

ADVENTURE NUMBER 2 FOR

CHAMPIONS

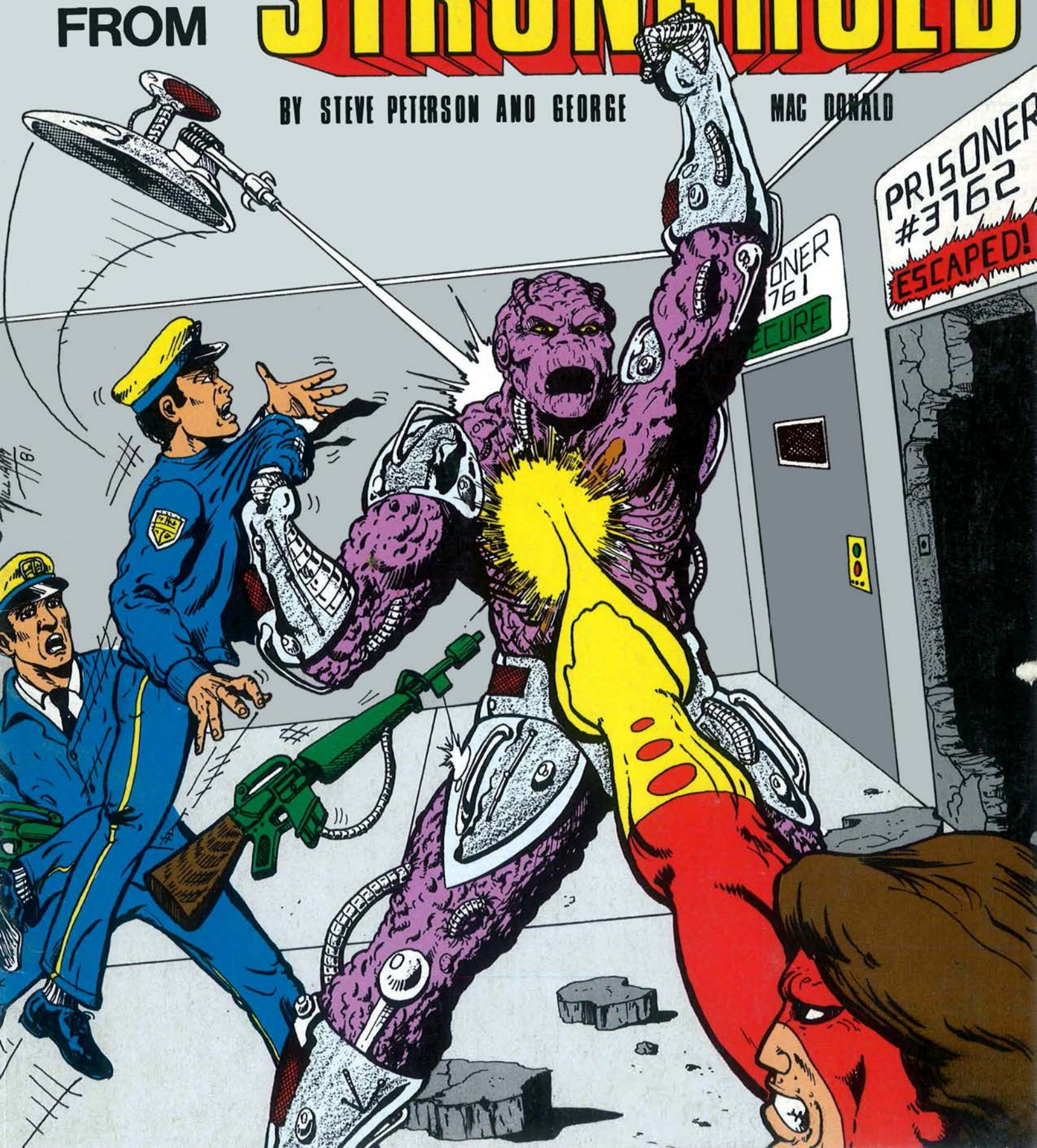
THE SUPERHERO ROLE PLAYING GAME

ESCAPE
FROM

STRONGHOLD

BY STEVE PETERSON AND GEORGE

MAC DONALD



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BY STEVE PETERSON AND GEORGE MAC DONALD

By Steve Peterson and George Mac Donald
and friends.

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This book dedicated to:

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INTRODUCTION

Escape From Stronghold is an adventure supplement to **CHAMPIONS**, the superhero role playing game. We have designed this supplement to be a permanent part of your campaign, since a prison in a superheroic world sees a lot of visitors. Stronghold is placed in the middle of the New Mexican desert so that you won't run into it all the time. If you want more frequent interaction with the prison, Stronghold could easily be placed next to a major metropolitan area.

This supplement contains a history of Stronghold prison, complete maps and explanations of the prison, several scenario ideas, six new supervillains, and notes on how to modify this supplement and how to fit it into your campaign.

The inside cover of this supplement is a map of a cell block section, superimposed on 25mm (1") hex paper. This can also be used for any **CHAMPIONS** game as a standard hex map, ignoring the outline of the cells. The interior maps can be used for other types of installations with but slight modification. The supervillains may be used to supplement your own villain file, and of course some of your villains may well be in Stronghold from time to time.

The scenarios included are merely a sample of the possible adventures that can take place in, around, and because of Stronghold. You should use these scenario ideas as a springboard for your own ideas. The game is much more fun when the scenario is tailored for the particular characters involved.

BREAKING THINGS

This supplement introduces a new method for "Breaking Things". In **CHAMPIONS**, an object was given a Body Pip value, and that was how much damage the object could take before being destroyed. Here is a different, more complex method of handling damage to objects.

Each object is given a Defense value and a Body Pip total. When an attack is made against the object, the Defense value is subtracted from the BODY done. If the remainder is 0 or less, no damage is done to the object. Any amount left is subtracted from the Body Pip total. The Defense value is considered fully resistant, so it makes no difference if the attack is a normal attack or a killing attack. The Defense value is the same versus both energy and physical attacks.

Example: The standard Stronghold wall has a Defense value of 14, and a Body Pip total of 10. A villain does an attack against the wall and does a total of 13 BODY. The wall is undamaged. Enraged, the villain strikes again, doing a total of 16 BODY. The wall takes 2 BODY in damage, and now has a Body Pip total of 8.

HISTORY

The sudden appearance of superpowered people in the late 1970's took the world by surprise. Many theories have been advanced to explain this phenomenon, but none have proven wholly satisfactory. Perhaps the best explanation is that such unusual people have always been around, but never revealed

themselves until now. When the first superhero appeared, the rest followed.

Whatever the explanation, the situation quickly reached epidemic proportions. Costumed characters were seen almost daily in major cities throughout the world. A crime wave of unprecedented proportions occurred. Of course, the criminals were often defeated and captured by the heroes, but this led to further problems. The situation was summarized by the eminent scientist Dr. Savage in his presentation to the Special Senate Subcommittee on the Supervillain Situation.

(Transcript from Senate Subcommittee hearing)
March 3, 1980.

DR. SAVAGE: It is clear from the testimony received by the committee that the damage caused by supervillains is at an unacceptable level, amounting to hundreds of millions of dollars yearly. Although there are many superheroes working to counteract this crime wave, their efforts are largely futile. This is due to the inability of law enforcement agencies to maintain custody of supervillains once they have been captured. Thus, a defeated villain stands an excellent chance of escaping after he is turned over to the police.

SENATOR KANE: But what can we do? We can't just let these villains go!

DR. SAVAGE: I propose the construction of a special facility designed to contain these supervillains. Project Stronghold would be built underground, using the latest available technology. I have with me a complete proposal, which I would like the committee to examine.

SENATOR ALLEN: The committee will adjourn to study your proposal, Dr. Savage. Thank you.

Funding for Stronghold was approved in June, 1980. Construction began immediately on a mesa in the New Mexican desert. The project was coordinated by Dr. Savage, who called upon some of the finest scientific and technical minds in the world to provide the security systems for the prison. The security robots and autoblasters were provided by Turner Industries of Houston. Internal security was provided by McVee Industries in collaboration with Henderson Electronics. BioInvestigations, Inc. designed the laboratories for studying the superpowered prisoners. Many other scientists and eminent engineers contributed to the plans.

The Army Corps of Engineers completed construction in September, 1981. The project was troubled by several unpleasant incidents, but tight security and help from several superhero groups kept the situation under control. The opening ceremonies proceeded without incident, and the prison immediately opened for business. Several villains had been kept in special makeshift restraints awaiting the opening of Stronghold, and they were immediately transferred to the new facility.

The operation of the prison proceeded smoothly for the next few months. Several other countries, notably England, Canada, and Australia, revealed plans for similar prisons. The so-called "supervillain crime

rate" decreased notably, and property damage in New York City was down by 10% in only one month. For a while, at least, everything was going well....

OVERVIEW

Stronghold is a 5 story underground prison complex set into a mesa in the New Mexico desert. The mesa is 100 meters (50") tall, and approximately 100 meters (50") across. The mesa is very isolated, being many kilometers from the nearest other mesa. The harsh desert surroundings isolate Stronghold from the casual visitor, and even if someone were to wander by, there is no way up to the top of the mesa except by flight. The sheer cliff sides make climbing without special gear impossible.

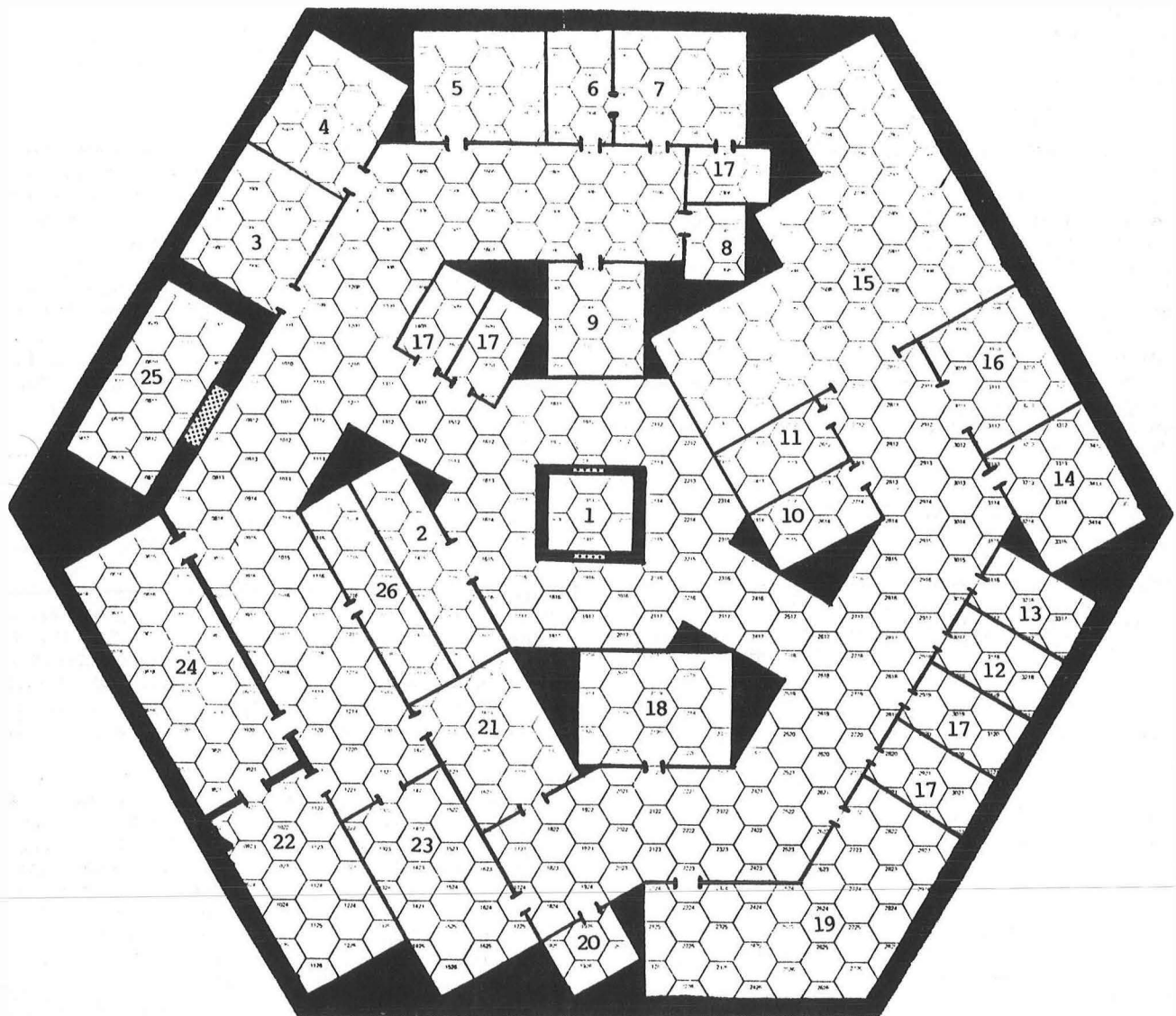
The flat top of the mesa was converted by the Army Corps of Engineers into a VSTOL aircraft landing field. A large circle is painted on the top of the mesa for landing directions, and landing lights illuminate the area. In the center of the mesa, a box is painted on the ground. This indicates where the elevator comes up. An entire box protrudes above the surface of the mesa when the elevator reaches the top.

