

ONE-SHOT

OFF THE RAILS

SENTINEL
COMICS
#4

JUSTICE COMICS



GAME MODERATOR ONLY

99USD

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RADELL • REBOTTARO • BENDER

OFF THE RAILS

A.K.A. "FLY ME TO THE MOON"

In this one-shot issue, the international organization G.L.O.B.A.L. is transporting a group of powerful prisoners to a rocket launch pad via maglev train in order to send them to a new underground prison on the moon. However, something goes wrong, and the heroes have to break into the train to regain control and figure out what's going on.

Ultimately, the heroes end up in a conflict with the villainous Fracture at the G.L.O.B.A.L. launch complex, where they have to stop Fracture and her minions from capturing the other villains, kidnapping scientists, stealing a rocket, and blowing up the launch complex and surrounding area.

Off the Rails assumes that you or someone else in your game group has a copy of the Sentinel Comics: the Roleplaying Game Core Rulebook. This issue is appropriate for 2-6 heroes, and can work with a brand new hero team or a more advanced team of experienced heroes. If running this issue for a group of heroes with multiple Collections, restrict them to a maximum of two Collection uses per session, regardless of how many Collections they have access to. (See page 32 of the SCRPG Core Rulebook for more info on how Collections are used this way.)

FOR GM'S EYES ONLY!

The M.A.R.T. has been taken over and is currently being operated by "Fragments", the minions of the villain Fracture. Fragments are broken copies of Fracture that she makes by passing through timespace so fast and haphazardly that she leaves copies behind. For more info on Fracture and her Fragments, see her bio and villain sheet on pages 13-14.

The story here seems very straightforward on the surface — Baron Blade is clearly up to his old tricks and this is some elaborate scheme to free him from this train. However, the truth is far stranger! Baron Blade is the intended target here, and is one of the people needing to be saved from the villain of this story: Fracture! Fracture's involvement in this story, as well as her previous identity, should remain secret until she reveals herself to the heroes when they reach the end of the train scene, though other villains the heroes meet along the way might give the players clues. They're just as in the dark as the heroes, except that they've at least seen the Fragments, and something about the way they talk seems familiar, especially to Ermine and Fright Train. But don't undermine Fracture's opportunity for a great monologue at the end of Scene 1!

ISSUE BACKGROUND

GM: All of the following is information that the heroes know, or have some amount of access to, before the events of this issue begin. Feel free to read this section out loud to your players, print it out or copy it and give it to the players, or communicate it in any way that best fits your roleplaying style.

In the formation of the Geocentric Limited Operations for the Benefit of Advanced Lifeforms — or G.L.O.B.A.L. — heroes from every major country around the world were called to add their voice to this bold new organization. With the devastating events of OblivAeon in recent memory, everyone was eager to find a way to protect the whole world, while not seeking to govern or control the planet. G.L.O.B.A.L. is a humanitarian assembly, with a focus on safeguarding the people of the world, especially from threats of the abnormal or extraordinary nature.

A key figure at the forefront of the conception and establishment of G.L.O.B.A.L. is former United States Senator Emily Parsons. She had been a major proponent of the organization, but also an important voice when it came to establishing checks and balances to prevent corruption and provide for a diversity of worldviews within G.L.O.B.A.L. After much prodding from other G.L.O.B.A.L. architects, she was ultimately convinced to step down from her Senate role to take on the leadership position of Chief Administrator.

The interdimensional prison The Block was used with ill-intent, but its existence proved useful, at least in concept, if not execution. Super-powered villains have proved repeatedly capable of escaping standard methods of confinement, and with the loss of The Block, it was up to G.L.O.B.A.L. to replace its functionality. Fortunately, Chief Administrator Parsons had experience working with penal systems, and knew how ineffective they could be at actually making a change without certain programs in place.

With international oversight and aid, a new facility has been established on the Moon, built under the Sea of Tranquility. There is a modest, above-ground processing center not far from the Apollo 11 landing site, but the rest of the facility is all subsurface construction for both defensive and energy conserving purposes. The location of this education and rehabilitation-focused penitentiary also provides it with a name: "Tranquility".

After a recent plot to harvest energy from the massive tree at the heart of the city of Megalopolis, the villainous Baron Blade was apprehended by the newly renamed Sentinels of Freedom. Knowing of his

tricks and guile, the devious Baron was kept under close surveillance during his incarceration. Now, it is time to transport Baron Blade, as well as several other powerful prisoners, to G.L.O.B.A.L.'s launch complex, where a rocket is being prepared to take them to Tranquility.

ISSUE STRUCTURE

This issue is made up of two major action scenes, with an important montage scene in between. The first scene begins with the heroes boarding the high-speed train in a manner of their choosing and involves them making their way up the train to get to Baron Blade's compartment. The second scene is the montage scene, giving the heroes a chance to compare notes and get to the G.L.O.B.A.L. Launch Facility. The third scene is a race against numerous clocks as Fracture prepares to flee with her hostage and the Fragments make a mess of the facility, pulling the heroes in a number of directions.

Throughout this adventure, the heroes should feel like the odds are stacked against them. They have to deal with a train full of super-powered foes, and then deal with a dangerous and hectic situation at a launch pad! That's a lot to handle. But, while the stakes are certainly high, overcoming those challenges and saving the day against all odds is what makes them heroes!

