

RANGED WEAPONS

Weapon Size	Damage	Range	Mod	Shots	Cost
Pistol	1D6/3D6	-1 per 3"	6/30	5/11/13	
Heavy Pistol	1D6+1/4D6	-1 per 3"	6/30	7/15/17	
Carbine	1½D6/5D6	-1 per 4"	30	17/21/24	
Rifle	2D6/6D6	-1 per 5"	30	22/27/31	
Heavy Rifle	2D6+1/7D6	-1 per 5"	30	26/31/36	
Machine Gun	2½D6/8D6	-1 per 6"	125	40/46/52	

The following weapons can only be mounted in vehicles or in static mounts. The Braced modifier is already factored into their Range Modifier.

Weapon Size	Damage	Range	Mod
Light Autocannon	3D6/9D6	-1 per 12"	
Medium Autocannon	3D6+1/10D6	-1 per 14"	
Heavy Autocannon	3½D6/11D6	-1 per 16"	
Light Tank Gun	4D6/12D6	-1 per 18"	
Medium Tank Gun	4D6+1/13D6	-1 per 20"	
Heavy Tank Gun	4½D6/14D6	-1 per 22"	
Very Heavy Tank Gun	5D6/15D6	-1 per 24"	

Range mod: -1 to OCV per "X" inches, first "X" inches at -0.

Shots: Number of times the weapon may be fired. Each Autofire burst takes 10 shots. The second number for Pistols and Heavy Pistols is for Autofire weapons.

SIGHTS

Name	OCV	Range Mod	Cost
Telescopic Sight	+1	+3	4
Laser Computing Sight	+2	+6	8
Starlight Scope ¹	+0	+0	4

¹Allows normal firing at night.

MELEE WEAPONS

Melee Weapon	Damage	Cost
Knife	½D6 K	5
Sword	1½D6 K	12
Blackjack	3D6	2
Club	4D6	5

K = Killing Attack

EXPLOSIVES

Explosive	Damage	Cost	Weight
Fragmentation Grenade	2D6 K	15	½ kg
Concussion Grenade	6D6	15	½ kg
Dynamite (1 stick)	4D6	15	½ kg
Dynamite (4 sticks)	6D6	20	2 kg
Gas Tank	10D6	—	—
Mortar Round	4D6 K	30	—
Howitzer Round	5D6 K	38	—

K = Killing Attack.

ARMOR

Armor	Defense	Acts on	Cost
Bulletproof Vest	+6	11 or less	10
Flak Vest	+8	11 or less	13
Flak Suit	+8	14 or less	16

SPECIAL WEAPONS

Weapon	Damage	Mod	Shots	Cost
LAW ¹	4D6 K	-1/4"	1	16
Manpack SAM ²	2D6 K	Special ³	1	13
Heavy SAM	4D6 KE	Special ⁴	1	—
Antitank Missile	5D6 K	Special ⁵	1	38
Shotgun ⁶	3x1D6 K	-1/4"	8	10

K = Killing Attack
KE = Killing Explosion

¹Light Antitank Weapon
²Surface to Air Missile

³Manpack SAM: This weapon has a heatseeking guidance head. If the target emits large amounts of heat, the missile will lock on and take no modifier for range. The missile will not fire without a lock on. Missile velocity = 400" per Segment.

⁴Heavy SAM: This weapon has a radar guidance head. If the target is very large or metallic the missile will lock onto the target and take no range modifier. The missile will not fire without a lock on. Missile velocity = 550" per Segment.

⁵Antitank Missile: This weapon does not take range modifiers but cannot hit a target that is closer than 25" away. Missile velocity = 100" per Segment.

⁶Shotgun: Any character hit with a shotgun round takes three separate 1D6 Killing Attacks. The character applies those attacks separately against his PD. Thus, if the character has a fully resistant PD of at least 6, he will take no BODY damage from shotgun rounds.

VELOCITY CONVERSIONS

Velocity in:			
KPH	MPH	Segment	Turn
14	8	2	24
36	22	5	60
72	43	10	120
108	65	15	180
144	86	20	240
180	108	25	300
216	130	30	360
252	151	35	420
288	173	40	480
324	194	45	540
360	216	50	600
540	324	75	900
720	432	100	1200
1080	648	150	1800
1440	864	200	2400
1800	1080	250	3000
2160	1296	300	3600
3600	2160	500	6000

CHAMPIONS

THE SUPER ROLE-PLAYING GAME! GAMEMASTER'S SCREEN



PLUS ADVENTURE #1 FOR CHAMPIONS

THE ISLAND OF DR. DESTROYER

BY STEVE PETERSON AND
GEORGE MAC DONALD



OBJECT SIZE, WEIGHT, AND DEFENSE

Object	Mass	DEF	BODY	Range Mod Multiple
Airplanes, Commercial				
Helicopter (Jet Ranger III)	660 kg	3	7	x8
Light plane (Cessna Skylane)	800 kg	3	8	x16
Two engine plane				
(Beach Baron)	2 t	3	10	x20
Large two engine plane (DC-3)	25 t	4	13	x32
Small jet				
(Learjet Century III)	6 t	3	11	x24
Small passenger jet (737)	28 t	3	13	x52
Large passenger jet (747)	167 t	4	15	x128
Airplanes, Military				
Cargo copter (CH-47)	9.5 t	4	11	x20
Small fighter (F-5)	4 t	5	10	x20
Large fighter (F-15)	17 t	5	12	x28
Small bomber (FB-111)	21 t	5	13	x28
Large bomber (B-52)	124 t	5	16	x96
Large cargo plane (C-141)	110 t	4	15	x128
Building Doors				
Wood Door	20 kg	2	3	x2
Metal Fire Door	50 kg	7	5	x2
Safe Door	150 kg	10	9	x2
Vault Door	3 t	16	9	x4
Building Walls				
Glass	—	1	1	—
Wooden Wall	—	3	3	—
Brick Wall	—	5	3	—
Concrete Wall	—	6	5	—
Reinforced Concrete Wall	—	8	5	—
Armored Wall	—	13	7	—
Construction Equipment				
Tractor	2 t	5	9	x4
Bulldozer	6 t	5	11	x6
Crane	12.5 t	4	12	x8
Environment				
Water (per hex)	7 t	0	12	—
Dirt (per hex)	8 t	0	14	—
Stone/Concrete (per hex)	16 t	6	14	—
Buildings (per hex)	5 t	6	12	—
Furniture				
Wood Furniture	15 kg	3	3	x1/2
Steel Furniture	40 kg	5	5	x1
Control Consoles (per hex)	200 kg	4	4	x2
Heavy Machinery (per hex)	3.2 t	9	8	x2
Ground Vehicles, Commercial				
Pickup Truck	2.5 t	5	9	x6
Van	2 t	3	9	x6
Panel Truck	3.5 t	4	10	x8
Bus	7 t	3	10	x12
Semi Truck and Trailer	10 t	4	10	x16
Ground Vehicles, Military				
APC	15 t	10	12	x8
Hovercraft	15 t	4	12	x12
Tank	60 t	19	14	x12
Ground Vehicles, Miscellaneous				
Motorcycle	100 kg	4	5	x1
Snowmobile	150 kg	3	5	x1
Ground Vehicles, Private				
Small Car	1.5 t	3	9	x3
Midsize Car	2 t	3	9	x4
Luxury Car/Station Wagon	2.5 t	3	9	x6

Object	Mass	DEF	BODY	Range Mod Multiple
High Tech Vehicles				
Gravsled	2 t	4	9	x4
Small alien spacecraft	10 t	5	11	x4
Large alien spacecraft	4 kt	11	20	x250
Ships, Commercial				
Trawler	750 t	5	19	x170
Freighter	100 kt	7	25	x4000
Oil Tanker	192 kt	7	26	x4000
Ships, Military				
Cutter	1 kt	6	20	x200
Destroyer	3 kt	7	22	x400
Submarine	7.5 kt	11	23	x650
Cruiser	10 kt	13	24	x650
Battleship	45 kt	21	26	x2500
Aircraft Carrier	80 kt	10	27	x3200
Ships, Private				
Motor boat	750 kg	3	8	x4
Sail boat	500 kg	3	9	x8
Motor Launch	1.5 t	4	10	x6
Yacht	20 t	4	14	x24
Space Vehicles				
Satellite	3 t	3	10	x1
Small rocket (Scout)	22 t	3	12	x12
Space shuttle	100 t	6	15	x85
Large rocket (Saturn V)	1.9 kt	4	26	x170
Street Scenery				
Fire hydrant	30 kg	7	4	x1/4
Flag Pole	25 kg	4	2	x1/4
Manhole cover	30 kg	9	5	x1/2
Mailbox	40 kg	4	5	x1
Lamp Post/Telephone Pole	300 kg	5	3	x1
Dumpster	300 kg	4	5	x2
I Beam (per 2 m length)	200 kg	9	8	—
Trains				
Cable Car	2.5 t	3	9	x6
Train engine	100 t	8	17	x24
Box car	70 t	6	14	x24
Passenger car	30 t	4	15	x24
Trees				
Small tree (10 m tall)	2.5 t	4	11	x6
Medium tree (20 m tall)	20 t	4	14	x20
Large tree (40 m tall)	150 t	5	17	x40
Giant tree (80 m tall)	1.3 kt	5	20	x106
Weapons				
Pistol	2 kg	4	1	x1/8
Rifle	7 kg	4	1	x1/4
Heavy Weapon:				
Man Carried	30 kg	4	2	x1/2
Ground Mounted	1 t	6	8	x2

kg = Kilogram t = Ton kt = Kiloton m = meter

MACHINE MALFUNCTION

Damage	Chance to Malfunction
Less than ¼ BODY damage	8 or less
¼ to BODY ½ damage	11 or less
Greater than ½ BODY damage	14 or less



SPEED CHART

Character's Speed		1	2	3	4	5	6	7	8	9	10	11	12
Segment	1												X
	2						X	X	X	X	X	X	X
	3			X	X			X	X	X	X	X	X
	4		X			X	X		X	X	X	X	X
	5			X			X	X		X	X	X	X
	6		X		X	X		X	X	X	X	X	X
	7	X					X	X		X	X	X	X
	8		X		X	X		X	X	X	X	X	X
	9			X		X	X		X	X	X	X	X
	10				X	X		X	X	X	X	X	X
	11					X	X	X	X	X	X	X	X
	12	X	X	X	X	X	X	X	X	X	X	X	X

FORMULAS

Knockback Done = (# of BODY rolled - 2D6)
 Perception Roll = 9 + (INT/5) or less
 Characteristic Rolls = 9 + (CHA/5) or less
 Presence Attack = (PRE/5)D6

COMBAT SEQUENCE CHECKLIST

- Determine the attacker's OCV.
- Determine the defender's DCV.
- Attacker makes his Attack Roll (3D6); his chance to hit is 11 + attacker's OCV - defender's DCV.
- If he misses, his action Phase is over; go to the next character's Phase.
- If he hits, determine the damage and any effects of damage; then go to the next character's Phase.

OCV CHECKLIST

- Determine base OCV (character's DEX/3).
- Add any applicable Skill Levels.
- Apply any modifiers for the particular Combat Maneuver being used.
- Apply any Combat Modifiers.
- Apply any Modifiers due to Powers; some Powers of the target (like Growth or Shrinking) may apply.
- Apply any Range Modifiers.

DCV CHECKLIST

- Determine base DCV (character's DEX/3).
- Add any applicable Skill Levels.
- Apply any modifiers for the particular Combat Maneuver being used.
- Apply any Combat Modifiers.
- Apply any Modifiers due to Skills or Powers.

