

V&V Collector's Checklist

latest update: 10/25/00

How will I know when my V&V collection is complete?

Here's a big honking checklist of every Villains & Vigilantes product to date. At least, it's all the ones I remember. If I've missed anything, please email me and let me know!

Rules Sets

Villains & Vigilantes: 1st Edition (1979)
Villains & Vigilantes: 2nd Edition (2000)
Villains & Vigilantes Boxed Set (2001)

Adventures & Supplements

Breakin at 3 Kilometer Island (Judge's Guild)
Trouble For Havoc (Chaosium; Superworld adventure with V&V stats)
Crisis at Crusader Citadel (2002)
Death Duel with the Destroyers (2003)
The Island of Doctor Apocalypse (2004)
F.O.R.C.E. (2005)
Assassin (2006)
Opponents Unlimited (2007)
Most Wanted Vol. 1 (2008)
The Dawn of DNA (2010)
From the Depths of Space (2011)
Battle Above the Earth (2012)
To Tackle the T.O.T.E.M. (2013)
Devil's Domain (2014)
Pentacle Plot (2015)
Terror by Night (2016)
Most Wanted Vol. 3 (2017)
Pre-Emptive Strike (2018)
Organized Crimes (2019)
Honor (2020)
Search For The Sensei (2021)
Alone Into The Night (2022)
Super Crooks & Criminals (2023)
The Secret In The Swamp (2024)
The Great Iridium Con (2025)
For the Greater Good (2027)
Dawn Of The Devil (2028)
DNAGents Sourcebook (2051)
V&V Counter Set #1 (2081)
Villains & Vigilantes Super Adventure Pack #1 (2091)
Villains & Vigilantes Super Adventure Pack #2 (2092)

Miniatures

A line of licensed V&V miniatures is available a company called Lance & Laser.

Comics

A 4-issue Villains & Vigilantes miniseries was published by Eclipse Comics in 1987. It was written by Jack Herman, penciled by yours truly, and inked by Pat Zircher.

Magazine Articles

Adventurer #2: "This Empress Earth" by Pat Zircher
Different Worlds #23: Villains and Vigilantes Designer's Notes by Jeff Dee

Different Worlds #30: The New Teen Titans - Stats for Villains and Vigilantes
by Jack Herman (Illustrated by Jeff Dee)

Different Worlds #33: Shields and Weapon Parrying - Variant for Villains and Vigilantes by Jeff Dee

Different World #34: DNAgents - by Jack Herman

Different Worlds #35: The Star-Devourer" by Steve Perrin, Superhero adventure with V&V statistics for cultists and a cthulhu-like very large space worm.

Dragon Magazine #100, Aug. 1985: 'Charisma Counts', variant Charisma rules

Dragon #105: "Villians & Variants": Optional rules for VILLIANS & VIGILANES gaming by John J. Polojac. Variants rules for charing PR for movement and basic HTH as well as adding lethal attacks.

Dragon Magazine #111, July 1986 p. 82-83: 'Maxima', V&V character by Jack Herman

Dragon Magazine #117: 'Even the Bad Get Better', experience points for villains
by Stewart Wieck

The Dungeoneer Magazine #13, Judges Guild Sept-Oct 1979, page 25
"Swords, Sorcery and Superheroes" by Paul Jaquays. Converting D&D monsters and characters to V&V.

Gateways #11, Nov. 1988: V&V stats for the Badger

Pegasus #7: Enemies of Justice, A Trilogy of Villains and Vigilantes
Scenarios by Paul Ryan O'Connor

Pegasus #11: From the Horse's Mouth - PEGASUS Reviews Games and Game
Aids. Villians & Vigilantes (2nd Edition) Reviewed by Cat Francis
Stardate Magazine, Vol. 3 Number 3: "Falling Damage in Villians and
Vigilantes" by Michael R. Stotts. New formulas for falling damage.

The VIP of Gaming, #1, October 1985: "The Dragon of Juompur" an
adventure
written by S. D. Anderson

The VIP of Gaming, April/May 1986: "The Mad Scientist," an adventure
written
by Jack Herman

Wally Wood's T.H.U.N.D.E.R Agents #1 and #2 (Deluxe Comics): V&V stats
for the
T.H.U.N.D.E.R. Agent "Raven"

White Wolf #14: "A New Experience" by Ken Cliffe. Alternative
Experience
points in V&V given by the villians powers.
