

"PEOPLE OF EARTH! YOUR PLANET IS HEREBY ANNEXED BY THE CAPELLAN HEGEMONY! RESISTANCE TO OUR INVASION FORCES IS USELESS... TRANSGRESSORS WILL BE IMMEDIATELY TERMINATED. THROW DOWN YOUR ARMS! YOUR MASTERS HAVE ARRIVED-- FROM THE DEEPS OF SPACE!!" A V&V™ ADVENTURE

LADY SEVEN, TRAITRESS FROM EARTH, AND MAJOR RALL, A CAPELLAN, SCHEME AND PLOT ABOARD THE CAPELLAN BASE SHIP..



HAR! EARTH IS AS GOOD AS TAKEN! SOON THE SHIELD GENERATOR WILL BE ACTIVATED, AND OUR ADVANCE BASE IN MIDVILLE WILL BE IMPREGNABLE! AND THEN--



AND THEN WHAT, DOGFACE?

SNORRRR!  
SIMAN HEROES!!

YES, IT'S NEBULA AND ZEPHYR-- BUT NOT EVEN THEY CAN WITHSTAND MY METEOR STORM!



OOF!

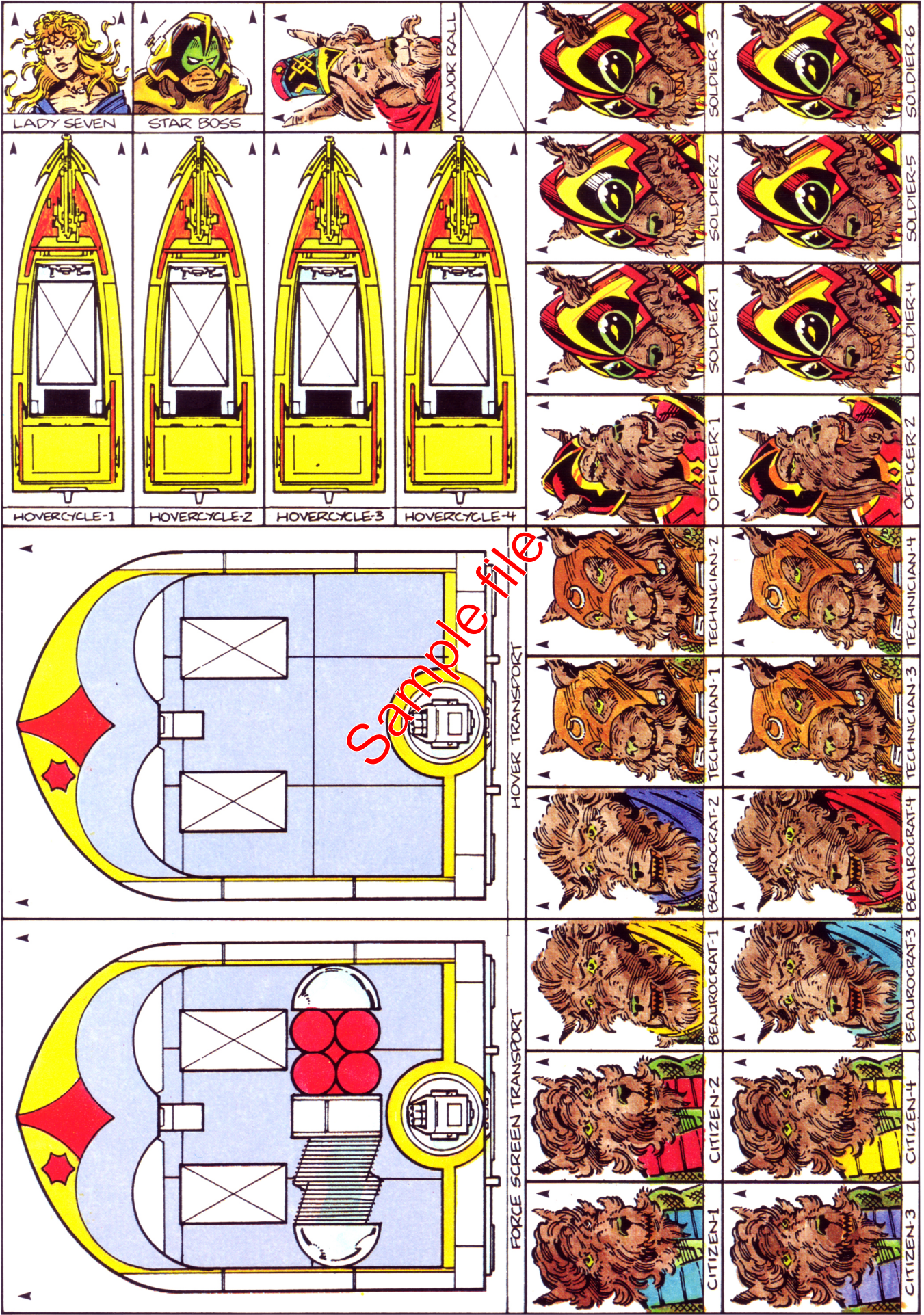
THAT'LL HOLD THEM UNTIL THE TROOPS ARRIVE.

