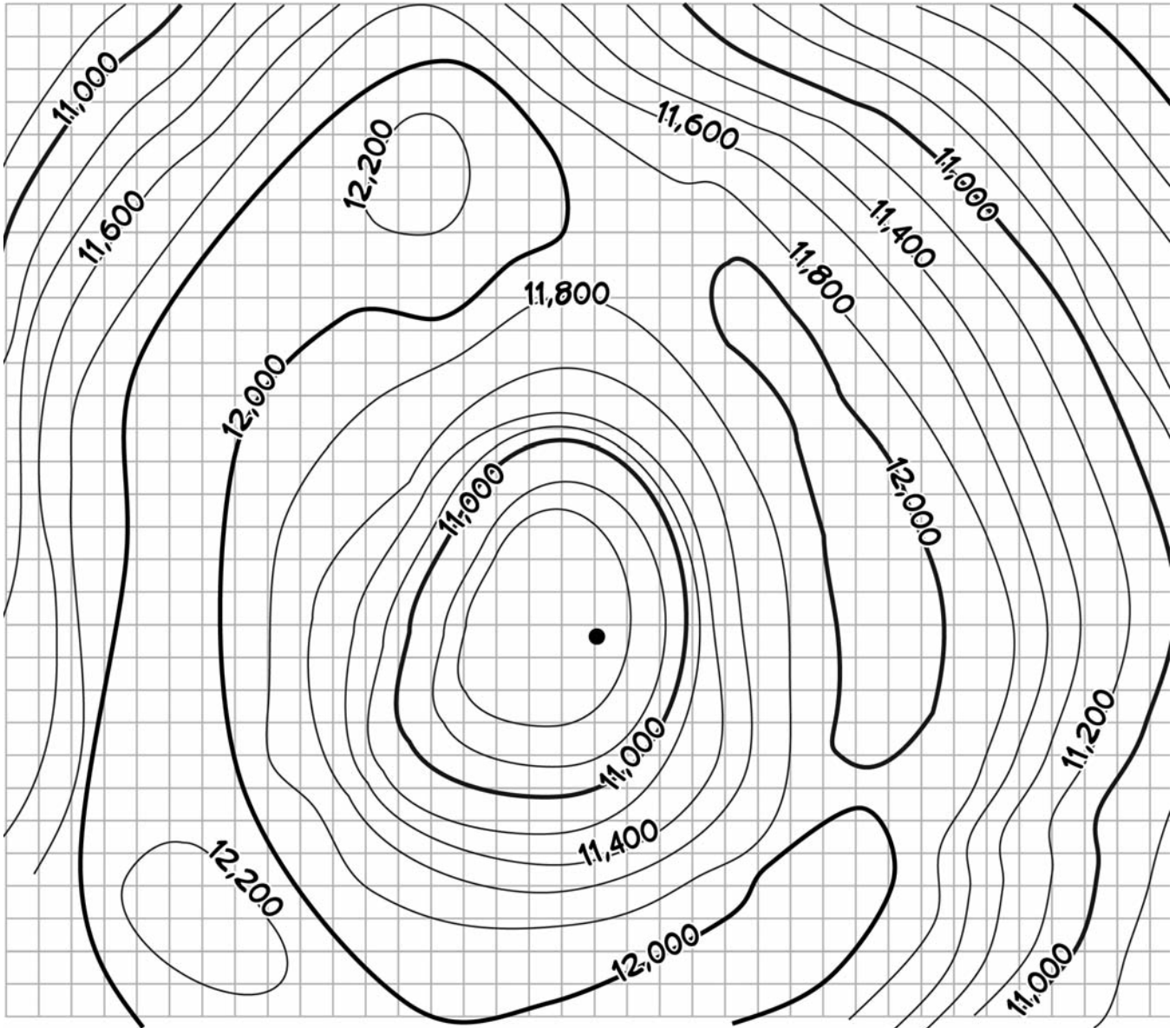
Should the heroes succeed in capturing the villains, Koniji will take them into custody aboard Proxima (ship mode). She will also send for a crew to retrieve the Whisper Ship (which she will hide to keep the technology from falling into human hands). The stolen High Temperature Superconductor Coil stolen from the Tora-Tek facility in Centerville will be retrieved and delivered to the Tora-Tek Nippon facility.

