

ORGANIZATION BOOK 2 FOR **CHAMPIONS**

PRIMUS AND DEMON

BY ANDREW ROBINSON

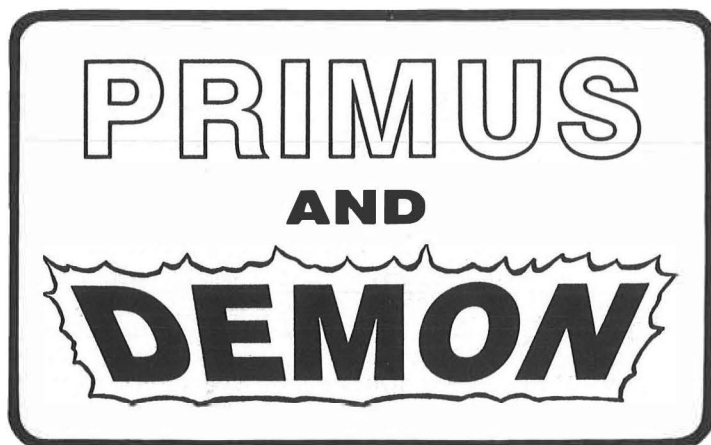


HERO



GAMES

ORGANIZATION BOOK 2 FOR CHAMPIONS



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INTRODUCTION

Yes, once again it's time for yet another **Organization Book**, Number Two to be exact (just when you thought it was safe to go back into the hobby store). In this exciting volume I have the chance to present two new organizations, PRIMUS and DEMON.

PRIMUS is the result of my long ponderings concerning the role of the Federal Government in dealing with superpowered threats. While the previously published material tip-toed about the subject (**Stronghold**), I felt sure the feds would be prepared if *just once* the intrepid superhero types failed to show up on time. The existence and nature of a PRIMUS-style agency seemed mandated by this problem, and once the organization was drawn up it also proved possible to tie it into the hundred and one similar paramilitary groups created and run by the many **Champions** gamers out yonder.

DEMON has a different background. When writing the scenarios for the upcoming **Terror on Skywatch One** adventure book, Glorious Leader (Steve Peterson) asked

me to include an agent scenario. Unfortunately, I didn't have an Evil Criminal group handy, and didn't feel like ripping off someone else's. The idea of hordes of techno agents backed by battalions of powered-armor types was interesting, but hardly new. It wasn't until the creation of the Morbanes and their demonic slaves (for a run in my campaign) that DEMON was truly born: one group combining the evils of unrestrained technology and the Black Arts.

Also within this book is a five-part scenario involving both the forces of PRIMUS and DEMON, as well as our players' characters. While each segment feeds into the next, the referee should of course feel free to modify, add, or delete any segment deemed necessary to fit within his campaign. As the people at Hero Games have asked me to point out, there is no "official" universe in which the published material fits; the player is under no obligation to try to fit his game to it, but instead is encouraged to fit the material to his own campaign.

This is the first of many books I will be doing for Hero Games, and hopefully the organizations presented here and the upcoming adventures will fill the players' needs. Comments and questions concerning **Organization Book II** are welcomed, and should be forwarded to myself, care of Hero Games at the address listed on the title page.

— Andrew Robinson

PRIMUS HISTORY



Early in the 1960s, American security was severely compromised on three separate occasions: Dr. Destroyer's first attempt at world mastery, the Mastermind's attempt to hijack the '64 national elections, and Dark Aura's subversion of SAC in a ploy to plunge the world into WW III.

On each occasion, American law enforcement and security officials were forced to stand by and bide their time, unable to go up against the awesome strength of the villains. Each time, the threat was averted by the prompt intervention of one or more superheroes, acting independently or functioning as a group. However, a National Security study of the three incidents pointed out that each time the battle was close, and the villains nearly won. The study also concluded that the response of independent, volunteer heroes in times of national crisis could not and should not be counted upon by the Federal government. The study determined that the government must prepare its own action forces, capable of dealing with such menaces as they arise. The study concluded with two major recommendations: First, that a number of official, government recruited and controlled superhero groups be set up, to ensure that an adequate number of heroes are on hand when required; second, that an elite security strike force be set up for the express purpose of dealing with super-powered menaces.

At the same time, another push was on by the nation's mayors and governors, who were calling for federal assistance in dealing with the ever-increasing instances of superhuman criminals running amok in the nation's largest cities. Time and time again, local police would watch helplessly as supervillains looted and destroyed at will. Only the all too-infrequent appearance of local superheroes could put a halt to the villain's rampages.

In 1964, the Johnson administration moved to answer the problem of super-powered menaces on both the national and local level with the creation of PRIMUS, the Primary Response and Interdiction Military Unified Service. Manned by elite troops and equipped with the best and newest weapons America had to offer, small-scale task forces would be stationed in the country's largest population areas to deal with the threat of super-powered criminals.

The organization got off to a poor start. Recruitment proved almost impossible; the rapid expansion of the Armed Forces' involvement in Vietnam required every qualified individual — the elite soldiers, so necessary to the concept of PRIMUS, were exactly the resources the military needed most and fought hardest to retain for the war. Additionally, with the startup of anti-war movement, objections were raised again about emplacing federal troops near cities. So for years PRIMUS existed only on paper. Several operations were carried out under a PRIMUS-designated command, but in every case regular troops were used.

Finally, with the winding down of the war in the early seventies, large numbers of highly-trained military personnel

were available for re-assignment and deployment. Recruitment and formation of PRIMUS strike groups at last became possible. To circumvent protest against the organization, it was decided to turn PRIMUS into a civilian agency, under the Justice department. All PRIMUS personnel would serve on detached duty, save only for the organization's commander; agents would be deputized as federal marshals and in theory answer to the Attorney General. It is important to note that the PRIMUS commanding general, General Hawkins, reports directly to the Joints Chiefs of Staff, and that PRIMUS agents can be recalled to active duty and returned to their parent service at any time.

PRIMUS-SAT RELATIONS

During the late 60s and early 70s, Congress grew increasingly upset with the UN's growing anti-American tone. Congress demanded greater separation between the US and the various UN agencies. This especially applied to UNTIL: A great many politicians never liked the way UNTIL charged about the US as if the country were just another two-bit banana republic.

In 1974, Congress decreed that an American security group be established immediately, so that there would be no need for UNTIL's services in the US. At this point, the Pentagon was just starting up full-scale testing and evaluation of potential agents for the planned PRIMUS agency. However, the need to find recruits who could benefit from the still-experimental Cyberline-drug series was imposing a wait of several years' time before PRIMUS was likely to become fully operational. Instead of rushing the start-up of PRIMUS, the Joint Chiefs decided instead to establish an interim agency, the Special American Tactics (SAT) group, to begin security duties within six months. When PRIMUS finally came up to speed, SAT would then be integrated into the PRIMUS program.

Of course, things didn't quite work out as planned. The same conservative voices calling for the immediate launching of an American security agency also demanded a say in writing up the guidelines under which the agency would function. Since the agency was to be temporary in nature, control of SAT was given over to conservative direction by the Ford administration. Several hundred recruits were drawn from the PRIMUS roster; these recruits were selected for their "right thinking" attitudes. The result was an intensely proud, overtly patriotic organization, which prided itself as the "best America has." SAT was and is intensely distrustful of UNTIL, and in general has trouble cooperating with any other law enforcement agency, American or otherwise, due to the attitude of its ranks.

Five years later, when SAT's temporary writ had run out, several factions in Congress moved to preserve the organization. Other voices were heard as well; one of the

most important was that of the Golden Avenger, at this point just entering the top ranks of PRIMUS. The Avenger personally pleaded with Congress not to disband an agency of such "noble spirit," pointing out that the valuable experience gained by SAT during the past few years would be diluted if merged into the several-times larger PRIMUS (it should be noted that the Avenger always got along very well with SAT, often calling upon the agency whenever personally going into the field; it should also be noted that the Avenger declined an opportunity to head the smaller agency).

The goodwill of SAT towards the Avenger definitely does not include Major Brad Barrington, the current commander of SAT. Major Barrington knows that the Avenger could have his job any time he wants it, but the Major is forced to be nice because of the great fondness the Congressional backers of SAT have for the Avenger.

Currently, the distinctions between SAT's and PRIMUS' duties are, at best, blurred. SAT tends more towards the classic "security" duties, such as investigation, installation security, and counter-terrorist and espionage activities, while PRIMUS mainly draws the high-risk combat missions. But no hard line of distinction exists; both agencies carry out missions of every type on occasion. This has naturally led to friction between SAT and PRIMUS. Only the Golden Avenger's mediation has on occasion prevented warfare between the two agencies.

THE AMERICAN SUPER-SOLDIER PROGRAM

Ever since the fabulous success of the original super-soldier program during the Second World War, the American military has had its collective heart set on building armies of undefeatable fighting combatants. Undiscouraged by the loss of the prototype process, a permanent program was established under the wing of the newly-formed DARPA agency.

Unfortunately, the second super-soldier program has had a long and quite checkered career. To date, the program has been unable to fulfill the Army's dream of an army of supermen. While the research program has been successful, the Chiefs of Staff have never approved any of the outstanding prototype soldiers for mass production.

Every time the program has come up with something to satisfy the Army's latest expressed wishes, the Army brass has either gold-plated it to death, declared the model too expensive to produce, or changed their minds completely, stating that the Army's requirements have changed and that the experimental model in question no longer filled the Army's needs.

Thus, despite successful experiments — the martial arts adepts of the 50s, the android creations of the 60s (such as the milestone Mandroid model and the lackluster Ultraman series), and the *Übermensch* of the early 70s — the super-soldier program had yet to pay off.

Finally, in the mid 70s, a new process — combining specialized equipment, exotic drugs and an extensive bio-feedback program — produced the most successful prototype yet, the man who was to become one of America's foremost heroes, the Golden Avenger. The Joint Chiefs were highly impressed by this latest result of the program, but

were put off by the high procurement cost, several million dollars' worth. However, Congress was putting strong pressure on the Pentagon to make the program produce something after 20 years of investment, or cancel the program altogether. In the end, a compromise was reached: A limited number of Avengers would be produced, utilizing further bio-feedback refinements and dropping the special equipment. Unit cost would be lowered, at the expense of some combat capability. To avoid confusion with the original Avenger (who retained some marked physical superiorities, as well as almost ten years' seniority) the new super-soldiers were to be called the Silver Avengers (as one wag put it, "in ten years we'll be down to Tin Avengers.").

As a last step to assuage Congress, the Pentagon spelled out that while even the Silver Avengers were far too expensive to replace regular troops in the army, enough would be turned out to augment the fledgling PRIMUS agency. PRIMUS, after all, was the only American combat unit engaging in actual fighting on an almost daily basis. The Golden Avenger had already long since been installed in the agency, and not surprisingly worked his way up to the position of Chief Field Agent, second-in-command to General Hawkins. (As a matter of fact, the Avenger has been in effective command of PRIMUS for some time; General Hawkins prefers things that way so that he may concentrate on the constant bureaucratic battles in Washington over funds and the cooperation of other agencies.)

RUNNING PRIMUS

PRIMUS is an agency of last resort. The civil police should always be the first to respond to a supervillain report; only if they are unable to handle the situation will a call to PRIMUS be considered, and perhaps not always then. Of course, in some cases, such as a 400-foot-tall monster smashing its way through downtown, PRIMUS would probably be called out immediately.

Nor does the agency compete with superheroes as a matter of policy. Most major cities are well-supplied with superheroes, both individuals and groups, and in times of emergencies the local police will almost certainly call upon them first for assistance. However, the presence of individual volunteers cannot always be counted upon, nor can it be assumed that such persons can always do the job and avert the threat. The local city or county government must take every possible step to ensure public safety. Regardless of how well local heroes might be handling a situation, a call will probably be made to PRIMUS. Hence, at some point, if supervillains are rampaging in public, PRIMUS will eventually show up to put a stop to it, unless the villains have been defeated or chased off beforehand by superheroes. It is up to the GM to decide how quickly the local authorities will exhaust their resources and put in the call, and how fast PRIMUS will respond.

PRIMUS is essentially a strike force; it has only a small investigation staff and a limited scientific studies group. When high-powered scientific or special intelligence help is needed, PRIMUS calls upon the appropriate Federal agency for assistance. These channels are well-greased and quick to respond; it has been made clear to the various bureaucracies that PRIMUS deals primarily with emergencies, and that an emergency request from PRIMUS is to have top priority over all but the most critical national

security projects. The agency also maintains open lines to both the Tactical Air Command and the Combined Continental Military Command. If PRIMUS runs into a situation with which it is unable to deal, the next response is direct intervention by active military units.

PRIMUS is often used as a live testing facility for prototype weapons and equipment. Very often a group of agents will charge into battle using items which have never before seen active duty. As a result, most of their more powerful weapons will have activation rolls of 14 or less, or even 11 or less.

Usually, PRIMUS is given equipment "on the cutting edge of technology". In other words, the agency is outfitted with prototype-level equipment, since technology already in production is considered slightly behind the state of the art. This has caused more than a few problems in the field, and many agents feel a considerable dislike for the agency's procurement policies. Still, there are few complaints; the agents realize they are getting the best of what's available, and when fighting superpowered monsters they appreciate all the firepower they can get.

Sometimes equipment is withdrawn even if seemingly effective in the field. Other times, given devices may work perfectly in the field, and then need to undergo a short period of refinement before going into production . . . the net effect being that the PRIMUS agents often have their

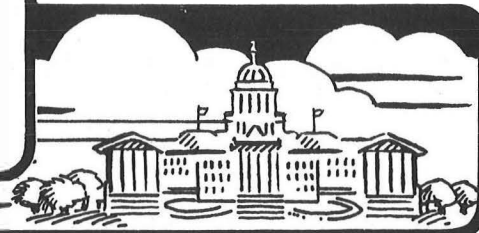
prototypes removed without immediate resupply. (Finally, if an item is approved for either limited or mass production, it is no longer considered the "leading edge" of technology and PRIMUS is then issued something else.)

There are a great many campaign options the GM may employ with PRIMUS. Do the local city administrators like PRIMUS? Will PRIMUS' jealousy insist on handling every situation on its own, regardless of the seriousness of the threat? What is the local PRIMUS unit like? Is it commanded by a zealot who has his men out patrolling the street arresting pickpockets and muggers, harassing prostitutes, cracking down on labor unrest, or beating up on "no-good hippies"?

The relationship between the local PRIMUS unit and the superhero community poses tremendous opportunities for fun. Do they get along? Do PRIMUS agents consider the heroes a bunch of fair-weather do-gooders, who disappear when the going gets tough, or simply as a bunch of incompetent amateurs, who get people killed while playing ego games?

Just remember that every PRIMUS unit can be treated separately; in one city it can be cooperative and supportive, in another it can be aggressive and competitive, even outright hostile.

PRIMUS PERSONNEL AND EQUIPMENT



THE GOLDEN AVENGER

The first product of the 1970s bio-enhancement phase of the super-soldier program was the Golden Avenger. His powers are based on a combination of drug treatments, bio-feedback, and augmentation devices. Most of his tremendous physical attributes are a result of the diverse and far-ranging drug series he underwent in the 70s (of which the present-day Cyberline treatment taken by PRIMUS agents is a much reduced version), and for which he still must take a booster pill daily. Failure to take the pill would result in his stats declining over time, until the booster series was resumed. Bio-feedback control enables the Avenger to (usually) reduce the effects of exertion and resist power drains. He also is equipped with various devices to help augment his powers. Special energized gauntlets, which vibrate on mental command, allow the Golden Avenger to perform armor-piercing attacks. His armbands contain various serums which the Avenger may feed into his bloodstream at will, to help either reduce exertion or, for a split second at a time, to sharply boost his perception and reflexes (extra booster pills are carried in concealed compartments within the armbands as well). His legbands assist with movement, feeding extra energy to his leg muscles. Finally, his suit helps to increase his bodily toughness, and has special concealment features built into it, so that the Avenger may assume a facsimile of civilian clothing at will.

The bio-enhancement series the Golden Avenger has undergone has left him with some significant weaknesses. His finely tuned metabolism is susceptible to poisons and gases and his suit leaves the Avenger vulnerable to high velocity missile attacks.

The Golden Avenger was created to defend America against all enemies, external and domestic, and he takes his duty very seriously. Born Robert Washington Kaufman, he was selected for the job not only for his body's ability to handle the drug enhancement series, but for his fierce patriotism and love of freedom as well. To aid him in his never-ending battle with the forces of repression and tyranny, the Avenger has surrounded himself with a number of like-minded associates. Besides his position as Chief Field Agent (and effective commander) of PRIMUS, he also meets regularly with the Washington, D.C. based Minutemen, a group of fellow patriotic superheroes which includes such personages as Lady Victory and the Star Spangled Hero. The Avenger forms very close partnerships with such heroes, and has been known to fall into berserker gang if they are harmed.

One of the Avenger's most important missions is his strident campaign to alert this country against the mutant threat. Knowing that all mutants are evil and dangerous, the Avenger is constantly seeking out ways in which their threat may be abated. Some of his more vocal critics have claimed that he has been using the resources of PRIMUS to harry and harass all mutants, good as well as evil. The

Avenger ignores all such complaints, knowing his anti-mutant campaign is justified; he has never met a mutant who hasn't tried to kill him at one point or another (including so-called "hero" mutants).

The Golden Avenger's determination in combating the enemies of America is what has won him the title of America's foremost hero (depending on whom you ask), but he cares nothing for such plaudits, desiring only to do his duty. When asked about certain reports, supposedly obtained from the future, that he would be declared Dictator of the United States in 1992 (to lead the fight against the mutant hordes), he merely responded that he was ready to serve in whatever capacity his country required of him.

THE SILVER AVENGERS

Over a dozen Silver Avengers are now in existence, giving PRIMUS a significant boost in power. Somewhat watered-down versions of the Golden Avenger (a description they one and all find extremely insulting), they have received

additional bio-feedback training. This training has allowed them to do without many of the expensive gadgets that the Avenger requires. For extra firepower, most of them carry deadeners and the dreaded spark guns.

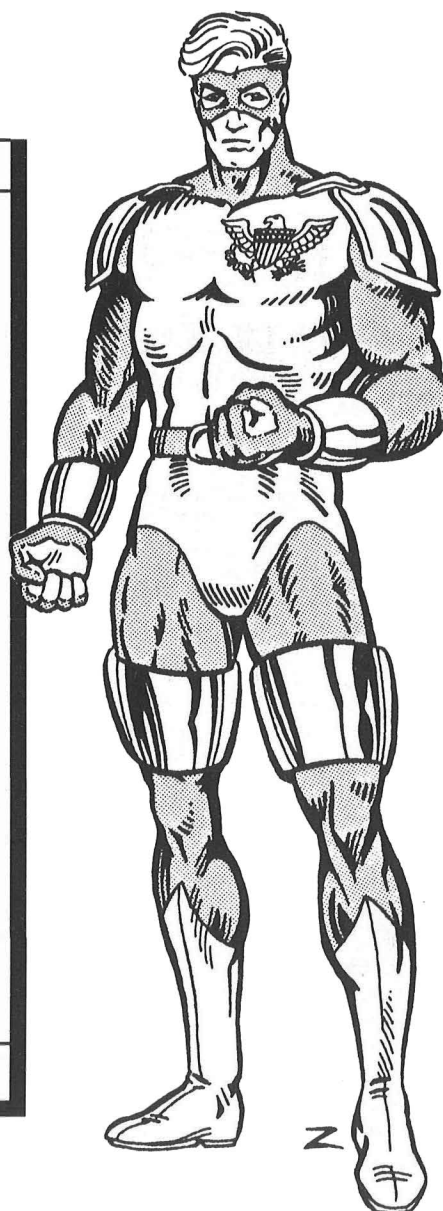
The Silver Avengers retained the weaknesses of the original, including the tendency to berserk. Some specialists believe that the latter tendency may actually be a pitfall of the bio-control training all of the Avengers have undergone.

