

CHAMPIONS ADVENTURE NUMBER 1

THE ISLAND OF

DR. DESTROYER

BY STEVE PETERSON AND GEORGE MAC DONALD

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HERO GAMES

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This book is dedicated to the authors by the authors.

Steve "Starfire" Peterson

George "The Golden Swordsman" Mac Donald

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

The Island of Dr. Destroyer is an adventure designed for use with CHAMPIONS, The Superhero Role Playing Game. The adventure may be used for up to six superheroes at a time. The adventure consists of full maps of the island, and thorough descriptions of the defenses of the island. Included are eight supervillains, plus Dr. Destroyer himself. Also in this volume are suggestions on altering the adventure to fit your personal taste.

The players should read no further than the briefing at the beginning. If they read further, they will discover information about the island which would make the adventure much easier and thus less fun.

THE BRIEFING

"All right, listen up. I only got time to say this once. My name is Major Martinez. We got you here to help us out." A slide of the island appears on the wall (see map inside cover). "On this island, the international crook known as Dr. Destroyer is about to launch a satellite that could control every human being on the planet."

"His island is a fortress, armed with surface-to-air missiles, anti-aircraft gun emplacements and armored hovercraft. Dr. Destroyer has a private army of hundreds of mercenaries, plus several superpowered criminals. A full UNTIL assault force is steaming toward the island, located in the South Pacific, but our agent's last report indicated that the launch was imminent. We need you to stop that launch."

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

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

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

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

WHAT UNTIL CAN SUPPLY

If pressed, UNTIL can provide the heroes with the following equipment:

- 1) A rubber raft with an outboard motor
- 2) A parachute
- 3) Climbing gear
- 4) A radio
- 5) A medikit
- 6) Flashlights
- 7) Maps of the island
- 8) +6 PD bulletproof vest (11 or less)
- 9) 5D6 blaster carbine, 20 shots, selective fire

THE ISLAND'S DEFENSES

The Island of Dr. Destroyer is covered by a myriad of automatic and manned sensors and weapons. The island also contains over 200 troops, and 8 Supervillains to ward off intruders. The final defense of the island includes the supremely powerful Dr. Destroyer himself. The defenses are presented here in the order that the players will probably encounter them. First, Radar and ground sensing devices will be detailed. Second, the mercenary soldiers and their equipment will be listed. Next, the 8 Supervillains will be described. Finally, Dr. Destroyer will be described. The actual combat statistics of the Troops, Supervillains, and Dr. Destroyer at the end of the adventure.

RADAR

The island's first defense against assault consists of Heavy Surface to Air Missiles (SAMs) for shooting down flying targets. These missiles are guided by Radar. Each missile launch site (see map) has its own radar. The base chance to spot a man sized target is 18 or less on 3D6. Targets must either be carrying some metal, have a Force Field up, or have 20 or more points of Density Increase to be spotted by Radar. All other characters are spotted at -3. Radar has a Range Modifier of -1 per 2 Strat Hexes. Normal Airplanes have a modifier of +5 to spotting due to size. Large Airplanes (like the UNTIL hypersonic transport) can have up to a +7 due to size.

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

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

The SAMs are the same as those listed in CHAMPIONS. They fly 550" or 12 Strat Hexes a segment. They take no range modifiers against any target spotted for them on Radar. They do 4D6 Killing Explosions when they hit. The gunners for the missiles are considered OCV of 5, and speed 3. Each missile site has 8 missiles.

THE ISLAND'S SENSORS

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

Sensor	Action to Negate Sensor
TV	Invisibility Darkness Staying out of Line of Sight
Ultraviolet	Invisibility to Ultraviolet Darkness that covers Ultraviolet* Staying out of line of sight
Ultrasound	Place Force Wall around sensor*
Motion Sensor	Move a maximum of 1" per full turn Have 3 or more levels in Shrinking Be Desolidified

* This causes the Sensor to report a Malfunction

- Chance for computer to spot target:
- 13 or less on 3D6
 - 2 if only one sensor is operational
 - 2 per Clear Strat Hex away from sensor
 - 4 per Mountain or Forest Strat Hex away
 - 2 if target is partially concealed
 - 5 if target made Stealth roll and Only TV or Ultraviolet sensor is operative

The Maximum range of the sensor system is 3 Strat Hexes. The computer evaluates data from the best possible sources each turn, so it will only make 1 spotting roll per character. The Computer will attempt to spot a character each time he moves.

THE COMPUTER'S REACTIONS

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

Possible Situations	# of Events
Sighting of 1 Person	1
Sighting of 2-5 People	2
Sighting of 6+ People	3
Sighting of 1 Vehicle (Flying Characters	2
Sighting of 2+ Vehicles count as Vehicles)	4
1 Sensor Malfunction	1
Sensor Destruction	2
Patrol that does not report in on time	1
Weapons point that does not respond to Call	1

Computer's Reaction	
1	Alerts next foot patrol to check out Event
2	Sends foot-patrol to investigate Events immediately
3-4	Alerts Complex to possible intruders and sends scout vehicle and foot patrol.
5-6	Sounds Intruder Alert, Sends Supervillain patrol to investigate Event, and scrambles all squads to vehicles

7+ Sounds Red Alert, Seals all underground bulkhead doors, Positions guards at all important doors, Positions Supervillains at Missile Launch Site and Aircraft Hangar, activates automatic interior defenses.

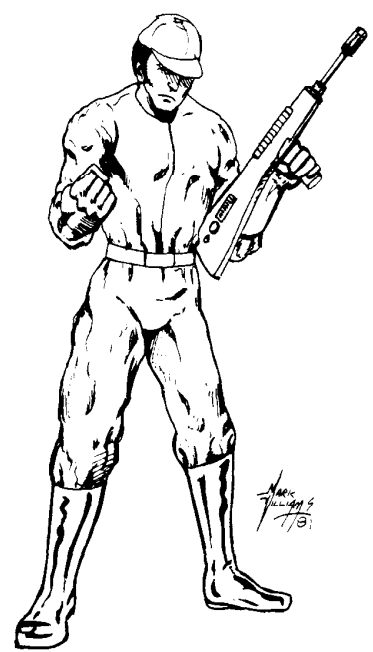
The Security Officer in the Missile Launch Site can examine the computers' sensor inputs at any time and override the computers' decision. Dr. Destroyer also has full control of the computer and autodefenses from his console at the Launch Site.

THE TROOPS

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

Each Trooper is equipped with a 6D6 Blaster rifle, with selective fire and a 20 charge clip. Each trooper carries 3 Extra clips. Each trooper also carries a 1/2D6 Killing knife (which does 1D6 Killing damage with their STR additions). Troopers also carry a flashlight and a radio.

Secretly hidden on each trooper is a special Ultrasonic Response Transmitter. This small gadget (Which is hidden in the trooper's belt buckle) allows the troopers to be identified by the island's computer. The transmitter works by listening for the signal sent out by the Ultrasonic Motion Sensor. When the transmitter identifies the signal, it sends a coded ultrasonic response that identifies the guard to the computer. The computer keeps a general record of the position of all of the guards on the island in this manner. If any guard (or character who happens to steal a belt) is found to be far away from his normal position the computer will attempt to call that guard on the radio. If the guard does not give a proper response the computer will act as if 2 Events have taken place.



The troopers are organized into 5 man fire teams. Squads have 2 fire teams. Platoons consist of 3 Squads and 2 leaders. Companies consist of 3 Platoons and 4 leaders. No formal organization above Company level exists. All company commanders report directly to the Defensive Operations Computer and Dr. Destroyer.

THE VEHICLES

Dr. Destroyer keeps 5 different kinds of vehicles on his island. For pleasure travel the Doctor has a 60 foot yacht. For movement inside the underground complex, there are 2 "golf carts". For general scouting duty, the 3 squads of troops are equipped with Lightly Armored Hovercraft. For emergency escape duties there is a small Supersonic Transport Aircraft. For heavy scouting or attack work the island is protected by an Attack Helicopter.

