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BY DAVE WOODRUM

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Any-Mart

"Your One-Stop Gas'n'Go Market"

A

**VILLAINS
AND
VIGILANTES™**

PLAY SET

written by Dave Woodrum
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INTRODUCTION

After finishing up Diamante's, the fourth 'free' project for Villains & Vigilantes, I wanted to take a bit of a break from the larger action maps and playsets. I wanted to be able to create something small that would require a minimal amount of production time yet allow me to incorporate a bit of personality and sense of humor. The product should also be a type of location that would normally be present in most standard V&V campaigns, thus retaining a sense of usefulness for the V&V gamer. In the end, the typical "gas and go" type convenience store was the perfect choice.

Why choose a convenience store/gas station over thousands of possible locations? Consider this, the typical convenience store sees more varieties of customers and more action than most other commercial location types. Just like the taverns and general merchant shops of fantasy games, the typical convenience store/gas station combo is a place where neighbors and traveling strangers alike stop in to refresh and refuel. It can also be a dangerous place, a ripe target for armed robbers and unstable drifters. With this in mind, such a location is also the perfect stomping grounds for any low to medium powered hero focused on preventing crime and protecting the innocent.

With the creation of this product it is important to point out that I deviated a bit from the typical writing style that is expected with the free playsets. Since the detailing of such a common place requires less technical details, I had the chance to switch gears a bit and offer more color commentary. Since it is safe to say that at least 99% of gamers have found themselves standing in the crowded bowels of such a convenience store, I figured that I might as well present the information with a bit of humor.

On a final note, the provided convenience store/gas station was named "AnyMart" for a reason; it was designed to basically represent most any corner gas up, buy stuff, and go style business. With this in mind, the GM should feel free to re-place the name "AnyMart" with whatever he or she wishes. Likewise, any of the details provided throughout this file are up for proper modification as one sees fit.

Enjoy!

Dave Woodrum
FGU Writer/Designer

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EDITORIAL INTRODUCTION

Dave Woodrum's choice of a convenience store/gas station for his latest action map seemed totally logical to me as editor. These places are found everywhere from small towns to large cities. Even if not a location for a planned part of an actual battle, they would be prime locations for information gathering when investigating mysterious events in any part of the country - rumors and secrets could be known by employees and customers.

Such locations are also necessary for the many super-powered characters who do not fly and rely upon more conventional means of transportation. This location is truly universal and, though the location mapped out is most applicable to smaller cities, suburban areas and rural areas, can even be applied to the most built-up urban areas. In central cities worldwide, these typical convenience stores can be found in every neighborhood, albeit without the gas pumps. If an adventure is centered in a high-rise central city, the convenience store is basically the same but without (or possibly with few) gas pumps.

I would also like to take this opportunity to thank science educator Jack Pavlich for his explanation in layman's terms and his suggestions regarding the "explosive" properties of gasoline for inclusion in game terms. This is also the ideal opportunity to thank those GMs and players who have been making suggestions and requests for action locations. I know that Dave has been planning future projects based upon such suggestions.

Scott B. Bizar, Editor-In-Chief

1. MAP LOCATIONS

A. Fueling Tanks: These self-serve fueling areas offer two gasoline pumps, waste disposal, and supplies for cleaning a dirty windshield.

B. Air Pump Station: This location features a small air compressor with hose and gauge along with a metal control box that is coin operated. In the good old days gas stations freely provided compressed air for the tires of the weary traveler. These are not the good old days, of course, so you'd better have the correct change in hand.

C. Front Parking: Although a bit cramped most of the time, this area provides a fair enough amount of parking space for employees and customers that are not purchasing gasoline or other fuel.

D. Diesel Tanks: The layout of these fueling stations is somewhat similar to that of the gasoline tanks (Area A). Unlike the other tanks, however, these stations provide diesel and/or non-standard fuels (such as bio-fuel).

E. Dumpster/Heat Pumps: In this area the more nosy patron will find a couple of trusty heat pumps and a standard green dumpster. Other than the occasional visit from a stray dog or cat, this area is mostly ignored.

F. Newspaper Dispenser Boxes: Resting near the front entrance of the store there are a few metal newspaper dispensers. Taped on to one of the newspaper boxes is a weathered note asking customers to please be honest and take only the quantity of newspapers that was fairly paid for.

