

1001

MODULE

ENFORCERS

TWENTY-FIRST
CENTURY
GAMES

FOR 4-7 CHARACTERS WITH 40 TCP'S



THE KNIGHTS OF BEVERLY HILLS

an adventure for the
ENFORCERS™
role-playing game

by
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Color Cover Separation and Composition:
Valley Film Service, Van Nuys, CA

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an adventure supplement to the ENFORCERS[™] role playing system.

Published by: **21st Century Games**
587-F N. Ventu Park Rd., #806
Newbury Park, CA 91320

First Edition: May 1988

10 9 8 7 6 5 4 3 2 1 92 91 90 89 88

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ISBN No. 0-944942-02-4

Printed in the United States of America

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FOREWORD

Welcome to the first module for the Enforcers™ super-powered role playing system—the first of many such adventure modules you will be seeing in the coming months. I would like to take this opportunity to thank all of the people I met at Orcon '88 who helped playtest this module—it is one thing to design a senario that looks great on paper, and sometimes quite another to see what actually happens when gamers run through it. I would also like to thank the folks at DTI for putting on the best conventions I have ever had the pleasure of attending.

INTRODUCTION

This adventure module is not designed along the lines of the standard adventure modules you have seen from other companies. We want our materials to be useful in several different scenarios. Consequently, we do not choreograph all the movements, thoughts, and actions of every NPC involved; our aim is, rather, to provide you with all the statistics, background information, personalities, rules and guidelines necessary to customize this module to your own campaign and players. Every GM and group of players is different, and we feel that this is the best way we can provide materials that are useful to all of you. Please let us know what you think of this material: send your questions and comments to

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Thank you for your continuing support of Enforcers™.

Gary Bernard
21st Century Games

BACKGROUND

This scenario is set in February, 2046, in the ultra-rich city of Beverly Hills, California. The action, however, does not happen on the ritzy streets surrounding Rodeo Drive but, rather, in the quiet residential hills and canyons to the north, where the rich and famous live. All of these houses sell at prices ranging into the millions of credits, and they have security systems to match. In addition to the police, armed security teams patrol the streets, ready to swing into action at the first sign of trouble. This is the story of one security team that went too far and became as much of a threat as the people they were meant to guard against.

Knight Security Services was a small security company founded in 2040 by a couple of ex-police officers who wanted to work for themselves. The company grew quickly, and in two years it had contracts to guard most of the expensive homes in Beverly Hills and the surrounding areas of West Los Angeles. In 2043 the company was sold by the original owners to a group of unknown investors. The new owners then began hiring super-powered individuals in order to form the ultimate armed response team; they quickly assembled a small group of mercenaries to act in this capacity. Knight Security's business really took off after it stopped several major crimes with its special team. Eventually, the City of Beverly Hills gave Knight Security an exclusive contract to provide security for homes and businesses in the area; it seemed that Beverly Hills had found the ideal security service.

By the time of our scenario, however, things have changed drastically. Several incidents of extortion and theft involving Knight Security Service employees have been reported. In one such incident, a major fashion designer's posh showroom mysteriously burned to the ground when payments to the security company were late . . . not only that, but firemen were late in arriving at the fire scene because of traffic congestion caused by security roadblocks set up by Knight Security Service. (Knight Security claimed that a known terrorist was entering the city that night.) Official inquiries were dropped after the city attorney was found dead in his office; it seems that he was "accidentally" electrocuted by a sudden high-voltage surge while talking on the telephone.

THE CURRENT SITUATION

All of these events have been kept amazingly quiet—up until now, at least. News reports of the city attorney's death indicate that it was a freak accident, but the authorities know better. As this scenario opens, Mayor Westwood, the City council, and several rich and powerful citizens are about to hold a clandestine meeting at the home of wealthy media mogul Martin Chandler to decide on a proper course of action. It is generally agreed that whatever is done must be done as quietly as possible so as not to damage the reputation of the city.

Meanwhile, the true owner of Knight Security Services—Jason Britt, alias Majitar—is also contemplating his next action. Things are not going well. Since he successfully wrested control of the company from its investor-owners, some of the troops have been very careless and possibly revealed the entire show to the authorities. Jason has fired these miscreants, but there is still the fact that Knight Security's integrity has been called into question—not to mention the possibility of a security breach. And then, of course, there is that "secret" meeting taking place tonight at the Chandler place. Of course, it was darned nice of all these powerful people to plan to combat Jason while in the midst of sophisticated surveillance and security systems—all controlled from the central computer, owned by Knight Security. Very nice indeed. . . .

SCENARIO DESCRIPTIONS

As you can see, the good citizens and officials of Beverly Hills have no idea how much trouble they really face. The secret meeting was uncovered by a phone tap placed on the Mayor's line some weeks ago by Mr. Britt in preparation for his takeover of Knight Security and the entire town. He is using the advanced security system in the Chandler home to monitor the meeting and to determine who is present and where they are in the house. When the time is right, he will attack the home and kidnap all of the participants.

Characters of good alignment have probably been contacted by Police Chief Roy Williams of the Beverly Hills Police Department. They will have a meeting at the central police station, where the players will be briefed on the current state of affairs. At that time, the players will be asked to act as security for the covert community meeting in the Chandler home. If the players ask why the matter has not been reported to the regional authorities, the Chief will respond that the decision on what actions will be taken next will be made at the meeting. For his own part, the chief plans to

urge the mayor and city council to come clean about the situation and to ask for outside help to oust Knight Security.

Neutral characters will be brought into the scenario in much the same manner as good characters: They will be contacted by a representative of the BHPD. If they have a criminal record they will be offered a chance to clean it up; if they are currently wanted for a crime or crimes (first degree murder excluded), the police will arrange for the computer records and physical evidence to "disappear" if they agree to help in this emergency. Characters with clean records will be offered 35,000CR each for their cooperation. In any case, secrecy will be a condition for accepting this assignment.

Evil characters are another matter: the city is not desperate enough to involve truly dangerous elements in its affairs. However, evil characters have received the information that a group of very important and powerful people are having a meeting at the Chandler home. Rumor has it that several art masterpieces are being secretly auctioned off, and that this should be a truly golden opportunity. The rumor was originated by Knight Security, to give them an alibi for blasting their way into the residence later in the evening. If a group of evil player characters decides to try to enlarge their art collections, Knight Security will wait until the villains are fully engaged fighting Bronze Lion and his crew of mercenaries before they invade: After all, why not let both sides wear themselves out before attacking?

Should Knight Security win this battle, they will make sure that there are no "living" witnesses to the events of this evening by causing a natural gas explosion in the kitchen of the house. In addition to this, the foam supply for the automatic fire control system built into the house will be replaced with gasoline, which will enable the fire to spread through the house by igniting every adjacent room every round. When reaching a stairwell the fire will immediately jump to the adjacent floor and start engulfing it. As you can see the entire house will be engulfed in just 8 rounds! Characters immolated in the fire will suffer DAM# 90 in column 1 of each row on the initiative chart. Characters less than 3 rooms away from the fire will receive DAM# 15 in column 1 of each row, and must save vs. CON to remain conscious due to smoke inhalation.

It is possible for the players to stop the rapid spread of the fire by going to the maintenance room on the garage level, or they can keep the fire from breaking out by going to the kitchen; see the descriptions of those rooms and the scenario below for more information.

If Knight Security loses the battle in the Chandler home, the fire will still take place unless the players stop Majitar from rigging the house and setting the blaze. Before the battle begins upstairs, Majitar will teleport into the maintenance room and sabotage the fire suppression system. The players will be unable to detect this unless they have someone stationed on this level. In the event that someone is present on this level, the player character will receive a Detective Score roll to detect the intruder.

After the fire suppression system is rigged, Majitar will teleport the Knight Security forces into the maintenance room, and then teleport himself into the kitchen and rig it; see the descriptions of the kitchen and maintenance room for more information on the tactics he will use and the amount of time it will take him. If the sabotage is not discovered, the house will start burning 2 rounds after the fight is over. All of the player characters should roll their Danger Sense to determine if they feel something wrong. The only way to find the sabotage is to quickly search the house—specifically, the rooms that Majitar has prepared.

This is potentially a very deadly scenario. The GM should do his utmost to make the players feel cocky and overconfident. If the GM handles this aspect properly, the players will be less likely to search the house on their own after the fight is over.

CHARACTER DESCRIPTIONS

Knight Security Service

Majitar is the real owner of Knight Security Service and the leader of the group. All of the mercenaries he has working for him are intelligent, well paid, and loyal. Their current plan is to teach the city fathers a lesson they won't soon forget.

Majitar will not become involved in the fighting under any circumstances unless he is discovered while sabotaging the house. He will instead teleport his troops in and let them fend for themselves.

Thunder Warrior is the leader of the combat team. He will lead them upstairs from the garage in the basement. They will attempt to pick off the guards one at a time. If this is not possible, Mindlock will attempt to control one or more of the guards and have them do the dirty work.

All of the mercenaries are aware that the house will explode, and they will do their best to make sure they are long gone before that happens. And, since they are in the process of committing first-degree murder, you can be certain that they will see to it that no witnesses remain.

Code Name: **MAJITAR**

Real Name: Jason Britt

Experience	192920
TCPs	53
ACPs	20
Initiative	40
Strength	25
Constitution	50
Agility/Dexterity	40
Intelligence	53
Comeliness	13
Media Rating	0
Limb Strength Factor	65
Healing Rate	250
Hit Points	3122
Energy	178
Danger Sense	53%
Detective Score	42%
Knockback Factor	366
Magic Save	67%
Carrying Capacity	1953
Running Speed (ft/15 sec)	630
Running Speed (mph)	28
Winged Flight (ft/15 sec)	0
Air Flight Speed (mph)	0
Space Flight Speed (mph)	0

Powers/Weaknesses	BCTH	ABCTH	DAMAGE		EC/U	CPs
			#	+		
Hand to Hand Combat	50	147	6	13	1	0
Magic Spells			20	13	0	15
Flame Projection					5	
Force Projection					6	
Non-Detection					7/Hour	
Scry					100	
Speed					10/30	
Teleportation					9	
Increased Statistics:						
STR: +10					2	
CON: +35					7	
ADX: +25					5	
INT: +20					4	
Trained Statistics:						
INT: +18						
Animal Weaponry	0%/DAM +				0	
Armor	0 points				0	
Combat Bonus	0%				0	
Defense Bonus	80%				0	
Extra Damage	0 DAM +				0	
Invulnerability	0 points				0	
Speed Increase	0x				0	
Super Reflexes	0				0	
Willpower	0%				0	



Group Affiliation: Knights of Beverly Hills

Occupation: Head of Knight Security

Other Aliases: none

Legal Status: American Citizen, with a record.