THE YACHT: Dr. Destroyer keeps a 60 foot pleasure yacht at the dock in the cove at the East end of the island. Upstairs, the yacht has a bridge, a lavish chartroom, a dining room, a fully stocked galley, and a radio room. Downstairs there is a pair of restrooms, 4 luxurious cabins, a spanking clean engine room, and a hot tub. The ship can travel at 60 knots (15" per segment), has a DCV of -2 when under speed, and -5 when stationary. If the hull of the ship ever takes a hit of 9 BODY or more in one attack it will start taking on water. 2D6 Turns after the ship starts taking on water it will sink if not repaired. If the ship ever takes a hit of 15 BODY or more the fuel tanks will explode. 4 Guards are normally with the ship when it is docked. When underway 1-3 Supervillains will also be on board.

THE GOLF CARTS: Inside the underground complex, in a niche near the garage, 2 golf carts are kept. These vehicles are used by the technicians and guards to travel the one half kilometer long main tunnel. The golf carts have 2 seats, a 1 hex loading platform for cargo, and electric motors that will drive them at 4" per segment. These carts are always kept fully charged, and require no key to operate. The carts can take 8 BODY, but become inoperative after taking 4 or more BODY. The carts have a DCV of 2 less than the driver.

THE HOVERCRAFT: For scouting or combat duties outside on the island the Doctor's troops have the support of 3 Combat Hovercraft. These hovercraft can carry 11 fully equipped troopers, a gunner, and a driver. They are armored, and take 12 BODY to knock out. The hovercraft can travel at a maximum speed of 108 KPH (15" per segment, 5 Strat Hexes per turn) over water or clear terrain. Forest hexes count as 3 Strat Hexes when moving in Turns. The hovercraft have a limited turning capacity, and may only turn once per segment. They are armed with a single 10D6 Autoblaster described under the section Auto Defenses. The driver of the hovercraft is SPD 3. When the craft is under speed it has a DCV of 1, when stationary it has a DCV of -4. The hovercraft are equipped with an Ultrasonic Response Transmitter so as not to trip the sensors.

THE SUPERSONIC AIRCRAFT : In the hangar under the garage, Dr. Destroyer keeps a small Supersonic Transport Aircraft. This aircraft will carry 12 passengers, a pilot, and a copilot. The aircraft sits on an elevator pad which will raise it up to garage floor level. When the elevator is activated, the normal garage floor raises up far enough to make room for the aircraft. The garage roof swings open to make

room for the other vehicles in the garage. The aircraft may then make a normal takeoff run down the long road leading to the cliff. The aircraft normally has 2 guards stationed around it and the Doctor's personal pilot (SPD 3, DEX 14) ready at a moment's notice. Under Red Alert conditions 1-3 Supervillains will also be positioned around the plane. The plane may be raised, started, and launched internally by a single pilot. At top speed the plane flies Mach 2.2 (375 hexes a segment, 15 Strat Hexes a segment). The aircraft can take 10 BODY before it breaks up, but may only take 5 BODY before it loses fully supersonic flight. The plane has a DCV of 0 when under speed, and a DCV of -5 when stationary.

THE ATTACK HELICOPTER: In the back of the garage the doctor keeps his heaviest (except for the Supervillains) assault weapon, an Attack Helicopter. The Helicopter carries a highly experienced pilot and gunner (Both SPD 4, DEX 17). With them the helicopter has an OCV of 8 and a DCV of 5. At maximum speed the copter can travel 250 KPH (35 hexes a segment, 17 Strat Hexes a turn). The helicopter can take 8 BODY before it breaks up, but may only take 4 BODY before its main, or tail rotor engine will break and the copter will start to autogyro down. The helicopter is armed with 6 rocket packs, each firing a spread of 7 rockets. The gunner may only aim at one point a phase, but may trigger as many rocket packs to fire at that point as he wishes. Normally, no target is considered worth more than 2 rocket packs. Each Rocket Pack fires as 8D6 autofire explosions with a Range Mod of -1 per 5". Against ground targets each rocket that misses will land in one of the hexes adjacent to the target. Against airborne target, rockets that miss will continue downrange and explode on contact with the ground.

THE SUPERVILLAINS

Dr. Destroyer's heaviest firepower is concentrated in the 8 Supervillains that he has hired to help guard his island. All of the sensors, troops, missiles, and vehicles are simply designed to keep the invaders busy. Once the invaders are engaged, the Supervillains can swoop in and destroy them.

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

WHERE EVERYONE IS

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

TROOPER PATROLS: Patrols of 1 squad (10 men) walk the island continuously to watch out for intruders. These patrols contact the Defensive Operations Computer by radio and report back at 5 minute intervals. Between 1-3 patrols will be out at any one time. Once the players have penetrated the island roll 1D6 on the chart below to find out how far away the patrols are:

1D6ROLL	1	2	3	4	5	6
Distance	1	2	4	8	16	32
(Strat Hexes)						

SCOUTING VEHICLES: One scouting vehicle is kept on patrol at all times. The vehicle can be either a hovercraft (1-4 on 1D6) or the attack helicopter. The numbers 1-6 are listed around the island in the ocean. Roll 1D6 to find which hex the vehicle is in.

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

DR. DESTROYER: Dr. Destroyer will probably be in the Launch Control Complex if the heroes invade very soon before launch time. If the heroes get to the island some time before launch there are several places the Doctor might be:

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

DEFENSIVE WEAPONRY

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

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








LASER CAGES: At several points inside the complex the computer may trigger Laser Cages. These cages consist of a large number of overlapping laser beams that form a grid to all sides and on top of a character. Any character attempting to break out of a Laser Cage will take 1D6 separate 1D6 Killing Energy Attacks. The individual laser projectors that produce the net are very fragile, and only take 1 BODY each. The laser projectors are all outside of the laser net, so the character must have a ranged attack, stretching,








telekinesis, or some other means of getting through the holes in the net to break a projector. Due to the spacing of the net a character with Shrinking may subtract -1 from the number of times he is hit for each level of Shrinking. The Laser Cages act as any other computer controlled weapon, OCV 6 and able to fire anytime it is triggered by the computer.

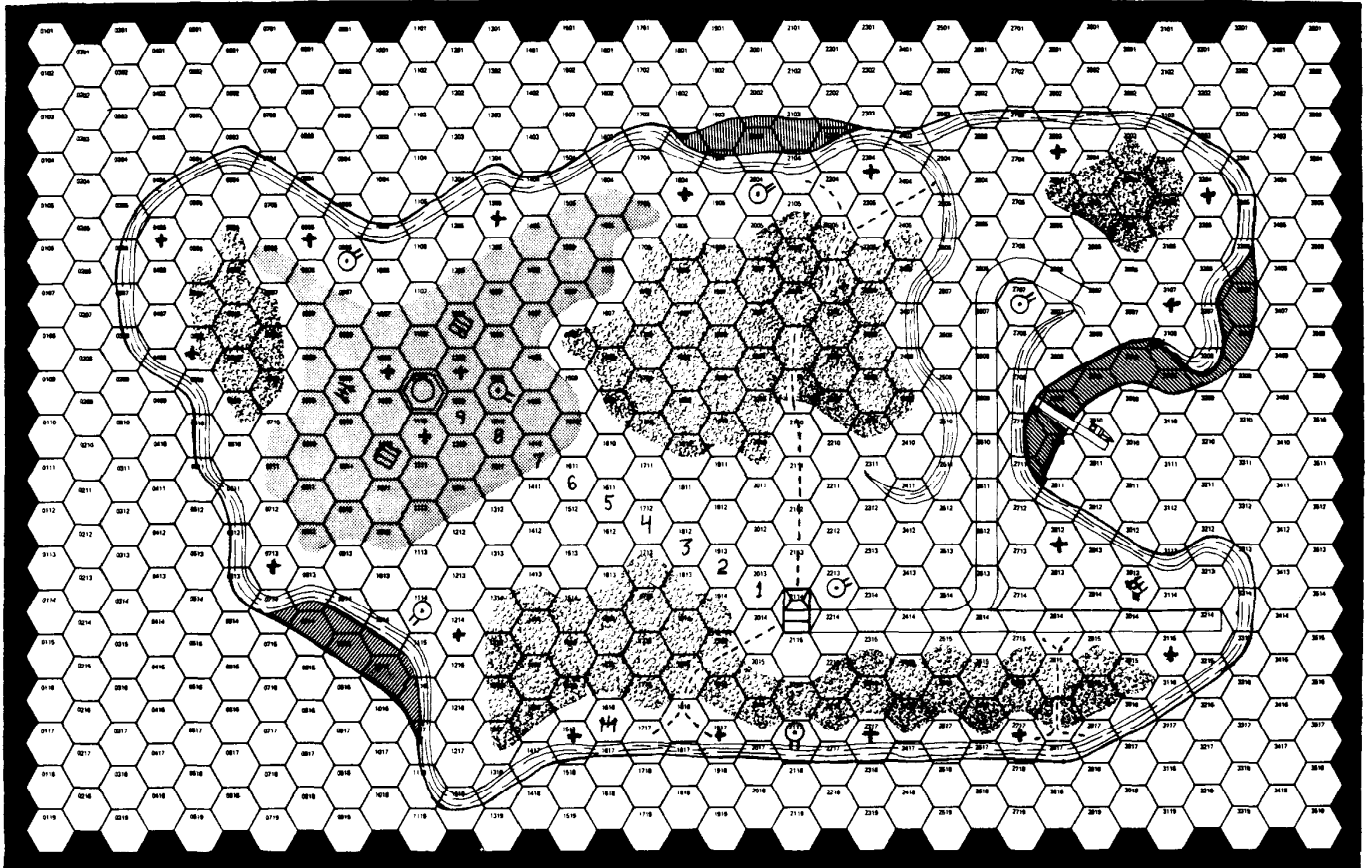
COMPUTER FIRE CONTROL: The Defensive Operations Computer on the island has control of a large number of different weapons and devices. The computer is speed 12 and may do something every segment. The computer is considered DEX 0 when figuring out when it executes in a phase. Any time the computer is in a situation where it must move by phases it may activate 1 piece of equipment every time it executes. Therefore the computer may only fire one of its guns, sound an alarm, close a bulkhead, give instructions to a supervillain, or any other single action every phase. All computer controlled weapons have a base OCV of 6.