MAPS

Stronghold consists of three major sections: Administration, Cell Blocks, and the Power and Storage section. The first level consists of administration, laboratory, and barracks for the guards. The second, third and fourth levels have the actual cells that hold the prisoners. The fifth level contains the prison's power station and storage facilities. A central elevator shaft provides the only connection between the different levels.

LEVEL 1: ADMINISTRATION

Level 1 has many different functions in Stronghold. It provides a center for the administration that is handled on site. The level also includes special laboratories and testing facilities for short term storage and testing of supervillain gadgets. Finally, the level has barracks facilities for the guards, technicians, and administrators of Stronghold. The 'brains' of Stronghold reside on level 1.



LEVEL 1 MAP KEY

- | | |
|---------------------------|---------------------------|
| 1) ELEVATOR | 14) TROOPER'S LAVATORY |
| 2) RECEPTION AREA | 15) BARRACKS |
| 3) BREAK ROOM | 16) TROOPER'S MESS |
| 4) VISITOR'S SUITE | 17) REST ROOMS |
| 5) SECRETARIES' SUITE | 18) SCIENTIST'S SUITE |
| 6) SECRETARY'S OFFICE | 19) TECHNICIAN'S QUARTERS |
| 7) WARDEN'S OFFICE | 20) CLOSET |
| 8) CLOSET | 21) ROBOTICS LAB |
| 9) WARDEN'S QUARTERS | 22) TECHNICAL LAB |
| 10) LIEUTENANT'S QUARTERS | 23) SCIENTIST'S OFFICE |
| 11) SERGEANT'S QUARTERS | 24) TESTING LAB |
| 12) ARMORY | 25) VAULT |
| 13) SICK BAY | 26) COMPUTER ROOM |

ELEVATOR: The elevator in the center of the level is used for transit up to the surface and down to the lower levels. The elevator takes approximately 6 seconds (1/2 turn) to travel 1 level. The elevator is soundproofed, with a hard steel floor and pastel colored heavy reinforced plastic walls. The floor has a Defense value of 20 and takes 12 BODY to breach. The walls have a Defense value of 12 and take 14 BODY to breach. The elevator controls may be overridden from the security panels in the warden's office.

RECEPTION AREA: All normal visitors to Stronghold are required to stop at the reception area before entering any of the complex. Amanda, the receptionist, is always on duty behind a hardwood desk. She checks in all visitors. Amanda secretly has a heavy auto blaster pistol (4D6, -1 per 3, 20 shots) hidden in her upper desk drawer. She is SPD 3, DEX 11, CV 4, and has +1 Level with the pistol. The reception area also has several plush orange couches and a glass coffee table covered with the latest magazines, including Super Hype and SuperStar, the superhero gossip/groupie fanzines

ADMINISTRATION AREA

The warden and his two secretaries live and work in the administrative area. All administrative work is handled by computer which makes extra hands unnecessary. An administrative support group in Albuquerque, New Mexico is always available via phone link to help handle problems.

WARDEN'S OFFICE: The office of Joseph P. Kowalski is outfitted as the office of any medium level executive, except for the heavy auto blaster rifle (7D6, selective fire, -1 per 5, 30 shots) attached secretly under his desk. Kowalski is an ex-Green Beret who got into prison management after Vietnam. Kowalski's office is wood paneled with medium green shag rugs. His broad wooden desk has a hideable computer console, dictaphone, visiphone, and autobar. From his giant leather chair Kowalski can survey any point in the complex through a wall mounted TV screen that is hooked into the security scanner. The warden takes a strong interest in the

security of the prison and once a day he takes a long tour around the complex to get in everybody's way.

CLOSET: Cleaning and office supplies are kept in this large walk-in closet. Stacy's secret cache of Bourbon is also hidden behind a box of computer paper. The closet also contains games, party favors, and other items used for Level 1 parties and moral boosters.

WARDEN'S SUITE: Kowalski's suite reflects the man who inhabits it. The walls are a hideous olive green, and the floors are stark linoleum. One wall is covered with pictures from Kowalski's fighting career, while paintings of World War II Marine landings cover another. A large bookcase filled with combat magazines and war histories sits next to a king sized bed with a super hard mattress. All furniture is painted a medium blue to clash with the green walls. A single hard chair sits over near the wall beside the standup shower. Kowalski's clothes and belongings are kept in a large converted footlocker that sits at the foot of his bed. All of the furniture is tough, like Kowalski himself, and has a Defense value of 6 and has 4 Body Pips.

BREAK ROOM: All food service for the administrative staff, scientists, technicians, and guard officers is available in the Break room. All food is kept in a special rotating deep freeze. A microwave/convection oven is available to heat up any of the available breakfast, lunch or dinner entrees. Hot and cold snacks are also available. The breakroom is decorated in bright orange, with plastic flexi chairs and circular tables. A wall screen that can show 40 different TV stations and all the latest movies is hung on one wall. All of the furniture has a Defense value of 5 and 3 Body Pips.

VISITOR'S SUITE: Stronghold was designed only for its operating staff. Visitor's quarters were walled off as an afterthought. The quarters include two double beds, a couch, an easy chair, and several tables with lamps. Steel tube furniture predominates, but the furnishings are makeshift and seldom match. A small standup shower is included against the back wall, along with a wash basin and mirror. The suite will easily hold two visitors, and will hold four comfortably in a pinch. All of the steel tube furniture in the suite has a Defense value of 7 and 4 Body Pips. The wooden furniture has a Defense value of 3 and 2 Body Pips.

SECRETARIES' SUITE: The warden's two secretarial assistants, Amanda and Stacy, share the secretaries' suite. The suite is done up in different shades of pale blue, with a flopped ceiling. The suite has two stylish beds along the back wall with dark blue quilts for covers. Dual sinks flank a standup shower on the left wall. A couch and two chairs are along the right wall. Paintings of ocean scenes adorn the right wall over the couch. Both of the ladies have a personal chest of drawers against the front wall. Besides their clothes, each lady has the cleaning kit for her weapon and 3 extra power packs in the drawers. All of the furniture in this room is heavy wood and has a Defense value of 3 and 4 Body Pips.

WARDEN'S SECRETARY'S OFFICE: The warden's personal secretary, Stacy, works in this modern outer office. The office is wood panelled and has burnt orange deep pile carpeting. Stacy sits behind a smart chrome and wood desk with a computer terminal and printer off to one side. Stacy also keeps a heavy auto blaster pistol (4D6 Selective fire, -1 per 3, 20 shots) in her top desk drawer. Stacy's stats are DEX 14, SPD 3, CV 5, and she has +1 Level with the Pistol. The outer office also contains a sofa, table, and a coffee maker. All of the

furniture is heavy and has a Defense value of 5 and 4 Body Pips.

TROOPER COUNTRY

The area where all of the guards are quartered is nicknamed "Trooper Country". Inside of Trooper Country, Lieutenant Fenster has overall authority. The Lieutenant, his 3 Sergeants, and the 48 Troopers on duty represent Stronghold's human defenders. All of the furniture in trooper country is regulation issue, has a Defense value of 6 and 4 Body Pips.

LIEUTENANT'S QUARTERS: Lt. Bob Fenster's quarters are as personalized as regulation quarters can be. Green steel tube furnishings are covered by quilts made by Fenster's girlfriends. Signed pictures of lovely ladies adorn three walls, while a portable fold out closet covers the fourth. A bed, dresser, and bookcase complete the Lieutenant's quarters. Despite the looks of the room, when Fenster is on duty he is all business. He does not like Warden Kowalski, and wishes the warden would leave guarding to the guards.

SERGEANT'S QUARTERS: There are three sergeants, one for each shift of guards. Each sergeant has 16 men under him scattered throughout the complex. Sergeants Vanek, Jochaims, and Garrett each share a room across from the Lieutenant. As an example the sergeant's room is always spotless. Each of the sergeant's quarters are outfitted much the same as the lieutenant's quarters.

ARMORY: All of the trooper's weapons are kept in the armory. The armory contains 56 Selective Fire Blaster Rifles, 56 Flak Suits, 56 Billy Clubs, and all other equipment that the troopers need when on duty or during an escape attempt. The armory door (Defense value 10, 8 Body Pips) has a special lock (Security Systems -3) that only the Lieutenant, the 3 Sergeants, and the Warden have keys to. At the beginning of each shift, the Sergeant of the coming shift assembles his men and passes out each man's weapons. At the end of the shift all of the guards report to the armory, deposit the weapons, and check themselves off with their sergeant. Only in the event of a Level 2 or higher security alert will the armory be opened and the entire guard unit be issued weapons.

SICK BAY: Though Stronghold has no medical doctor on duty it has a small emergency medical facility. All of the personnel in Stronghold are Red Cross trained and can give emergency care. The Sick Bay contains a counter that is filled with medical supplies. The top of the counter is padded to act as an examination table. No strong drugs, or dangerous medicines are kept in Sick Bay, but full simple emergency equipment is available.

TROOPER'S LAVATORY: The troopers have a special large shower and cleanup room. The floor and walls are all of sealed white tile, and the ceiling is light beige. The lavatory contains 6 shower heads, 6 wash basins, and an entire wall of mirrors.

BARRACKS: The barracks are a rowdy, L shaped Room filled with 24 bunk beds, 48 footlockers, and up to 32 bored guards. The barracks are nearly always strewn with dirty clothes, and dirty magazines. But the guards are all smart enough so that the room is always nearly clean when an inspection occurs. The room itself is painted a pale beige, and all of the bunk beds, footlockers, and trooper uniforms are medium blue. Most

of the off duty guards spend their time either in the barracks, or in the trooper's mess.

REST ROOMS: Lavatories are scattered throughout Level 1. Each lavatory is equipped with 2 johns and 2 wash basins with mirrors. Johns and wash basins have a Defense value of 5 and 2 Body Pips.

TROOPER'S MESS: This is where the troopers eat. The food in the trooper's mess is much like the food in the breakroom, except that it contains larger portions and less taste. The mess contains 5 round yellow tables, each surrounded by red foldup chairs. A special deep freeze and canned storage unit sits along the back wall. A microwave/convection/induction oven is mounted next to the storage unit. The center of attention in the room is the wall sized white screen for projection TV and movies. When not on alert between 2 and 12 off duty guards can normally be seen in the trooper's mess.

SCIENCES AREA

SCIENTIST'S SUITE: The three Stronghold on duty scientists share the Scientist's Suite. Dr. Mike Doyle, Dr. Steven Goodman, and Dr. Richard Goodjohnson do research into the powers and abilities of the inmates and their gadgets. The scientists also give scientific advice to the warden when preparing containment or during emergencies. The suite that the scientists live in reflects the diversity of interests represented by the inhabitants. Movie posters cover one wall, while modern art prints grace another. All of the furniture is heavy wood, and is designed for maximum comfort. The pale blue colored room is separated into 3 parts by portable room dividers. The back part of the room contains a standup shower and a wash basin. The left hand side of the room has three single beds. The right hand side of the room is filled with a coffee table, 2 parson's tables with lamps, and 3 easy chairs. Normally one or two of the scientists is off duty in the suite per shift, but it is not unusual to find all three scientists sitting in their easy chairs and shooting the bull.