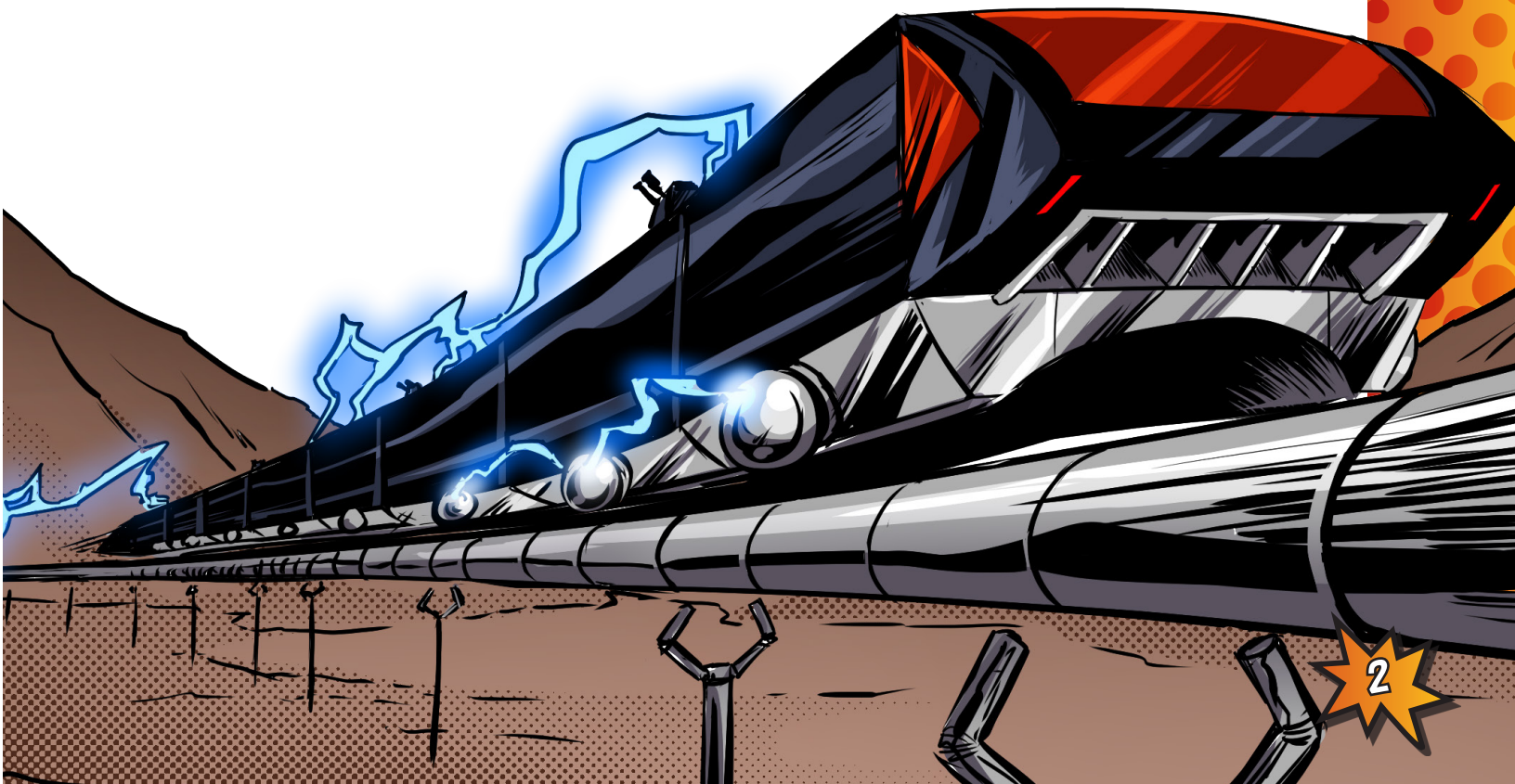
HIGH-SPEED HEIST

THE SITUATION

Only twenty minutes after it departed for the launch complex, the M.A.R.T. (Maglev Armored Rocket-Train) transporting the prisoners transmitted a shrill blast of distortion, and then abruptly ceased all communications. Still barreling along on its short, two hour journey, the security staff on board are not responding to any attempts to hail the M.A.R.T., but its defense convoy has not seen any visual signs of disruption or attack. What went wrong? G.L.O.B.A.L. put out the call to the Sentinels of Freedom, who in turn contacted you, as you — wherever you are — happen to be the heroes nearest the M.A.R.T.'s path.

Attempts have been made to slow or stop the M.A.R.T., but to no avail. It is well-shielded against attack or interference. However, G.L.O.B.A.L. does have a failsafe method of boarding, just in case. You have a very brief window to board the M.A.R.T. as it speeds by, and if you proceed carefully, you might just be able to progress along the train without drawing the attention of whoever has hijacked it. But time is of the essence! You have less than an hour until the M.A.R.T. reaches the launch complex, automatically opening to disgorge its passengers. Hopefully, by then, you can stop whoever has taken control of the train and foil their plot, whatever it may be.

SCENE 1



RUNNING THE SCENE

Note: this scene uses a prolonged scene tracker, as explained on page 188 of the **SCRPG Core Rulebook**.

SCENE TRACKER

START

END



BOARDING THE M.A.R.T.

If the players want to come up with various ways to board the train, encourage them to do so! The situation still holds true: the train cannot be slowed or stopped and the heroes only have a brief moment to board the train, but as that is the starting point of the issue, they can do so without overcoming a challenge — there will be plenty to overcome once they're aboard.

Whether they board using their own plan or using G.L.O.B.A.L.'s failsafe magna-coupler, the heroes end up at the end of the last car of the train and enter the car quickly to avoid being flung off by the speed of the train and the automated external defenses. They will have the choice to proceed on the outside of the train as the scene progresses, if they wish.

The scene starts fast, with the heroes on board the train and ready for action. The train has 8 cars, listed here with their contents from back to front:

- Car 8: **Radioactivist** (page 7)
- Car 7: **Current** (page 7)
- Car 6: **Cold Shoulder** (page 8)
- Car 5: **Firestarter** (page 8)
- Car 4: **Ermine** (page 9)
- Car 3: **Fright Train** (page 9)
- Car 2: **Baron Blade** (page 10)
- Car 1: **Engine** (part of the Conclusion)

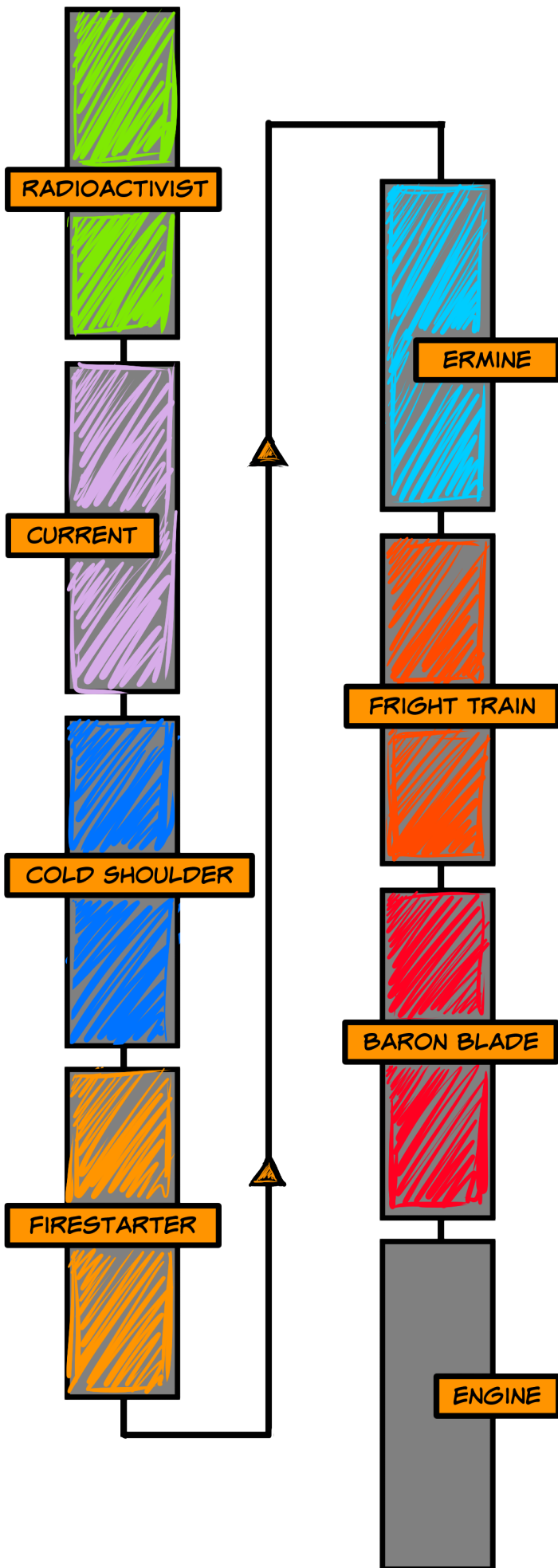
The heroes start in Car 8 and must progress one car at a time. They know that Baron Blade is likely housed near the front of the train, but nothing about any of the other occupants.

Whatever method the heroes used to board the M.A.R.T. combined with the (currently secret) mayhem caused by the Fragments have freed many of the occupants of these cars. Each of these lieutenants are enraged and will do anything to not go to the moon prison, so they attack the heroes on sight. Heroes need not defeat a lieutenant to proceed to the next car, but any undefeated lieutenants can and will pursue the heroes as they progress.