MAP KEY

6 maps are listed in the following pages. The symbols of the maps has been standardized for easy reference. Below is listed the different symbols, their real name, and their basic effect:

SYMBOL	NAME	EFFECT
	Elevator	These represent floor panels in the villa that will lower one character down into the underground complex.
B	Defensive Guns	These are computer controlled 10D6 Autoblaster for interior defense.
C	Ceiling Cages	These represent the lasers for the Laser Cages.
≡	Secret Doors	These represent secret bulkhead class doors.
	Major Bulkheads	These represent major bulkhead doors that the computer uses to seal off each Strat Hex of the Complex.
+	Sensors	These represent the computer's sensor modules.
	Quad Autoblaster	These represent armored Quad Autoblaster turrets.
	SAM Sites	These represent Surface To Air Missile batteries and radar sites.
	The Villa	This represents the villa on the Strat Map.
	The Boat Dock	This represents the Yacht and the dock on the Strat Map.
	The Rocket Silo	This represents the exit point of the rocket when it is launched.

 Blast Vents	These represent the armored doors that allow the exhaust from the rocket to escape during launch.	 Beaches	This represents a Beach Hex on the Strat Map.
 Roads	These represent roads on the Strat Map.	 Cliffs	This represents cliff areas on the Strat Map.
 Forest	This represents a Forest Hex on the Strat Map or a tree or bush Hex on a Tac Map.	 Trail	This represents a well travelled Trail on the Strat Map.
 Mountain	This represents a Mountain Hex on the Strat Map.		



THE ISLAND

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

A player's version of the Strat Map is also printed on the inside cover of the Adventure. This map does not have any of the hidden features represented on the GM's Strat Map. The player's map allows the characters to keep track of where they are on the island and plan where they would like to go.

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

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

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

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

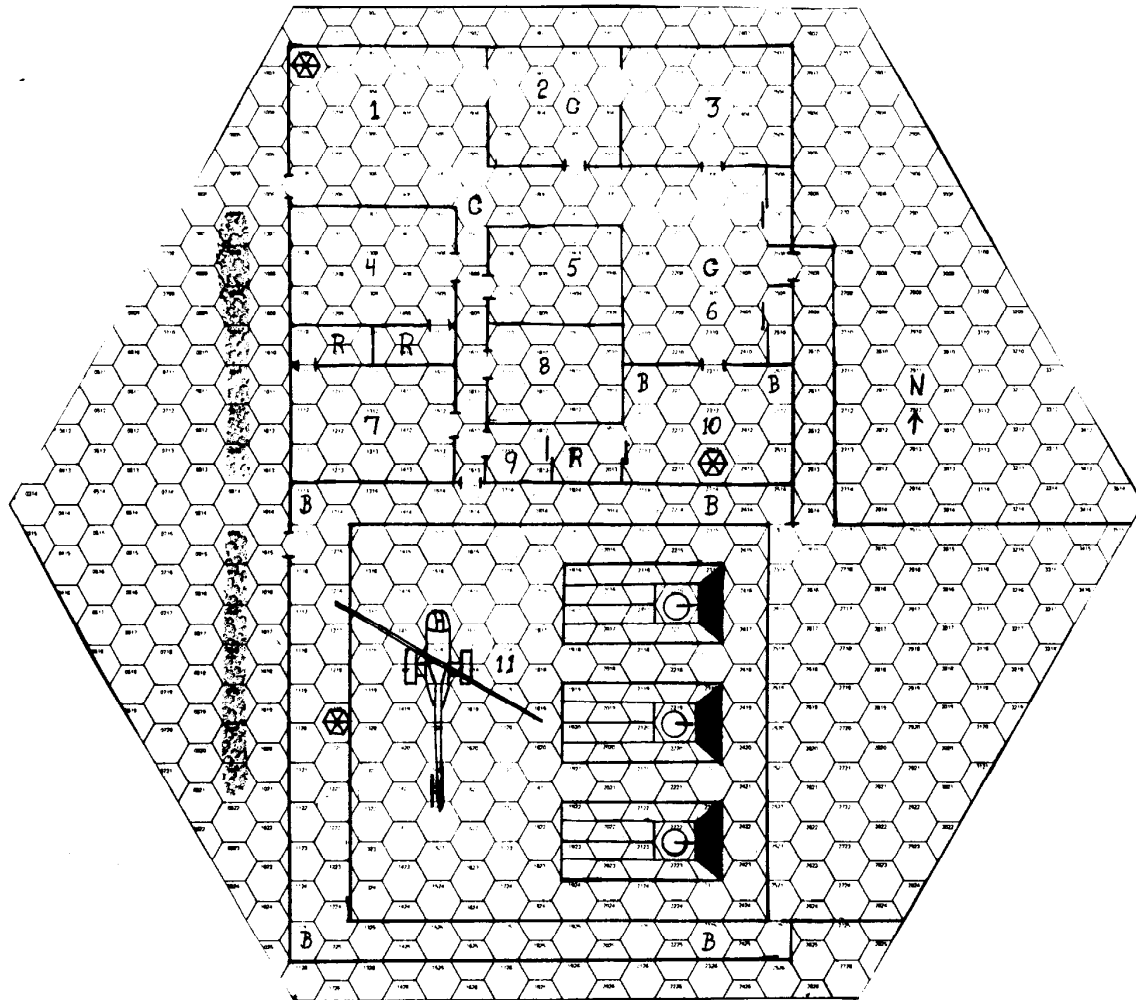
BEACHES: The dense line patterns in 3 places around the edge of the island represent beaches. The beaches are unpacked sand and a great impairment to ground movement. Little vegetation or cover exists on the beaches.

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

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

VILLA: Hex 2114 contains the Doctor's villa. The villa consists of a 13 room house and an attached garage. The villa is fully described in the Tac Hex descriptions.

THE DOCKS: Hex 2809 and 2910 contain the docks and the Doctor's yacht. The docks are 6 hexes wide, and a total of 50 hexes long. The docks are strong enough to support one hovercraft loaded with people and cargo. Dr. Destroyer's yacht is described under the Vehicles section.