TECHNICIAN'S QUARTERS: Twelve technicians live in the human zoo called the technician's quarters. The techs are even rowdier than the guards. Four technicians work each of three shifts, leaving eight off duty for a party at any time. The technicians have rearranged their quarters for maximum room to party. Six bunk beds line the back wall, and six chairs sit between the doors. Two large tables fit against the left wall, while a dual standup shower and wash basin hide behind a partition on the left wall. At least thrice weekly, the technicians turn up their stereos and hold a party. Often guards, scientists, and even some of the administrative staff will attend. So that everyone can attend, the parties normally last at least 2 or 3 shifts. But when the parties are over these 12 men prove themselves to be some of the most able technical men available. These men provide most of the basic data that the scientists use when drawing conclusions about the inmates at Stronghold.

CLOSET: This closet is supposed to contain cleaning supplies for the lab areas. It also contains several dozen foam cups, decks of cards, and other items used in the technician's parties.

ROBOTICS LAB: This clean white room is where the robotic guardians of Stronghold are cared for. Here they undergo preventative maintenance and emergency repairs. The room is kept spotless, and all who enter the room are required to wear cloth masks over their

mouths and covers over their hair. The room is kept at a slight overpressure to keep out dust. Three large operating tables with hydraulic hoists over them dominate this room. A counter runs all the way around the walls. Under the counter small spare parts are kept for simple robot repairs. Over the counter special digital testing equipment for checking the robots is stored. At least 1 technician is on duty in this room at all times.

TECHNICAL LAB: All of the devices used to test the supervillain's gadgets are built in this room. Special micro-flexible alloys are used to shape the parts used in testing. The parts are then put in induction curing furnaces where they rigidize. The large white room has a stockpile of generalized metal shapes in one corner. A forming and preliminary testing bench stands in the center of the room. The induction furnace and final assembly bench are against the wall to the Testing Lab. A large number of pre-made electronic circuits are stored under the preliminary testing bench for use in building any necessary simple devices. Two technicians are normally on duty in this room, but during testing one of these techs may be in the Testing Lab.

SCIENTIST'S OFFICES: This large pale yellow room is divided into several small cubicles by partitions. Each of the scientists has his own cubicle with a desk, computer terminal, printer, and chairs. A large cubicle has an oblong table and 8 chairs for use during conferences. The technicians have a coffee area in the final cubicle. Each cubicle has a different colored main partition, and each area is identified by its special color. The on duty scientist is normally at his desk. In case of a scientific emergency, this is the first place the warden will call looking for help.

TESTING LAB: The Testing Lab is a special large, reinforced, area designed as a place where supervillain devices are tested. Special ablative target tiles cover the wall at the far end of the room. Detectors and recording equipment line both long walls. A special micrometer level table runs the length of the room and is used as a test bench. The pale blue paint on the walls is scorched in places, a testament to the energy sometimes released in this lab. When testing is under way, the on duty scientist and a technician from the testing area are normally on hand. Each will wear padded protective clothing (+12 PD and +12 ED not resistant). These suits are sealable and hang on pegs between the doors.

VAULT: The vault is where all of the supervillain devices are kept between testing. A guard is normally on duty outside the vault. The vault door has a Defense value of 30 and 15 Body Pips. The vault lock has a TV link to the warden's office. To open the lock, the warden puts his hand on a palm print analyzer in his office and the person attempting to open the door puts his hand on a similar analyzer. If the lock recognises both palm prints, the lock cycles open. If the prints are not recognised, the openers may try one more time. If the palms are not recognised the second time the lock will send a signal to the Stronghold computer and sound a stage 2 alert. Under normal circumstances devices are only kept in the vault for about a week. At that time the devices are moved to special government installations for intensive testing. The vault is opened on the average of about twice a week during a normal testing schedule.

COMPUTER ROOM: The computer room contains a large Henderson Electronics 2750 Security Computer. The computer is contained in a sealed case filled with liquid helium. The bluish insulated module sits at one end of the computer room. Two computer operations consoles sit directly in front of the door. A large 'Henderson Model 5 Threat Evaluation Unit' sits next to the consoles. The computer normally sits and runs itself, except for once a week when the technicians run maintenance checks. During an emergency the room will be manned by two of the technicians and a guard.

LEVELS 2, 3, AND 4: PRISON

The prison levels are all copies of each other. Level 2 holds the lightest security prisoners: Normal people who have had their devices taken away, martial artists, etc. Level 3 holds the medium security prisoners: Low power elementalists, lightweight bricks, etc. Level 4 holds the maximum security prisoners. Any prisoner with a high power level is kept on Level 4.

GUARD SHACKS: The two armored areas in the center of the prison levels are the guard shacks. Each of these rooms is manned by 2 guards at all times, and has control over the three corridors of cells directly in front of them. The two guards sit at gleaming panels of controls that include tie-ins to the security computer and the sensor scanners. The walls are all made of a transparent 'Questonite' plastic (Defense value 20, and 12 Body Pips). The armored bulkhead doors on the sides of the guard shacks double as the doors to the elevator. When the elevator doors are closed, the guard shacks are open on the sides. When the guard shacks are sealed the elevator doors are closed.

CENTRAL CORE: The central core of the prison levels are clean tiled areas that allow access to the different corridors full of cells. The Core also provides the resting place for the three on duty security robots. Two Type II, and one Type III robot stand in the Core. One robot stands against every other outside wall. The Type II robots stand at rigid attention, with only their red central scanning dot moving to show their current point of view. The Type III robot stands in a slight crouch, with its massive head swinging slowly back and forth.

CORRIDORS: The 6 corridors radiating from the Central Core each contain 4 cells and a massive blast door. The blast doors are clear Questonite (Defense value 24, 15 Body pips) and can be activated by the guards on the floor, the computer on Level 1, or the Warden from his office. Each of the cells are individualized so that they may hold each supervillain's special powers (See Special Cells). The corridors and the central core of each level are normally patrolled by 2 Type I robots. TV and Infrared Scanners also provide the guards with an electronic map of the corridors at all times.

CELLS: The interior of the cells are standardized for most of the prisoners. The cells are designed to be large and reasonably comfortable, as most of the prisoners are intended to spend the rest of their lives in their cells. The cells normally include a foam padded bed, a lightweight plastic table and chair, a plastic set of shelves, and a plastic wall screen that can show TV and a selection of the latest movies. The prisoners are only allowed to watch nonviolent shows. All of the furniture is designed to be breakaway in the case of any violence and has a Defense value of 1 and 1 Body pip.

THE STANDARD CELL

The standard Stronghold cell is designed to hold people with a STR of up to 25. The corridor wall is the weakest wall, and has a Defense value of 14 and a Body Pip total of 10. The door is the same as the wall. The walls to the adjoining cells have a Defense value of 14, and 15 Body Pips. The wall to the outside also have a Defense value of 14 and 10 Body pips. A minimum of 30 meters (15") of solid stone lie beyond, with a Defense value of 6 and 15 Body Pips per 1" of stone.

The cells themselves are large, and designed as a place where a villain could spend the rest of his life. Simple creature comforts, such as a bed, light wood desk and bookcase, and wall mounted TV make the cells livable. The cells also include sanitation facilities and a basin for cleaning the clothes and bedding of the inmate. Each inmate is considered responsible for his own cleanliness.

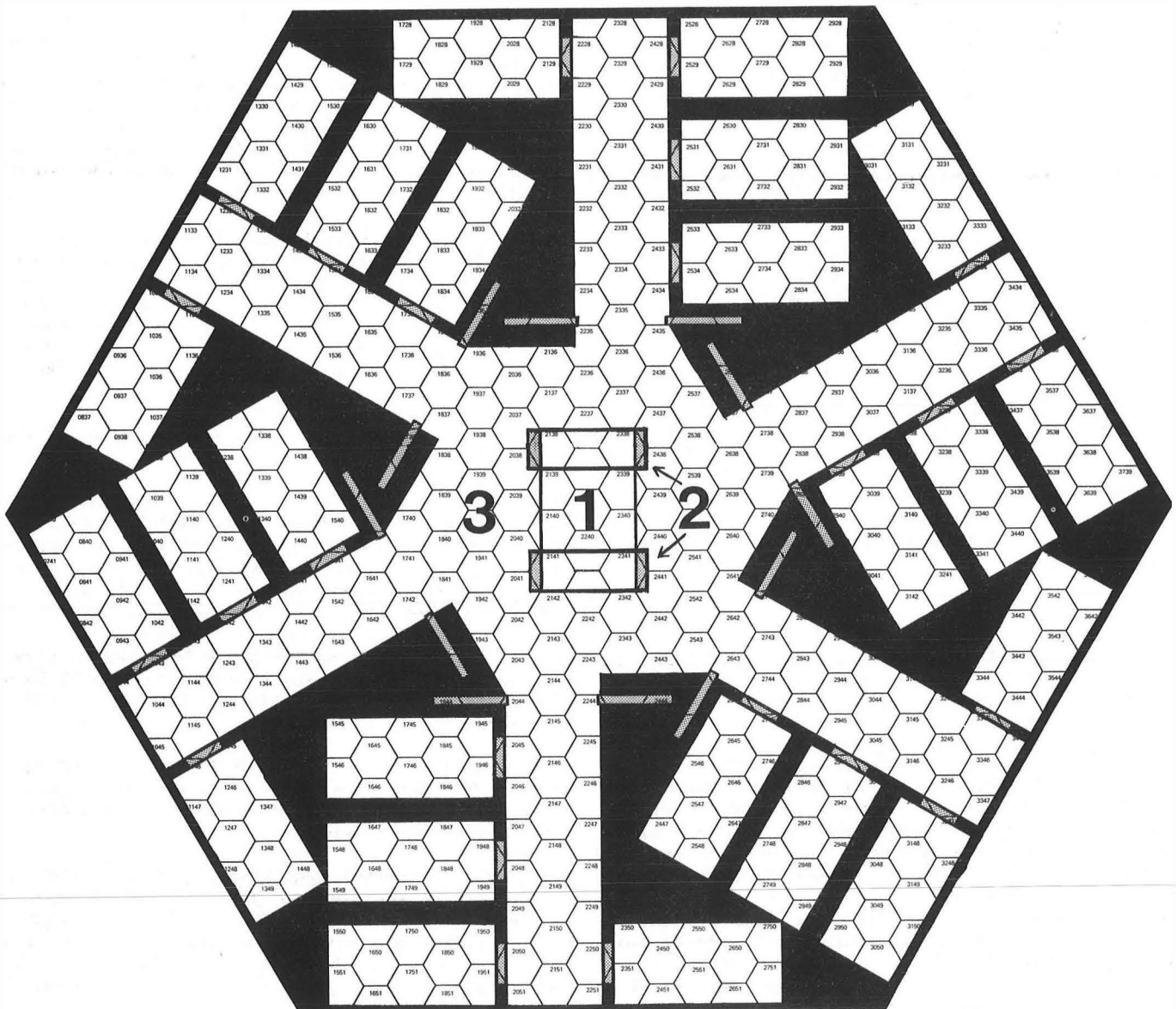
If an inmate decides to reject Stronghold's hospitality and escape, the guards, robots and any heroes in residence will attempt to stop him. Any attempt to punch or blast the walls will register on the complex's seismic sensors in the guard shacks.

Other sensors in the complex include TV scanners and infrared sensors in all of the corridors (but not in the cells) that register a body's position on a screen in the controlling guard shack and on the master screen in the warden's office.

Inmates have no possibility of attempting to pick the locks on the cell doors as they can only be opened by the simultaneous pressing of a button on the outside of the door and a button in the controlling guard shack. When opened, the doors of a standard cell slide up into the ceiling. A manual override for the hydraulic door openers is also unlocked by the two buttons. The override can be used by swinging the door lock's outer panel open. Inside, a small handwheel can manually pump the doors open.

LEVELS 2, 3, AND 4: MAP KEY

- 1) ELEVATOR
- 2) GUARD SHACK
- 3) CENTRAL CORE



DESIGNING CELLS

The standard cells, even with their plug-in modules to handle special powers, won't be sufficient to handle the really powerful or multitiered supervillain. Stronghold's designers understood this, and reserved Level Four for special cells. These cells are designed to the specific villain based on what Stronghold's scientists can determine of his powers.

Each cell begins as a standard cell, with a Defense value of 14 and 10 BODY. The standard cell is also designed to take one of the prepared plug-in modules without taking up extra space. Stronghold's scientists and technicians can devise special cells usually within a few days, as shown by the Cell Design Chart. While the villain waits for his cell, he is in a standard cell with the most appropriate module, under continuous surveillance by two Type III robots, and two guards.