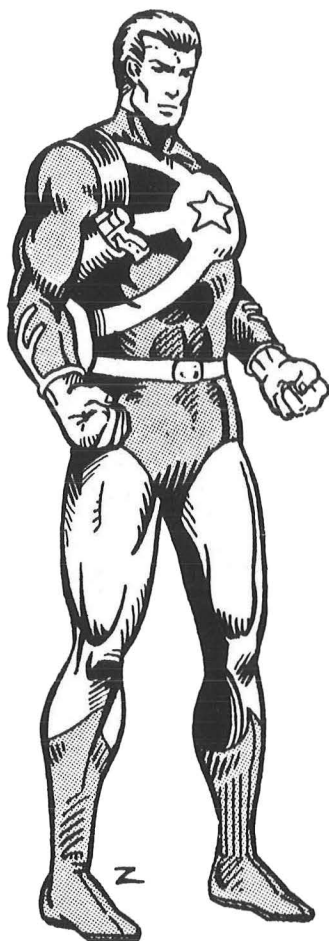
THE PRIMUS AGENT

The typical PRIMUS agent is a professional soldier with several years' experience in an American elite force (such as the Rangers, Green Berets or the Seals), though occasional exceptions are made. A few agents have been accepted directly from the major military academies, and there are a few exchange officers from various Western nations. These officers serve on an active basis in the field, since this is considered the best way to learn. Several have thus been wounded or killed in the line of duty.

GOLDEN AVENGER

VAL	CHA	Cost	Cost	Powers	END	50 + Disadvantages
45	STR	35	11	A.P. on STR, OIF (gauntlets)	15	Secret ID
30	DEX	48*			15	Fiercely Patriotic
25	CON	30	7	Find Weakness with punch attack (vs. P.D. only, +1), 11-	15	Total commitment to battle criminal misbehavior, anti-
18	BODY	16		Acrobatics		Americanism, treasonous activities
13	INT	3	10	½ END cost on STR, on 14 or less		
20	EGO	20	7	+ 3" Running	8	Overconfidence
23	PRE	13	6	10 pts. Power Defense, on 14 or less	8	Grim, always serious
16	COM	3	7	Tactics Skill, 12- + 3 levels with punch, OIF (armbands)	4	Mistrusts Mutants
21	PD	12	3	+ 3 sight	3	Always keeps word
21	ED	16	9	½ Damage Resistance vs all Killing Attacks, OIF (suit)	25	Hunted by all anti-Americans
7	SPD	24*	10	Instant Change — OIF (suit)	30	Hunted by all evil mutants
14	REC	0	3		15	× 1½ stun from ranged RKAs
50	END	0			15	× 1½ stun from poisons, toxins
54	STUN	0			5	1D6 stun susceptibility vs virulent anti-Americanism
					20	Enraged on 14- if companion downed, recover on 8-
					10	Soldier, subject to recall
					10	Experience
OCV: 10 DCV: 10 ECV: 7 PHA: 2,4,6,7,9,11,12				* IIF = Cyberline Plus Drug		
220 (CHA Cost) + 78 (Power Cost) = (Total Cost) 298 = Disadvantage Total						



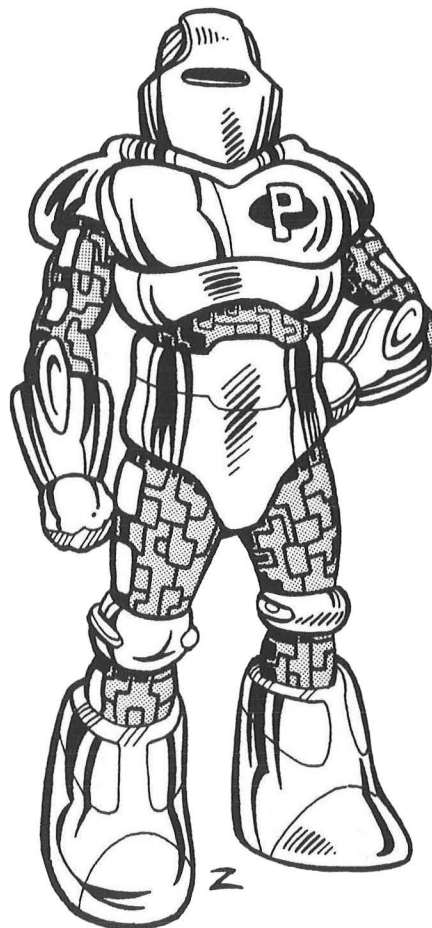


SILVER AVENGERS

VAL	CHA	Cost	Cost	Powers	END	50 + Disadvantages
40	STR	30	10	A.P. on STR, x2 END	+8	10 Public ID
26	DEX	38*	7	Acrobatics (costs END)	2	10 Fiercely Patriotic
25	CON	30	6	+3" Running		10 Overconfidence
13	BODY	6	3	+1 Sight Perception		5 Sworn to protect innocents
13	INT	3		Rolls		5 Always keeps word
18	EGO	16	10	+2 OCV HTH		25 Hunted by all anti-American forces
15	PRE	5	7	½ END on STR on		15 x 1½ stun from RKAs
14	COM	2		14 or less		30 x 1½ stun from poisons, toxins
19	PD	11	7	10 pts. Power Defense, on 14 or less		20 Enraged on 14-, recover on 8- if companion or innocent injured
19	ED	14		½ Damage Resistance vs all Killing Attacks, OIF (suit)		5 1D6 Unluck
6	SPD	19*	10	45 pt. Multipower, OAF Spark Gun, 3D6 A.P. Individual Flash (roll CV roll vs. single target) (gun)	0	24 Hero Bonus*
13	REC	0		Deadener -5D6 END Destruction, on 14 or less (stick)		
50	END	0		Tactics	0	
46	STUN	0	20			
* IIF (Cyberline Drug)						
OCV: 9						
DCV: 9						
ECV: 6						
PHA: 2,4,6,8,10,12						
174 (CHA Cost) + 90 (Power Cost) = (Total Cost) 264 = Disadvantage Total						

PRIMUS IRON GUARD

VAL	CHA	Cost	Cost	Powers	END	50 + Disadvantages
35	STR	18*	30	Powered Suit Elemental Repulsor Rays —	10	10 Public ID
17	DEX	21		6D6 Energy Blast +	15	15 Intensely Patriotic
18	CON	14		9D6 Energy Blast	5	5 Overconfidence
13	BODY	6		with no Stun, no	5	5 Will sacrifice self to protect others
13	INT	3		BODY — Knockback	10	10 Soldier — subject to recall
11	EGO	2		only (-½), OIF	25	25 Hunted by DEMON on 8 or less
15	PRE	5		(gauntlets), burnout on 15+	0	15 x 1½ Stun from Electrical attacks
14	COM	2		ARMOR, OIF (suit)	0	15 x 1½ BODY from Electrical attacks
5	PD	-2	23	1 level Density, always on — OIF (suit), 0 Endurance	0	5 1D6 Unluck
4	ED	1	9	5 pts Life Support (Oxygen Mask — vs. normal gas attacks only), OIF (helmet)		
4	SPD	10†		+3" Running — OIF (suit)		
11	REC	0		10 Gadget Points		
36	END	0		+1 General level		
30	STUN	-10	3	+1 with all attacks		
OCV: 6				Superleap		
DCV: 6				2-way radio with scrambler — OIF (helmet)		
ECV: 4						
PHA: 3,6,9,12						
				* OIF (Armored Suit) (only 15 pts. STR, 3 pts. CON are focused)		
				† IIF (Cyberline Drug)		
72 (CHA Cost) + 118 (Power Cost) = (Total Cost) 190 = Disadvantage Total						



PRIMUS ASSAULT AGENT

VAL	CHA	Cost	Cost	Powers	END	50 + Disadvantages
13	STR	3	31	26 pt Gadget Pool (usually power rifles or grenades)	0	10 Public ID
17	DEX	21				15 Intensely Patriotic
15	CON	10				10 Dislikes seeing innocents harmed
13	BODY	6	16	+ 12 PD, + 12 ED, non-resistant, OIF (Kelvar Suit)		5 Overconfidence
13	INT	3				10 Soldier — subject to recall
11	EGO	2				25 Hunted by DEMON on 8 or less
15	PRE	5	6	½ Damage Resistance vs all physical attacks, OIF (suit)		5 1D6 Unluck
14	COM	2				
4	PD	1				
4	ED	1	3	5 pts Flash Defense, OIF (visor)		
4	SPD	10*				
6	REC	0	10	+ 1 General Skill Level		
30	END	0	8	+ 1 with all attacks		
28	STUN	0	13	Martial Arts (4D6 punch, 5D6 kick)		
			5	Power Analysis Skill, 12–		
			5	Security Systems, 12–		
			5	SKILL (either Detective, Stealth, Streetwise, Computer Programming or Tactics), 12–		
			2	+ 1" Running		
			5	Radio, 2-way, hand-held with scrambler, OAF		
				— Most Commonly Carried Weapons —		
			22	Power Rifle: 45 pt. Multipower, OAF (rifle)		0
			2	Narrow Beam — 2D6 A.P. Energy RKA		0
			2	Flame — 6D6 A.P. Energy Blast		0
			22	Nerve Stunner: 2D6 Stun Destruction (Energy Blast), Ranged, OAF, on 14 or less		0
			16	8D6 Explosive Physical Concussion Grenades, OAF, on 14 or less		0
			13	2D6 RKA, OAF (.44 magnum)		
				Pistol is the standard sidearm for agents not on a strike mission, or agents serving as vehicle crew.		
				* Cyberline Drug		
OCV: 6						
DCV: 6						
ECV: 4						
PHA: 3,6,8,12						
64 (CHA Cost) + 109 (Power Cost) = (Total Cost) 173 = Disadvantage Total						



A number of civilian personnel from agencies such as the FBI, Secret Service and the CIA have also served with PRIMUS on a liaison or training basis.

Only volunteers are accepted into the force. Applicants are chosen on the basis of reliability, intelligence, and capability. Additionally, potential candidates must be capable of assimilating the Cyberline drug treatment series. These treatments consist of a battery of various powerful and exotic drugs (of which Cyberline is the most well known) to enhance the physical abilities of the agents, especially their reaction and response times. Roughly only one person in ten is capable of taking the drug series; the rest will show negative reactions from a prolonged treatment program and are rejected. Some of those who initially pass will become sick at a later point; this is one reason why only volunteers are accepted in the first place.

The benefits from the Cyberline series are significant. Physical dexterity is increased nearly 50 percent in some cases, and reaction time is bettered to half that of a normal person's. These results are why PRIMUS normally does not recruit anyone unable to take the drugs. Some exceptions are made for exceptional individuals, or recruits with special skills or knowledge.

The Cyberline treatment is a much cheaper derivative of the original program which produced the Avengers. The other series gave substantially better results, but imposed even greater restrictions on subject selection. Work is continuing to lessen both the side effects and costs of the drugs, in the hopes that it will become available some day for general military use. (PRIMUS' policy of accepting only subjects who can take the drug series is a primary cause of the agency's extreme manpower shortage. While deployment plans call for eventually doubling the number of PRIMUS bases, the personnel to man them simply is not currently available.)

Once chosen to serve, the applicant is immediately put on detached duty, sworn in as a U.S. marshal, and put through a rigorous two month training course. This training covers such subjects as weapons instruction and familiarization, scouting and observation skills, and anti-supervillain tactics.

Most important is the education given in villain recognition, superpower observation and evaluation. Any PRIMUS agent may make a roll to attempt to figure out the functioning of a super-individual's powers (when displayed), and another to evaluate the power output displayed.

Whenever possible, PRIMUS asks superheroes to put in stints at the Virginia Academy to help train the agents. Thus, most PRIMUS agents already have some close-hand familiarity with superhumans when they first go into the field.

PRIMUS IRON GUARD

An evaluation made of PRIMUS by DARPA in the latter 1970s found that while the agency enjoyed mixed success, the greatest cause for concern was the rather high casualty rate the field agents were suffering. In its report to the Joint Chiefs, DARPA noted that most of the agent injuries came from only a small percentage of calls. Further, DARPA noted that often these more dangerous missions could be recognized as such, and special precautions could be taken. The agency recommended urgently that some form of additional protection be taken for the agents' safety.

During this same period, the super-soldier project had moved on from its bio-enhancement phase. The Army now believed that the final realization of its long-standing dream of the super-army was to be achieved through the use of powered combat suits. Fast, heavily defended, capable of carrying more powerful weaponry than regular infantry soldiers, combat-suited troopers would revolutionize the battlefield. The first fruits of this research were becoming available, and the results were very promising.

The Joint Chiefs decided to make use of these early prototypes. A new unit was formed within PRIMUS, equipped with combat suits. On the most dangerous missions PRIMUS undertook this section was to be the point, leading the regular agents into the fray. Known as the Iron Guard because of the heavy armor on the suits, the Guard has been successful in cutting down the number of casualties PRIMUS was suffering.

Additionally, some Iron Guard Agents (usually one per fireteam) are equipped with an 18 point Gadget Pool. The most common use of this pool is the carrying of the Entanglement rifle following below:

Entanglement rifle — 5D6 Entanglement, OAF (rifle and tank pack) on 14 or less, (10 charges). Cost 18(50).

For those players who would like to build characters based on PRIMUS or DEMON agents, the various Agent Packages (as in **Danger International**) have been included. To use one of these Packages, the player pays the Package cost and takes the listed Skills, Powers and Character Disadvantages. Where a choice of skills is listed, the player simply chooses one of the listed Skills.

PRIMUS AGENT PACKAGE

Familiar with firearms	3
Knowledge of PRIMUS on 11 or less	2
Knowledge of criminal organizations on 11 or less	2
Commando Training	4
One level, Firearms	5
Security Systems	3
Power Analysis Skill, 12-	5
STR 13, DEX 14, CON 13, BODY 11, INT 13, EGO 11, PRE 13, PD 4, ED 4, SPD 2	
CHA Minimums	-10
Monitored by PRIMUS on 11 or less	-8
Subject to orders	-4
Package bonus	-1
TOTAL	+1

PRIMUS FIELD AGENT PACKAGE

Running +1"	2
Combat rolls +1	8
Skill, (+1), choose from: Deduction, Criminology, Stealth, Computer Programming, Streetwise	5
SPD 3, CON 15, PRE 15, BODY 13	-5
Lose 4 pts. of SPD without drugs, after 10 days	-1
Monitored by many criminals on 8 or less	-3
Distinctive looks in costume	-1
Hunted by DEMON on 8 or less	-11
Package bonus	-1
TOTAL	-7



The agency's HQ, PRIMUS Main, is in Washington D.C. Both the PRIMUS Commander, General Hawkins, and his Chief of Field Operations, the Golden Avenger, have their headquarters there.

Other task forces are stationed in Los Angeles, Seattle, Chicago, New York, Miami, New Orleans, and Denver. The PRIMUS training academy, along with the main research labs, vaults and holding facilities are located in Virginia, near Norfolk.

Each base is manned by three assault squads of PRIMUS agents, a squad of Iron Guard armored agents, a number

of plainclothes investigators, a small scientific staff and a civilian staff of accountants, secretaries, etc.

Standard equipment for each base includes several armored personnel carriers and support vehicles, and a pair of transport and attack aircraft. Hangar space and maintenance facilities are twice that needed to support the base's own craft, in case reinforcements have been sent in with additional vehicles.

Base facilities also include several scientific labs, six special holding cells, two large vaults for the holding of

captured equipment and devices, a spacious, well-protected arsenal and a very elaborate communications center.

Assigned to each base is one Silver Avenger. The Avengers do not fit within the normal chain of command. Instead, they are assigned special duties and responsibilities commensurate with their abilities and are designated as "special agents," reporting directly to the local commander. Each Avenger has the authority to command one or more assault squads. The Silver Avengers are all newly assigned, and thus are relatively inexperienced.

The base depicted here can be any one of PRIMUS' stations, except for the Washington or Virginia facilities.

EXTERNAL AND INTERNAL WALLS, FLOORS AND CEILINGS, DEFENSE AND BODY

The outer walls of the PRIMUS base are steel-reinforced concrete. The internal walls are poured concrete. The floors and ceilings both have a false front, behind which cables and pipes may be run. Beyond that is the true foundation, also of concrete.

Outer Wall	8	7
Inner Wall	6	5
Floors, Ceilings	6	5

ELEVATORS AND STAIRWAYS

There are two elevator banks in the PRIMUS building. The main bank allows entrance to all floors, but the elevators open into sealed rooms, from which a special combination code is needed to exit. Anyone stopping at one of these floors will be questioned over the elevator intercom by the PRIMUS personnel in the security office; if the officers on duty so wish, they may examine the elevator passengers via TV camera concealed in the elevator ceiling. These elevators are the ones normally used by unaccompanied visitors and anyone who is not base personnel.

The other elevator bank requires a key for entrance, but will readily open onto any floor. These are the elevators normally used by PRIMUS personnel.

There are three stairways in the building:

A) A fire stair. Anyone may enter this stairway, but the only non-secure exit is at the ground level.

B) The main stairway for the building. This allows access to floors the same way as the main bank of elevators.

C) PRIMUS special access stairway for PRIMUS areas only.

All three run the full height of the building, but are locked at every floor. Entrance into or out of the stairways requires a key. Only PRIMUS personnel normally use these stairways.

Fire doors in the building are kept locked, and normally are one way only (out!). PRIMUS employees have the combinations to the locks. Also, any or all fire doors in the building can be opened remotely from the security office; this is part of the safety features in the building. Once opened, the doors cannot be unlocked remotely.

BASEMENT, PRIMUS BUILDING

1. STORAGE ROOM: Unofficially known as the "junk room," anything and everything that won't fit upstairs is

unceremoniously tossed in here. The room is currently filled with assorted crates, boxes, poles and the like.