DR. DESTROYER'S VILLA

Hex 2114 on the Strat Map contains the Doctor's villa. His villa is a 10 room house with a massive attached garage. On the outside, the villa is Spanish in style, with stucco walls and a tiled roof. The Spanish styling is only camouflage for a neo-gothic interior. The inside of the villa is decorated in dark woods and antiques. Each room of the Villa on the Tac Map is numbered and each room is described below.

1) **KITCHEN:** The kitchen is a clean, white, modern facility. It contains long counters and cupboards along the walls. The counters are interrupted by a large refrigerator, a large freezer, and a

dishwasher. In the northwest corner of the kitchen there is a massive stove. This stove is actually a cover for one of Dr. Destroyer's secret escape elevators. The elevator leads to the complex below. The stove is actually counterbalanced and on tracks so that it swings up easily and out of the way.

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

3) **LIVING ROOM:** The living room is a comfortable area with warm paneling and dark golden carpeting. The room is furnished with 2 couches, 3 easy chairs, and assorted tables and bookcases.

4) **THE MISTRESS' BEDROOM:** This bedroom is where the Doctor entertains his very special guests. The room includes a 4 poster king sized bed, night stands, dressers, and a full length mirror.

5 and 8) **SMALL BEDROOMS:** These are the rooms where Dr. Destroyer has his normal guests stay. They contain a bed, dresser, and bookshelf.

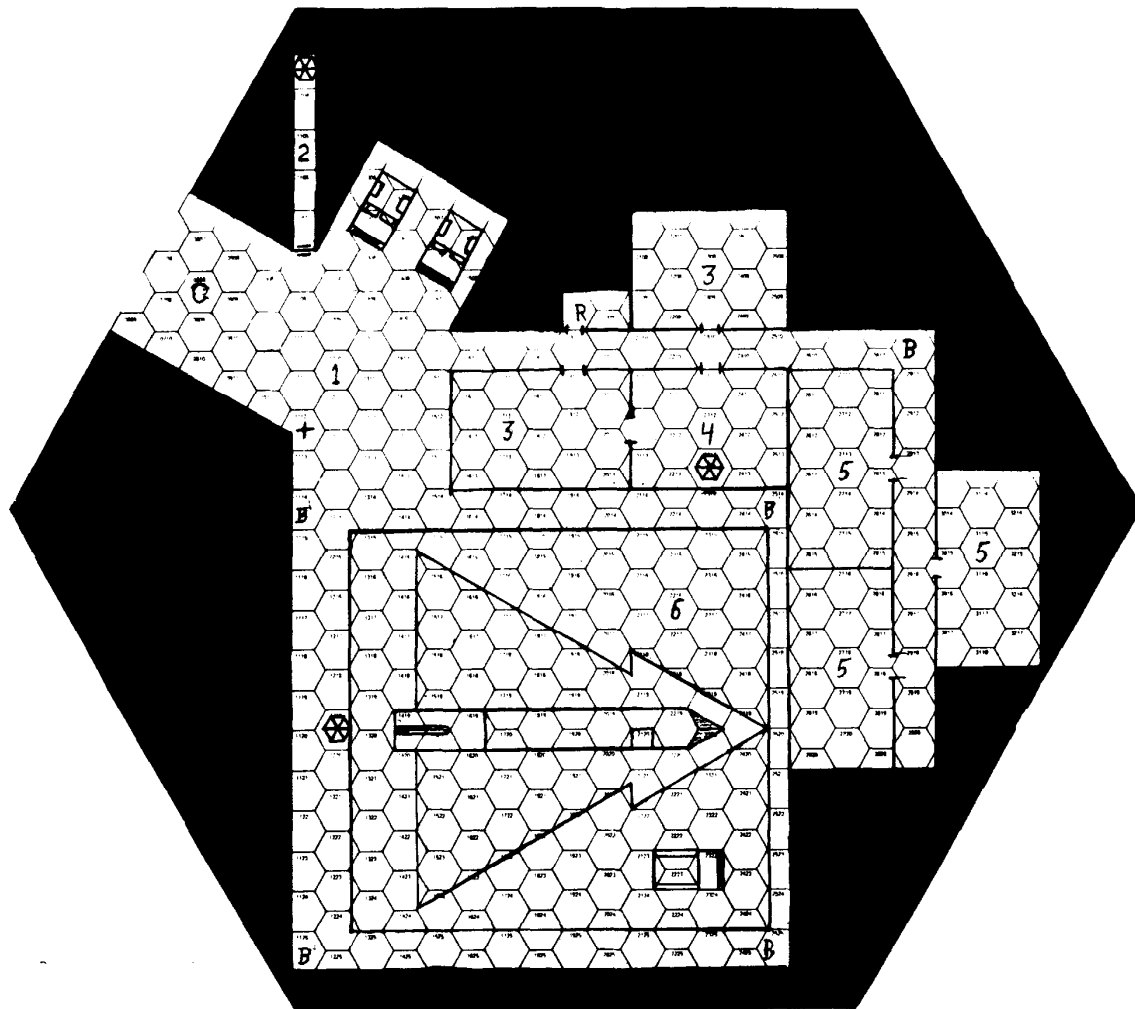
6) **THE ENTRY HALL:** The entry hall is a lavish, formal room with panelled walls and glass cases filled with crystal works of art. Dual coat closets flank the front door. The massive crystal chandelier in the center of the room hides a Laser Cage Projector.

7) **THE MASTER'S BEDROOM:** This is Dr. Destroyer's own bedroom. It is all panelled in oak, with burnt orange carpets and accessories. A king size bed and large dresser fill one half of the room. A large bookcase dominates the other side of the room. This room is continually darkened and contains no mirrors.

9) **THE POWDER ROOM:** This room is simply a clean white place for guests to freshen up or prepare for bathing.

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

11) **GARAGE:** The garage is a large area that is dedicated to the storage and repair of Dr. Destroyer's combat vehicles. The garage includes hoists, tool benches, and engine stands attached to all of the walls. The center of the garage is a large elevator for raising the Doctor's Supersonic Aircraft up to runway level. The floor of the garage lifts up to make room for the plane from below. The roof of the garage can swing open to allow the Attack Helicopter to take off, or to make room for raising the airplane. Four separate autoblaster are mounted near the corners of the garage.



THE UNDERGROUND COMPLEX

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

THE HANGAR

This hex is also 2114 on the Strat Map. It is the underground hangar and entrance to Dr. Destroyer's complex. This hex is 10" under the Doctor's villa. The aircraft hangar is under the garage. Each room in this hex is numbered and is described below.

