

Comic Book Adventures

Mission Book 6

Avalon Games



Where Fun Happens



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World Threats and Alien Overlords

This series of adventures and missions are for the Avalon solo super hero system. This is a series of missions for 6th to 8th level characters, and can be used to get your game started or continue the story from the previous mission books. The missions used here will link to the those found in the previous mission books so you can continue your story and character's history with little interruption.

So put on your mask and fling your cape over your shoulder and continue your career as a super hero.

Getting Started

Your quest for justice and the safety of the common man has taken you all over the world and even to other worlds. Now you deal with threats to all of mankind, not little crimes but world shaking threats.

Your horizons have surely broaden since your days patrolling the streets.

Mission Notes

If you don't have the listed ally or contact you may not take missions from that contact. You must also meet all listed prerequisites to take on the missions listed.

Once a mission has been completed you may gain any benefits listed for its completion.

Only one mission may ever be taken at a time and only one per issue may be completed.

If a result of an event on the patrol roll states that you may continue with the issue, you may either take on a mission if one has yet to be taken on, or you may work on an on-going investigation.

The Adventure's Modifier is +2



Contacts and Informants

Use the following contacts and informants to find available missions and adventures open for play with this mission book.



Mayor Hamilton

Mayor of the city, Hamilton is a political animal through and through. He is willing to do whatever is necessary to stay in power and has been known to cut corner to get the job done. Ultimately, however, he has the city's best interest at heart.

To know Mayor Hamilton you need a Reputation rank of 10 or more.

Available Missions:
Stop the Brute!



Congressman Gill

The good Congressman has held power in Washington for ages it seems, and has a hand in many pies. While the city is just one that falls in his district, he still holds the town as his hometown and keeps an eye on things.

To know Congressman Gill you need a Reputation rank of 16 or more.

Available Missions:
Master Mind Escapes.



General McGraw

A military man to the bone, he is all about order, duty, and protecting the country at all costs. He sees enemies everywhere and is always seeking out new ways to safeguard the American way.

To know General McGraw you need a Reputation rank of 26 or more.

Available Missions:
Star Invasion #1, May only be taken if Master Mind's Demands has been completed
Star Invasion #2, May only be taken if Star Invasion #1 has been completed.

President Smith

A natural politician, this man has little personal ethics and would sell his own daughter if it would get him votes. Still he has a vision of America, one that he means to see live on.

To know President Smith you need a Reputation rank of 36 or more.

Available Missions:

Master Mind's Demands, May only be taken if The Search for Master Mind has been completed.



Judge Turner

Called the hanging judge, Turner is a tough woman that takes no lip and sees that her caseload is well filled with murderers and criminals of the worst type. She has begun a crusade against super villains and the heroes that seems to bring them in all the time. Vigilantes are criminals as far as she is concerned.

To know Judge Turner you need a Law and Order rank of 21 or more.

Available Missions:

The Brute's Trial, May only be taken if Stop the Brute! has been completed.



FBI Agent Liddy

An experienced field agent, she has seen a lot in her few years with the bureau, but super heroes are a new thing, even for her. Still, she is willing to work with these freaks if they help her get her man.

To know Agent Liddy you need a Law and Order rank of 36 or more.

Available Missions:

The Search for Master Mind, May only be taken if Master Mind Escapes has been completed.





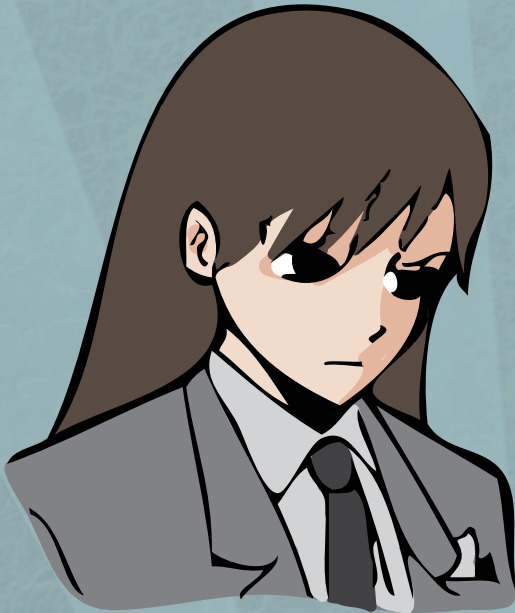
Star Labs Scientist Updike

Updike is a scientific geek, lost in his own world of mathematics, gadgets, and odd things. He is a true scientific genius and seeks to understand all the wonders of the universe. His labs at Star Labs are filled with odd bits of space junk and left over experiments.

To know Updike you need a Go Gooder rank of 11 or more.

Available Missions:

Star Rider, May only be taken if Star Invasion #2 has been completed.



CEO of Unicom, Mr. Franks

Unicom is an international corporation that has its hands in all sorts of high tech gear, products and innovations. The company seeks to bring technology to the masses and make a high profit at the same time. The company's CEO, Mr. Franks is a mysterious man, little seen and seldom heard from.

To know Mr. Franks you need a Go Gooder rank of 21 or more.

Available Missions:

Star Invasion #4, May only be taken if Terror Takes Over has been completed.



United Nations Director, Umgamma

A senior director at the U.N, this African man is a fellow of hope, pride and justice, a man that seeks to bring clean eating and safe schooling to all peoples of the world.

To know Umgamma you need a Go Gooder rank of 31 or more.

Available Missions:

Star Invasion #3, May only be taken if Star Rider has been completed.

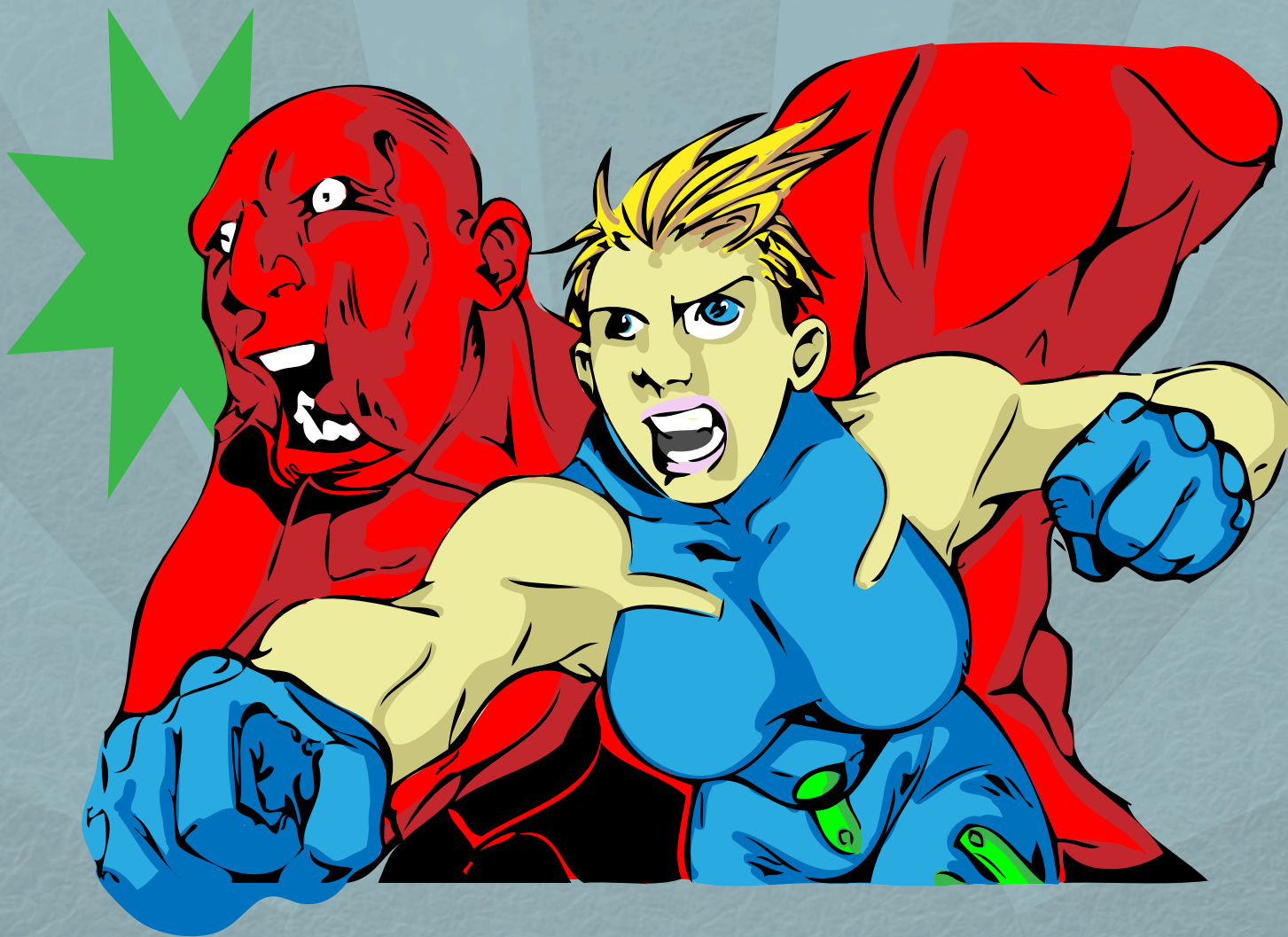
Ace of Spades

Terrorist, spy and now a super villain, Ace of Spades is a mad man, but one that has his own vision of the future and one that knows a lot of secrets.

To know Ace of Spades you need a Mob rank of 31 or more.

Available Missions:

Terror Takes Over, May only be taken if Star Invasion #3 has been completed.