COMBAT MODIFIERS

Modifier	Explanation	OCV	DCV	Range	Modifier
Area Effect Attacks	May be targeted at a character or at a hex. The DCV of the target hex is 3. If you miss, the Area Effect centers 1 hex away for each point the Attack Roll is missed by, up to a maximum of half the distance to the target. Roll 1D6 for the direction of the miss.	+0	—	—	x½
Autofire	Requires that 10 shots be expended per burst. Autofire against 1 target: Autofire against many targets:	+4	—	—	x½
Bouncing your attack	Requires 1 Skill Level spent for each time the attack bounces. The Range Mod is counted along the entire bounce path. GM may award a Surprise Maneuver or Surprise Attack bonus.	-1/hex	—	—	x½
Braced	Requires a solid object to brace against.	+1-3	—	—	—
Explosions	Handle as Area Effect Attacks.	+1	drops to 0	—	x2
Flash Attacks	Target like an Area Effect Attack, but with a normal Range Modifier. You must then make a successful Attack Roll against each target in the area separately to Flash them.	+0	—	—	x½
Move and Attack	This Modifier applies if the character moves any distance and attacks, except with a Move Through or a Move By.	+1-3	—	—	—
Prone	Characters lying flat for whatever reason.	-1	—	—	—
Set	Waiting a full Phase and attacking on your next action Phase; may not move.	+0	—	—	—
Spreading Energy Blast	To hit one target, you get a +1 OCV for every 1D6 you spend END for but don't use to cause damage. To hit several targets, you may make a separate Attack Roll against all targets in a hex for -1D6 on your attack; each additional -1D6 adds 1 adjacent hex to your area. Each target requires an Attack Roll to hit.	+1	—	—	x2
Surprise Attack	If the target is engaged in combat: If the target is not in combat (totally unaware), attack does 2x STUN.	+0	—	—	—
Surprise Maneuver	Attacker does a type of attack the defender wasn't expecting. The GM decides the level of surprise, and chooses a bonus.	+0	target's DCV is x½	—	—
Target Concealment	Target is half concealed: Target shows head only:	+0-3	—	—	—
Target Size	Target fills 1 hex: Target fills 2 hexes: Target fills 4 hexes: Target fills 8 hexes: Target is ½ man size: Target is ¼ man size: Target is ⅛ man size:	—	—	—	x2, x4, x8, x16, x½, x¼, x⅛
Throwing Objects	Throwing an unbalanced object like an unwilling hero, a chair, a building: Throwing a balanced object like a willing hero, a spear, a pole:	+0	—	-1/1"	—
		+0	—	-1/2"	—

STRENGTH CHART

Strength	Lift	Damage	Jump	Example
-20	1.6kg	—	—	Football
-15	3.2kg	—	—	Shotput
-10	6.4kg	—	—	
-5	12.5kg	—	—	
0	25kg	0D6	0"	TV set
5	50kg	1D6	1"	
10	100kg	2D6	2"	Man
15	200kg	3D6	3"	
20	400kg	4D6	4"	Motorcycle
25	800kg	5D6	5"	
30	1.6ton	6D6	6"	Small car
35	3.2ton	7D6	7"	Truck
40	6.4ton	8D6	8"	
45	12.5ton	9D6	9"	Jet Fighter
50	25ton	10D6	10"	
55	50ton	11D6	11"	Tank
60	100ton	12D6	12"	
65	200ton	13D6	13"	Large Plane
70	400ton	14D6	14"	
75	800ton	15D6	15"	Trawler
80	1.6kton	16D6	16"	
85	3.2kton	17D6	17"	
90	6.4kton	18D6	18"	Destroyer
95	12.5ktn	19D6	19"	
100	25kton	20D6	20"	Cruiser

KEY

kg = Kilogram
 ton = 1,000 kg
 kton = 1,000 tons
 Jump = running broad jump distance

THROWING DISTANCE

Extra Strength	Balanced Aerodynamic	Balanced or Aero-dynamic	Unbalanced Object
0	0"	0"	0"
5	10"	5"	2"
10	20"	10"	4"
15	30"	15"	6"
20	40"	20"	8"
25	50"	25"	10"
30	60"	30"	12"
35	70"	35"	14"
40	80"	40"	16"
45	90"	45"	18"
50	100"	50"	20"

FALLING

Segment	Velocity	Distance fallen
1	5"	5"
2	10"	15"
3	15"	30"
4	20"	50"
5	25"	75"
6	30"	105"
7	30"	135"
8	30"	165"
9	30"	195"
10	30"	225"
11	30"	255"
12	30"	285"

COMBAT MANEUVERS

Combat Maneuver	OCV	DCV	Damage
Punch	+0	+0	x1
Haymaker ¹	+0	-5	x1½
Kick ¹	-2	-2	x1½
Block	+0	+0	—
Dodge	—	+3	—
Grab	-1	-2	—
Move By ²	-2	-2	x½+(V/5)
Move Through ³	-(V/5)	-3	x1+(V/3)
Other attacks	+0	+0	normal
Martial Punch	+0	+2	x1½
Martial Kick	-2	+1	x2
Martial Block	+2	+2	—
Martial Dodge	—	+5	—
Martial Throw	+(V/5)	+1	x1+(V/5)

V = Velocity in inches.

¹ This Maneuver takes one extra Segment to perform.

² The hero takes one third the STUN and BODY damage he does to his target.

³ The hero takes half the STUN and BODY damage he does to his target.

PRESENCE ATTACK MODIFIERS

Modifier	Situation
-1D6	In combat
-1D6	At a disadvantage
-1D6	Reputation weak
+1D6	Reputation strong
+1D6	Surprise
+1D6	Exhibiting your Power
+1D6	Violent Action
+2D6	Extremely violent action
+3D6	Incredibly violent action
+1D6	Good soliloquy
+2D6	Excellent soliloquy
+3D6	Incredible soliloquy
+1D6	Appropriate setting
+2D6	Very appropriate setting
+2D6	Targets in partial retreat
+4D6	Targets in full retreat

PRESENCE ATTACK

Presence Attack is	Effect of Attack
1x Target's PRE	Target is impressed, will hesitate enough so that the hero may act before the target this Phase.
2x Target's PRE	Target is very impressed, will hesitate as above and only performs a half phase during his next phase. The target will consider very deeply what the attacker says.
3x Target's PRE	Target is awed, will hesitate for 1 full phase. Target has half DCV, and will possibly do as the attacker commands.
4x Target's PRE	Target is cowed, and may surrender, run away, or faint. Target has DCV 0, and will nearly always follow commands.

ACTION PHASE

Action	Time required	Move required
Move By	1 Phase	1"
Move Through	1 Phase	1"
Haymaker	½ Phase ¹	—
Kick	½ Phase ¹	—
Grab	½ Phase ²	—
Other Combat Maneuvers	½ Phase ³	—
Full move	1 Phase	Full move
Leaping	1 Phase	—
Change clothes	1 Phase	—
Recover from being Stunned	1 Phase	—
Half move	½ Phase	Half move
Throwing something	½ Phase	—
Find Weakness	½ Phase	—
Missile Deflection	½ Phase	—
Making an attack	½ Phase ³	—
Acrobatics	0 Phase	Half move
Turning on a Power	0 Phase	—
Turning off a Power	0 Phase	—
Shift Multipower	0 Phase	—
Danger Sense	No time	—
Soliloquy	No time	—
Presence Attack	No time	—
GM asks you to make a roll	No time	—

¹ Action takes place at the end of the next segment.

² You may "squeeze" the target for your normal STR damage or you may Throw the target as your second half-Phase action after a Grab.

³ You may not perform another action after these, but you may perform a half Phase action before these actions.

KNOCKBACK MODIFIERS

Circumstance	# of dice rolled for Knockback
Target is in the air	one less D6
Target is underwater	one more D6
Attack was a Killing Attack	one more D6
Attack was a Martial Attack	one more D6

RECOVERY TIME

STUN Total	Take a Recovery
0 to -10	Every Phase and post-Segment 12
-11 to -20	Post-Segment 12 only
-21 to -30	Once a minute only
-31 or more	GM's option (a long time)

MENTAL ILLUSION EFFECTS

Dice total is greater than:	Effect
1x target's INT	Target sees Illusion.
2x target's INT	Target perceives the Illusion with all of his senses.
3x target's INT	Target can take STUN from Illusory attacks.
4x target's INT	Target can take both STUN and BODY from Illusory attacks.

MIND CONTROL EFFECTS

Dice total is greater than:	Effect
1x target's EGO	Target will perform actions he's inclined to do anyway.
2x target's EGO	Target will perform actions he wouldn't mind doing.
3x target's EGO	Target will perform actions he's normally against doing.
4x target's EGO	Target will perform actions he's violently opposed to doing.

MIND SCANNING MODIFIERS

Number of people being scanned	Modifier
1	0
2	-1
4 (small game company)	-2
8	-3
16 (bar)	-4
32	-5
64 (theater)	-6
125	-7

MIND SCANNING EFFECTS

Mind Scan total is greater than	Effect
1x target's EGO	The general position of target is known.
2x target's EGO	The target's exact position in the area is known.
3x target's EGO	The hero can use any other mental Powers (Ego Attack, Mind Control, Mental Illusions, or Telepathy) on the target with the usual Attack Roll.

TELEPATHY EFFECTS

Telepathy roll is greater than	Accuracy
1x target's INT	The hero can read or send surface thoughts.
2x target's INT	The hero can read or send deep, hidden thoughts.
3x target's INT	The hero can read or send into the target's memory.
4x target's INT	The hero can read or send into the target's subconscious.

EXPERIENCE POINTS

Situation	Experience
Character was much more powerful than those he battled	0
Character was about equal with his opponents	1
Character was much less powerful than his opponent(s)	2
Character was in a very long adventure with many encounters	1
Character made significant noncombat decisions (figured out a trap, found the villain's weakness, etc.)	1
Character played within conception	1
Character played out of conception	-1

CHAMPIONS ADVENTURE NUMBER 1

THE ISLAND OF

DR. DESTROYER

BY STEVE PETERSON AND GEORGE MAC DONALD

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HERO GAMES



THE ISLAND OF **DR. DESTROYER**

by Steve Peterson and George Mac Donald

Edited by
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This book is dedicated to the authors by the authors, Steve "Starfire" Peterson and George "The Golden Swordsman" Mac Donald

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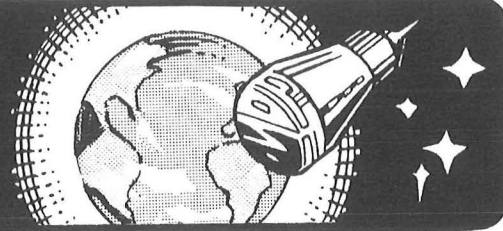
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Begin Transmission: "UNTIL command, UNTIL command, this is Agent Zed reporting. I've penetrated Dr. Destroyer's island base. It's incredible. He's got missiles, guns, hovercraft — there must be two hundred mercenaries here armed with automatic weapons. There's supervillains on the island, too. I've seen at least three. Those stolen rocket parts I traced — he's built an enormous nuclear rocket, and he's planning to launch any time. The hypno-ray satellite he's got in it will enable him to rule the world! We've got to stop him! Send in a full assault team. The entrance is — wait a minute, I hear a noise." Static. End Transmission.

The Island of Dr. Destroyer is an adventure designed for use with **Champions**. The adventure may be used for up to six superheroes at a time. The adventure consists of full maps of the island, and thorough descriptions of the defenses of the island. Included is the supervillain Dr. Destroyer and recommendations for the choice of his assistant villains. Also in this volume are suggestions on altering the adventure to fit your personal taste.

The players should read no further than this paragraph; it is best, in fact, if the game-master only reads them the "transmission" paragraph above. If they read further, they will discover information about the island which would make the adventure much easier and thus less fun.

HOW THE HEROES GET INVOLVED



Most appropriate to a comic-book campaign would be if the superheroes found out about the Dr. Destroyer situation on their own — such as by being the only ones to intercept Zed's message and trace it back to the island in the South Pacific, or by stumbling across a warehouse filled with munitions and discovering from their records the existence and defenses of the island, etc. An experienced game-master will have no problem figuring out how to inject them in the adventure.