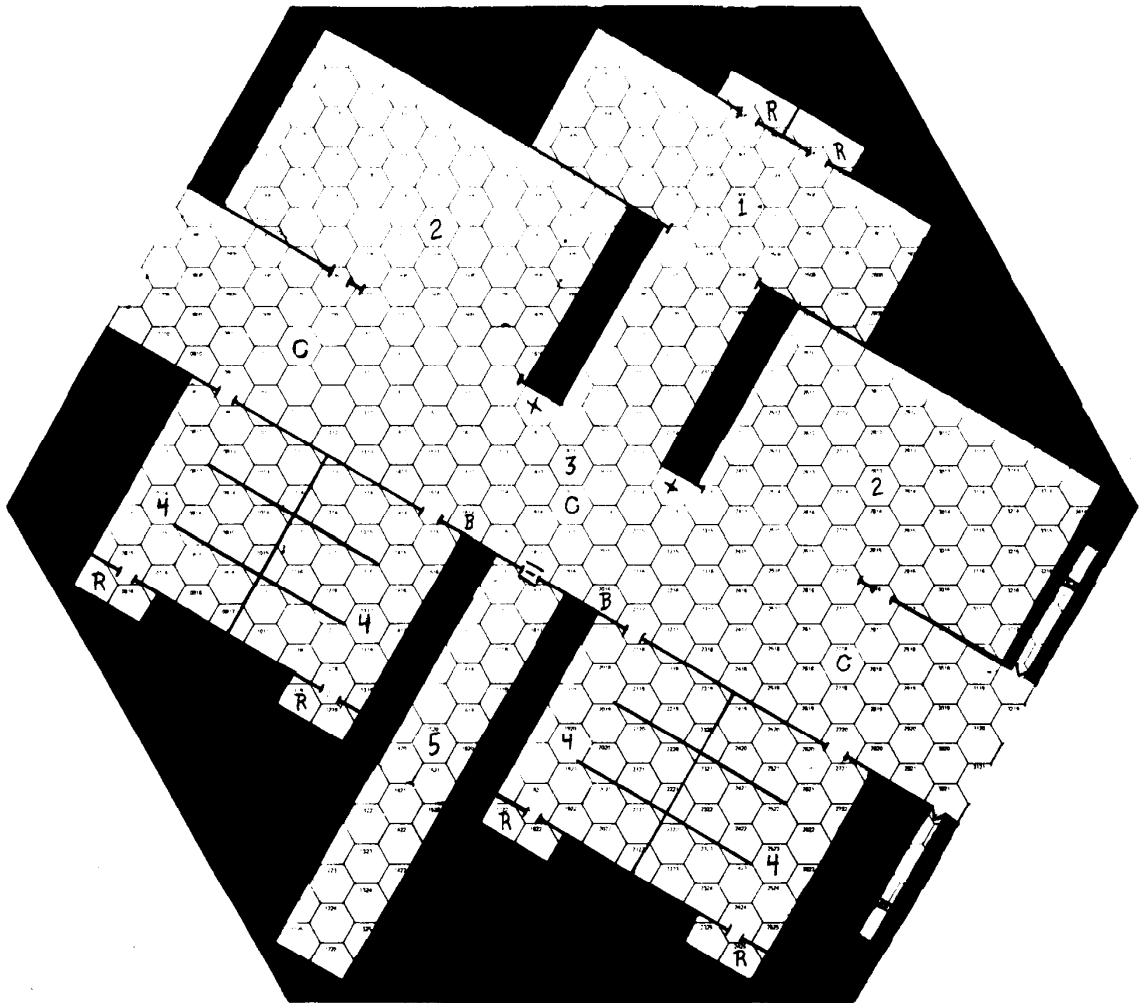
- 1) CORRIDOR: The beginning of the corridor that runs 10 Strat Hexes to the Launch Control Complex. The corridor is 5" tall and has specially hardened walls and floor.
- 2) SECRET ACCESS: This corridor runs from the bottom of the kitchen's escape elevator to the main corridor. The bulkhead at the end of the access is easily openable from the inside.

3) LABORATORIES : These rooms are Dr. Destroyer's personal laboratories. They contain racks of different chemicals, electrical components, and lab equipment. The rooms are sparkling white, very clean, and have a slight overpressure to keep out contamination.

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

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

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



THE MAIN CORRIDOR

The main corridor runs through the Strat Hexes marked 1-9 on the GM's map. It runs from the aircraft hangar to the Launch Control Complex. All of the Strat Hexes of the Main Corridor are generally similar in layout. The hexes do differ in what is housed in each room. Each room of the Main Corridor map is numbered, and the different rooms are described below.

1) Hexes 1 - 3, **STORAGE:** These rooms are 3" tall and filled with boxes. The boxes contain computer parts, rocket **components**, food, video games, and the other things necessary to run a large complex. There are lift trucks near the doors of the **rooms**, and the lights are normally kept off.

Hex 4 **RECREATION ROOM:** This room is 2" tall and contains Cable TV, Ping Pong tables, Video Games, and other recreational devices. There are couches and tables scattered around the **room**. This room is painted a cheery combination of yellows and oranges.

Hexes 5-9 **ASSEMBLY AREAS:** These **rooms** contain large tables, hoists, and welding rigs for assembling the missile. Hex 9 has special facilities for assembling the missile's nuclear engines.

2) Hexes 1-3 **FABRICATION AREAS:** These rooms are where missile parts are made. They contain metal lathes, drill presses, shapers, and other machine tools. These **rooms** are dirty, with metal filings on the floor and dirt on the walls.

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

Hex 5 **ELECTRONIC TESTING:** These rooms contain scopes, and digital testers for checking and repairing electrical equipment.

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

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

Hex 8 **HYPNORAY SATELLITE TESTING:** This room contains lab animals, and electrical equipment for testing the Hypnoray Satellite.

Hex 9 **NUCLEAR ENGINE TESTING:** This room contains engine stands, radiation suits, and fuel tanks for testing the Nuclear Engines.

3) **CORRIDOR:** The main corridor that runs from the Hangar to the Launch Control Complex. The corridor is 5" tall and has 2 autoblasters in the **walls** and 3 Laser Cages hidden in the ceiling. At the beginning of each corridor hex there is a massive sliding bulkhead designed to seal the **complex** in the event of a Red Alert. The bulkheads may only be opened from the Launch Control Complex and take 20 BODY.

4) Hexes 1-5 **TROOPER DORMITORIES:** These rooms house Dr. Destroyer's 200 mercenaries. The mercenary troopers bunk 12 to a **room** and the mercenary officers are housed 3 to a **room**. The rooms are furnished with steel tube chairs, bunkbeds, and desks. The rooms are 2" tall and painted a dull gray.

Hexes 6-8 **TECHNICIAN'S DORMITORIES:** These rooms house the 70 technicians at 6 to a room. The **rooms** are furnished like the trooper's **rooms** and include a computer terminal, and drafting boards.

Hex 9 **SUPERVILLAIN'S DORMITORIES:** These **rooms** house the Supervillains at 2 per **room**. Each Supervillain has an cedar bedroom set and a cannon couch and set of easy chairs. These rooms are painted a friendly cream color.

5) Hex 1 **DETENTION CENTER:** This room is where the Doctor keeps all of his prisoners. Only the Supervillains and Dr. Destroyer can open the computer operated voice lock on the Detention Center bulkhead. Prisoners are kept in 1 hex cells with Force Field walls. Any attack of 15 BODY or more will cause the Forcewall to collapse. It will also cause the alarm to sound and the computer will register 4 Events. No prisoners start the adventure in the **center**, but captured characters would certainly be brought there.

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

Hexes 6-8 **TOOL LOCKERS:** These **rooms** contain the tools and equipment that the technicians use. The doors to the main corridor are not full bulkheads, just normal doors and have only a simple lock.

Hex 9 **ROBOT SANITATION:** This room contains sanitation, mopping, and vacuuming robots. The robots are small, clean the entire complex, and have access to every room. The robots take 1 BODY before they are destroyed.