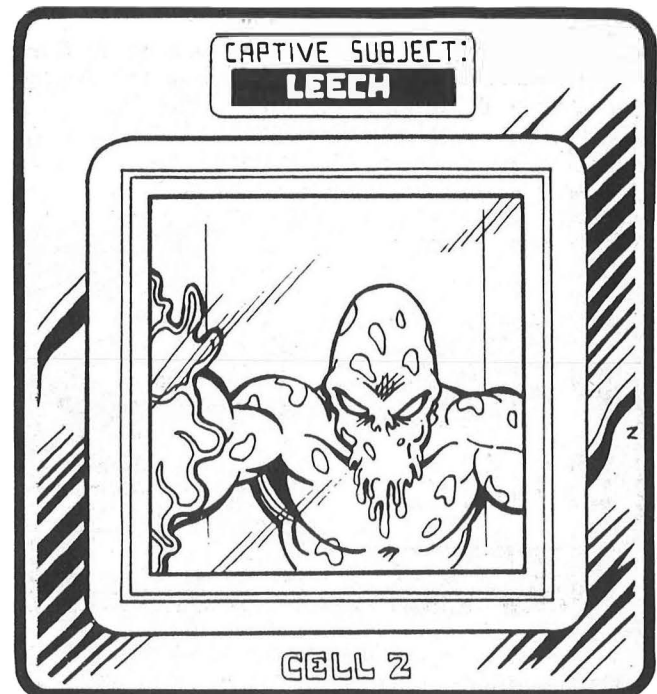
2. ENVIRONMENTAL CONTROL EQUIPMENT ROOM: In here are various heaters and heat pumps for keeping the building's interior at any desired temperature level. Air is forced in from the air circulation room next door to be heated or cooled, and then is directed back again.

3. AIR CIRCULATION EQUIPMENT ROOM: Here, large fans send the air first to the environmental control room, and then force it throughout the building. The air is blown through air vents 18 inches square.

4. DIESEL GENERATOR/BATTERY STORAGE ROOM: Two large diesel generators provide emergency power in case local power supplies are interrupted. A line runs to a special diesel fuel tank located under the hangar area. One entire partitioned end of the room (labelled "A") is filled with special long-storage batteries. These batteries are kept charged from the regular power supply, and constitute an important reserve backup.

5. HIGH SECURITY HOLDING CELLS: Eight special cells, set in a U-shape, allow the temporary holding of even the most exceptional prisoners. Each cell is massively reinforced, for a total of 14 defense and 14 BODY. Two cells, away from the guard post, have slots for special force generators to be installed. These generators may project fields to selectively guard against mental attacks, dematerialization and/or mental probes.

Entrance into the holding area is guarded by two doors. These doors, each a massive slab of hardened steel, have 8 BODY and 8 defense.



6. GUARD POST: Adjoining the cell banks, the guard post is constructed out of a super-resistant transparent plastic. This toughened plastic has 8 defense and 8 BODY. A PRIMUS agent is stationed within at all times. The booth is equipped with an intercom, by which the agent on duty may call either the security room, the agents' ready room on the first floor, or the base commander's office. Additionally, the booth has controls governing the use of

a number of blaster turrets, set into the roof at strategic points throughout the basement. These guns cover every approach to the cells and to the arsenal and vault entrances. Each of these turrets is equipped with two different weapon systems. The first is a gas canister projector which fires a 1-hex 4D6 NND (defense is vs. 10 points Life Support) gas attack. The gas is opaque, and the target hex is obscured to normal vision. The other weapon system is a repeated electric blaster. It fires five-bolt bursts of electrical discharge, each an 8D6 energy blast. The booth controls only allow one turret to be fired at a time, and only one weapon from that turret. Any turret may be fired at the speed of the person operating it, up to a maximum speed of 4. Each turret has a defense of 8 and a BODY of 4.

7. ARSENAL: The arsenal contains only man-portable weaponry. Vehicle weapons and munitions are stored up in the hangar area. Besides several dozen sets of personal sidearms (.44 magnums and fusion rifles), a number of special weapons and a goodly supply of grenades are laid in as well. Some of these weapons are broken down into multiple parts, and require two or more agents to transport and operate. The arsenal's inventory changes periodically, so it is never definite as to what may be found inside. In addition to guns and grenades, some protective gear is laid in as well. Gas masks, some protective armor and a number of radiation suits are racked inside. The armor consists of a heavy kevlar and plastic breastplate and helmet, and provide 5 PD and 5 ED resistant defense; the armor is clumsy, and detracts a total of 4 points of DEX from anyone wearing it. It is for this reason that the agents prefer not

to bother with it. The radiation suits provide protection against dangerous radiation, and give the wearer 2 PD, 5 ED resistant defense protection. The suits are clumsy, and anyone wearing one is penalized 2 points of DEX.

8. MACHINE SHOP: The hangar area is well equipped with machine tools, but they are specialized for use in maintaining the base's vehicle pool. This basement machine shop is intended for general use, and users don't have to deal with irate mechanics. Most agents with a job to do come down here to work.

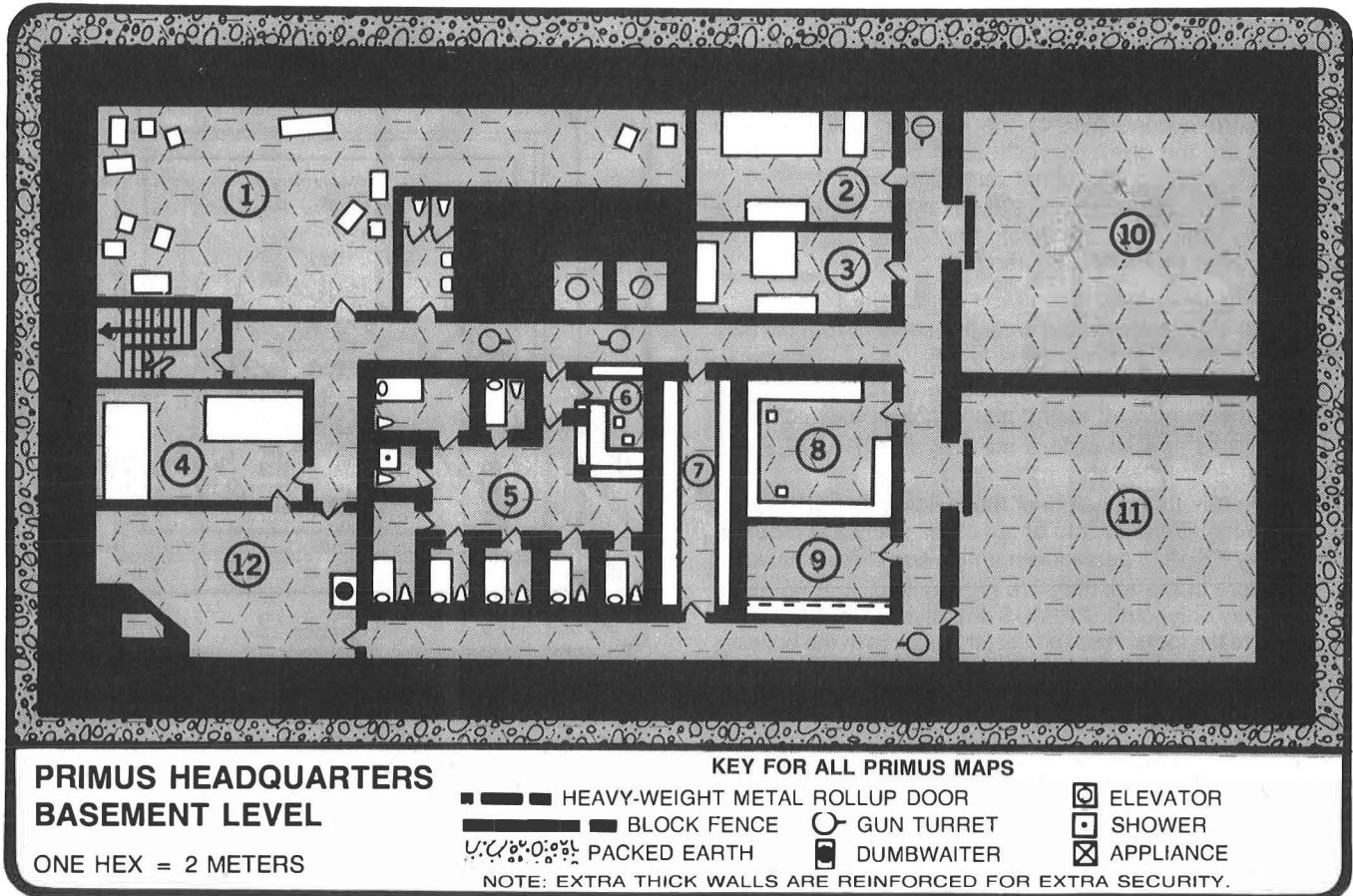
9. STORAGE ROOM: For cell block supplies, etc.

10. VAULT A:

11. VAULT B: These two vaults are used for the holding of classified government materials, and securing captured weaponry, artifacts and devices. For convenience, captured equipment is usually stored in Vault A, and federal property is kept in Vault B.

12. INCINERATOR/DUMBWAITER CORRIDOR: The incinerator is used to burn classified papers. The entrance to the burner is 1/2 game-inches square, and covered by a metal hatch. The gas jets inside start automatically at the touch of a button, and a lever will bring up the flames. At full blast, the fires can do 2D6 armor-piercing killing damage, per segment, to anything put inside.

The dumbwaiter description is listed in the second floor notes. Meals for the prisoners are sent down from the kitchen via the dumbwaiter, then transported by cart to the cells.



FIRST FLOOR, PRIMUS BUILDING

1. RECEPTION AREA: The main entrance into the PRIMUS building opens into the main reception area. All visitors must check in with the receptionist at the front desk. Visitors awaiting clearance or a guide may wait in the reception area. A generous number of overstuffed chairs and couches are provided. A number of potted plants and pictures provide a bit of typical atmosphere.

Two small washrooms open onto the reception area. To one side are the main stairs, near which open the employees' lounge and cafeteria. Another corridor leads past the main stairs and elevators, and is monitored by closed-circuit TV. Beyond this point is PRIMUS country, and all visitors must be screened by the officer at the TV monitor. A camera focused on the lobby area adds additional security.

2. LOUNGE: The employees' lounge. Agents, employees and visitors may come in here to relax, smoke, play cards and talk during breaks. PRIMUS agents rarely use this facility, preferring their own recreation rooms upstairs.

The room is provided with a generous number of cheerful blue and red overstuffed chairs and sofas, a number of round card tables and a large color T.V. set in one overhead corner.

3. CAFETERIA: Most of the building's agents and employees come down here for their meals. Many PRIMUS agents prefer to take their meals in the agents' mess and officers' ward room upstairs. The cafeteria is laid out with folding chairs and tables. A sound system provides music for the employees while they eat.

4. JANITOR'S CLOSET: All cleaning supplies for the building's small janitorial staff are kept here. Supplies for the nightly cleaning staff are also stored here. This closet is kept locked at all times.

5. KITCHEN: All meals for the building are prepared here. Gleaming ovens line one wall, while automatic dishwashers fill another. In one corner is a large dumbwaiter which is used to transfer meals up to the second-floor mess, and from there to the officer's wardroom.

6. KITCHEN STORAGE: A large storeroom where all foodstuffs, cutlery and other cafeteria stores are kept. Also on hand are several dozen extra folding chairs and tables for use on exceptionally crowded days.

7. SECURITY OFFICE: Here the base security keeps an eye on everything that happens on the building grounds and throughout the building itself. A bank of screens is tied to the T.V. cameras monitoring every approach to the base, from first floor on up to the roof. In addition to the watch monitor, an armed three-man squad is on call here to handle any trouble that might occur within the building.

8. COMM CENTER: The base's main central communications hub. Direct lines tie the base to all local emergency law enforcement and disaster relief agencies, so that PRIMUS can respond immediately to any crisis which might arise. Secure links, via satellite, are kept open to both the PRIMUS regional command center and to PRIMUS Main HQ, in Washington D.C.

One whole wall is taken up with the Situation Screen, by which command personnel may keep track of selected

emergencies in glorious color. The screen may be divided into multiple sub-screens, and a large number of auxiliary screen banks flank the large screen on the adjoining walls. Any of these sub-screens may be individually keyed to any comm link, for any task from a local phone call to a live picture from a recon satellite.

9. OFFICER OF THE DAY ROOM: The PRIMUS OD is on duty here at all times to respond to any incoming emergency calls. Here is the first place trouble reports come to for evaluation. Usually the OD will check first with the base Commander before dispatching the troops, but the OD is fully authorized to take any and all appropriate actions on his own.

The OD room has a direct intercom link to the comm center, the Ready Room, hangar, security office, and the base commander's office. A hidden button behind the desk will trigger a silent alarm in the security office across the hall.

10. ELECTRICAL EQUIPMENT ROOM: Special transformers, capacitors, battery banks and other devices are installed in this room. None of the equipment here is classified, or particularly advanced, yet if these devices were damaged or destroyed, the smooth functioning of the building's various electronic facilities (such as the comm center or the electronics lab) would be seriously impaired.

The walls of this room are reinforced, with an extra 2 defense and 2 BODY.

There are several high voltage lines into this section, and a large sign reading DANGER, HIGH VOLTAGE is posted on the door. The door is kept locked at all times.

11. INFIRMARY: A small but complete medical treatment facility. Normally only a corpsman is on duty here, but in times of emergency a police surgeon (or in some cases an Army or Navy doctor) is called in.

Normally only two beds are set up, but there is room for eight.

12. STORAGE AREAS: Two small rooms: One holds office supplies and a small cloakroom, the other holds extra folding chairs for the assembly hall.

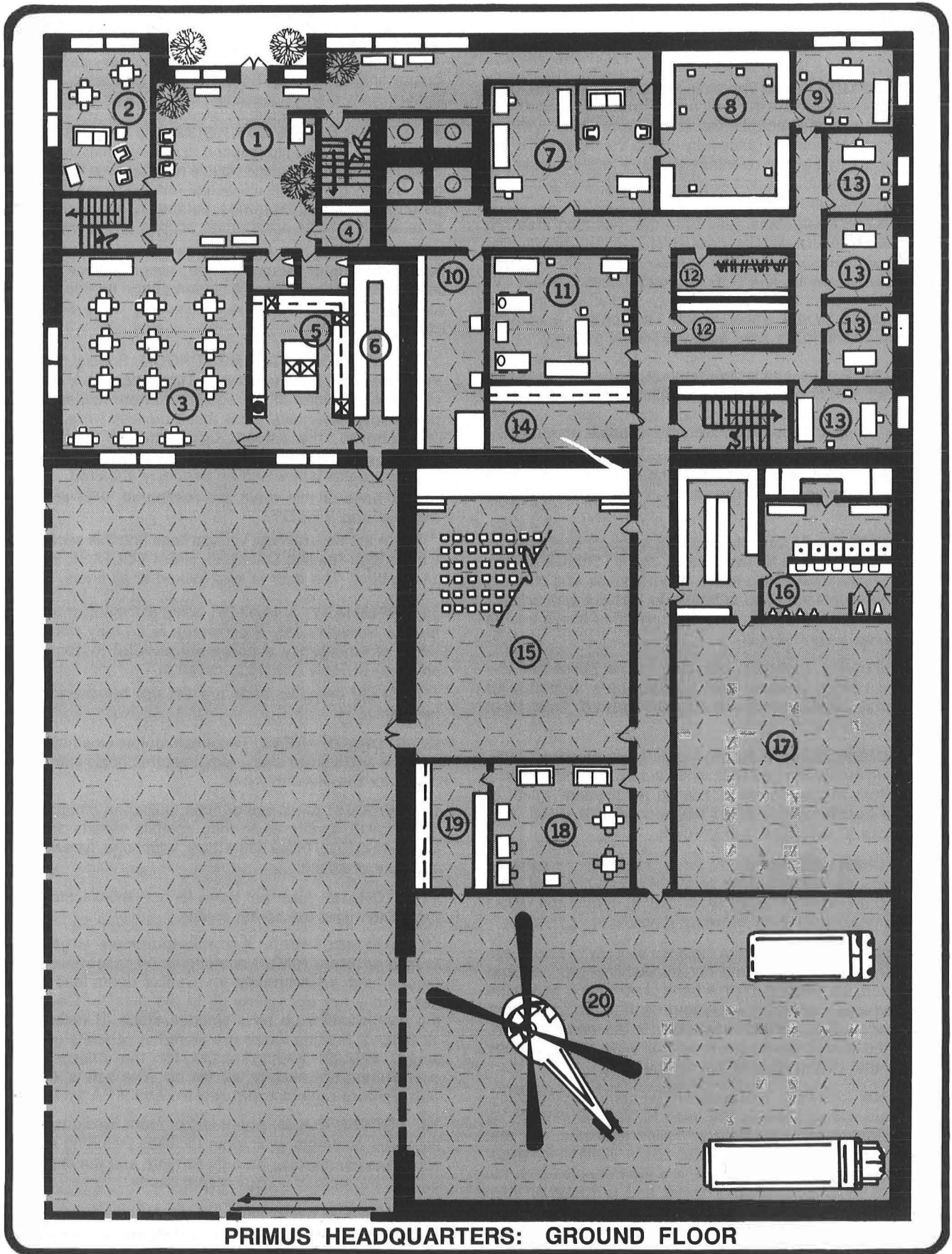
13. OFFICES: A number of plain, utilitarian offices for use by PRIMUS agents while they compile reports and other paperwork. Each office has a desk, telephone, typewriter and a couple of chairs.

14. STORAGE: Electrical stores for both the electrical equipment room and the comm center.

15. ASSEMBLY HALL: A sizable auditorium, large enough to hold several PRIMUS companies (in case other assault groups have been brought in). Double doors lead into the hall, and a fire exit opens up to the outside. One end of the hall is taken up by a wooden stage (3 defense and 12 BODY). Folding tables are stored in cabinets under the stage. Enough folding chairs for the base's normal complement are usually left set up. The hall is equipped with a movie projector and screen, and a PA system.

16. LOCKER ROOM: Agent locker room. Besides lockers, there are complete washroom facilities including showers, wash basins, mirrors, linen dispensers and the like. In one end of the room is a large steam sauna.

17. GYM: Full gymnasium set-up, for use by the agents for both exercise and training. The equipment includes free weights, weight machines and a gymnastic layout.



18. READY ROOM: A full squad (11 agents plus commander) of suited-up PRIMUS agents is stationed here at all times. When a call comes, the squad makes a quick transfer to the hangar and its transport vehicle, and is on its way. The room has complete briefing facilities, the most important element of which is a large screen data-linked to the base's computer. This screen can call up pictures and info from the base's computerized database, or be tied into TV or radio channels, or any of the base's communications links. There's also usually a pile of magazines on hand to help the agents while away the hours while they're awaiting a call.

19. SECURE STORAGE: Munitions for the base's vehicles are stored here. In addition, an arms locker holds weapons and extra ammo for duty squad in the ready room next door. The duty squad normally brings only personal sidearms into the ready room, picking up their weapons after a call has come in while their transport is being readied. This storage area has reinforced walls, with an extra 3 PD and 3 BODY. The arms locker itself is a massive affair, with 7 Defense and 6 BODY. Inside are eight plasma rifles, several dozen grenades of various types, one dozen .44 magnums with 30 rounds (in speed loaders) each, plus a number of special weapons and devices whose inventory changes from day to day.