Special cells are built using the powers, limitations, and advantages from **CHAMPIONS**. The cells are considered to be Obvious, Inaccessible foci, and are also considered to be non-combat (since they can't be picked up and moved around, pointed in different directions, used in different ways, etc.). This gives a total bonus of +1. The END cost is not considered, because the power plant can provide more than enough power to keep all systems running continuously. No cells would be designed using Multipower or Elemental powers. The Cell Design Chart shows how much extra space the special cells take up from the adjacent cells, and how long the cells take to construct.

CELL DESIGN CHART

Real Pts. Spent	# of Hexes Filled	Time to Build
10	0	1 day
20	1	1 day
30	2	2 days
40	4	3 days
50	6	4 days
60	9	5 days
70	12	6 days
80	16	7 days
90	20	8 days
100	25	9 days

Most of the cell powers will probably be Area Effect, to cover all the walls and the ceiling and floor. Many cells will need several different powers, so the number of hexes filled will be determined separately for each power. The cell powers will be run from devices usually placed in the adjoining cell, taking up room there. If more room is needed, the cell on the other side can be used, or even the cells across the hall. Cells on other wings are never used to hold devices, and cell power devices are never placed in the hallways. If extra space is really needed to hold some incredibly powerful villain, there are several options.

Top scientific experts could reduce the amount of hexes required by one, two, or more levels on the chart, at the GM's discretion. Of course, such scientists would have to be flown in, and the length of time required to construct the cell would be increased by the same number of levels that the size was reduced.

Extra space could be acquired by digging further into the mesa, but this would add two levels to the time required (and force the GM to alter his maps!).

One of the wings could be remodeled to provide additional space by removing the cell walls. Of course, such remodeling would add two levels to the time required, and the area would not be as strong structurally as a regular wing.

SPECIAL CELLS

The following plug-in modules were designed by Stronghold's scientists to hold the most common types of supervillains. These modules are already prepared and are stored on the Power Room level. Installing one of these modules is the work of only about 2 hours, as there is already room for the module built into the cell.

Reinforced Cell: This is a general purpose, extra tough cell. This cell is rated to hold anyone with a Strength of 70 or less. The cell is also effective against those villains with Energy Blast or Killing Attack. The cell walls have a Defense value of 24, and 10 Body Pips. The cell was designed by taking Armor for +10 PD and +10 ED (40 pts.), with Area Effect (hexes). The cost becomes 80 pts., and armors 16 hexes (more than enough). With the +1 bonus for building cells, the real cost is 40 pts.

Desolidification: This cell is designed to hold those people who can become ethereal and walk through normal matter. A special force field encloses the cell, preventing Desolidified people from passing through. The force field has +10 PD, +10 ED. The cell was designed by buying Force Field that affects Desolidified objects, Area Effect (hexes). The real cost is 25 pts.

Ego Shield: This cell is designed to prevent those people with mental powers from influencing the guards. The cell has 25 pts. of Ego Defense surrounding it. This cell was designed by taking Ego Defense and applying Area Effect (hexes) and Affects Others. Then the disadvantage Power Costs END to use was applied, to reflect the fact that the Ego Shield is a force field, and not a permanent quality of the walls. The real cost is 20 pts.

X-ray Proof: This cell is lined with lead, to prevent those villains with X-ray vision from learning things about the way Stronghold is built. No extra charge for this module.

Invisibility: This cell is equipped with sonar, so that a character who can turn invisible won't pull any nasty surprises. The cell merely has Active Sonar, and the real cost is 10 pts.

Shrinking: This power requires very special measures. The cell is hermetically sealed to prevent escape. Air is piped in through a millipore filter, and there is an airlock in the door to pass the food trays in and out. This cell is designed using 20 pts. of Life Support, Area Effect (hexes), Usable on Others. The cost is 25 pts.

Telekinesis: This cell has a double port in the door, so that when the food tray is passed inside, the occupant of the cell can at no time see outside. The small questionite window is also removed from the door. No extra cost.

Teleport: This cell uses a new Power Advantage--Force Field that stops Teleportation. This is bought like a normal Force Field at +1/2 cost. The Force Field is +10 PD, +10 ED, and is Area Effect. The real cost is 25 pts.

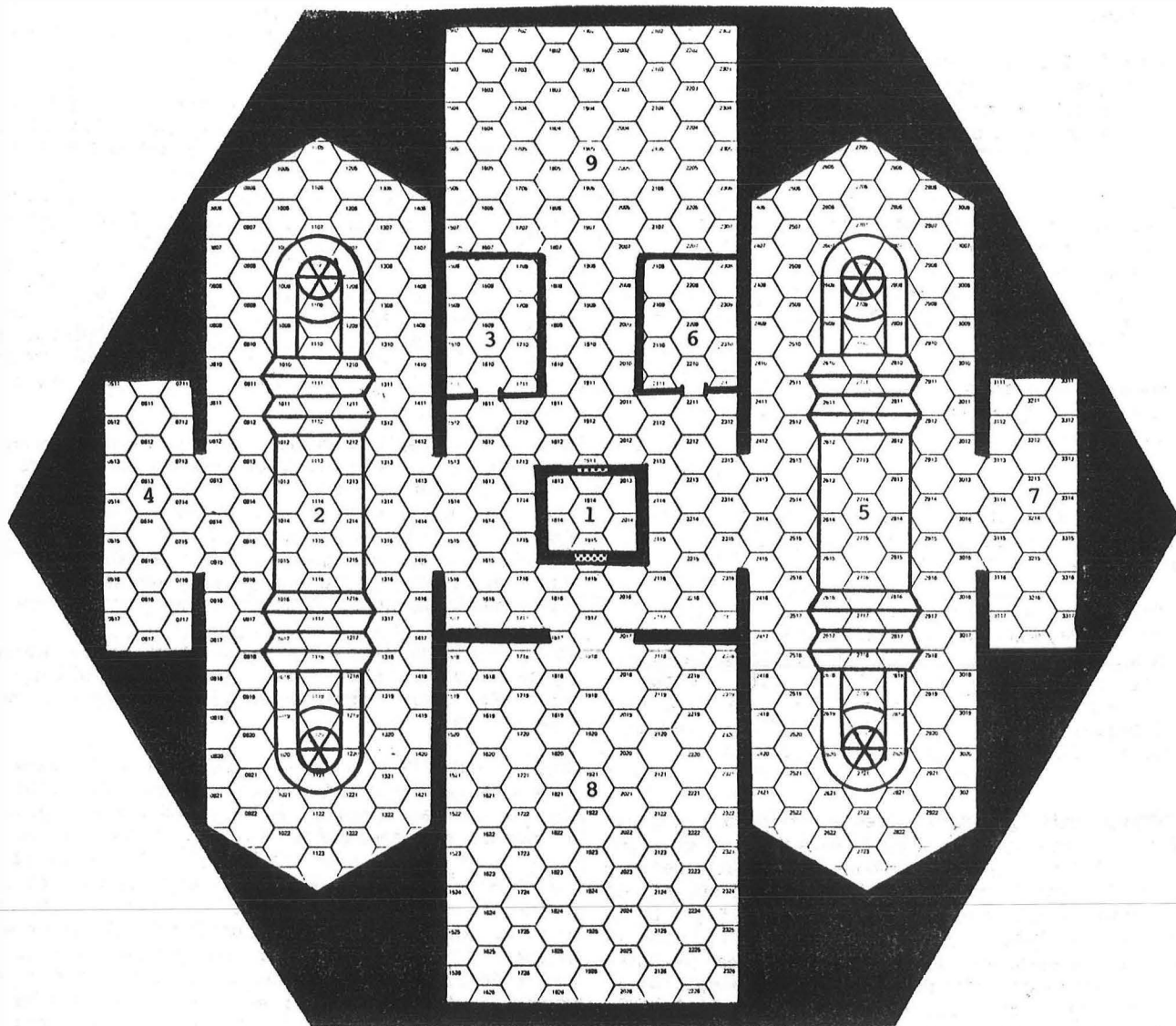
LEVEL 5

The fifth level of Stronghold is used for power generation and storage. Two large "Core Tap" generators and their control rooms dominate this 10 meter (5") tall level. Materials and robot storage areas are also housed on this level. Level 5 is not normally guarded or manned and is left to the silent robots and whirring machinery.

LEVEL 5 MAP KEY

- | | |
|-------------------|-----------------------|
| 1) ELEVATOR | 6) CONTROL ROOM 2 |
| 2) CORE TAP 1 | 7) STORAGE ROOM 2 |
| 3) CONTROL ROOM 1 | 8) GENERAL STORAGE |
| 4) STORAGE ROOM 1 | 9) ROBOT STORAGE ROOM |
| 5) CORE TAP 2 | |

ELEVATOR: The elevator and doors in the center of the level have the same characteristics (walls and doors Defense value 12 and 10 Body pips, floor Defense value 20 and 12 Body pips) as the elevator on Level 1.



SECURITY SYSTEMS

CORE TAP 1: This giant turbine produces the power for Stronghold. Hot steam from a deep fissure in the earth is delivered to the heat exchangers on the "hot" side of the turbine. This heat drives the turbine and is released in the cold heat exchanger. If the "hot" (lower) exchanger or the turbine is breached (Defense value 12 and 8 Body pips) a spray of superheated steam doing 9D6 physical damage would fill the room in 2 segments. Every segment that a character is in the room he will take 9D6. If the "cold" (upper) heat exchanger is breached a similar cloud will fill the room in 3 segments doing 6D6 per segment. The storeroom and elevator room adjacent to the turbine will fill with steam within 6 segments of the first breach. The turbine may be shut down by a technician in the Number 1 control room. After being shut down the steam will slowly cool, doing one less D6 damage per full turn until the area is safe.

CONTROL ROOM 1: This room houses the controls for Core Tap 1. The turbine may be set to speed up or slow down the rate of power production. Normally a simple automated control sets the power output. The controls may also be cross linked to run Core Tap 2. A character who has Security Systems and a background in machinery can bypass the limiters on the turbine's speed. This operation normally takes 5 full turns. Once the turbine has been set to overspeed it will take from 2 to 12 full turns for them to overload. When a turbine overloads it will explode like a huge shrapnel shell, doing 10D6 killing to anyone adjacent and doing -1D6 per hex distant.

STORAGE ROOM 1: This room contains spare parts for the turbine, its heat exchangers, and its control systems. Boxes weighing 400 kg. to 3200 kg. line the walls. Each box has a Defense value of 12 and 6 Body Pips.

CORE TAP 2: This turbine is the twin to Core Tap 1. Either turbine has the full capability to run Stronghold by itself. Core Tap 2 is kept "hot" and ready to produce power at all times. If anything happens to the primary turbine Core Tap 2 will take over in from 1 to 6 segments. The "hot" side of Core Tap 2 is the upper side.

CONTROL ROOM 2: This room is a copy of Control Room 1. It has the same capabilities and limitations as the other control room.

STORAGE ROOM 2: Similar boxes to those in Storage Room 1 fill this room. It is used for storage for the spare parts in Core Tap 2.

GENERAL STORAGE: This room contains all of the storage for the entire Stronghold complex. Anything from paper to electronic equipment to cell modification modules can be found in this room. Boxes with computer inventory tags from 1 kg to 800 kg. are kept in scattered piles. A shadowed catwalk runs around the top of the back wall. Very light boxes are kept on this catwalk.

ROBOT STORAGE ROOM: 22 special recharging cradles ring the walls of this steel lined room. Each cradle is designed to hold 1 of the robots that help defend Stronghold. 10 Type I cradles, 8 Type II cradles, and 4 Type III cradles are kept here. Normally 2 Type I, 2 Type II, and 1 Type III robots are kept in their cradles. These robots are spares for when the on duty robots malfunction or undergo maintenance. In case of a Level 3 security alert these robots would be activated and report to the guard shack on Level 4.

The security system in Stronghold consists of 4 major components, the sensors, the computer, the guards, and the robots. First the sensor systems alert the staff to any type of escape attempt. Then the computer processes the sensor information and determines the position and severity of any escape attempt. The guards provide the flexible response and intelligent interface necessary to deal with the escape threat. Finally, the robots provide the heavy, expendable, fire power necessary to hold and retrieve any escaped prisoners. Each component is dependent upon the other components in a team effort to enforce maximum security.