PROCEED WITH THE INVASION!

Walt Reinhold © 84



WRITTEN BY STEFAN JONES \* ART BY BILL REINHOLD \* EDITED BY JEFF DEE \* EDITOR-IN-CHIEF (AND SLAVE-DRIVER) SCOTT BIZAR



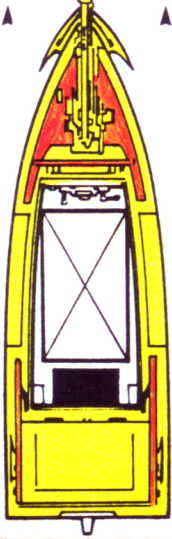
LADY SEVEN



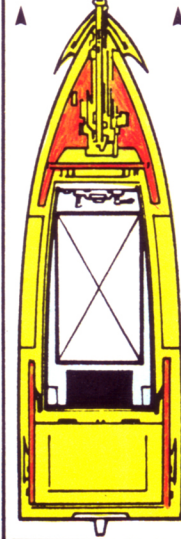
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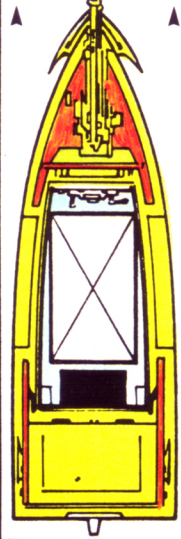
MAJOR RALL



