



EVIL GENIUS

Issue 2: Crime & Punishment

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a Lame Mage Production

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Introduction

Evil Genius #2: Crime & Punishment is a collection of four scenarios of robbery, extortion, kidnapping, and general mayhem, plus the price you pay for doing all of the above.

Crime does not pay, but there’s always someone who didn’t get the memo:

Deep Runs the Dreadnaut—The armored Dreadnaut plants mines in the city’s harbor, holding the seas hostage until his demands are met.

Great Armored Car Robbery—Armor-plated battle-wagons stage daring daylight bank robberies. They’re not robberies of armored cars, they’re robberies using armored cars!

Doing Time—After thirty years trapped in a moment of frozen time, an innocent man blames the heroes for his unfair imprisonment. Now it’s their turn.

Fame is Fleeting—In a bid for fame and fortune, Speed Demon sets out to rob more banks in a single day than any criminal before.

Each adventure outlines the main action, but you can expand or compress the pacing as you see fit. A single scenario could be drawn out across multiple game sessions or finished all in one sitting. They are also peppered with new Action Shticks (Sinking Ships, Hit by a Car, etc.) that you can lift and use in your other games, and each scenario has Variants to give you alternate ways to run them.

If you have other Lame Mage adventures (like Zodiac Ring, the Dr Null series, or Evil Genius #1) there are places where you can use Action Shticks from those releases, but they are not necessary for play.

Later issues of Evil Genius will feature other collections all designed to give you, the GM, tools to put the game on the table. Because the real evil genius isn’t the criminal mastermind, it’s the person behind the screen. Just don’t do the crime if you can’t do the time.

Running Crime Games

Crimes are a supervillain staple. Bank robbery, arson, kidnapping, and the ever-popular holding the city for ransom—it’s what villains do.

But in games there are really only two kinds of crimes: those where the specific crime matters (plot), and those where the crime is just a setting for the action (premise).

If the armored car gets away from the bank, the heroes are probably in hot pursuit, and may notice police setting up roadblocks on intersections on parallel streets, and may even see a twin armored car in the distance.

The other armored cars have already smashed into banks, so from here it's a running battle to stop them before they make their escape, and prevent them from trashing most of downtown in the process. Each armored car has several police cars chasing after it, unable to do anything to stop it, and probably a police helicopter shadowing it as well. Gunners in the armored cars may take out police vehicles if they get too close or just to make more of a mess of things. The more chaos, the better their plan is working.

Keeping it Moving (GM Craft)

A toe-to-toe fight with an armored car could be pretty boring. To keep the scenario interesting, you have to keep the action moving. The armored cars are not sitting still: they are rushing down busy streets, sideswiping some cars and clipping others, sending them spinning across lanes of traffic.

Simple rule of thumb: at full speed, an armored car crosses a city block in two rounds. So every other round the car crashes through an intersection (honking cars and near collisions), and on the rounds in between it is in the middle of a block.

If the car is running slowly for some reason, have it cross an intersection every three rounds or more instead.

Even if the heroes could easily beat the armored cars, they are hampered by constantly having to save innocent

people caught up in the action. Slaloming an armored vehicle through traffic isn't easy for the crooks either, but the criminals losing control of their vehicle can make things even more difficult for the heroes.

Here are specific vignettes you can sprinkle in to keep things interesting:

- The armored car runs half-way up onto the curb and races along parallel to the street, shearing off parking meters every half-second ("whang-whang-whang") and sending pedestrians scattering for shelter.
- As it careens through a busy intersection an armored car clips the tail of a crossing sedan. The sedan's windows explode, and it spins like a top into the path of an oncoming bus, which slams on its brakes but cannot stop in time.
- An armored car tries for a short cut but swerves too wide, plowing straight into a plaza crowded with lounging office workers, pigeons, and a string quartet playing to the lunchtime crowd.
- Stopped cars block the street ahead, so the armored car swings into the oncoming lane... right into the path of a rumbling delivery truck. Cars on both sides prevent the truck from swerving, so the panicked driver leaps from the cab as the vehicles race towards a head-on collision.

If the armored car rams the delivery truck, it flattens the front-end like an accordion and shoves it down the street while barely slowing down. Unfortunately having a delivery truck stuck on the windshield means the armored car is racing through downtown blind...