Each car also houses automated defenses that turn on the heroes and lieutenants alike, represented by threats and twists introduced by the environment. Since the Fragments are controlling the train and seek to keep the heroes from progressing, preferentially go after the heroes with environment twists, but don't worry about avoiding collateral damage to the lieutenants — the Fragments have no need of any of their hostages, other than Baron Blade.

Each time any of the heroes enter a new car for the first time, introduce that car's lieutenant to the scene, adding them to the action order. The heroes can attempt to subdue them for later questioning, just defeat them by knocking them out, or try to ignore them by pushing on to the next car. Whatever their approach, as the heroes move from car to car, the overhead speaker system crackles to life with some frequency. A glitchy, disjointed, high-pitched whine of a voice taunts them, calling the heroes no better than the foes they face, and often repeating some variation of the phrase, "I will have my revenge!" (See her villain bio on page 14 for more info on Fracture's desire for revenge.)

The heroes can stop in each car, dealing with the lieutenant and any defenses from twists before moving on to the next car, but they will likely be short on time as a result. When the scene tracker enters the Yellow Zone, emphasize the urgency of the situation and remind them that the clock is ticking. They only have so much time to make it the full length of the train!



To move from one car to another, the heroes must complete the following challenge:

NAVIGATE THE M.A.R.T.

DESCRIPTION

The cars are not connected physically, but via a series of magnetic couplings that keep the cars close but not touching. There are tunnel-passages with airlock style doors that need to be overcome — either with brute force, hacking, or some other method — or the heroes can brave traversing the outside of the train to get into the next car. Hanging onto the outside of the train is less challenging, but does spawn automated defenses. Each hero must decide for themselves which path they will take, but they don't have to use the same method for each car.

RESOLUTION

- ☐ Overcome the two airlock doors to move to the next car using the tunnel-passage
- OR-
- ☐ Traverse the outside of the train to move to the next car, drawing attention from defenses

OUTCOME

If the hero overcame the two challenges to move via the tunnel-passage, they end up in the next car without further complication. If they overcame the one challenge to traverse the outside of the train, add an environment threat to the next car, as they were noticed by the train's automated defenses.

Note: this means that going outside is faster but more dangerous, while staying inside is safer but takes longer. Make this clear to the players.

As the heroes move from car to car, the lieutenants and any active defenses pursue them. If the heroes went through the doors, consider those doors forced open, letting their foes chase them without hindrance. However, if the heroes moved to the next car using the outside of the train, the lieutenants can get through the doors, tearing them open for anyone and anything else to follow as part of a twist incurred by the heroes.

However, as the heroes enter Car 2, any active foes turn to flee, attempting to use the opportunity to get away. Provided the scene doesn't end with the scene tracker running out, any lieutenants that were subdued before the end of the scene can be handed over to G.L.O.B.A.L. authorities as part of the montage in Scene 2 (page 10).

THE ENVIRONMENT: RUNAWAY M.A.R.T.

The environment for this scene is the M.A.R.T. It is currently controlled by the glitchy Fragments, and they use the automated defenses against the heroes and lieutenants alike, mostly attempting to cause enough chaos to prevent the heroes from reaching Baron Blade's car before the time runs out.



GREEN

MINORTWISTS

Neutralizing Field: An energy field springs to life, crackling with electricity! Each target in the scene takes lightning damage equal to the Min die. Roll the environment dice and Hinder any target dealt damage this way with the Mid die.

Shaky Speed: The train shudders, pushed to greater speeds by its chaotic pilot. Roll the environment dice and Hinder all targets in the scene with the Max die.

Trouble on the "Tracks": With the M.A.R.T. barreling along in such an uncontrolled way, it smashes through something in its way — perhaps a barn or a hastily abandoned vehicle. The M.A.R.T. makes it through virtually unscathed, but everyone aboard gets thrown around by the impact and the immediate return to high speed. Roll the environment dice and deal damage to all targets in the scene equal to the Mid die.

MAJORTWISTS

Patrolling Drone: A laser drone enters the car; alerted by your activities! Add one Laser Drone to the scene.

YELLOW

MINORTWISTS

Automated Turrets: A series of laser turrets deploy from the walls of the car, targeting anything that moves! Roll the environment dice and add a number of Laser Turrets to the scene equal to the Min die.

M.A.R.T. Lockdown Protocol: The defenses on board are on the fritz! But is it better to just push through, or to try to resolve the lockdown? As long as the scene is in the Yellow Zone, either method of the Navigate the M.A.R.T. challenge takes an additional Overcome success to complete until the Lockdown Protocol has been lifted, which can be done with three Overcome successes: ☐☐☐.

Sedative Gas: With a sharp hiss, a pink gas begins to fill the room! Roll the environment dice and deal anyone in the room that breathes air toxic damage equal to the Max die. Hinder any target dealt damage this way with the Mid die. The resulting penalty is persistent and exclusive.

MAJORTWISTS

Curious Fragment: Unable to contain themselves any longer, one of the Fragments finally blips into your car, moving through walls and empty air alike, twitching like a glitch on a computer monitor. Add one Fragment to the scene.

Note: this is likely the first time the players have encountered a Fragment. Play up their herky-jerky movement. Have the voice of Fracture mock the heroes from the overhead speakers, but some of the words come out of the Fragment's mouth instead of the speakers.

RED

MINORTWISTS

Drone Deployment: A group of drones is sent to shut down your progress! Roll the environment dice and add a number of Laser Drones to the scene equal to the Mid die.

Fragment Force: Desperate to stop you before you reach Baron Blade's car, Fragments appear in your car. Roll the environment dice and add a number of Fragments to the scene equal to the Min die. (See the note from the Yellow Zone's Major Twist.)

Unexpected Power Outage: The systems that keep the M.A.R.T. running weren't built for this level of extreme usage. Destroy any environment threat minions of a ☐6 or ☐4 die size. Also, roll the environment dice and Hinder each target using the Mid die, as the lights flicker on and off in each car.

MAJORTWISTS

Fracture's Foray: Fracture has had enough of all you aggravating heroes meddling with her plan. She glitches through reality, appearing at the location of the hero who rolled the dice and makes a basic attack against them, using her power of Teleportation ☐10, her quality of Twitchy ☐8, and her status based on the number of minions in the scene (see her villain sheet on page 13 for more info).

RUNAWAY M.A.R.T. THREATS

LASER TURRET

6 MINION

DESCRIPTION

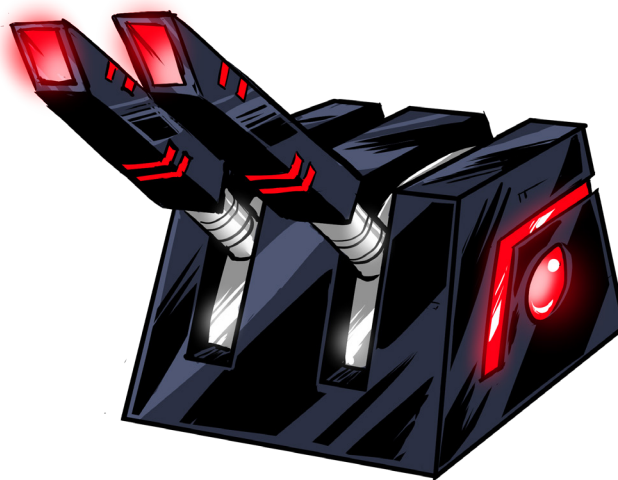
These automated turrets are part of the M.A.R.T.'s standard defense array, but they've gone haywire under the control of the Fragments.

ABILITY

Laser Spray: When a Laser Turret makes an Attack, it hits two targets but with a -1 to its roll.