Should one or more of the villains escape, they will be trapped on

# MT. FUJI

CONTOUR ELEVATIONS SHOWN IN FEET  
CONTOURS INCREMENT 200 FEET UNLESS MARKED

■ = 100 FEET SQUARE  
● = LOCATION OF WHISPER SHIP



Earth and will, most likely, re-appear in later adventures. Of course it is possible for the heroes to completely fail, and for the villains to escape Earth. If that is the case, it simply becomes a matter for the Galactic Police. Koniji will not be happy, but she is really no worse off than she was at the beginning of the adventure.

Regardless of the outcome, Koniji and Proxima will thank all the Earth heroes for the assistance before stating her farewells and departing Earth – she is in a bit of a hurry to deliver her villainous cargo, and will not be able to transport them back to Centerville.

The Armor Dolls will also thank the heroes for their help, and may even invite them to share a night on the town to celebrate their new

friendship. The Yamada will show up at some point, either while the heroes are celebrating, or just prior to their departure from Japan. He will provide each of the heroes with a credit-card-sized touch-screen device. He will thank the heroes for their efforts, and explain that his employer and the Japanese government look forward to working with them again. Upon touching the screen, the Department-88 logo will appear.

Lastly, if none of the heroes can provide transport for their return home, Department-88 will provide civilian clothes and first class airline tickets for the return trip. Of course, the player-heroes are welcomed to a vacation in Japan.

# 4. THE VILLAINS

## ADIRI

Identity: N/A  
Sex: Female  
Age: 28

Side: Evil  
Level: 3  
Training: Agility

### Powers:

1. Heightened strength B: +19.
2. Invulnerability: -14 Damage per turn.
3. Armor A: Stone-like skin plates (+141 pounds), ADR = 96.
4. Disintegration Ray (Carrier Attack only): Range = HTH, Damage =



1d20, PR=2.  
Weight: 250  
Agility Mod:  
Endurance: 9  
Intelligence: 12  
Hit Mod:  
Reactions from Good: -2  
Damage Mod: --  
Accuracy: -2  
Carrying Cap.: 5472  
Movement Rate: 52" per turn  
Detect Hidden: 20%  
Inventing Points: 3.6

Basic Hits: 5  
Strength: 35  
Agility: 8  
Charisma: 15  
Hit Points: 11  
Evil: +2  
Healing Rate: 1.3  
Power: 64  
Basic HTH: 2d8  
  
Detect Danger: 28%  
Inventing: 36%

**Origin & Background:** Adiri is an alien and her powers are assumed to be natural for a member of her race (Geox). Her entry into crime is a recent development, as she has only been connected with crimes committed within the last two years. She is wanted by the Galactic

Police for crimes pursuant to Articles 10, 12, 16, 18, and 21 of the Unified Code of Galactic Law (see V&V rulebook pages 34-37).

**Combat Tactics/M.O.:** Adiri basically wades through a battle, bashing anything in her way. If her target attempts to flee, she is likely to throw a nearby object (or person) at him or her.

## AMIKAI

Identity: N/A  
Sex: Male  
Age: 18

Side: Evil  
Level: 1  
Training: N/A

### Powers:

1. Weather Control
  2. Lightning Control: Range = 20", Damage = 2D8, PR=4 per attack.
- Weakness: Psychosis - Amikai is insane and will attack at the slightest provocation or sign of weakness (attacking him will be seen as a provocation, as will not attacking him).