20. VEHICLE HANGAR: All official government vehicles are stored here, as well as some private cars belonging to the base's higher-ranking officers. The hangar has a complete servicing facility, and all of the base's vehicles are maintained onsite. Fuel is taken from several underground armored tanks via pumps within the hangar. Special safety valves stop any spillage if the pumps are damaged, and prevent flashbacks if the pumps are ignited. The tanks are refueled through valves set into the parking lot outside the building.

A large, armored double sliding door provides exit outside. The door has 9 Defense, but only takes about 5 BODY before being knocked off of its runners (the door itself has 12 BODY).

SECOND FLOOR, PRIMUS BUILDING

1. TEMPORARY BARRACKS: For selected major operations, PRIMUS will reinforce a base with several additional companies. This room is where the extra agents are billeted. The walls of the room are lined with lockers, and temporary bedding and furniture is stored in the room when it is not in use.

2. SAFETY AREA: A simple key is all that is needed to stop one of the elevators at the second floor, but the elevator opens into this secured safety room. To exit from this room requires giving a positive ID to the duty officer in the security room (via the intercom). The door out of the safety room can be opened directly with the correct combination code.

This room is reinforced, with the walls having an extra 2 DEF and 2 BODY. A camera is set in one upper corner, to monitor the room.

3. WARD ROOM: The base officers gather here for their meals, private meetings and off-duty recreation. The room is equipped with one large coffee urn, a TV and some magazine racks, including the latest data bulletin from PRIMUS Main (the "Supervillain Gazette," as the junior officers refer to it).

4. STORAGE: A large storage area, holding clerical supplies and extra office furniture. A number of linen closets hold extra bedding for the temporary barracks (when cleaning is needed, the linen is sent out). A pair of small washrooms, intended for use by the clerical help, adjoins the storage room.

5. SECRETARIAL POOL: A large open area down the corridor from the main elevators. A dozen plain, functional desks are laid out, about half of them in use by the secretarial pool. These employees are sufficient to handle the base's day-to-day operations. When major operations are in progress, extra secretarial help is brought in to process the additional paperwork.

6. STORAGE

7. WASHROOM: Always open, but used only occasionally by visitors to the mess. The washroom is intended mainly for use by personnel stationed in the temporary barracks. Holds the usual showers, sinks, mirrors, and so on.

8. MESS: Feeding spot for PRIMUS agents, and occasionally officers and privileged visitors. The civilian staff never comes into the mess, instead taking their meals in the cafeteria downstairs. The furniture here is a cut above that in the cafeteria, and there is an elaborate music system for the agents. In one corner is a large dumbwaiter which is used to bring up the meals from the kitchen downstairs. Meals for the officers' ward room are also brought up here, and then transferred on a cart. The dumbwaiter is about 4' square and 3' deep. Three insert trays provide plenty of holding space.

9. CLASSROOMS: Each classroom is large enough to comfortably hold 20 – 30 agents. Used for instruction and briefings, each classroom has a blackboard, overhead projector and screen. Additionally, a TV and PA system may selectively tie together any or all of the classrooms.

10. LARGE CLASSROOM: Twice as large as the other classrooms, this room is used for company-level briefings. It is also used when briefing outside VIPs and the press. For this reason, the furnishings are a bit more plush. A speaker's lectern is fixed at the head of the room.

11. OFFICES: The base's office staff works here. Accounting, payrolls and similar functions are handled in these offices. Only the most mundane, least sensitive kind of records pass through these offices. Each office is equipped with severe, government-issued furniture (circa WWII).

12. MAIN CORRIDOR: The corridor is carpeted in a deep orange pile. Tasteful pictures decorate the walls. At intervals, combination PA speakers/intercoms are set into the walls. Cameras monitor most of the corridor.

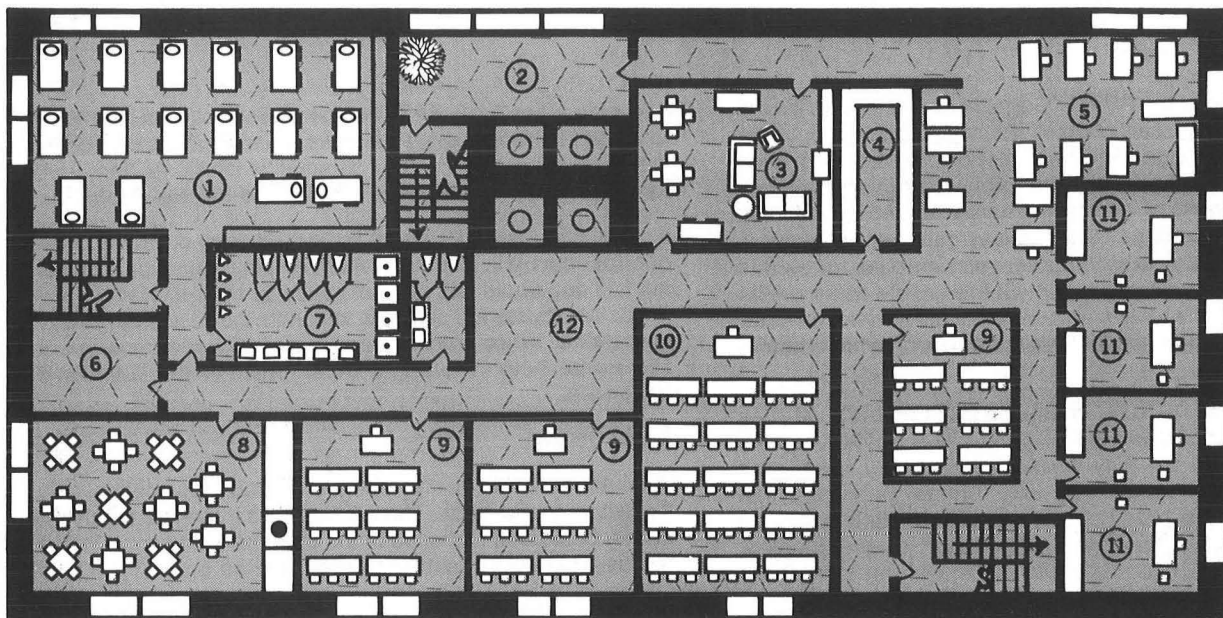
THIRD FLOOR, PRIMUS BUILDING

1. BARRACKS: The base's main barracks. All agents and most of the officers stay here. The room is largely filled with personal lockers and twin-tiered bunkbeds.

2. SAFETY AREA: Laid out just the same as the safety room on the second level.

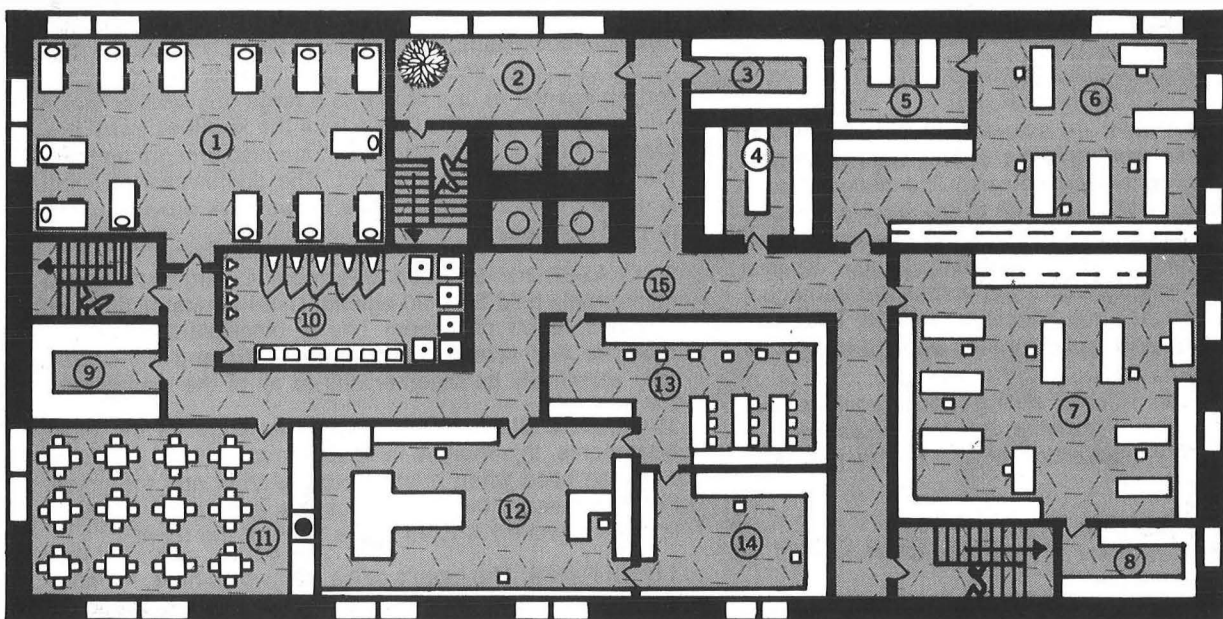
3. STORAGE: One room containing a number of spacious closets. Supplies are kept here for the agents' recreation room, the files room and for the various computer rooms.

4. FILES ROOM: All permanent written records, photos and microfiche are filed in this room. The room is reinforced

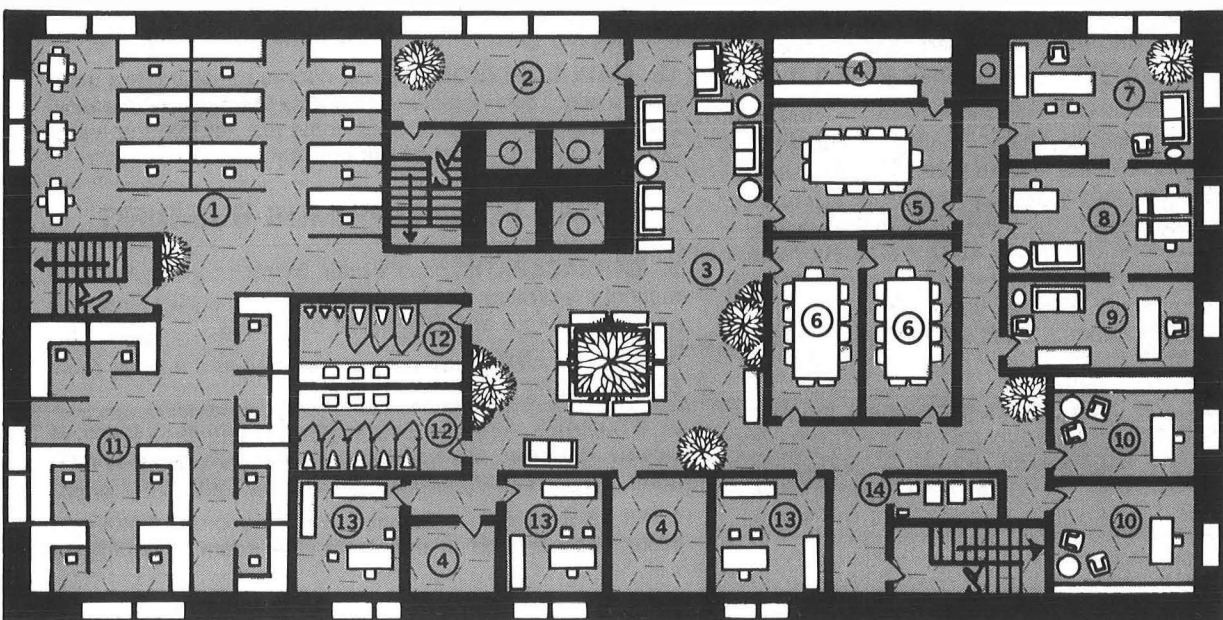


PRIMUS
HDQTRS.

2ND
FLOOR



3RD
FLOOR



TOP
FLOOR

with an extra 2 Defense and BODY, and heavily insulated. A special system is installed which can instantly smother any fires without damaging the contents of the room (the same system runs through the computer, terminal and device rooms as well, to protect the equipment there). The files room is always kept locked. A key and the correct combination are needed to gain access to the room, and all users must log in and out. Any materials removed from the room must be noted and logged as well, and kept in special bright red CLASSIFIED folders; the guards will not allow any such marked materials to leave the building.

5. STORAGE: Extra electrical stores. There are enough spare parts and devices in here to rebuild half the lab and the comm center as well, if need be. The door is secured with a combination lock.

6. ELECTRONICS LAB: The base's other main lab. The lab contains a full electronics workshop as well as investigative and research equipment. The lab has only the newest and best, and all rolls here are therefore +1. The only door in has one of the usual combination locks on it.

7. SCIENTIFIC LAB: Combination chemistry and physics laboratory, one of the two labs for the installation's small scientific staff (three scientists and three technicians). The lab is small, but equipped with the latest and finest test devices. All scientific rolls are +1 one as a result. The lab contains a complete, pint-sized test firing range used for testing captured weapons and devices.

Entrance into the lab requires the correct code to the combination locks on the doors.

If the base commander is willing, the labs may be opened for use by selected outside individuals (i.e. superheroes).

8. STORAGE: Unused equipment and spares are stored in this room. The room is normally kept locked, with a combination lock on the door.

9. IRON GUARD MAINTENANCE AND STORAGE ROOM: Originally built as a storeroom, later made over into a test firing range for captured weapons. The room was judged inadequate for this, and a new range built into the scientific lab. At that time, equipment for the upkeep of the new combat suits was installed. The suits are both maintained and stored here by operators. The suits are kept ready on special racks; these racks have built-in sensors which plug into the armored suits. When the armor is needed, a screen provides an instant readout as to suit's readiness.

An experienced operator can put on his armor in four phases. Anyone else would need twice as long, assuming he was at all familiar with the suit. Untrained operators would suffer significant CV penalties if they tried to use the armor.

10. WASHROOM: For use by the agents billeted in the main barracks. Includes complete showering facilities as well as the normal sinks and toilets.

11. RECREATION AREA: Provided for use by the off-duty agents. Besides plenty of comfortable sofas, overstuffed and bean-bag chairs, there are the usual card tables, billiard tables, book and magazine racks. A complete sound system, comparable to the one in the mess, provides music. Several small T.V.s with earphones allow for individual viewing.

12. COMPUTER ROOM: The main PRIMUS computer is set up here (a large number of microcomputers may be found throughout the rest of the building). Besides a

complete agency database, the computer has direct communication links to various other governmental agency computers throughout the country. An operator using the PRIMUS system and the right codes may access any computer network possessed by the federal government.

The computer room is secure, and a magnetic keycard is needed to gain entrance to the room. These cards are not hard to come by, however, as they are given put to most any PRIMUS agent who asks. The room also contains positive high pressure blowers which protect the sensitive computers from dust and dirt.

13. TERMINAL ROOM: Twenty terminals are laid out on desks. Each terminal has full access to the base mainframe computer, and with the proper codes a user may call up almost any other governmental computer as well. The terminal room is kept at positive air pressure, so whenever a door to the outside is opened the air blows out away from the terminals. This is intended to cut down on the amount of dust which enters the terminal rooms. The terminals don't really require the protection, but it helps protect the computer and device rooms. Entrance into the room is protected by use of a magnetic keycard. Nearly any PRIMUS employee may have one of these for the asking, however.

14. DEVICE ROOM: Various computer peripheral devices such as printers, special graphics terminals and optical readers are installed here. This room is also protected by positive pressure blowers.

15. MAIN CORRIDOR: The decor is similar to that of the second level, with the expected intercom/PA units built into the walls.

FOURTH (TOP) FLOOR, PRIMUS BUILDING

1. GUEST CUBICLES: On occasion, major investigative and/or research studies are held at the PRIMUS building. A large number of cubicles are available to handle the inflow of temporary personnel. These cubicles are walled off the main lounge area. This is an open office system for greater flexibility. The "walls" are 5' high, and are easy to break down and re-configure. There are no doors.

2. SAFE ROOM: As on other floors.

3. LOUNGE AREA: The main elevators open up into a safe room, then into the lounge. The lounge makes up the entire center of the top floor. The entire area is heavily carpeted, paneled in wood grains and otherwise decorated by the best interior designers in the business. A number of chairs and couches provide plenty of seating for visitors. The intention of the lounge area is to impress and reassure visitors as to PRIMUS' firm grip on its budget allocations.

4. STORAGE: Clerical supplies for the floor are stored in this room. Liquid supplies for the executive staff and visiting VIPs are also kept locked up in a special cabinet within.

5. EXECUTIVE CONFERENCE ROOM: The largest of the conference rooms. Most councils of war involving officials from other agencies and/or superheroes are held in this room. The appointments are similar to the other conference rooms, but this one has the advantages of a speaker's podium and, most importantly, a large wet bar.

6. CONFERENCE ROOMS: Large rooms used for executive meetings and VIP briefings. The rooms are paneled in various dark, expensive woods. The furniture is heavy, tasteful and expensive. Each conference room is equipped with the usual TV monitors, screen projectors, speaker systems, and data-link screens.

7. BASE COMMANDER'S OFFICE: Well appointed, almost lavishly laid-out executive suite. A large closet and a private wet bar open off of the suite. In one corner is a large bookcase. A concealed button will cause the bookcase to slide aside, revealing a tiny elevator. This elevator runs to a hidden exit on the building's roof, where there is space for a PRIMUS helicopter to land. Entrance to the office is usually through the secretary's office, but the commander may enter and leave through a side door if he wishes. This door is kept locked at all times.

8. COMMANDER'S SECRETARY'S OFFICE: Both the base commander's secretary and his assistant's secretary run the building from here. In addition to the usual secretarial functions, they keep the appointment schedules, field non-official calls, and screen all visitors who have come to see the commander or his assistant. All visitors are announced via intercom.

9. ASSISTANT COMMANDER'S OFFICE: The office is slightly smaller than the commander's suite, and is decorated

on a less lavish scale. The assistant commander also has a private, unmarked door that opens into the corridor. This door is always kept locked, as well.

10. VISITOR VIP OFFICE: These offices are for use by important visiting government officials. Though usually empty, these offices are kept in constant readiness. The expensive furnishings are polished and cleaned regularly.

11. INVESTIGATORS'/TECHNICIANS' CUBICLES: The base's small investigations staff, as well as the technical staff, sit in these cramped little cubicles. Each one has a phone, desk, two chairs, computer terminal and a potted plant.

As in #8, this is an open office system. The "walls" are 5' high, and no doors are present. However, this system is of a higher quality with some acoustic qualities to add to the small bit of privacy, as well as other features. This system is more difficult to dismantle.