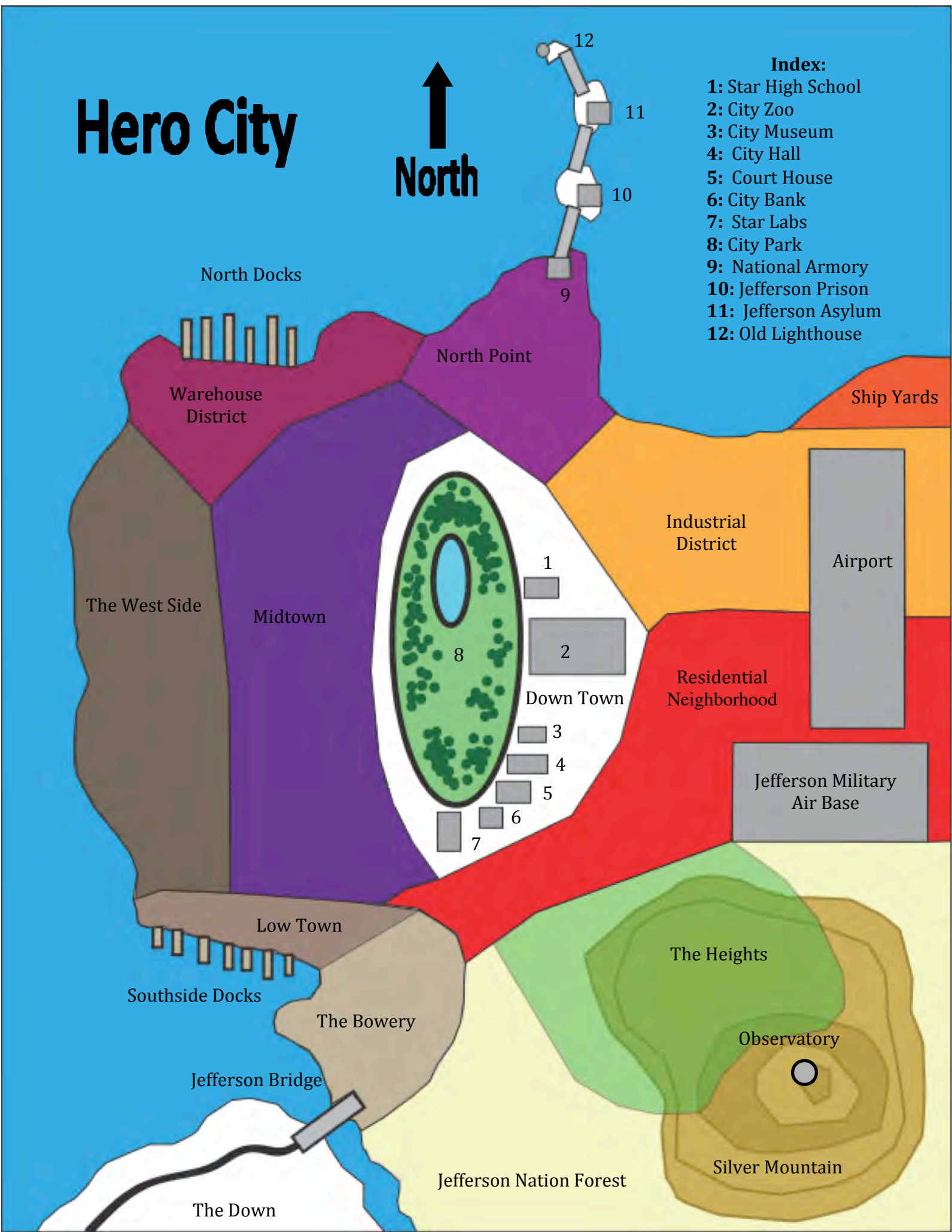


Hero City

North

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- 1: Star High School
- 2: City Zoo
- 3: City Museum
- 4: City Hall
- 5: Court House
- 6: City Bank
- 7: Star Labs
- 8: City Park
- 9: National Armory
- 10: Jefferson Prison
- 11: Jefferson Asylum
- 12: Old Lighthouse



Master Mind Escapes

The news is everywhere; Master Mind has escaped from his federal prison cell.

No sooner do you see this news flash on the T.V but you get a call from Congressman Gill. "We need your help!"

Soon enough you are in Washington being briefed by the Congressman Gill and several federal agents. "Best we can tell is that mad brain has been just biding his time," Gills says after everyone settles in. "Seems he could have escaped at any time."

There is a long discussion about the failure of the federal prison system in dealing with the rise of these super powered criminals, especially those that are not even human.

What, you ask, about Master Mind?

"That's why you are here," Offers Gill, "You caught him once before, think you can do it again?"

Master Mind levitated into the dark chamber and activated the lights with a mental pull of a switch. The lab brightened as dormant equipment came to life, all ready for the dreadful brain's needs. Robots walked or rolled about the floor, preparing the Master's throne, which was located amid a massive bank of computers and lab equipment.

This was only one of several hidden lairs Master Mind had located about the city, each held enough equipment and raw materials for him to launch one of his foul plots. He would stay here a few days until the fury of the police pursuit calmed down.

With a mental shrug the master brain wondered why they could not build a prison to hold him. Then again, they never seemed to have any real idea what he was, let alone what to do with him now that some super hero had brought him in. Master Mind sort of thought of his time spent in jail as a vacation, time off from his plots to take over the world and the countless experiments he had running.

No, he looked fondly back on his time in prison, thinking of it as some well deserved down time. Now though he had a plan to take control of the whole world, a plan that would not fail.

It is a few days since Master Mind's escape, and you enter the next hide out which the mad brain had secretly built in the city. This is the tenth one you have found. After Master Mind had been sentenced and shipped off to prison you started a long-term project of seeking out and disabling the villain's many hideouts and secret labs. Most you have been able to track down though financial files and documents, which showed the transfer of funds and building materials to dummy projects and construction sites. It has taken some time, and a bit of danger, but you think this is the last one on this list.

You step into the hidden lab with a careful eye. Up until now all of the hidden lairs have been bobby trapped and set to self-destruct if invaded. This one though seems to have been in use recently, and then abandoned in a hurry. Could you have just missed the villain?

Looking about you find the typical half built robots and death ray guns, but nothing stands out as too out of the norm for this villain. Then you spot it, a strange circler doorway, a Star Gate, just like the one developed by Updike.

Did the evil brain steal this technology or develop it all on his own? In the end, does it matter? You check the location dialed into the device and stand stunned. It is the same star map location as the Overmind's Armada.

As if on cue, the robot defenses kick in and you are under attack.



Use whatever battle tiles you want to create the lair.

Robot

Construct, Large

CR: 5

Exp. Award: 1,600

Init: +1

AC: 18

Hps: 60

Base Attack: +4

Fort: +10 **Reflex:** +1 **Will:** -

Melee: Clubbing Fist +6 (1D8)

Range: Electrical Gun +4 (1D6)

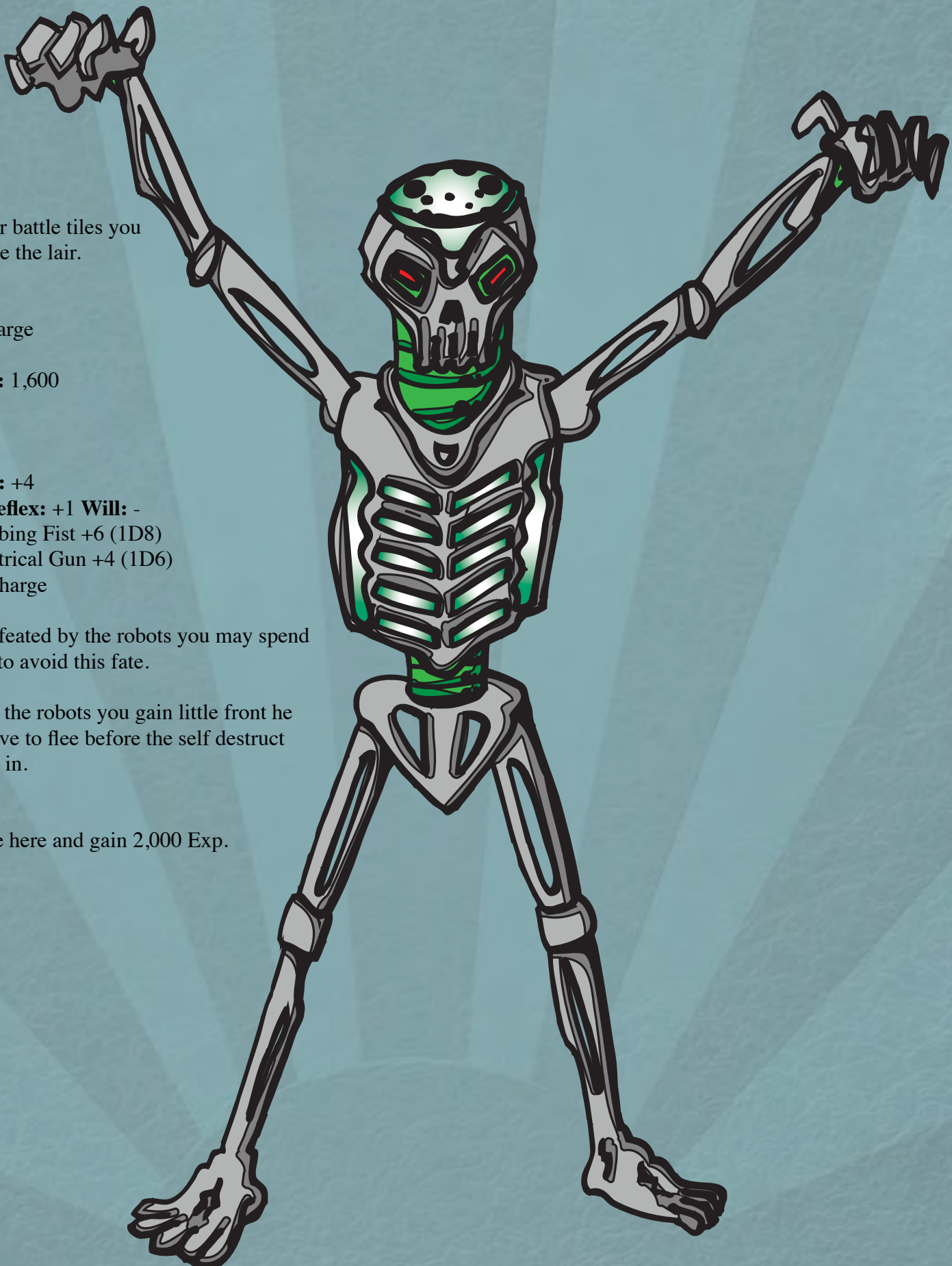
Strategy: Charge

If you are defeated by the robots you may spend a hero point to avoid this fate.

If you defeat the robots you gain little from the battle and have to flee before the self-destruct system kicks in.

Results:

End the issue here and gain 2,000 Exp.



Master Mind's Demands

The broadcast by the villain Master Mind has been seen by most of the people on the planet, every TV, radio and internet connection interrupted by the villain. The statement is brief and to the point. Either the world surrenders to Master Mind at once, or he will be forced to bring death and destruction to all corners of the planet. No one will be spared and even man, woman, and child on the planet will become his slaves. "It would be better for everyone involved if you just surrendered now and save everyone a lot of pain and grief," He says as the broadcast ends.

Not long after you get a phone call from Agent Liddy. "The President wants to see you, get to Washington right away."

The White House is an impressive place, even more so when you get to walk the back halls and rooms the public generally does not see. As you walk down the short hallway along side Liddy, many of the men and woman in the building look at you, some with suspicion, but many with hope in their eyes. You just have to be sure not to let them all down.

The President is in a meeting with his advisors when you two enter. "Well we have our ace in the hole," He says as he steps up to pat you on the back, "With our greatest hero on hand we cannot lose, nor will we surrender as some of you gentlemen have advised," He says with a sneer.

If you were unable to discover anything useful about Starfire, then the President gives you an update on Master Mind's hidden orbital lair.

If you were able to discover the villain's hidden lair then the President gives a brief update to everyone in the room about the orbital lair and his plan to send you up into orbit to board the space station and "Bring that mad brain to justice."

"Looks like we got our orders," Liddy says as she heads out. "Care for a lift to our secret space shuttle launch site?"