TACTICS

Laser Turrets shoot at anything that isn't a M.A.R.T. defense. When a Laser Turret takes its turn, it fires at the two non-environment targets that have most recently acted.



LASER DRONE

8 MINION

DESCRIPTION

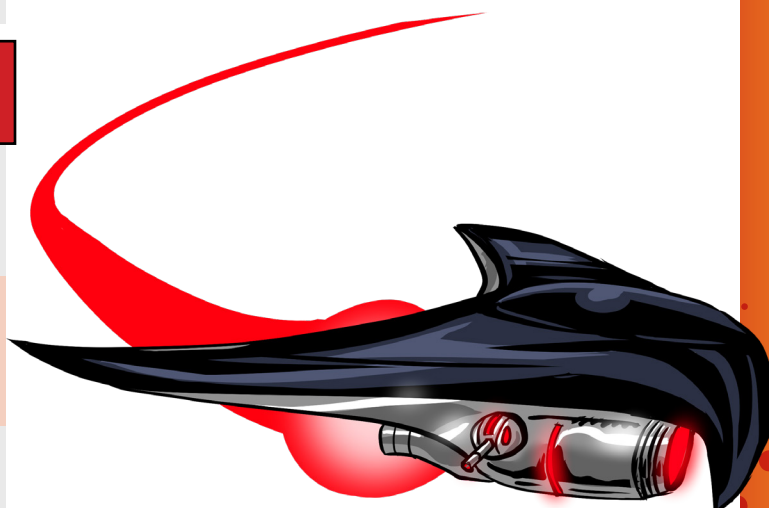
These flying drones also have magnetic feet to grab onto the train wall, or to clamp onto a potential prisoner.

ABILITY

Give Them The Clamp: Laser Drones get +1 to their Hinder actions against nearby targets when using their magnetic clamps.

TACTICS

The Laser Drones prefer to get close and clamp anyone causing chaos in the train cars.



FRAGMENTS

10 MINION

DESCRIPTION

These erratic forms are remnants left by Fracture when she moves through reality. They're essentially just her at a different juncture of spacetime, but without the presence of mind that she barely hangs on to with her "present" form. They move with the same glitching lurches that Fracture does, and attack by moving through their opponents.

ABILITY

Glitch Through: Whenever a Fragment makes an Attack, they also Hinder with the same roll.

TACTICS

Fragments want to cause as much of a mess as possible. They're not particularly "smart", as they're just leftovers of Fracture's actions, but they know that the heroes are the ones messing up whatever the plan is. They Attack whatever hero looks the strongest, also applying a penalty, due to their Glitch Through ability.



RADIOACTIVIST 8 LIEUTENANT

DESCRIPTION

Radioactivist was an obsessive fan of the hero team known as the Freedom Five. Then, he was irradiated and subsequently mutated by the radioactive energy, amping his fixation with the heroes to a dangerous level. His powers have been experimented on by more than one mad scientist.

ABILITY

Radioactive Strength: Radioactivist has +1 to all Attack actions.

Irradiated Form: Whenever Radioactivist is Attacked or Hindered by a target at close range, the Attacking or Hindering target loses Health equal to their Min die.

TACTICS

"Tactics" is a strong word to use when talking about how Radioactivist behaves. He wants to get in close and swing wildly, as he's confused and enraged. He's not a particularly nuanced foe, which makes him a good start of the scene opponent.



CURRENT 8 LIEUTENANT

DESCRIPTION

For her own personal reasons, Current seeks to disrupt the plans and actions of heroes, focused less on the accumulation of power or wealth, and more on the downfall of any costumed crime fighter. She howls her rage at the heroes, but her voice is hard to hear over the winds she whips up.

ABILITY

Blown Away: Whenever Current makes an Attack action, if her target is not well secured to the ground, she knocks them down and pushes them away from her with a wall of wind.

Winds of Change: When Current makes a Boost action to wrap her allies in wind, she may Boost multiple nearby targets simultaneously.

TACTICS

Current knows that she's better at shoving people around with her winds than she is at engaging in a straight up fight. She seeks to avoid the heroes, hiding behind any other lieutenants and automated defenses, using her Blown Away ability to get punchy heroes away from her and her Winds of Change ability to hopefully make other targets higher priority than her.



COLD SHOULDER 8 LIEUTENANT

DESCRIPTION

The daughter of an inventor and hero from a previous generation of heroes, Cold Shoulder is a bitter foe, resenting how the heroes of today have ignored the contributions of her father. At least, that's the excuse she gives for using his cold tech as in her villainous pursuits of power and money.

ABILITY

Not Just The Shoulder: When Cold Shoulder makes an Attack, she hits up to 3 targets, additionally freezing them in place. They cannot move on their next turn unless they destroy one of their bonuses.

Bitter Birthright: Cold Shoulder has a +2 to Hinder actions made against heroes who she feels have wronged her. (This includes all heroes.)

TACTICS

Cold Shoulder is a no-nonsense combatant. She freezes any aggressive opponents in place and Hinders whoever seems to be the biggest threat to her in the scene. She's had a lot of time to study the sorts of tactics that heroes employ, so she's a very clever opponent.



FIRESTARTER 8 LIEUTENANT

DESCRIPTION

A bit of a covetous hothead, Firestarter is impulsive and reactive. When she sees something she wants, she takes it, and with her ability to manifest and control flame, taking is pretty easy, most of the time. She's run afoul of the heroes one too many times, but even still, she has few regrets.

ABILITY

Hot-Handed: Firestarter can make an Overcome action to take a physical bonus from another target for herself.

Consuming Flame: Whenever Firestarter makes an Attack action against a hero with more than 1 bonus, she destroys 1 of that hero's bonuses.

TACTICS

Firestarter always wants what she can't have. If a hero has a bonus that she could possibly take with her Hot-Handed ability, she will preferentially go after that. If she can't have it, though, then no one can, so she uses her Consuming Flame ability to strip heroes of bonuses if they build up.



10

ERMINE

LIEUTENANT

DESCRIPTION

A thief extraordinaire, Ermine has been in and out of more prisons, bank vaults, museums, and hidden treasure troves than most people even know exist. For more information on Ermine, see her full bio on page 355 of the SCRPG Core Rulebook.

Note: Ermine is represented here as a lieutenant rather than as a full villain due to the relative importance of her character in this story. Use her lieutenant stats from this book, rather than her villain stats from the core rulebook.

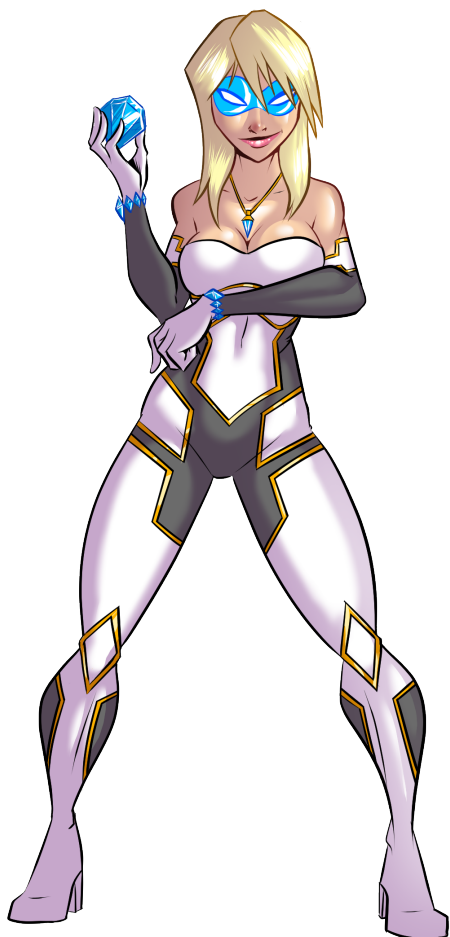
ABILITY

Flashy Felon: When Ermine Attacks, she may also Hinder the target with the same roll.