Weight: 180  
Agility Mod:  
Endurance: 10  
Intelligence: 16  
Hit Mod:  
Reactions from Good: -1  
Damage Mod: +1  
Accuracy: --  
Carrying Cap.: 121  
Movement Rate: 27" turn  
Detect Hidden: 24%  
Inventing Points: 1.6

Basic Hits: 4  
Strength: 7  
Agility: 10  
Charisma: 13  
Hit Points: 4  
Evil: +1  
Healing Rate: 0.9  
Power: 43  
Basic HTH: 1d3  
  
Detect Danger: 32%  
Inventing: 48%



**Origin & Background:** Unlike most of his fellow criminals, Amikai was born without powers. Small by Fah-huuk standards, and without powers, Amikai was cast out of his village as “incomplete” (as is custom among his race). He lived alone in the wild from the age of three until his powers finally manifested at age sixteen. His first act upon learning to control his powers was to wipe out his entire home village.

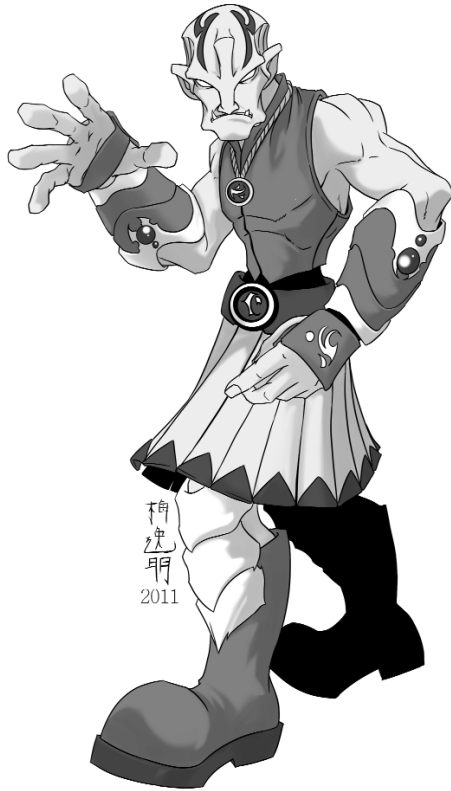
He is a wanted by the Galactic Police for crimes pursuant to Articles 4, 5, and 16 of the Unified Code of Galactic Law (see V&V rulebook pages 34-37)

**Combat Tactics/M.O.:** Obviously, Amikai is not a toe-to-toe fighter. Instead he uses his ability to control weather to pummel his enemies (preferring Blizzard and Tornado attacks). He then hurls lightning at any who come near. Amikai has absolutely no regard for any life, other than his own.

## COR

Identity: N/A  
Sex: Male  
Age: 19

Side: Evil  
Level: 2  
Training: Combat Accuracy  
(Illusion)



### Powers:

1. Heightened Agility A: +10
2. Heightened Endurance A: +20
3. Illusion B: PR=2, 36" Range.

Weight: 125  
Agility Mod:  
Endurance: 27  
Intelligence: 16  
Hit Mod:  
Reactions from Good: --  
Damage Mod: +3  
Accuracy: +3 (+4 Illusion)

Basic Hits: 3  
Strength: 15  
Agility: 18  
Charisma: 9  
Hit Points: 28  
Evil: --  
Healing Rate: 0.8  
Power: 76

Carrying Cap.: 380  
Movement Rate: 60"/turn  
Detect Hidden: 24%  
Inventing Points: 3.2

Basic HTH: 1d6

Detect Danger: 32%  
Inventing: 48%

**Origin & Background:** Cor is an alien and his powers are assumed to be natural for a member of his race (Gwahlrt).

He is a wanted by the Galactic Police for crimes pursuant to all twenty-one Articles of the Unified Code of Galactic Law (see V&V rulebook pages 34-37). Cor is likely fleeing the Galactic Police in order to escape a death sentence.