For the inexperienced GM, here's a far easier method: The heroes are contacted by UNTIL, who can't handle the situation on its own (yes, the super-agent group knows its limitations). If the heroes already constitute a hero-team, then it's very easy. If not, UNTIL will contact the heroes individually. In either case, they'll be brought to the regional HQ of UNTIL, be introduced to Major Martinez himself, and be briefed on the situation.

THE BRIEFING

"All right, listen up," Martinez will say. "I only got time to say this once. My name is Major Martinez. We got you here to help us out." A slide of the island appears on the wall (the GM will either have to describe the island or do up a rough map of the island as described later). "On this island, the international criminal known as Dr. Destroyer is about to launch a satellite that could control every human being on this planet."

"His island is a fortress, armed with surface-to-air missiles, antiaircraft gun emplacements and armored hovercraft. Dr. Destroyer has a private army of hundreds of mercenaries, plus several superpowered criminals. A full UNTIL assault force is steaming toward the island, located in the South Pacific, but sending my boys into that place would be like marching them into a meatgrinder. We need you superheroes for this little vacation; my boys can't stop that launch.

"The launch complex is located underground somewhere on the island. We know that there is an entrance through Dr. Destroyer's villa. There might be more.

"The rocket itself is nuclear powered, and you damn well better not blow it up, because you'll vaporize the island and contaminate international waters besides vaporizing yourselves.

"Your objective, then, is to penetrate the launch complex and destroy the satellite before Dr. Destroyer can use his Hypno-ray to destroy the free will of every person on Earth.

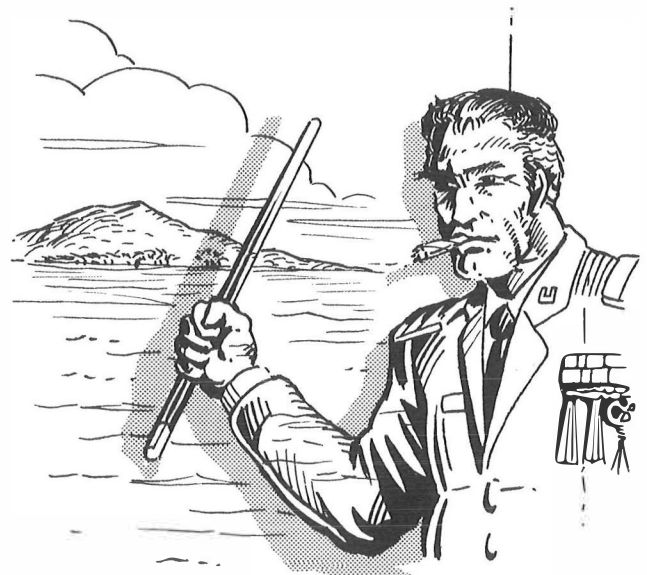
"We will provide you with a hypersonic transport aircraft to the area near the island. From then on, you're on your own. Good luck."

WHAT UNTIL CAN SUPPLY

UNTIL will not volunteer to provide the characters with any gear, but, if the heroes are beginners and the UNTIL liaison is pressed, they will provide some equipment out of their stock. They can provide:

- (1) A rubber raft with an outboard motor.
- (2) A parachute for each hero.
- (3) Climbing gear for each hero (acts as +3 to the Climbing skill, OAF claws and suction cups).
- (4) A radio for each hero (Radio Hearing, OAF)
- (5) One medikit (provides standard bonuses to characters with Paramedic skill).
- (6) A flashlight for each character.
- (7) Maps of the Island (the crude map that the GM can draw).
- (8) A bulletproof vest for each character (+6 PD and ED, 11 – activation). (The heroes will have to press them for such a concession; after all, superheroes are supposed to have all their own combat equipment.)
- (9) A blaster carbine for each character (5D6 EB, 20 shots, select fire). (Asking for or demanding this will raise some brows among the UNTIL boys, too — what are honest superheroes doing asking for standard UNTIL hardware?)

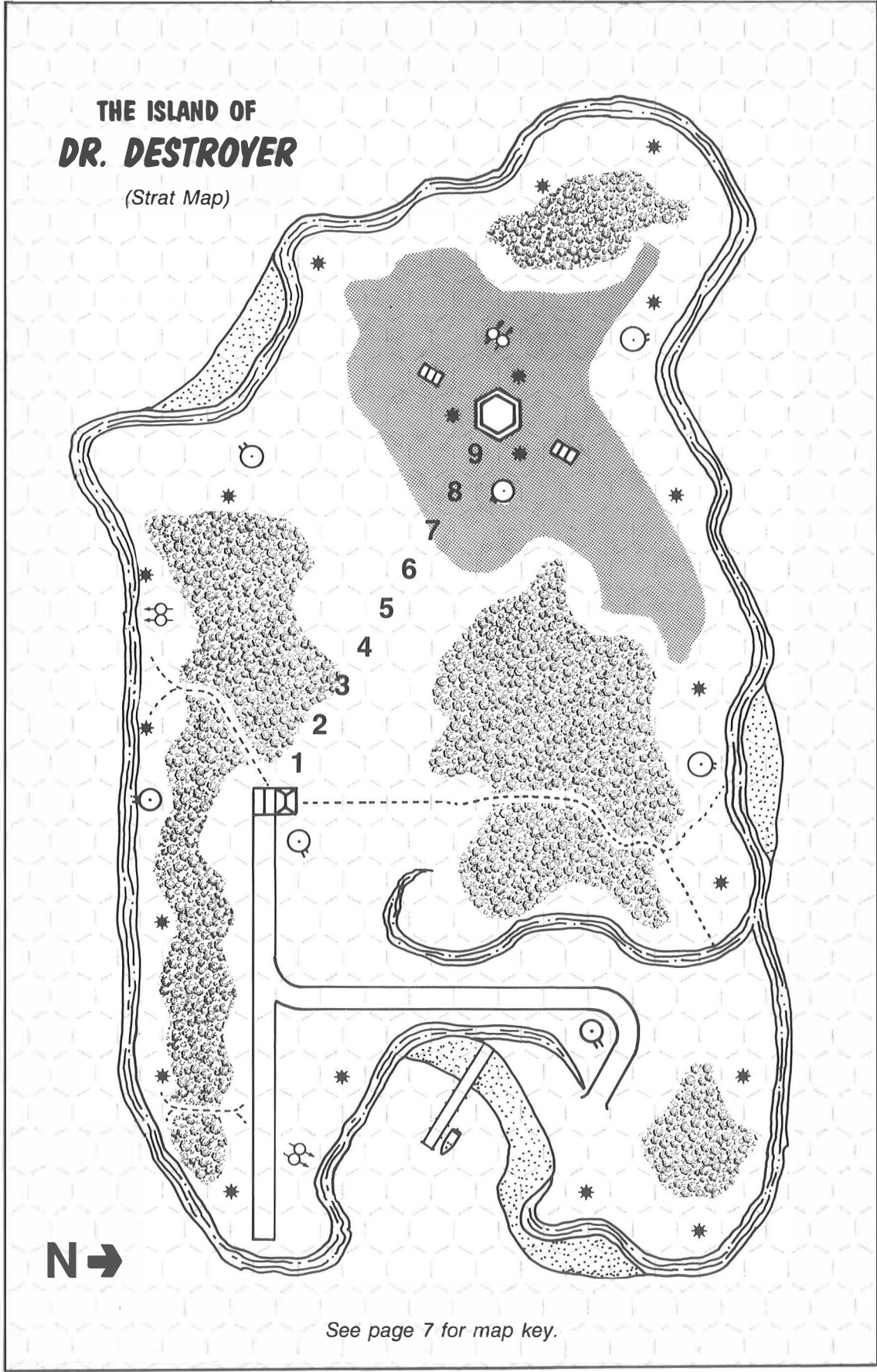
As you can well imagine, these last two items should only be provided if you feel that the heroes are a bit underpowered for this adventure.



A B C D E F G H I J K L M N O P Q R S T U V W X Y Z AA BB CC DD EE FF GG HH II JJ KK LL MM

THE ISLAND OF DR. DESTROYER

(Strat Map)



1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35

See page 7 for map key.

THE MAP

On page 3 is the GM's map of the Island of Dr. Destroyer. Note that this map is laid out in Strat Hexes — that is, strategic hexes constituting 50 meters across (25" in the normal tactical **Champions** scale). A later section of this rulebook details the meaning of the different map elements.

THE ISLAND'S DEFENSES

The Island of Dr. Destroyer is covered by myriad automatic and manned sensors and weapons. The island also contains over 200 troops and eight supervillains to ward off intruders. The final defense of the island includes the supremely powerful Dr. Destroyer himself. The defenses are presented here in the order that the players will probably encounter them. First, radar and ground-sensing devices will be detailed. Second, the mercenary soldiers and their equipment will be listed. Next, recommendations for the eight supervillains will be given. Finally, Dr. Destroyer will be described. The actual combat statistics of the troops and Dr. Destroyer is given at the end of the adventure.

RADAR

The island's first defense against assault consists of heavy Surface-to-Air Missiles (SAMs) for shooting down flying targets. These missiles are guided by radar. Each missile launch site (see map) has its own radar.

The base chance to spot a man-sized target is 18— on 3D6. Targets must either be carrying some metal, have a Force Field up, or have 20 or more points of Density Increase to be spotted by radar at this roll. All other characters are spotted at -3. Radar has a Range Modifier of -1 per 2 Strat Hexes. Normal airplanes have a modifier of +5 to spotting due to size. Large airplanes (like the UNTIL hypersonic transport) can have up to a +7 due to size.

Radar has a minimum altitude at which it can track targets. Any target that is below the radar's Minimum Sighting Altitude can not be seen. It is flying in the "grass." The Minimum Sighting Altitude for radar is given in the chart below:

MINIMUM RADAR SIGHTING ALTITUDE

Terrain Sighted Over	Range to Target in Strat Hexes						
	1	2	3	4	5	6	7+
Clear or Water	1"	2"	3"	4"	5"	6"	7"
Mountain	2"	4"	6"	8"	10"	12"	14"
Forest	3"	6"	9"	12"	15"	18"	21"

The SAMs are the same as those listed in **Champions**. They fly 550" or 22 Strat Hexes a segment. They take no range modifiers against any target spotted for them on radar. They do 4D6 Killing Explosions when they hit. The gunners for the missiles are considered OCV of 5 and speed 3. Each missile site has eight missiles.



THE ISLAND'S SENSORS

The island's second defense consists of large numbers of hidden sensors. The edge of the island is ringed with sensors, as are points of special interest (see map). Each sensor mark consists of a combination TV, Ultraviolet, and an Ultrasound Motion Sensor. Each sensor may be fooled by a combination of powers, skills, and player strategy. The sensor types are listed below, along with the powers or actions that will circumvent them.

Sensor	Action to Negate Sensor
TV	Invisibility Darkness Staying out of line of sight
Ultraviolet	Invisibility to Ultraviolet Darkness that includes UV* Staying out of line of sight
Ultrasound	Place Force Wall around sensor*
Motion Detector	Move a maximum of 1" per full turn Have 3+ levels in Shrinking Be Desolid
	*This causes the sensor to report a malfunction
Chance for computer to spot target:	
13— on 3d6	
-2 if only one sensor is operational	
-2 per clear Strat Hex away from sensor	
-4 per mountain or Forest Strat hex away	
-2 if target is partially concealed	
-5 if target made Stealth Roll and only TV or UV sensor is operative	

The maximum range of the sensor system is three Strat Hexes. The computer evaluates data from the best possible sources each turn, so it will only make one spotting roll per character. The computer will attempt to spot a character each time he moves.