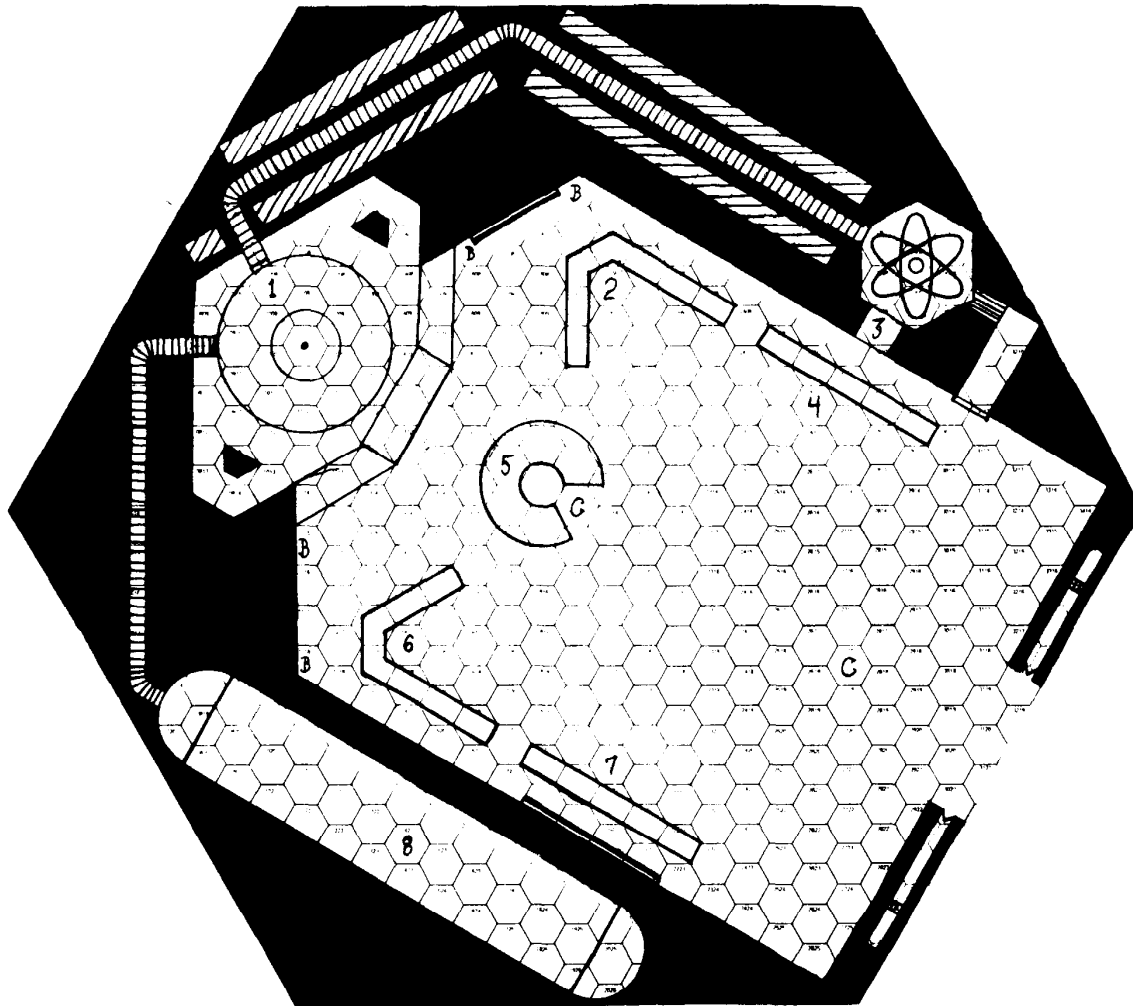
THE LAUNCH CONTROL COMPLEX

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

1) **THE MISSILE SILO:** The missile, with its hypnoray satellite, is set up in this silo. The silo has a lead glass view window into the control complex. The silo has a pair of vents on each side of the satellite. The exit of these vents is camouflaged on the surface. Starting 6 segments before launch, the vents will open to let the missile exhaust escape. Any character in the silo during launch will take 25D6 per segment and be exposed to massive amounts of radiation.

The missile itself is divided into 2 sections. The upper thin section contains the hypnoray satellite. The satellite takes 8 BODY to destroy. The **lower** fat section of the missile houses the nuclear rocket and its **monatomic** hydrogen fuel. The lower section of the missile takes 8 BODY. If the lower section is destroyed, the missile and its nuclear engine will explode, destroying all facilities, characters, etc. within 20 Strat Hexes.

When the missile is launched it will be stationary for 1 segment. **From** each segment on, it will accelerate upwards at 10" per segment. While underway the full rocket has a DCV of 8. The upper section has a DCV of 10. While stationary the full rocket has a DCV of -3 and the upper section has a DCV of -1.



2) MISSILE CONTROL CONSOLE: This console is used to direct the launch of the missile. The console takes 10 BODY to break. If the console is destroyed, the missile may still be launched from Dr. Destroyer's Master Console (5). Starting 6 Segments before launch, the missile goes on internal control and will complete the launch itself.

3) NUCLEAR REACTOR: This small reactor provides power for the station and a nuclear charge for the missile's engines. This reactor may be directly viewed from the 2 meter thick lead glass viewport. The reactor is normally controlled by the reactor control console (4). If the console is destroyed, the reactor will melt down in 1D6 full Turns. A meltdown will flood the complex with radioactive fuel causing a 20D6 normal attack with no defense (characters with Force Fields or 25 pts. in life support are not affected). The reactor may be controlled by the manual control rods to the right of the view window. The reactor must charge the missile's nuclear engine 20 segments before the launch. The missile will be fully charged 6 segments before the launch.

4) REACTOR CONTROL CONSOLE: This is the main operations control for the nuclear reactor. The console takes 10 BODY to destroy.

5) DR. DESTROYER'S MASTER CONSOLE: This console can monitor the entire launch procedure. If any console is made inoperative, the launch may be continued from the master console. This console takes 15 BODY to destroy. The console also may view or override the sensors and the Defensive Operations Computer. The Doctor may fire any computer controlled weaponry at his own SPD and OCV.

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

If the console takes 10 BODY or more it is destroyed. If the console is destroyed during fueling, the monatomic hydrogen flow will not be controlled and begin to heat. 4D6 segments after this happens, the fuel tank will explode as a 25D6 energy area effect attack to the entire control room. Anyone behind a console will be able to subtract the console's BODY value as a defense.

7) THE DEFENSIVE OPERATIONS CONSOLE: This console provides operator control for the Defensive Operations Computer. The console also acts as the communications center for the complex. A large screen on the wall can display an overview of the island, or the view from any sensor. This console takes 10 BODY to destroy. If this console is destroyed the Defensive Operations Computer will shut down until restarted from the master console.

8) MONATOMIC HYDROGEN TANK: This supercooled tank contains the fuel for the missile. If the tank (or any of the fuel feeder lines) are breached the tank will explode.

THE LAUNCH: Dr. Destroyer has been waiting for a proper launch window to fire his missile. The exact timing of the launch is up to the GM. If a long adventure is desired the launch might be several hours after the characters land. If a fast adventure is what the GM wishes, the launch will probably be soon after the players land. Most of the time the launch will be ready to happen just as the players get to the Launch Control Complex. The GM should use the imminent launch of the missile as a tool to build tension.

OPTIONS

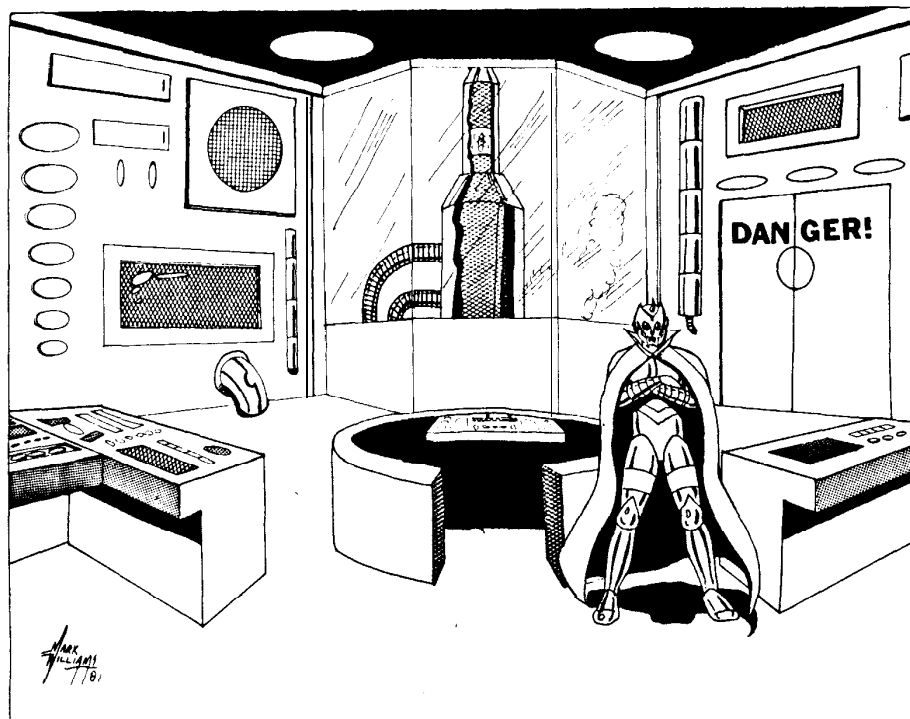
This section gives you some options to add to, subtract from, or alter the adventure.

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

2) The Doctor's Mistress: The Doctor has a mistress who is devoted to him, but does not want to see him conquer the world. She can reprogram the computer from a terminal in the Doctor's study so that it will ignore the heroes on its sensors. The reprogramming will take her 10 Turns. The mistress, whose name is Natasha Alexandrovna, will not help the heroes to harm the Doctor in any way, and may turn traitor again and report them if she thinks they will harm her beloved.