THE SENSORS: Stronghold's sensor arrays consist of four different types of detectors:

RADAR: Outside of Stronghold a Phased Array Radar net built into the side of the mesa is used to spot incoming intruders. The Radar has a base chance of 18 or less on 3D6 to spot a man-sized target. The target must be partially metal, have a force field up, or have 20 or more points in Density Increase to show up on Radar. Any character that is not of sufficient density to give a good reflection is spotted at -3. Radar has a Range Modifier of -1 per 20". The Stronghold delivery aircraft has a size modifier of +5. Stronghold has no anti-air defenses itself, but it is protected by a nearby airforce interceptor base (1D6 Planes respond in 3D6 segments, SPD 4, 300" per phase, Turn mode 60, OCV 5, DCV 0, Defense value 6, 6 Body pips, with 6 missiles as SAM's but with 3D6 killing warheads).

TELEVISION: Inside of the Stronghold corridors there are TV sensors. The sensors watch the cells and sweep the halls. The TV pictures are transmitted back to the corridor's controlling guard shack and the security computer on Level 1. The TV cameras are hidden behind special opaque panels in the ceiling. The 4 cameras are mounted directly in the middle of the corridor, every other hex. If a character with invisibility and a fringe effect steps directly under a camera he will be spotted. Any attempt at Darkness (where the computer does not already know there is a power failure or burnt out light) will trigger a security alert. The TV cameras will normally pick up a target on 13 or less on 3D6.

INFRA-RED SCANNERS: Backing up the TV cameras in the halls are infra-red heat scanners. These scanners track a target's general body shape by the heat that it emits. If at any time a heat source (or extremely cold area) falls in front of the scanner the computer checks the identity of the source using the TV setup. If the source is a guard or a robot, nothing happens. If the source is an escaped prisoner, a Level 3 security alert is called. If the TV camera can not find the heat source the computer will report a possible invisible entity loose to the guards in the controlling guard shack. The infra-red scanners will pick up a target on a 13 or less on 3D6.

SEISMIC SENSORS: The entire mesa around Stronghold is geologically stable. Therefore, any seismic disturbance must be man made. Scattered throughout the rock of the Stronghold mesa there are seismic sensors that feed the security computer with information. Any blow of more than 2 Body Pips against a wall, or tunneling at a rate greater than 1" per full turn, will set off one of the sensors. The computer will use the great number of sensors it has available to triangulate on the disturbance. If the disturbance is outside the volume of Stronghold the computer will call a Level 3 Security alert and signal a break in attempt. If the disturbance

is from inside Stronghold the computer will alert the guards on duty at the nearest guard shack. The seismic sensors can be triggered on a roll of (11 + the Number of Body pips damage done + Number of inches of tunneling a phase) or less on 3D6.

THE COMPUTER: The Henderson 2750 Security Computer on Level 1 ties all of the information from the separate sensors, robots, and guard reports together. The computer is very fast, but has a large number of sensors to watch. The computer swings through all of its sensors once every 6 segments. Each sensor saves all of its data and burst transmits it to the computer. If a sensor character is spotted by a sensor there is a 1D6-1 segment delay before the information is received, processed, and any computer decisions made. The computer can call 3 different levels of Security Alert. Each level is detailed below:

SECURITY ALERTS

LEVEL 1: A precautionary alert. All guards in the immediate area are notified of an interesting event. A Type I robot is sent to investigate the event. Two guards may, at their discretion, investigate the event. The warden's secretary and the sergeant of the current guard shift are notified of the alert. Level 1 alerts can be caused by minor sensor malfunctions, a prisoner attempting to get attention, or any minor violent accident (heavy boxes falling, etc.).

LEVEL 2: A defensive alert. All guards on shift are notified as to the event. A Type II robot and 2 guards are required to investigate the event. The warden and the lieutenant are notified of the alert. Level 2 alerts can be caused by possible escape or breaking attempts, possible sabotage, or any major, but unsubstantiated threatening event.

LEVEL 3: A full security alert. All guards and robots are activated for duty. All bulkhead doors are to be shut. All use of the elevator must be first cleared by the warden or the lieutenant. All safeties are removed from all weapons. All scientists, technicians, and administrative personnel are to report to the break room for briefing. Guards are to be doubled at all points. All available reserves are to be sent to the source of the event. Level 3 alerts can be caused by confirmed escape attempts, confirmed assaults, or any confirmed threat to Stronghold or its integrity.

THE GUARDS: The 52 guards that are always on duty at Stronghold are keenly aware that they hold one of the most dangerous security jobs in the world. They uphold this responsibility with flare and determination. The 48 unranked guards are split into 3 shifts of 16. Each shift guards for 9 hours a day, with a half hour overlap between shifts. Each of the guards is trained in combat techniques, life saving and first aid, and prisoner psychology. Because of the pressure of the 7 day a week schedule and the closed environment of Stronghold, the guards serve a one month tour of duty. The 'Blue' set of guards serve on even numbered months, and the 'Gold' set of guards serve on the odd numbered months. If for any reason a guard is unable to work, he will be replaced immediately by reinforcements flown in from Albuquerque.

THE ROBOTS: The most amazing, technological, and expensive parts of the Stronghold security system are the security robots. The designers of Stronghold felt that the supervillains quartered there would be so dangerous that the security forces would need some form of expendable firepower. The robots were manufactured by McVee Industries and integrated into the security systems of Stronghold by Henderson Electronics. These



robots are the latest in flexibly programed computers. They can make good decisions within the realm of their programed responses, but none of the robots are intelligent. They will certainly make wrong or random choices when confronted with decisions outside the range of their programing. As the robots do not contain any sort of intelligence, they may not be effected by mental powers or other effects based on EGO vs. EGO attacks.

The robot's sensory information may be displayed in the guard shack of the level the robot occupies, or on the security console in the warden's office. The robots may be controlled from any of three places. Normal control comes from within the robot's own computer brain. Secondary control may be exercised from any guard shack on the same floor as the robot. Overriding control may be exercised by the security console in the warden's office. When under outside control, the robots retain all of their basic statistics and abilities. If a robot could be stopped, gotten inside of, and reprogramed, secondary and override control could be eliminated. While under their normal programing, the robots will try to subdue any escaping prisoner or any being who attempts to stop them from subduing an escaping prisoner.

WHERE THE HEROES ARE

Since Stronghold is located in the middle of the New Mexican desert, getting the heroes there may be difficult. This section will present several different reasons for the heroes to be present at the facility when problems arise.

Working There: The administrative plan for Stronghold calls for at least one superhero to be at the prison at all times. The GM might wish to hire a player character for this task, or possibly several characters. The length of employment would probably be short, perhaps a month for each hero. Of course, if someone wants his character to work there full time, why stop him?

The players could have characters working at Stronghold in their secret identities. Stronghold employs a number of scientists for research projects, and often new scientists are brought in to work on specific problems. Player characters could also be employed as technicians, guards, or administrative personnel. Since Stronghold is isolated and the situation involves a lot of tension, the turnover rate among personnel is high despite the good wages. Stronghold is almost always hiring for some position or other. Of course, this also opens up chances for the villains to infiltrate....

Just Visiting: Stronghold attracts many visitors, for obvious reasons. Politicians often visit on fact-finding junkets. A steady stream of journalists from all different media visit Stronghold, reporting the many stories that occur there. Scientists come to Stronghold to examine the scientific data gathered by the research teams. Foreign delegations come to Stronghold to study the prison construction, layout, and operation. Superheroes visit Stronghold to provide professional advice on the supervillains, and to say hello to their old foes. Any of the visitors could be a superhero or villain in their secret identity.

Delivery: The Stronghold Delivery Procedure is a necessary part of Stronghold prison. A special team is on 24 hour alert in 10 major U.S. cities, prepared to spring into action when a supervillain is captured. When the signal is received, the special agents will pick up the villain, and ask the heroes to accompany them to Stronghold. Thus, heroes could be on hand when a prisoner is delivered to Stronghold. The Delivery Procedure is detailed in the first scenario.

Reinforcements: A more difficult method for getting the player characters on the scene is calling for help. If the prison is situated in the middle of the desert, it could take a considerable time for the heroes to get there. If the GM has relocated the prison near a city, the travel time would be much more reasonable. Once trouble starts occurring at the prison, an alarm call could be set up directly to a supergroup's headquarters. Of course, by the time they get to the prison, the trouble would probably be over. No harm in trying, though.

SCENARIOS

1) Stronghold Prisoner Delivery: Stronghold prison would be of no use if there was no way to deliver the prisoners. A complete system for prisoner handling and delivery was developed and instituted. A special team is stationed in 10 major U.S. cities, on 24 hour alert. Each team has 8 men, with 4 on duty at any given time. Two of the men are stationed at the local airport with a high speed VSTOL transport aircraft ready and waiting. The other two men operate the Stronghold Mobile Detention Unit.

The Stronghold Mobile Detention Unit (SMDU) is basically an armored truck, with a detachable armored box for holding the prisoners. The box has a PD and ED of 14, and 12 BODY. The box's defenses are hardened, so Armor-piercing will have no effect. The box has no windows, and is hermetically sealed to prevent characters with Shrinking or Stretching from escaping. The interior of the box can be observed from the cab of the truck with a TV monitor that is hidden in the wall of the box (-5 to Perception Roll to find, can be detected by Microscopic Vision). The truck itself is armored, with a PD and ED of 12, and 8 BODY. The truck can hit 100 kph on a level road. The two men are equipped with standard Stronghold autoblasters in addition to 8 PD, 8 ED Armor (activates on a 14 or less).

The SMDU responds to a police call that a supervillain has been captured. Once on the scene, they remove any obvious foci and put the villain in the box (possibly with the assistance of some heroes). The guards will question the heroes about any special powers or abilities that they know the villain has. If the guards feel that they will be unable to contain the villain once he wakes up, they may use their special knockout gas (10D6 STUN only, no normal defense, defense is 10 pts. Life Support, Force Field). The guards will then ask the superheroes if they will accompany the prisoners to Stronghold. The guards have room for one passenger in the cab, and any additional heroes will have to try to keep up with the truck. The SMDU then drives to the local airport, where the box containing the villain is loaded into the VSTOL plane. Once again the heroes are asked to accompany the prisoner to Stronghold, and of course the superheroes will be given a free ride back to their city.

The Stronghold Delivery system provides a fast way to get characters into a scenario involving Stronghold. Incidents can occur at any point in the transfer system. For instance:

A call goes out over the police band (and to any local supergroups) that the villain known as Ripper has just been captured by an UNTIL special team, and is being transferred to a Stronghold Mobile Detention Unit. Assistance is requested. When superheroes arrive (somehow, the heroes all get there at about the same time), some of Ripper's cohorts (Radar, Sonar, Esper, or whoever else you wish to use) are busily mopping up the UNTIL team and are freeing Ripper from his confinement. This rescue attempt could also occur when the truck is on the road, at the airport transferring the prisoner, or even in the aircraft.

2) Breaking Out: No prison is impossible to break out of, and Stronghold is no exception. There are as many different ways to escape as there are prisoners. Since the cells are designed to the specific powers of the occupants, escape becomes a matter of doing what your captors don't expect or don't know you can do. Some examples:

RIPPER: The walls of the RIPPER's one piece cell are reinforced, with a Defense value of 24 and 10 BODY. The prison officials don't know yet about Ripper's emergency strength augmentation, so the cell was not specially reinforced. Using his Strength augmentation, Ripper will be able to get out of his cell with a Haymaker. This would attract a great deal of attention. An alternative would be the use of his Security Systems skill in conjunction with his Strength, finding the particular points where the sensors are and destroying them quietly. Then he could use his augmented Strength to carefully and gradually pry open the door, and thus have a chance to get a fair distance before being detected. Ripper's personality makes the first escape route more likely to be the one he uses.

INSECTOID: Stronghold's scientists have determined that Insectoid's alien metabolism is peculiarly vulnerable to certain organophosphate compounds (notably malathion). Therefore Insectoid's cell is double walled, with malathion constantly circulating in between. Thus, if Insectoid breaches the wall, he is doused with malathion. The weakness here is that a small hole could be made in the wall to drain the malathion into Insectoid's washbasin. The fumes would probably bother him, but not a great deal. When sufficient pesticide was drained, Insectoid could escape through the roof.

FREON: Freon has great difficulty functioning in warm temperatures at low humidity, so his cell is kept at 35° Centigrade (90° F) and 3% humidity. The scientists believe that his powers cannot function under such conditions, but they still can at 3x END cost. So if Freon tries hard, he should be able to weaken the cell sufficiently to get out.