Space shuttle you ask? You thought that program was moth balled and we would have to hitch a ride with the Russians?

"Nope, we never mothball anything around here," She says as she walks out of the White House and heads over to a waiting car. "We just took the old birds and used them for secret missions into orbit."

Like this mission you muse.

"Yep, just like this one," She says as she tells the driver where to go.

Later that day the two of you stand outside the launch site of the space shuttle. The heat of the day is slowly turning cold in the Arizona dusk.

"Quite the sight, ain't she," Says Liddy.

Yes, you have to agree, the shuttle is a fine achievement.

"We will hitch a ride tonight, the crew is almost done getting her ready for our mission," Liddy informs you.

We you ask?

"Course we, what you think I am going to miss a chance to fight a bad guy up in orbit?" She laughs. "No way, I'm in all the way," She smiles. "Besides, this is a federal case and I'm the agent in charge."

Soon enough the two of you are rocketing into orbit aboard the shuttle. Its crew of four charged with getting the two of you into orbit and docked safely at Master Mind's hidden orbital station.

"Never been in space before," Gulps Liddy who looks a bit green.

You tell her she should remain on the shuttle if she is not feeling well.

"No way. Like I said, I'm in charge here," She says with a grumpy voice around green cheeks. "I will be alright once I get my space legs under me."

Just then, the commander of the shuttle informs the two of you that the station is in sight and they will be docking soon. "No way we can dock without the occupants of the station knowing we are here, so be ready when we open the hatch," The commander tells you.

You tell Liddy to follow after you have entered the hatch first.

"No arguments there, you make a much better target for the death rays than I do," She smiles.

As the hatch opens you see a simple metal corridor and several androids, all armed with lasers.

"Make sure you do not puncture the skin of the walls, or you will be dead within moments from the explosive decompression," Warns the commander as a last communication.



Space Androids (x10)

Construct, Large

CR: 3

Exp. Award: 300

Init: +1

AC: 18

Hps: 20

Base Attack: +2

Fort: +6 **Reflex:** +1 **Will:** +0

Melee: Clubbing Fist +3 (1D6)

Range: Electrical Gun +4 (1D6)

Strategy: Sharpe Shooter

Liddy

Combat Expert 4

Human

CR: 5

Exp. Award: 1,600

Init: +0

AC: 16

Hps: 36

Base Attack: +4

Fort: +4 **Reflex:** +3 **Will:** +3

Melee: Fist +0 (1D6)

Range: Hand Gun +1 (1D6)

Power: None (Spent as Feats)

Class Features: Bravery, Combat Feat (X5), Combat Training

Feats: Martial Art, Dodge, Skill Focus, Weapon Mastery (Hand Gun), Skill Focus (Law), Evasion, Dodge, Vital Strike, Improved Grapple

Skills: Knowledge (Law) +6, Knowledge (Government) +3, Perception +2, Sense Motive +3

Gear: Bullet proof vest (+4 Ac)

Strategy: Sharp Shooter

Set up whatever battle tiles you want for use with this encounter.

Master Mind's Demands

If you are defeated by the robots you may spend a hero point to avoid this fate.

If you defeat the robots you gain control of the docking hatch, but will have to move deeper into the station to find your real enemy.

Soon enough you find a huge chamber. within is Master Mind before a control console.

“Well I have to say I am surprised that you have found my little vacation spot,” The evil brain offers. “It will do you no good though, I have already set in motion the Earth's doom. Soon we will watch as my ally, the Overmind, invades Earth and brings it all under his control.

“Why Master Mind?” Liddy asks as she cautiously moves to the right for a clear shot with her own laser.

“Well it is simple, my dear. I have failed time and time again to conquer the world on my own, so I offered Earth to the Overmind in exchange for the position as Governor of the conquered planet. One way or another you will all be my slaves.”

If you are defeated by Master Mind he gloats as the stargate opens and the Overmind begins to move his troops into the station.

You can of course spend a hero point to avoid this fate.

If you defeat Master Mind he surrenders, but not before he activates a switch and you watch as the station turns into a giant star gate itself and a passage to the Overmind's waiting armada. Soon enough the earth's orbit is filled with invading alien warships and spacecrafts.

“We got to go!” Says Liddy as she flees out of the station, you alongside her. You have had to leave Master Mind behind. “Doesn't matter, we can deal with that brain some other day. Right now, we got to get back to Earth and warn everyone,” Liddy says as she climbs into the space shuttle, you right behind her. Soon enough the shuttle is undocked from the station and heading to Earth.

Results:

End the issue here and gain 3,000 Exp. Add +1 to your Reputation.

Master Mind

Detective Lvl 6, Super Villain Lvl 4

Human, Medium

CR: 10

Exp. Award: 9,600

Init: +4

AC: 15

Hps: 57

Base Attack: +6 / +1

Fort: +5 **Reflex:** +7 **Will:** +6

Melee: None

Ranged: Mind Beam +12 (2d6+1)

Special Attacks: Mind Darts (1d4 damage)

Powers: Psychic Powers 3 (Mind Darts (Energy X), Telepathy, Telekinesis), Super Intelligence x3

Class Features: Broad Knowledge, Home City, Anticipate Foe, Contacts, Bonus Feat x5, Gear, Escape, Jail Break, Tough As Nails, Just Plain Mean

Feats: x11 Lair, Improved Lair, Improved Initiative, Skill Focus (Knowledge (Science)), Skill Focus (Knowledge (Computers)), Skill Focus (Knowledge (Engineering)), Skill Focus (Knowledge (Supers)), Blind-Fight, Combat Expertise, Desperate Battler, Dodge, Mobility

Skills: Bluff +10, Concentration +12, Diplomacy +10, Investigate +24, Knowledge (Science) +30, Knowledge (Engineering) +30, Knowledge (Computers) +30, Knowledge (History) +24, Knowledge (Supers) +28, Linguistics +17, Perception +12, Sense Motive +12

Special: Psionic Amplifier Implants (Psychic Powers +7), Thought Projector Implant (Force Field Manipulation +10), TK Field Booster Implant (Flight 2), Mind Focusing Crystal Implant (Energy Ray 2);

Other Gear: Recovery Tank (Healing 10); Lair A.I., Super Computer, Well Hidden, Lab, Medical Lab, Quarters, Prison Cell, Automated Defenses (Lethal)

Strategy: Sharp Shooter

Use whatever battle tile you want for this encounter.

The Search for Master Mind

You sit in another meeting room as Congressman Gill and a few generals talk in the corner. All about are seated federal agents and members of different government agencies. The CIA, FBI, and NSA are all here, as well as agents from Power's Division and military officers.

It is clear that this meeting is more than just about where Master Mind is hiding out.

"So you caught him the first time I hear?" Asks a young woman in a nice suit. She then turns in her chair to face you and introduces herself, "Agent Liddy, FBI."

You ask what is going on?

"Well you raised a real stink when you reported that Master Mind may be aiding this Overmind fellow with his plans to invade Earth."

This is all because of your report?

"What," She laughs, "You think we just takes your reports about alien invasions and Master Mind's plots and file them away?" She looks you up and down. "No, there are a few of us in the government that take what you have to say with real concern."

So all of this, you ask, is about the Overmind and the possible Master Mind connection?

"Yep, and what we plan to do about it," She replies. "Some in the military want to send a few nuclear warheads into one of those Start Gates of yours, and blow up the Overmind's Armada while its in space. Others want to make a deal, and a few even want to surrender. Of course, we have ignored those cowards so far."

This is all a bit over your head you say.

"You and me both," Liddy laughs. "Besides the folks in charge just want me and you to find Master Mind, that is if he is even still here on Earth."

Some days later you and agent Liddy have scoured the city and come up empty-handed. The two of you have asked everyone, sought out every lead and clue, hell you even uncovered two more hidden lairs, but no Master Mind.

"Guess we have come up with a big fat nothing," Grumbles Liddy as you two go over your notes one last time. "The only thing we could not track down was this Starfire listing" She says with disappointment in her voice.

Yes, this one last item on your list has been bothering you as well. Whatever Starfire is, it cost a lot of money, and was well hidden in the many documents you researched.

"Whatever it is, I bet it's nothing good" Offers Liddy as she leaves to report to her superiors your failure to find the villain.

Starfire is really bugging you, so you get up out of bed and sit down to look over what clues and evidence you have gathered on Master Mind and his operations and plots.

Make an Investigation skill check Vs. DC 25. If you fail the skill check end the issue here as you have once more run into a dead end. If you are successful (gain 25 Exp.) you come across a small report about several satellites being launched by a dummy cooperation controlled by Master Mind. These satellites never arrived in orbit where they were suppose to be and thus were recorded as lost.

Looking back through past records you see that this has happened several times over the last few years, resulting in a huge tonnage of "lost satellites." What if these satellites were not lost, but instead used to make an orbital lair, one the mad brain could flee to when he was truly hunted all over the Earth? No one would ever think to look for him in space.

Results:
Gain 1,000 Exp.

Star Invasion #1

The General grumps at his gathered officers. "I have fought all kinds on enemies to this nation, but never aliens," He says over his cigar.

"What are our orders, general?" Asks one of the officers present.

"Defend this city, and at all costs." The general replies. "Most of the world is already in this fight, the Overmind's forces dropping put of orbit and pounding out defenses with a merciless barrage of high tech weapons and alien robots. We seldom see any of the aliens themselves, but what we have seen says they are well-trained soldiers. Everything says we are in for a long hard fight."

"What about the super heroes?" Asks another officer as he and the rest turn to look at you.

Most have been inducted into the military defense of the nation, you tell them. I have been assigned here to aid you and your soldiers as best I can.

"Glad to have ya," Offers the general. "Alright soldiers, you have your assignments, get it done." The general dismisses the gathered officers.

What of me, you ask the general. What do you want me to do?

"We have been using the park as our main deployment center, but it is under almost constant attack from a position on Silver Mountain," The general informs you. "I want you to find the location of this alien unit, and deal with it. We can't defend this city if we are under constant bombardment."

You take off for the heights and Silver Mountain. You have been to the peak many times in the past and understand why the aliens have set up their main attacking position there. From the peak you can see the whole city before you and with the right weapon, drop an attack on just about any part of the city you wanted. The problem is there are several location where such a bombardment could be initiated from. You will have to check them all until you find the one the aliens are using.

You can go about this several ways.

Make a Knowledge (Local) skill check Vs. DC 20 to find the correct location.

Make a Perception skill check Vs. DC 15 to wait and watch where the bombardment will originate from.

Make a Survival skill check Vs. DC 18 to scout out the best possible sites.