Place of Birth: Lompoc, CA Date: 10/07/2017

Marital Status: Single

Known Family: None

Education: College graduate

Base of Operations: Beverly Hills, CA

Height: 5'11"

Weight: 210

Eyes: Brown

Hair: Black

Skills: A. I. Specialist, Computer Security, Leadership, Mystic Lore

History: Jason Britt is the real owner of Knight Security Services.

He is a career criminal, and he has a large score to settle with the city that sent him to jail for six years. He does not forgive or forget.

Total CPs used: 33

Code Name: **THUNDER WARRIOR**

Real Name: Yoshi Kayan



Experience	215600
TCPs	56
ACPs	0
Initiative	105
Strength	70
Constitution	60
Agility/Dexterity	105
Intelligence	15
Comeliness	14
Media Rating	35
Limb Strength Factor	62
Healing Rate	240
Hit Points	5175
Energy	260
Danger Sense	15%
Detective Score	12%
Knockback Factor	448
Magic Save	39%
Carrying Capacity	34300
Running Speed (ft/15 sec)	1680
Running Speed (mph)	76
Winged Flight (ft/15 sec)	0
Air Flight Speed (mph)	4200
Space Flight Speed (mph)	441000

Powers/Weaknesses	BCTH	ABCTH	DAMAGE		EC/U	CPs
			#	+		
Hand to Hand Combat	50	102	18	76	3	0
Electricity Control	75	97	46	7	10	6
Flight				1/round		6
Increased Statistics:						
STR: +55						11
CON: +45						9
ADX: +70						14
Trained Statistics:						
ADX: +21						
Animal Weaponry:		30%/DAM +				6
A armor:		0 points				0
Combat Bonus:		0%				0
Defense Bonus:		0%				0
Extra Damage:		0 DAM +				0
Invulnerability:		0 points				0
Speed Increase:		0x				0
Super Reflexes:		0				0
Willpower:		0%				0

Group Affiliation: Knights Of Beverly Hills

Occupation: Security Specialist

Other Aliases: none

Legal Status: American, no record

Place of Birth: Hiroshima, Japan Date: 03/29/2023

Marital Status: Single

Known Family: None

Education: High school graduate

Base of Operations: Beverly Hills, CA

Height: 5'7"

Weight: 190

Eyes: Brown

Hair: Black

Skills: Acrobatics/Gymnastics, Installation Security, Leadership

History: Thunder Warrior is a martial arts expert with the ability to manipulate electricity. He has studied the security systems extensively, and will be on the alert for anything that does not belong. He prefers to fight with martial arts, but if the opponents are tough he has no qualms about switching tactics.

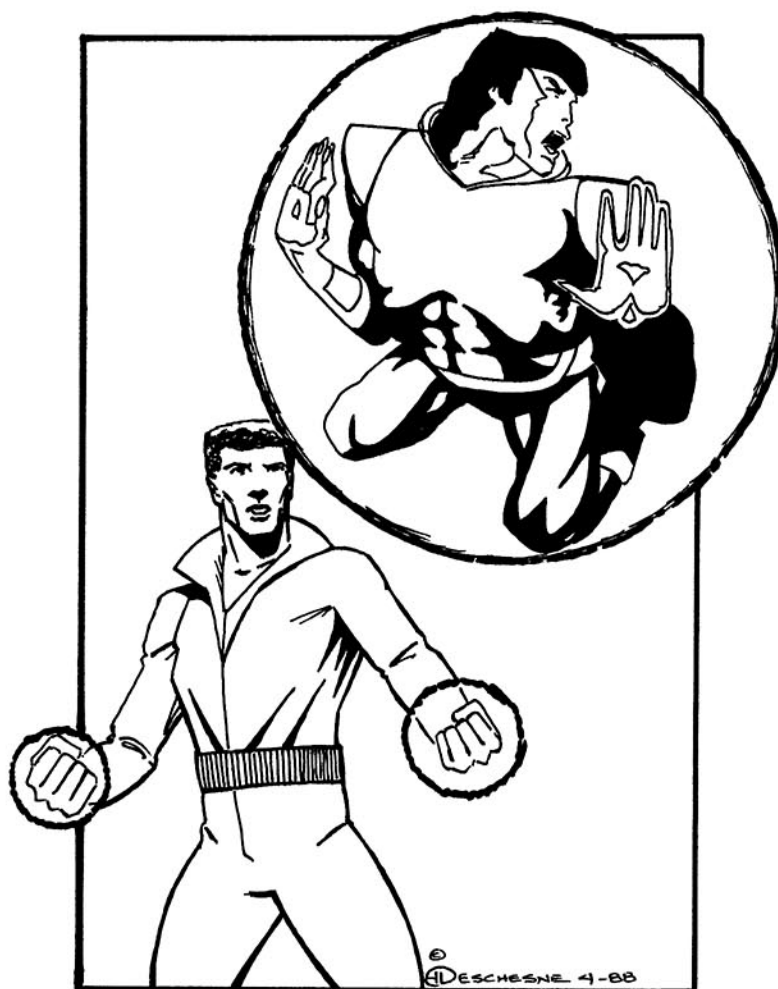
Total CPs used: 56

Code Name: **TRAPPER**

Real Name: Bradly Chambers

Experience	215600
TCPs	56
ACPs	13
Initiative	75
Strength	15
Constitution	55
Agility/Dexterity	75
Intelligence	45
Comeliness	12
Media Rating	12
Limb Strength Factor	71
Healing Rate	275
Hit Points	3587
Energy	200
Danger Sense	45%
Detective Score	36%
Knockback Factor	389
Magic Save	66%
Carrying Capacity	421
Running Speed (ft/15 sec)	990
Running Speed (mph)	45
Winged Flight (ft/15 sec)	0
Air Flight Speed (mph)	0
Space Flight Speed (mph)	0

Powers/Weaknesses	BCTH	ABCTH	DAMAGE		EC/U	CPs
			#	+		
Hand to Hand Combat	50	156	3	20	1	0
Entanglement	50	156	NA	NA	10	6
Non-Detection					1/Hour	7
Increased Statistics:						
CON: +40						8
ADX: +40						8
INT: +30						6
Trained Statistics:						
ADX: +21						
Animal Weaponry:		0%/DAM +				0
Armor:		0 points				0
Combat Bonus:		32%				4
Defense Bonus:		84%				4
Extra Damage:		0 DAM +				0
Invulnerability:		0 points				0
Speed Increase:		0x				0
Super Reflexes:		0				0
Willpower:		0%				0



Group Affiliation: Knights of Beverly Hills
 Occupation: Security Specialist
 Other Aliases: None
 Legal Status: American, no record
 Place of Birth: Los Angeles, CA Date: 02/29/2016
 Marital Status: Single
 Known Family: Harold Chambers (father)
 Education: High school; Los Angeles Police Academy
 Base of Operations: Beverly Hills, CA
 Height: 6'3" Weight: 210
 Eyes: Green Hair: Red
 Skills: Anti-terrorist, Law, Street Wise

History: Trapper has worked for several different law enforcement agencies over the last few years. His main problem is that he can't support the kind of lifestyle he wants on a policeman's salary. The fact that he is currently breaking the law bothers him little, since he is being paid accordingly. He is the weak link, in the sense that he can be bought: an offer of 100,000 credits and immunity from prosecution will get him to switch sides.

Trapper will avoid getting into close contact with the enemy. He likes to engage in ranged attacks and fire from a distance. If the tide of battle is against the Knights, he will be the first to leave.

Total CPs used: 43

Code Name: **MINDLOCK**

Real Name: Delia Rayes



Experience	185640
TCPs	52
ACPs	12
Initiative	63
Strength	15
Constitution	45
Agility/Dexterity	63
Intelligence	51
Comeliness	16
Media Rating	25
Limb Strength Factor	35
Healing Rate	135
Hit Points	2597
Energy	184
Danger Sense	51%
Detective Score	40%
Knockback Factor	239
Magic Save	57%
Carrying Capacity	253
Running Speed (ft/15 sec)	846
Running Speed (mph)	38
Winged Flight (ft/15 sec)	0
Air Flight Speed (mph)	0
Space Flight Speed (mph)	0

Powers/Weaknesses	BCTH	ABCTH	DAMAGE		EC/U	CPs
			#	+		
Hand to Hand Combat	50	119	2	17	1	0
Mental Domination	50	119			15	9
Telepathy					5	5
Astral Travel					25	7
Increased Statistics:						
CON: +30						6
ADX: +30						6
INT: +35						7
Trained Statistics:						
ADX: +17						
Animal Weaponry:		0%/DAM +				0
Armor:		0 points				0
Combat Bonus:		0%				0
Defense Bonus:		48%				0
Extra Damage:		0 DAM +				0
Invulnerability:		0 points				0
Speed Increase:		0x				0
Super Reflexes:		0				0
Willpower:		0%				0

Group Affiliation: Knights Of Beverly Hills

Occupation: Security Specialist

Other Aliases: none

Legal Status: American, record

Place of Birth: East Los Angeles, CA Date: 07/25/2027

Marital Status: Single

Known Family: None

Education: High school dropout

Base of Operations: Beverly Hills, CA

Height: 5'6"

Weight: 110

Eyes: Green/Brown

Hair: Black

Skills: Information Extraction, Street Wise

History: Mindlock is perhaps the shadiest character in the group.

At one time she made a very good living as an interrogator. She has also helped out on several bank robberies. She is not currently wanted for any crimes, but if she is arrested her fingerprints will implicate her.

She has looked at Trapper's mind and is aware of possible treachery. She has not mentioned it to any of the others, but she will take care of Trapper herself at the first sign of betrayal.

Like Trapper, Mindlock does not like to become directly involved in the fighting. She will try to take control of one of the opposition and have him/her do her fighting.