THE COMPUTER'S REACTIONS

The Defensive Computer that runs most of the defenses on the island has several possible reactions to signals of intruders. The computer analyzes each threat by the total number of "events" it causes. Any time there is a malfunction, sighting, or problem in the complex, the computer registers an Event. The possible events are listed below:

Possible Situations	# Events Logged
Sighting of 1 person	1
Sighting of 2-5 people	2
Sighting of 6+ people	3
Sighting of 1 vehicle (flying characters count as vehicles)	2
Sighting of 2+ vehicles	4
Sensor Destruction	2
Patrol that does not report in on time	1
Weapons point that does not respond to call	1

Computer's Reaction:

- 1 Event Alerts next foot patrol to check out Event
- 2 Events Sends foot patrol to investigate immediately
- 3-4 Events Alerts Complex to possible intruders and sends scout vehicles and foot patrol
- 5-6 Events Sounds Intruder Alert, sends supervillain patrol to investigate Event, and scrambles all squads to vehicles
- 7+ Events Sounds Red Alert, seals all underground bulkhead doors, positions guards at all important doors, positions Supervillains at Missile Launch Site and Aircraft Hangar, activates automatic interior defenses

The Security Officer in the Missile Launch Site can examine the computer's sensor inputs at any time and override the computer's decision. Dr. Destroyer also has full control of the computer and autodefenses from his console at the Launch Site.

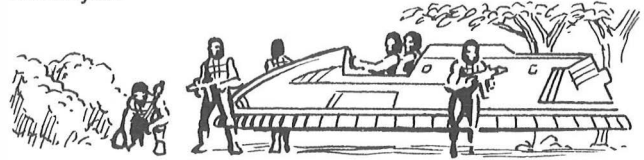
THE TROOPS

Dr. Destroyer has hired 200 mercenary troops to help guard his island fortress. These troops are all SPD 3, CV 4, and have +1 Level with all rifles. The exact characteristics for the average trooper are listed at the back of this book.

Each trooper is equipped with a 7D6 Blaster Rifle, with selective fire and a 20-charge clip. Each trooper carries two extra clips. Each trooper also carries a 1/2D6 knife (which does 1D6+1 HKA with their STR additions), a lightly-armored bulletproof vest, a flashlight and a radio.

Hidden in each trooper's belt buckle is a special Ultrasonic Response Transmitter. This small gadget allows the troopers to be identified by the island's computer. The transmitter works by listening for the signal sent out by the Ultrasonic Motion Sensor. When the transmitter identifies the signal, it sends a coded ultrasonic response that identifies the guard to the computer. The computer keeps a general record of the position of all the guards on the island in this manner. If any guard (or character who happens to steal a belt) is found to be far from his normal position, the computer will attempt to call that guard on the radio. If the guard does not give a proper response the computer will act as if two Events have taken place.

The troopers are organized into five-man fire teams. Squads have two fire teams. Platoons consist of three Squads and two leaders. Companies consist of three Platoons and four leaders. No formal organization above company level exists. All company commanders report directly to the Defensive Operations Computer and Dr. Destroyer.



THE VEHICLES

Dr. Destroyer keeps five different kinds of vehicles on his island. For pleasure travel the Doctor has a 60-foot yacht. For movement inside the underground complex, there are two "golf carts." For general scouting duty, the three squads of troops are equipped with lightly armored hovercraft. For emergency escape duties there is a small supersonic transport aircraft. For heavy scouting or attack work the island is protected by an attack helicopter.

Actual (abbreviated) stats on the vehicles are given in the chart below. For those of you who don't have **Champions II**, here are the meanings of the vehicle stats:

PASS: How many passengers and crew the vehicle can normally hold.

MAX: The maximum speed — in inches per segment — the vehicle can move. Vehicles move every segment, not every active phase of the pilot.

ACC: Acceleration — how fast the vehicle can accelerate. If it has an ACC of 3, it can start out at 3"/segment, accelerate to 6" the next segment, 9" the next segment, and so on until it reaches its MAX.

DCC: Deceleration — how fast the vehicle slows down. If it has a DCC of 3, and is moving at 24", it can slow down to 21" the first segment, 18" the second, and so on.

TURN: How tight a turn the vehicle can manage. Take the vehicle's current speed in inches per segment (for instance, 15") and divide by its TURN (for example, 3) to find out how many segments between turns the vehicle must take (in this instance, 5). Each turn may not exceed 60° — one hex-facing.

DEF: Defenses. Armor.

BODY: BODY, as usual — except that a vehicle, when it takes its BODY score, is not "dying." It is wrecked and may not operate any longer.

DCVM: Defensive Combat Value Modifier. In general, a vehicle has the DCV of its pilot — minus the vehicle's DCVM. If the pilot has a DCV of 5 and the vehicle a DCVM of -7, the vehicle's normal DCV is -2.

DMG: How much normal damage — plus the velocity/3 — the vehicle does when it rams something.

Weapons: What weapons systems the vehicle carries.

On the next page are the **Champions II**-style stats for the vehicles. Space constraints keep us from presenting full sheets on the vehicles.

The hovercraft carry 11 troops, a gunner, and a driver. The attack helicopter has an exceptionally experienced crew — stats for normal guards, except SPD 4, DEX 17.

Name	PASS	MAX	ACC	DCC	TURN	DEF	BODY	DCVM	DMG	Weapons
Yacht	30	15	1	1	2	3	15	-10	+ 8d6	1-3 Supers, 4 Guards
Golf Carts	2	4	2	2	4	2	4	-2	+ 2d6	None
Hovercraft	15	15	3	3	3	8	8	-4	+ 4d6	10d6 EB selective fire
Aircraft	15	375	10	10	8	4	10	-5	+ 6d6	None
Helicopter	2	35	5	4	9	6	4	-3	+ 4d6	8d6 EB EX autofire

THE SUPERVILLAINS

Dr. Destroyer's heaviest firepower is concentrated in the eight supervillains that he has hired to help guard his island. All of the sensors, troops, missiles, and vehicles are simply designed to keep the invaders busy. Once the invaders are engaged, the supervillains can swoop in and destroy them.

Each of the supervillains is a proud individual, so the Doctor keeps them separated into small groups of 1-3 to discourage argument. The supervillain groups are normally engaged in patrolling, guarding the Doctor, practicing their skills, or relaxing by the beach near the docks or in the fields by the villa.

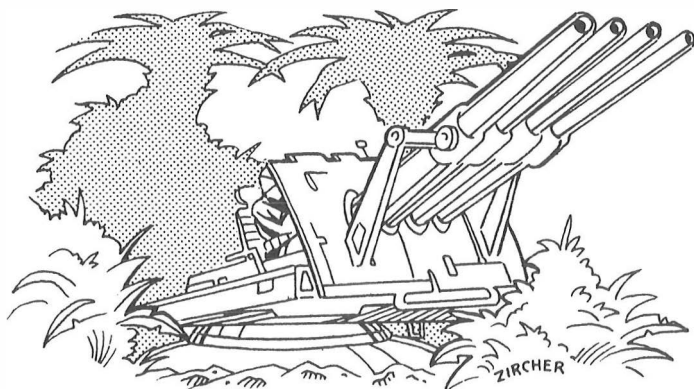
If you don't have **Enemies**, use villains from the basic **Champions** set: Armadillo, Dragonfly, Green Dragon, Howler, Icicle, Pulsar, Shrinker, and Brick (from **VIPER'S Nest**).

If you have **Enemies**, the group becomes Armadillo (from **Champions**), Panda, Raccoon, Lazer, Hideous, Vibron, Sledge, and Wyvern. (This is the proper crew defending the island.)

WHERE EVERYONE IS

There are four different wandering encounters that the players may have to contend with. Trooper patrols, scouting vehicles, supervillain patrols, and Dr. Destroyer may all be in any of several places.

TROOPER PATROLS: Patrols of one squad (ten men) walk the island continuously to watch out for intruders. These patrols contact the Defensive Operations Computer by radio and report back at five-minute intervals. Between one to three patrols will be out at any one time. Once the players have penetrated the island, roll 1D6 on the chart below to find out how far away the patrols are:



1d6 Roll	1	2	3	4	5	6
Distance (in Strat Hexes)	1	2	4	8	16	32

SCOUTING VEHICLES: One scouting vehicle is kept on patrol at all times. The vehicle can be either a hovercraft (1-4 on 1D6) or the attack helicopter (5-6 on the 1D6 roll). The numbers 1-6 are shown on the island map; roll 1D6 against those numbers to determine which hex the vehicle is in.

SUPERVILLAIN PATROLS: Normally, the supervillains do not have to lower themselves to patrolling. But as the launch nears, a patrol of 1-3 supervillains may be outside. Use the procedure outlined for finding where trooper patrols are to locate the supervillains.

DR. DESTROYER: Dr. Destroyer will probably be in the Launch Control Complex if the heroes invade very soon before launch time. If the heroes get to the island some time before launch (GM's choice), there are several places the Doctor might be (roll 1D6):

- 1 The Villa
- 2 The Yacht
- 3 Outside the Silo
- 4 Inside his Laboratory
- 5 With one of the Supervillain Patrols
- 6 In the Launch Control complex

DEFENSIVE WEAPONRY

QUAD AUTOBLASTERS: These heavy blasters are mounted in turrets around the island. Each is manned by a gunner who is SPD 3 and OCV 5. The guns themselves are Autofire only, +6 to Hit, and -2 to hit per Strat Hex (or -1/12") when Autofiring. They do 10D6 per hit. These guns are tied directly to the island's own nuclear power plant, so they may fire as often as their gunners like. Each turret is armored in the front, and is DEF 8 and BODY 6. As these guns were originally designed for anti-aircraft work, they may be tied into any radar sensors on the island and shoot at any target spotted by the radar that is within the gun's line of sight.

SINGLE AUTOBLASTERS: All four of the hovercraft on the island, along with the interior defensive sites, are equipped with Single Autoblaster. The guns are Autofire only, +4 to Hit, and are -4 per Strat Hex (or -1/7"). They do 10D6 when they hit. The guns on the hovercraft are manned by gunners who are SPD 3 and OCV 5. The defensive sites inside the island are computer controlled, OCV 6, and may fire whenever triggered by the computer. All of these weapons are exposed when firing and have DEF 4 and a BODY of 4. Defensive sites inside the complex are normally hidden until they fire. They may be spotted with X-Ray Vision or Microscopic Vision with a normal visual Perception Roll or by making a Security Systems Roll.



LASER CAGES: At several points inside the complex the computer may trigger Laser Cages. These cages consist of a large number of overlapping laser beams that form a grid to all sides and on top of a character. Any character attempting to break out of a Laser Cage will take 1D6 separate 1D6 Killing Energy Attacks.

The individual laser projectors that produce the net are very fragile, and have only a DEF of 2 and 1 BODY apiece. The laser projectors are all outside of the laser net, so the character must have a ranged attack, stretching, telekinesis, or some other means of getting through the holes in the net to break a projector without being zapped.













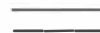




Due to the spacing of the net, a character with Shrinking may subtract 1 from the number of times he is hit for each level of Shrinking. The Laser Cages act as any other computer controlled weapon, OCV 6, and are able to fire any time they are triggered by the computer.

COMPUTER FIRE CONTROL: The Defensive Operations Computer on the island has control of a large number of different weapons and devices. The computer is SPD 12 and may do one thing every segment. The computer is considered DEX 0 when you're figuring out when it executes in a phase. Any time the computer is in a situation where it must move by phases it may activate one piece of equipment every time it executes. Therefore the computer may only fire one of its guns, sound one alarm, close one bulkhead, give instructions to one supervillain, or any other single action every phase. All computer controlled weapons have a base OCV of 6.

MAP KEY

Again, space considerations prohibit us from including a **Champions II**-style Headquarters cost sheet for this island. Consider that Dr. Destroyer has 50 more points than he's shown as having at the end of this adventure, and that 50 points (naturally) have gone into the Mastermind option for this headquarters.

