

**PHASE ONE: Chapters 1-3 (runs 1-15)**

Shield: Firenza, Pyra Aquila, Spectre, Coriolis  
organizations: Strike, Royals, Syntech, Dare, Biotron, PSI, ASA, TALON

Omnibus announces his presence to the world; superpowered beings, especially villains, become a sociopolitical reality

The Enchantress kills Dr. Arcane, creates Coriolis, and eventually turns him against the group

Rivalry with supergroup Strike Force

Conflict between the three Demonlords (Omnibus, Vanashta, Ch'Andarra) reflected within the team

Omnibus nearly precipitates nuclear war and alien invasion, dispelled from material plane and timeline

**PHASE TWO: Chapters 4-7 (runs 16-35)**

Shield: Firenza, Spectre, Runaround, Tesseract, Golum  
organizations: Yellow Dragon, Yamashito Electronics, Vanguard, Strike, ASA, Church of Divine Harmony, TALON

Pattermaster briefly rises to power, history of superheroes clarified

Strike Force goes outlaw, gets captured and incarcerated

Vanashta's Church of Divine Harmony founded and its immediate power confined to Idaho

The Chosen, Omnibus' picked elite, gather various magical items and succeed in summoning Omnibus back

**PHASE THREE: Chapters 8-; projected to 10 (runs 36-50)**

Spectre, Runaround, Tesseract, Insecto, Zone  
organizations: ASA, Church of Divine Harmony, Coven, Strike, Demon Sons, Star Reach, Sidekick, Amida Tong, Yamashito Electronics, Cartel

Omnibus' pawns, Raptor and the Amida Tong, aid in fomenting wide-spread low-yield nuclear war, narrowly diverted

The Church of Divine Harmony and the Coven battle it out for metaphysical dominance of Earth; Omnibus' origin and time-hopping explicated

Star Reach is center for contact with pre-human galactic empire

Major influences (in order): Avengers in toto (strong emphasis on history), X-Men #94-175 (soap opera, pop mysticism), Elementals (mystical themes, violent "edge"), Liberty Project (humor, strong characterization), X-Factor (soap opera, longstanding subplots), West Coast Avengers (soap opera plus humor), Alpha Flight (soap opera, grim undertone).

Have used: The Coriolis Effect (Champions, #2-14), Assassin (V&V, #9-10), Alone Into the Night (V&V, #4), Honor (V&V, #17), Stronghold (Champions, #6, #33), Organized Crimes (V&V, #18-19), The Island of Dr. Destroyer (Champions, #35), Search for the Sensei (V&V, #37), Pre-emptive Strike (V&V, #40). All were heavily edited and altered, particularly the V&V modules. To Use: Target: Hero (Champions).

So far have employed in SHIELD campaign several modules and game aids, to various degrees.

1) The Coriolis Effect (Champions): used in full, minor modifications. "Coriolis" became male, "Black" dropped from "Black Enchantress", small pacing changes. In large part, flexibility built into module made only minimal tinkering necessary. Thirteen runs (#1-#13), dominating #2, #13.

2) Alone into the Night (V&V): two out of three scenarios, extensive modifications. "Garrote" used faithfully except Ashby is governor, not mayor, and Bennett [from (3) below] included in political issue; "Troubleshooter" re-plotted and changed somewhat in theme. "Night Raven" replaced by Dire Wolf, "Blades" by Royals, "Celeste" by Phobia. Third scenario discarded. One run (#4), three solo adventures.

3) Assassin (V&V): extensive modifications but essentially faithful in plot and theme. The Villain Behind It All changed from "Force" to Omnius, "ASA" adopted in full, "Assassin" employed by TALON, flunky villains changed to campaign villains, the Chosen. "Bennett" changed to Illinois governor, having been elected after the events in "Garrote." Background material for about seven runs (#2-#8), dominated #9-#10.

4) Stronghold (Champions): used in full, minor modifications. Only one floor is used for incarceration, security considerations applying to floors now apply to wings, robots minimized. Connected with the ASA. Only "Ripper" employed in game, other villains ignored. Used as setting for one or two runs (especially #6, #32), consistent plot element.

5) Honor (V&V): extensive modifications, plot changes. Renamed The Edge of Honor, "Yellow Claw" becomes Yellow Dragon, "John Yamashito" becomes their agent instead of their victim, "Yooso" becomes Dragon's Claw, "Raiden" re-written, other villains discarded, Widget included. Ninja organization becomes a Yakuza front, a fabrication. Stewart Rhodes heads Vanguard, sale of "Yamashito Electronics" thus works in with his schemes. One run (#17).

6) Organized Crimes (V&V): complete revisions, nearly unrecognizable. Takes place in Chicago, not New York, Rhodes, as Pattermaster, replaces "Organizer," "Midnight Men" discarded and replaced with Strike Force in a different capacity altogether, Royals replace youth gangs, revenge fight with supervillains at airport, not dock, the stupid poems dropped completely, every encounter and plot device after the first jewel robbery re-written, Coney Island scenario dropped entirely. Two runs (#18-#19), concluded in wholly original third (#20).

Thoughts: All of them, especially #1-3, contributed immensely to the overall structure of the plot (at least by inspiring me to improve on them, in the case of #5-6). In the last ten runs, modules have played very little role in the game. Perhaps, with the theme of the game due to change soon, it would be good to look into modules that are around, especially old V&V ones that have been out forever and have a lot of good but undisciplined ideas, and brand new Champions ones, which are showing a lot of promise and flexibility.