Take Out the Guns! (Action Shtick)

Can't penetrate the tank's heavy armor? Take out the guns instead! An exposed weapon is harder to hit, but because it is less protected by the vehicle's armor it is easier to damage.

Determine the size of the weapon (usually Small or Tiny). Apply the difference in the size defense modifier for the vehicle, and then reduce the Toughness and Impervious of the weapon by that amount.

For example, a Huge vehicle has a -2 size modifier, so a Tiny weapon with a +2 size modifier has a Defense 4 higher than the vehicle, but a 4 lower Toughness and Impervious Toughness.

If the weapon is positioned so that it might easily shift out of the attacker's view as the vehicle maneuvers, apply a +2 cover bonus to defense. An attack that misses because of the difference in size modifier or the cover bonus still strikes the vehicle.

An attack that strikes a weapon can only destroy the weapon, not damage the rest of the vehicle.

You can apply the same rules to other targeted attacks against vehicles, such as shooting a car's tires, or crippling the ankle joint of a robotic juggernaut.

The turrets on the cars are Small weapons on a Gargantuan vehicle (+5 Defense / -5 Toughness).

later the shock will set in, and they will realize that it is the whole world (the whole universe in fact) that has been affected. Let it dawn on them that they are the only people still moving on the whole planet.

Moments in Time

There are a thousand stories in the naked city, and now each one of them is frozen at a single moment, a still-life portrait. Everywhere the heroes look, there are slices of life, and some slices of danger. Heroes might be in a hurry to unravel this strange phenomena, but they should also be tempted to do some good while they have this chance:

- Fires lick up the side of a tenement, the flames frozen in place like sculptures of solid light. Terrified people lean out the windows, silent cries for help on their lips, while bystanders look on in horror. A fire engine is a block away, caught in mid-rush towards the scene.
- A young executive is digging through her bag, her cell phone wedged against her ear as she dashes across the intersection. There is the first hint of surprise in her eyes as she see the car that is going to hit her. Two joggers yell to get her attention and run towards the scene, but they will arrive too late.
- A girder on a construction site has just come loose, pitching a worker into the air for a ten story express flight straight down. He hangs in mid air, a cloud of rivets frozen next to him. Days on the job without an accident: zero.
- Slowest car chase ever. Plumes of smoke hang frozen in the air where tires burned rubber sliding around the corner. Pedestrians crossing up ahead are just starting to scatter. Two police cruisers are in hot pursuit, dome lights perpetually still.
- A five-year old's sense of balance has failed to keep the top scoop of strawberry ripple on top of that bottom scoop of vanilla chunk. It's about to slide off and splatter her nice new dress. All it would take is



one slight nudge to put it back in balance and save a little girl's day at the park.

How many more are there? It's endless. The heroes certainly are not going to run out of things to do.

"But I Can Save Them All!" (Optional)

Want a serious moral dilemma? The heroes are frozen in one moment of time, and are trying to escape so they can return to the normal flow of time. But in that one moment, there are people all around the world that they could help: people falling off cliffs, people trapped in burning buildings, people about to be shot, people in planes about to crash. Thousands or even tens of thousands who are going to die or who are in serious danger, danger that the heroes could save them from if they just spent the time to do something about it.

Naturally when the heroes stumble across frozen scenes of trouble in the city around them, they will stop and intervene, but that's just the tip of the iceberg. They could literally spend the rest of their lives wandering the frozen world and helping everyone who is in danger right now. Or they can return to the normal time flow and let those people meet their fate. They'll go on and do other heroic deeds, sure, but they will have left behind people they could have helped. It's a tough one.

Time on Your Hands

After the initial shock and amazement wears off, boredom may set in. Time just keeps passing, sort of, but the sun never moves in the sky. Nothing ever changes.

It certainly looks like the heroes have all the time in the world to wander the frozen city (or world). They can look around, explore, search for clues, fly to the moon, whatever. Diligent heroes may try researching the strange artifact or their situation in general, a process made more difficult without things like computers (see the **Physics of Frozen Time**).

Weeks could go by this way. Months. Ask the players to summarize what their heroes do in this strange new world. It's a roleplaying question. Do they stick together? Probably not for weeks on end. Once the sense of danger wears off they may split up and wander around

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