Uncatchable: When Ermine Boosts herself, she first removes all penalties on herself.

TACTICS

Ermine is one of the most accomplished thieves in the world, but she's not trying to steal stuff in combat — she's just trying to get away! She can't just leap from the M.A.R.T. at the speed it's currently travelling, so she'll try to get away from the heroes by going to another car, but once they're distracted with another lieutenant, she'll come back to harass them!



FRIGHT TRAIN

12

LIEUTENANT

DESCRIPTION

Fright Train has a one-track mind, and while he's not a fan of being captured, he is pretty excited to be on this train! For more information on Fright Train, see his full bio on page 353 of the SCRPG Core Rulebook.

Note: Fright Train is represented here as a lieutenant rather than as a full villain due to the relative importance of his character in this story. Use his lieutenant stats from this book, rather than his villain stats from the core rulebook.

ABILITY

All Aboard!: Fright Train has a +1 to Attack actions.

Locomotivation: Whenever a target takes a Hinder action against Fright Train, he first rolls his die as a Hinder against them.

TACTICS

Fright Train is equal parts massive momentum-based bruiser and accomplished train pun dispenser. Whenever he takes his turn in the action order, he should attempt to come up with a train pun for whatever action he takes. It doesn't matter if the pun falls flat or doesn't quite work — he's going for volume here, in every sense of the word. He mostly just wants to charge into heroes and yell about trains, especially while on a train.



CONCLUSION

If the heroes reach Baron Blade's car before the scene tracker reaches the end, they see Fracture standing over Baron Blade, who is bound in a restraining chair. He is entirely helpless, and barely has time to whisper, "Help me..." to the heroes with a pleading look before Fracture grabs the Baron and the chair he's bound to and glitches them through the wall.

IF THE SCENE TRACKER REACHES THE END

If the last space on the scene tracker is checked off, the overhead speakers blare out an ear-rending screech, which you finally realize is laughter. A voice (which you know is Fracture if she's appeared to the heroes by this point, or announced her identity some other way) cries out, "You fools — p-p-pointlessly flailing away with no understand-stand-stand-standing of what is happening here! Here! Here! Here! You're too late!" And with a horrifying crashing and crunching, the M.A.R.T. crashes through the side of the G.L.O.B.A.L. Launch Facility at top speed. The destruction is devastating. You manage to survive, but will start the next scene with all of the green spaces on the scene tracker already checked off, and you cannot recover Health during Scene 2, other than any incapacitated heroes may recover up to the max Health of their Red Zone.

AFTERMATH

The M.A.R.T. is barreling along at dangerous speeds with no sign of stopping, but you're able to rush to the next car and hit the brakes easily enough - fortunately, they're well labelled. The train comes to a shuddering halt with a groan only a few dozen feet from the G.L.O.B.A.L. Launch Facility. You just saved hundreds of lives, but both Fracture and Baron Blade got away, and given that look from the Baron before they left, something more sinister is going on here.

PUTTING THE PIECES TOGETHER

Regardless of how the last scene ended, the heroes need to take some time to pull themselves back together, and also to survey the damage. Hopefully, between the M.A.R.T. and the front of the G.L.O.B.A.L. Launch Facility, it's not too terrible. If the last scene ended in disaster, the heroes will need to spend their time helping out rather than healing up, but if the heroes saved the day in the last scene, they can take recover actions while putting together the info they've gained.

GATHERING INFORMATION

Any of the lieutenants that they were able to subdue they can question and learn more about Fracture. Any of the villains can describe what they saw of Fracture and the Fragments, and all of them know she was furious at Baron Blade. Only Ermine and Fright Train recognize her as their former teammate Friction, and they know why she's so mad at Baron Blade, blaming him for her fate worse than death. If they prefer not to question the villains or didn't leave any able to answer questions, the heroes can get a good deal of that same information by scrubbing through the security videos on the M.A.R.T.

Either way, the heroes figure out that they need a way to slow her down and affix her in reality. Encourage them to come up with ideas on how they're going to do this. Potential ideas include Temporal anchors, Molecular inhibitors, Neural field projectors, Run Fragments into Fracture, or Freezing air to slow down her molecules.

CONCLUSION

Once they've come up with some ideas and had enough time for recovery, there is an explosion on the far side of the complex. Something is going wrong at one of the rocket launch pads!



FRICTIONLESS FAILURE

THE SITUATION

The heroes arrive on the chaotic scene of Pad Epsilon of Complex 4 of the G.L.O.B.A.L. Launch Facility, and Fracture has already put her plan in motion. The is a rocket on the launch pad, prepared to launch and particle shielded against attack or intrusion. Fracture and Baron Blade are sealed inside the rocket, and Fracture spies you through a window in the cockpit as you arrive.

“Wel-wel-wel-welcome heroes!” her static and screeching voice resounds throughout the launch pad. “I am sure you and you and you will try and try and try to stop me, but first! Consider the consequences! Me-myself-my Fragments are gathering special specific sabotaged superior secret technology from this s-s-s-facility.” You see Fractures blipping in and out of the rocket, some carrying devices, others roughly handling struggling people in lab coats or jumpsuits. “Oh, yes, they’re also taking hostages. Additionally! Again! As well! And! Also! The rocket is rigged to detonate if anyone other than me or my Fragments breach the containment area. I will survive the blast, but no one else will, rest assured, to be sure, sure enough, surely, sure sure sure. So, will you really risk your lives for the sake of this Baron Blade? Not that I won’t detonate ate ate eight the explosives when we launch...”

With a short cackle, she cuts off communication and turns her attention to something in the cockpit.

Before you can act, a voice in your ear whispers, “I never thought I would use my nanobots to communicate with you heroes, but then again, I have been wrong before. Once or twice. I do not dwell on my failures. Regardless! Heroes, hear me! I am the great and gracious Baron Blade, and I will allow you this opportunity to aid me — our aims here are similar enough, and it would be quite the feather in your proverbial cap at some future point to call yourself the erstwhile allies of the leader of glorious Mordengrad, would it not? This is a rhetorical question. Of course it would.” Looking up to the cockpit, you see Fracture focused on the instrument panel of the rocket, while behind her, still bound to the chair, Baron Blade smirks down at you. “Yes, it is I!” He says without moving his lips. “I can subvocalize right into your ears with the aid of my nanobots! And now you know about this technology of mine! So, scrap plan Sigma Fourteen Point D. Enough chit chat! The time to act is nigh! If you get to the control panel in the observation tower mere paces to the west of your current location, you can disrupt the launch process enough to force Fracture out to fix it. Once she’s no longer in here, I can disable the rocket and free the hostages, and Fracture outside of the containment field will be vulnerable to your attack... provided you have some way to fix her in time and space. But then, surely you have a plan for this? Such resourceful folks, you little heroes. Well, get to it! Meanwhile, I have Baron tasks to attend to. You wouldn’t understand.”

So, heroes, what will it be? Will you aid the devious Baron Blade, using his plan to draw Fracture out? Can you save the hostages from the Fragments and recover the stolen technology? Only you can save the day here. What choices will you make?