Total CPs used: 40

Code Name: **PHANTASMA**

Real Name: Janice Wilson



Experience	144900
TCPs	46
ACPs	3
Initiative	68
Strength	30
Constitution	64
Agility/Dexterity	68
Intelligence	14
Comeliness	17
Media Rating	7
Limb Strength Factor	49
Healing Rate	192
Hit Points	3400
Energy	186
Danger Sense	14%
Detective Score	11%
Knockback Factor	285
Magic Save	40%
Carrying Capacity	2025
Running Speed (ft/15 sec)	996
Running Speed (mph)	45
Winged Flight (ft/15 sec)	0
Air Flight Speed (mph)	0
Space Flight Speed (mph)	0

DAMAGE						
Powers/Weaknesses	BCTH	ABCTH	#	+	EC/U	CPs
Hand to Hand Combat	50	77	6	23	1	0
Energy Vampire: Ranged	95	122	20	23	1	11
Dematerialization				10/Hour		6
Invisibility				5/Round		6
Increased Statistics:						
STR: +15						3
CON: +35						7
ADX: +50						10
Trained Statistics:						
CON: +11						
Animal Weaponry	0%/DAM+					0
Armor	0 points					0
Combat Bonus	0%					0
Defense Bonus	12%					0
Extra Damage	0 DAM+					0
Invulnerability	0 points					0
Speed Increase	0x					0
Super Reflexes	0					0
Willpower	0%					0

Group Affiliation: Knights Of Beverly Hills

Occupation: Security Specialist

Other Aliases: None

Legal Status: American, no record

Place of Birth: New York, NY Date: 9/02/2025

Marital Status: Divorced

Known Family: Pete Wilson (ex-husband)

Education: College graduate

Base of Operations: Beverly Hills, CA

Height: 5'9"

Weight: 115

Eyes: Steel grey

Hair: Platinum blonde

Skills: Thief

History: Phantasma is deadly, because she will attack the most powerful character and attempt to fatigue him, thus making him/her more susceptible to the others. She will attempt to use her invisibility and dematerialization to full advantage by attacking from inside walls, floors, and ceilings. She is completely fearless and will fight until she or the enemy is defeated. Only an order from Thunder Warrior will cause her to retreat.

Total CPs used: 43

Code Name: **CYBERKNIGHT**

Real Name: Arthur King

Experience	178500
TCPs	51
ACPs	8
Initiative	80
Strength	135
Constitution	26
Agility/Dexterity	80
Intelligence	35
Comeliness	16
Media Rating	12
Limb Strength Factor	33
Healing Rate	130
Hit Points	5657
Energy	286
Danger Sense	35%
Detective Score	28%
Knockback Factor	512
Magic Save	41%
Carrying Capacity	307546
Running Speed (ft/15 sec)	5310
Running Speed (mph)	241
Winged Flight (ft/15 sec)	0
Air Flight Speed (mph)	0
Space Flight Speed (mph)	0

	DAMAGE				
Powers/Weaknesses	BCTH	ABCTH	#	+	EC/U CPs
Hand to Hand Combat	50	103	32	58	5 0
Cybernetics (see book page 9)					
Arms:					4
Eye:					5
Legs:					7
Enhanced Brain:					4
Increased Statistics:					
STR: +80					16
ADX: +45					9
Trained Statistics:					
STR: +16					
Weaknesses:					
Irrational Fear: Lycanthropes					-2
Animal Weaponry		0%/DAM+			0
Armor		0 points			0
Combat Bonus		0%			0
Defense Bonus		32%			0
Extra Damage		0 DAM+			0
Invulnerability		120 points			0
Speed Increase		2x			0
Super Reflexes		0			0
Willpower		30%			0



Group Affiliation: Knights Of Beverly Hills

Occupation: Security Specialist

Other Aliases: None

Legal Status: American, no record

Place of Birth: Glendale, CA Date: 02/19/2021

Marital Status: Single

Known Family: None

Education: College graduate

Base of Operations: Beverly Hills, CA

Height: 6'4"

Weight: 230

Eyes: Blue

Hair: Brown

Skills: Electronic Design, Robotics Design/Repair

History: CyberKnight is a talented fighter with one small problem: he was beaten up and terrorized by an insane lycanthrope as a teenager—this why he has cybernetic limbs. He will avoid contact with any lycanthrope involved with the fight. If attacked by a lycanthrope, he will immediately begin evasion and maintain it until the lycanthrope is subdued by the others. Apart from this little problem, he is very brave and will not retreat until the fight is over, or the house is burning.

Total CPs used: 43

Chief Ballard's Mercenaries

These are the people that will be providing security at the meeting if evil player characters are used. If neutral or good player characters are involved, these characters can be used as additional Knights or security as necessary. If the creation points on both sides are well balanced, these characters can be used as a backup rescue party, or in other scenarios.

Code Name: **BRONZE LION**

Real Name: Cory Lionze

Experience	207900
TCPs	55
ACPs	0
Initiative	84
Strength	69
Constitution	67
Agility/Dexterity	84
Intelligence	18
Comeliness	17
Media Rating	18
Limb Strength Factor	69
Healing Rate	268
Hit Points	5032
Energy	248
Danger Sense	18%
Detective Score	14%
Knockback Factor	446
Magic Save	42%
Carrying Capacity	32850
Running Speed (ft/15 sec)	1492
Running Speed (mph)	64
Winged Flight (ft/15 sec)	0
Air Flight Speed (mph)	0
Space Flight Speed (mph)	0

Powers/Weaknesses	BCTH	ABCTH	DAMAGE		EC/U	CPs
			#	+		
Hand to Hand Combat	50	104	17	75	3	0
Laser Powers	50	69	10	40	2	10
Lycanthropic Immunity						8
Increased Statistics:						
STR: +50						10
CON: +50						10
ADX: +50						10
Trained Statistics:						
STR: +02						
ADX: +16						
Animal Weaponry	35%/DAM +					7
Armor	0 points					0
Combat Bonus	0%					0
Defense Bonus	0%					0
Extra Damage	0 DAM +					0
Invulnerability	0 points					0
Speed Increase	0x					0
Super Reflexes	0					0
Willpower	0%					0

Group Affiliation: The Enforcers

Occupation: Interplanetary Trader/Smuggler

Other Aliases:

Legal Status: American citizen, no record

Place of Birth: Orbidon, planet of Cheros Date: 6/17/2022

Marital Status: Single

Known Family: Golden Lion (father)

Education: High school diploma; Pilot Certification, Cheros Military Academy



Base of Operations: Mojave Space Port and West Los Angeles

Height: 6'3"

Weight: 195

Eyes: Blue (human), Gold (lion)

Hair: Blonde

Skills: Installation Security, Smuggler, Space Pilot, Thief

History: Bronze Lion is a highly talented space pilot. Many accuse him of being a smuggler and thief as well; while he will deny this charge, it is well known that his ship often returns to the Mojave Space Port with significant battle damage, which he always blames on rogue meteor showers. As far as local law enforcement is concerned, he is a completely clean, upstanding citizen who has lent them a hand on several occasions.

Bronze Lion's motivations for taking part in this mission are simple: he spent his childhood on a planet governed by space pirates who operate in much the same way as the Knights. He will not retreat as long as any hope of victory remains.

Total CPs used: 55

Code Name: **THE ARCHER**

Real Name: Logan Wilson

Experience	176522
TCPs	50
ACPs	9
Initiative	70
Strength	21
Constitution	21
Agility/Dexterity	20
Intelligence	21
Comeliness	20
Media Rating	1
Limb Strength Factor	21
Healing Rate	84
Hit Points	1240
Energy	93
Danger Sense	42%
Detective Score	32%
Knockback Factor	242
Magic Save	51%
Carrying Capacity	926
Running Speed (ft/15 sec)	366
Running Speed (mph)	16
Winged Flight (ft/15 sec)	0
Air Flight Speed (mph)	0
Space Flight Speed (mph)	0

Powers/Weaknesses	BCTH	ABCTH	DAMAGE			CPs
			#	+	EC/U	
Hand to Hand Combat	50	212	4	6	1	0
Force Projection Bow	10	172	40	6	2	8
Improved Senses:						4
Danger Sense: × 2						
Detective Score: × 2						
Trained Statistics:						
STR: +03						
CON: +03						
ADX: +03						
INT: +03						
COM: +03						
Weaknesses:						
Prejudice						-3
Extra damage: Magic						-3
Devices: -2 per device:						
Bow						-2
Invulnerability						-2
Animal Weaponry		0%/DAM +				0
Armor		0 points				0
Combat Bonus		120%				15
Defense Bonus		116%				10
Extra Damage		0 DAM +				0
Invulnerability		280 points				7
Speed Increase		0×				0
Super Reflexes		50				5
Willpower		20%				2



Group Affiliation: The Enforcers

Occupation: Mercenary, bounty hunter

Other Aliases: None

Legal Status: American; no record, no clearance

Place of Birth: Los Angeles, CA Date: 11/23/2025

Marital Status: Single

Known Family: None

Education: College (MS)

Base of Operations: Los Angeles, CA

Height: 6'2"

Weight: 180

Eyes: Brown

Hair: Black

Skills: Acrobatics/Gymnastics, Information Extraction, Streetwise, Thief, Tracking

History: The Archer feels that he is a modern-day Robin Hood—robbing from large corporations and giving the money to deserving charities. He finds this unique opportunity to help these rich people with their little problem very amusing, and he will pass up no opportunity to make light of the current situation. He is being paid a large sum of money and having many criminal charges dropped in return for his help.