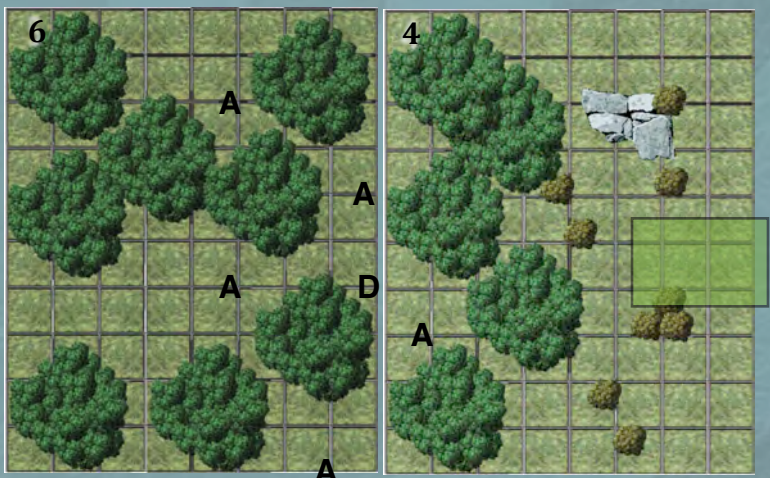
If you are successful on any one of these skill checks then you gain 25 Exp. If you fail one you may try one of the other option presented. If you fail all three you are unable to find the alien site and must return to base, your mission a failure.

If you find the site you discover that the aliens have taken over the observatory and placed their plasma cannon inside the building to disguise its true function.

You will have to sneak in or directly assault the building to enter and disable the cannon. If you try to sneak in make a Stealth skill check Vs. DC 20. If you fail you are discovered and gain no surprise. If you are successful (Gain 25 Exp.) and gain a round of surprise in the upcoming battle.

If you just attack the building then go to the battle description below.

Once you have reached the building you enter to find it well defended by an alien droid and several alien soldiers.



A - Alien
D - Drone

Heroes start in the green shaded area.

Star Invasion #1

Aliens (x5)

Strange Visitor Assault Trooper 2

CR: 2

Exp. Award: 600

Init: +1

AC: 20

Hps: 20

Base Attack: +2

Fort: +2 **Reflex:** +1 **Will:** +0

Melee: Unarmed Strike +1 (1d3)

Range: Blaster Gun (3D6)

Powers: None

Class Features: Blood Makes the Grass Grow, No Retreat, No Surrender

Feats: Weapon Focus (Blaster Gun)

Skills: Intimidate +2, Knowledge (Science) +1, Perception +1

Gear: Blaster Gun, Combat Armor

Strategy: Sharp Shooter



Droid

Construct, Large

CR: 3

Exp. Award: 800

Init: +0

AC: 16

Hps: 25

Base Attack: +2

Fort: +2 **Reflex:** +2 **Will:** +2

Melee: Tentacle +3 (1D4)

Range: Laser Cannon +2 (1D6)

Powers: Flight 2, Entanglement 2

Feats: None

Skills: Fly +2

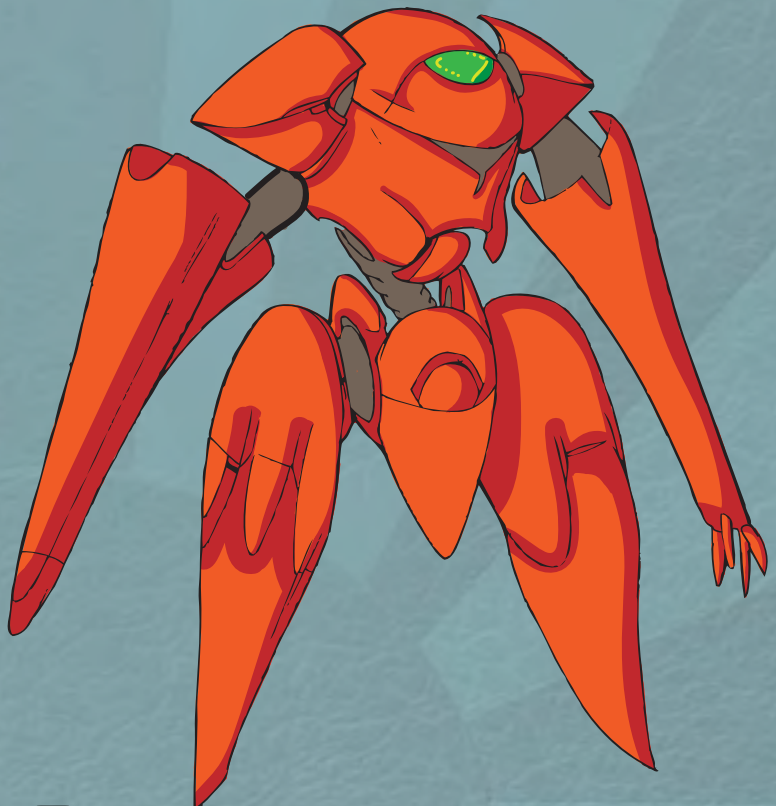
Strategy: Sharp Shooter

If you are defeated by the alien you can spend a hero point to avoid the fate, but you may not have an ally enter the battle.

If you defeat the aliens you are able to disable the cannon and send the aliens packing with their tails between their legs.

Results:

End the issue here and gain 1,000 Exp.



Star Invasion #2

“The invasion is in full swing now. Most of the major cities in the world are under attack, including this one,” Says the General.

After giving orders to his officers, the general turns to you.

“I want you to take a force and hit the aliens full in the teeth,” He tells you, “If we hit them hard now they might think twice about coming at us in full force.”

You gather up the soldiers the general has made available for you and set off for the Air base, which at last report was the main staging ground for the alien invasion of your city.

Soon enough you and your soldiers are in sight of the enemy, a large space craft unloading alien soldiers and droids.

“We hit that landing craft,” Says one of the officers with you, “We can slow down this beachhead real fast, maybe even clog it up completely.”

Worth a try you say as you lead the gathered soldiers into battle.

Soldiers (x10)

Human, Assault Trooper 2

CR: 2

Exp. Award: 600

Init: +1

AC: 13

Hps: 14

Base Attack: +2

Fort: +2 **Reflex:** +1 **Will:** +0

Melee: Unarmed Strike +1 (1d3)

Range: Rifle +2 (2D6)

Powers: None

Class Features: Blood Makes the Grass Grow, No Retreat, No Surrender

Feats: Weapon Focus (Rifle)

Skills: Intimidate +1, Perception +1

Gear: Rifle, Combat Armor

Strategy: Sharp Shooter

Aliens (x20)

Strange Visitor Assault Trooper 2

CR: 2

Exp. Award: 600

Init: +1

AC: 20

Hps: 20

Base Attack: +2

Fort: +2 **Reflex:** +1 **Will:** +0

Melee: Unarmed Strike +1 (1d3)

Range: Blaster Gun (3D6)

Powers: None

Class Features: Blood Makes the Grass Grow, No Retreat, No Surrender

Feats: Weapon Focus (Blaster Gun)

Skills: Intimidate +2, Knowledge (Science) +1, Perception +1

Gear: Blaster Gun, Combat Armor

Strategy: Sharp Shooter

Droid (x10)

Construct, Large

CR: 3

Exp. Award: 800

Init: +0

AC: 16

Hps: 25

Base Attack: +2

Fort: +2 **Reflex:** +2 **Will:** +2

Melee: Tentacle +3 (1D4)

Range: Laser Cannon +2 (1D6)

Powers: Flight 2, Entanglement 2

Feats: None

Skills: Fly +2

Strategy: Sharp Shooter



Star Invasion #2

If you are defeated by the aliens you may spend a hero point to avoid the results.

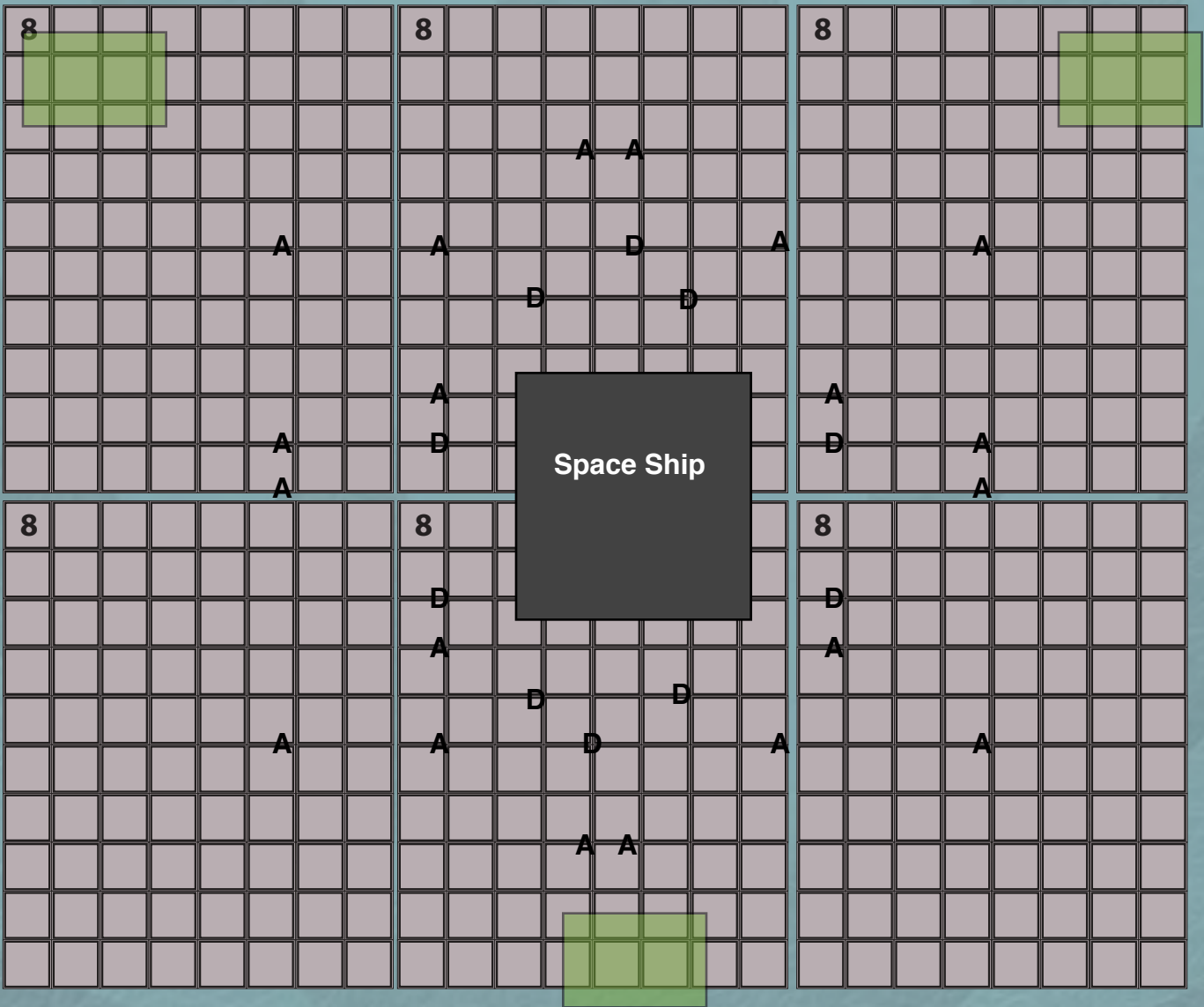
If you win the battle you and you remaining soldier watch as yet another landing craft arrives and then another. The skies grow black with the alien spacecrafts. You have no choice but to retreat.