**Combat Tactics/M.O.:** Cor is a brawler with the ability to create solid matter in any shape he desires to smash his enemies. In combat, he seems to favor giant hammers and clubs. He also uses his illusion powers to block incoming attacks by forming walls and shields.

It is recommended that Cor be eliminated as quickly as possible.

## PHEYDYN

Identity: N/A  
Sex: Male  
Age: 21

Side: Evil  
Level: 4  
Training: Endurance

### Powers:

1. Mind Control: Range = 3", PR = 20.
2. Weakness Detection: Range = 1", Mind Control Accuracy +5.
3. Emotion Control: Range = 1", PR = 8 per success.

Weight: 230  
Agility Mod:  
Endurance: 10  
Intelligence: 14  
Hit Mod:

Basic Hits: 5  
Strength: 15  
Agility: 10  
Charisma: 13  
Hit Points: 8



Reactions from Good: -1  
 Damage Mod: --  
 Accuracy: --  
 Carrying Cap.: 503  
 Movement Rate: 35" turn  
 Detect Hidden: 20%  
 Inventing Points: 5.6

Evil: +1  
 Healing Rate: 1.2  
 Power: 49  
 Basic HTH: 1d8

Detect Danger: 28%  
 Inventing: 42%

**Origin & Background:** Pheydyn is an alien and his powers are assumed to be natural for a member of his race (Futianni). He is a wanted by the Galactic Police for crimes pursuant to articles 16 and 17 of the Unified Code of Galactic Law (see V&V rulebook pages 34-37)

**Combat Tactics/M.O.:** Pheydyn wanders through the battle, attempting to take control of enemies – usually those he sees as being particularly powerful – and turning them against their own side. He will also attempt to instill hatred in his enemies for their friends. When Pressed, Pheydyn will engage in hand-to-hand combat.

## PROCYUS

Identity: N/A  
 Sex: Male  
 Age: 16

Side: Evil  
 Level: 2  
 Training: Endurance



### Powers:

1. Heightened Agility B: +15
2. Heightened Attack: +2
3. Heightened Speed: +430"/turn, +15 Initiative
4. Force Field: Range = 18"

Weight: 90  
 Agility Mod:  
 Endurance: 10  
 Intelligence: 15  
 Hit Mod:  
 Reactions from Good: -1  
 Damage Mod: +6  
 Accuracy: +4

Basic Hits: 2  
 Strength: 7  
 Agility: 26  
 Charisma: 13  
 Hit Points: 5  
 Evil: +1  
 Healing Rate: 0.8  
 Power: 58

Carrying Cap.: 60  
 Movement Rate: 473"/turn  
 Detect Hidden: 24%  
 Inventing Points: 3.0

Basic HTH: 1d2

Detect Danger: 32%  
 Inventing: 45%

**Origin & Background:** Procyus is an alien and most of his powers are assumed to be natural for a member of his race (Drixxini). The source of his ability to create force fields, however, is still unknown. What is known is that his career in crime started at an early age (approximately thirteen). He has since made a name for himself among rebellious youth, and is something of a "Robin Hood" figure. He is a wanted by the Galactic Police for crimes pursuant to Articles 2, 4, 5, 7, 9, 16, and 19 of the Unified Code of Galactic Law (see V&V rulebook pages 34-37).

**Combat Tactics/M.O.:** Procyus will, upon detecting a threat, throw up his Force Field for protection. He will then use his great speed and high combat initiative to strike his chosen target as many times as possible before a counter attack can be made. He will also use his Force Field as a battering ram to inflict injuries on his opponents.