3) The Supervillain Traitor: One of the supervillains has found out that the Doctor's Hypnoray will control him, too. If asked, he will help the superheroes stop the Doctor. The other supervillains might even help the superheroes, if they could prove to them that the Doctor's Hypnoray will control them too. The proof is buried in the Doctor's computer files, and could be extracted with a successful Computer Programing roll at -2, and 10 Turns of computer time.

4) No Sensors or Computer-Controlled Weapons: To make things easier for the heroes, assume that the Doctor never installed either his sensors or his computer-controlled weaponry.



Name: DOC' OR DESTROYER

VAL.	CHA	COST
70*	STR	40
30*	DEX	40
50*	CON	53
20*	BODY	13
35	INT	25
26"	EGO	21
45*	PRE	23
6	COM	-2
35*	PD	14
35*	ED	17
22	Spd	20
	Rec	
100	End	
80	Stun	
CHA	Cost=	264

Cost Powers

- 47* 70 pt. Multipower
- 5*U EB 14D6
- 5*U 7D6 EB, attack w/
no defense (Defense
10 pts. Ego Defense
- 5*U 7D6 Entangle at 0
END cost
- 23* 1/4 END EB
- 20* 1x Damage Resistance
Defined as being a
Force Field
- 7* 10 pt. Flash Defense
- 7* 10 pt. Characteristic
Defense
- 7* 17 pt. Ego Defense
- 7* 10 pt. Lack of
Weakness
- 17* Life Support (25 pt.)
- 23* 1/4 END cost STR
- 8* +6" of Running
- 5 Disguise on 16 or
less
- 5 Computer Programming
on 16 or less
- 5 Detective Work on 16
or less
- 5 Security Systems on
16 or less
- 20 +2 Overall Levels
- 15 +3 Levels with Armor
- 236 =Powers Cost

- These powers and skills
are through an OAF:
Armor

10(+ Disadvantages

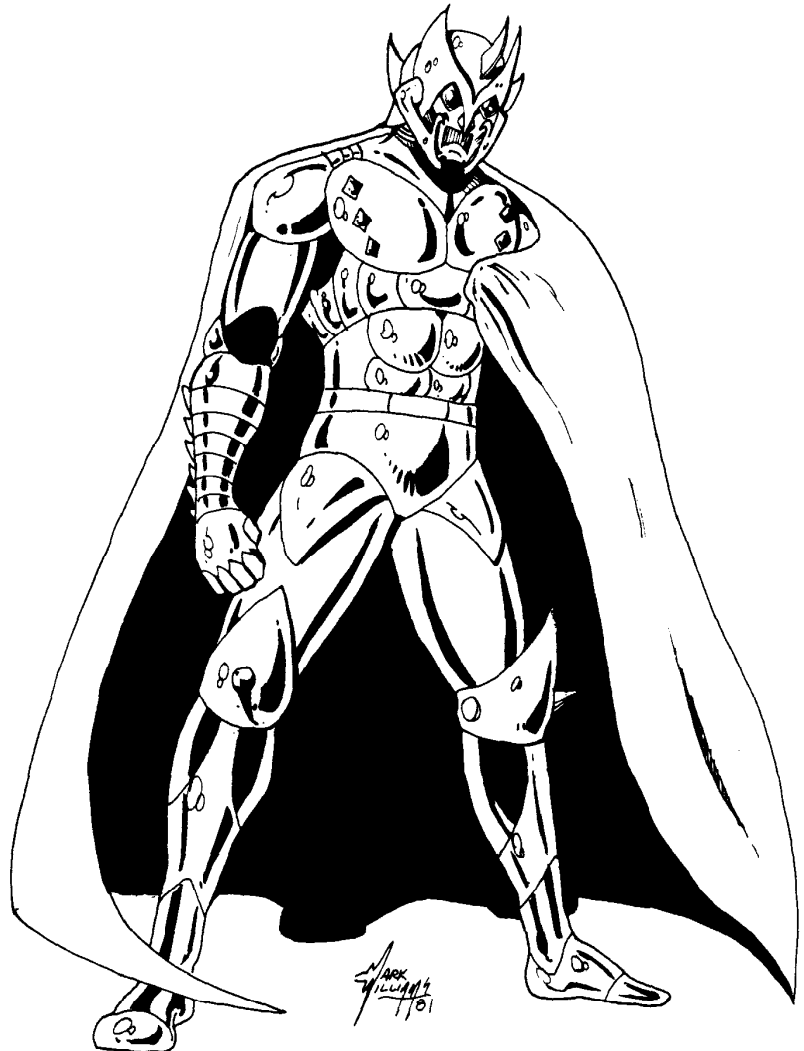
- 35 Hunted by UNTIL on 14
or less
- 50 Hunted by Most Super
heroes on sight
- 20 Totally Arrogant
- 20 Never Surrenders or
accepts defeat
- 10 (20) Can not stand
sight of own face.
- 10 Public Identity
- 15 Unusual Looks
- 290 Villain Bonus
- 500=Total Points

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

While on the way from Germany to Argentina a British Small Aircraft Carrier found the ship and ordered it to surrender. The ship made a run for it and was torpedoed 3 times by British torpedo bombers. Zerstoiten was caught in a massive fire and had a large percentage of his body burned. He was rescued by the crew of the carrier and taken to Britain. Months later, he got out of the hospital and was sent to the United States.

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

In Central America Zerstoiten found a niche of sorts. He set up a laboratory and began selling explosives to revolutionaries. Here he gained the name Doctor Destroyer. While in Central America he made a massive fortune by investing in companies that would profit from the revolutions he supported. Finally, in the late 60's he was kicked out of Central America by a revolutionary committee who thought he was too dangerous to stay around.



Fran Central America the doctor moved around the world establishing contacts and selling his expertise to underground and criminal laboratories. Several times he stole all original research from these labs and burned the labs and the other scientists to the ground. All the while his fortune grew exponentially until he had nearly unlimited wealth.

By the late 70's Doctor Destroyer had access to unlimited funds, unknown technical secrets, international criminal contacts, and his own brilliant mind. He spent some of the money and purchased a small island in the South Pacific. He utilized the technical secrets to build a suit of armor to hide his still hideous features and augment his aging body. He used his criminal contacts to recruit a mercenary army. And he utilized his own incredible intelligence to create the ultimate mind control device, the Hypnoray Satellite.

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

iam • GENT OF DR. DESTROYER

VAL CHA COST

10 STR
 11 DEX 3
 10 CON
 10 BOD
 10 INT
 10 EGO
 10 PRE
 COM
 2 PD
 2 ED
 3 SPD 9
 4 REC
 20 END
 20 STUN
 CHA Cost= 12

Cost Powers

3 1 Level w/rifle
 3 Powers Cost

10+ Disadvantages

5 Fear of Dr. Destroyer
 15 Total Points

name RMADILLO

VAL CHA COST

50 • STR 27
 18 * DEX 16
 28 * CON 24
 15 * BODY 7
 18 • INT 5
 14 • ~~INT~~ 5
 18 • PRE 5
 6 COM -2
 24 • PD 9
 24 • ED 12
 5 * SPD 15
 16 REC
 60 * END 1
 54 STUN
 CHA TOTAL= 124

COST POWERS

33 • 10D6 Energy Blast
 20 • Full Damage Resistance (all)
 10 • +1D6 Hand to hand Killing Attack (3 1/2D6 total)
 13 * 4" of Tunnelling
 13 * 20 pts. Life Support
 99 = Power Cost

100+ Disadvantages

10 2x STUN Ego Attacks and fire attacks
 10 2x STUN from sonic attacks
 15 Paranoia
 30 Hunted by Chicago Supergroup
 30 Hunted by Canadian Supergroup
 15 Secret Identity
 13 Hunted by OSI
 223=Total Points

Name: HIDEOUS

VAL CHA COST

60 STR 50
 23 DEX 39
 28 CON 36
 12 BODY 4
 5 INT -5
 8 EGO -4
 10 PRE 0
 6 COM -2
 27* PD 15
 20* ED 14
 4 SPD 7
 18 REC 0
 56 END 0
 56 STUN 0
 CHA Cost= 154