A - Alien
D - Drone

Heroes start in one of the green shaded area along with the soldiers.

Results:

End the issue here and gain 3,500 Exp. Increase your Reputation by +1.



Star Invasion #3

“It has been only a few days and the aliens have already taken most of the world's major cities,” Complains Umgamma, the United Nations Director. “Their technology and weapons are just too advanced for our military to deal with. Even with the help of super powered heroes, we have been unable to repel these invaders.”

You stand along side the general and a few of his officer before the video screen, the conference being conducted over what is left of the Internet.

“We are just too spread out to be of any effect,” Explains General McGraw. “We are holding our own here, but just barely.”

“I know general, and that is why I am sending in additional help for you there. It may well be that you will be the last undefeated force we have left,” Says Umgamma as he signs off.

“Well it seems we are up against it now,” Says the general.

As long as you are alive, you tell the general, you will see this city safe.

“Yah, but them aliens are trying real hard to see that you don't remain alive,” Replies the general.

Taking your leave you head out to patrol the city and try to slow the advance of the aliens. The invaders have taken the air base as well as most of the North Docks. You can only hope to hold them off at North Point, but if the aliens break through your lines they will have an open road right into the heart of the city.

Seeing that most of the front line soldiers have pulled back to their last line of defense, you patrol along the line seeing that all is ready for the aliens' next push. Just as you complete your tour there is a bright flash of light and a dull hum. Your head spins and you fall to your knees, but remain conscious. As the light fades you see all of the troops around you lying unconscious on the ground, many with blood running out of their ears. Some new alien weapons. Your years of battling super villains' and their high tech weapons seems to have prepared you for the attack, as it seems you alone are the only one still standing. Then you see the first wave of alien droids coming down the road, a whole squad of them heading your way.

Droid (x10)

Construct, Large

CR: 3

Exp. Award: 800

Init: +0

AC: 16

Hps: 25

Base Attack: +2

Fort: +2 **Reflex:** +2 **Will:** +2

Melee: Tentacle +3 (1D4)

Range: Laser Cannon +2 (1D6)

Powers: Flight 2, Entanglement 2

Feats: None

Skills: Fly +2

Strategy: Sharp Shooter

Set up the battle tiles as you see fit.

After three rounds of battle the droids are driven off when a fatigue wearing Ace of Spades show up with a whole squad of soldiers.

“Told ya I would be in this fight sooner or later,” The terrorist says with a smile as he helps you to your feet.



“We need more super powered people though if we are going to throw this attack back,” Ace tells you as he heads off north. “I know just the place to get us a few super powered people.”

Shortly you two are standing before Jefferson Prison.

Are your serious, you ask the made terrorist.

“Yep, where else you going to find ten or twenty super powered, battle ready warriors?” Ace of Spades says as he shows the guard at the gate his orders.

“Been given command of a special unit of soldiers,” Ace of Spades tells the warden as the three of you walk down a hallway. “Each of the men and woman on this list have been given a full pardon,” Ace says, “That is as long as they are willing to fight for the safety of Earth.”

Soon enough all twenty villains are standing before you, Ace of Spade explaining what their options are. “Either fight with me and my friend here,” He says pointing to you, “Or continue to rot in here until the aliens take over. Can't say what they will do with you thought,” He finishes.

It occurs to you that most of the villains gathered here you put in prison.

Of the twenty gathered before you the following volunteer to join the Super Squad in defense of the city.

The Brute
Snow Blind
The Goblin
and Ace of Spades

The five of you head off to battle the aliens, the fate of the city in the hands of a terrorist, a hero and four villains.

If you are defeated by the aliens you may spend a hero point to avoid the results.

If you win the battle you and your new allies drive the aliens from the city and save the day, well for now. There is still a whole world to save.

Results:

End the issue here and gain 3,500 Exp. Increase your Reputation by +2.

Aliens (x10)

Strange Visitor Assault Trooper 2

CR: 2

Exp. Award: 600

Init: +1

AC: 20

Hps: 20

Base Attack: +2

Fort: +2 **Reflex:** +1 **Will:** +0

Melee: Unarmed Strike +1 (1d3)

Range: Blaster Gun (3D6)

Powers: None

Class Features: Blood Makes the Grass Grow, No Retreat, No Surrender

Feats: Weapon Focus (Blaster Gun)

Skills: Intimidate +2, Knowledge (Science) +1, Perception +1

Gear: Blaster Gun, Combat Armor

Strategy: Sharp Shooter

Droid (x5)

Construct, Large

CR: 3

Exp. Award: 800

Init: +0

AC: 16

Hps: 25

Base Attack: +2

Fort: +2 **Reflex:** +2 **Will:** +2

Melee: Tentacle +3 (1D4)

Range: Laser Cannon +2 (1D6)

Powers: Flight 2, Entanglement 2

Feats: None

Skills: Fly +2

Strategy: Sharp Shooter

Set up a battle field to your liking and have at it.



The Goblin

Human, Large

Brick Lvl 6

CR: 6

Exp. Award: 2,400

Init: +0

AC: 25

Hps: 64

Base Attack: +4

Fort: +7 **Reflex:** +2 **Will:** +2

Melee: Fist +12 (1D3+9)

Powers: Super Attribute (Str, 30)

Class Features: Basher

Feats: Cleave, Endurance, Over Sized Throw, Power Attack, Die Hard

Skills: Intimidation +3, Flight +4

Special: Armored Costume (Minor Item, Armor 5, Flight 2)

Special: Boxer

The Brute

Brick 4

Enhanced Human, Medium

CR: 4

Exp. Award: 1,200

Init: -1

AC: 17

Hps: 46

Base Attack: +3

Fort: +7 **Reflex:** +0 **Will:** +2

Melee: Fist +13 (1D3+10)

Powers: Super Attribute (Strength) 3

Class Features: Built Tough, Extreme Effort

Feats: Power Attack, Furious Focus, Cleave, Cleaving Finish

Skills: Intimidate +9, Survival +8

Special: Big Blue Suit (Armor 4)

Special: Charge

Snow Blind

Acrobat 5

Enhanced Human, Medium

CR: 5

Exp. Award: 1,600

Init: +7

AC: 22

Hps: 34

Base Attack: +3

Fort: +2 **Reflex:** +7 **Will:** +3

Melee: Fist +4 (1D3+1)

Ranged: Freeze Ray +6 (4d6, DC 19 Fortitude save or paralyzed)

Powers: Resist Energy (Cold) 1, Super Leap 1

Class Features: Evasion, Fast Stealth, Unarmed Strike, High Jump, Ledge Walker, Uncanny Dodge, Flurry of Blows, Hard to Hit

Feats: Dodge, Improved Initiative, Combat Expertise, Disorienting Maneuver, Iron Will, Skill Focus (Stealth)

Skills: Acrobatics +11, Bluff +13, Climb +21, Escape Artist +11, Perception +8, Stealth +11

Special: Freeze Gun (Energy Ray 4 (Cold, Paralysis), Generate Elemental Materials 6 (Cold)), Skin Tight Parka (Armor 3, Immunity 1 (Endure Elements))

Other Gear: Suction Cups (Wall-Crawling 5) (Major Item))

Special: Sharp Shooter



The Goblin

Ace of Spades

Human, Combat Expert 10

CR: 10

Exp. Award: 9,600

Init: +3

AC: 3

Hps: 65

Base Attack: +10 / +5

Fort: +9 **Reflex:** +10 **Will:** +5

Melee: Unarmed Strike +12 / +7 (1d10+3)

Ranged: Laser Pistol +13 / +8 (5d6)

Powers: All Converted to Feats

Class Features: Unarmed Strike, Bravery, Combat Style (Martial Artist), Maneuver Training

Feats: Skill Focus (Stealth), Skill Focus (Intimidate), Utility Belt, Well Equipped, Combat Reflexes, Dodge, Step Up, Power Attack, Furious Focus Finish, Improved Cleaving Finish, Reflexes, Combat Patrol, Endurance, Evasion, Improved Evasion, Die Hard, Skill Focus (Bluff), Skill Focus (Survival), Vital Strike, Improved Grapple, Improved Disarm, Disarm, Spring Attack, Improved Overrun, Improved Trip

Skills: Bluff +9, Intimidate +9, Survival +9, Stealth +10

Special: Laser Pistol (Energy Ray (Major Item) 5), Armored Jumpsuit (Armor 2)

Other Gear: Medkit (Healing (Major Item) 4), Explosive Charge (Energy Ray (Explosion, Minor Time Delay, Major Item) 7), Radiotelepathy Implant (Psychic Powers 1), Holo-Disguise Kit (Mimic (Major Item) 3)

Strategy: Sneak



Ace of Spades

Star Invasion #4

“Thank god you are here, I was sure we were going to be taken captive any moment,” Franks says as he comes out of his office, Updike and Lady Blue behind him.

You smile to see your old friend here; it would be good to have someone you trust beside you on this mission.

Quickly you tell Franks your plan and look to Updike.

“Ya, I have the star gate ready,” Updike says, “I was waiting for was a call from you, but then things got a bit interesting around here.

“There is nothing else to wait for, lets get this done,” Orders Ace of Spades as he leads his rag tag band of heroes and villains into the lab. Soon enough the star gate is active and you and your allies step through.

You all find yourself in a hanger bay, the space loaded with alien fighter craft. The few aliens in the area are confused by your appearance and scatter, raising the alarm.

“No sense in being stealthy now,” Grumbles Snow Blind.

“Good, less time sneaking means more time beating up aliens.” Laughs the Brute as he charges into the ship.

Fight the following three battles. Keep all wounds from the last mission and previous battles in this series.

Besides Lady Blue and yourself, the following villains will aid you in these battles.

The Goblin
The Brute
Snow Blind
Ace of Spades

Set the first battle on a series of battle tiles of your choice.

Ace of Spades

Battle #1

Aliens (x10)

Strange Visitor Assault Trooper 2

CR: 2

Exp. Award: 600

Init: +1

AC: 20

Hps: 20

Base Attack: +2

Fort: +2 **Reflex:** +1 **Will:** +0

Melee: Unarmed Strike +1 (1d3)

Range: Blaster Gun (3D6)

Powers: None

Class Features: Blood Makes the Grass Grow, No Retreat, No Surrender

Feats: Weapon Focus (Blaster Gun)

Skills: Intimidate +2, Knowledge (Science) +1, Perception +1

Gear: Blaster Gun, Combat Armor

Strategy: Sharp Shooter

If you are defeated by the aliens you may spend a hero point to avoid the results.