Six maps are listed in the following pages. The symbols of the maps have been standardized for easy reference. Below are listed the different symbols, their real names, and their basic effect:

Symbol	Name	Effect
	Elevator	These represent floor panels in the villa that will lower one character down into the underground complex.
	Defensive Guns	These are computer-controlled 10D6 autoblaster for interior defense.
	Ceiling Cages	These represent the lasers for the Laser Cages.
	Secret Doors	These represent secret bulkhead class doors.
	Major Bulkheads	These represent major bulkhead doors that the computer uses to seal off each Strat Hex of the Complex.
	Sensors	These represent the computer's sensor modules.
	Quad Autoblaster	These represent armored Quad Autoblaster turrets.
	SAM Sites	These represent Surface to Air Missile batteries and radar sites.
	The Villa	This represents the villa on the Strat Map.
	The Boat Dock	This represents the Yacht and the dock on the Strat Map.
	The Rocket Silo	This represents the exit point of the rocket when it is launched.
	Blast Vents	These represent the armored doors that allow the exhaust from the rocket to escape during launch.
	Roads	These represent roads on the Strat Map.
	Forest	This represents a Forest Hex on the Strat Map or a tree or bush hex on a Tactical Map.
	Mountain	This represents a Mountain Hex on the Strat Map.
	Beaches	This represents a Beach Hex on the Strat Map.
	Trail	This represents a well-traveled trail on the Strat Map.

THE ISLAND



The Island of Dr. Destroyer is shown on the GM's Strat Map. Each Strat Hex is 50 meters or 25 tactical hexes across. The key gives a basic description of the terrain on the island. A more complete description is given below.

If the players ask for it, the GM should hand-draw them a crude version of the map, showing the coast outlines, the various types of terrain, and the locations of the villa, runways, and dock. Naturally, the hidden features of the island should not appear on the players' map.

Here are the various effects of different types of terrain:

CLEAR: All blank hexes on the island are considered to be clear terrain. Clear terrain hexes are mostly covered with grass and small bushes that provide little or no cover. Movement over clear terrain is normal.

FOREST: All hexes on the island that are covered with the tree symbols are considered to be forest hexes. Forest hexes are thickly grown with tall (4" to 6") trees and some high (1") brush. Forest hexes have considerable available cover but may impair ground movement and low-level flying.

MOUNTAIN: All hexes on the island covered with the regular dot pattern are considered to be mountain hexes. Mountain hexes are covered with large (2" tall) boulders and deep (3" to 5") clefts. Mountain hexes have no ground cover and uneven rocky surfaces that may impair ground movement.

ROAD: The road hexes running out of the Doctor's villa act as transport lines and runway for Dr. Destroyer's aircraft. The hexes containing road are open, with a 10-hex-wide paved road running through them. All underbrush has been cut away around all roads and movement and visibility in road hexes are normal.

BEACHES: The irregular dot patterns in three places around the edge of the island represent beaches. The beaches are unpacked sand and a great impairment to ground movement. Little vegetation or cover exists on the beaches.

CLIFFS: The island is ringed on nearly every side by high (4" to 9") cliffs. The cliffs on the perimeter of the island empty into bubbling surf. The cliffs on the interior of the island are normally shorter (3" to 5") and could be scaled at 1" per turn by anyone. The cliffs ringing the island can only be climbed by characters with Climbing or Clinging, at the normal movement rates for Climbing or Clinging.

OCEAN: All open hexes surrounding the island are ocean hexes. The ocean around the island is usually calm and deep. Sharks have been known to inhabit the waters on the mountain side of the island. The water is always clear and warm; characters may swim normally.

VILLA: Hex Z-21 contains the Doctor's villa. The villa consists of a ten-room house and an attached garage. The villa is fully described in the Tactical Map descriptions.

THE DOCKS: Hexes Q-28, R-29, and S-30 contain the docks and the Doctor's yacht. The docks are six tactical (two-meter) hexes wide, and a total of 50 tactical hexes long. The docks are strong enough to support one hovercraft loaded with people and cargo. Dr. Destroyer's yacht is described under the Vehicles section.

DR. DESTROYER'S VILLA

Hex Z-21 on the Strat Map contains the Doctor's villa. His villa is a ten-room house with a massive attached garage. On the outside, the villa is Spanish in style, with stucco walls and a tiled roof. The Spanish styling is only camouflage for a neo-gothic interior. The inside of the villa is decorated in dark woods and antiques. Each room of the Villa on the tactical map is numbered and each room is described below.

(1) KITCHEN: The kitchen is a clean, white, modern facility. It contains long counters and cupboards along the walls. The counters are interrupted by a large refrigerator, a large freezer, and a dishwasher. In the northwest corner of the kitchen there is a massive stove. This stove is actually a cover for one of Dr. Destroyer's secret escape elevators. The elevator leads to the complex below. The stove is actually counterbalanced and on tracks so that it swings up easily and out of the way.

(2) DINING ROOM: The dining room is furnished with oak panels and ancient tapestries. The room is dominated by a massive oak dining table and 12 chairs. A crystal chandelier hangs in the center of the room. The chandelier is secretly also a projector for a Laser Cage.

(3) LIVING ROOM: The living room is a comfortable area with warm paneling and dark golden carpeting. The room is furnished with two couches, three easy chairs, and assorted tables and bookcases.

(4) THE MISTRESS' BEDROOM: This bedroom is where the Doctor entertains his very special guests. If Option #2 is used, this is the bedroom of Natasha Alexandrovna. The room includes a four-poster king-sized bed, night stands, dressers, and a full-length mirror.

(5) SMALL BEDROOM: This is a guest room where a guest can stay. It contains a bed, dresser, and bookshelf.

(6) THE ENTRY HALL: The entry hall is a lavish, formal room with paneled walls and glass cases filled with crystal works of art. Dual coat closets flank the front door. The massive crystal chandelier in the center of the room hides a Laser Cage Projector.

(7) THE MASTER BEDROOM: This is Dr. Destroyer's own bedroom. It is all paneled in oak, with burnt-orange carpets and accessories. A king-size bed and large dresser fill one

half of the room. A large bookcase dominates the other side of the room. This room has no overhead light, is only dimly lit when it's not completely dark, and contains no mirrors.

(8) SMALL BEDROOM: Same as (5).

(9) THE POWDER ROOM.

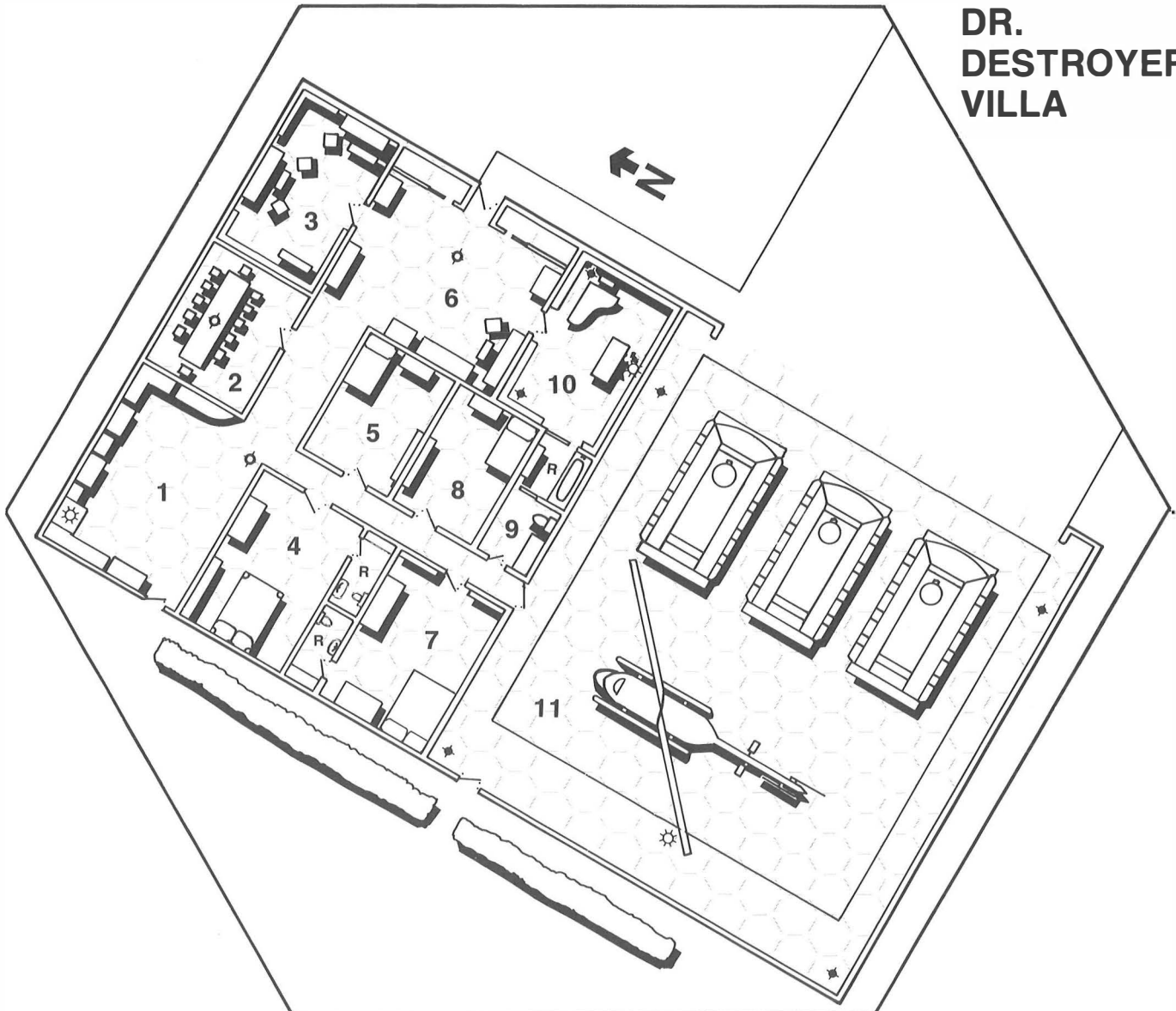
(10) THE STUDY: This is the Doctor's favorite room. It is paneled in dark oak and has thick golden carpeting. A giant desk is near the back wall, with a grand piano nearby. For normal access to the underground complex, the entire study can act as an elevator to a similar spot 10" below. For emergencies the chair behind the desk sits on a special escape elevator to the lower complex. The walls are covered with bookcases, and the piano sits in the corner of the room. Two separate autoblasters are hidden in the walls in the corner of the room. Music is almost always on in this room, either through the sound system or from the Doctor's own hand.

(11) GARAGE: The garage is a large area that is dedicated to the storage and repair of Dr. Destroyer's combat vehicles.

The garage includes hoists, tool benches, and engine stands attached to all of the walls. The center of the garage is a large elevator for raising the Doctor's supersonic aircraft up to the runway level. The floor of the garage lifts up to make room for the plane from below. The roof of the garage can swing open to allow the attack helicopter to take off, or to make room for raising the airplane. Four separate autoblasters are mounted near the corners of the garage.

THE UNDERGROUND COMPLEX

Dr. Destroyer has dug out a massive underground complex to secretly house his operations. The complex is dug 10" deep out of solid rock (20 BODY, 4 DEF per inch) and is totally sealed against chemical or biological attacks. The outer walls of the complex have all been coated with a special radioactive alloy that keeps desolidified people from getting into the complex (in essence, a Force Field that affects Desolid). Everything possible has been done to proof the complex against conventional and unconventional attack.



**DR.
DESTROYER'S
VILLA**

THE HANGAR

This hex is also Z-21 on the Strat Map. It is the underground hangar and entrance to Dr. Destroyer's complex. This hex is 10" under the Doctor's villa. The aircraft hangar is under the garage. Each room in this hex is numbered and is described below.