SONAR: Sonar's cell is a double walled cell with a vacuum in the middle. This deadens any sounds she puts out. The walls are also designed to bounce sound (extra ED usable only for Sonics). The weak point is the plumbing connections, which are not as tough as the walls. Sonar could break the plumbing and thus rupture the vacuum, enabling her to break through the outer wall.

RADAR: Radar's cell has an intense magnetic field that stops him from using most of his powers. About the only option left to him is to overpower a guard when lunch is brought to him. The Type I robots cannot bring Radar food because of the intense magnetic fields in his cell. Radar, of course, has carefully concealed the fact that he has a STR of 20.

ESPER: Esper's cell has an Ego Shield, which cuts down the force of her mind powers. However, if she exerts her Mind Control to the maximum (pushing for +2 dice), she can influence one of the guards slightly. If she phrases her suggestion properly, she could get a guard to open her cell, and then she could exert the full force of her Mind Powers upon the hapless guard.

These methods of escape are only samples. If there's one way to escape, there's usually more.

Once a villain has escaped from his cell, it's still a long way out. The security systems will activate, calling up the Type I, II, and III robots and the guards. Then there's the blast doors. Finally, the villains have to get off the mesa somehow. In addition to these considerations, there are some options the clever villain should consider.

Release Others: The more, the merrier. If an escaped villain can free other villains, his chances to escape will improve. If the Stronghold security forces are attempting to contain a massive breakout, the chances are much greater that an individual supervillain can sneak away.

The cells are not as tough from the outside as they are from the inside, and of course they are not designed to stop the same sort of powers. So one supervillain could free several others in short order. If Ripper got out of his cell, he could easily smash in the doors of Radar and Sonar's cells, and the three of them could then release even more prisoners, if they wanted to.

Of course, not all the villains would work together. Many would fight amongst each other. There would be a great deal of confusion, and this leads to the next option.

Sneak Out: Those villains who have subtle powers should use them. Why batter your way out, when being sneaky involves less pain? Esper, for instance, could use her Mind Control powers to make people forget that they ever saw her. She would not be able to fool the robots, however. But she could use her powers to make a guard escort her to the outside, and have him prevent the robots from noticing that anything was wrong.

Take Over: Smart villains might realize that striking at the heart of Stronghold would be the key to control. By taking over the computer, the villains could command all the security systems and robots, and thus takeover would be fairly simple. Stronghold is a superb fortified position, and could be held against an army.

Hostages: The traditional method of ensuring safety when a villain is in a tight spot. Guards are the easiest to capture, but they make poor hostages, since they are paid to be expendable. The best hostages would be famous scientists, politicians, journalists, etc. The villains might even try to hold hostage a hero who is in his secret identity, which could lead to very interesting plot complications.

An important fact to remember in hostage situations: regardless of relative Speeds, a person who is prepared may act at any Dexterity or Speed. If the hero wants to try to save a hostage who has a gun held to his head, the hero must first distract the gun wielder somehow (perhaps with a Presence attack). Then relative Dexterities are compared.

Traitors and Sabotage: Even though Stronghold has extremely tight security, it is possible for a traitor to exist or be created. A loyal employee could be blackmailed or threatened into cooperating. A very clever villain would have planted a traitor among the guards at the very beginning of the prison, just in case. Such a traitor, however he occurs, could help others enter the prison. Or the traitor could find a way to sabotage the computer, or the power plant. Perhaps he could smuggle some tool or weapon to his employer inside the cell.

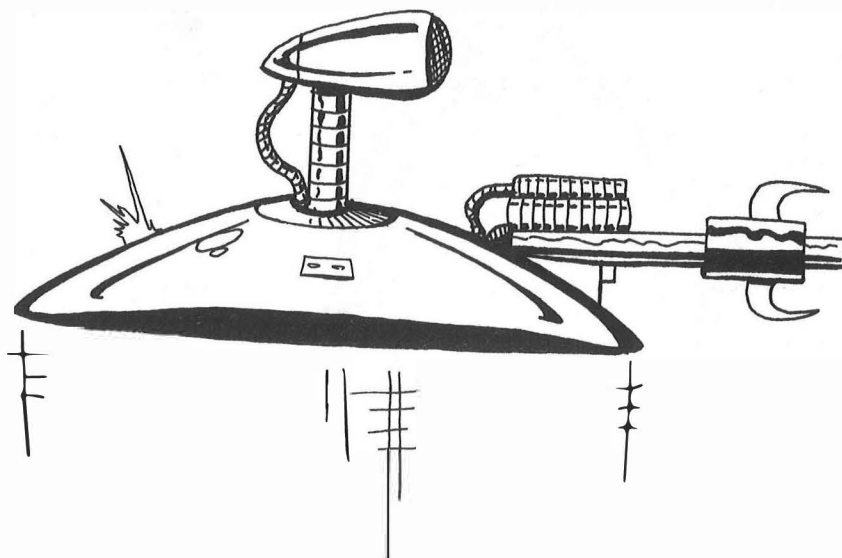
Natural Disaster: The forces of coincidence are much stronger in a superhero universe. Although it seems unlikely, natural disasters could hit Stronghold, possibly freeing many prisoners, and giving the superheroes a tough problem to handle. An earthquake would disable the power plant, thus turning off the forces that power most of the cells. An electrical storm could also knock out the power, and would probably cut off Stronghold's communications links to the outside world. A meteorite strike could blast a hole through several levels of Stronghold, breaking through many cells (boy, does that villain have Luck!).

Disguised Visitors: A variation on sneaking in. The villains, disguised as ordinary journalists, politicians, or other important people, get inside the prison and either break out their target by force, or take hostages to get their target released.

3) Breaking In: A clever supervillain always prepares for the possibility of capture. Having henchmen who remain out of prison is one of the most basic preparations. Such henchmen can help their boss get out prison and begin again his life of crime. Breaking in is usually easier than breaking out. Some of the basic scenarios are detailed in this section.

Attack in Force: This is the most obvious tactic. Just assemble a group of big, tough villains, blast your way into Stronghold, free your boss, and leave. Unfortunately, Stronghold is a very tough, well defended prison. First the villains would have to blast their way to the elevator, then fight their way through the robots in the cell block, and then fight all the way back out. This is extremely tough, especially if some superheroes have appeared to help out the prison guards. The prison may well end up with more inmates, instead of fewer.

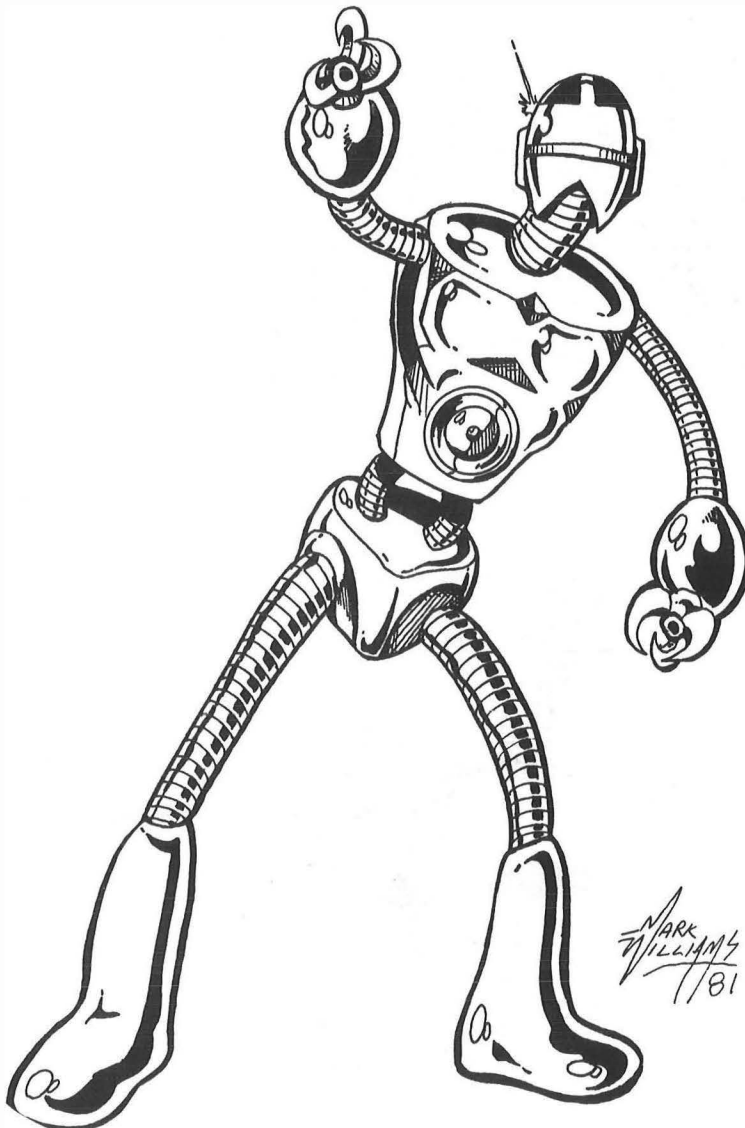
Sneak In: This option requires somewhat more subtle villains. Esper would be good at sneaking in, using her mind powers to make the guards let her in, and forget they saw her. The villains would do their best to get to the cell of their friend undetected. If the villains were spotted, and the alarm sounded, the situation would be just like the previous scenario. Assuming the villains can get to the cell, they next have to open it. If they know about the opening sequence, perhaps they can get into position to use it. Otherwise, they'll have to use force, and that is usually very noisy. However, they would have a fair chance of getting out if they left fast. Of course, those pesky superheroes are usually on the scene within moments.



4) Heroes Attack: If the villains attack in sufficient force, they could take over Stronghold, defeating any heroes there. Then other heroes would have to attack a Stronghold held by villains, using all of Stronghold's defenses against them! The robots would work just as effectively for the villains as for the prison officials. Perhaps the villains have not taken over the whole prison, but only some of the levels (probably one or two of the cell block levels). The heroes would have to fight their way in through the elevator guard station, or try to penetrate the floor or ceiling. The villains would definitely have an advantage in such a situation. Remember, the villains are trying to get out, and should not get caught up in fighting when they could be running.

5) Heroes Break Out: Give the heroes in your campaign an interesting problem- put them in Stronghold and have them try to escape! There are several ways that the heroes could be put into the cells. A hero could be wrongly arrested for a crime he did not commit, and put in jail. The hero would probably wait in the cell, hoping to be cleared at his trial. So give him a reason to get out quickly-some disaster that only he knows about, and no one will believe him that it exists. If he wants to prevent the disaster, he'll have to break out of Stronghold.

If villains have taken over Stronghold, they would quite probably put any defeated superheroes in the cells until the villains could figure out what to do with them. Then the heroes would have to try to break out before the villains arranged some dire fate for them.



OPTIONS

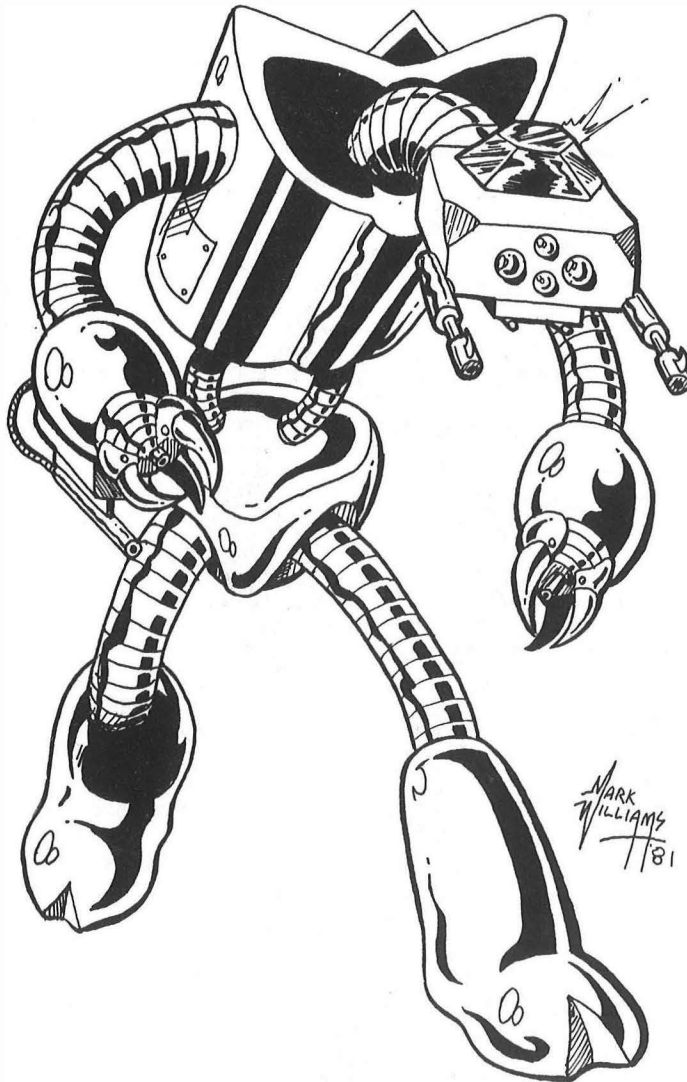
Stronghold can be altered for the individual campaign in several ways. Changing this supplement to fit more closely into your own campaign will make it that much more useful and fun. Probably the most important step toward making Stronghold a solid part of your own campaign is to involve the player characters as closely as possible with Stronghold. Tie in their secret identities with the development and construction of Stronghold; have the players develop some of the prison's security measures. Stronghold should change and grow with your campaign.