Total CPs used: 41

Code Name: **S.C.O.R.P.I.O.N.**

Real Name: Peter West

Experience	207900
TCPs	55
ACPs	0
Initiative	45
Strength	132
Constitution	15
Agility/Dexterity	15
Intelligence	15
Comeliness	15
Media Rating	10
Limb Strength Factor	23
Healing Rate	90
Hit Points	4187
Energy	187
Danger Sense	15%
Detective Score	12%
Knockback Factor	460
Magic Save	23%
Carrying Capacity	344995
Running Speed (ft/15 sec)	972
Running Speed (mph)	44
Winged Flight (ft/15 sec)	0
Air Flight Speed (mph)	1980
Space Flight Speed (mph)	29700

	DAMAGE					
Powers/Weaknesses	BCTH	ABCTH	#	+	EC/U	CPs
Hand to Hand Combat	50	94	33	37	5	0
Force Projection	50	94	30	37	5	8
Adaptation					0	4
Dematerialization					10/hour	6
Energy Ground					0	7
Flight					1/round	6
Increased Statistic						19
STR: +95						
Trained Statistic						
STR: +20						
Weaknesses						
Must Wear Glasses/Helmet					-3	
Prejudice					-3	
Animal Weaponry	0%/DAM +					0
Armor	0 points					0
Combat Bonus	40%					5
Defense Bonus	0%					0
Extra Damage	0 DAM +					0
Invulnerability	120 points					3
Speed Increase	0x					0
Super Reflexes	30					3
Willpower	0%					0



Group Affiliation: Independent

Occupation: College Student

Other Aliases: None

Legal Status: American, no record

Place of Birth: Los Angeles, CA Date: 05/12/2028

Marital Status: Single

Known Family: Mark West (brother), Brian West II (father), Morgan West (grandfather), Kym West (mother)

Education: College student

Base of Operations: Los Angeles, CA

Height: 6'5"

Weight: 251

Eyes: Brown

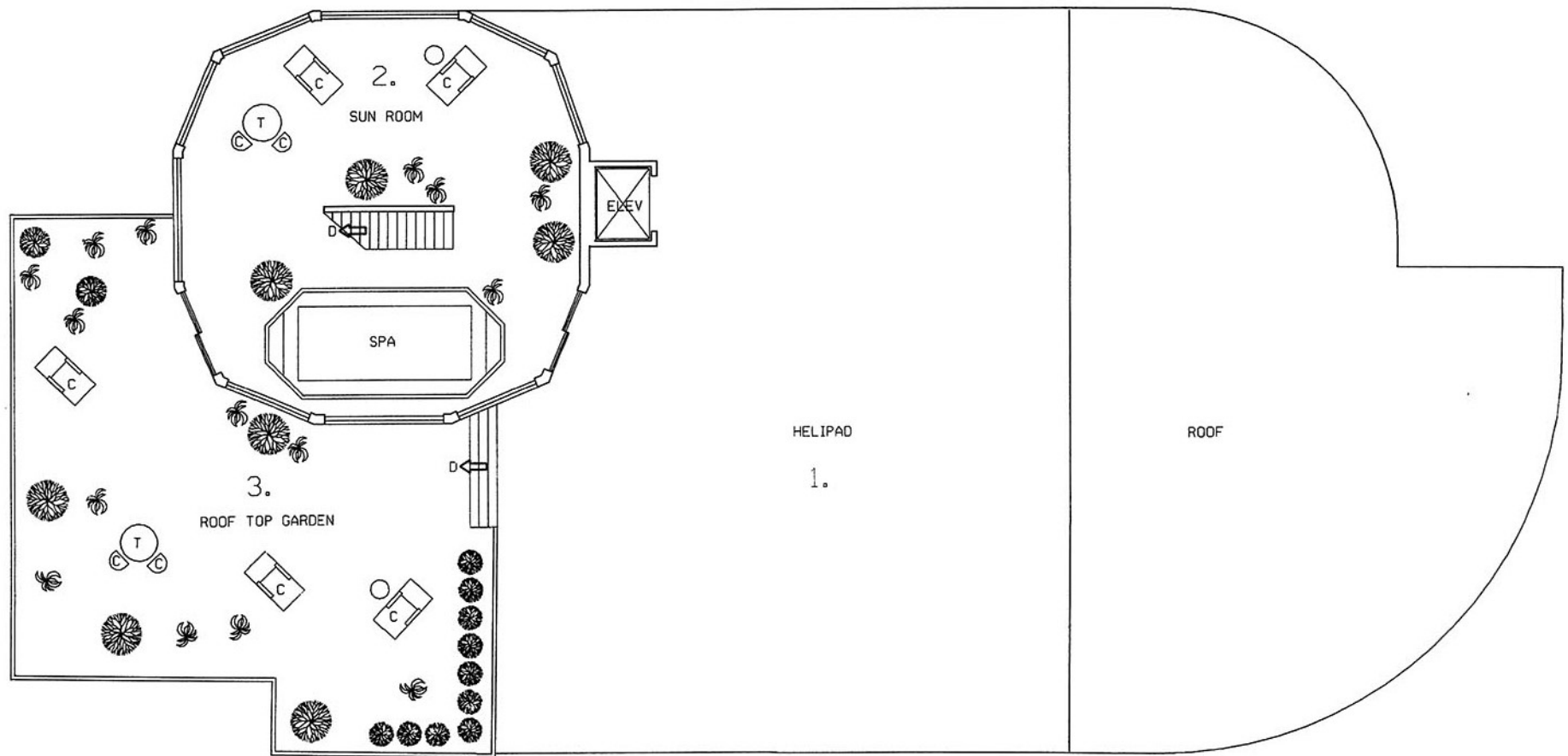
Hair: Brown

Skills: Acrobatics, Criminology

History: Peter is a typical happy-go-lucky college student with superpowers. He generally upholds law and order, but he isn't above getting in a fight just for the fun of it. He has friends in high places: his father owns a major electronics company, West Industries. He has helped law enforcement on several occasions.

Note: S.C.O.R.P.I.O.N. stands for Strategic Combat Ordinance, Riot-control Personnel: Intelligence Operations Network

