**Issue 4 – Battle with Nanophage**

**The Current Situation**

* A Mimic Nanobot mimicked Hoshi and attacked the house of Heather Pellmore
* He killed her bodyguard and took his form
* Before he could kidnap Ms. Pellmore, the other PCs showed up and stopped him
* Thanks to an accidental interface between Renee and Hoshibot, they have the address to which Heather was to be delivered

**Gym Class Mixup**

* If a day passes, the PCs will find themselves at gym class, Powers Practice to be exact and someone unexpected walks in
* Heather Pellmore, looking a little confused, walks into gym holding her schedule
  + And conspicuously, no security detail
  + She argues a bit off to the side with Coach Cage, and then sits on the bleachers
* Jake and Omar jeer at her a bit
  + “Hey Pellmore, where’s your goon?”
  + “You know, Princess, this is a full-contact class (makes a hip-thrusting motion)”
  + Will any of the PCs intervene?
* She has no idea why she is here
  + There has been some sort of mistake
  + My file has me with some kind of powers
  + I don’t even know what kind of powers I supposedly have!
  + The instructor said I need to participate today, but he’ll see about my assignment after
    - Hopefully, we won’t be doing anything too taxing today
* And then Coach Cage blows the whistle and sends the characters to the locker room to change
* Ms. Carter is there to monitor the girls’ locker

**In the Locker Room**

* In the boys’ locker room, someone might notice a couple of the bad kids, Jack, Omar and a couple others hanging around one of the back corners
  + Jack is talking with an upperclassman, Carl
  + With a perception check you might notice something changing hands

**Powers Practice Assignment**

* Their first assignment is a duo Danger Room battle against two robots
  + We will randomly assign partners and bots and have some mini-battles
    - If someone noticed Jack in the locker room, they will get placed with him in the assignment
    - When the battle is joined, he will sniff at something from his hand and then flame on
  + Obviously, one of the PCs gets stuck with Heather Pellmore… and what will they do?

You can reduce hit points by about ¼ if you need to speed up the battles.

Training Androids

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| ***Brute Bot*** | **M** 16 | **S** 10 | | | **R** 8 | | **T** 16 | | **W** 8 | | **P** 8 | | | **C** 8 |
| **INI** -2 | | | **HP** 36(9) | | | | **AV** 6/4/- | | | | **MV** 7 | | |
| **STK** 16 | | **BLK** 14 | | | **SHT** 11 | | | | **DOD** 11 | | | **ZAP** 9 | |
| Heavy – Resist Knock(2)  Metal Skin – No armor vs. Electricity, Magnetism, etc.  Robot Mind – Immune to psychic damage and mental powers  Robot Punch – 3d8 Physical Smashing Damage  Stunning Punch – On roll of 9 or more, their punch does Stun (T, P) in addition to damage  Shielded Electronics – EMP immune  Tough – Hits +8 | | | | | | | | | | | | | |

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| ***Laser Bot*** | **M** 10 | **S** 14 | | | **R** 14 | | **T** 12 | | **W** 10 | | **P** 14 | | | **C** 8 |
| **INI** +2 | | | **HP** 24(6) | | | | **AV** 3/3/- | | | | **MV** 7 | | |
| **STK** 11 | | **BLK** 12 | | | **SHT** 16 | | | | **DOD** 16 | | | **ZAP** 10 | |
| Conical Blast – 3d8 Laser in 3“ cone (R); can do once  Heavy – Resist Knock(2)  Laser – 2d10+1d8 Energy Laser Damage  Metal Skin – No armor vs. Electricity, Magnetism, etc.  Repulsor – Laser + Knock(1) on adjacent targets  Robot Mind – Immune to psychic damage and mental powers  Shielded Electronics – EMP immune | | | | | | | | | | | | | |

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| ***Mace Bot*** | **M** 13 | **S** 13 | | | **R** 13 | | **T** 13 | | **W** 10 | | **P** 8 | | | **C** 8 |
| **INI** +1 | | | **HP** 24(6) | | | | **AV** 4/4/- | | | | **MV** 7 | | |
| **STK** 15 | | **BLK** 16 | | | **SHT** 14 | | | | **DOD** 13 | | | **ZAP** 10 | |
| Bola – 4/4/- & 4d6 Entangle  Heavy – Resist Knock(2)  Metal Skin – No armor vs. Electricity, Magnetism, etc.  Robot Mind – Immune to psychic damage and mental powers  Shielded Electronics – EMP immune  Sweep – Accuracy -3, but attack two targets | | | | | | | | | | | | | |

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| ***Screech Bot*** | **M** 10 | **S** 14 | | | **R** 12 | | **T** 12 | | **W** 10 | | **P** 12 | | | **C** 8 |
| **INI** +1 | | | **HP** 23(6) | | | | **AV** 3/3/- | | | | **MV** 8 | | |
| **STK** 12 | | **BLK** 13 | | | **SHT** 15 | | | | **DOD** 15 | | | **ZAP** 10 | |
| Armor Disruption – Dissolve(1d6) on first attack  Buzzing Aura – Adjacent enemies are Impaired (R,W)  Metal Skin – No armor vs. Electricity, Magnetism, etc.  Robot Mind – Immune to psychic damage and mental powers  Shielded Electronics – EMP immune  Sonic Bolt – 2d8+1d6 Physical Sonic Damage, Pierce(3), Daze (T) | | | | | | | | | | | | | |