## RUX

Identity: N/A  
 Sex: Female  
 Age: 40

Side: Evil  
 Level: 2  
 Training: Strength



**Powers:**

1. Teleportation
  2. Invulnerability: -22 Damage per turn.
  3. Android Body:
    - a. 29% human in appearance
    - b. 90% damage repair
    - c. Body Power: Hands can transform into swords: Accuracy +2, HTH + 1d6 Damage, requires movement only (5")
- |                         |                    |
|-------------------------|--------------------|
| Weight: 125             | Basic Hits: 3      |
| Agility Mod:            | Strength: 14       |
| Endurance: 13           | Agility: 13        |
| Intelligence: 11        | Charisma: 8        |
| Hit Mod:                | Hit Points: 6      |
| Reactions from Good: -2 | Evil: +2           |
| Damage Mod: 1           | Healing Rate: 0.8  |
| Accuracy: 1             | Power: 51          |
| Carrying Cap.: 253      | Basic HTH: 1d6     |
| Movement Rate: 40" turn |                    |
| Detect Hidden: 16%      | Detect Danger: 24% |
| Inventing Points: 2.2   | Inventing: 33%     |

**Origin & Background:** Rux is an alien and her powers are assumed to be natural for a member of her race (Mekirri). She is a wanted by the Galactic Police for crimes pursuant to Articles 8, 11, 14, 15, and 16 of the Unified Code of Galactic Law (see V&V rulebook pages 34-37)

**Combat Tactics/M.O.:** Rux is not a true fighter. She will try to avoid fighting until she has no choice. Once cornered, or if she believes she can strike without counter attack, she will activate her blades and enter the fight. Once injured she will teleport to another location (roll morale check – V&V rulebook pg 27. Re-roll if 01-28).

**Character Note:** Rux is the same race as Sullek.

**SAI'X**

Identity: N/A	Side: Evil
Sex: Female	Level: 2
Age: 22	Training: Strength

**Powers:**

1. Armor B: ADR = 118.
  - a. Sonic Powers Device: Range = 22", 1d12 Damage, PR=1 per attack, 11% chance of destroying target. (20 charges.)
  - b. Wings (Device): +3 Agility, Flight Speed = 39"/turn

Weight: 210	Basic Hits: 4
Agility Mod:	Strength: 13
Endurance: 13	Agility: 14
Intelligence: 12	Charisma: 14
Hit Mod:	Hit Points: 11
Reactions from Good: -1	Evil: +1
Damage Mod: +1	Healing Rate: 1.26
Accuracy: +1	Power: 52
Carrying Cap.: 367	Basic HTH: 1d6
Movement Rate: 40" turn / 39" flying	
Detect Hidden: 20%	Detect Danger: 28%
Inventing Points: 2.4	Inventing: 36%

**Origin & Background:** Were it not for random chance, Sai'x would have ended up a normal criminal of little merit. When she stole a container from a cargo carrier, however, her life changed. The container held a suit of armor which provided her with the protection, firepower, and mobility she required to rise to the top of the petty theft world.

She is a wanted by the Galactic Police for crimes pursuant to Articles 1, 2, 8, 11, 12, 16, and 21 of the Unified Code of Galactic Law (see V&V rulebook pages 34-37).

**Combat Tactics/M.O.:** In battle, Sai'x will simply fly around taking shots at targets of opportunity, using her Sonic Blaster to cripple machines and crumble structures, as well as pummel anyone who gets within range.

**SANTRI**

Identity: N/A	Side: Evil
Sex: Male	Level: 1
Age: 22	Training: N/A

**Powers:**

1. Heightened Endurance A: +10
2. Disintegration Ray: Range = 14", Damage = 1d20, PR = 2 per shot
3. Force Field.
4. Heightened Attack: +1 Damage to all attacks.

Weight: 145	Basic Hits: 3
Agility Mod:	Strength: 14
Endurance: 15	Agility: 10

Intelligence: 11  
 Hit Mod:  
 Reactions from Good: -1  
 Damage Mod: 0  
 Accuracy: 0  
 Carrying Cap.: 297  
 Movement Rate: 39" turn  
 Detect Hidden: 16%  
 Inventing Points: 1.1

Charisma: 13  
 Hit Points: 2  
 Evil: +1  
 Healing Rate: 1.1  
 Power: 50  
 Basic HTH: 1d6

Detect Danger: 24%  
 Inventing: 33%



**Origin & Background:** Santri is an alien and his powers are assumed to be natural for a member of his race (Nai-Koni). He is a wanted by the Galaxy Police for crimes pursuant to articles 16, 18, and 21 of the Unified Code of Galactic Law (see V&V rulebook pages 34-37).

