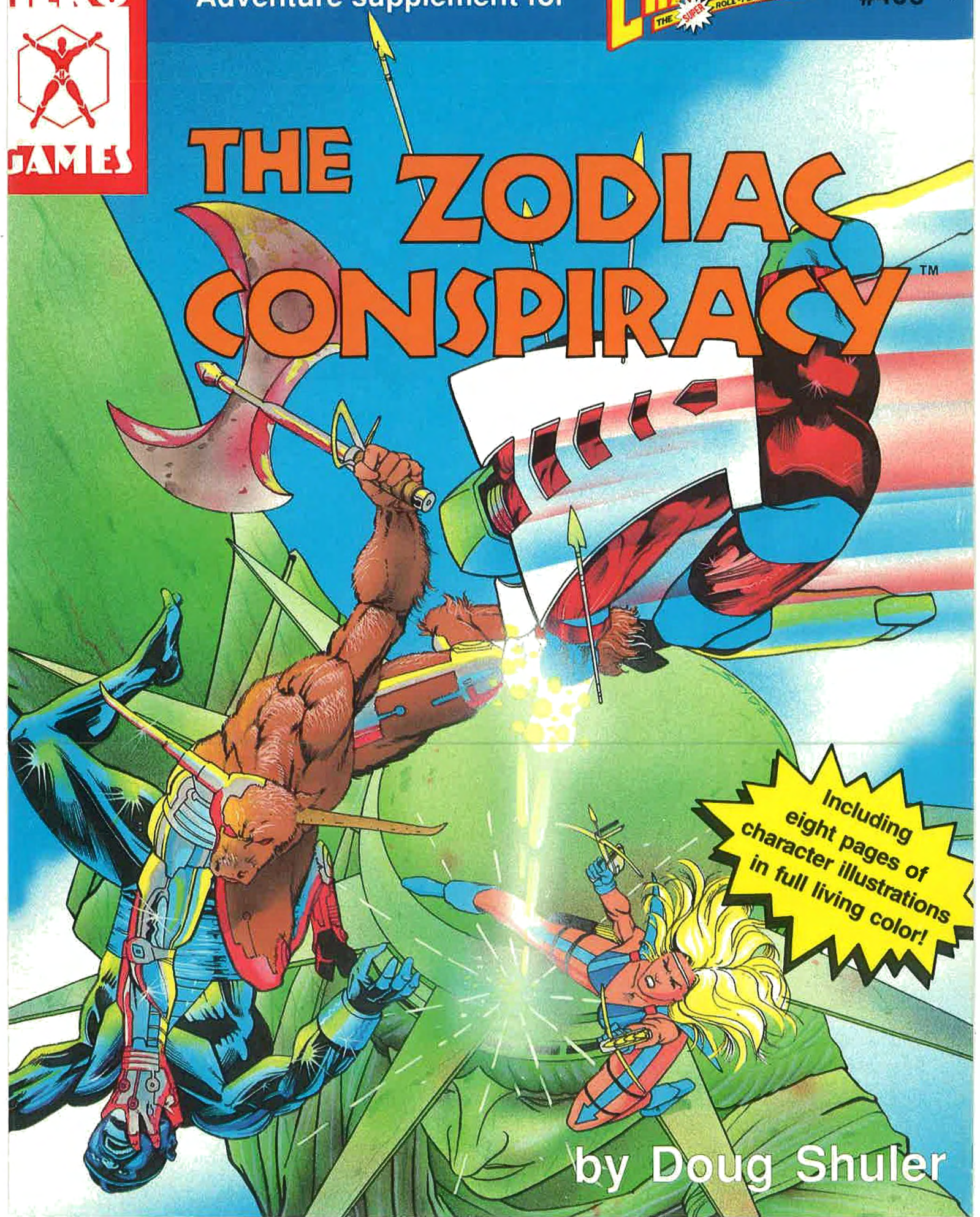


# THE ZODIAC CONSPIRACY <sup>TM</sup>



Including  
eight pages of  
character illustrations  
in full living color!

by Doug Shuler

# THE ZODIAC CONSPIRACY™

## AN ORGANIZATION BOOK FOR CHAMPIONS

### TABLE OF CONTENTS

<b>INTRODUCTION</b> .....	2
Where They Fit In.....	2
History of the Zodiac.....	2
<b>CHARACTERS</b> .....	5
Taurus.....	5
Gemini.....	7
Cancer.....	8
Leo.....	10
Virgo.....	11
Libra.....	13
Scorpio.....	14
Sagittarius.....	16
Capricorn.....	17
Aquarius.....	19
Pisces.....	20
Aries.....	22
<b>THE TEAM</b> .....	23
Organization and Chain of Command.....	23
Fighting Maneuvers.....	24
Special Assignment Teams.....	26
Current Goals of the Zodiac.....	27
Hidden Aspirations.....	27
Deus Ex Machina.....	28
The Enemy Within.....	29
<b>FUTURE DIRECTIONS</b> .....	31
<b>ZODIAKOS KYKLOS</b> .....	32
History of the Base.....	32
Rationale and Self-Motivation.....	33
Description of Abilities.....	34
Maps and Descriptions.....	34
<b>SCENARIOS</b> .....	40
...And Justice for All.....	40
The Lok-1000 Invasion.....	41
Third and Goal.....	42
Operation Huxley.....	44
The Final Toast.....	45