G. Ice Cooler/Propane Station/Pay Phone: This area of the front entrance has an old pay phone sitting next to a freezer full of bagged ice and a locked metal crib containing several propane tanks.

Unfortunately for travelers who eschew the growing popularity of cell phones, this particular pay phone is usually out of order. Pick it up and enjoy the subtle sounds of random clicks and dead static. If you are still desperate for at least some form of communication, you can typically find a wide variety of graffiti scrawled into the sides of the pay phone booth's casing.

H. Front Entrance: This area features a glass pane door that serves as the front entrance to the station. Various lottery and product related decals litter the face of this entrance. Taped to the door at eye level is a flyer advertising an upcoming independent professional wrestling event.

I. ATM Machine: An ATM machine and a small wastebasket sit near the front entrance of the store. This machine is reliable enough, but charges a small fee per transaction.

J. Front Service Counter: It's not uncommon to find at least a few customers lined up at the cash register as they wait to pay for gas and goods. Beyond the highlights of scratch off tickets, this area is the central nucleus of the whole operation. Here you can pay for goods and gasoline, engage in a bit of chit chat, ask for the tobacco products and dirty magazines located behind the counter, complain about the prices of gasoline going up again, and buy scratch off tickets or turn in numbers for tonight's lottery.

K. Deli: The store's deli offers a variety of food products, from fried chicken to sandwiches to pizza. Out of all the various items available, the seasoned potato wedges are by far the most popular with customers.

L. Lotto Station: This colorful looking prop up is thoughtfully provided by the state (or national) agency and is intended to be an area for customers to select numbers or scratch off instant winnings tickets without interfering with the normal operations of the convenience store. Of course, this seldom ever happens. "Countertop Vegas" appears to be a popular sport amongst the locals and as such, almost all of the gambling action takes place at the front service counter (Area J). The only time that the lotto station is visited is whenever somebody needs to steal a pencil or snag a blank lottery drawing ticket, which will end up being filled out at the front.

M. Self Service Food/Beverage Counter: Want a slush drink? You can help yourself and mix it up here. Need a cup of coffee? We got your caffeine fix, all you need to do is grab a Styrofoam cup, plastic lid, and pour the java out yourself. Want a hot dog with your choice of fixings? Want to warm up half the box of those frosted toaster pastries you just purchased? Need to microwave something? All the solutions to your various consumption issues can be resolved at this one handy counter. Just be sure to pay at the front.

N. Product Shelves: Numerous different types of products line the many shelves of this place. A quick browse of these shelves offers a wide variety of goods, from candy, beef jerky, and cat food to trucker's caps, drain cleaner, and motor oil.

O. Coolers: A series well stocked coolers line the back of the store. A customer can find a wide variety of products here, from milk, soda, and beer to cheese sandwich singles and live fishing bait. From tubes of sausage to vitamin infused green tea, you can probably find it in the cooler.

P. Arcade Machines: In the lower corner of the store a bored customer with spare quarters to lose can find a variety of pinball machines, video games, and coin driven, toy-grabbing cranes.

Q. Manager's Office: This dull looking area is equipped with a personal computer, cluttered up office desk, fire proof safe, and rusty old filing cabinets that stay jammed most of the time. Sitting on top of one of the filing cabinets is an old radio that's equipped with a wire coat hanger that's hooked up to the stubby remains of the radio's original antennae.

R. Women's Restroom: The women's restroom is a delightfully unsanitary affair, complete with an overflowing trashcan, smudged mirror, mineral deposit encrusted sink, and mysterious puddles forming around the base of the toilets. On the walls of the toilet stalls a bored customer can read up on a variety of volunteered information about the local community. For example, a casual inspection of such refined graffiti will let you know all about the intimate recreational activities of certain local citizens, who's the biggest snitch around, and what members of the local society are most comparable to the female variety of domestic canines. Near the sink one can find a warm air hand dryer and a couple of coin driven vending boxes mounted to the wall. These metal vending boxes dispense a variety of personal products.

S. Men's Restroom: In terms of filthiness, the men's room is a joyful Petri dish of evolution potential. The walls of the toilet stall contain a variety of informative and enlightening graffiti that covers an assortment of topics ranging from snip-pets of vintage poetry and prose to information detailing the romantic preferences of different lo-cal citizens. Next to the discolored, mineral deposit encrusted sink is a warm air hand dryer and a metal vending box. The advertisements on the front of the coin operated box describe a variety of items designed specifically for the purpose of promoting healthy, responsible family options. Interestingly enough, such options are currently available in half a dozen different flavorful scents and fashion colors.