Battle #2

Aliens (x10)

Strange Visitor Assault Trooper 2

CR: 2

Exp. Award: 600

Init: +1

AC: 20

Hps: 20

Base Attack: +2

Fort: +2 **Reflex:** +1 **Will:** +0

Melee: Unarmed Strike +1 (1d3)

Range: Blaster Gun (3D6)

Powers: None

Class Features: Blood Makes the Grass Grow, No Retreat, No Surrender

Feats: Weapon Focus (Blaster Gun)

Skills: Intimidate +2, Knowledge (Science) +1, Perception +1

Gear: Blaster Gun, Combat Armor

Strategy: Sharp Shooter

Droid (x5)

Construct, Large

CR: 3

Exp. Award: 800

Init: +0

AC: 16

Hps: 25

Base Attack: +2

Fort: +2 **Reflex:** +2 **Will:** +2

Melee: Tentacle +3 (1D4)

Range: Laser Cannon +2 (1D6)

Powers: Flight 2, Entanglement 2

Feats: None

Skills: Fly +2

Strategy: Sharp Shooter

Once again set up the battle of tiles of your choice.

If you are defeated by the aliens you may spend a hero point to avoid the results.

The Brute



The Goblin

Human, Large

Brick Lvl 6

CR: 6

Exp. Award: 2,400

Init: +0

AC: 25

Hps: 64

Base Attack: +4

Fort: +7 **Reflex:** +2 **Will:** +2

Melee: Fist +12 (1D3+9)

Powers: Super Attribute (Str, 30)

Class Features: Basher

Feats: Cleave, Endurance, Over Sized Throw, Power Attack, Die Hard

Skills: Intimidation +3, Flight +4

Special: Armored Costume (Minor Item, Armor 5, Flight 2)

Special: Boxer

The Brute

Brick 4

Enhanced Human, Medium

CR: 4

Exp. Award: 1,200

Init: -1

AC: 17

Hps: 46

Base Attack: +3

Fort: +7 **Reflex:** +0 **Will:** +2

Melee: Fist +13 (1D3+10)

Powers: Super Attribute (Strength) 3

Class Features: Built Tough, Extreme Effort

Feats: Power Attack, Furious Focus, Cleave, Cleaving Finish

Skills: Intimidate +9, Survival +8

Special: Big Blue Suit (Armor 4)

Special: Charge

Snow Blind

Acrobat 5

Enhanced Human, Medium

CR: 5

Exp. Award: 1,600

Init: +7

AC: 22

Hps: 34

Base Attack: +3

Fort: +2 **Reflex:** +7 **Will:** +3

Melee: Fist +4 (1D3+1)

Ranged: Freeze Ray +6 (4d6, DC 19 Fortitude save or paralyzed)

Powers: Resist Energy (Cold) 1, Super Leap 1

Class Features: Evasion, Fast Stealth, Unarmed Strike, High Jump, Ledge Walker, Uncanny Dodge, Flurry of Blows, Hard to Hit

Feats: Dodge, Improved Initiative, Combat Expertise, Disorienting Maneuver, Iron Will, Skill Focus (Stealth)

Skills: Acrobatics +11, Bluff +13, Climb +21, Escape Artist +11, Perception +8, Stealth +11

Special: Freeze Gun (Energy Ray 4 (Cold, Paralysis), Generate Elemental Materials 6 (Cold)), Skin Tight

Parka (Armor 3, Immunity 1 (Endure Elements))

Other Gear: Suction Cups (Wall-Crawling 5) (Major Item))

Special: Sharp Shooter



Snow Blind

Ace of Spades

Human, Combat Expert 10

CR: 10

Exp. Award: 9,600

Init: +3

AC: 3

Hps: 65

Base Attack: +10 / +5

Fort: +9 **Reflex:** +10 **Will:** +5

Melee: Unarmed Strike +12 / +7 (1d10+3)

Ranged: Laser Pistol +13 / +8 (5d6)

Powers: All Converted to Feats

Class Features: Unarmed Strike, Bravery, Combat Style (Martial Artist), Maneuver Training

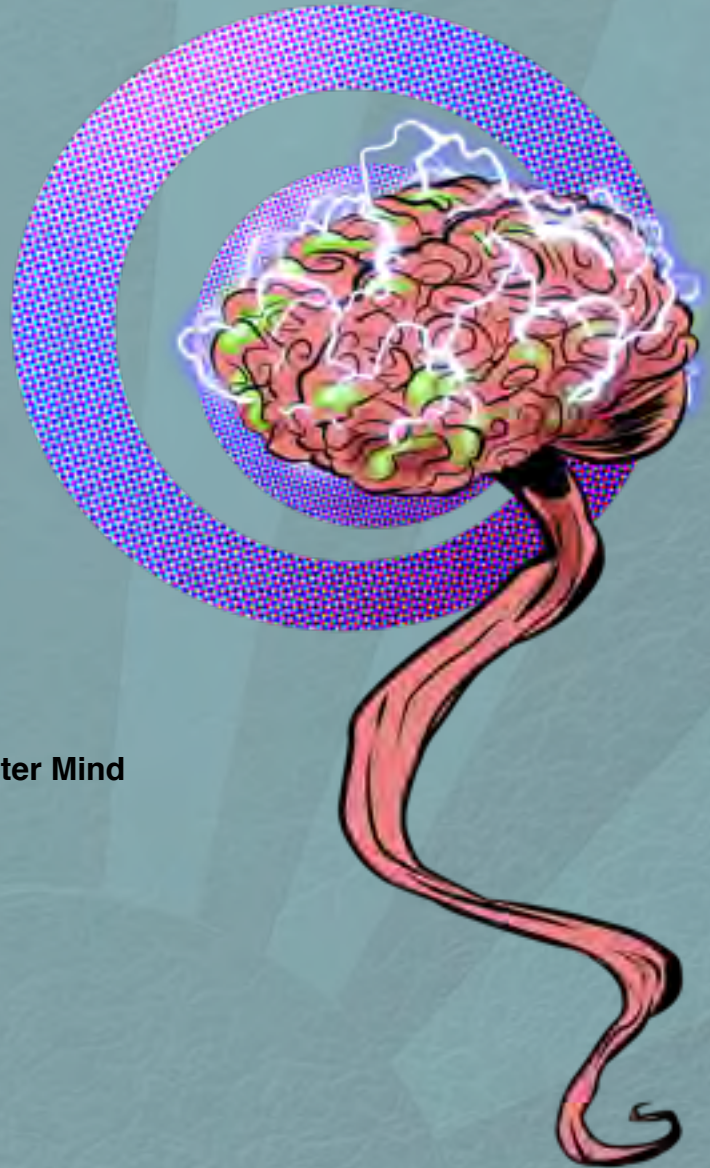
Feats: Skill Focus (Stealth), Skill Focus (Intimidate), Utility Belt, Well Equipped, Combat Reflexes, Dodge, Step Up, Power Attack, Furious Focus Finish, Improved Cleaving Finish, Reflexes, Combat Patrol, Endurance, Evasion, Improved Evasion, Die Hard, Skill Focus (Bluff), Skill Focus (Survival), Vital Strike, Improved Grapple, Improved Disarm, Disarm, Spring Attack, Improved Overrun, Improved Trip

Skills: Bluff +9, Intimidate +9, Survival +9, Stealth +10

Special: Laser Pistol (Energy Ray (Major Item) 5), Armored Jumpsuit (Armor 2)

Other Gear: Medkit (Healing (Major Item) 4), Explosive Charge (Energy Ray (Explosion, Minor Time Delay, Major Item) 7), Radiotelepathy Implant (Psychic Powers 1), Holo-Disguise Kit (Mimic (Major Item) 3)

Strategy: Sneak



Master Mind

If you are defeated by the aliens you may spend a hero point to avoid the results.

Once you have fought your way into the ship you come to the control room where waits the Overmind and his ally, Master Mind.

“Seems some of my new subjects have comes to surrender in person,” Gloats the huge alien in his power throne.

“Be careful Overmind, I have dealt with some of these fools before, they can be dangerous,” Warns Master Mind.

“Enough talk, let's fight,” Howls the Goblin as he and the brute charge in.

Overmind

Super Human 15th

Strange Visitor, Medium

CR: 15

Exp. Award: 51,200

Init: +2

AC: 22

Hps: 80

Base Attack: +11 / +5

Fort: +12 **Reflex:** +12 **Will:** +7

Melee: Tentacles +13 (2D6+2) x2 attacks round

Ranged: Cyber Beam +13 (2d6)

Special Attacks: Cyber Darts (1d4 damage to all within 20", Save for ½ Damage, usable once each round)

Powers: Flight 2, Energy Beam 2, Force Field 5, Damage Field 2, Telekinesis 3, Telepath 3

Class Features: x5 Class Abilities (All +1 Attribute)

Feats: Wealthy, Super Wealthy, Lair, Super Vehicle 3, Utility Belt (Cyber Chair), Evasion, Leadership

Skills: Bluff +, Concentration +1, Diplomacy +1, Investigate +1, Knowledge (Science) +1, Knowledge (Engineering) +1, Knowledge (Computers) +1, Linguistics +1, Perception +1, Sense Motive +1, Power Activation +1

Special: Cyber Chair (Regeneration 2, Super Senses (All) 2, Armor 5, Natural Weapons 2, Multi Limb 2, Immunity 2 (Vacuum, Radiation)

Strategy: Sharp Shooter

Besides Lady Blue and yourself, the following villains will aid you in these battles.

Set up the bttle tiles as you see fit.

The Goblin

The Brute

Snow Blind

and Ace of Spades

If you are defeated you may spend a hero point to avoid the battle.

With the defeat of the Overmind his forces pull back and leave Earth, but only if you release the Overmind and his general, Master Mind.

“Some day I will return and this word will be mine, “Threatens the Overmind, “In the meantime I will return to my star empire with my new pet.”

Master Minds seems to have been adopted as the new royal lap dog.

Results:

End the issue here and gain 10,000 Exp. and +3 to your Reputation. Gain a Hero Point.

