

Science Underground

Type: Elitist Society

Motivation: Power / Control

Funding: Self - The Inner Council owns several important patents that contribute most of the funding the organization requires.

Resources: Very Good - has access to resources from various corporate and scientific organizations, as well as several independent research facilities.

Locations/Headquarters: SU's main office is located in New York City, but they maintain research facilities in 7 different locations across the country. Most of these locations move regularly to avoid detection. The membership of SU has a variety of meeting places available in each major city. In New York, there is a massive underground facility accessed by subway tunnels and sewer lines. In Los Angeles, they use most of a corporate park. Members are generally aware of all local meeting places, as well as at least one safe house where they can go if they believe they are being investigated, followed, or otherwise hounded.

Special Equipment/Vehicles:

- **Flying Car:** The flying car is a product of the spy craze of the Cold War years. Hidden thrusters behind each wheel lift the car off the ground, while concealed maneuvering jets allow the driver to control direction, speed, altitude, and orientation. Special concentrated fuel is concealed in a special tank inside the main gas tank, meaning that the car can only about half the normal amount of gasoline. A modified hybrid-electric version of the car is being developed to extend its range. A version powered by a miniature nuclear battery is being considered, but the technology is still considered too dangerous for regular use. The car is only equipped to fly for one hour before it needs to be refueled.

					Hit Points:	
Vehicle:	Weight:	Pass:	Cargo:	Speed(mph):	Disable:	Demolish:
SU Flying Car	5000	1+4	1000	125/250 flying	25	100

- **Electro-Gauntlets:** The electro-gauntlets are a multi-purpose weapon developed by SU in its early days. The gauntlets are made of various types of metals, lined with non-conductive cloth and rubber, and powered by a small battery worn on the users belt. At least one out of any group of agents is equipped with these. They are a multi-purpose device used for offense, defense, and as a tool to open doors, bank vaults, and anything else that stands in the way.
Special Weapon: (electro gauntlets) d12 damage, 18" range, 20 shots
- **Ultrasonic Pistol:** The ultrasonic pistol is the result of research into a non-lethal means of attack for field agents. The pistol is versatile, capable of two settings: standard, and stun. SU has considered selling the technology to various governments, but decided against it to avoid having potential opponents begin development of effective counter-measures against the weapon.
Special Weapon: (ultrasonic pistol) 12 shots
 1. Standard setting: d8 damage, 20" range, 10% chance of destroying non-living objects
 2. Stun setting: successful hit causes unconsciousness, 14" range

Personnel Divisions:

- **General Membership:** The general membership of the Science Underground comes from a variety of sources. Most are recruited by other members. They are all scientists in one form or another: engineers, chemists, biologists, doctors, programmers, physicists, and more. Most are schooled, highly trained individuals, others are self-taught. Many work for large corporations and research firms, others work from their basements. They are united in the common belief that they are all more intelligent, and better informed than the average citizen, and that by these virtues they should be in control of daily events. The function of the general membership is to elect members to the Inner Council, and contribute to the health and longevity of the organization. Some accomplish this by spending time reasearching special projects sanctioned by the Inner Council, others by serving as covert intelligence agents within various political, military, and commercial organizations, and some do field work and provide security for the group.
- **Inner Council:** The Inner Council of the Science Underground is elected by the general membership. Each member continues to serve until a 'vote of no confidence' is made against them, or until they decide to step down. Council members meet regularly, as needed to decide on the day-to-day operations, long term goals and projects, and deal with emergencies. Certain important projects are often headed by a member of the council, who has the authority to make snap decisions and reports progress back to the council proper.

Leadership: Inner Council - There are 13 members of the Inner Council. Whenever one steps down, or is voted out of the position, the general membership votes for a replacement member. The council meets for every decision that effects the membership as a whole, and the goals of the organization.

Description:

The Science Underground began in the early 1970's as a small terrorist organization with a membership composed of individuals from MENSA and the Weathermen. The SU believes that scientists, or highly intelligent people in general, are better equipped to steer the course of the nation and the world. They believe that the general populace would best be served by their government, and so see themselves as an altruistic organization. They realize that the general populace would not agree with their assessment, and so seek to take control of the government and the world through subversive means.

They have used coercion, bribery, and terrorism to force their will on others. They control several senators on both state and local levels, several governors, mayors, police officials, and military officials. They are slowly attempting to take control by making it clear that any improvements in day-to-day life come from science, while destabilizing society enough to make people open to considering an alternative form of government.

This organization was loosely inspired by the following:

- AIM from Marvel Comics
- The Weathermen/Weather Underground
- MENSA

Sample Agents:

Agent Name	Division	Format
SU agent	General Membership	VV

[Campaign HQ Organisations](#)

Villains and Vigilantes copyright 1982 FGU