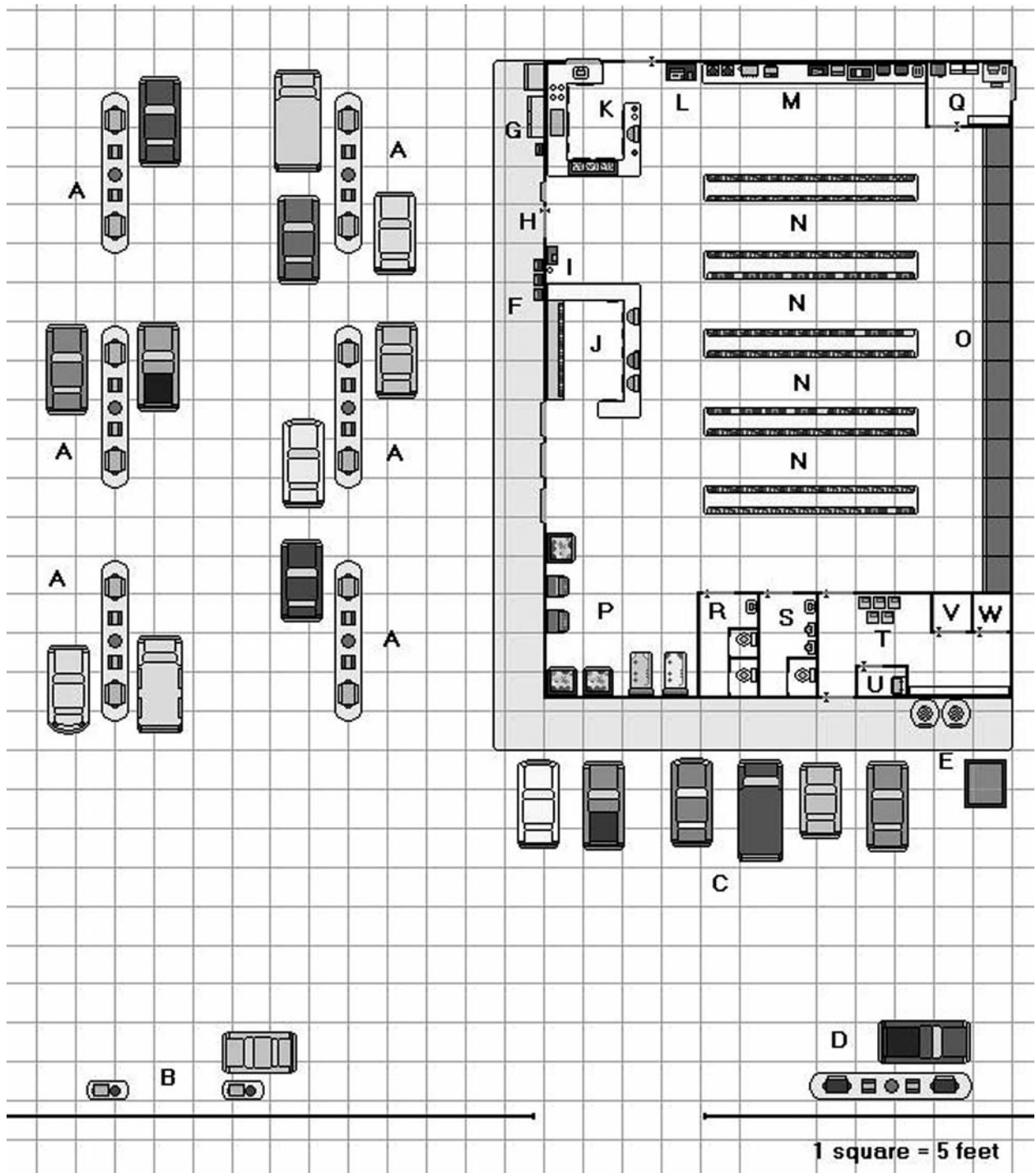
T. Storage Room: In this general storage room an individual can find cardboard boxes and metal shelves stuffed with a variety of different goods.