Total CPs used: 55



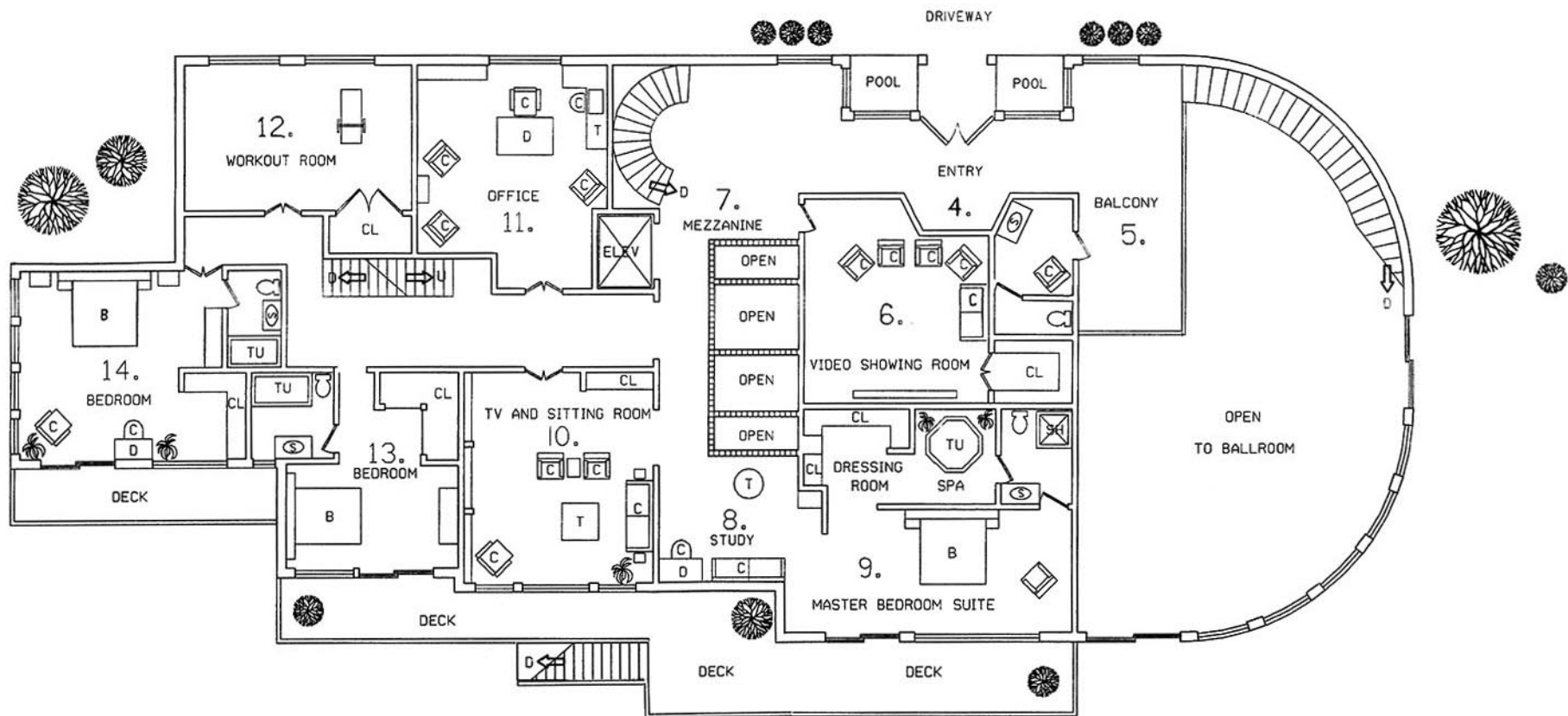
ROOF TOP

MAPS OF HOUSE

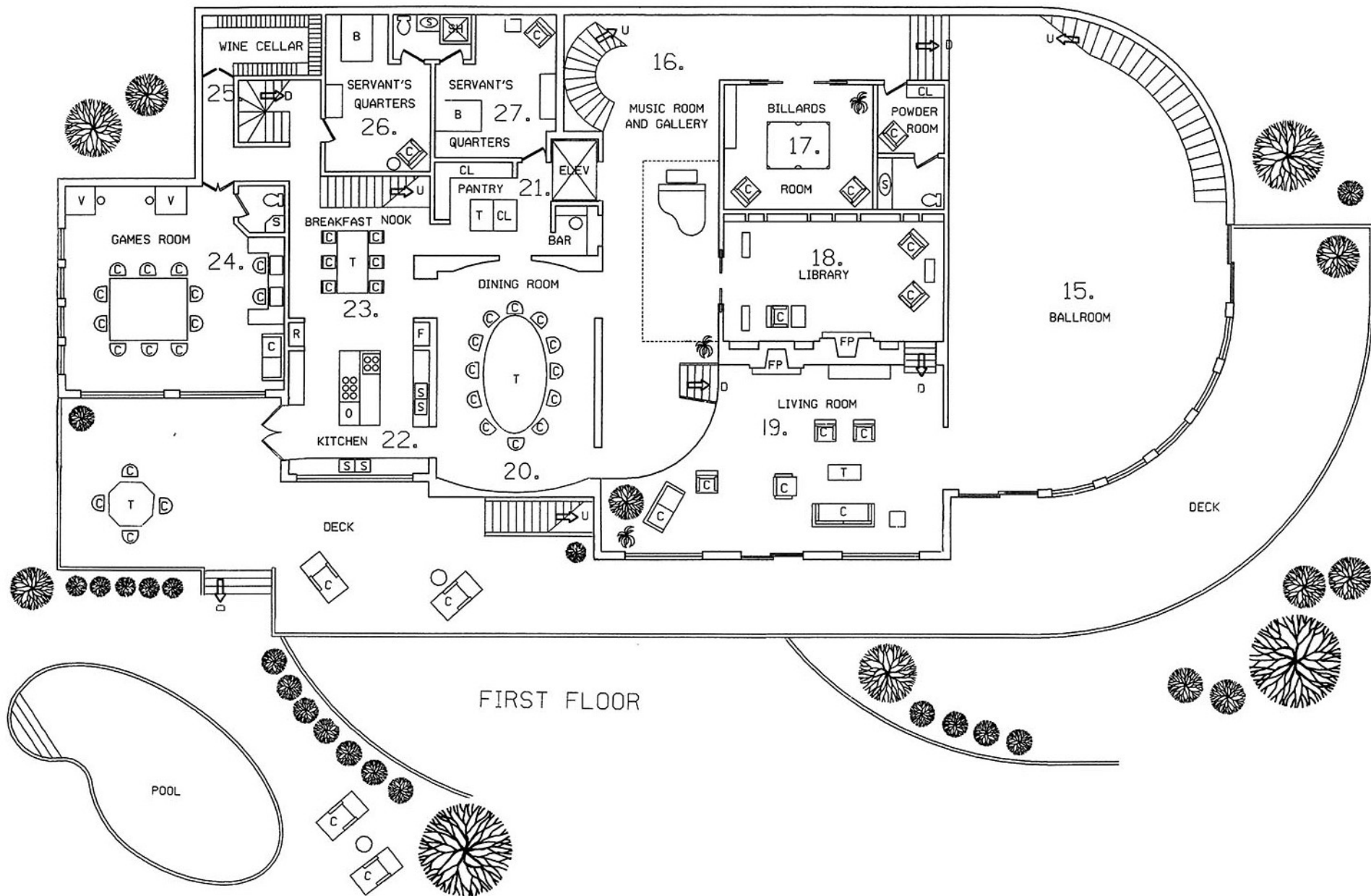
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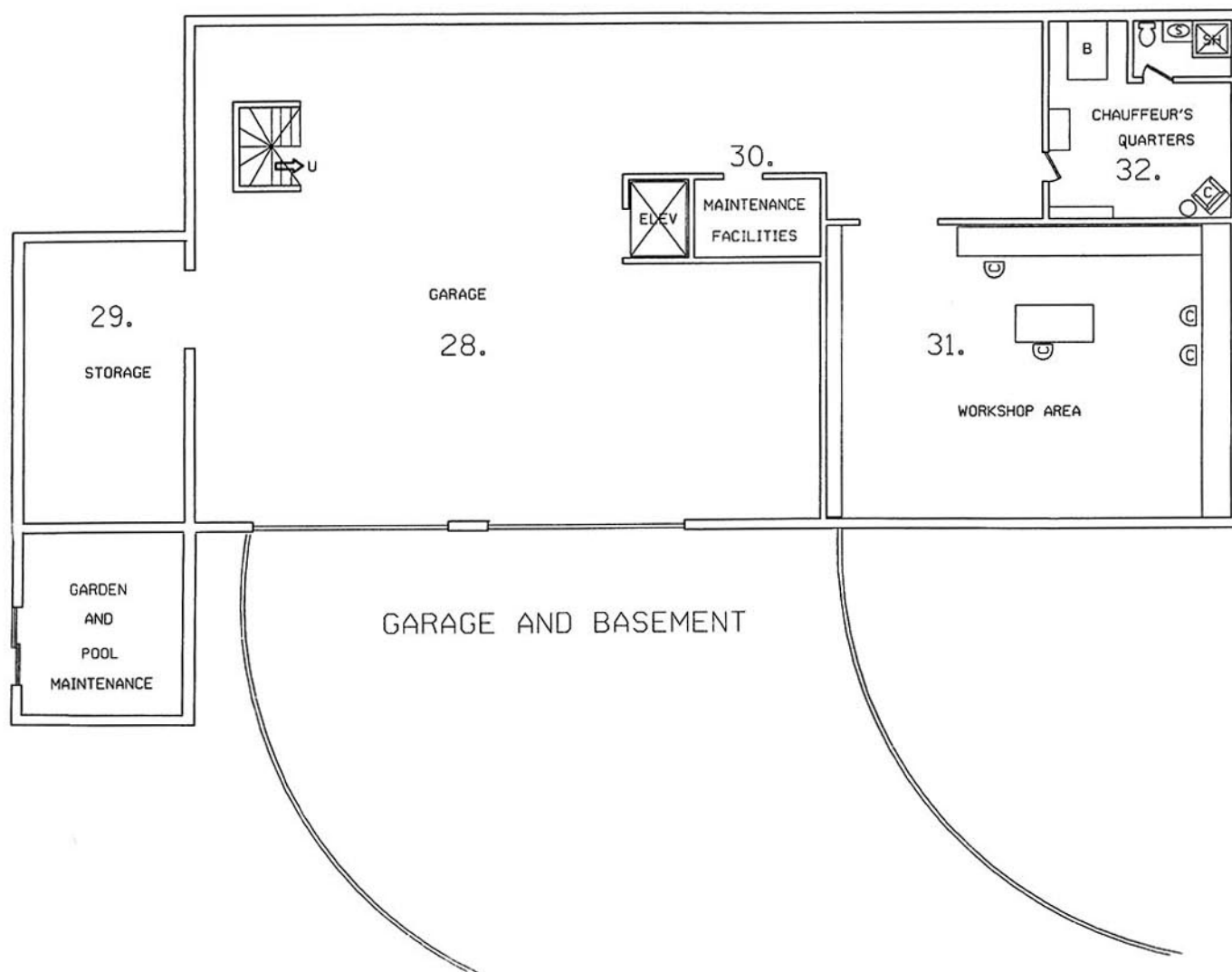
LEGEND

B	BED	T	TABLE
C	CHAIR OR COUCH	TU	TUB
CL	CLOSET	V	VIDEO GAMES
D	DESK		TOILET
ELEV	ELEVATOR		SHOWER
F	FREEZER		DOWNSTAIRS
FP	FIREPLACE		UPSTAIRS
O	OVEN		PLANT
R	REFRIGERATOR		
S	SINK		



SECOND FLOOR





Code Name: **ROBOGUARD**

Real Name: RD: RG9000



Experience	114800
TCPs	41
ACPs	0
Initiative	76
Strength	62
Constitution	42
Agility/Dexterity	76
Intelligence	13
Comeliness	5
Media Rating	3
Limb Strength Factor	65
Healing Rate	252
Hit Points	4367
Energy	203
Danger Sense	13%
Detective Score	10%
Knockback Factor	483
Magic Save	28%
Carrying Capacity	35749
Running Speed (ft/15 sec)	1284
Running Speed (mph)	58
Winged Flight (ft/15 sec)	0
Air Flight Speed (mph)	0
Space Flight Speed (mph)	0

DAMAGE						
Powers/Weaknesses	BCTH	ABCTH	#	+	EC/U	CPs
Hand to Hand Combat	50	96	18	65	3	0
Paralysis	100	116	10	35	3	13
Robot						11
STR: +20						
CON: +25						
ADX: +20						
Invulnerability: 140						
Increased Statistics:						
STR: +25						5
ADX: +30						6
Animal Weaponry	30%/DAM +					6
Armor	0 points					0
Combat Bonus	0%					0
Defense Bonus	0%					0
Extra Damage	0 DAM +					0
Invulnerability	140 points					0
Speed Increase	0 x					0
Super Reflexes	0					0
Willpower	0%					0

Group Affiliation: none

Occupation: Bodyguard

Other Aliases: None

Legal Status: None

Place of Creation: Robodyne Electronics Date: 01/01/2046

Marital Status: NA

Known Family: NA

Education: NA

Base of Operations: Beverly Hills, CA

Height: 7'0"

Weight: 265

Sensors: Red

Hair: none

Skills: Anti-terrorist

History: Roboguard is the robotic bodyguard of Theodore Smyth, CEO of Robodyne Inc. He is a synthetic life form created in the Robodyne labs specifically to act as a bodyguard for rich executives. The line was marketed successfully until two of the units malfunctioned, causing them to injure their charges; litigation from these incidents is still pending. This unit has been checked and is free of defects—we think...

Total CPs used: 41

Meeting Participants

Here are the character sheets for the Mayor, City Council and other people attending this meeting. Please note that these characters will be present regardless of what version of this module is run.

Lawrence Westwood

Experience	0
TCPs	0
ACPs	0
Initiative	17
Strength	9
Constitution	12
Agility/Dexterity	17
Intelligence	14
Comeliness	17
Media Rating	30
Limb Strength Factor	12
Healing Rate	48
Hit Points	542
Energy	62
Danger Sense	14%
Detective Score	11%
Knockback Factor	192
Magic Save	15%
Carrying Capacity	72
Running Speed (ft/15 sec)	258
Running Speed (mph)	11
Winged Flight (ft/15 sec)	0
Air Flight Speed (mph)	0
Space Flight Speed (mph)	0

Powers/Weaknesses	BCTH	ABCTH	DAMAGE			CPs
			#	+	EC/U	
Hand to Hand Combat	50	54	1	2	1	0
Animal Weaponry		0%/DAM+				0
Armor		0 points				0
Combat Bonus		0%				0
Defense Bonus		0%				0
Extra Damage		0 DAM+				0
Invulnerability		0 points				0
Speed Increase		0x				0
Super Reflexes		0				0
Willpower		0%				0

Height: 5' 10" Weight: 165
Eyes: Brown Hair: Brown

Skills: Law, Leadership

History: Mayor Westwood has been in office for the last 6 years.
It was his idea to hire Knight Security Service in the first place.
He is feeling very unsure of himself at the moment.

Total CPs used: 0



Harold Jordan

Experience	0
TCPs	0
ACPs	0
Initiative	10
Strength	11
Constitution	6
Agility/Dexterity	10
Intelligence	9
Comeliness	9
Media Rating	9
Limb Strength Factor	6
Healing Rate	24
Hit Points	237
Energy	46
Danger Sense	9%
Detective Score	7%
Knockback Factor	171
Magic Save	15%
Carrying Capacity	133
Running Speed (ft/15 sec)	186
Running Speed (mph)	8
Winged Flight (ft/15 sec)	0
Air Flight Speed (mph)	0
Space Flight Speed (mph)	0

Powers/Weaknesses	BCTH	ABCTH	DAMAGE			CPs
			#	+	EC/U	
Hand to Hand Combat	50	52	2	0	1	0
Animal Weaponry		0%/DAM+				0
Armor		0 points				0
Combat Bonus		0%				0
Defense Bonus		0%				0
Extra Damage		0 DAM+				0
Invulnerability		0 points				0
Speed Increase		0x				0
Super Reflexes		0				0
Willpower		0%				0

Height: 6'0" Weight: 160
Eyes: Blue Hair: Brown

Skills: Law

History: Councilman Jordan is something of a hypochondriac.
He always acts frail or sickly. He also happens to have a lot of political clout because of all the campaign donations his political action committee makes. He is very critical of the mayor's performance in the current situation.