(1) CORRIDOR: The beginning of the corridor that runs for ten Strat Hexes to the Launch Control complex. The corridor is 5" tall and has specially hardened walls and floor (i.e., BODY 8, Def 8 hardened against armor-piercing or Find Weakness attacks).

(2) SECRET ACCESS: This corridor runs from the bottom of the kitchen's escape elevator to the main corridor. The bulkhead at the end of the access is easily openable from the inside.

(3) LABORATORIES: These rooms are Dr. Destroyer's personal laboratories. They contain racks of different chemicals, electrical components, and lab equipment. The rooms are sparkling white, very clean, and are air-

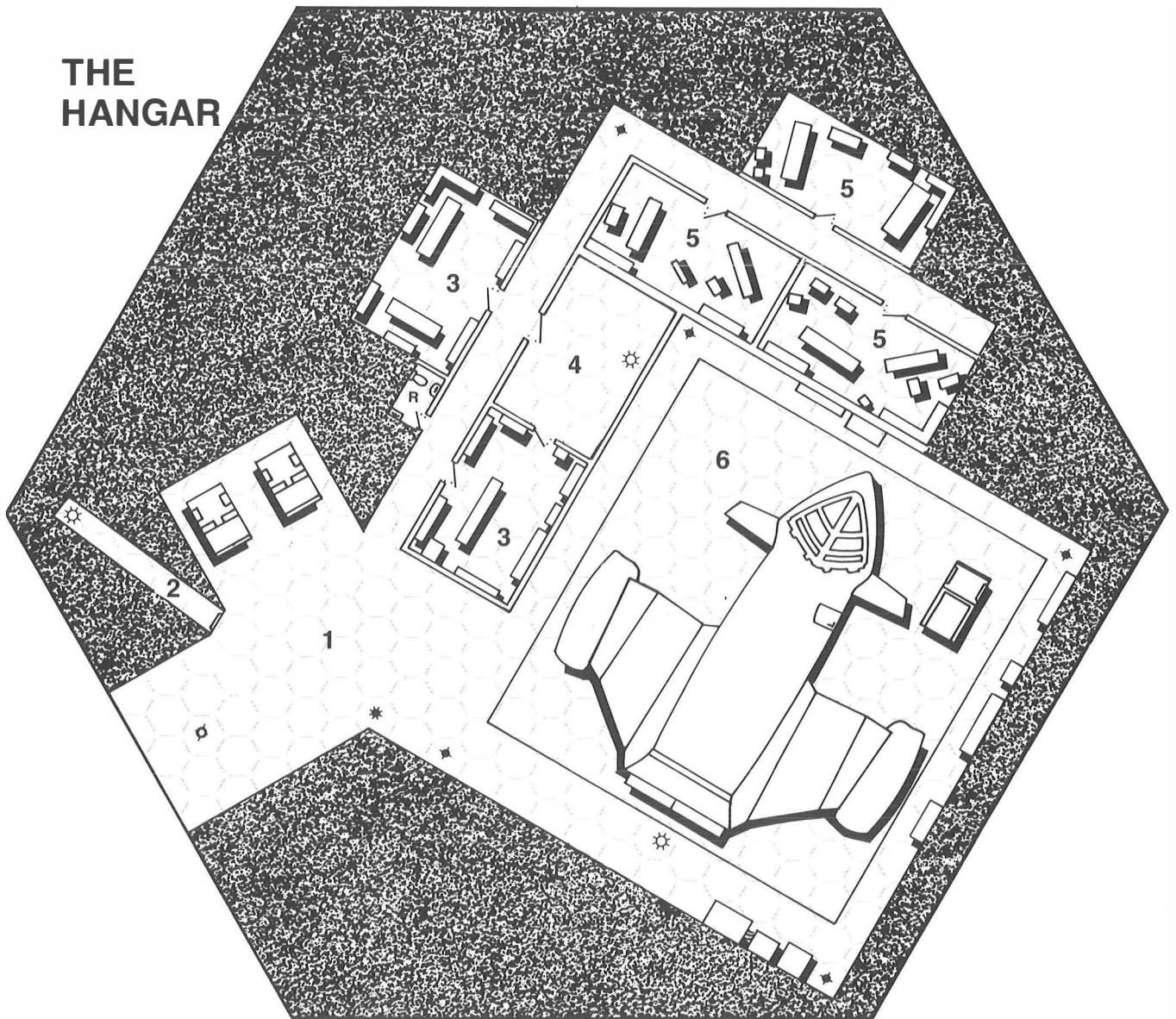
conditioned with a slight overpressure to keep out contamination.

(4) LOWER STUDY: This is the room that Dr. Destroyer's study occupies when it is down on the complex level.

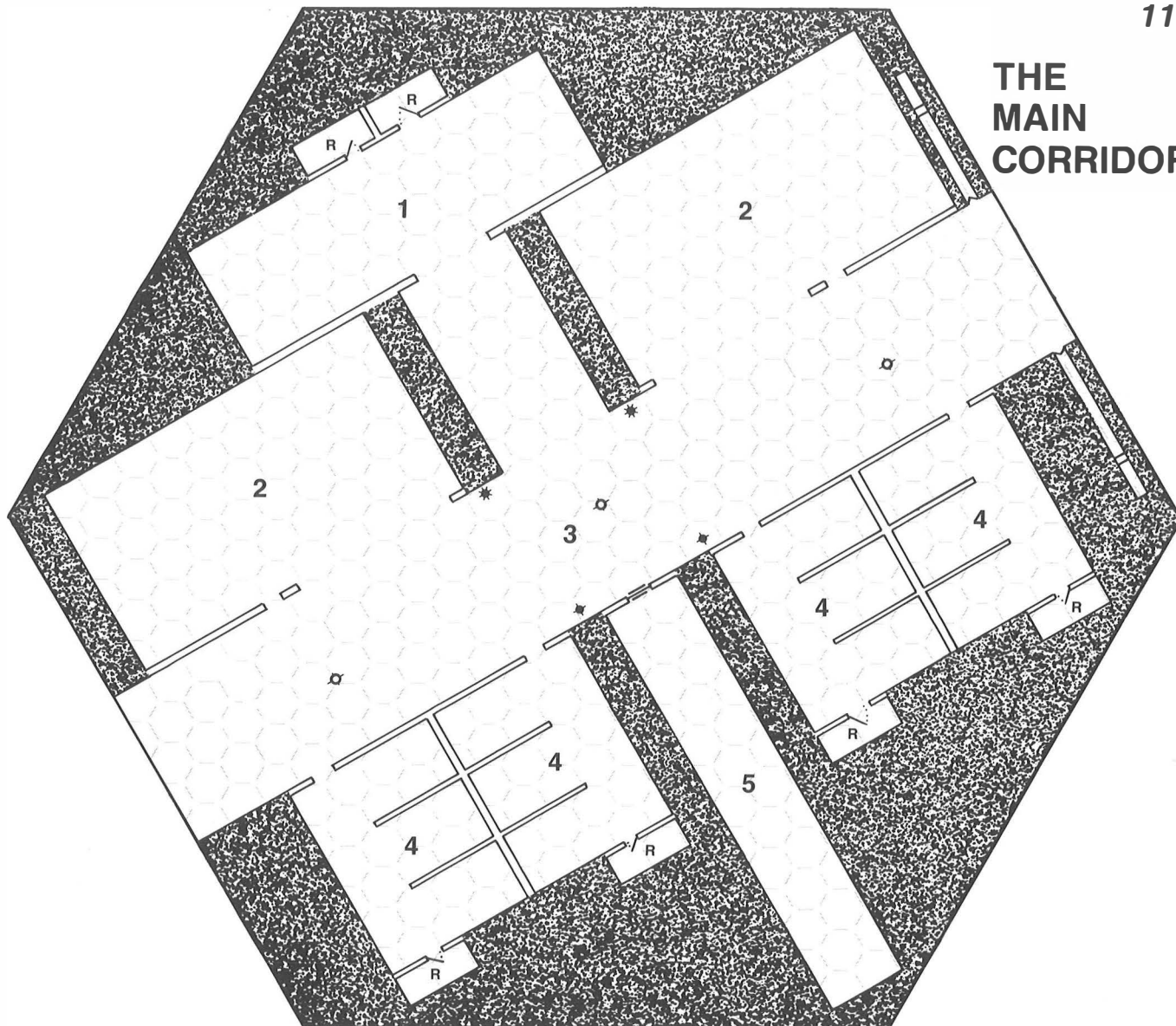
(5) WORKSHOPS: These rooms are the Doctor's personal workshops. Here is where he builds the prototypes of his newest inventions. These rooms have gray walls and floor. They are untidy, with parts scattered on two main tables. The walls are covered with bins full of computer chips, metal strips, and particle emission units. Several unfinished inventions lie on the tables.

(6) HANGAR: This is the room where Dr. Destroyer's small supersonic transport aircraft is housed and serviced. A small ground truck is also kept with the aircraft to assist in parking. The hangar is messy, with a half-rebuilt engine attached to the engine stand against the back wall. The other walls are covered with special equipment and tools for servicing the aircraft. Four autoblasters are secretly mounted on the walls near the corners. The plane has a door on the right side near the forward canard. The personal elevator for the troops and technicians is directly behind the elevator.

THE HANGAR



THE MAIN CORRIDOR



THE MAIN CORRIDOR

The main corridor runs through the Strat hexes marked 1–9 on the GM's map. It runs from the aircraft hangar to the Launch Control complex. All of the Strat Hexes of the main corridor are generally similar in layout. The hexes do differ in what is housed in each room. Each room of the Main Corridor map is numbered, and the different rooms are described below. Therefore, a number designation that looks like this: "**ROOM 1** —" indicates the room, while a designation that looks like this: "**Hex 4, Cafeteria**" indicates the Strat Hex. For example:

ROOM 1 —

Hexes 1-3, Storage.

This means that Room 1 on the corridor map is a storage facility in Strat Hexes 1 to 3 on the Strat Map.

ROOM 1 —

Hexes 1–3, Storage: These rooms are 3" tall and filled with boxes. The boxes contain computer parts, rocket

components, food, video games, and the other things necessary to run a large complex. There are lift trucks near the doors of the rooms, and the lights are normally kept off.

Hex 4, Recreation Room: This room is 2" tall and contains cable TV, ping pong tables, video games, and other recreational devices. There are couches and tables scattered around the room. This room is painted a cheery combination of yellows and oranges.

Hexes 5–9, Assembly Areas: These rooms contain large tables, hoists, and welding rigs for assembling the missile. Hex 9 has special facilities for assembling the missile's nuclear engines.

ROOM 2 —

Hexes 1–3, Fabrication Areas: These rooms are where missile parts are made. They contain metal lathes, drill presses, shapers, and other machine tools. These rooms are dirty, with metal filings on the floor and dirt on the walls.

Hex 4, Cafeteria: These rooms are filled with circular tables, steel chairs, vending machines, and microwave ovens. The walls are white and light green. Posters cover one wall.

Hex 5, Electronic Testing: These rooms contain scopes and digital testers for checking and repairing electrical equipment.

Hex 6, Computer Testing: These rooms contain large numbers of disk drives, computer terminals, and readout screens for checking out computer software.

Hex 7, Missile Testing: These rooms contain stands for supporting the full missile so that the rocket body, fuel systems, and guidance systems can be tested.

Hex 8, Hypnoray Satellite Testing: This room contains lab animals and electrical equipment for testing the Hypnoray satellite.

Hex 9, Nuclear Engine Testing: This room contains engine stands, radiation suits, and fuel tanks for testing nuclear engines.

ROOM 3 —

Corridor: The main corridor that runs from the Hangar all the way to the Launch Control complex. The corridor is 5" tall and has two autoblasters in the walls and three laser cages hidden in the ceiling. At the beginning of each corridor hex there is a massive sliding bulkhead designed to seal the complex in the event of a Red Alert. The bulkheads may only be opened from the Launch Control Complex and have Def 10, BODY 12.