U. Janitor Closet: This often neglected janitor's closet contains half a dozen mops and brooms, a couple of old mop buckets, wet floor signs, and a deep utility sink.

V. Walk-In Cooler: This walk-in cooler contains extra gallons of milk, cases of beer, packages of bacon and breakfast sausage, and other such cold storage goods.

W. Walk-In Freezer: The walk-in freezer contains a surplus inventory of ice cream, microwavable dinners, frozen pizzas, and other such goods.

1.1 ANYMART (GM'S MAP)



2. EMPLOYEES

When assigning employees to Any Mart, it is recommended that the GM create personalities that are most similar to the employees of the gaming group's own favorite corner convenience store. As such, descriptions for specific NPCs have been intentionally left out of this particular product.

Game stats for employees have been included, however, and are presented below.

Note: Weapons have been left off. At the GM's wishes, the employees may have a few surprise defenses behind the counter, such as a baseball bat or a pistol.

Employee	Level	Hits Points	Power	Agility	Move	Damage Mod	Accuracy Mod	Basic HTH
Employee 01	1	3	37	6	31"	-1	-2	1d6
Employee 02	1	3	32	7	24"	-1	-2	1d6
Employee 03	1	6	43	11	33"	--	--	1d8
Employee 04	1	4	38	7	30"	-1	-2	1d6
Employee 05	1	11	44	13	34"	+1	+1	1d6
Employee 06	1	7	48	12	34"	+1	+1	1d3
Employee 07	1	5	34	8	26"	-1	-2	1d4
Employee 08	1	4	42	9	29"	--	--	1d4
Employee 09	1	5	41	10	26"	--	--	1d4
Employee 10	1	4	48	13	36"	+1	+1	1d3

3. CUSTOMERS

When it comes to customers, gas stations get all walks of life. Despite one's profession, lifestyle, interests, etc., it is likely that the individual will need to fill up at some point or another. If the GM needs to know what sort of individuals are in the store at any given time, he or she will

roll 2d6 for the total amount of customers in the store, and then for each customer type consult the table below. Each customer type in the table also includes a suggested generic customer stat line to use that is provided in Section 3.2.

3.1 RANDOM CUSTOMER TYPES

No.	Type	Use Stat	No.	Type	Use Stat	No.	Type	Use Stat	No.	Type	Use Stat
01	Accountant	16	26	Drunk	13	51	Military Veteran	02	76	Rich Brat	05
02	Activist	12	27	Elderly Person	16	52	Model	10	77	Robber	25
03	Actor	04	28	Emo Kid	24	53	Musician/Singer	10	78	Rude Customer/Snob	14
04	Artist	13	29	Engineer	20	54	Nerd	22	79	Salesman	06
05	Athlete	08	30	Ex Convict	15	55	New Ager	14	80	School Teacher	06
06	Bicyclist	08	31	Factory Worker	11	56	News Columnist	14	81	Scientist	06
07	Biker	15	32	Farmhand	11	57	Nun	22	82	Secretary	17
08	Bully	23	33	Fast Food Worker	13	58	Nurse	14	83	Shoplifter	17
09	Businessman	16	34	Gamer	20	59	Palm Reader	14	84	Skater	18
10	Cab Driver	23	35	Gangsta	04	60	Photographer	14	85	Skinhead	09
11	Cheerleader	10	36	Goth	11	61	Pickpocket	17	86	Slacker	03
12	Child	01	37	Hacker	12	62	Pimp	15	87	Slob	16
13	Club Hopper	13	38	Hairdresser	22	63	Police Officer	15	88	Slut	20
14	College Professor	10	39	Handicapped Person	19	64	Preacher/Preist	10	89	Smuggler	15
15	College Student	20	40	High School Jock	08	65	Prison Guard	15	90	Social Worker	06
16	Comic Book Fan	20	41	High School Preppie	05	66	Product Vendor	08	91	Swindler	15
17	Compulsive Gambler	23	42	Hippie	23	67	Prostitute	17	92	Swinger	08
18	Computer Programmer	10	43	Homeless Person	23	68	Psychotic	08	93	Teenager	20
19	Construction Worker	23	44	Housewife	22	69	Public Official	08	94	Thug	07
20	Cultist	10	45	Junkie	22	70	Punk	18	95	Tourist	10
21	Doctor	20	46	Lawyer	05	71	Rapper	15	96	Truck Driver	23
22	Dominatrix	12	47	Librarian	22	72	Rastafarian	23	97	Undercover Officer	21
23	Drag Queen	13	48	Lot Lizard	23	73	Raver	14	98	Vandal	07
24	Drifter	25	49	Martial Artist	18	74	Redneck	11	99	Waitress	20
25	Drug Dealer	15	50	Mechanic	23	75	Reporter	17	00	Womanizer	22