Total CPs used: 0



Jessica Fisher

Experience	0
TCPs	0
ACPs	0
Initiative	12
Strength	11
Constitution	16
Agility/Dexterity	12
Intelligence	17
Comeliness	16
Media Rating	15
Limb Strength Factor	12
Healing Rate	48
Hit Points	407
Energy	66
Danger Sense	17%
Detective Score	13%
Knockback Factor	252
Magic Save	15%
Carrying Capacity	99
Running Speed (ft/15 sec)	210
Running Speed (mph)	10
Winged Flight (ft/15 sec)	0
Air Flight Speed (mph)	0
Space Flight Speed (mph)	0

		DAMAGE				
Powers/Weaknesses	BCTH	ABCTH	#	+	EC/U	CPs
Hand to Hand Combat	50	53	1	0	1	0
Animal Weaponry		0%/DAM +				0
Armor		0 points				0
Combat Bonus		0%				0
Defense Bonus		0%				0
Extra Damage		0 DAM +				0
Invulnerability		0 points				0
Speed Increase		0 x				0
Super Reflexes		0				0
Willpower		0%				0
Height: 5'6"		Weight: 145				
Eyes: Green		Hair: Brown				
Skills: Law						

History: Councilwoman Jessica Fisher was elected on the strength of her intelligence and political savvy. Her main interest is to find a solution to this problem and worry about fixing blame later. She was born in Beverly Hills, and does not want to see the town suffer needlessly because of political squabbling.

Total CPs used: 0

William Sparks

Experience	0
TCPs	0
ACPs	0
Initiative	13
Strength	18
Constitution	16
Agility/Dexterity	13
Intelligence	14
Comeliness	17
Media Rating	14
Limb Strength Factor	16
Healing Rate	64
Hit Points	827
Energy	71
Danger Sense	14%
Detective Score	11%
Knockback Factor	231
Magic Save	15%
Carrying Capacity	583
Running Speed (ft/15 sec)	264
Running Speed (mph)	12
Winged Flight (ft/15 sec)	0
Air Flight Speed (mph)	0
Space Flight Speed (mph)	0

		DAMAGE				
Powers/Weaknesses	BCTH	ABCTH	#	+	EC/U	CPs
Hand to Hand Combat	50	54	3	3	1	0
Animal Weaponry		0%/DAM +				0
Armor		0 points				0
Combat Bonus		0%				0
Defense Bonus		0%				0
Extra Damage		0 DAM +				0
Invulnerability		0 points				0
Speed Increase		0 x				0
Super Reflexes		0				0
Willpower		0%				0
Height: 5'10"		Weight: 190				
Eyes: Blue		Hair: Blonde				
Skills: Law, Leadership						

History: Councilman William Sparks is a very ambitious man. He will propose all kinds of high-visibility solutions that will give him lots of publicity (such as fact-finding commissions and special investigations) but don't do much to solve the problem at hand. He wants Mayor Westwood's job and sees the perfect opportunity to publicly embarrass him.

Total CPs used: 0



Dennis Harris

Experience	0
TCPs	0
ACPs	0
Initiative	17
Strength	12
Constitution	14
Agility/Dexterity	17
Intelligence	13
Comeliness	13
Media Rating	11
Limb Strength Factor	14
Healing Rate	56
Hit Points	675
Energy	66
Danger Sense	13%
Detective Score	10%
Knockback Factor	198
Magic Save	15%
Carrying Capacity	172
Running Speed (ft/15 sec)	276
Running Speed (mph)	12
Winged Flight (ft/15 sec)	0
Air Flight Speed (mph)	0
Space Flight Speed (mph)	0

Powers/Weaknesses	BCTH	DAMAGE				CPs
		ABCTH	#	+	EC/U	
Hand to Hand Combat	50	54	2	2	1	0
Animal Weaponry		0%/DAM +				0
Armor		0 points				0
Combat Bonus		0%				0
Defense Bonus		0%				0
Extra Damage		0 DAM +				0
Invulnerability		0 points				0
Speed Increase		0×				0
Super Reflexes		0				0
Willpower		0%				0

Height: 5'8"

Eyes: Brown

Skills: Law

Weight: 165

Hair: Black

History: Councilman Dennis Harris has been harassed with complaints from fed-up citizens all day! He's in a very bad mood at the moment and liable to bite the head off any character who rubs him the wrong way. Ultimately he has the best interest of the city at heart, and he has no patience for the grandstanding of Councilman Sparks.

Total CPs used: 0



Theodore Smyth

Experience	0
TCPs	0
ACPs	0
Initiative	10
Strength	13
Constitution	15
Agility/Dexterity	10
Intelligence	17
Comeliness	9
Media Rating	16
Limb Strength Factor	15
Healing Rate	60
Hit Points	640
Energy	65
Danger Sense	17%
Detective Score	13%
Knockback Factor	202
Magic Save	16%
Carrying Capacity	219
Running Speed (ft/15 sec)	198
Running Speed (mph)	9
Winged Flight (ft/15 sec)	0
Air Flight Speed (mph)	0
Space Flight Speed (mph)	0

Powers/Weaknesses	BCTH	DAMAGE				CPs
		ABCTH	#	+	EC/U	
Hand to Hand Combat	50	53	2	1	1	0
Animal Weaponry:		0%/DAM +				0
Armor:		0 points				0
Combat Bonus:		0%				0
Defense Bonus:		0%				0
Extra Damage:		0 DAM +				0
Invulnerability:		0 points				0
Speed Increase:		0×				0
Super Reflexes:		0				0
Willpower:		0%				0

Height: 5'10"

Eyes: Hazel

Skills: A.I. Specialist

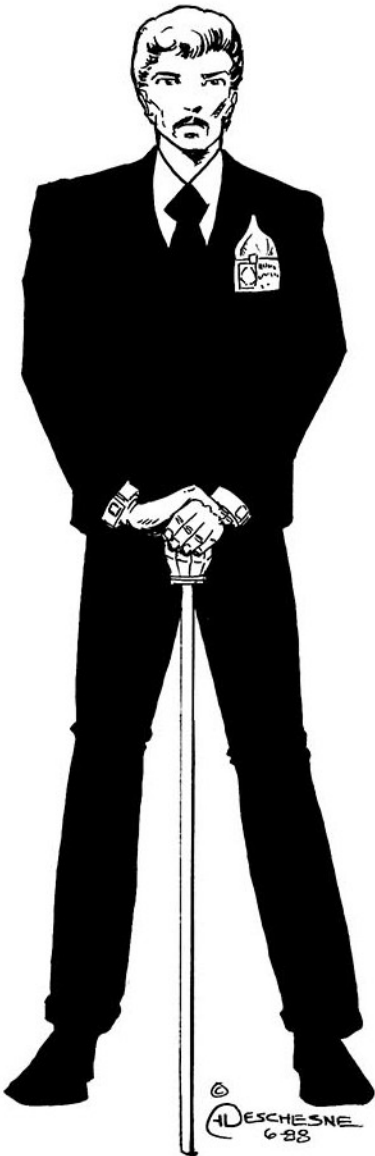
Weight: 170

Hair: Brown

History: Theodore Smyth is the CEO of Robodyne Inc., makers of robots for industry and the home. He was invited to this meeting so that his Roboguard unit could help augment security. He has instructed his robot to obey all instructions from the security force, unless he countermands them. If Mr. Smyth is threatened, Roboguard will drop whatever he is doing and protect him.

Total CPs used: 0

Martin Chandler



Experience	0
TCPs	0
ACPs	0
Initiative	14
Strength	12
Constitution	13
Agility/Dexterity	14
Intelligence	11
Comeliness	12
Media Rating	16
Limb Strength Factor	13
Healing Rate	52
Hit Points	575
Energy	60
Danger Sense	11%
Detective Score	8%
Knockback Factor	193
Magic Save	15%
Carrying Capacity	172
Running Speed (ft/15 sec)	240
Running Speed (mph)	10
Winged Flight (ft/15 sec)	0
Air Flight Speed (mph)	0
Space Flight Speed (mph)	0

Powers/Weaknesses	BCTH	DAMAGE				EC/U	CPs
		ABCTH	#	+			
Hand to Hand Combat	50	53	2	1		1	0
Animal Weaponry		0%/DAM+					0
Armor:		0 points					0
Combat Bonus:		0%					0
Defense Bonus:		0%					0
Extra Damage:		0 DAM+					0
Invulnerability:		0 points					0
Speed Increase:		0x					0
Super Reflexes:		0					0
Willpower:		0%					0

Height: 6'0"
Eyes: Brown
Weight: 165
Hair: Steel grey

Skills: Communications

History: Martin Chandler is the media tycoon who owns the house this meeting is occurring in. He owns a major newspaper, *The Los Angeles Outlook*, and KKTU, Channel 6, a local independent television station. His newspaper uncovered some of the problems occurring in Beverly Hills, and Mr. Chandler has threatened to run a full exposé on the problems if no decisive action is taken tonight. He does not want to drag the city through the mud, but he is prepared to do so if no concrete action is taken.