One of the simplest modifications to make is putting a superhero, preferably a player character, in charge of Stronghold. The GM can get that player into a scenario with no problem at all. That player would also have lots of problems to deal with, which is always more fun. Having a player so directly involved helps the GM to add lots of detail to the situation, which is always more interesting.

The placement of Stronghold can easily be altered to bring the prison closer to your campaign. Put the prison in a bluff or an island right near the city that is the center of your campaign; that way the heroes and villains can reach the prison more easily. Or do just the opposite: put Stronghold far from any population center, and make its location a closely guarded secret. That measure would certainly aid in keeping the prison secure.

Stronghold, while designed as a prison, could be easily modified to serve as a villain's base. The layout could even be used as a Genocide base. If Stronghold were used as a villain's hideout, the administration level would probably be his working headquarters, and the other levels would contain laboratories, storerooms, cells for the occasional superprisoner, etc.

These are just some of the ways in which this supplement can be altered. Pieces of this supplement (the guards, the robots, the cells, etc.) can be used in other places in your campaign. Use the ideas presented here as a launching point for your own installations.



Name: WARDEN

VAL	CHA	COST
15	STR	5
18	DEX	24
18	CON	16
12	BODY	4
20	INT	10
14	EGO	8
20	PRE	10
10	COM	
7	PD	4
7	ED	3
4	SPD	13
7	REC	
36	END	
29	STUN	
CHA Cost = 97		

Cost Powers

18	Armor +8 PD, +8 ED 14 or less
31	7D6 Selective fire Autoblaster -1 per 5", 30 shots, 2 extra clips
12	+4 levels with Autoblaster
15	Martial Arts
76	= Powers Cost

173 =Total Points

CV=6
ECV=5

PHASES: 3,6,9,12

Name: LIEUTENANT

VAL	CHA	COST
13	STR	3
14	DEX	12
15	CON	10
10	BODY	
15	INT	5
11	EGO	2
15	PRE	5
14	COM	2
6	PD	3
6	ED	3
3	SPD	5
6	REC	
30	END	
24	STUN	
CHA Cost = 50		

Cost Powers

18	Armor +8 PD, +8 ED 14 or less
31	6D6 Selective fire Autoblaster -1 per 5", 20 shots, 2 extra clips
9	+3 levels with Autoblaster
13	Martial Arts
68	= Powers Cost

119 =Total Points

CV=5
ECV=4

PHASES: 4,8,12

Name: SERGEANT

VAL	CHA	COST
13	STR	3
15	DEX	15
15	CON	10
11	BODY	2
10	INT	
11	EGO	2
15	PRE	5
10	COM	
6	PD	3
6	ED	3
3	SPD	5
6	REC	
30	END	
25	STUN	
CHA Cost = 48		

Cost Powers

18	Armor +8 PD, +8 ED 14 or less
31	6D6 Selective fire Autoblaster -1 per 5", 20 shots, 2 extra clips
6	+2 levels with Autoblaster
13	Martial Arts
68	= Powers Cost

116 =Total Points

CV=5
ECV=4

PHASES: 4,8,12

Name: GUARD

VAL	CHA	COST
10	STR	
14	DEX	12
13	CON	6
10	BODY	
13	INT	3
10	EGO	
13	PRE	3
12	COM	1
5	PD	3
5	ED	2
3	SPD	6
5	REC	
26	END	
22	STUN	
CHA Cost= 36		

Cost Powers

18	Armor +8 PD, +8 ED 14 or less
31	6D6 Selective fire Autoblaster -1 per 5", 20 shots, 2 extra clips
3	+1 level with Autoblaster
52	= Powers Cost

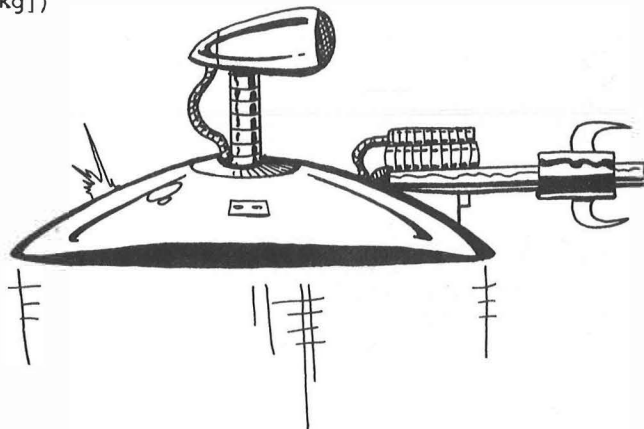
88 =Total Points

CV=5
ECV=3

PHASES: 4,8,12

Name: **TYPE I ROBOT**

VAL	CHA	COST	Cost	Powers
5	STR	-5	20	Flight 15" (doesn't work underwater)
18	DEX	24	15	0 END cost Flight
15	CON	10	50	10D6 Energy Blast (Blaster:
1	BODY	-18		Endurance Battery, 120 pips)
15	INT	5	5	IR vision
0	EGO	-20	3	Radio Hearing
8	PRE	-2	10	2 levels Shrinking (+4 DCV, -4 others
18	COM	4		Perception Roll, -4" ground movement,
10	PD	13*		+6" knockback, 1/16 normal mass [6 kg])
10	ED	11*	4	0 END cost Shrinking, always on
4	SPD	12	-4	-2" Ground Movement
0	REC		15	Life Support
0	END	-15	*	Armor, activates on a 14 or less
24	STUN	13	9	+3 levels with Flight
CHA Cost=	32		6	+2 levels with Blaster
			133	= Powers Cost



100+ Disadvantage

- 25 No senses but sight
- 40 2x STUN and BODY from Electrical Attacks

165 =Total Points

CV=6
ECV=0

PHASES: 3,6,9,12

Name: **TYPE II ROBOT**

VAL	CHA	COST	Cost	Powers
30	STR	20	30	Full Damage Resistance
23	DEX	39	15	Life Support
25	CON	30	50	10D6 Energy Blast (Blaster:
3	BODY	-14		Endurance Battery, 200 pips)
25	INT	15	5	IR vision
0	EGO	-20	3	Radio Hearing
20	PRE	10	20	360° Vision
14	COM	2	40	Entangle, 16D6, 3 charges
15	PD	9*	5	Lack of Weakness (-5)
15	ED	10*	5	Flash Defense (-5)
5	SPD	17	173	= Powers Cost
0	REC			
0	END	-25		
50	STUN	19		
CHA Cost=	112			

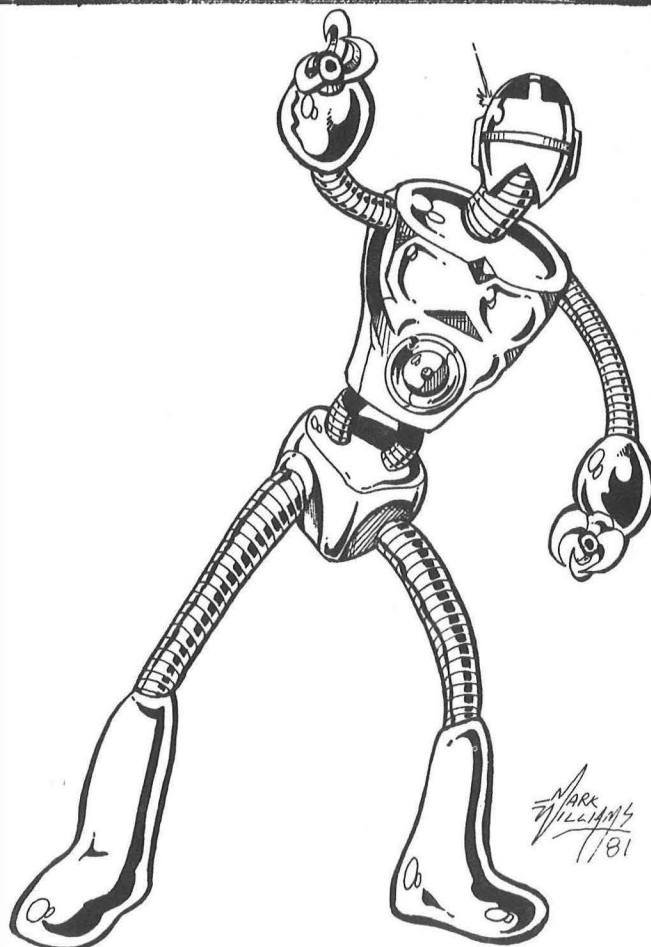
100+ Disadvantage

- 25 No senses but sight
- 40 2x STUN and BODY from Electrical Attacks
- 130 Robot Bonus

295 =Total Points

CV=8
ECV=0

PHASES: 3,5,8,10,12



Name: **TYPE III ROBOT**

VAL	CHA	COST	Cost	Powers
50	STR	40	30	Full Damage Resistance
20	DEX	30	20	Life Support
30	CON	40	75	12D6 Energy Blast (Blaster: Endurance Battery, 240 pips)
5	BODY	-10		Attack with no normal defense
30	INT	20	60	Neural Disruptor, 6D6
0	EGO	-20		Defense is being metallic or having Ego Defense
25	PRE	15		12 charges
10	COM			8D6 blaster affects Desolidified objects
20	PD	10*		12 charges
20	ED	14*	60	20
5	SPD	20		Radar
0	REC			High Range Radio Hearing
0	END	-30	20	360° Vision
75	STUN	30	10	5 UV vision
CHA Cost=		159	20	2 IR vision
			40	Entangle, 16D6, 3 charges
			8	Lack of Weakness (-8)
			10	Flash Defense (-5)
			360	= Powers Cost

100+ Disadvantage

25 No senses but sight

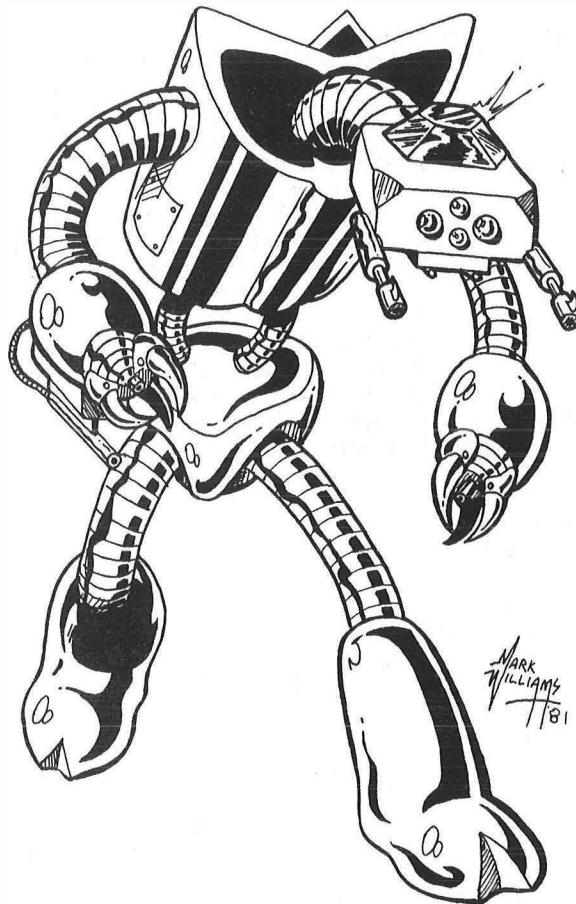
394 Robot Bonus

519 =Total Points

CV=7

ECV=0

PHASES: 3,5,8,10,12



Name: **ESPER**

VAL	CHA	COST	Cost	Powers
10	STR		90	Elemental Control Mind Powers:
17	DEX	21	36	+2 slots in Elemental
18	CON	16		Mind Scan 9D6
9	BODY	-2		Mind Control 9D6
23	INT	13	5	Ego Attack 5D6
23	EGO	26		Mental Illusions 9D6
25	PRE	15		Force Field +15 PD, +15 ED, +15 Ego
24	COM	7		Defense
5	PD	3	45	1/4 END cost Elemental Control
5	ED	1	6	+3" Running
5	SPD	23		
6	REC			
46	END	5		
23	STUN			
CHA Cost=		128		

100+ Disadvantages

25 Very Greedy, enthralled by money

25 Disdain and Contempt for normal people

10 Public Identity

5 Unusual Looks

25 Hunted by the FBI (11 or less)

25 Hunted by VIPER (8 or less)

20 2x STUN from Sonics

65 Villain Bonus

300 =Total Points

CV=6

ECV=8

PHASES: 3,5,8,10,12

A tiny meteorite ended its long trip through space with a fiery entry into the Earth's atmosphere. The tiny fragment of the groupmind that was infused on the fragment protected the meteorite during reentry, but could not keep it from exploding on impact with the Earth. An angry, distraught, young woman was the only witness to the brilliant explosion of the meteorite. A small fragment of the exploding meteorite, hurtling outward from the blast, struck and lodged inside the young woman. Quickly the remaining cells of the groupmind multiplied inside their new host, and attempted to take over the host body. But in inhabiting the woman they had amplified her nascent mental powers manyfold. She arose from the sight of the explosion, a glow in her eyes, and in control of her new abilities. No longer was she powerless, now she had the power to make the world take notice. Now she was the ESPER.