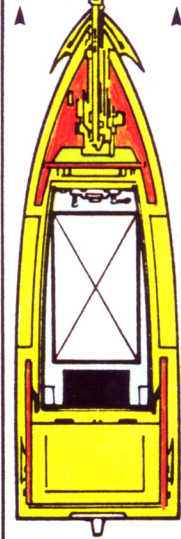
HOVERCYCLE-1



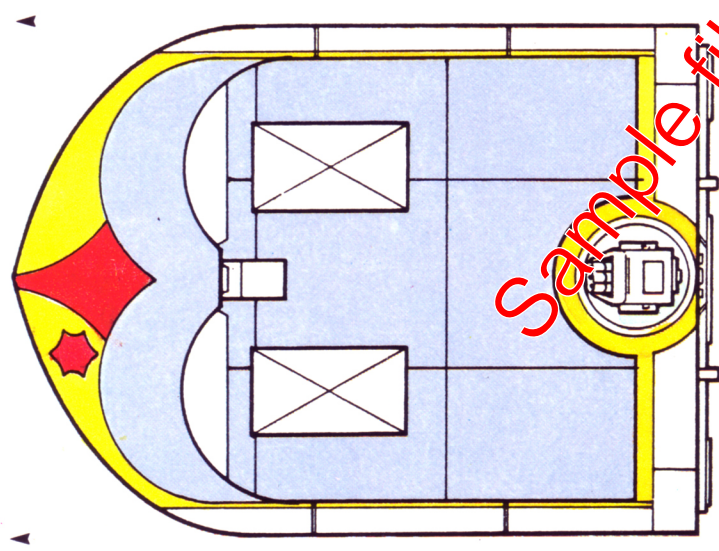
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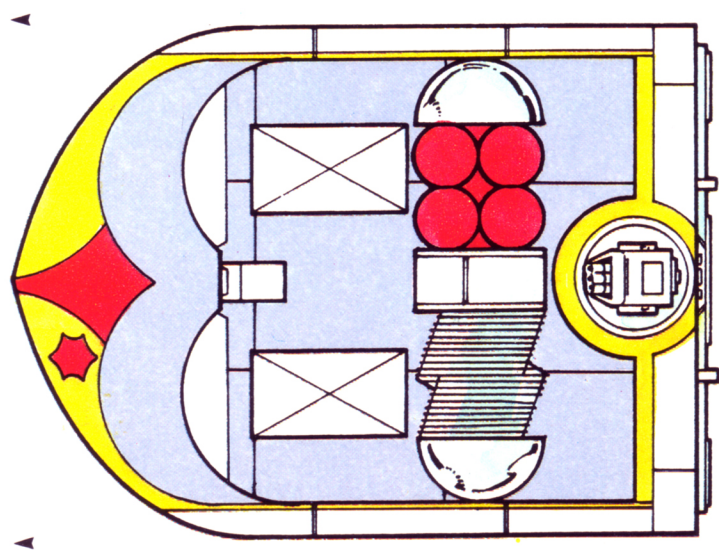
HOVERCYCLE-3