RUNNING THE SCENE

SCENE TRACKER

START

END



To start the scene, set the stage using the information from “The Situation” on the previous page. Then, add a number of Fragments to the scene equal to three times the number of heroes. One third of the Fragments

are taking ostages, one third are stealing tech, and the remaining third engage the heroes in combat. The Fragments in combat mostly seek to disrupt the heroes and create chaos, preferentially going after anyone getting to close to the rocket controls.

FRAGMENT INTERFERENCE

DESCRIPTION

Groups of Fragments are stealing tech, taking hostages, and loading them aboard Fracture's rocket. They are unimpeded by the particle shielding around the rocket and can transport devices and personnel through it as well. You can fight them directly to interrupt them, but there are potentially other solutions.

RESOLUTION

- ☐ ☐ Stop the Fragments from taking hostages
- ☐ ☐ Stop the Fragments from stealing tech

OUTCOME

When either challenge is resolved, remove all but one of the Fragments working on that task from the scene. Once both challenges have been resolved, the heroes have become priority targets. Fracture blips out of the rocket to attack the heroes directly.

Note: this challenge can be reset as Fracture makes more Fragments. Once this challenge is resolved, if there are ever twice as many Fragments as heroes in the scene, half of the Fragments divert to one of the above challenges, refreshing that part of this challenge. If there are three times as many Fragments as heroes, another group of Fragments focuses on the other challenge and Fracture returns to the rocket (unless the observation tower controls have been tampered with).

While outside of the rocket, Fracture focuses on disabling the heroes with her Hinder abilities as well as making more Fragments to keep the Fragment Interference challenge far from being completed. She wants to return to her rocket and continue the countdown as soon as possible, but she also needs to deal with the heroes. If the rocket launches without her, she focuses her full attention on defeating the heroes, howling with rage as Baron Blade flies off with her ill-gotten gains.

STOP FRACTURE'S PLOT

DESCRIPTION

Fracture has Baron Blade in a rocket, which is also being loaded with stolen tech and kidnapped launch complex personnel. She is working to launch the rocket as soon as possible, but she still has several steps to complete before the rocket is launch ready.

RESOLUTION

- ☐ ☐ Disable the particle shielding
- ☐ Disarm the explosives
- ☐ Shut down the rocket
- ☐ Break into the sealed cockpit

-OR-

- ☐ ☐ Tamper with the launch system controls in the observation tower to bring Fracture out

MEANWHILE:

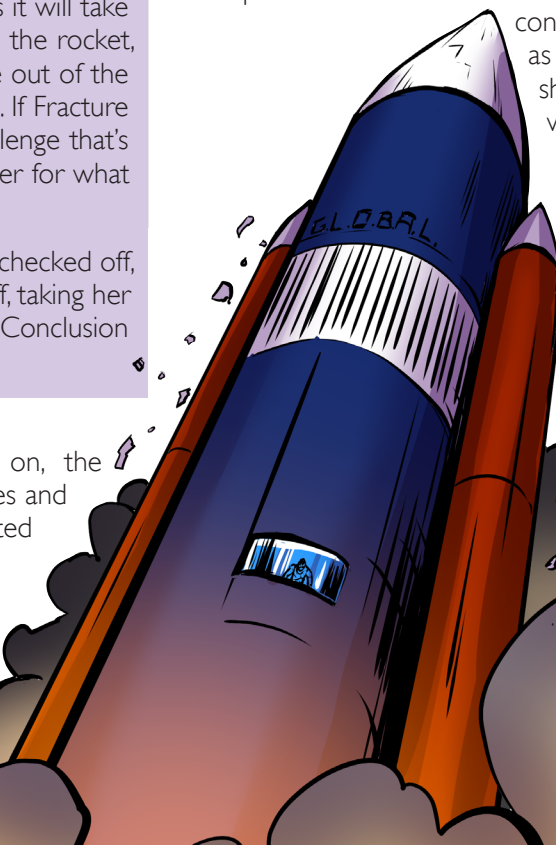
- ☐ ☐ Once Fracture is out of the rocket, Baron Blade frees himself instantly. On his first turn, he deactivates the explosives in the rocket and frees the captured hostages. On his second turn, he launches the rocket.

OUTCOME

Give the heroes an idea of how many steps it will take for them to get past the defenses and into the rocket, vs the comparative ease of getting Fracture out of the rocket to deal with the heroes face to face. If Fracture leaves the rocket, the only part of this challenge that's still relevant is the second Meanwhile tracker for what Baron Blade does on his turn.

If all the spaces on the Scene Tracker are checked off, Fracture returns to the rocket and blasts off, taking her hostages and stolen tech with her. See the Conclusion and Aftermath on page 16 for more info.

Additionally, while the fight is going on, the Fragments are focused on gathering supplies and hostages for Fracture, but can be interrupted from this task.



FRACTURE

**SENTINEL
COMICS**

THE
ROLEPLAYING
GAME

ALIAS: Krystal Lee

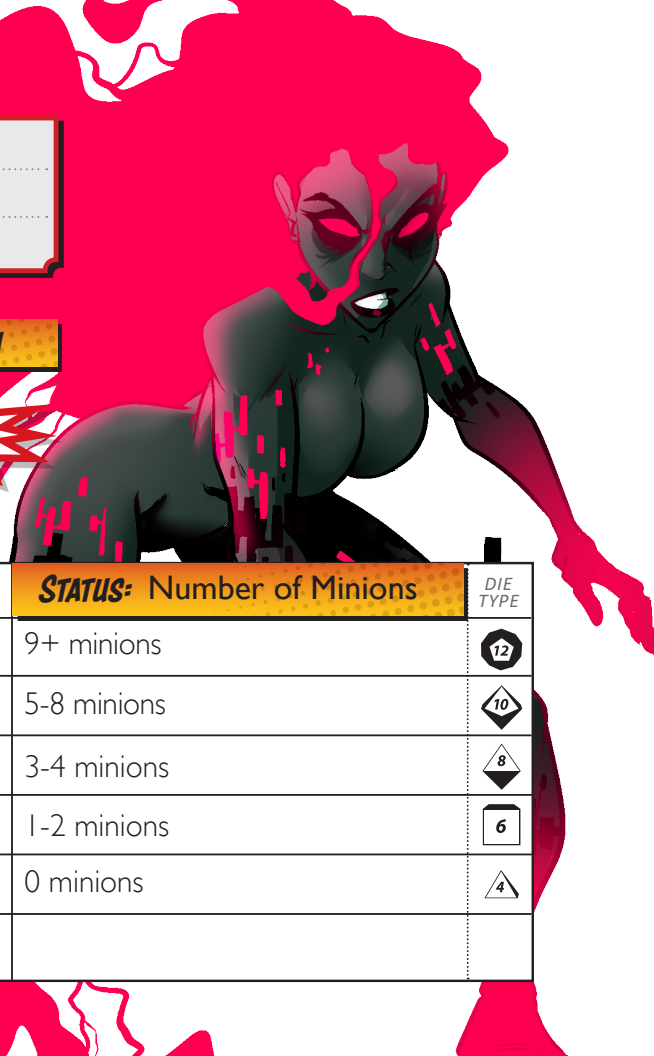
APPROACH: Overpowered

ARCHETYPE: Overlord

HEALTH

70

CURRENT HEALTH



POWERS	DIE TYPE	QUALITIES	DIE TYPE	STATUS: Number of Minions	DIE TYPE
Triboelectricity	12	Criminal Underworld Info	8	9+ minions	12
Speed	10	Self-Discipline	6	5-8 minions	10
Teleportation	10	Twitchy	8	3-4 minions	8
				1-2 minions	6
				0 minions	4