Cost Powers

15 1/2 END cost STR (6 END)
 15 1/2 Damage Resistance
 5 Stealth on 14 or less.
 6 +3" of Running
 15 3 Levels in Hand to Hand Combat
 56 = Powers Cost

100+ Disadvantages

15 Secret Identity
 30 Hunted by UNTIL
 20 Hunted by LADY BLUE
 10 Berserk on 8 or less, Recover on 11 or less, in combat or when confronted with his ugliness, or something of great beauty.
 15 Hatred of very beautiful things or people.
 10 Loner, only works in groups for massive profit or vengeance against beauty.
 10 Unusual Looks
 210=Total Cost

Name: LAZER
VAL CHA COST
 10 STR 0
 26 DEX 48
 23 CON 26
 12 BODY 4
 10 INT 0
 8 EGO -4
 12 PRE 2
 12 COM 1
 7 ED 5
 6 SPD 12
 8 REC
 46 END 0
 29 STUN 0
 CHA Cost=110

Cost Powers
 5 (10) UV Vision and
 2 (5) 5pt. Flash DEF
 (OAF Goggles)
 37 (75) Multipower
 3 U (7) 12D6 EN Blast,
 25 Charges. (OR)
 3 U (7) 3D6+1 Killing,
 Armor Piercing Energy
 Attack. 15 Charges.
 (OAF Gun)
 20 (30) 15" of Flight.
 (OIF Jetpack)
 15 (30) +15 PD Armor
 on 14 or less.
 15 (30) +15 ED Armor
 on 14 or less.
 2 (5) 5 pts. Lack of
 Weakness on 14 or
 less. (Armor and Lack
 of Weakness is OIF
 Armor)
 9 3 Levels w/ Gun,
 9 3 Levels w/ Jetpack.
 120 = Powers Cost

100+ Disadvantages
 15 Secret Identity
 25 Hunted by Mob on 11
 or less.
 25 Hunted by FBI on 11
 or less
 15 Irrational hatred of
 Mob and Mob related
 activities and
 people.
 20 Irrational Greed.
 10 2x STUN from Mental
 based Attacks.
 20 2x STUN from Surprise
 Attacks.
 230 =Total Points.

Name: PANDA
VAL CHA COST
 15 STR
 21 DEX 3:
 20 CON 20
 12 BOD 4
 10 INT
 21 EGO 22
 20 PRE 10
 20 COM 5
 10 PD 7
 10 ED 6
 7 SPD 39
 10 REC 6
 60 END 10
 35 STUN 5
 CHA cost= 172

Cost Powers
 75 Multipower
 15 M Ego attack 7 1/2D6
 4 M Ego Defense (20 pts.
 max)
 2 M 1/2 END cost Ego
 attack (12 pt max)
 5 Stealth (13 or less)
 25 Danger Sense (16 or
 less)
 10 Acrobatics (13 or
 less)
 20 +10" Running
 30 3 Overall Levels
 15 Martial Arts
 Total=201

100+ Disadvantages
 10 Hunted by Scotland Yard
 25 Hunted by PSI
 (11 or less)
 10 Hunted by Known
 superhero
 35 Hunted by Scottish
 Supergroup (11 or less)
 10 Fear of guns
 10 Likes to taunt
 people
 15 Secret Identity
 10 Sus:2D6 from
 Characteristic drains
 30 2x Stun Bullets
 30 2x Body Bullets
 5 Unusual Looks
 83 Villain Bonus
 373 = Total Points

Name: RACCOON
VAL CHA COST
 30 STR 20
 21 DEX 33
 30 CON 40
 15 BODY 10
 10 INT
 11 EGO 2
 30 PRE 20
 10 COM
 15 PD 9
 15 ED 9
 6 SPD 39
 15 REC 6
 60 END
 45 STUN
 CHA Cost= 188

Cost Powers
 40 2 1/2D6 Hand to Hand
 Killing Attack (4D6
 w/ STR adds)
 14 Acrobatics on 15 or
 less
 10 Ultraviolet Vision
 3 Enhanced Hearing
 40 6" Radius Darkness,
 Impervious to Normal
 and Infrared Vision
 10 Danger Sense on 11
 or less
 10 1/2 Physical Damage
 Resistance
 10 Stealth on 13 or
 less
 137 = Powers Cost

100+ Disadvantage
 15 Secret Identity
 5 Unusual Looks
 20 2x STUN - Electricity
 20 2x STUN - Fire
 30 Hunted by US special
 Agents on 11 or less
 30 Hunted by VIPER on 11
 or less
 15 Berserk on 11 or less
 Recover on 11 or less
 In combat, when
 cornered, or when wife
 is threatened.
 15 Protectiveness of wife
 15 Overconfidence
 60 Villain Bonus
 325 = Total Points

Name: SLEDGE
VAL CHA COST
 50 STR 40
 23 DEX 39
 28 CON 36
 14 BODY 8
 10 INT
 10 EGO
 15 PRE 5
 10 COM
 25 PD 15
 15 ED 9
 5 SPD 17
 16 REC
 56 END
 53 STUN
 CHA Cost= 169

Cost Power
 6 (10) +2D6 damage
 in hand to hand
 combat
 12 1/2 END cost STR
 2 1/2 END cost on
 extra damage in
 hand to hand combat
 15 +3 levels in hand
 to hand combat.
 10 +5" Running.
 5 Stealth on 14 or
 less.
 Total = 51 pts.

100+ Disadvantages
 15 Secret Identity
 30 Hunted by large New
 York Supergroup.
 30 Hunted by UNTIL
 15 Will attack if
 insulted about
 hammer hand.
 20 2x stun fran
 explosions, sonics
 and vibration attacks
 220 =Total Points.

Name: VIBRON
VAL CHA COST
 20 STR 10
 29 DEX 57
 28 CON 36
 10 BODY 0
 15 INT 5
 11 EGO 2
 15 PRE 5
 16 COM 3
 10 PD 6
 4
 10 EBD 21
 10 REC 0
 56 END 0
 34 STUN 0
 CHA Cost=167

Cost Power
 40 Vibration Elemental
 1 (20) +10 PD, +10 ED
 Vibration Field
 (20=30) +6D6 Hand to
 2 Hand Damage (Adds to
 Damage done by STR)
 3 (20) +10" Ground Move
 Vibration Skating
 8 +1 Elemental Power
 20 4 (40) Desolidification
 8 BODY per Phase
 10 1/2 END Cost on
 Elemental
 78 = Powers Cost

100+ Disadvantages
 15 Secret Identity
 25 Hunted by CIA on 11
 or less.
 20 Hunted by UNTIL
 15 Irrational Loner,
 Hates to work in a
 group.
 15 3D6 Unluck.
 30 2x STUN from Energy
 Killing Attacks.
 15 Hatred of normal
 people.
 10 2x Effect fran Flash
 attacks.
 230 =Total Points.

Name WYVERN
VAL CHA COST
 40 STR 30
 17 DEX 21
 30 CON 40
 14 BODY 8
 6 INT -4
 0
 10 EGO 5
 6 COM -2
 20 PD 12
 12 ED 6
 4 SPD 13
 14 REC 0
 60 END 0
 49 STUN 1
 CHA Cost=130

Cost Power
 10 10" of Flight
 (OAF Wings)
 10 1D6 Hand to Hand
 Killing Attack.
 (3D6 w/ STR adds)
 (OIF Claws)
 10 1/2 Physical Damage
 Resistance
 10 Extra Limb: Tail
 10 1/2 END cost STR
 20 8D6 Energy Blast
 (OIF Tail)
 5 5 pt. Lack of
 Weakness
 5 IR Vision
 100 = Powers Cost

100+ Disadvantages
 15 Unusual Looks
 20 Irrational Killer
 15 Anti-Social, Mean
 10 Public ID
 20 2x STUN from Fire
 10 1 1/2x BODY from Fire
 25 Hunted by UNTIL on
 11 or less
 15 Berserk, on 11 or
 less when in combat
 or confronted by
 by fire, Recover on
 11 or less.
 230 =Total Points.

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