12. WASHROOMS

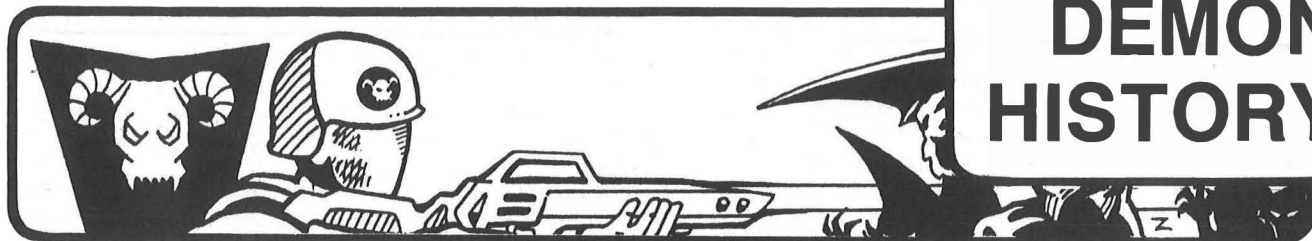
13. SCIENTISTS' OFFICES: Each of the base scientists has a personal office up on the top floor. Each office is well appointed, and equipped with a full range of automated office devices.

14. VENDING MACHINES: A partially enclosed area near the PRIMUS stairway contains four machines and a dollar bill changer.

PRIMUS BASE SPECIFICATIONS

SECTION	STATISTICS	COST
Size	Total area 1312 hexes (200 underground) (ACM 3)	20
Armor	Walls are 11 DEF, 8 BODY	29
	Cells are 19 DEF, 11 BODY	6
Laboratories	Medical: 16 patients, 1 BODY per hour regeneration	
	Body Armor Servicing Shop +2 to Mechanics Skill Roll	2
	Physical Sciences Lab +1 to Chemistry/Physics Science Rolls	4
	Electronics Lab +1 to Electronics Skill Roll	2
Computer	INT 10 with the following programs: Circuit Check (1), Security systems 15- (2), Supervillain knowledge 12-, Search Analysis.	14
	The computer is also connected to the Base. (2)	
Power Plant	Runs the computer, labs, sensors, lights, and air conditioning — 6 END	11
	Includes 2 batteries (50 END each)	
Powers	Fire Extinguisher (Vehicle Rules) 11-, 3 pts x ACM	9
	Internal Gun Mounts (covers cell area only)	10
Agents	50 pt. agents, 44 total (30 active agents, 8 technicians, 3 scientists, 3 senior officers). 206 hexes. Loyalty is 14-.	83
Communications	CommLink, TV broadcast, full-band communications, satellite link	10
Sensors	TV: Internal visual, IAF, 320 hexes	9
	Sonar: passive, selected corridors (same as cameras)	22
	TV: External visual, OAF, 360°	10
Disadvantages	Government Interference 14-	15
	Publicity (household word)	15
Point Contributions	GM's Option	215
<i>The Base background notes are contained within the PRIMUS write-up.</i>		
142 (Base Pts.) + 11 (Power Plant Pts.) + 14 (Computer Pts.) - 30 (Disadvantage Pts.) = (Total Points) 137		





The first official recognition of DEMON was made by a U.S. Justice Department survey in the 1920's, listing the organization as one of the many bunko religious cults of the times. DEMON had apparently come over to this country from Germany, but its origins were unknown. DEMON (read the report) was engaged mainly in Satanic worship and the bilking of old ladies out of their life savings in return for a promised immortality (which, of course, never materialized).

Initially DEMON was very weak. The group's primary goal seemed to be the accumulation of funds for research into the black arts and the recruitment of devil-worshippers. Such followers were sufficiently fanatical to carry out orders of the most gruesome nature without question, and were indifferent as to the matter of payment.

Few outside of the Innermost Circle knew anything of the organization's true beginnings; those who showed an interest were sometimes inducted into the Innermost Circle, but more often simply disappeared.

The Innermost Circle and its subordinate branch, the High Circle of Sorcerers, actually managed to evoke some of the powers of lesser demonic planes — and to accumulate a few artifacts of fell nature. In all, however, it gained only slightly in power.

All this changed with the end of the Second World War. In a secret coup accomplished in the last days of the European conflict DEMON managed to spirit away the entire Nazi treasure-trove of mystic artifacts from under the noses of the SS. Also acquired in the raid was slightly more than a quarter of a billion dollars' worth of hard currency the SS High Command had stored away. Afterwards, according to an Interpol report, DEMON vanished, and most international law enforcement officials assumed that the higher-ups of the group had disbanded the organization and retired with their ill-gotten gains.

More than fifteen years later DEMON resurfaced; the group had obviously undergone a complete and rather frightening transformation. Gone was the High Circle of Sorcerers, the bunko artists and the bulk of the devil worshippers (some Satanists were still hanging on, but were more tolerated for their willingness to carry out special suicide missions than for their support). Instead, DEMON has amassed unto itself a high-tech army of mercenaries, seemingly patterned on the numerous other criminal organizations growing in the early 60's.

No longer simply a cult, but now a vibrant and expanding criminal military power, DEMON still retained some major differences from its many competitors. DEMON never considered money, manpower and ultra-sophisticated weaponry to be the true path to dominion over the Earth; instead, they secretly sought the one True Power — mastery of the Black Arts.

Nor was this an idle dream. Supplanting the High Circle of Sorcerers were the Morbanes, Masters of DEMON, who

reputedly wielded great powers of a magical nature. Some fragmentary reports speak of their summoning up fell creatures out of nowhere. The ordinary rank and file of DEMON is terrified of the dark powers the Morbanes possess; if captured, Demonwarriors rarely talk. Few agents ever desert DEMON, fewer are known to have survived the attempt for more than a short span of days.

Most Western intelligence agencies suspect that the Innermost Circle is still running DEMON, but officials readily concede that there is no real data on which to base any such speculations. While law enforcement agencies generally scoff at the idea of mystic powers, most officials are quick to point out that at least one part of DEMON poses a real and concrete threat: DEMON's espionage arm, DEMONFLUX.

The CIA and other American agencies have repeatedly blamed Demonflux for a great many subversive activities, including espionage and sabotage. Little proof has come out to support this, but government sources claim this is merely an indication of Demonflux's effectiveness.

One area of concern which the CIA is investigating are reports of DEMON activity within the Soviet Union. A connection between the Soviets and DEMON is believed most unlikely, yet no one in the Western nations has any real idea what DEMON might be doing in the East.

BACKGROUND INFORMATION

DEMON is currently laid out along a two-tiered organizational structure. At the top is the Dark Hierarchy, which is made up of all the practitioners of the Black Arts. These sorcerers are also referred to as the Morbanes.

Ruling the Hierarchy is the Innermost Circle, a small, select group of especially powerful Morbanes. Some vague rumors have it that there is a shadowy figure higher yet; if so, his existence is known only to the Circle.

The greater majority of DEMON's agents are within the lower tier. These agents range from the miserable Satanists of DEMON's associated fringe groups up to the crack armored Machagent troops.

There are many different subgroups within the lower tier, and when need be they can function together quite efficiently. The cooperation involved is not from mutual companionship but rather out of common fear and greed.

As an organization, DEMON is run by fear. Each agent jealously guards his privileges and powers, and is always ready for a chance to take away somebody else's as well. Advancement in DEMON may be accomplished with equal swiftness by cutting down one's superiors as well as by the meritorious performance of one's duties.

In some ways this applies to sub-groupings as well. The highly trained and well-paid Demonwarriors distrust and dislike the swaggering Mechagent groups, yet are cowed by the Mechagents' superior firepower. For their part, the Mechagents treat the Demonwarriors like cannon fodder, and always ensure that the lower agents never forget their subservient place on DEMON's ladder.

Some elite divisions may enjoy special privileges not necessarily connected with unit firepower. For example, Demonflux agents are especially privileged because of their exceptional abilities and training.

Greater than the fears and jealousies the agents have for one another are those they reserve for the Morbanes. The sorcerous power wielded by the Morbanes is genuine and far more powerful than any equipment employed by the human agents. All operations and projects, though planned and advised by agent specialists, are commanded by Morbanes. The Morbanes make up the officer ranks of DEMON, and all agents must answer to them. The only operations not captained by Morbanes are those few commanded by a "supervillain" status individual.

While agents may be transferred from one division to another (for instance, a Demonwarrior may be inducted into one of the Mechagent companies), advancement to the status of Morbane is unknown. Candidates for the Dark Hierarchy are approached secretly. Rarely do they have any idea of exactly what it is they are being asked to join, even as they go through the initial training stages. If the candidate turns down the offered membership, or if at any point during his training DEMON feels he will not do, the subjects is quickly and efficiently eliminated. Once training is completed, the potential member is given his Demon's Eye. It is from this Eye that the Morbane may draw the power necessary to control the dark forces at DEMON's command.

Ruling the Hierarchy is the Innermost Circle. Only Morbanes and a very few top-ranking agents even know of the Circle's existence. Each member of the Circle is an especially powerful Morbane and a long-time member of DEMON. In fact, some have belonged since the organizations' creation in the twenties. These members are stronger than the newer Circle members, having staved off the ravages of age through their mastery of the Black Arts.

Each Initiate of the Circle is assigned one or more commands within DEMON. Most of these commands are of the various bases and installations DEMON has scattered across the world. Some, however, are the overall supervision of DEMON divisions (such as Demonflux), or over research projects. Most of the research being done involves extension of the scope and scale of DEMON's command of the various

black magics, exploration of the nether planes, and the summoning and control of demons. A few technological research operations are considered important enough to warrant Circle supervision, but on the whole these kinds of tasks are left to the Morbanes.

Advancement to the Circle is possible for Morbanes. Appointment is supposedly made on the basis of the candidate's mastery of Sorcery, but even in the Circle intrigue and powerplays are not unknown; some candidates win out over others due to the promises of support they have made to certain sitting Members.

RUNNING DEMON

To those who rule DEMON, power is the only true measure of one's worth and success. And the greatest power is not political, but personal; power to destroy one's enemies, such as the strength of one's arm or the keenness of one's wit. And the greatest power of all can come only through the mastery of the Dark Arts.

Thus, position, wealth, and commands never grant power; they are merely the rewards of power. And so the members of DEMON who are considered to be leaders and doers by the world at large are not always so. Only the Practitioners of the Arts and other wielders of Power (such as supervillains) may rule within DEMON. Individuals without knowledge of sorcery may direct large numbers of personnel and command considerable authority, yet they are scarcely better than DEMON's lowest subordinates in the eyes of their masters.

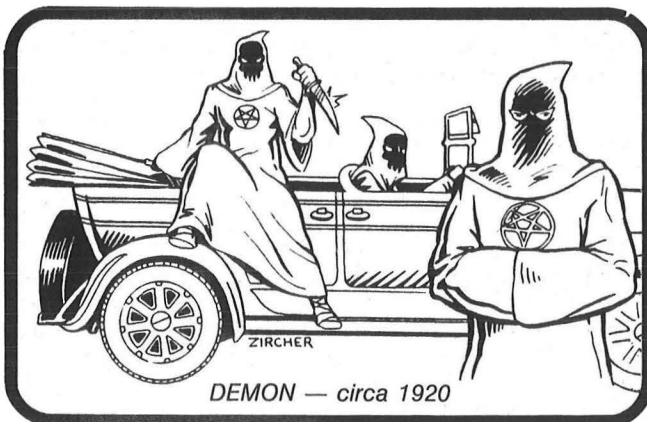
Since magic is the highest power, any projects by which DEMON may increase its magical resources take the highest priority. Mystical artifacts are particularly sought after, since they may yield both sorcerous knowledge and raw magical power. Any individuals known to possess Items of Power are thus targets of DEMON.

DEMON is an organization which attends to details. No resource which might increase its strength is to be overlooked. Technology is developed, spies are set to watch active and potential enemies, and resources are stockpiled for future need.

As a rule, DEMON prefers to carry out its operations as quietly as possible. It is for this reason that the Demonflux division has grown so in power over the past few decades. Demonflux agents excel in gaining the maximum possible rewards out of the minimum possible effort, without leaving telltale clues.

When stealth and cunning are not sufficient to carry the day, DEMON will behave pretty much like any other high-tech criminal conspiracy, and functions much the same for its overt operations. Hordes of uniformed agents, armed with sophisticated weaponry, will storm the objective, blowing away whatever opposition which might stand in their way. Training, aggressiveness and the best guns money can buy are the basis of these operations.

For important overt jobs, DEMON will deploy some of its armored legions of Mechagents, specially-trained agents equipped with powered battle suits. In most crucial raids, DEMON may commit a number of Morbanes. These sorcerers will rely not only upon their own magics but will often bring along a bound demon or two as support. The power to call up denizens of the nether planes is the greatest of DEMON's weapons; researching and expanding the means of doing so is one of DEMON's foremost pursuits.



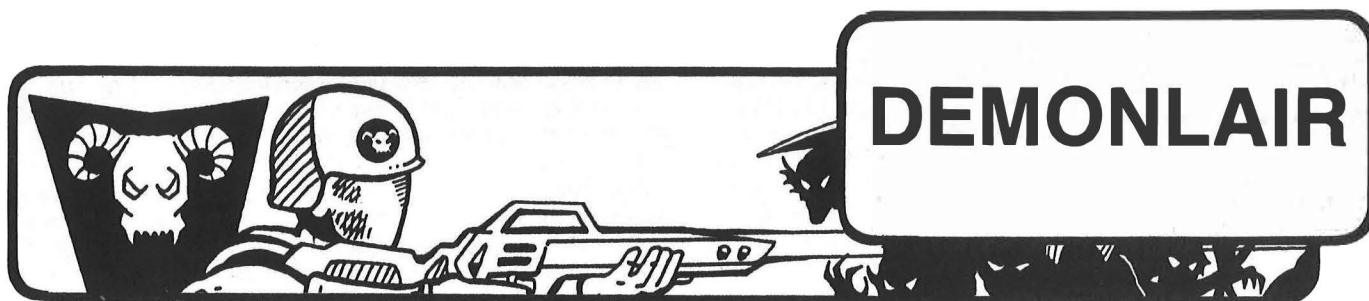
DEMON — circa 1920

INTERACTION WITH OTHER ORGANIZATIONS

The world is afflicted with numerous criminal groups which often prey upon each other as voraciously as they do upon normal society. DEMON, however, does not strenuously compete with other organizations. Its primary short-term goals being the searching out and acquisition of curious and often innocuous items, rather than the more common quest for immediate world domination, DEMON's operations rarely conflict with those carried out by its "colleague" groups. However, occasionally DEMON learns

of some tidbit or item of interest which is in the hands of some other power group. The inevitable result is a short, sharp raid, with few or no survivors left afterwards to tell tales. (DEMON has the utmost respect for the other self-serving criminal groups; such organizations are run by dangerous persons who understand that the only worthwhile goal is the accumulation of power. Thus, when it is necessary to go up against such enemies, DEMON pulls no punches.)

Attacks upon heroes and "soft" targets (i.e. normals) are rarely characterized by such overkill measures. Such opponents can only be considered fools, and could not ever pose a real threat to any of DEMON's operations.



Within every DEMON base is a corridor through which those with only two eyes may not pass. This is the entrance to the Bane Quarters, where the Morbanes reside. Here are the various secret chambers, cramped little laboratories, dark, stinking fanes, torture rooms and other necessary facilities the Morbanes require for their researches.

Such quarters require the expenditure of much time and resources to prepare, and so DEMON is loath to give up a headquarters, even in the face of overwhelming assault.

Standard procedures in the case of the discovery and siege of a base is to fight a delaying action, holding back the enemy regardless of the cost, until the entranceway into the Bane Quarters can be blocked and concealed. Once this has been accomplished, the rest of the base is evacuated via the standard underground passageways and the troops still surviving are allowed to escape.

On the few occasions when law enforcement officials have stumbled onto a DEMON facility, they have been made painfully aware that the defending DEMON forces fight with fanatical fierceness, even at suicidal odds. No invading force has yet found its way into the darker side of a DEMON base, or even guessed at its existence. In most such "destroyed" facilities, the Morbanes continue to come and go secretly from the hidden areas, conducting their studies and operations as usual. (The normal paramilitary divisions have of course switched operations to some other secret location.)

Typical populations of Demonlairs are as follows:

LARGE LAIR: (for cities important to DEMON operations, and sites of mystical significance — New York, Arkham, Vienna, Los Angeles, Salem, Cairo, etc.): Three Inner Circle members, eight to ten other Morbanes, 7–8 Mechagents I, 5–6 Mechagents II, 50 Demonwarriors, 3–4 Technicians per research project (usually 5–6 projects at sites of this size).

MEDIUM LAIR: (for less important cities necessary to DEMON's operations — Dallas, Paris, Tokyo, etc.): One

or two Inner Circle members, four or five Morbanes, 7–8 Mechagents I, 2–3 Mechagents II, 30 Demonwarriors, 3–4 Technicians per project (usually 1–3 projects at sites of this size).

SMALL LAIR: (for unimportant sites which still need some monitoring — Innsmouth, the Borgo Pass, towns where unusual psychic activities are some times reported, etc.): No Inner Circle members, 1–2 Morbanes, 3–4 Mechagents I, no Mechagents II, 10 Demonwarriors, 3–4 Technicians.

Some additional notes about Demonlairs:

Most, though not all, installations have an Inner Circle member as the Base Commander; any facility which did not would have a Morbane in charge. There may be additional Members present, engaged in various personal research projects.

Morbanes serve as the officer corps. Every important division at any base should have at least one Morbane in charge. For every Inner Circle Member present there will be at least one Morbane present, as an aide.

Type I Mechagents serve as the shock troops for any DEMON attack force. At least three are kept on hand in case of emergencies anywhere DEMON has a facility. Four agents make up a typical squad.

Type II Mechagents require more training and maintenance than the Type I's. They are also less effective defensively, so they are usually only stationed at the larger bases. Three agents make up a typical squad.

Every technical division of a Demonbase (communications, power suit maintenance, vehicle maintenance, base upkeep), plus each non-sorcerous research project will have an average of three to four technicians present to service it. Larger bases will have an additional four to twelve technos to help out. Some major projects will have twice the normal amount of manpower.

DEMON BASE SPECIFICATIONS

SECTION	STATISTICS	COST
Size	Total area 640 hexes underground) (ACM 2½)	14
Armor	Walls are 6 DEF, 5 BODY plus intervening earth	10
	Cells are 15 DEF, 11 BODY	15
Laboratories	Body Armor Servicing Lab +2 to Mechanics Skill Roll	3
	Chemistry Lab +1 to Science Roll	2
	Physics Lab +1 to Science Roll	2
	Biochemistry Lab +1 to Science Roll	2
	Pharmacology Lab +1 to Science Roll	2
	Toxicology Lab +1 to Science Roll	2
	Computer Lab +1 to Science Roll	2
	Aeronautics Lab +1 to Science Roll	2
	Seismics Lab +1 to Science Roll	2
	Medilab: 16 patients, 1 BODY per hour regeneration	25
Computer	INT 30 with the following programs: One Science per Lab, Security Systems 15-, Superhero Knowledge 12-. The computer is also connected to the base.	30
Power Plant	Runs the computer, labs, sensors, lights, and air conditioning — 6 END Includes 2 batteries (50 END each)	11
Concealment	-4 to Detective Work Roll, - to Perception Rolls Additional -4 to find Morbanes Quarters Entrance	14
Powers	Mines: EB 20D6, explosive, one charge only to fill in corridor	2
Agents	50 pt. agents, 44 total (30 combat, 8 techs, 3 scientists, 3 senior officers). 206 hexes. Loyalty is 14-.	30
Communications	High-range radio	83
Sensors	TV: Internal visual, OIF	5
	UV Vision on cameras	10
	TV: External Visuals, IIF (10 hexes)	10
Point Contributions	Inner Circle	4
		271
<i>The Base background notes are contained within the DEMON write-up.</i>		
170 (Base Pts.) + 11 (Power Plant Pts.) + 30 (Computer Pts.) = (Total Points) 211		

TYPICAL DEMONLAIR

The base was probably carved out of the earth using advanced technology, including acid sprays, special lasers, and an occasional shaped explosion; but rumors suggest the use of dark forces, as well. The uncanny smoothness of the walls seems to attest to more than just technology, and the Morbanes encourage these rumors.