**Combat Tactics/M.O.:** Santri will attempt to remain in the back of the battle, firing Disintegration Ray attacks from as far away as possible. When attacked, he uses his force field to great effect, normally to protect himself, rather than his fellow criminals (unless commanded to do so by a figure of authority – see X'madi).

## SULLEK

Identity: N/A  
 Sex: Male  
 Age: 19

Side: Evil  
 Level: 3  
 Training: Intelligence

### Powers:

1. Bionics
  - a. Heightened Strength B: +12
  - b. Heightened Agility B: +16
  - c. Heightened Endurance B: +15
2. Flight Device: 560 mph, 4 hours per charge
3. Sword: Accuracy +2, Damage = HTH + 1d6.

4. Special: Devitalization (carrier attack with Sword): Damage = 3d10 to target's Power only, 7 Charges.

Weakness: Phobia – Claustrophobia, roll vs. Morale any time Sullek finds himself in or needing to enter a 1" x 1" or smaller space.

Weight: 180  
 Agility Mod:  
 Endurance: 28  
 Intelligence: 13  
 Hit Mod:  
 Reactions from Good: 0  
 Damage Mod: +3  
 Accuracy: +5  
 Carrying Cap.: 972  
 Movement Rate: 76"/turn  
 Detect Hidden: 20%  
 Inventing Points: 3.9

Basic Hits: 4  
 Strength: 20  
 Agility: 28  
 Charisma: 10  
 Hit Points: 61  
 Evil: 0  
 Healing Rate: 2.88  
 Power: 89  
 Basic HTH: 1d10

Detect Danger: 28%  
 Inventing: 39%



**Origin & Background:** Sullek is, in a word, Evil. Although his race (Mekirri), are known for their melding of being and machine, it is believed that something went horribly wrong in Sullek's case. Since receiving his implant, he has shown utterly no regard for any life.

He is a wanted by the Galactic Police for crimes pursuant to Articles 2, 4, 7, 9, 16, and 19 of the Unified Code of Galactic Law (see V&V rulebook pages 34-37). Sullek faces a death sentence upon his return to the Sarvitiuous Prime justice facility.

**Combat Tactics/M.O.:** As mentioned above, Sullek has no regard for any life, including his own. In combat, he will single out an opponent and will not stop attacking until the target is dead or escapes. Oddly, rather than attack opponents who may seem weaker, he attacks on the basis of Reaction rolls.

**Character Note:** Sullek is the same race as Rux.



## VARLIS

Identity: N/A  
Sex: Male  
Age: 22

Side: Evil  
Level: 2  
Training: Agility

### Powers:

1. Bionics:
  - a. Heightened Endurance A: +10.
  - b. Heightened Senses: Vision – All Ranges halved for combat “Range Modification.”
2. Heightened Speed: +550” per turn, +19 Initiative
3. Weapon: Energy Pistol: Accuracy +2, 1D10 Damage, 36” Range.

Weight: 180  
Agility Mod:  
Endurance: 21  
Intelligence: 9  
Hit Mod:  
Reactions from Good: +2  
Damage Mod: +1  
Accuracy: +1  
Carrying Cap.: 343  
Movement Rate: 594” turn  
Detect Hidden: 16%  
Inventing Points: 1.8

Basic Hits: 4  
Strength: 11  
Agility: 12  
Charisma: 6  
Hit Points: 14  
Evil: -2  
Healing Rate: 1.0  
Power: 53  
Basic HTH: 1d6