HOVERCYCLE-4



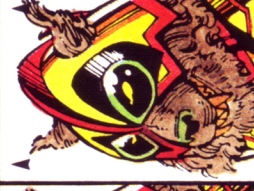
HOVER TRANSPORT



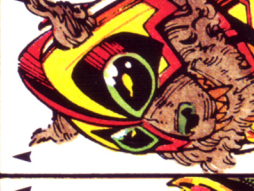
FORCE SCREEN TRANSPORT



SOLDIER-3



SOLDIER-2



SOLDIER-1



OFFICER-1



SOLDIER-6



SOLDIER-5



SOLDIER-4



OFFICER-2



TECHNICIAN-2



TECHNICIAN-1



TECHNICIAN-4



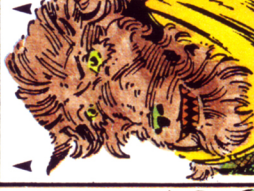
TECHNICIAN-3



BEAUROCRAT-2



BEAUROCRAT-4



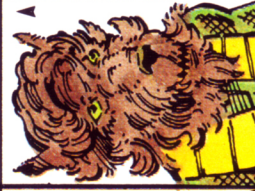
BEAUROCRAT-1



BEAUROCRAT-3



CITIZEN-2



CITIZEN-4







CITIZEN-1



CITIZEN-3

Sample file

						
VIGILANTE-1	VIGILANTE-2	VIGILANTE-3	VIGILANTE-4	VIGILANTE-5	VIGILANTE-6	VIGILANTE-7
						
VIGILANTE-8	VIGILANTE-9	VIGILANTE-10	VIGILANTE-11	LOST CHILD	BROUNAN-1	BROUNAN-2
						
BROUNAN-3	BROUNAN-4	BROUNAN-5	BROUNAN-6	VRINX-1	VRINX-2	VRINX-3
						
VRINX-4	VRINX-5	VRINX-6	HARATHLING-1	HARATHLING-2	HARATHLING-3	HARATHLING-4
						
HARATHLING-5	HARATHLING-6	JAAS 1	JAAS 2	JAAS 3	JAAS 4	JAAS 5
						
JAAS 6	PSY-1	PSY-2	PSY-3	PSY-4	PSY-5	PSY-6
						
PSY CYCLE-1	PSY CYCLE-2	ALDRITE-1	ALDRITE-2	ALDRITE-3		
						
ALDRITE-4	ALDRITE-5	ALDRITE-6	SPACE CREATURE-1	SPACE CREATURE-2		
						
ASTEROID	ASTEROID	ASTEROID				

# FROM THE DEEPS OF SPACE

A  
VILLAINS  
VICARANTES™  
ADVENTURE

written by Stefan Jones  
illustrated by Bill Reinhold  
counters by Jeff Dee



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## EDITORIAL INTRODUCTION

This is a rare introduction in that it is not being written by either Jeff Dee or Jack Herman. Readers will note that Jeff Dee referred to me as 'Editor in Chief and Slave Driver' when he lettered the back cover of this book. This relates to his busy schedule doing art for DC and many of the alternative comic publishers. FGU does not give Jeff a chance to take it easy and, unfortunately, the editorial introduction to this book never got off his typewriter.

In that all adventure packs for V&V that are submitted to FGU go through us to Jeff Dee and Jack Herman for approval and editing, we have communication about all such projects. I feel confident in writing this introduction from knowledge of the reaction we all had to From the Depths of Space.

This adventure marks the second V&V product from Stefan Jones. In this case, Stefan was able to combine his interest in science fiction (demonstrated by the several adventures he has written for FGU's Space Opera game) with his interest in superheroes. This served a number of valuable purposes. First, Jeff and Jack had been considering writing a V&V supplement to cover things like space travel due to the number of stories of this nature appearing in comic books. Stefan had come up with such a system independently that required only minor modifications to fit in with what they had planned (as printed in this adventure). Secondly, the adventure fills the need for adventures of the type dealing with space and aliens to simulate that trend in superhero comics. Finally, we were all pleased at the multi-part nature of this sweeping adventure and are extremely pleased to be able to make it available to you, the V&V player.

Scott B. Bizar  
Editor-in-Chief

## INTRODUCTION

From the Depths of Space is an adventure of both invasion and exploration, in which the superheroes (also called PCs, characters, or heroes in the text) must defend their home turf from the forces of the Capellans, and (if they survive) seek out the center of Capellan power to prevent further trouble.

From the Depths of Space is designed for fairly low-level heroes. If the GM desires, he or she can raise or lower the attributes and levels of the Enemy to suit the strength of the player group. Note also that the second part of this adventure requires that the PCs have some sort of interstellar craft or the power of deep-space flight; if the PCs are successful in the first part of the adventure, the GM may have the government 'notice' them and loan them a small spaceship for the duration of their quest. Alternately, the PCs could have to build a space craft, using inventing points or hired geniuses, or may even have to steal such a ship.

# Part 1: FROM THE DEEPS

## 1: MIDVILLE

An imaginary town in which to set the Capellan invasion has been included in this booklet, but the GM should feel free to utilize whatever location suits his campaign.

The town presented here can be used if one's own home town or city is too large or urbanized to be cut off from the rest of the world by a few invading spacecraft . . . it is a simple matter to arrange for the PCs to be visiting Midville when the invasion takes place.

Midville can be set up almost anywhere, though the forests and hills make it best suited for a mountainous area. The pattern of roads in the area has made the place a bit of a backwater, and its neighbor to the north, Endville, is even more in the sticks. While not ignorant or backwards, the inhabitants of the area are small-town people and a bit suspicious of odd outsiders. Super-powered types are something they see on TV or at the local supermarket doing promotions so that the PCs might find themselves being looked at rather oddly.

A map of Midville, Endville, and environs is included. A key is provided below. The GM may be called upon to draw maps of important structures or to whip up some townspeople - NPCs for use as laser-fodder, allies for the heroes, and so on.

### MAP KEY

Locations of force field generators, mounted on grav-vehicles.  
**\$** These are the locations of Scout ships, which have been covered with camouflage nets and placed so their guns cover the area about them. Capellan soldiers from the ships will be prowling about the area, alert for intruders.