The rooms tend to be circular due to DEMON's obsession with the circle as a symbol of ultimate power. Corridors seem to jut away from the main corridor in a haphazard pattern. In fact, the lair seems more a warren than a planned base, and this reflects back on the deviousness of the Morbane mind.

The walls of the rooms are all fused earth, with a Defense and BODY of 4 each. The actual layout varies from lair to lair, as does the size of the rooms (when drawing rooms from the lair on hex paper only a rough approximation is needed). Corridor widths are usually about 2 hexes. Very often, when two rooms adjoin, a curved screen of rock is left six feet in front of the opening; the screen blocks sight and noise, but is easy to walk around.

1. MAIN ENTRANCE: Leads up to the Angel Busline station; a wholly owned subsidiary of DEMON, a fact not generally known. The station is open 24 hours a day, and no one takes notice of who walks in and out of the private offices. Of course, not every Demonlair has such an Angel

station topside, but each has some sort of front operation to mask the lair underneath. The entrance tunnel is roughly 300 feet long, watched by TV cameras from the security room, and thoroughly mined. A touch of a button caves in the lower tunnel end, for a plug of dirt 3 hexes wide (one hex of dirt is 4 Defense and 4 BODY).

2. TUNNEL TO HANGAR AREA: One of Angel's bus depots . . . only this one holds nothing but DEMON armored vans. As a rule, DEMON does not keep much in the way of specialized vehicles at a Demonlair, preferring to keep them at hidden airfields and depots out of the city.

3. SECURITY ROOM: From here a team of three Demonwarriors watch cameras which cover almost every area of the lair, plus the bus station and hangar area above. They may signal either of the two major barracks for troops, and send a signal to the Bane Quarters to report intrusions. This is not carelessly done, as anyone who misuses this link may well be painfully executed.

4. GUARD ROOM: A squad of five Demonwarriors is ready, with full equipment, to assist in repelling any intrusions into the lair. These same agents would be called if an outside emergency strike mission was ordered.

5. GUARDROOM: A detail of three armored, Type I Mechagents is on duty, to assist in repelling intruders. These are also the Mechagents who would be called for immediate strike missions. In smaller lairs, or when few Mechagents

are on hand, only one agent is stationed here, and only on internal security duty.

6. ARSENAL: Mostly small arms and ammunition for the Demonwarriors and Mechagents. Morbanes only have a key to this room.

7. DEMONWARRIOR, TECHNICIAN QUARTERS: Partitions wall off the space into tiny cubicles, each big enough for a bed and a locker. The warriors and the technicians tend towards different sides of the room, and do not get along.

8. WASHROOMS, SHOWERS

9. LAUNDRY: Full set of laundry equipment, for the agents to keep their uniforms and other clothing clean.

10. COMMON AGENTS' RECREATION ROOM: The usual battery of TVs, stereos, porn movies, card tables and arcade games.

11. INFIRMARY: Medical aid center for wounded agents. If the wounds are too great, the patient is either killed or sent to a hospital, depending upon his usefulness to DEMON.

12. MECHAGENT BARRACKS: As per the common agents' barracks, but slightly more space. The room is divided between the Type I and Type II Mechagents. They don't get along, either.

13. ARMOR SERVICING AREA: All armor is maintained and repaired here. When not in use, the armor is stored here in individual lockers.

14. WASHROOMS, SHOWERS

15. LAUNDRY: Full set of equipment, for the Mechagents' use.

16. MECHAGENT RECREATION ROOM: As per the common agent rec room, but better-grade porn and facilities.

18. MECHAGENT MESS

19. COMMON AGENT MESS

20. KITCHEN: The kitchen borders, and serves, all three mess areas. While each mess serves some items common with the rest, the VIPs eat better than the Mechagents, who eat better than the common agents. Most non-perishable foodstuffs are kept in the pantry area of the kitchen, as well as paper napkins, trays, pitchers, utensils and crockery.

21. VIP MESS

22. POWER ROOM: Power from the local utilities comes into the lair through this point; the power is paid off through a dozen different dummies, and would be difficult to trace to the base, even if the base's location were known. A Detective Roll or Security Systems roll at -2 would be needed to trace the lines. Emergency power is provided by two diesel generators. Two large diesel fuel tanks are present, and are always kept as full as possible. A small nuclear pile is present, but is used only for research purposes by the science labs.

23. AIR CIRCULATION ROOM: One of the most vital parts of the base; through numerous small vents (2 (real) inches square), air is kept circulating throughout the base, even into the Bane Quarters. If this room were shut down, everyone inside would be forced out of the base within six hours.

24. VIP, OFFICER, MORBANE QUARTERS: Each is a small, but luxuriously appointed single bedroom with an adjoining bath. The laundry is sent out daily. The VIPs do

not have a recreation area; those who are so inclined go out into the city.

25. COMPUTER SERVICES AREA:

- (a) Terminal room
- (b) Main computer room
- (c) Technicians work cubicles
- (d) Storage

26. PHYSICAL SCIENCE LABSPACE: Each base will have one or more of the following, depending on Inner Circle decisions:

- Physics lab
- Chemistry lab
- Space/time, Dimensional studies lab
- Radiation lab

27. LABORATORY STORAGE: Storage for all of the labs.

28. GENERAL SUPPLY STORAGE: Morbanes only have keys to this room.

29. BIOLOGICAL LABSPACE: Each base will have one or more of the following, based on Inner Circle decisions:

- Biochemistry lab
- Genetic research lab
- Viral studies unit

29A. DECONTAMINATION: Technicians and visitors must be decontaminated before entering or leaving the bio labs. Special showers, outer garments, plus a special irradiation chamber complete the precautions.

30. DEMONFLUX AGENT AREA: Demonflux prefers to run its operations from outside sites, such as warehouses or hotels. A small facility is set aside in each Demonlair for use by Demonflux agents, as a precaution. Demonflux agents would have their meals sent in, if staying in the facility. Entrance is by secret door, only.

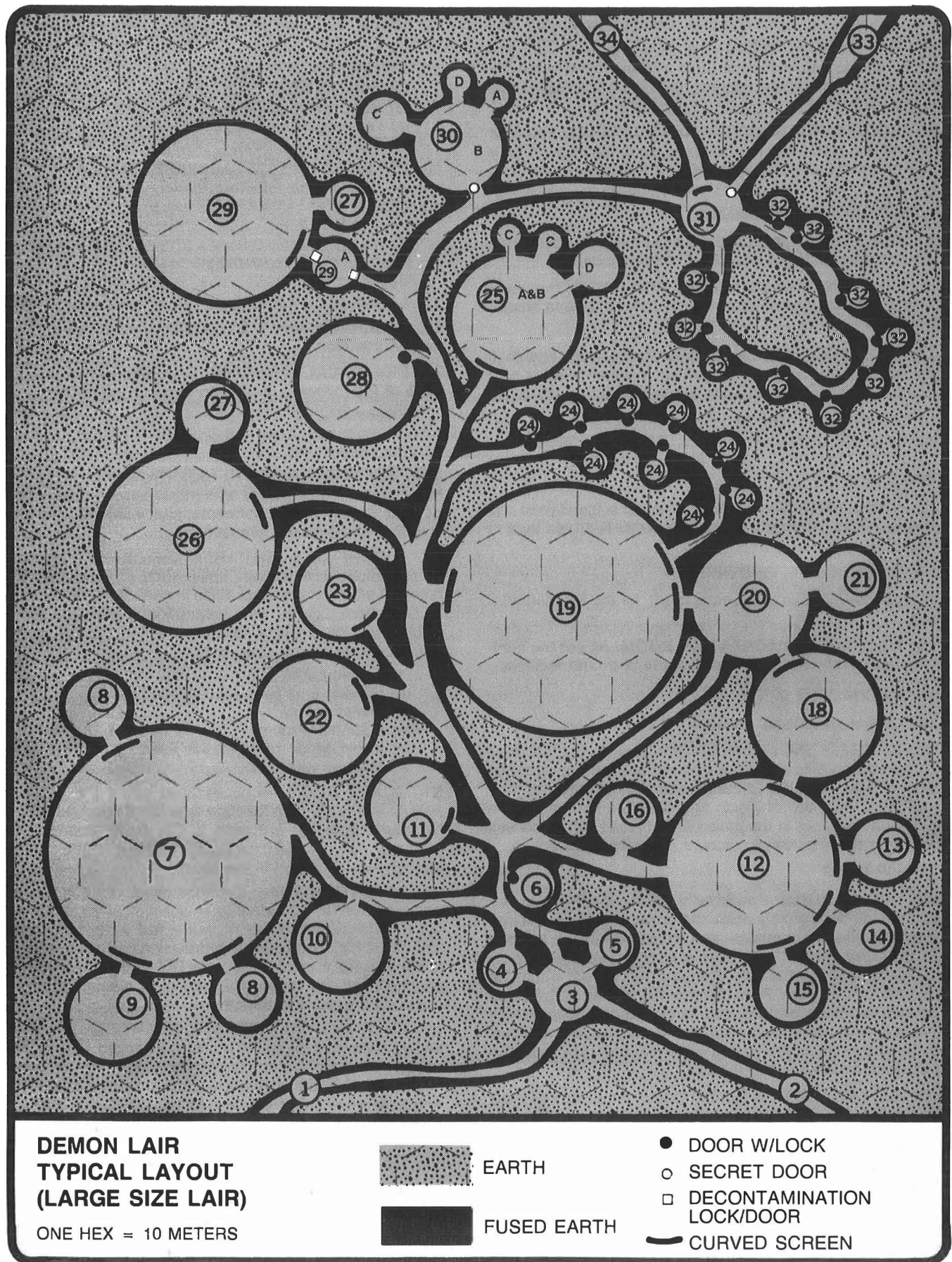
- (a) Training area
- (b) Briefing area (with hidden door)
- (c) Sleeping area
- (d) Equipment room
- (e) Interrogation room (this is used by the rest of the base as well)

31. GUARD ROOM: Supposedly to guard the detention area; actually its main function is to ward off unauthorized personnel from the entrance to the Bane Quarters, the Morbane area of lair. Three Demonwarriors, with a dreaded Morbane as officer, man the room.

32. DETENTION AREA: Each cramped, tiny cell has just enough room for a prisoner to lie down in. Most of the cells are 8 Defense and 8 BODY, but a few have 12 Defense and 12 BODY. Two cells have provisions for even stronger reinforcement if needed, though DEMON prefers to drug prisoners or put them in special restraints if they're considered especially dangerous.

33. ENTRANCE TO THE BANE QUARTERS: Even if invaders knew how to trip the secret mechanism, the Morbane on duty will not allow any but authorized personnel to pass within. The Corridor is mined in a fashion similar to the main entrance, except that the cave-in would result in a plug 12 hexes long.

34. EMERGENCY EXIT: This stairway is strictly one-way; the top part has a concealed armored door that has 16 Defense (!) and 12 BODY. The only controls to open it are on the inside. The door at the bottom of the stairs will sound alarms all over the base if opened, unless two Security Systems rolls are made — the first to find the alarm, the second to circumvent it.



DEMON PERSONNEL AND EQUIPMENT



MORBANES (DEMON PRIESTS)

The Demonpriests, or Morbanes as they call themselves, comprise the officer's of DEMON's troops. Though often found under the command of a supervillain, they are all quite capable of commanding expeditions. The Morbanes possess the darker secrets of DEMON, by means of special training programs which hand-picked candidates are sent through (and, so it is rumored, only half survive), and by the mystic soul eyes received upon completion. The eyes, strange unearthly gems set into the forehead of each Morbane, are said to focus the power of the Underworld directly into the wearer. Because of this, the mental attacks of the Morbanes are considered to be magical in nature.

The greatest power of the priesthood is its ability to combine the attacks of many into one. Two to four Morbanes may combine an attack; each must be within 3" and line-of-sight of one of the others, and all must pay the costs of the attempted attack. One die roll is then made, to see how many actually did combine together for the attack (on 14 or less, two did, on an 8 or less, four did). Only one combat roll is made for the combined attack.

Morbanes are extremely cruel and fanatical beings; the troops of DEMON learn early never to cross them, and to give instant obedience to the priests' every command.

DEMONMACE — Used by Morbanes

1D6 HKA, on 14 or less, OAF, 0 END

1D6 CON Drain +3 Segments, (12 pts), (8) (-1/2), on 14 or less, OAF

MECHAGENTS

DEMON's armored legions are largely made up of two basic types: the Mk. I and Mk. II Mechagents.

The Type I agents are the more numerous and make up the bulk of DEMON's special combat forces. Stoutly armored, possessed of enormous strength, armed with energy weapons, a squad of these Mechagents is enough to give a superhero pause.

The main weapons of the Type I agents consists of the strength conferred by the suit, the high-powered energy blaster built into the left gauntlet, and the electrified nunchaku.

However, the suits do provide a good conduit for electrical charge to the suit's wearer; thus Mechagents are careful to avoid electrical attacks.

Mechagents are supremely proud of their suits, and consider themselves superior to all others, save only for the awesome Morbanes. Mechagent armor is grey on grey.

The Type II Mechagent's weapons are the vibration eyebeams projected by the special armor and a rack of grenades. These beams cause an ultra-high frequency vibrational effect in a selected target. Not only is the target physically damaged, but a standing wave is created within it as well, weakening it against further attacks. The grenades are carried in a rack on the agent's back, and are ejected from a tube which projects from under the Type II agent's left arm.

DEMONWARRIORS

Typical examples of elite-caliber mercenary troops, the Demonwarriors provide the bulk of DEMON's troops. They are usually trained in small groups, and each such group is deployed and fights together. Together with large monetary incentives, and a healthy fear of Morbanes, the Demonwarriors do well under pressure and their morale is usually high.

DEMONWARRIOR WEAPON MIX

DEMON has a variety of deadly, insidious demonic creatures enslaved to its will. Terrifying, mind-numbing horrors, slaving for human blood, these demons provide invaluable service to DEMON as front-line "shock forces" in assaults, and as dead-of-the-night assassins. In order to keep them in check, all of these demonic monsters have one or more Morbanes to keep a tight grip on their "reins."

On assignment, the Demonwarriors are to be organized into strike groups of four. Each group will have the following base weapons mix:

Agent 1: Stunweb gun

Agent 2: Neurotangler gun, plus three demolition shaped-charges

Agent 3: Taser pistol, plus wrist Force Shield

Agent 4: Taser pistol, plus wrist Force Shield

Additionally, each strike force will have one two-way radio unit, and one set of Electro-bonds.

STUNWEB GUN: Basic sticky-webbed entanglement gun, with the added kicker of lots of tiny little "thorns," all loaded with a nerve agent which will cause momentary weakness to the target entangled in the web.

3D6 Entanglement plus 3D6 Stun Drain NND (Defense is Resistant Defense, Physical), OAF (pistol), 12 charges.

28

NEUROTANGLER: This weapon fires a steel-cabled bolo, complete with a small super-charged battery. The target, upon entanglement, receives a sizeable electrical shock.

3D6 Entanglement plus 3D6 NND (defense is Force Field)

electrical attack, OAF (pistol), 2 charges, activates on 14 or less. 15

DEMOLITION SHAPED-CHARGES: Small, powerful explosive units designed to punch small holes through obstacles, rather than removing them. The Demonwarrior carrying the explosives will have Demolitions skill on 11 or less.

2D6 A.P. HKA Charge, -2 segment delay before demolition; OAF. Fires on 14 or less, 3 charges, no knockback from blast. 10

Demolition skill on 11 or less. 3

TASER PISTOL: Based on the electrical shock models of old, these powerful little devices conduct an energy charge to the target (via thin dart-pulled cables). This energy charge is carefully tailored to disrupt the victim's brainwaves, causing immediate incapacitation.

4D6 NND (defense is EGO roll at -2), OAF (pistol), 6 charges, activates on 14 or less. 12

Note: If the referee finds this a bit tame, treat as an Attack vs. Unusual defense (EGO Def) as given in **Champions III**, instead of an NND attack.

FORCE SHIELDS: The taser-armed Demonwarriors carry tiny wrist-mounted projectors which generate small, circular force shields the agents may use for additional protection.

Force Field Shield (9,9), OIF (wrist-generator), on 14 or less 9(18)

Zero Endurance on force shield. 7(13)

COMMUNICATIONS UNIT: Basic squad-level comm unit, capable of reaching anywhere within the station, or to anything within 100 miles of the station (if connected to external antenna, piping or taken outside of the station).

Two-way radio communications device, OAF, miniaturized (+1/4 advantage) (walkie-talkie sized). 4(8)

ELECTRO-SHOCK BONDS: An old favorite, no doubt devised by an avid comic book reader somewhere in one of DEMON's labs. This amazing device will channel any force exerted by the captive back onto the captive himself, thus hopefully forestalling future escape attempts. Unlike the comic book versions, these bonds do have an upper limit of effectiveness. Note that the easiest way to get out of them is to have someone else remove them for you.

Being somewhat elaborate, the bonds take three segments to fit, i.e. they are not fixed until 2 segments after the phase in which the man fitting the bonds moves. This time may be reduced by one to two segments by a like number of agents assisting in putting the bonds on.

10D6 Entanglement, must be removed all at once if by victim's attack or NO BODY is done, backlash of victim's attack goes back upon the victim if he fails to win free (STUN, body rolled goes against victim, no knockback, may only be used on 1 target at a time, required additional segments be fit to target, (large shackles).