3.2 RANDOM CUSTOMER STATISTICS

Stat Line	Level	Hits Points	Power	Agility	Move	Damage Mod	Accuracy Mod	Basic HTH	Weapon
01	1	1	26	7	19"	-1	-2	1d2	none
02	1	7	43	6	34"	--	-2	1d4	pistol
03	1	6	50	10	36"	--	--	1d4	none
04	1	9	52	12	44"	--	+1	1d6	pistol
05	1	5	48	13	33"	+1	+1	1d4	none
06	1	4	43	9	29"	--	--	1d6	none
07	1	10	46	9	39"	-1	--	1d6	knife/chain
08	1	6	52	17	40"	+1	+2	1d3	none
09	1	10	46	9	38"	-1	--	1d6	chain
10	1	4	43	11	30"	--	--	1d3	none
11	1	7	50	16	40"	+1	+2	1d8	none
12	1	7	47	9	32"	--	--	1d6	knife
13	1	3	40	9	29"	--	--	1d4	none
14	1	6	47	11	35"	--	--	1d6	none
15	1	6	46	11	34"	--	--	1d6	knife/pistol
16	1	2	28	6	17"	--	-2	1d3	none
17	1	2	35	14	31"	--	+1	1d4	none
18	1	7	47	16	38"	+1	+2	1d4	knife/chain
19	1	3	42	4	26"	-1	-4	1d4	none
20	1	3	36	10	26"	--	--	1d4	none
21	1	19	55	17	40"	+2	+2	1d6	pistol
22	1	2	47	5	32"	-2	-4	1d4	none
23	1	6	40	9	31"	--	--	1d8	club/knife
24	1	3	46	7	33"	--	-2	1d4	none
25	1	6	50	15	42"	--	+2	1d4	pistol

4. GASOLINE AND DESTRUCTION

The presence of super powers on the gas station's property is likely to bring up a rather obvious question; "What happens if someone or something damages the pump stations and causes the gasoline to ignite?" When dealing with the possibility of a damaged pump station, it is important to remember that modern gas pumps tend to have safety features that protect the underground storage chamber in the event that the above ground components become damaged (especially via impact). This does not entirely prevent the possibility for hazard, however, as the pumps contain a small but significant quantity of gasoline. Likewise, there is always the chance that the safety features that secure the underground tank may have become significantly damaged as well.

Also, despite popular belief, gasoline in itself is not normally explosive and that a match dropped in a can of gasoline will simply go out. A bullet fired into a car's gas tank will not cause an explosion and will only cause a leak. Gas only explodes when mixed with the proper amount of air. Thus, any explosion should be a plot device planned by the GM and not an accidental event (though the players might think it is an accident).

A general rule of thumb for a service station gasoline fire/explosion is to consider the danger as an engulfing, ongoing flame attack that has a total radius of 10" (treat the gasoline as having a Strength and Endurance score of 5) that causes 1d12 points of damage. Small fires often burn out in 1d4 rounds while larger ones ignite other flammable sources and remain until the surroundings are in cinders or the fire is

extinguished.

Characters moving in and out of the fire are susceptible to one attack by the fire each round. Characters remaining in the midst of the fire are likewise susceptible to one attack of the fire each round.

When such damage is successfully applied to a character, then the character has a 75 % chance of becoming engulfed in flames and must spend a turn of action to attempt to extinguish themselves (i.e. 'stop, drop, and roll'): Characters who fail to take the action of extinguishing themselves continue to take damage from the flame at a rate of one attack per round for a maximum total duration of 1d4+3 rounds. Should the characters wear costumes that are deemed to be reasonably non-flammable, this chance is reduced to 10% chance of becoming engulfed.