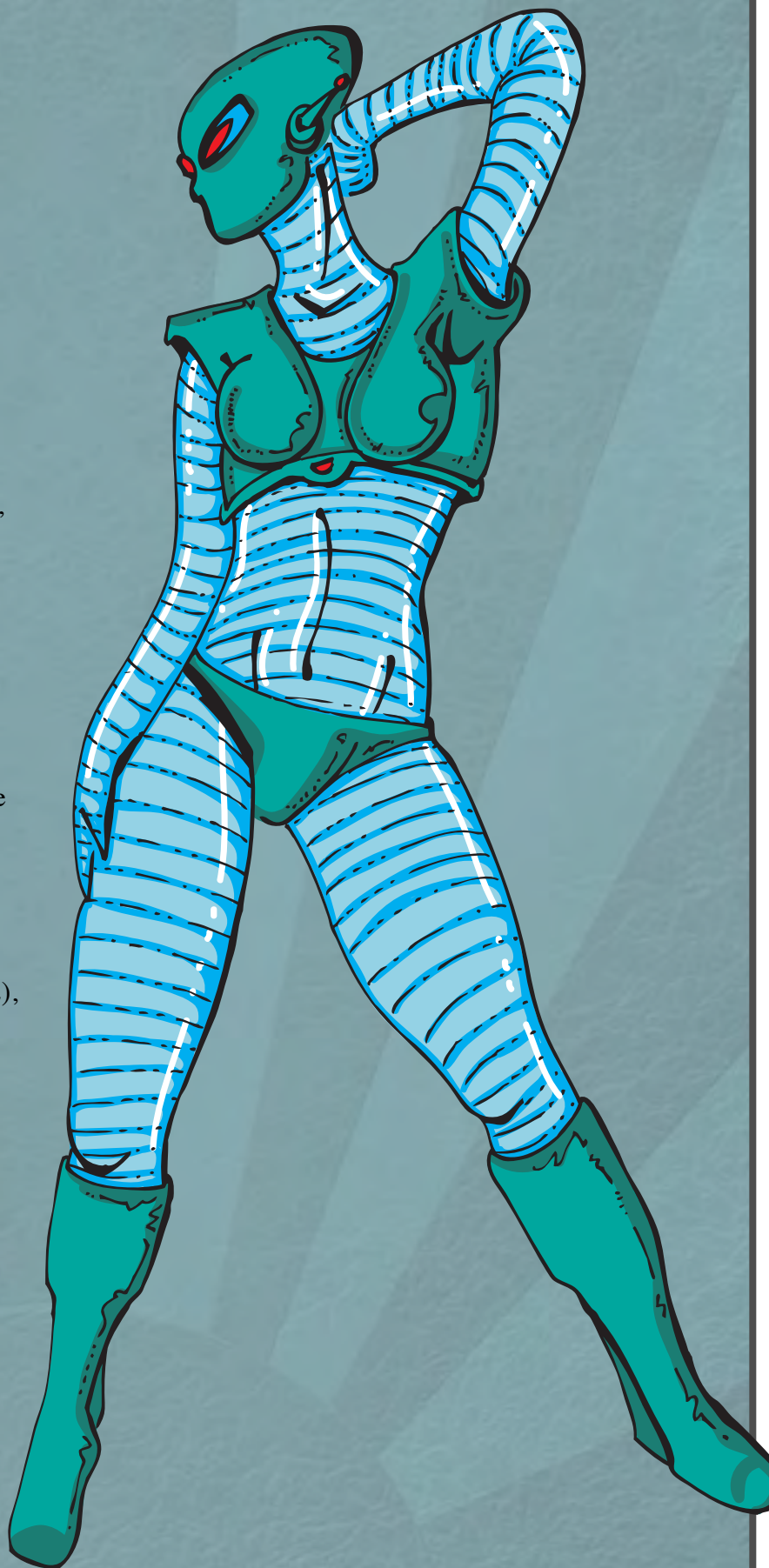


Over Mind

Master Mind

Detective Lvl 6, Super Villain Lvl 4

Human, Medium

CR: 10**Exp. Award:** 9,600**Init:** +4**AC:** 15**Hps:** 57**Base Attack:** +6 / +1**Fort:** +5 **Reflex:** +7 **Will:** +6**Melee:** None**Ranged:** Mind Beam +12 (2d6+1)**Special Attacks:** Mind Darts (1d4 damage)**Powers:** Psychic Powers 3 (Mind Darts (Energy X), Telepathy, Telekinesis), Super Intelligence x3**Class Features:** Broad Knowledge, Home City, Anticipate Foe, Contacts, Bonus Feat x5, Gear, Escape, Jail Break, Tough As Nails, Just Plain Mean**Feats:** x11 Lair, Improved Lair, Improved Initiative, Skill Focus (Knowledge (Science)), Skill Focus (Knowledge (Computers)), Skill Focus (Knowledge (Engineering)), Skill Focus (Knowledge (Supers)), Blind-Fight, Combat Expertise, Desperate Battler, Dodge, Mobility**Skills:** Bluff +10, Concentration +12, Diplomacy +10, Investigate +24, Knowledge (Science) +30, Knowledge (Engineering) +30, Knowledge (Computers) +30, Knowledge (History) +24, Knowledge (Supers) +28, Linguistics +17, Perception +12, Sense Motive +12**Special:** Psionic Amplifier Implants (Psychic Powers +7), Thought Projector Implant (Force Field Manipulation +10), TK Field Booster Implant (Flight 2), Mind Focusing Crystal Implant (Energy Ray 2);**Other Gear:** Recovery Tank (Healing 10); Lair A.I., Super Computer, Well Hidden, Lab, Medical Lab, Quarters, Prison Cell, Automated Defenses (Lethal)**Strategy:** Sharp Shooter

Lady Blue

Star Rider

You get a frantic call from Updike. “Help, we are being attacked by aliens.”

You rush over to his lab just in time to see him being carried out of the building by three droids.

Set up the battle tiles as you see fit.

Droid (x3)

Construct, Large

CR: 3

Exp. Award: 800

Init: +0

AC: 16

Hps: 25

Base Attack: +2

Fort: +2 **Reflex:** +2 **Will:** +2

Melee: Tentacle +3 (1D4)

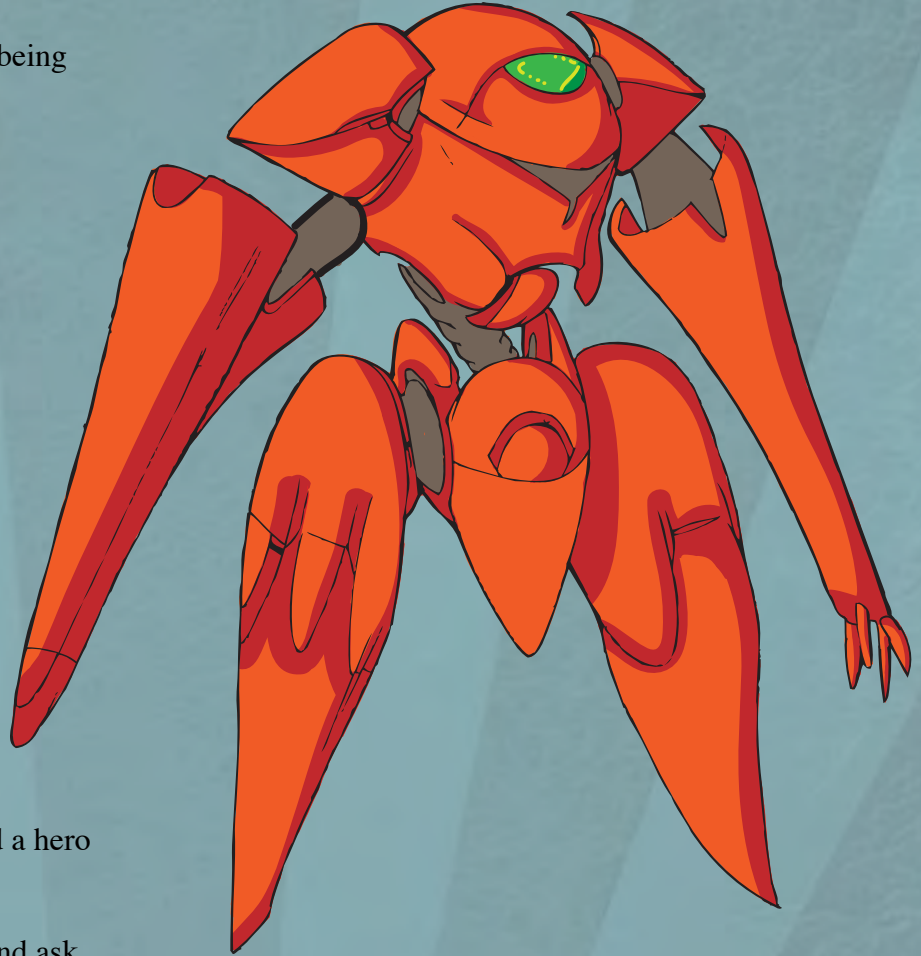
Range: Laser Cannon +2 (1D6)

Powers: Flight 2, Entanglement 2

Feats: None

Skills: Fly +2

Strategy: Sharp Shooter



If you are defeated by the aliens you may spend a hero point to avoid the results.

If you win the battle you get Updike to safety and ask why the aliens were after him.

“I can only guess that the detected my signal,” He says, “I have been trying to get a lock on the alien mother ship. If we can get that lock I can open a star gate right inside and we could then invade the aliens, maybe even capture their leader.”

Can he do it you ask?

“Ya I think so, given time.”

Results:

End the issue here and gain 1,000 Exp. and +1 to your Reputation.

Stop the Brute!

The mayor thanks you for coming by. "Look, we need your help" Pleads the mayor, "As you know the Brute has been on a rampage all week, robbing banks and generally causing havoc all over the city. What he wants and why he is doing this no one knows, but he needs to be stopped."

Good thing, you think, the mayor called you in on this.

"Anything we can do to help?" Asks the new police commissioner Franks as he walks in.

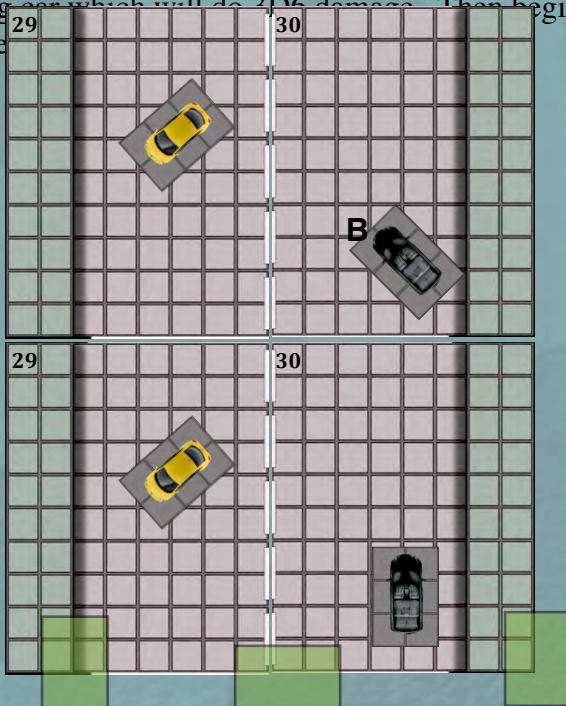
You had heard the Mayor had appointed Captain Franks to the position of police commissioner after the plot by Van Dike became public. (See Mission Books 4 and 5 for details)

Well now that he asks, yah you have a plan in mind.

A few hours later you stand outside the bank, as the police clear the area. You don't want anyone getting hurt in the battle. The plan is for you to get the Brute out in the open, and so you went on T.V and called him a dumb beast, unable to rob a bank while you stood outside to protect it. The challenge is for sure going to bring the Brute out, hot mad and ready for a fight.

Sure enough here he comes, dragging a police car behind him, a big smile on his face as he throws the car at you.