Detect Danger: 24%  
Inventing: 27%



**Origin & Background:** Varlis was born with the same abilities common to his race (the Sxix). However, at a young age he was injured in an accident and his injured organs were replaced by synthetic units. Unfortunately, Varlis turned his new abilities to crime, landing him in one holding facility or another for most of his twenty-two years. During his escape, he managed to steal an energy pistol,

which he uses in place of his preferred Energy Whip (currently held as evidence on Sarvitious Prime)

He is a wanted by the Galactic Police for crimes pursuant to Articles 7, 8, 11, 12, 10, 16, 17, and 21 of the Unified Code of Galactic Law (see V&V rulebook pages 34-37).

**Combat Tactics/M.O.:** Varlis uses his speed to get in a few attacks before his opponent has time to react. Once hit, however, Varlis will retreat to a safe distance then strike again when he can gain the upper hand.

## X'MADI

Identity: N/A  
Sex: Female  
Age: 22

Side: Evil  
Level: 4  
Training: Strength

### Powers:

1. Heightened Charisma A: +16.
2. Heightened Intelligence B: +14.
3. Telekinesis: Capacity = 400 pounds, TK Speed = 24”/turn, Range = 28”, PR = 1/object controlled. Wave Attack: Range = 28”, PR=1/Shot, Damage per pounds used in attack.



Weight: 130  
Agility Mod:  
Endurance: 6  
Intelligence: 28  
Hit Mod:  
Reactions from Good: -7  
Damage Mod: +3  
Accuracy: -2  
Carrying Cap.: 104  
Movement Rate: 23” turn  
Detect Hidden: 40%  
Inventing Points: 11.2

Basic Hits: 3  
Strength: 10  
Agility: 7  
Charisma: 32  
Hit Points: 2  
Evil: +7  
Healing Rate: 0.2  
Power: 51  
Basic HTH: 1d3

Detect Danger: 48%  
Inventing: 84%

**Origin & Background:** Although a rather extreme case, X'madi's powers are natural for members of her race (k'darsi'ith). Criminally there is very little outside X'madi's envelope.

She is a wanted by the Galactic Police for crimes pursuant to Articles 4, 5, 6, 9, and 16 of the Unified Code of Galactic Law (see V&V rulebook pages 34-37).

As the "brains" of the group of escapees, X'madi's orders are normally followed with little hesitation (make basic reaction and loyalty rolls when X'madi gives an unusual order to one of her charges)

**Combat Tactics/M.O.:** X'madi is not truly a fighter. She prefers, instead, to have other do the fighting for her. When pressed, however, she will use her telekinetic abilities to block incoming attacks, and hurl objects at her enemies. She has no issue with using one person as a club to beat another, in fact she seems to find an odd satisfaction in the frugal use of her TK energies.

## ZADVIAN

Identity: N/A

Sex: Male

Age: 19

Side: Evil

Level: 2

Training: Intelligence

### Powers:

1. Animal Powers (Mammal):

- a. Speed Bonus: +160"/turn, +6 to Initiative
- b. Heightened Endurance A: +8
- c. Heightened Agility A: +12
- d. Heightened Senses: Hearing - can hear whispers at 15"

2. Natural Weaponry: Claws: +3 to Hit, +6 Damage unarmed HTH.

Weakness: Vulnerability - Sonic Powers. Roll vs. Morale if hit by Sonic Attack.

Weight: 90

Strength: 13

Endurance: 16

Intelligence: 9

Hit Mod:

Reactions from Good: 0

Damage Mod: +2 (+8)

Accuracy: +3 (+6)

Carrying Cap.: 171

Movement Rate: 208"/turn

Detect Hidden: 16%

Inventing Points: 1.8

Basic Hits: 2

Agility: 19

Charisma: 10

Hit Points: 8

Evil: 0

Healing Rate: 0.72

Power: 57

Basic HTH: 1d4

Detect Danger: 24%

Inventing: 27%



**Origin & Background:** Zadvian is an alien and his powers are assumed to be natural for a member of his race (f'terrix). His background is, as yet, not fully known.