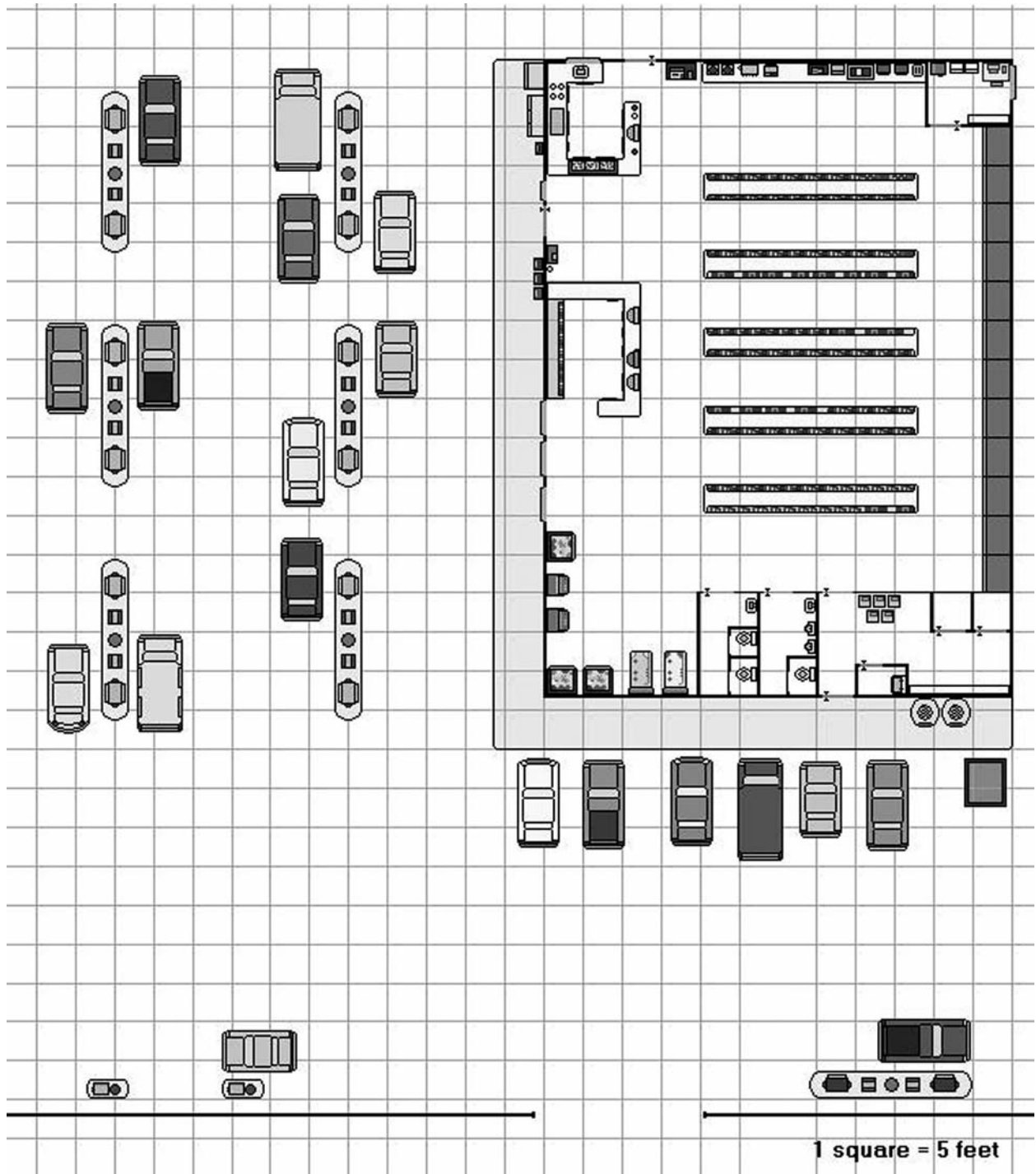
Naturally, a character's powers that negate the effects of flame powers will negate the damage taken from the gasoline fire.

Should the GM determine that enough damage (treat the pumps as having machinery based structural points, SR:6) has been caused to create a potential gasoline hazard, then there's a 10% chance that impact will ignite the available gasoline.

Should a blast of energy, electricity, or fire be directed towards the gasoline, there is a 90% chance that the gasoline will ignite.

Gasoline is much different than dynamite in the sense that its explosion is more of a whoosh than a blast. Essentially, gasoline reacts by becoming one big fireball. As such, the gasoline "explosion" should be treated as an engulfing flame attack.

4.1 ANYMART (PLAYER'S MAP)



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