Total CPs used: 0

Gregory Ballard



Experience	5040
TCPs	9
ACPs	2
Initiative	28
Strength	17
Constitution	18
Agility/Dexterity	28
Intelligence	16
Comeliness	15
Media Rating	23
Limb Strength Factor	18
Healing Rate	72
Hit Points	1145
Energy	89
Danger Sense	16%
Detective Score	12%
Knockback Factor	252
Magic Save	16%
Carrying Capacity	491
Running Speed (ft/15 sec)	438
Running Speed (mph)	19
Winged Flight (ft/15 sec)	0
Air Flight Speed (mph)	0
Space Flight Speed (mph)	0

Powers/Weaknesses	BCTH	ABCTH	DAMAGE			EC/U	CPs
			#	+			
Hand to Hand Combat	50	105	3	7		1	0
Pulsar-3 (5 Shot, Paralysis Gun)	40	95	stun			0	0
.44 Magnum (12 rounds)	60	115	11	7		0	0
(auto-fire, 3 rnds/shot)	90	145	20	7		0	0
Increased Statistics:							
ADX: +10							2
Animal Weaponry		0%/DAM +					0
Armor		0 points					0
Combat Bonus		40%					5
Defense Bonus		8%					0
Extra Damage		0 DAM +					0
Invulnerability		0 points					0
Speed Increase		0x					0
Super Reflexes		0					0
Willpower		0%					0

Height: 6'2"

Eyes: Brown

Weight: 195

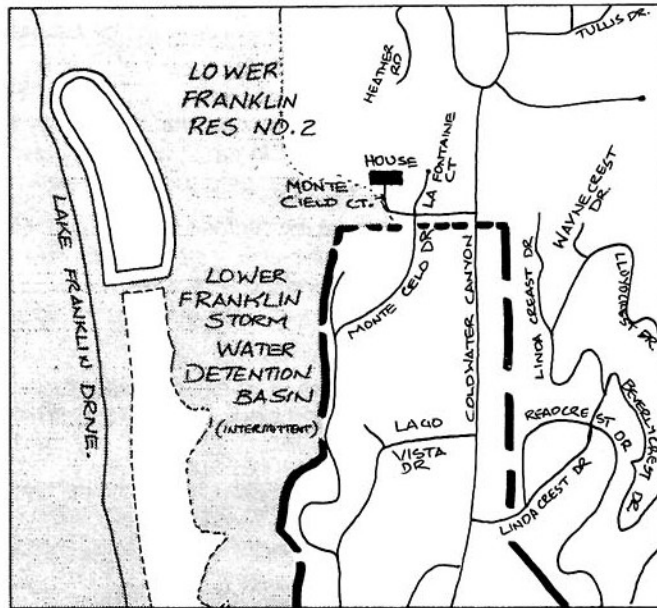
Hair: Brown

Skills: Law Enforcement, Leadership

History: Police Chief Gregory Ballard is the very talented and charismatic leader of the Beverly Hills Police Department. He is also a minor genetic mutant (a fact he keeps well hidden). Because he came up through the ranks of the LAPD, he is street smart and willing to take necessary risks to get the job done; this is why Super-Powered neutrals are acting as security for this meeting. Chief Ballard advocates a large, coordinated raid on the headquarters of Knight Security, in cooperation with all other law enforcement agencies in the area.

Total CPs used: 7

THE SETTING



The city of Beverly Hills is located on the west side of Los Angeles. It is surrounded by Hollywood, Westwood, West Los Angeles, and Century City. All of these areas are the typical haunts of the rich and famous (in the case of Hollywood, sometimes infamous) of Los Angeles.

The adventure occurs in the Coldwater Canyon area, north of the flatland shopping areas of Beverly Hills. This is a very steep and hilly region with only limited access in and out via Coldwater Canyon Dr., and that street will be blocked long before the attack takes place.

The Chandler mansion is built into a hillside on Monte Cielo Dr., overlooking the Franklin Reservoir; it is an isolated location that is not visible from any of the neighboring houses. Because of this, if fire does break out it will not be immediately reported.

The house is located on twenty acres of land. Only the five acres immediately surrounding the house are landscaped; the rest is covered with the scrub and chaparral native to the region. The GM should be aware that these native plants are extremely flammable, and that if a fire starts at the Chandler place, it has an excellent chance of exploding into a devastating brush fire in the midst of some of the most expensive real estate in the country!

The House

The Chandler mansion is only five years old, and it was built expressly for the media mogul. It has state-of-the-art everything.

The security system is designed to take care of any possible disaster that might occur. All of the windows and exterior doors are alarmed. Sonic sensors are located in all rooms and hallways. Infrared sensors are scattered throughout the grounds to detect the presence of intruders on the property. In the event that intruders are detected, an alarm is sent to Knight Security and to the alarm control that Mr. Chandler carries at all times.

In the event a fire is detected, the security system is designed to flood the area with fire-retardant foam. Exterior fires are controlled by an automated sprinkler system that covers the entire grounds.

The Chandler mansion is lath-and-plaster construction over a framework of wood, with posts and floors of steel-reinforced concrete and construction ceramic. The walls have a structural rating of 55 except for the basement level, which has a rating of 170 and is 4 inches thick. All floors, ceilings, and basement exterior walls (unless an exception is noted in the room descriptions below) have a structural rating of 210 and are 8 inches thick. All of the windows are made from normal glass and will take from 5 to 10 points (depending on size) to shatter.

Railings are present in all areas where rooms are open to the floor below. These railings are made of brass and have 40 hit points for each foot of length.

All of the sun decks are constructed of the same material as the floors, and have railings at the edge.

The swimming pool ranges in depth from 3 feet near the steps to 9 feet at the far end. The pool is currently full of water, maintained at a pleasant 72°.

Room Descriptions

Each room shown on the maps is numbered, and those numbers correspond to the descriptions below. All areas labeled as "open" are open to the level below. All such areas are surrounded by railings, as noted above.

1. Helipad This is not truly a room but, rather, an area of the roof that is specially designed for the take-off and landing of small VTOL craft. Glass sliding doors open into the sun room, and steps lead down to the roof garden in area 3. Because it is on the exterior of the house, a card key is required to call the elevator to this level.

2. Sun Room All of the walls and the ceiling of this room are enclosed by a special clear plastic that has a structural rating of 140; the walls and ceiling are 3 inches thick, and the ceiling height is 25 feet. A large spa is located in this room; it is 2½ feet deep with a water temperature of 90°. Several plants and small trees are scattered about the room. Two chaise longues and a patio table set are in this room as well. The stairs from this area lead down to the second floor hallway.

3. Roof Top Garden This area is covered by a lush green lawn dotted with trees and flower beds—the perfect place to relax on a sunny afternoon with a cold drink and a good book. This area has a nice view of the Franklin Reservoir and the road below.

4. Entry The floor in this area is made of gold-bordered Italian tiles; anyone trying to make fast or acrobatic maneuvers in this area should save vs. ADX or fall. *If the floor is wet, save vs. ½ADX.* There are several expensive paintings hung in this room but no furniture. This area opens directly into the adjacent balcony and mezzanine area.

5. Balcony The floor in this room is covered with the same tile as that found in the entry and the same ADX rolls apply in this room. This room overlooks the ballroom on the floor below. A door to a men's bathroom is located off to the right of the entry. A large curving stairway leads down to the ballroom on the floor below. As with the entry, this area is devoid of furnishings except for some very expensive paintings on the walls.

6. Video Showing Room Four large plush chairs and a sofa sit opposite a 9-foot television screen. This room is also equipped with state-of-the-art sound and holographic capabilities. The closet contains the audio and video controls and a huge library of audio, video, and holographic cartridges. This room also happens to be one of the few places in the house the Knights can't monitor, due to the soundproofing in the walls and a faulty room sensor.

7. Mezzanine This area is less than a room and more than a hallway. The elevator opens into this area; there is also a stairway to the first floor.

8. Study The desk has a computer terminal linked to the network that controls Chandler's media empire. A telephone and small video viewing unit are also part of the desk. This room overlooks the music room.

9. Master Bedroom Suite This is the Chandlers' bedroom. The room is dominated by a large picture window overlooking the valley below. The room is furnished sparsely—there is only a king-size bed and plush armchair. Family pictures cover the wall behind the chair. The dressing area closets contain clothing belonging to Martin Chandler and his wife, Sheila. (Sheila is currently visiting relatives in New York.) Adjacent to the dressing area is the Chandlers' private spa and bathroom.

10. TV and Sitting Room This room contains the largest holographic projection system currently available on the market; it has the capability to turn the entire room into a movie set. If this system is active during a combat, all of the participants should be given invisibility defense. The room is furnished with three plush chairs, a couch, and several tables. The controls for the video system are located on the large table in the center of the room.

11. Office This room contains a communications center far superior to the one in the study. The desk in this room has multiple phone lines, video units and terminals. The secretary's desk (against the wall) has 2 word processing and fax systems. This room is paneled in dark wood and has thick plush carpeting.

12. Workout Room A weight bench sits in the center of the room. The floor is covered by a thick rubber mat. The closet contains a large assortment of free weights in addition to several other small fitness devices.

13. Guest Bedroom This room is furnished with a king-size bed and a dresser. The closet and dresser are completely empty.

14. Susan Chandler's Bedroom Susan Chandler is Martin and Sheila Chandler's daughter; she is currently away at college. The room is in the same condition as the day Susan left: there are clothes in the closet, and a large stuffed cat sits in the middle of the bed. The desk against the far wall has its own telephone line.

15. Ballroom This huge room has been the site of many social events that graced the society pages of newspapers from coast to coast. Two huge crystal chandeliers hang at either end of the room. Royal blue satin draperies frame all of the 20'-high windows, which extend almost to the 24' ceiling. The room is completely unfurnished.

16. Music Room and Gallery This area is devoted to showing off the Chandler collection of art masterpieces—a collection of 25 fine oil paintings by the great masters, currently valued at 3 million credits. As is the case with every other painting in the house, all of the paintings in this room are set into the wall and protected by individual force fields that will take 800 points of damage before breaking. The GM should keep in mind that any tampering will immediately set off an alarm, and that a painting may be damaged by a hit unless *exactly* 800 points of damage are done. The force fields can be deactivated only if Martin Chandler enters a secret code and verifies his voiceprint on a special sensor in the basement facilities room (room 30). In addition to the art collection, a concert grand piano is present on a raised stage; Sheila Chandler is a former concert pianist and often performs at parties and practices on this instrument.

17. Billards Room This room contains a tournament-size billards table. A rack containing a large supply of pool cues, chalk, and score keeping system is also present. This table weighs 500 pounds, but will fall apart if anyone attempts to pick it up. As anyone who has helped move one knows, pool tables don't make good *melée* weapons.

18. Library This room looks like a typical library in an English Gothic mansion. A large stone fireplace dominates the room. Opposite the fireplace is an entire wall lined from floor to ceiling with filled bookshelves; the collection spans a wide range, from old classics to modern fiction and technical works. Several plush chairs and tables are scattered about the room.

19. Living Room This is where the Chandlers do most of their small-scale entertaining. A warm fireplace gives this room a very friendly feeling. A sofa and several chairs surround a coffee table in the center of the room. Off to the side are another sofa and chair for smaller, more intimate conversations. Two more artworks are present on the walls flanking the sliding door to the outside deck; these are worth 200,000 credits and are protected by the same kind of force fields as the works in the gallery. A few short steps lead from this room to the Library and Music Room. A wood-paneled sliding door separates this room from the Ballroom.