He is a wanted by the Galactic Police for crimes pursuant to Articles 1, 2, 4, 6, 8, 16 and 17 of the Unified Code of Galactic Law (see V&V rulebook pages 34-37).

**Combat Tactics/M.O.:** Zadvian fights like an angry cat. A lot of claws and teeth, but not much focus or discipline. This is further compounded by his typically small f'terrixian brain. In combat, Zadvian will attack the nearest enemy, until he is attacked by someone else. At this point, Zadvian will simply change targets to the most recent attacker. With his naturally high combat initiative, Zadvian is normally able to get in several attacks before his target can react, which makes up for his relatively low damage potential.

# APPENDIX:

## THE GALACTIC POLICE

An Official Department-88 profile  
Compiled by Bushi Yamada

In a Confederation of some two hundred sovereign nations, and totaling over 120,000 worlds, eventually someone is going to start misbehaving, and that would seem to be why the Galactic Police exists. Headquartered on the world of Sarvitiuous Prime, this organization serves all but a very few nations within the Confederation (which itself includes perhaps half of the races in our galaxy). Politically, the Galactic Police is a nation unto itself, having neither ties nor treaties with any nation of the Confederation, thereby insuring the neutrality of the organization.

Officers of the Galactic Police do not normally handle mundane crimes such as robbery or murder, unless specifically requested by one or more nations. Usually these are crimes which cross national boundaries or threaten the security of a nation or nations. Quite often, Officers serve as a liaison between police organizations from different nations. These highly trained individuals also serve as experts who do not involve themselves directly with a criminal investigation, but advise and instruct local police. These officers can also meet directly with heads of state to bypass bureaucratic entanglements on the behalf of local police, thus expediting the capture of criminals.

It is said that to see a G.P. Officer is a sign of good fortune, but to see two is a bad omen. This may come from the simple fact that officers normally operate alone. It is only in the instance of particularly heinous crimes (terrorism, genocide, etc...) that more than one officer is required, since local law enforcement is heavily relied upon for the actual work of locating and apprehending villains.

For special instances, the Galactic Police relies upon its extremely small cadre of "Special Officers." Unlike officers, who do little in the way of actual field work, Special Officers spend most of their time investigating crime scenes and actively pursuing suspects. Like their

officer counterparts, Special Officers work alone, in a way.

Each Special Officer is bonded to a Proxima unit. These technological marvels serve as partner, armor, and ship. Without them, enforcing the law of the Confederation would be all but impossible. Unlike Department-88 Ronin, or C.H.E.S.S. Pawns, Proximas are not intended to pass as human (or any other species), and have limited artificial intelligence. The Proximas are somehow physically and mentally integrated to their Officer, and will always obey and protect them. If an officer is ever injured or rendered unconscious, the Proxima will come to his or her aid.

Even with Proxima units to aid them, Special Officers often require assistance from non-base-line individuals (those with super powers) to provide the brute force and local knowledge to apprehend their suspects. This is especially true on one of the hundreds of "NO ACCESS" worlds, such as Earth, where super heroes are the only assistance available to a Galactic Police Officer.

Of course, it is extremely rare for anyone to actually see a Galactic Police Officer, rarer still for inhabitants of a "No Access" world to see one. According to Department-88 sources, there have been only three confirmed sightings of GP officers since the end of the Second World War. One in Roswell, New Mexico in 1947, the second in Siberia ten years later, and the last at the recent incident in Centerville.

It is from records of these three encounters, and from statements given to Department-88 agents by off-world contacts that this report, such as it is, was compiled. It is hoped that, since the Centerville Incident was favorably resolved with aid from this Department as well as Gaijin heroes, a semi-formal cooperation may be fostered between Department-88 (along with C.H.E.S.S.) and the Galactic Police.