Make a Reflex save Vs. DC 12 to take 1/2 damage from the flying car which will do 2D6 damage. Then begin the battle



The Brute

Brick 4

Enhanced Human, Medium

CR: 4

Exp. Award: 1,200

Init: -1

AC: 17

Hps: 46

Base Attack: +3

Fort: +7 **Reflex:** +0 **Will:** +2

Melee: Fist +13 (1D3+10)

Powers: Super Attribute (Strength) 3

Class Features: Built Tough, Extreme Effort

Feats: Power Attack, Furious Focus, Cleave, Cleaving Finish

Skills: Intimidate +9, Survival +8

Special: Big Blue Suit (Armor 4)

Special: Charge

If you are defeated by the Brute he robs the bank and walks away. You can of course spend a hero point to avoid this.

If you win the battle he gives up once you beat him down.

Seems the Brute's girlfriend has left him and he was venting his range and loss on the city. Most guys just get drunk and move on, but the Brute is one of the strongest, dumbest people to walk the Earth, so he has to bring the city to its knees to feel better.

Results:

End the issue here and gain 1,000 Exp. You also increase your Reputation and Law and Order ranks by +1. If you are able to play the fight off well for the many news cameras present, then make a Perform skill check Vs. DC 15 to increase your Reputation by another +1 and also increase your Do Gooder rank by +1. If you failed the skill check you gain nothing more.

B - Brute

Your hero may enter from any one of the three green areas shown

The Brute's Trial

The news is all over the place, the Brute has been found guilty of several felonies and judge Turner has thrown book at him, giving the villain the death penalty.

Seems a bit excessive to you, after all he did not kill anyone in his rampage and come to find out it was all because his girlfriend dumped him. The two even made up after he was arrested and got married in a jailhouse ceremony.

Well nothing you can do about it, you gave your testimony at the trail and told the jury and judge what happened. If the judge sees the Brute as a threat to society and thinks he has to be put down, nothing you can do about it.

You can either let it go and figure he did the crime so he will have to suffer the sentence brought down, or go public with your disapproval of the sentence.

If you let it all go then end the issue here and increase your Law and Order rank by +1.

If you want to go public it is no problem getting an interview with the newspaper or T.V news and air your views on it all. If you go this direction then make a Perform skill check Vs. DC 18. If you are successful you are able to bring the public over to your viewpoint and the demand for a lighter sentence bring to be called for. In the end the judge hears the demands of the city and reduces the Brute's sentence to life. Increase your Do Gooder rank by +1

If you failed the Perform skill check then you come off as a sap and the public loses some respect for you. Reduce your Reputation by -2.

Results:

End the issue here and gain 500 Exp.



Terror Takes Over

“So what you are telling me is that we can take a trip on this star gate, right into the Overmind's mother ship?” Ace of Spades asks.

“Why the hell would we do that?” Asks the Brute as he drops the last alien warrior into a pile near by.

“To stop the war, big and dumb,” Replies Snow Blind as she sits on a pile of rubble checking her ice gun.

“Best watch you mouth ice girl,” Threatens the Brute.

“Why, you going to do something to make me?” Replies Snow Blind as she stands up ready for a fight.

Both of you knock it off you tell them, and yes we can use the star gate to assault Overmind's main ship directly. It would though be a suicide mission.

“But if we take down the Overmind we win the war.” Smiles Ace. “Sounds like a plan I can get behind.”

“Problem is that Unicom's main office is surrounded by aliens. They have been using that block as a staging ground for their main assault on the city. We will have to fight our way in,” Offers Snow Blind.

“Then lets get this over with so I can get back to pounding super heroes instead of aliens,” Says the Goblin as he walks past you.

Droid (x5)

Construct, Large

CR: 3

Exp. Award: 800

Init: +0

AC: 16

Hps: 25

Base Attack: +2

Fort: +2 **Reflex:** +2 **Will:** +2

Melee: Tentacle +3 (1D4)

Range: Laser Cannon +2 (1D6)

Powers: Flight 2, Entanglement 2

Feats: None

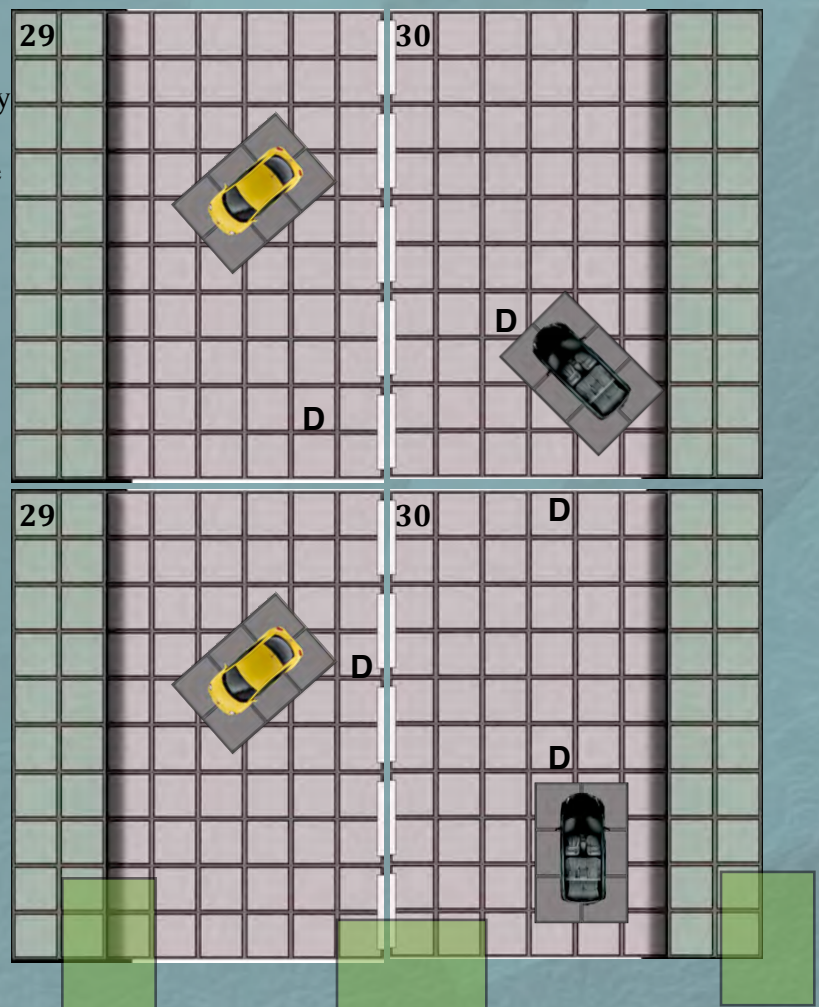
Skills: Fly +2

Strategy: Sharp Shooter

If you are defeated by the aliens you may spend a hero point to avoid the results.

D - Drone

Heroes may enter from any one of the three green areas shown



Terror Takes Over

Battle #2

The small group of super powered soldiers arrive at the alien staging ground just in time to watch them launch their final assault on General McGraw's forces. The only good thing about this fact is that it leaves less aliens for you to have to fight.

Aliens (x20)

Strange Visitor Assault Trooper 2

CR: 2

Exp. Award: 600

Init: +1

AC: 20

Hps: 20

Base Attack: +2

Fort: +2 **Reflex:** +1 **Will:** +0

Melee: Unarmed Strike +1 (1d3)

Range: Blaster Gun (3D6)

Powers: None

Class Features: Blood Makes the Grass Grow, No Retreat, No Surrender

Feats: Weapon Focus (Blaster Gun)

Skills: Intimidate +2, Knowledge (Science) +1, Perception +1

Gear: Blaster Gun, Combat Armor

Strategy: Sharp Shooter

You can add the following villains to your side of the battle.

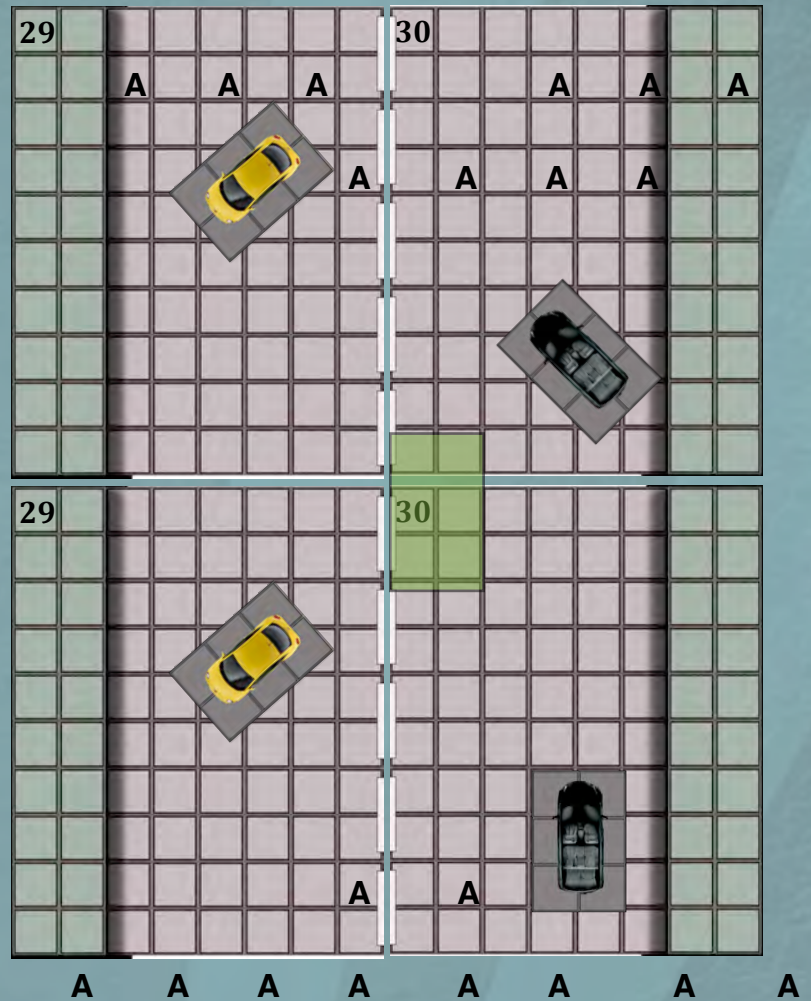
The Brute
Snow Blind
The Goblin
and the Ace of Spades

If you are defeated by the aliens you may spend a hero point to avoid the results.

If you win the battle you and your new allies drive the aliens from the building and you are able to enter.

Results:

End the issue here and gain 3,000 Exp. Increase your Reputation by +1. Keep all wounds and damage from this mission as you enter the final mission for this mission tree.



A - Alien

Heroes start in the three green area

Mission Trees

Master Mind Escapes
The Search for Master Mind
Master Mind's Demands

Stop the Brute!
The Brute's Trial

Star Invasion #1
Star Invasion #2
Star Rider
Star Invasion #3
Terror Takes Over
Star Invasion #4



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