ABILITIES

ICON	NAME	TYPE	GAME TEXT
	Blip Away	R	When Attacked, Defend yourself by rolling your single Teleportation die. Deal that much damage to a different nearby target.
	Static Attack	A	Attack multiple targets using Triboelectricity and use your Max die. Hinder each target using your Mid die.
	Frictionless Fragments	R	Reroll any number of minion saves against the same Attack.
	Fractured Fragments		Use Self-Discipline to create a number of minions equal to the value of your Max die. The starting die size for those minions is the same as the size of your Min die.
	Refragmentation		Attack using Speed and use your Max die. Defend against all Attacks against you until the start of your next turn using the number of your minions.
	Defense Shield	I	You cannot be damaged by anyone except yourself until the defense shield is destroyed. The defense shield has 40 Health, or can be deactivated with three Overcome successes. If a hero takes a minor twist working on the shield, you can make an Attack as a reaction by rolling your single Triboelectricity die.
	Reestablish Shield	A	Overcome using Triboelectricity. Use your Max die. On a success, remove one success from the deactivating challenge. Alternatively, instead of an Overcome, use the Max die to Recover that much of the defense shield's Health. This ability cannot be used if the defense shield has been completely removed.
	Master of Total Chaos	I	If you have access to proper materials, automatically succeed at an Overcome in a situation involving harnessing magical forces.

FRACTURE

Alias: Krystal Lee

Gender: A bunch of tenuously conglomerated particles that identify as female

Age: Late 20s

Height: Usually 5'10"ish

Eyes: Glowing Magenta

Hair: Magenta Lightning

Skin: Carbon particles

Build: Glitchy

Costume/Equipment: Fracture's form is her costume, and only sometimes even registers as being solid, or even physical. Her carbon black form transitions in a gradient to a translucent magenta at her hands and feet, and bright magenta energy is visible in the many breaks in her form. That same magenta energy makes up her eyes and hair, which clips through reality as she jerkily moves from place to place.

Approach: Overpowered

Archetype: Overlord

BIOGRAPHY

Fracture is the consciousness of the former super-speedster villain Friction. Her tech-granted speed powers eventually tore her physical form apart, and she was presumed dead. However, her mind and power continued to exist, just moving too fast to interact with reality. Until recently. The mind of Krystal Lee has been torn apart and reformed by the incredible speeds she exists at now, but she has tortuously taught herself to slow down enough to interact with reality.

Her motivation to return to reality is almost entirely tied to a desire for revenge. She blames Baron Blade's cavalier treatment of the technology that allowed her to surpass the speed of sound — and eventually the speed of light and beyond — and ultimately the fate of her molecules, scattered throughout timespace at impossible speeds. The fury she feels gives her the strength she needs to come back and make an example of her former ally and leader.

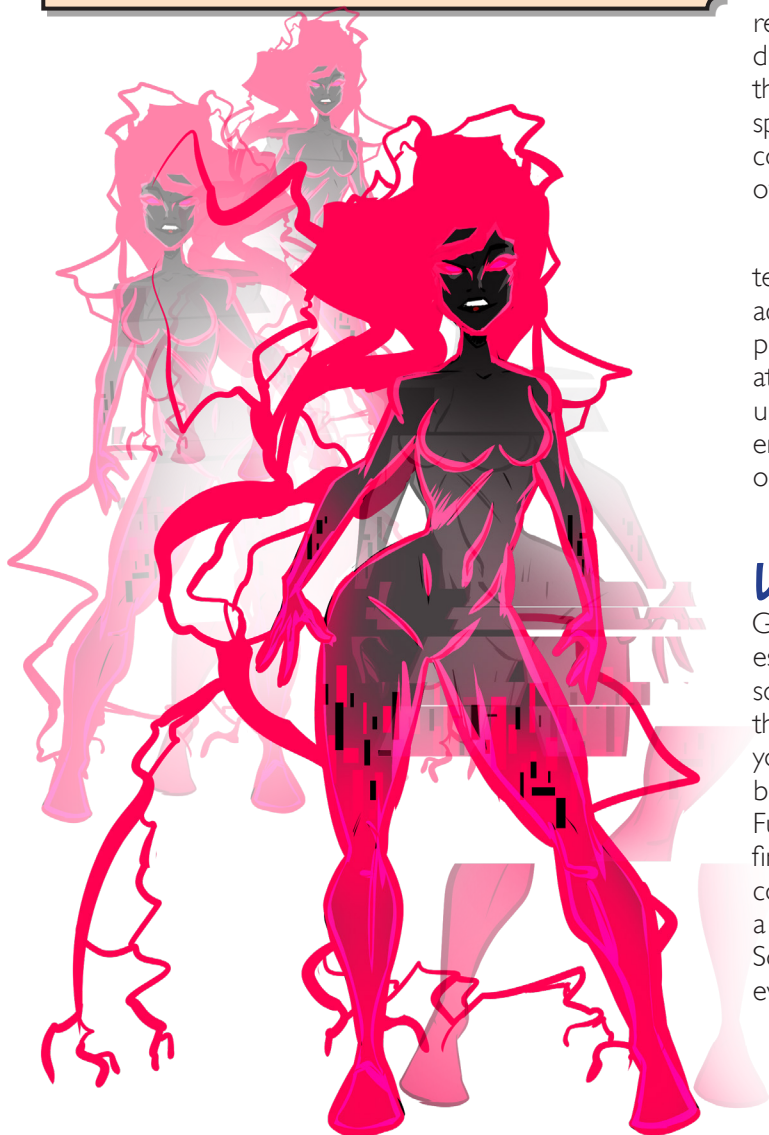
CAPABILITIES AND MOTIVATIONS

As part of regaining her consciousness and awareness, Fracture has learned how to interact with this plane of reality by slowing down considerably. This is incredibly difficult for her, making her much weaker — and thus potentially defeatable — whereas in her full speed existence, she is essentially invincible, but also completely unable to interact with reality or any form of matter.

Fracture's powers seem like a mix of jittery teleportation and uncontrolled speed, but it is more accurate to say that she's slowing down enough to physically manifest on this plane — when she moves at high speeds, that's her relaxing enough to return to undetectable speeds. And, sure enough, if damaged enough in combat, she might lose control and return to only existing beyond this state of matter.

UPGRADES

Given Fracture's detachment from reality, she is essentially unharmable without "fixing her in timespace" somehow. This represents as her Defense Shield, but the truth is more esoteric than that. You can't hit what you can't detect, and for Fracture, there's a fine line between being undetectable and barely existing at all. Furthermore, she has little control and certainly no finesse with her actions here, as moving at any speed comfortable to her is enough to accelerate her back to a state of being that prevent her having a physical form. So, as much as her plans are not inherently chaotic, every action she takes has chaotic outcomes.



G.L.O.B.A.L. LAUNCH FACILITY COMPLEX 4 - PAD EPSILON

ADVANCED ROCKETRY 10
SPECIALIZED PERSONNEL 8
UTTER CHAOS 12

GREEN

MINORTWISTS

Auto Launch Pad Clearing: A series of drones are deployed by the complex's automated systems to clear the area for the impending launch. Roll the environment dice and add a number of Safety Drones to the scene equal to the Mid die.

Rocket Pre-Launch Sequence: Fracture begins warming up the ignition systems. Roll the environment dice and deal each target near the launch pad fire damage equal to the Min die. Fragments and their hostages are immune to this damage, due to the particle shielding.