DEMONFLUX SABOTEUR ESPIONAGE PACKAGES

DEMONFLUX BASIC PACKAGE

Familiar with firearms	3
Knowledge of DEMON on 11 or less	2
Lockpicking	3
Stealth	5
Familiar with Security Systems	1
Concealment	3

One general level	10
Disguise	3
Knowledge of law enforcement agencies on 11 or less	2
Skill C (+1)	5
DEX 14, CON 13, INT 13, EGO 11, PRE 13, COM 12, PD 3	-6
Hunted by PRIMUS on 8 or less	-11
Hunted by national police on 8 or less (FBI)	-6
Fear of Morbanes (irr)	-8
Arrogant	-3
Package Bonus	-1
Monitored on 11 or less by DEMON	-8
TOTAL	-6

DEMONFLUX SABOTEUR PACKAGE

Demolitions on 11 or less	3
One science on 11 or less	2
Mechanic on 11 or less	3
Electronics on 11 or less	3
Skill A (+1)	5
Hunted by PRIMUS on 14 or less	-5
Package Bonus	-1
Monitored by DEMON on 14 or less	-5
TOTAL	+5

DEMONFLUX ESPIONAGE PACKAGE

Security System	2
Skill B (+1)	5
One language, complete command	3
Package Bonus	-1
Monitored by DEMON on 14 or less	-5
TOTAL	+4

SKILL A

Computer Program.
Gunsmith
Security Systems
Climbing
Persuasion
Conversation
Forgery
Mimicry
Bribery
Language

SKILL B

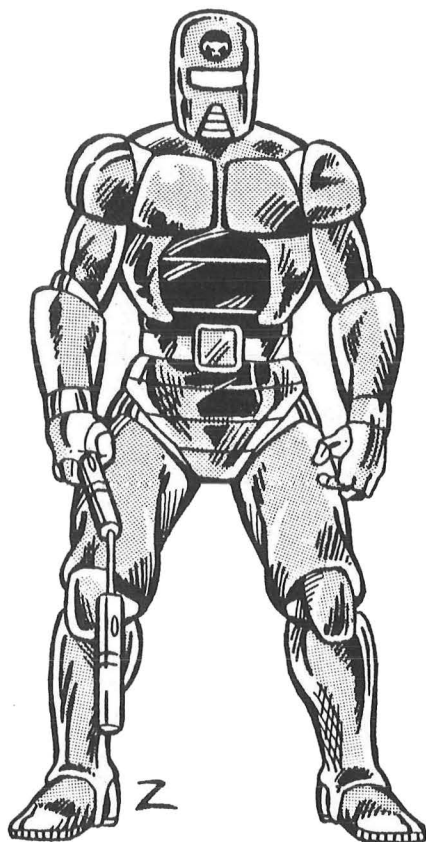
Seduction
Mimicry
Climbing
Bugging
Deduction
Interrogation
Computer Program.
Shadowing
Persuasion
Conversation
Bureaucratics
Streetwise
Bribery

SKILL C

Deduction
Security System
Computer Program.
Shadowing
Conversation
Persuasion

DEMONWARRIOR PACKAGE

Familiar with firearms	3
Knowledge of DEMON on 11 or less	2
Knowledge of law enforcement agencies on 11 or less	2
One general level	10
Security Systems +1	5
*DEX 14, CON 13, INT 11, PRE 13, PD 1	-4
Hunted by PRIMUS	-11
Fear of Morbanes (irr)	-8
Package Bonus	-1
Monitored by DEMON on 11 or less	-8
Overconfidence	-6
Fear and jealousy of Mechagents	-1
Greed	-5
TOTAL	-20

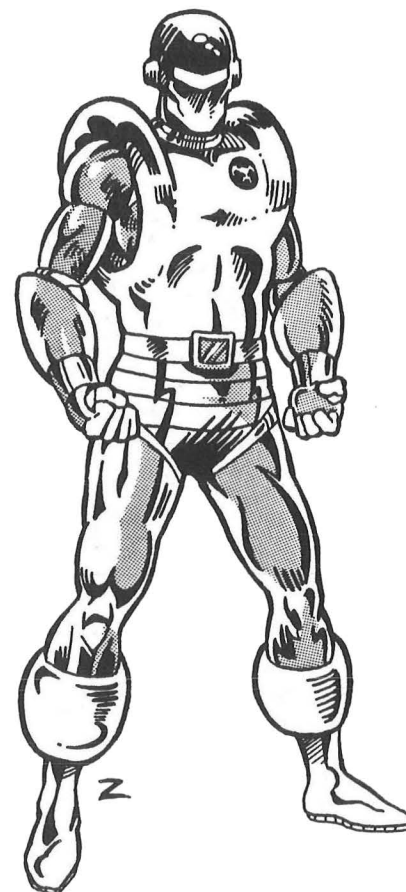


MECHAGENT TYPE I

VAL	CHA	Cost	Cost	Powers	END	50 + Disadvantages	
35	STR	17*	20	40 pts Multipower,		15	Secret ID
18	DEX	24		OIF, 14-		10	Overconfident
18	CON	13*	6	u 6D6 Electric Sticks,		10	Works for gold,
10	BODY	0		A.P., OAF, 2"			not out of loyalty
11	INT	1		stretching, 0 range		5	Fear of Morbanes
11	EGO	2	2	u 8D6 Energy Blast,		25	Hunted by
15	PRE	5		OIF (gauntlet)			PRIMUS
10	COM	0	21	ARMOR — OIF		5	1D6 Unluck
10	PD	3	16	+ 2 levels with all			
10	ED	6		attacks			
4	SPD	9*	3	IR Vision — OIF			
7	REC	-8		(faceplate)			
36	END	0	7	10 pts Life Support			
32	STUN	-5		— OIF (helmet)			
			3	5 pts Flash Defense			
				— OIF (faceplate)			
			2	+ 1" Running			
			3	2-way radio — OIF			
				(helmet)			
OCV: 6							
DCV: 6							
ECV: 4							
PHA: 3,6,9,12							
				* STR, 5 pts CON,			
				1 pt SPD focused			
				through armor (OIF)			
67 (CHA Cost) + 83 (Power Cost) = (Total Cost) 150 = Disadvantage Total							

MECHAGENT TYPE II

VAL	CHA	Cost	Cost	Powers	END	50 + Disadvantages	
30	STR	13*	40	60 pts Multipower, OIF		15	Secret ID
21	DEX	33				10	Overconfident
18	CON	13*	4	u 2D6 PD drain, ranged, +6D6 Physical		10	Feels nothing but contempt for fellow agents, Superheroes
10	BODY	0		Vibratory Eyeblasts, x8 Endurance			Very Greedy
11	INT	1		Battery	0	5	Fear of Morbanes
11	EGO	2			0	5	Hunted by PRIMUS
15	PRE	5					Jets quit if BODY done to agent via sonics or electricity
10	COM	0	3	u 7D6 PD Explosion			
6	PD	0	10	Telescopic Vision, OIF (helmet)		25	
10	ED	6		UV Vision, OIF (helmet)			
4	SPD	6*	7	10 pts Life Support, OIF (suit)		10	
7	REC	-8		2-way radio — OIF (helmet)			
36	END	0	7	+2 levels with Eyebeams			
30	STUN	-4		+2 levels in Flight			
OCV: 7				* STR, 5 pts CON, 1 pt SPD focused through armor (OIF)			
DCV: 7							
ECV: 4							
PHA: 3,6,8,12							
67 (CHA Cost) + 86 (Power Cost) = (Total Cost) 153 = Disadvantage Total							



CHAMELEON (DEMONFLUX COMMANDER)

VAL	CHA	Cost	Cost	Powers	END	100 + Disadvantages
13	STR	3	5	Linguist, French (3 pts)	15	Secret ID
21	DEX	33	5	Disguise on 13 or less	15	Must escape if exposed, irrational actions
18	CON	16	5	Acting on 13 or less		
13	BODY	6	5	Subject study —		
20	INT	10		research and inves-	15	Loner: never mingles, interacts with anyone outside of job
18	EGO	16		tigation of object's		
13	PRE	3		background, life and		
10	COM	0		companions	15	Lack of facial features, reduced to facilitate disguise (all/time, slight) (mask)
3	PD	0	32	40 pt Gadget Pool —		
4	ED	0		no one item may be		
6	SPD	29		more than 16 pts (-½)		
7	REC	0	13	Martial Arts		
36	END	0	24	+3 levels with all Skills	5	Distinctive looks on 8 or less
31	STUN	2	10	+1 general Skill Level		
			5	Security Systems, on	25	Hunted by KGB on 8 or less
				13 or less		
			5	Stealth on 10 or less	20	Hunted by Interpol on 8 or less
			5	Computer Program-		
				ming on 13 or less	15	Berserks on 11 or less if trapped, imprisoned, recovers on 11 or less
			3	Bugging Skill		
			15	3D6 Luck		
			10	1D6 BODY, stun vs. sonics		
			5	1D6 BODY (no stun) vs. cold		
			10	Dependent on special chemical or loses disguise power, takes 1D6/2 phases, must take 1/day		
118 (CHA Cost) + 132 (Power Cost) = (Total Cost) 250 = Disadvantage Total						



CAMPAIGNING PRIMUS AND DEMON

PRIMUS and DEMON can be useful additions to any campaign. Characters may take one of the organizations as an original background (for instance, Champion could be a PRIMUS agent in his secret identity). PRIMUS could be used as the source of a character's powers. The proud possessor of one of the largest collections of scientific gadgets and weaponry on Earth, the agency also has aggressive on-going research projects in chemical and biofeedback enhancement. DEMON, besides having hefty weaponry programs of its own, is also engaged in constant research and experimentation in the Black Arts. DNPC's might be PRIMUS agents, civilian employees, or perhaps DEMON infiltrators.

PRIMUS can be a good hook for adventure ideas. The agency theoretically has the ultimate responsibility for

security in the United States. The agency is the last (and sometimes the first) resort for most federal security matters in the country. PRIMUS is also called upon to guard important civilian installations. Whenever the organization has a problem it can't handle, it will often be PRIMUS who calls in the heroes. Finally, much of the government's attempts to support and create superhero groups will be handled by PRIMUS, on the theory that the agency best knows their needs and problems.

DEMON too can be used to kick off many an adventure. The group's long-standing policy of ripping off all the magical artifacts it can get its collective hands on could lead to conflicts between DEMON and many heroes. DEMON also does not like to be interfered with; any hero or hero group who foils a DEMON job will eventually find

a bomb in the soup or a Mechagent squad coming through the front door or some loathsome Hellspawn under the bed.

PRIMUS always needs a few good heroes — for guard duty at particularly important sites, for spearheading attacks on strongholds and headquarters of known villains and/or criminal empires, etc. Invasions from space are always good; PRIMUS would be called in when extraterrestrials are involved (along with METE). In such cases, a few heroes would always be appreciated. Sometimes things go wrong; the heroes might be summoned to help handle the results of a failed experiment. Or a traitor might have gained possession of the PRIMUS prototype Omega gun, and the heroes must now get it back. PRIMUS has responsibility for handling superheroes too. If ever a hero is to be brought in by the authorities for whatever reason, PRIMUS is likely to be given the job.

DEMON has a habit of exploring the nether dimensions for useful relics and artifacts. Naturally, such work is highly dangerous as well as greatly profitable, so it behooves DEMON to send out only the best. Since this usually means superheroes, DEMON will beforehand take steps to ensure cooperation, such as grabbing a handful of DNPCs and holding them hostage. Sometimes DEMON too loses control, and horrible things might be let loose to slither through the city streets, dissolving anything in their way. DEMON might have an accident with one of its dimensional portals, creating a tear in our reality. Hordes of nether devils could leap through the rip and reap havoc, while more of them work steadily to enlarge the tear.

SCENARIO: THE HELM OF KRIM

The following multi-part scenario involves PRIMUS, DEMON and several superheroes. The players can have characters among the agents of PRIMUS, or the superheroes, or both; should the GM wish, he can substitute some other hero-agency (such as UNTIL or SAT) for PRIMUS or some other mystical bad-guy association for DEMON. All in all, it's a pretty flexible setup.

In a nutshell, the Helm of Krim scenario involves these facts:

Recently, PRIMUS was responsible for putting away the infamous Earthmaster, a villain who apparently could order the very earth itself to rise up and do his bidding. After packing the villain off to a Stronghold, PRIMUS performed a cursory inspection of his costume before locking it up for future transportation to their labs in Washington.

Known to DEMON, however, was that Earthmaster obtained his powers from one particular item, the Helm of Krim, a mystical device reputed to give the wearer control over the elemental powers of the earth itself. DEMON gave seizing of the Helm a first-class priority.

Demonflux, DEMON's covert action and espionage division, was assigned responsibility for designing a plan of action for the operation. An assault on the PRIMUS base was decided on, since interception of the Helm during its transit to Washington could not be guaranteed.

The main dangers in this plan were the heavily armed PRIMUS agents guarding the base, and the probable

intervention of the local superhero group. The head of the local Demonflux division, the Chameleon, laid out a plan to tie up both the majority of the PRIMUS men and the superheroes, while DEMON forces were to steal the helm.

PART I THE GRAB

Out on patrol, swinging from rooftop to rooftop, Sureswift was expecting just another day full of casual muggings, bank robberies, and the like. He failed to notice the observer hidden under the water tower.

Was that a shot? And another! Quickly swinging to the corner, Sureswift peered around it just in time to see an old comrade, the Saratoga Kid, being forced into a warehouse by several uniformed men armed with rifles. In two bounces, Sureswift landed in front of the warehouse door and ran in, ready for action. Advancing cautiously forward, Sureswift whirled as a heavy steel door crashed across the entrance. Several armored attackers leaped out from ambush while, from several large tanks, jets of sickly-sweet gas gushed into the warehouse . . .

To make his plan work, Chameleon needs to secretly take a captive whom he may impersonate successfully. He would prefer one who would be (relatively) easily captured and possessed of no strange, outlandish powers which he could not fake through the convenience of gadgets from DEMON's scientific labs. After careful study of the local superhero group, he will select one who does not possess the powers of Flight, Teleportation, Desolidification or Shrinking, since these might make capture impossible and are impossible to easily duplicate. Under no circumstances will he choose anyone known to have shown psionic or other mental powers. The capture must be secret, and kept secret, or the act will be of little use to DEMON.

To lure the hero into the trap, Chameleon will impersonate yet another hero, one known to the intended victim, though the hero picked need not be a close associate of the victim. The victim's patrol routes will be studied. The observers will be members of Chameleon's personal Demonflux squad, and will have suitable additions made to their Concealment rolls for the extra time spent in setting up their hiding places. Finally, a warehouse or other building will be picked and modified, quite openly and above board, somewhere along the victim's route. Notified of the hero's approach, the DEMON agents will fake the fight at the building's entrance, then race inside. Once the victim enters the building, the building will be sealed, gas released or other appropriate measures taken, and yet more agents concealed within will spring their attack, probably taking the hero completely by surprise.

DEMON FORCES AVAILABLE

Chameleon is a believer in minimizing the resources necessary for any operation. For the kidnapping of a hero he will have one trapped building, and the following forces:

Himself

4 Demonflux agents, acting as concealed observers.

1 Morbane, the troop commander.

1 Squad of Demonwarriors (5 agents).

1 Squad of Type I Mechagents (4 Mechagents).

The Demonwarriors will pretend to assault the Chameleon, forcing him into the trapped building. The Morbane and the Mechagents will lie in wait within, attacking the victim as soon as he is within the trap. The Demonwarriors will of course hasten to assist putting the victim away.

If absolutely necessary, the Chameleon will pretend to break free; moving to assist the hero (victim), Chameleon will then hit him with a surprise attack.

OPTIONS

The referee may select as the victim an actual member of the superhero group most likely to interfere with the heist, or a hero who has been known to have associated with the group. This could be an actual player character or, perhaps, an NPC — in any case, it should be someone the hero-group would be motivated to help and protect.

If it's a player character, it should be possible for him to have a chance to escape during one of the later scenarios. The referee could allow the player to run another character during the intervening scenarios, though this may result in the player running two heroes in the final battles.

The main objective is to select a hero, and put him away quickly. If need be, additional Demonwarriors could be detailed to assist in the ambush. If the warehouse has a large interior space, a Type II Mechagent or two could be detailed to aid in the melee inside the building. Finally, DEMON does hire supervillains occasionally on a piece-work basis; the referee should feel free to add any if he wishes. Such villains might be kept on for the duration of the scenarios. Any villains may be selected, as long as they are the type to hire out to do other's dirty work. (If any of the hired villains themselves use magical items to assist their powers, DEMON can be trusted to try to grab them, too, sometime during the scenarios.)

PART II THE SETUP

Lieutenant Gomez slowly drove around the white and orange police barricades through a veritable sea of flashing red-and-blue blinkers. Parking his car, he emerged into the wet night. A familiar face appeared out of the darkness; Gomez recognized him as one of his watch commanders.

"What's the story, Sarge?"

"Not good, Lieutenant." The officer looked over the rubble, the corner building torn and blasted, the pair of white-sheeted forms huddled among the wreckage.

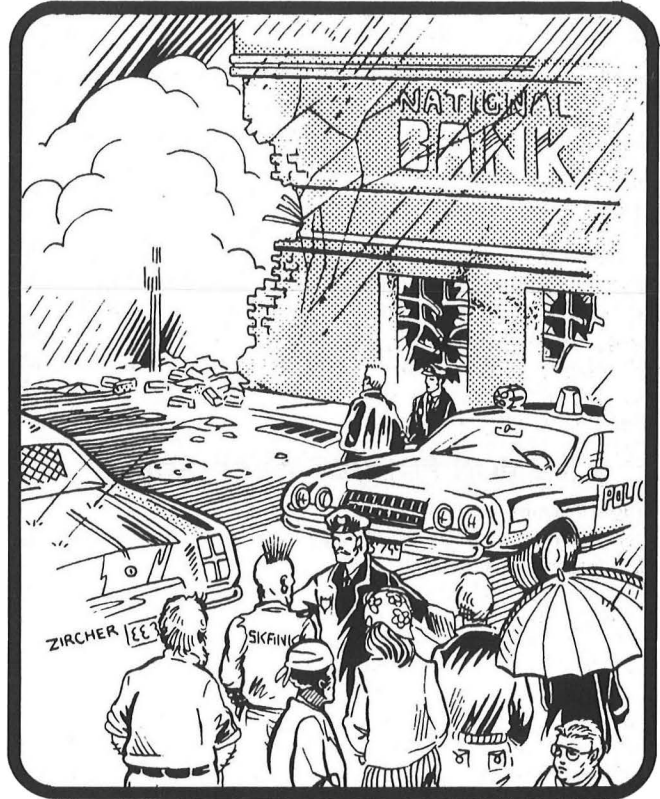
"He had a bunch of guys helping him, with bombs and some kind of fancy zappers. Ramsies and Sturges responded to the call, Bailer and Johnson came in as backup. You know how they're doing . . . ?"

Gomez leaned wearily against his car, shook out a cigarette.

"Sturges is ok, Bailer we don't know about yet." He lit up, taking a moment to think, then turned to face the sergeant squarely.

"Any possibility of a mistake?"

The sergeant looked away, studied the destroyed bank, the lights from the blinkers reflecting off his poncho. "None at all, Lieutenant; you know that fancy uniform he's got. I've got two dozen witnesses who'd swear to it, five who



say they recognized his face as well. It was Sureswift all right. No doubt about it."

Gomez stood up, flicked away his cigarette.

"Ok, so follow the routine. Put out an APB. Advise armed and dangerous." Gomez turned towards the bank, then looked back.

"Hell of a thing."

The second part of Chameleon's plan is to incriminate the captured hero. This could be simply done by attacking a bank in broad daylight, assisted by a number of heavily-armed Demonwarriors. The DEMON agents would be wearing civvies for the occasion so as not to draw attention to DEMON. A quick robbery, a great deal of destruction of public property, and perhaps a few casualties, all will make the hero one of the most wanted men since Dillinger.