Name: **FREON**

VAL	CHA	COST	Cost	Powers	100+ Disadvantage
15	STR	5	80	Elemental Control (Ice/Cold)	15 Secret Identity
20	DEX	30	1	+15 PD, +15 ED Ice Armor (Armor value is reduced by one for every Body Pip done by an attack)	30 2x STUN from Fire
20	CON	20			15 1 1/2x BODY from Fire
13	BODY	6			10 Fear of Fire
10	INT		2	+20" Ground Movement (Ice Slide)	40 Hunted by UNTIL (14 or less)
10	EGO		3	8D6 Energy Blast (Cold, Invisible to normal sight, 14 or less)	15 Irrational Code vs. Killing
20	PRE	10			38 Villain Bonus
10	COM		8 4	Invisibility to normal sight, IR, UV, and X-Rays (Not while armored up)	268 =Total Points
8	PD	5			
8	ED	4	7	(10) Acrobatics with Ice Slide on 13 or less	
5	SPD	20			
10	REC	6	5	Stealth on 13 or less	
50	END	5	40	Reduced END cost Elemental 2 Steps	
34	STUN	4	10	2 Levels with Elemental	
CHA Cost=115			3	1 Level with Energy Blast	
			153	= Powers Cost	

CV=7

ECV=3

PHASES: 3,5,8,10,12

Fred Ellsworth had been a petty thief for several years, working for the Organization. He entertained thoughts of hitting it big, becoming wealthy and respected. So when his boss told him that he had a tough job for him, Fred accepted. When he and his partner proceeded to the refrigerator plant to carry out their mission, Fred was told that he had to rub out two men. He had never done anything like that, but if it meant getting ahead, he was willing to try. The attempt ended in failure. The two men were UNTIL agents, and spotted what was going on. They shot Fred before he could nail them, and Fred was hurled backward into a tank of refrigerating gas. An explosion occurred, enveloping Fred with this gas and thousands of volts of electricity. When he finally woke up in the hospital, he discovered his marvelous new powers. Taking the name of FREON, Fred still seeks to become rich and famous.

Name: **RIPPER**

VAL	CHA	COST	Cost	Powers	100+ Disadvantages
50	*STR	23	9	3 Levels in Hand to Hand Combat	25 Berserk on 14 or less Recover on 11 or less in battle
18	*DEX	17	6 *	(10) Growth 1 Level (+2" Ground Movement, +1 OCV in Hand to Hand Combat, -1 DCV, -1" Knockback, 2x Mass, Always on)	10 Loves to Fight
30	*CON	40			15 No Code vs. Killing
15	BODY	10			10 Public Identity
10	INT				15 Unusual Looks
10	EGO		3 *	(5) Reduced Endurance cost for Growth 2 steps	27 Villain Bonus
25	*PRE	7			198 =Total Points
8	COM	-1	20 *	(50) +50 STR (3 Uses)	
20	*PD	6	7 *	(10) Superleap - 2x leap (20" across by 10" up, on 11 or less)	
20	*ED	7			
4	*SPD	8	13 *	(20) Regeneration - 2 BODY per Recovery	
16	REC		20 *	(40) +20 PD, +20 ED Armor (on 14 or less)	
60	END				
52	STUN		7 *	(10) Life Support	
CHA Cost=117			*	All powers and stats so marked (*) are bought through the Armor (OIF)	
			85	= Powers Cost	

CV=6

ECV=3

PHASES: 3,6,9,12

James Allison was drafted in 1968 by the U.S. Army. He became a Green Beret, and was sent on the most difficult and dangerous missions in Vietnam. His luck ran out while he was investigating a secret laboratory in North Vietnam. Allison was captured and used as an experimental subject. Strange serums were injected into him; he was bombarded by curi s radiations. The experiments failed, and James Allison was transformed into a malformed monster. The Viet Cong left him for dead when their laboratory was bombed. But James Allison was made of sterner stuff than the Cong thought. Allison made his way back to South Vietnam, and was found by a forward artillery observer. Transferred to a military hospital in the states, Allison recovered somewhat, only to be told by his doctors that he was dying from the radiation he had received. The doctors could offer him only one chance at survival--Project Omicron. This project had been developing certain human augmentation devices for military use. The devices were adapted to Allison, and managed to keep him alive. But he was still horribly malformed, and his twisted mind rebelled. Allison broke free and now leads a life of crime, fighting to escape his past.

Name: **RADAR**

VAL	CHA	COST	Cost	Powers
20	STR	10	53 *	(80) Elemental Control (Radar)
20	DEX	30	1	Flight 20"
23	CON	26	2	8D6 Energy Blast (Radio Energy)
10	BODY		3	8D6 Attack with No Defense, Defense is Ego Defense (Only works on people with Radar)
10	INT			
9	EGO	-2		
20	PRE	10	10 4	(16) Radar on 17 or less, Range Mod. = -1/40"
14	COM	2		
15	PD	11	10 5	(16) Darkness at Range to Radar only, in a 12" Radius
15	ED	10		
5	SPD	20	7 *	(10) High Range Radio Hearing
10	REC	2	27 *	(40) Endurance Reduction for Elemental 1/4 END
50	END	2		
41	STUN	9	15	(45) Invisibility to Radar (Always on)
CHA Cost=130				10 2 Levels with Elemental
CV=7				* Powers do not work in water or in intense magnetic fields
ECV=3				132 = Powers Cost

PHASES: 3,5,8,10,12

100+ Disadvantage
15 Secret Identity
25 Hunted by Police (11 or less)
40 Hunted by UNTIL (14 or less)
15 Irrational Underconfidence
25 Berserk on 14 or less Recover on 11 or less when Sister is hit or hurt
15 3D6 from Radio Jammers
10 2x STUN from Magnetic Attacks
5 1 1/2x BODY from Magnetic Attacks
12 Villain Bonus
262 = Total Points

Arthur Hammond was a technician working for the U.S. government in post WW II Japan. He fell in love with a young Japanese girl, Mariko, and married her. They lived happily in Japan for several years, but with the birth of the twins (a boy and a girl), they moved to Hawaii. The twins, Michael and May, grew up healthy and happy until they entered their teens. They began to be plagued by strange, severe headaches. Alarmed, the parents sought medical help, but the doctors could not find the source of the headaches. The last doctor the tried suggested that perhaps Mariko's nearness to the bombing of Nagasaki had caused her to pass on some genetic defect to her children.

Soon the children began to display exceedingly strange symptoms. They seemed to have knowledge of things they could not have seen. Even more alarmed, the Hammonds sought the aid of PSI (Parapsychological Studies Institute).

The men at PSI asked that the children stay at the Institute for a while, for testing. This seemed reasonable to the frightened parents, and they agreed. PSI began to work its insidious will on the impressionable young minds, developing their latent mutant powers and subjugating their will.

The Hammonds grew alarmed as time passed and their children were not returned. Arthur Hammond snuck into the Institute to see his children, and stumbled across a secret training lab where young mutants were killing kidnapped experimental victims. Shocked to the core of his being, Arthur attempted to escape, but was discovered and killed by PSI's guards. PSI then hunted down Mariko Hammond and killed her too.

The twins overheard the president of the Institute discussing what had occurred. Berserk with rage, the twins blasted their way out of the Institute and escaped, killing several people in the process. The twins, now calling themselves Radar and Sonar, turned to a life of crime to support their bitter vendetta against PSI.

Name: **SONAR**

VAL	CHA	COST	Cost	Powers
10	STR		100	Elemental Control (Sonar)
21	DEX	33	1	+10 PD, +15 ED Sonic Shield
20	CON	20	2	8D6 Energy Blast (Sonic)
10	BODY		3	Flash vs. Sonar Only 7D6, 7" (Attack with no defense - defense is Radio Hearing, only useable while sonic blasting)
13	INT	3		
10	EGO			
20	PRE	10	20 4	Teleportation 25" with Combat Teleport (Won't work thru a vacuum)
16	COM	3		
8	PD	6	12 5	Active Sonar Hearing
10	ED	6	5	Instachange
5	SPD	19		
10	REC	8	50	Endurance Reduction for Elemental Control 2 Steps
50	END	5		
35	STUN	5	20	4 Levels with Elemental
CHA Cost=123				207 = Powers Cost

100+ Disadvantage
15 Secret Identity
25 Hunted by Police (11 or less)
40 Hunted by UNTIL (14 or less)
30 2x STUN from Physical Killing Attacks
15 1 1/2 STUN from Physical Attacks
20 Irrational Overconfidence
15 Protective of Brother
70 Villain Bonus
330 = Total Points

CV=7
ECV=3

PHASES: 3,5,8,10,12

Name: **INSECTOID**

VAL	CHA	COST	Cost	Powers
40	STR	30	67	Multipower
26	DEX	48	9 M	3D6 Hand to Hand Killing Attack, Armor
23	CON	26		Piercing (+2D6 w/ STR adds)
12	BODY	4	9 M	12" Tunneling
13	INT	3	18	(60) 6D6 Ego Attack (Useable only on
11	EGO	2		people who use Mind powers on
20	PRE	10		Insectoid)
4	COM	-3	17	20 pts. Ego Defense
16	PD	8	14	(18) 6 Levels with Ego Attack
18	ED	13	20	360 Degree Vision
6	SPD	34	132	= Powers Cost
13	REC			
66	END	10		
44	STUN			
CHA Cost =185				

100+ Disadvantage

15	Unusual Looks
15	3D6 From Insecticides
25	Eats Dead and Injured (Eats 1 BODY per phase)
10	Public Identity
10	Only Sees in UV
25	Hunted by Police (11 or less)
35	Hunted by NASA (14 or less)
13	Hunted by Special Police Task Force (14 or less)
15	Berserk on 11 or less Recover on 11 or less at the sight of Dead or Injured People
5	1 1/2 Effect form Flash Attacks
20	Always Hungry
21	Villain Bonus
317	= Total Points

CV=9

ECV=4

PHASES: 2,4,6,8,10,12

Insectoid was a larva aboard a scout vessel that was on a mission to find new food sources for the intergalactic insect hives. When the scout through the Jovian system it was crippled by the intense radiation field that surrounds Jupiter. The scout was forced to crash land on Earth. Through the eyes of the surviving crew, the Hive Mind saw tremendous potential for food, so the Hive Mind instructed the larvae to hatch as warrior bugs. The bugs divided up the remaining equipment that had survived the crash and went out to determine what life forms could be taken and/or eaten with the least amount of effort. Also to determine what advantages could be gained by exploiting the local populace. So began the mission of Insectoid.



FREON

RIPPER

INSECTOID

RADAR

ESPER

SONAR

A yellow starburst graphic with a black outline, containing the word 'BREAKOUT!' in red capital letters.

BREAKOUT!

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