ROOM 4 —

Hexes 1 – 5, Trooper Dormitories: These rooms house Dr. Destroyer's 200 mercenaries. The mercenary troopers bunk 12 to a room and the mercenary officers are housed three to a room. The rooms are furnished with steel tube chairs, bunk beds, and desks. The rooms are 2" tall and painted a dull gray.

Hexes 6 – 8, Technicians' Dormitories: These rooms house the 70 technicians at six to a room. The rooms are furnished like the trooper's rooms and include a computer terminal and drafting boards.

Hex 9, Supervillain Dormitories: These rooms house the supervillains Dr. Destroyer employs, two to a room. Each supervillain has a cedar bedroom set and a common couch and set of easy chairs. These rooms are painted a friendly cream color.

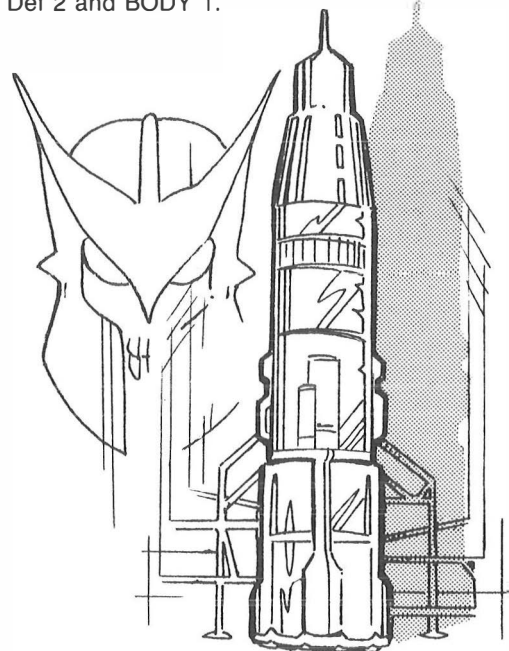
ROOM 5 —

Hex 1, Detention Center: This room is where the Doctor keeps all of his prisoners. Only the supervillains and Dr. Destroyer can open the computer-operated voice lock on the Detention Center bulkhead. Prisoners are kept in one-hex cells with Force Field walls; the Force Field can take 16 BODY, but more will make it collapse. A collapsing field will cause the alarm to sound and the Computer will register four Events. No prisoners start the adventure in the detention center, but captured characters will certainly be brought here.

Hexes 2 – 5, Weapon Lockers: These rooms have all of the weapons for the troops. Only officers and Dr. Destroyer can open the bulkhead doors to the Weapon Lockers.

Hexes 6 – 8, Tool Lockers: These rooms contain the tools and equipment that the technicians use. The doors to the main corridor are not full bulkheads, just normal doors (Def 3, BODY 3) and have only a simple lock.

Hex 9, Robot Sanitation: This room contains sanitation, mopping, and vacuuming robots. The robots are small, clean the entire complex, and have access to every room. They have Def 2 and BODY 1.



THE LAUNCH CONTROL COMPLEX

The Launch Control complex is the brain of the Island of Dr. Destroyer. The controls for the Defensive Operations Computer, the nuclear reactor, the missile fueling, and the missile launch are all in this room. Each separate piece of equipment is numbered on the Launch Control Map and is described below.

(1) THE MISSILE SILO: The missile, with its hypno-ray satellite, is set up in this silo. The silo has a lead glass viewing window into the control complex. The silo has a pair of vents on each side of the satellite. The exit of these vents is camouflaged on the surface (except, of course, during launch). Starting six segments before launch, the vents will open to let the missile exhaust escape. Any character in the silo during launch will take 25D6 damage per segment and be exposed to massive amounts of radiation.

The missile itself is divided into two sections. The upper thin section contains the hypno-ray satellite. The satellite has Def 6 and BODY 4. The lower, fatter section of the missile houses the nuclear rocket and its monatomic hydrogen fuel; this lower section also has Def 6 and BODY 4.

If the lower section is destroyed, the missile and its nuclear engine will explode — and we're talking about a low-yield nuclear blast destroying all facilities, characters, etc. within 20 Strat Hexes. Naturally, in grand comic-book style, if the missile is destroyed even Dr. Destroyer will pale and try to escape, red lights will flash, an alarm that sounds like a banshee will sound, and every mercenary, supervillain, and technician will beat a path out of the complex. This should give the characters some clue that something is wrong.

To determine how long it takes for the missile to explode, roll the Luck of every character in the room (including villains and unconscious folks). The characters will have at least 12 seconds (one turn); for every 6 that comes up on the Luck roll, the characters have an additional full turn (12 seconds) to get away. Outside the 20-Strat-Hex radius, damage done is 10D6 killing damage, minus 1D6K for every extra Strat Hex away. There is no way to stop the explosion, but successful Computer Programming or Nuclear Physics rolls made by a character at a working console or at the missile will reveal the time until explosion, and a successful Nuclear Physics roll at the missile might actually slow the process (Difficulty is -5 to the normal roll, and then every 1 by which the roll is made will delay the explosion another full turn). And if the characters don't get away — well, either you, as GM, can skew things so they survive, or you can let them die. GM's choice. They were warned.

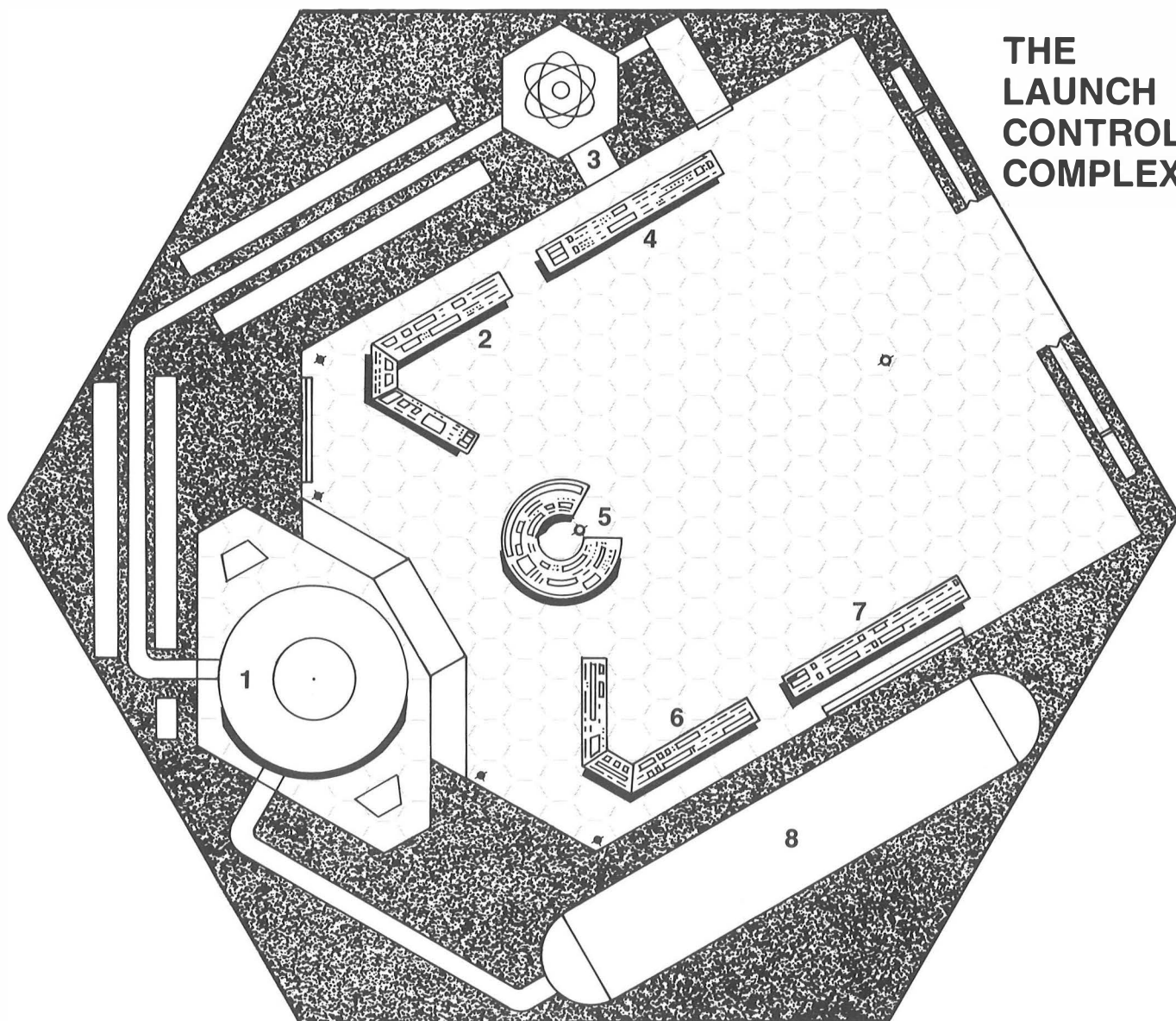
When the missile is launched it will be stationary for one segment. From each segment on, it will accelerate upwards at 10" per segment. While underway the full rocket has a DCV of 8. The upper section has a DCV of 10. While

stationary the full rocket has a DCV of -3 and the upper section has a DCV of -1.

(2) MISSILE CONTROL CONSOLE: This console is used to direct the launch of the missile. The console has a Def of 4 and BODY 8. If the console is destroyed, the missile may still be launched from Dr. Destroyer's Master Console (5). Starting six segments before launch, the missile goes on internal control and will complete the launch itself.

(3) NUCLEAR REACTOR: This small reactor provides power for the station and a nuclear charge for the missile's engines. This reactor may be directly viewed from the two-meter thick lead glass viewport. The reactor is normally controlled by the reactor control console (4). If the console is destroyed, the reactor will melt down in 1D6 full Turns. A meltdown will flood the complex with radioactive fuel, acting as a 20D6 normal attack with no defense (characters with Force Fields or 25 pts: in Life Support are not affected).

The reactor may be controlled by the manual control rods to the right of the view window. The reactor must charge the missile's nuclear engine 20 segments before the launch. The missile will be fully charged six segments before launch.



**THE
LAUNCH
CONTROL
COMPLEX**

(4) REACTOR CONTROL CONSOLE: This is the main operations control for the nuclear reactor. The console has a Def of 4 and BODY 8.

(5) DR. DESTROYER'S MASTER CONSOLE: This console can monitor the entire launch procedure. If any console is made inoperative, the launch may be continued from the master console. This console has a Def of 10 and BODY 8. The console may also view or override the sensors and the Defensive Operations Computer. The Doctor may fire any computer-controlled weaponry at his own SPD and OCV.

(6) MISSILE FUELING CONSOLE: This console controls the fueling for the rocket from the Monatomic Hydrogen Tank (8). The missile must be fueled shortly before launch because the fuel is very unstable. Fuel will be directed into the missile starting 30 segments before the launch. The missile will be fully fueled by six segments before the launch.

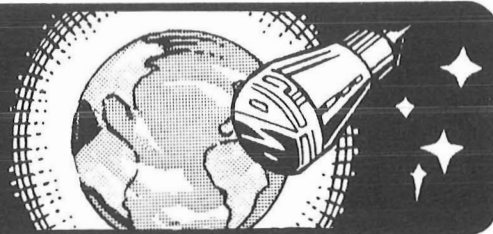
This console has a Def of 4 and 8 BODY. If it is destroyed during fueling, the monatomic hydrogen flow will not be controlled and will begin to heat. After 4D6 segments, the

fuel tank will explode as a 25D6 energy area-effect attack to the entire control room. Anyone behind a console will be able to subtract the console's BODY and Def as a defense. As with the destruction of the lower part of the missile, fuel overheat will tend to cause villains in the know to panic and get to safety, perhaps tipping the heroes off that all is not as it should be.