This scenario need not actually be played out; it may be safely assumed that the Chameleon and his agents can easily pull off a bank robbery and get away with it. However, the referee may easily make a run out of it, with one or several players' characters showing up during the robbery. For the benefit of the later scenarios, these heroes should not be members of the hero group to which the captured hero is an associate.

Chameleon will do his best to impersonate the captured hero, yelling out his contempt for the other heroes and their "do-gooder ways," flourishing the wads of money his robbery has gained him. Should it actually come to a fight, Chameleon will do his best to get away. The other agents will attempt to engage the heroes, in order to facilitate their leader's escape. Just around the corner the Chameleon has a hidden trapped (more gas) escape tunnel guarded by a squad of Type I Mechagents. These Mechagents will only act to protect Chameleon and help him escape; once he is in the tunnel the Mechagents will plug it with their own bodies if need be. This is something DEMON wishes

to avoid if possible, since it would be impossible to disguise DEMON's involvement if the Mechagents were forced into action.

Any agents captured could be interrogated as to their employers. DEMON agents are tough, however, and all have been trained in Resistance, to add +5 to their EGO against breaking. If any are forced to talk, and fail their rolls, then they will tell all.

However, these are just regular soldier types, and honestly believe that the hero they were working with was the Real McCoy, who had somehow been converted over to do DEMON's bidding. None of the Mechagents will believe any differently either. All anyone may learn is that DEMON considers the escape of this "hero" to be of extreme importance.

DEMON FORCES AVAILABLE

The Chameleon

5 Demonwarriors, in civilian clothing (with the usual equipment underneath)

1 Squad of Type I Mechagents (4 Mechagents), concealed in the escape tunnel nearby)

OPTIONS

DEMON is simply attempting a smash-and-grab operation, with more emphasis on the Smash than on Grab. Their number one concern is to get the Chameleon safely away, and the referee should keep this in mind.

For possible variations, some of the impersonated hero's friends and/or NPCs could put in an appearance. This is also a good scenario to drop in several of those heroes who are loners; while out patrolling the city, one or more of them could stumble onto the action.

PART III THE CONFRONTATION

Major Thomas, local PRIMUS Commander, was as usual in a foul mood. Muttering to himself, he read the headlines of the latest papers.

"Bah!" Flourishing the papers at his aide, Major Thomas spat.

"Look at these stupid headlines!

"HERO SAVES CITY!"

"COSTUME CRUSADERS CATCH CRIMINALS!"

"CRIME WAVE BREAKS BEFORE IT BEGINS!"

"I tell you, we can't even do our job — we no sooner get a call than one of these free-lance jockeys in long underwear flounces out to confuse the issue! It's a wonder half the city doesn't get wrecked each and every time one of these vigilantes shows up!"

The hapless aide vainly looked about for escape, but it was no use: the Major was clearly just warming up.

"I thought that when I volunteered for PRIMUS I'd see some real action, but no, not me. Six months in command in this lousy two-bit city and not once has there been anything left for me, eh, that is, PRIMUS to do. Now, if it were up to me . . ."

Saved by the ringing of the phone, the aide hastily made to answer the call.

"Major, it's the Mayor!"

"What? Let me have that . . . yes, John? What . . . ? Yessir . . . yessir . . . yessir! We'll move out right away!"

Major Thomas gently set the receiver onto the phone, then straightened. His eyes gleaming, he announced: "Roll out the troops, Lewis. This time one of those so-called heroes has shown his true colors . . . so we are going to take him and his friends in."

Strapping on his pistol belt, the Major started towards the office door.

"Action at last!"

Major Thomas is not really expecting trouble; he expects the heroes to surrender meekly for questioning. As much as he would like to try out the firepower at his command, he does not believe the heroes will have the courage to resist. His orders are straightforward: Proceed directly to the heroes' headquarters with his troops, arrest the hero identified at the earlier crime for armed robbery (any more serious charges will be made later), and take in his fellow group members in for questioning only. However, the good Major will be as insulting and abusive as possible while fulfilling the last task.

The Chameleon will have arrived at the heroes' hangout earlier, and will deny hotly any accusations of wrong-doing which may have preceded him there. He will loudly and repeatedly insist that all he wants is a chance to clear himself, and that the police could never catch anyone smart enough to have hung such a clever frame on him. Of course, the other heroes may have heard nothing of his earlier exploits, since the city administration had asked the news services to sit on the news for a few hours, to avoid panicking the city. In this case, the Chameleon will simply say nothing.

The Chameleon will make an attempt to call in any members of the group who might not be present, either to make a case for his innocence, or on some other pretext, in order to have the maximum number of heroes on hand when PRIMUS shows up.

Once PRIMUS does show up, the Chameleon will promptly respond to any calls for him to come outside, asking the other heroes to come out with him. Moving the action outside will help things along greatly, since the Chameleon has stationed his two best assassins, with X-ray lasers, capable of firing fully invisible 2D6 RKAs, in carefully concealed positions overlooking the area in front of the heroes' headquarters.

Once PRIMUS has demanded the heroes surrender their comrade, and that they also come along for questioning, the Chameleon will shout his defiance, and the concealed snipers will open up . . . on the PRIMUS agents.

Hopefully, once the PRIMUS agents start taking casualties, they will begin to open up on the heroes (Major Thomas will most likely order them to, believing his command under attack), and the heroes will be forced to fight back in self-defense. The concealed snipers will occasionally sneak a shot at easy targets; the Chameleon will do his best to avoid getting killed.

DEMON FORCES AVAILABLE

The Chameleon

2 Demonflux agents, each +1 with rifle skills

These agents may be perceived only at -5 rolls, due to their camouflaged positions, save only when they fire, at which time the agents must make at stealth roll an 11 or less to receive stealth bonuses. The one exception to

this will be the very first attacks they make; firing from total surprise they will not have to roll for stealth.

While firing, the agents will be braced and set.

X-Ray laser rifle: 2D6 RKA, fully invisible, -1/5", OAF, 8 shots. 28

OPTIONS

The battle is not inevitable; the heroes might spot the snipers hidden among the rooftops outside their headquarters, or during the ensuing battle. The heroes could surrender, refusing to fight even as they are being fired on; the PRIMUS men will quickly stop shooting if the enemy is clearly trying to give up. It will be up to Chameleon to prevent this.

However, Chameleon doesn't want to get himself killed. He is not afraid of getting caught, being confident in his own abilities to enable him to escape from any prison. The snipers have orders to assist him to escape, if the fight between the heroes and the government agents is proceeding well; otherwise they must bend their full efforts to keeping the fight going.

Additional, "loner" heroes might put in an appearance once the fight has started, and some of them might well choose to join the government's side in the fight.

Some supervillains, old local foes of the heroes, might drop by as well, to laugh themselves silly at the sight of the city's finest being hauled off to jail. Once a battle has started, they might well see a golden opportunity to pound a straggler or two while the rest of the heroes are busy.

Since the intention of this battle is to tie up the forces of law and order, DEMON wishes to keep the heroes and the PRIMUS forces occupied as long as possible. So when the battle finally begins to die down, or if the battle does not come off at all, a special DEMON holding force will be committed to action. This force will consist of a squad of Type II Mechagents (3), plus a mortar battery, consisting of 6 Demonwarriors manning three tubes, each of which may fire a 8D6 explosive round three times a turn. The master battery will be firing from at least a block away, so fire will have to be directed by the Mechagents.

The Demonwarriors manning the mortars will not be interested in hand-to-hand combat, and will attempt to escape if confronted by either superheroes or armed PRIMUS agents.

PART IV ASSAULT ON PRIMUS

"Assault Leader! The Flux team reports PRIMUS detachment fully engaged with the heroes."

"Excellent! Have the sappers placed the explosives?"

"Yes, Assault Leader!"

"Very well. Detonate!"

"Detonating!"

(B O O M)

"Assault Leader to all sections: Attack! Attack!"

At long last, DEMON is ready for its true objective: the PRIMUS base itself! Contained within the holding vaults underground is the fabled Helm of Krim, which DEMON will stop at nothing to gain.

Having tied up most of PRIMUS' combat forces, plus the local superhero contingent, DEMON forces will launch a lightning attack upon the headquarters, penetrate the vault area, and seize the Helm. Once in control of the mystic device, the attackers will rapidly retreat, taking their prize with them.

To gain entrance to the building, a Demonflux agent, driving a stolen parcel delivery truck, will drive into the PRIMUS headquarters parking lot, leaving his truck next to the building on the south side. He will leave the truck, and enter the building to deliver a package. Once inside, he will enter the washroom, simply to get out of the way. Concealed inside the truck is a large, specially-configured explosive device. Upon radio command, the bomb will explode. The truck will be totally destroyed, but most of the blast will be directed through the side of the truck and against the building wall. DEMON will be taking advantage of the reinforced structure of the PRIMUS base; rather than causing a collapse of the building's south side, the only effect will be a sizeable hole blasted into the wall. DEMON's assault forces will then enter the base by way of this opening.

Once the bomb has exploded, the DEMON forces will roar up to the building's shattered south wall in armored vans. While a covering force will engage whatever defenders show themselves, the heavy assault unit will make directly for the vaults. Outside, Type II Mechagents will give general support, and warn of any approaching reinforcements.

When DEMON has the Helm, it will be flown off, either by the Commanding Morbane (using a special jetpack) or one of the Type II Mechagents. The other DEMON agents will retreat using the armored vans.

DEMON FORCES AVAILABLE

SAPPER TEAM: Two Demonflux agents with Demolitions on 14 or less. One of these will be the driver; the other will accompany the force which will attack the vaults. This agent will carry three devices, each of which is a 5D6 A.P. explosive charge, each with a 6-segment timed delay.

COVERING FORCE: 1 Morbane, commanding 3 squads of Demonwarriors, 15 agents in all

HEAVY ASSAULT FORCE:

The Assault Leader (Morbane)

Heavy Support (1 Morbane, plus summoned Demon)

2 squads Type I Mechagents (8 armored troops)

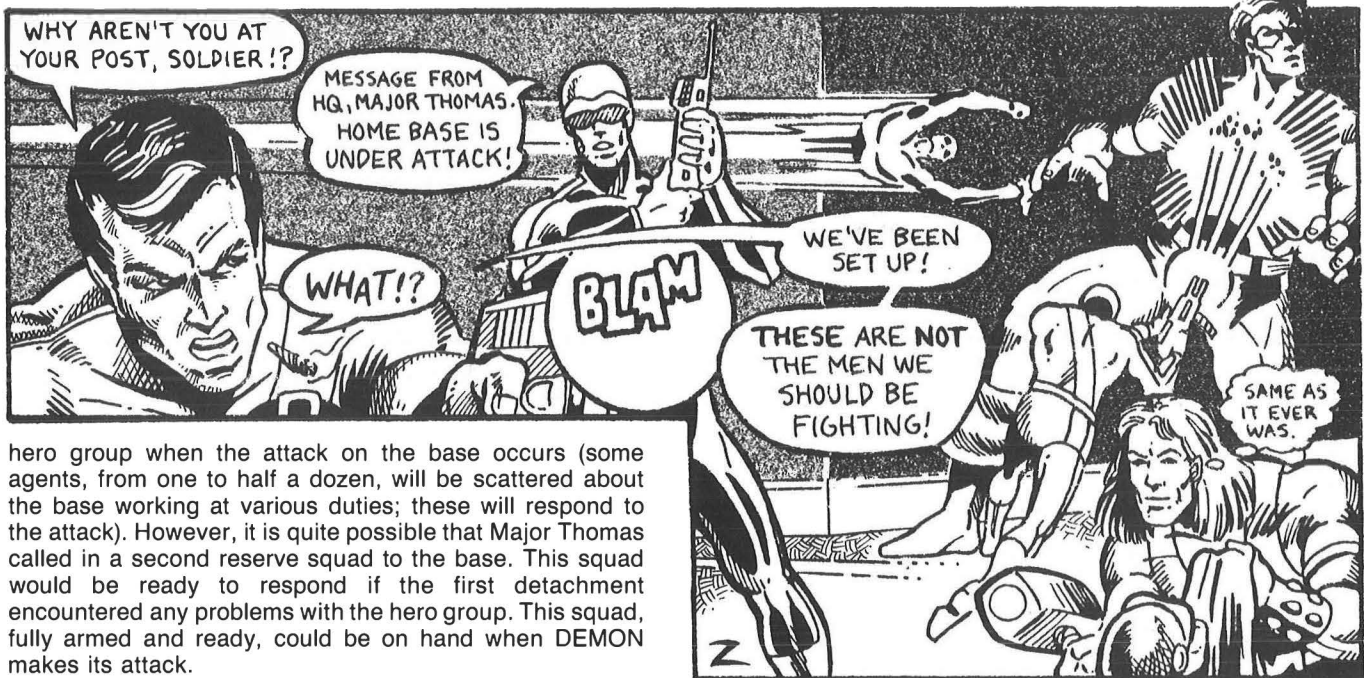
OUTSIDE SUPPORT FORCE: 1 squad, Type II Mechagents (3 flyers)

OPTIONS

Not all of the heroes might be at their headquarters for the confrontation with PRIMUS. These heroes could respond to the DEMON attack on the PRIMUS base. Wandering heroes, loner types, could be in the area at the crucial time.

At some point, the heroes engaged with the PRIMUS men will become aware that they have been tricked; at this point some of the fastest ones might be able to reach the PRIMUS base in time to have a hand in the fighting. In any case, the PRIMUS force will receive notification of the DEMON attack over their comm units. Of course, they may all be too busy to pay any attention to the incoming reports.

Typical PRIMUS procedure has only one active duty detachment present at the base at any one time. It is DEMON's plan that these agents will be out fighting the



hero group when the attack on the base occurs (some agents, from one to half a dozen, will be scattered about the base working at various duties; these will respond to the attack). However, it is quite possible that Major Thomas called in a second reserve squad to the base. This squad would be ready to respond if the first detachment encountered any problems with the hero group. This squad, fully armed and ready, could be on hand when DEMON makes its attack.

DEMON is gambling a great deal to ensure the success of this attack. The services of a few supervillains may well have been procured, to add some extra punch to the operation. These villains will be happy to fight it out with the government men, but might be somewhat reluctant to fight superheroes. Psych crocks and Hunteds could change this, of course.

Once entrance has been made to the vaults, all sorts of useful gadgets might be discovered for use by the DEMON agents. A few of these devices might be upstairs in the labs, where enterprising PRIMUS agents or heroes might obtain them. A prisoner or two might be incarcerated in the special holding cells down in the basement. Since these are adjacent to the vaults, DEMON could free them in exchange for helping DEMON fight the base's defenders.

Under no circumstances should all of the heroes and PRIMUS agents be able to make it back to PRIMUS HQ in time to join in the fighting. DEMON has planned its assault well, the distance is substantial and plentiful contingency plans laid out. DEMON may not gain its objective, but the majority of its forces should be able to disengage from the PRIMUS base before numerous reinforcements can arrive.

Some prisoners will be taken in the fighting, or one of the heroes should be able to track the DEMON agents after the attackers have left. If worst comes to worst, PRIMUS can use its tracking devices to pick up on the transponder secreted within the Helm (SOP to "tag" all captured equipment). In some manner, the heroes and PRIMUS may follow DEMON back to its lair, for the final battle.

PART VI DESCENT INTO DEMONLAIR

As usual, after the attack the Demonforces split; some of the troops and the Mechagents go off to various concealed positions while the Morbanes and the rest of the troops return to Demonlair. DEMON only stations part of

the forces allotted to a Demonlair at the Headquarters itself, since the extra manpower and the necessary space to house them could only lead to an increased chance of discovery. Accordingly, regardless of the outcome of the assault on the PRIMUS base, only the forces listed below will be present to defend the DEMON facility.

DEMON FORCES AVAILABLE

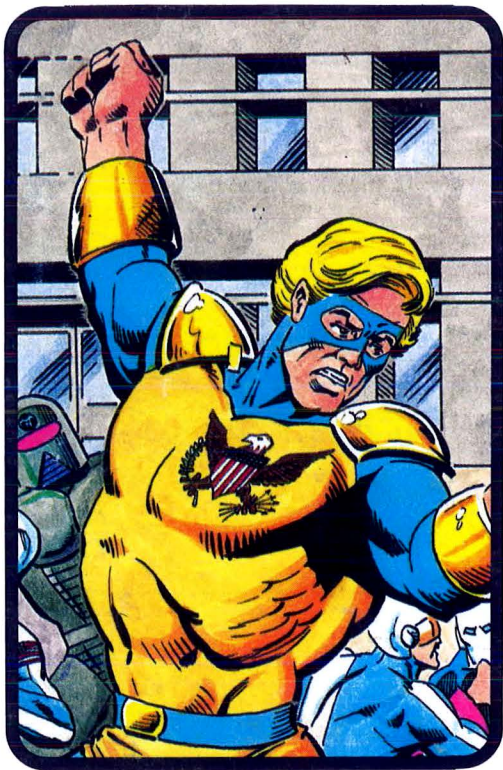
- 2 squads of Demonwarriors (10 agents)
- 1 squad of Demonflux agents (4 agents)
- 2 squads of Type I Mechagents (8 Mechagents)
- 1 squad of Type II Mechagents (3 Mechagents)
- 5 Morbanes (one with the Helm, if the Helm is present)
- 2 Support Demons
- The Chameleon (if present)

OPTIONS

DEMON will rally its forces to oppose the invaders, but the very fact that the attack is taking place at all signifies a fatal loss of security. Since the base is lost, DEMON will concentrate on saving the important parts: the Morbanes and the result of their researches. As given in the Base notes in the DEMON book, DEMON will attempt to conceal the existence of the Bane Quarters as its top priority. After this, it will then evacuate what it can of the material resources from the rest of the base. If the attack is being conducted by superheroes, or led by superheroes, DEMON will of course do its best to kill them, to serve as object lessons to similar fools on future occasions.

Should a Morbane end up using the Helm in the course of the assault, consider it to be worth 100 STR Telekinesis, Reduced endurance Cost to 1 END/phase, OAF helmet (+1), Earth Only (+1), 14- activation due to unfamiliarity (+1/2) or 11- if a non-magical character uses it - total, 58 points (50 if used by a non-magical character).





PRIMUS

The Primary Response and Interdiction Military Unified Service. The Federal Government's answer to all super-powered threats! With superior training and hardware on the cutting edge of technology, this elite strike force stands ready to defeat super menaces of all kinds.

DEMON

Out of the shadows of the underworld this unholy union of mechanics and mysticism has emerged to strike terror in the heart of the civilized world! DEMON is a mercenary army driven on by the dark hierarchy along the path of domination over the Earth. A chilling combination of science and sorcery advance DEMON's secret army towards its ultimate goal. No means are too foul for these black-hearted rogues to use in their quest for power!!



This **Super Source Book** contains two full sized agent organizations complete with detailed base layouts, diagrammed chain of command, special unit breakdowns, and unique hardware and tactics used by the Agencies. It includes everything you need to run these Agencies in your campaign.

As a Special Bonus: the History of the American Super Soldier Program!