MAJORTWISTS

Gather More Resources: Add one more Fragment to the scene, which joins the Fragments loading stolen tech into the rocket.

YELLOW

MINORTWISTS

Particle Point Defense: One of the freed engineers has managed to get some control over the particle shield systems and is helping out the heroes! Roll the environment dice and Defend each hero with the Min die.

Underground Silo Failure: The combat has damaged the blast doors to multiple silos, causing a catastrophic failure response that could result in the detonation of a rocket!

- ☐ Get to the rocket controls within the silo
- ☐ Prevent the detonation

If the heroes complete the challenge before the next two scene tracker spaces are checked, the detonation has been prevented. If they fail, the rocket detonates. Roll the environment dice and deal each target fire damage equal to the Max die. Advance the scene tracker spaces equal to the Min die.

MAJORTWISTS

Take More Hostages: Roll the environment dice and add a number of Fragments to the scene equal to the Min die. They join the Fragments taking hostages.

RED

MINORTWISTS

Liquid Methane Tank Explosion: Large tanks full of supercooled liquid methane are located around the facility, but one of them has been compromised! Roll the environment dice and deal the 5 targets nearest the exploding tank cold damage equal to the Mid die. Any target dealt damage this way is Hindered with the Max die. If Fracture is dealt damage by this, she takes twice as much damage.

Telemetry Feedback: Fracture forcing the rocket guidance systems to plot a new course using her brute force methods overloads the telemetry systems, sending terrible feedback through the complex. Roll the environment dice and deal each hero sonic damage equal to the Max die. Remove 1 bonus from each hero. Reduce all Fragments in the scene by one die size.

MAJORTWISTS

Stop The Heroes: Roll the environment dice and add a number of Fragments to the scene equal to the Max die. They focus on attacking the heroes.

RUNAWAY M.A.R.T. THREATS

FRAGMENTS 10 MINION

DESCRIPTION

These erratic forms are remnants left by Fracture when she moves through reality. They're essentially just her at a different juncture of spacetime, but without the presence of mind that she barely hangs on to with her "present" form. They move with the same glitching lurches that Fracture does, and attack by moving through their opponents.

ABILITY

Glitch Through: Whenever a Fragment makes an Attack, they also Hinder with the same roll.

TACTICS

Fragments want to cause as much of a mess as possible. They're not particularly "smart", as they're just leftovers of Fracture's actions, but they know that the heroes are the ones messing up whatever the plan is. They Attack whatever hero looks the strongest, also applying a penalty, due to their Glitch Through ability.

SAFETY DRONES

6 MINION

DESCRIPTION

These drones are standard G.L.O.B.A.L. safety measures, merely used to urge people to get out of the dangerous areas. Safety Drones cannot make Attack actions.

ABILITY

Stand Back, Civilian: When Safety Drones make Hinder actions, they also shove their target further from the rocket, pushing them as far as they can without hurting them.

TACTICS

Safety Drones are not built for combat — they're just here to keep people out of danger. They preferentially Hinder heroes and other humans, not recognizing the Fragments as people in danger.

CONCLUSION

One way, if the hostages are rescued and the launch complex is not further damaged, the heroes have saved the day. For specifics on the outcomes of each element of the scene, go to the Aftermath.

IF THE SCENE TRACKER REACHES THE END

If the heroes run out of time on the scene tracker and the rocket has not yet launched, Fracture rematerializes in the rocket and blasts off, taking any tech and hostages aboard with her. Something tells you that this isn't the last you've heard of her.

If the rocket has left, but Fracture is still in the scene, she and all of her Fragments explode with a shout of rage and frustration. The resulting explosion knocks out all the heroes and practically levels the entire G.L.O.B.A.L. Launch Facility. It will be a long time until the Tranquility project can get off the ground after this major setback.

AFTERMATH

If Baron Blade escaped in the rocket with the stolen tech, but the heroes defeated Fracture and saved the launch complex and personnel, they've saved the day! GLOBAL will be able to replace the stolen tech easily enough, and while it's concerning that Baron Blade has gotten away with so much, the prevention of loss of life is certainly the most important part. It's not like Baron Blade could come out ahead from such a terrible threat to his life... right?

If Fracture escaped, taking the rocket, the stolen tech, and Baron Blade and the other hostages, the world certainly should be afraid. Whatever she's planning can't be good, and she now has the resources to pull off quite the grand gesture.

No matter what happens, G.L.O.B.A.L. will want to get the Tranquility project back up and running as quickly as possible. If it's possible to launch a rocket with whatever villains were apprehended to their moon base, they do so as soon as possible. However, in the chaos of going from the M.A.R.T. to the conflict within the launch facility, both Fright Train and Ermine escaped. Where they are is anyone's guess, though what they're up to is likely on a similar track as before.

ADAPTING THIS ADVENTURE FOR OTHER STORIES

You can alter the details of this adventure to tell a different story, to fit this issue into your home game or launch a story arc of your own. Baron Blade (as well as any of the lieutenants) can be switched out for other villains, providing Fracture as a vengeful foe against anyone she feels has wronged her. Additionally, the location of this adventure is very malleable — where the M.A.R.T. is travelling, and the location of the G.L.O.B.A.L. Launch Facility is wherever works best for the story you're telling. And ultimately, whatever the villain(s) gets away with at the end depends on what you want loaded on that rocket ship before it takes off. Lots of options for how to make this story work for you!

CONNECTING THIS ADVENTURE TO THE SENTINELS OF FREEDOM VIDEO GAME

This adventure sets up the events of the Sentinels of Freedom video game, produced by Underbite Studios in conjunction with the creative team at Greater Than Games. You can find that game for the PC on Steam, and also for the Nintendo Switch on the Nintendo Game Store. The ending for this adventure that supports the story of the Sentinels of Freedom video game is that Baron Blade escaped and returned home with a bunch of new tech, and that Fright Train and Ermine went back to their usual gig of robbing banks. Fracture does not return in Chapter 1 of the video game, but that doesn't mean she's not out there planning another move...

SENTINELS OF FREEDOM



SAVE AND CONTINUE

CUSTOM HERO CREATION!

KEY
AP - Action Points, used by most abilities and moving
HP - Health Points
GP - Spatial Points, used by some abilities
INT - Initiative, determines the order of activation
PHYC - Actions follow estimation can do to enhance abilities
Theme - Collection of abilities available to use in combat
Vigilance - Free actions triggered by opponents actions
Support - Abilities which enhance or weaken characters
DEAD - Damage Roll, determines category of damage dealt
HIT - Affected chance of hitting a target
MOVE - Distance a character can travel per action point



COMIC STYLE STORY!

WE ARE THE HEROES WHO STAND AGAINST THE EVIL AND DESTRUCTION, WHO DEFEND THE INNOCENT, AND WHO PROTECT THE WORLD FROM THOSE WHO WOULD CAUSE IT HARM.

SO, IT'S PRETTY RIDICULOUS TO ME THAT THERE ARE STILL VILLAINS THAT THINK THEY CAN LURK IN THE SHADOWS IN THIS CITY AND GET AWAY WITH IT.



TURN-BASED TACTICS

AVAILABLE ON
PC & CONSOLES





GAME MODERATOR KIT



EVERY HERO NEEDS THEIR ARSENAL OF CRIME-FIGHTING TOOLS TO SAVE THE DAY!

ARM YOURSELF WITH EVERYTHING YOU NEED TO TELL YOUR STORY!

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CORE RULEBOOK



**SENTINEL
COMICS**

THE
ROLEPLAYING
GAME

DICE SET





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