(7) THE DEFENSIVE OPERATIONS CONSOLE: This console provides operator control for the Defensive Operations Computer. The console also acts as the communications center for the complex. A large screen on the wall can display an overview of the island, or the view from any sensor. This console has a DEF of 4 and 8 BODY. If the console is destroyed, the Defensive Operations Computer will shut down until restarted from the master console.

(8) MONATOMIC HYDROGEN TANK: This supercooled tank contains the fuel for the missile. If the tank (or any of the fuel feeder lines) is breached, the tank will explode as described in (6).

THE LAUNCH



Dr. Destroyer has been waiting for a proper launch window to fire his missile. Naturally, the exact timing of the launch is up to the GM.

If it looks like the adventure is going to be a long one, the launch might be several hours after the characters land. An example of this sort of adventure is when the heroes stealthily infiltrate, running around subverting supervillains and the Doctor's mistress, get captured, escape, etc.

If a fast adventure is in store, the launch will probably be soon after the players land. This sort is usually characterized by a fast, efficient player-character penetration of the island defenses; the player-characters tend to find the underground complex fast, zoom through the defenses, and hurtle toward the climactic battle with the Doctor.

To determine which it's going to be, simply don't decide at what stage the launch-plan is until you see how the players are doing.

Most of the time, you should subtly manipulating things so that the launch will be ready to happen just as the players get to the Launch Control complex. You should use the imminent launch of the missile as a tool to build tension.

OPTIONS

This section gives you some options to add to or subtract from the difficulty of this adventure, or otherwise alter it to your taste.

(1) THE SPY: UNTIL's Agent Zed was captured, not killed by Dr. Destroyer's men. He is being kept in the Detention Center. If the heroes rescue him, he can tell them the code for getting past all the bulkheads and exactly which supervillains are on the island. He can give them a general idea of each villain's capabilities, and he is also capable of flying the Doctor's plane. His real name is Ralph Baxter.

(2) THE DOCTOR'S MISTRESS: The Doctor has a mistress who is devoted to him, but who does not want to see him conquer the world. She can reprogram the computer from a terminal in the Doctor's study so that it will ignore the heroes on its sensors. The reprogramming will take her ten turns. The mistress, whose name is Natasha Alexandrovna, will not help the heroes to harm the Doctor in any way, and may betray them if she thinks they will harm her beloved.

(3) THE SUPERVILLAIN TRAITOR: One of the supervillains has found out that the Doctor's hypnoray will control him, too. If asked, he will help the superheroes stop the Doctor. The other supervillains might even help the superheroes, if they could prove to them that the Doctor's hypnoray will control them too. The proof is buried in the Doctor's computer files, and could be extracted with a successful Computer Programming roll at -2, and ten turns of computer time.

(4) NO SENSORS OR COMPUTER-CONTROLLED WEAPONS: If you're running underpowered or inexperienced characters, you can make things easier for the heroes by assuming that the Doctor never installed either his sensors or his computer-controlled weaponry.

(5) MORE VILLAINS: On the other hand, if you're game-mastering really experienced or rugged heroes you can simply toss in more supervillains to help the good Doctor.

WHAT TO DO IF THE HEROES LOSE

What happens if Doctor Destroyer wins and the hypnoray satellite is successfully launched? The world becomes his stomping-ground — or does it?

(1) RESISTANT HEROES: Instead of assuming that the hypnoray satellite is just a *deus ex machina* all-powerful device, define it in game terms: For instance, Mind Control (worldwide area effect), 23D6. Whew! This means that any character with up to a 20 EGO (assuming no EGO Defense) will be under the total mental domination of Dr. Destroyer. However, some characters have higher EGOS or 20 EGOS with EGO Defense. In other words, they'll be partially or fully resistant to the effects of the satellite, and may constitute the next party of heroes to go in to the island.

The adventure is over for the poor, mind-controlled sods on the Island of Dr. Destroyer: Their price for failure is to watch some other player- characters come in and do the job right.

(2) ISLAND DEFENSES. Unbeknownst to everyone, Dr. Destroyer is in danger of being affected by the satellite himself. The satellite isn't perfected, and so the Doctor has erected field defenses around the island that protect everyone on it from the mind-control. Thus, our defeated heroes will be placed in deathtrap situations of the Doctor's imagining on the island; if they escape, they're free to try to attack the Doctor again. Because of the Doctor's paranoia, the satellite has an exploding mechanism that can be set off from the Master Console.

(3) SATELLITE FAILURE. If the characters have totally washed up and really need help — or, if they've succeeded in all things except stopping the satellite, and are sitting around holding the defeated Dr. Destroyer, who's cackling that he hasn't lost yet — you can have the satellite simply fail to function. It doesn't work. Agent Zed or Natasha sabotaged it, or the Doctor was simply not as brilliant as he thought it was. And so the dread hypnoray satellite becomes just another hunk of junk orbiting the Earth.



DR. DESTROYER

Dr. Destroyer was originally Dr. Albert Zerstoiten. Zerstoiten was the secret mastermind behind the Nazi nuclear weapons program. Months before his secret unit was ready to test its device, Hitler, in one of his more paranoid moments, had the entire unit shot. Zerstoiten escaped with the help of the French underground. The doctor betrayed the underground unit to the SS in exchange for passage to Argentina. He boarded his passport to freedom just weeks before the armistice was signed.

While he was en route from Germany to Argentina, a British Light Aircraft Carrier found the ship and ordered it to surrender. The ship made a run for it and was torpedoed by British torpedo bombers. Zerstoiten was caught in a massive fire and had a large percentage of his body burned. He was rescued by the crew of the carrier and taken to Britain. Months later, he was released from his medical care and was sent to the US.

In the United States he was reunited with many of his former colleagues, German rocket and nuclear scientists. However, he was never fully accepted because of his bizarre theories, arrogant manner, and grotesque looks. In a rage, he stormed away from the US and attempted to set up a personal research station in Central America.

In Central America, Zerstoiten found a niche of sorts. He set up a laboratory and began selling explosives to revolutionaries. Here he gained the name Dr. Destroyer. While in Central America, he made a massive fortune by

investing in companies that would profit from the revolutions he supported. Finally, in the late '60s, he was kicked out of Central America by a revolutionary committee who thought he was too dangerous to stay around.

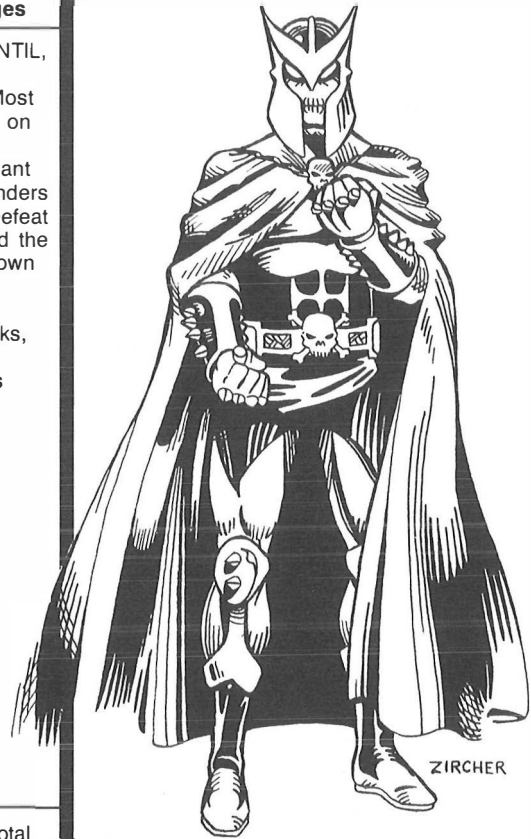
From Central America the doctor moved around the world, establishing contacts and selling his expertise to underground and criminal laboratories. Several times, he worked with an underground laboratory, stole all its original research, killed the scientists and burned the laboratory to the ground. This ruthless manner earned him no friends but gained him a fortune which grew exponentially until he had nearly unlimited wealth.

By the late 70s, Dr. Destroyer had access to unlimited funds, unknown technical secrets, international criminal contacts, and his own brilliant mind. He purchased a small island in the South Pacific to act as his headquarters. He utilized technical secrets he'd uncovered and stolen to build a suit of armor to hide his still-hIDEOUS features and augment his aging body. He used his criminal contacts to recruit a mercenary army. And he utilized his own incredible intelligence to create the ultimate mind control device, the hypnoray satellite.

Now Dr. Destroyer sits in his island fortress, preparing for the missile launch that will make him ruler of the world. He plans his revenge on the system that rejected him, the people who shunned him, and the world that hunts him still.

DR. DESTROYER

VAL	CHA	Cost	Cost	Powers	END	100 + Disadvantages
70 ¹	STR	40	70	1 Multipower, 105 Active Pts.		35 Hunted By UNTIL, 14 -
30 ¹	DEX	40				
50 ¹	CON	53	7	u ¹ 14D6 EB, Blaster @ ¼ END Cost	3	50 Hunted By Most Superheroes on sight
20 ¹	BODY	13				
30 ¹	INT	20	7	u ¹ 8D6 NND, Electrical @ ½ END Cost		20 Totally Arrogant
26	EGO	32				20 Never Surrenders or Accepts Defeat
40 ¹	PRE	20		Defense is 10 pts Ego Def	8	20 Cannot Stand the Sight of his own Face
2	COM	-4				
35 ¹	PD	14	7	u ¹ 5D6, Def 5 Entangle @ 0 END Cost, Wire Wrap	0	10 Public ID
35 ¹	ED	17				15 Unusual Looks, Ugly
7 ¹	SPD	20				240 Villain Bonus
24	REC	0	20	1 Full Damage Resistance		
100	END	0				
80	STUN	0	7	1 10 pts. Flash Def.		
			7	1 10 pts. Power Def.		
			7	1 10 pts. Lack of Weakness		
			5	1 14 pts. Ego Def.		
			17	1 25 pts. Life Support		
			23	1 ¼ END Cost on Strength		
			8	1 +6" Running		
			5	Disguise 15 -		
			5	Computer Programming 15 -		
			5	Security Systems 15 -		
			20	+2 Overall Levels		
			15	+3 Levels with Powered Armor		
				1 OIF Powered Armor		
OCV: 10						
DCV: 10						
ECV: 9						
PHA: 2,4,6,7,9,11,12						
265 (CHA Cost) + 235 (Power Cost) = (Total Cost) 500 = Disadvantage Total						



AGENTS OF DR. DESTROYER



VAL	CHA	Cost	Cost	Powers	END	50 + Disadvantages
11	STR	1	31	1 7D6 ENERGY Blast, Selective Fire, 3 clips of 20 uses		15 Fear of Dr. Destroyer (Very Common)
13	CON	6				5 1D6 UNLUCK
10	BODY	0				
10	INT	0	5	2 ½D6 HKA, 1D6 + 1 with STR	2	
10	EGO	0				
10	PRE	0	2	3 Radio Hearing and Transmitting		
10	COM	0				
3	PD	1	2	4 Radio Hearing and Transmitting only to act as identifier for computer (+ 1)		
3	ED	0				
3	SPD	9				
5	REC	0				
26	END	0	7	5 +5 PD, +5 ED Armor, activates on 11 -		
23	STUN	0				
				1 Blaster Rifle, OAF		
				2 Knife, OAF		
				3 Walkie-Talkie, OAF		
				4 Ultrasonic Response Transmitter in Belt Buckle, IIF		
				5 Bullet Proof Vest, OIF		
OCV: 4						
DCV: 4						
ECV: 3						
PHA: 4,8,12						
20 (CHA Cost) + 50 (Power Cost) = (Total Cost) 70 = Disadvantage Total						

**The notorious DR. DESTROYER
is bent on WORLD DOMINATION!!!
Can your Heroes stop him in time?
Complete maps of DR. DESTROYER'S
Fortress island, eight supervillains
and much much more!!!**