20. Dining Room A large oval banquet table occupies the center of the room. The walls are covered with tapestries depicting medieval tournaments and festivals. These tapestries are worth 50,000 credits, and because of their lesser value (in addition to their weight and bulkiness) they are not as heavily defended as the art collection. Behind each tapestry is a sensor net which will set off an alarm if the tapestry is removed. The GM should remember that each of these hangings is equivalent in weight and bulk to a small roll of heavy carpet when it is removed from the wall. All of the doorways to other rooms are screened by satin drapes, which are closed at the beginning of the scenario.

21. Pantry The closets in this room are full of all types of canned and dry foods. A large butcher-block table occupies the center of the room. Several meat cleavers and sharp knives can be found in a drawer under the table top. Stashed in a corner is a wet bar fully stocked with all kinds of alcoholic beverages. The elevator opens into this area.

22. Kitchen Every type of labor-saving device imaginable is available and ready for use on one of the counters that line the walls of the room. In the center of the room is an industrial size cooking complex containing 3 ovens, 2 ranges, an enclosed barbeque, and 10 stovetop burners, all of which use natural gas as fuel. This room is separated from the dining room by curtains. The breakfast nook is an extension of this room and has an unobstructed view of the area.

Majitar plans to turn this area into an inferno by extinguishing all of the pilot lights and disabling the safety monitors in the cooking station, turning on all the gas, and enclosing the cooking station in a force field. He will then light six candles and place them on the counters around the room to serve as ignition sources. Rigging the kitchen will take Majitar 4 rounds. The force field will drop 1 round after he teleports from the room, followed by a fireball 3 counts later if all of the candles are not put out. If the candles are put out and the gas in the cooking center is turned off, the gas will dissipate harmlessly.

Characters entering the breakfast nook or kitchen area while Majitar is rigging his explosion will see a holographic illusion of the way the kitchen looked upon Majitar's arrival. Majitar is invisible and will continue his work if not discovered. Characters with ultravision will see through the illusion immediately; all others should receive a danger sense roll at ½ their normal percentage. If this roll is successfully made, characters will know that something is wrong, but not what; they must search the room to uncover the source of the problem.

23. Breakfast Nook An antique dining room table with six chairs occupies the center of the room. A large bowl of fresh fruit occupies the center of the table. A staircase leads from this area to the second floor.

24. Games Room A large rectangular table surrounded by 10 plush chairs occupies the center of the room. Two video game units (Commander Zero and Stellar Destroyer) sit against the wall near the door. Two computer terminals sit on a U-shaped desk against the left hand wall. Nearby is a cabinet full of various board and computer games.

This is the room that Mr. Chandler has selected for the meeting, due to its seating capacity and lack of security sensors. He doesn't know about two bugs planted in the room before the meeting. One is attached to the Commander Zero video game; the other is located inside the game cabinet.

25. Wine Cellar The walls in this area are lined with wine racks full of vintage wine, some of which dates all the way back to the 1980s. The room is kept at a temperature of 50° by the home's climate control system.

26. Servant's Quarters This room is used by the Chandlers' live-in cook, who is currently on vacation. The cook is apparently something of a slob: there are dirty clothes strewn about. The room is furnished with a bed, table and chair. A small television set sits atop the dresser near the door.

27. Servant's Quarters This room is furnished identically to room 27, but is considerably neater. The Chandlers' maid normally uses this room, but she is also on vacation. She does not usually live in this room; it is provided for her so she can stay overnight when large parties are given. Several family pictures and mementos can be found around the room.

28. Garage This large open area occupies most of the basement of the house. Two large automatic doors open to the private drive that circles the house. Three cars are parked here: a red Porsche 1270, a blue Mercedes 2300SL, and a black Lincoln stretch limo complete with all the amenities. Fifteen folding tables and eight stacks of chairs are piled against the back wall near the stairwell. The rest of this room is just open space.

29. Storage This room is full of old furniture and possessions the Chandler family are not using. A search of this room will yield (among many other things) some old family albums with pictures dating back over 100 years, but there is nothing else of any real interest here.

30. Maintenance Facilities This room is kept secured by the home's security system. All of the utility connections will be found here, as well as the central brain and control console for the security system.

Majitar will enter this room by teleporting directly into it, having first overridden the local security system from the Knight Security main office. He will then sabotage the fire suppression system and telephones. This will take him seven rounds; he will spend the next three rounds teleporting in the rest of his strike force. The door will then be opened and his team will begin their attack. Majitar will then secure the room, turn invisible, and teleport to the kitchen.

The door to this room is 1-inch steel plate and will take 500 hit points to knock down. Mr. Chandler is the only person who has access to this room, and he opens the door by punching in an access code on the wall keypad outside the room and verifying his thumbprint on the door sensor. If the proper code is punched without thumbprint verification, the door will not open. Characters with thief or installation security skills will suffer a penalty of -25% when trying to bypass security and open the door.

Once inside, the characters will find the water main serving the house, the electric circuit breakers, the natural gas connections, and the fire-fighting system. If the characters arrive after Majitar has been here, they will find that a large red drum—a 150-gallon container of gasoline—has been connected to the fire suppression system. If the gasoline drum is disconnected, the fire will not spread as quickly. Should a character make his detective roll and re-attach the fire suppression system to the water main, the fire in the kitchen will spread no further and the house may be saved. If the characters check the security console, they will notice that the phone lines have been disconnected from the security console; the lines can be easily reconnected by either Mr. Chandler or a character with installation security skill.

31. Workshop Area This room is devoted to Mr. Chandler's hobby of tinkering with robotics. He has a fully equipped robotic repair facility here, along with sophisticated electronic diagnostic equipment. An inert household robot sits in a chair in a corner of the room. It looks to be in perfect shape, except for a missing head; the head, partially disassembled, is on the work table in the center of the room—Mr. Chandler is in the midst of replacing the robot's faulty optic sensor. An ample supply of spare parts and machine equipment can be found in the cabinets that line an entire wall. A character with the necessary skills can perform emergency repairs on robotic or cybernetic characters using the equipment and supplies in this room.

32. Chauffeur's Quarters This room is used by the Chandlers' chauffeur when he spends the night. The room appears little used. Two clean chauffeur's uniforms can be found in the dresser.

AFTERMATH

Should Knight Security be defeated, a raid on their headquarters will be launched by local law enforcement. Most of the organization will be captured, but Majitar will escape. He will be looking for any good opportunity to harass the characters involved in this module, but he will try to avoid capture at all costs; in any case, this scenario will not be his last.

The lesser criminals will be brought to trial and convicted on a number of charges, ranging from attempted murder to criminal conspiracy and racketeering. They will be sent to Alcatraz state prison in San Francisco; the GM has the option of breaking them out of jail at any time.

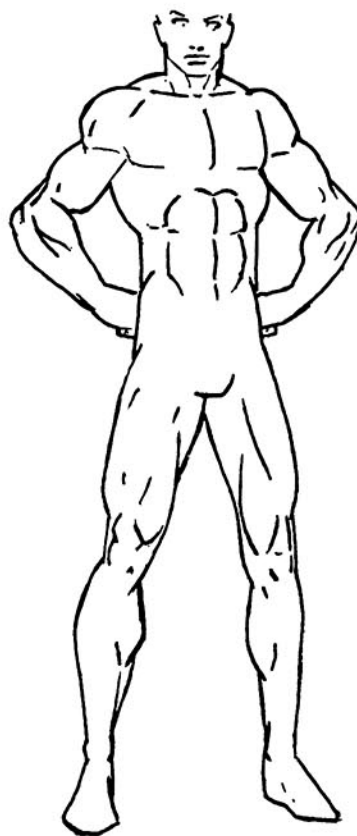
The player characters will be given their promised rewards, along with a 20,000CR bonus for each of them. This bonus will be 50,000CR if the Chandler home and/or most of the art collection is saved. All of the player characters involved will add +5 to their MR scores.

If this scenario is played with evil player characters, they can try to steal the art collection before the house burns.

If Knight Security wins, the GM decides the fate of the player characters.

CODE NAME:	
REAL NAME:	
EXPERIENCE:	TCP'S () ACP'S ()
WEIGHT	() /CP:) W* (WT /50 up)..... = ()
STRENGTH	() /CP:) S* (STR x .10)..... = ()
CONSTITUTION	() /CP:) C* (CON x .13)..... = ()
AGILITY/DEXTERITY	() /CP:) A* (ADX x .07) + .3 = ()
INTELLIGENCE	() /CP:) I* (INT x .03) + .8 = ()
COMELINESS	() /CP:)
MEDIA RATING	()
HIT POINTS (W* + S* + C* + A* + I* -7) x 250 =	()
ENERGY (STR + CON + ADX + INT + 10)..... =	()
LIMB STRENGTH FACTOR: (C* x 2 x W*)..... =	()
DANGER SENSE (INT)..... =	()
DETECTIVE SCORE (INT x .8)..... =	()
TO HIT BONUS [(ADX - 3)/5 + (INT - 3)/5].... =	()
DAMAGE BONUS [(ADX - 9) x.3 + (STR - 9) x.3] =	()
KNOCKBACK FACTOR (HP/20) + WT =	()
HEALING RATE (CON x W*)..... =	()
MAGIC SAVE (CON/3)+ (INT/3)+(TCP/4)+(DB/5) =	()
CARRYING CAPACITY (STR/10) ³ x W* x 25: (	()
HAND TO HAND DAM# (See table in the book)... =	()
MOVEMENT SPEEDS: RUN [(ADX x 2) + STR] x 6.. =	()

ENFORCERS



POWER/SKILL/WEAKNESS	BCTH	ABCTH	DAM#	DAM+	EC/U	CPS
HAND TO HAND COMBAT _____	()	()	()	()	()	()
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ANIMAL WEAPONRY _____						()
ARMOR _____						()
COMBAT BONUS _____						()
DEFENSE BONUS _____						()
EXTRA DAMAGE POINTS _____						()
INCREASED STATISTICS _____						()
INVULNERABILITY _____						()
WILLPOWER _____						()
TOTAL CREATION POINTS.....						()

GROUP AFFILIATION: _____
OCCUPATION: _____
OTHER ALIASES: _____
LEGAL STATUS: _____
PLACE OF BIRTH: _____ DATE: ____/____/____
MARITAL STATUS: _____
KNOWN FAMILY: _____
EDUCATION: _____
BASE OF OPERATIONS: _____
HEIGHT: _____ WEIGHT: _____
EYES: _____ HAIR: _____
SKILLS: _____

HISTORY: _____

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