The locations of the seven Base-ships. After the first day or so, alarm wires and some booby traps will be strung up around the sites.

**A.** This highway runs past the southern limits of Midville, and is separated from the bulk of the conquered area by a ridge. The Capellans have left the highway alone for the most part, in hopes of keeping the outside world in ignorance of Midville's current condition. To the east and west, the Capellans have set up simulated roadblocks and detours to deflect traffic away from Midville. The buildings closest to Highway A are part of a popular club/ theatre/dance hall that has been closed for the season. The big circus-like tent that houses the dance floor and stage has been commandeered by the Capellans, who have placed one of the force-screen generators inside. Hidden behind a hill to the east is one of the Base ships. Construction vehicles commandeered from the highway have been parked by the ship; they will be used to construct the force screen installation.

**B.** The location of several fancy homes, currently being used to hold travelers who bungle into town. A detour sign on Maple directs travelers up the street, where a few dispirited humans will tell them to leave their cars and report to the 'community check post'. They will give a vague explanation for the check, and may try to slip people a note telling of the town's predicament. A Capellan scout ship and several soldiers wait nearby to ensure the reliability of the people they are using to front for them. Travelers will be told to leave, or may be impressed into the Capellan work force if they look strong or have construction experience.

**C.** This is a resort/recreation park, with rides, a small golf course, and a reconstruction of a historical village. A Base ship has landed right on top of the phony village, crushing log cabins and souvenir stands to sawdust . . . fortunately, the entire park is closed for the fall and no one was hurt.

**D.** This is a fancy housing subdivision, largely unoccupied and with several buildings under construction. The Capellans captured much cement, lumber, and other construction supplies, and have stockpiled them by the Base ship in the development.

**E.** This is downtown Midville. There are many stores, a shopping center and a few small apartment buildings and town offices. The streets are deserted, but if anyone manages to get this far, a scared-looking man will inform all visitors to leave. He is scared because several lasers are pointed at him. . .

**F.** A residential neighborhood, with neat little houses and well-kept lawns. A few houses have been blasted as a result of street fighting between citizens and Capellans. A Scout ship has been 'parked' in the area to prevent further mischief.

**G.** The local high school, where prisoners are kept locked in the gym and cafeteria. A Base ship is located on the football field.

**H.** The town dump. A rag-tag collection of partisans are gathered here, right under the noses of the Capellans. They are quite well hidden, and have avoided open fights with the Capellans.

**I.** Midville's 'industrial park'; a few factories with a canal dug to the lake. The sandy field south of the canal is the resting place for a Base ship, and the construction site for the big, permanent force-screen generator building. Alarm wires will be present by the fourth night of the conquest, and minefields by the eighth day.

**J.** A summer resort with small cottages. More prisoners are being kept here.

**K.** An apple orchard, commandeered for use as a landing field. The land to the east is mostly woods and hills.

**L.** Downtown Endville, a mining community that has hit the skids. The place was so dead to begin with that the invasion has hardly made a difference. As with Midville, human prisoners will be used to instruct travelers to leave. The group of buildings south-west of town is the mine, which is being ransacked by the Capellans for parts and materials for the force- screen base. A Base ship is hidden nearby.

**M.** North Road leads to another highway about ten kilometers up the road. Scout ships have been hidden in copses and behind roadside buildings to prevent people from getting to Endville unnoticed.

**N.** A trailer park full of mobile homes and old people who are quite upset over what is happening to the town. Some war veterans are quietly planning to send for help and to destroy the Capellans' construction project at position 'I' above; the PCs will be welcome and aided by this group.

This outline of Midville can be expanded and fleshed out by the GM as he or she sees fit. Bumbling local officials, treacherous citizens, and other NPCs can add to the drama of the situation. As a change of plot, the PCs could stumble onto Midville and the invasion. The odd behavior of the people at the check point should tip off the PCs and inspire them to investigate fully.