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**Dedication** — *This book is dedicated to the "Nova Flight", The first and best Champions group I ever played with... way back when they said I oughtta put Zodiac in print!*

*Mark "The Proton" Shuler, Roger "Excalibur" Spendlove, Scott "Vanguard" Spendlove, Rod "Night Tiger" Griffin, Dave "Cyber" Walsh, Myself (Doug "Sapphire" Shuler)*

*...And to the memory of Patrick Silvey, one of the founding members of S.W.O.R.D.D.*

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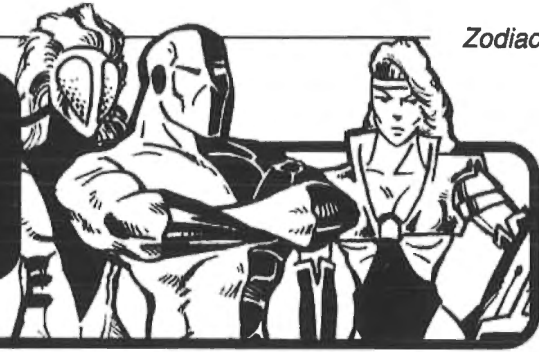
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# INTRODUCTION



The Zodiac — astrological symbols from ancient times representing brave heroes and terrible beasts, legends of creation and tools of understanding...

Until now! Recent news reports spoken of a dozen new villains who have taken the names of the twelve major constellations. The members of the Zodiac seem to thrive on mystery, preferring to work at night and keep their opponents guessing! They choose to influence the lives of humankind covertly, much like their astrological namesakes. Theirs is a world of magic and intrigue where superior knowledge can be more important than superior firepower.

The purpose of the Zodiac is to supply a well-rounded group of villains who partake in extremely covert actions. This allows the Gamemaster to create mentally challenging adventures as well as physically challenging ones, giving the players the chance to use their detective work and intuition rather than just brute force.

Included here are the twelve members of the Zodiac, along with descriptions of their powers and personalities. Also included is their base, the Zodiakos Kyklos, their transporters, their evil plots, and several scenarios ready to thrust your heroes into the middle of *The Zodiac Conspiracy*.

## WHERE THEY FIT IN

The idea of The Zodiac has been forming for nearly 3,000 years under the care and feeding of Taurus, the group's founder. Its members tend to be reclusive, pitting their enemies against each other and influencing important people from afar. This tactic suits them as it allows them to lay low, letting the blame for most of their crimes pass right by and land on someone else. Zodiac dislikes dealing with the public, and their existence is unknown to the general populace.

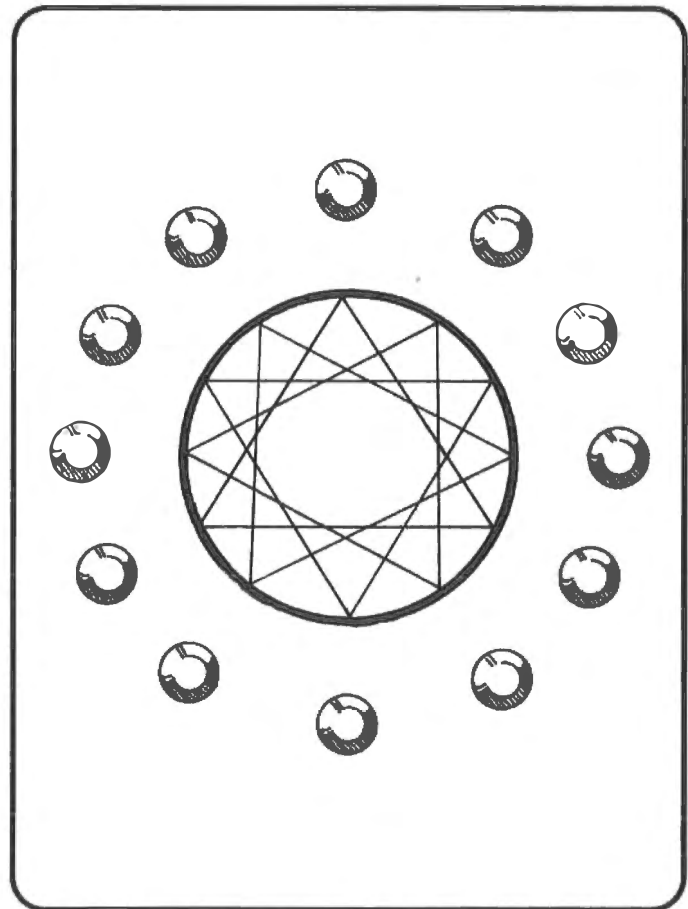
Such a reclusive background will allow any Gamemaster to work the team into his particular campaign, complete with an extensive history, without having Zodiac seem to appear out of nowhere. It also provides ample opportunity for the Gamemaster to set up several nefarious plots, allowing the players to pursue the one that they find most intriguing.

As the players become more familiar with the Zodiac and its members, the villains can become increasingly public, and their crimes can become more heinous. Eventually, if the GM so desires, Zodiac's schemes will climax with a plot to take the world. Alternately, if it the GM prefers, Zodiac can remain a quieter group and leave the megalomania to Mechanon and Dr. Destroyer.

## HISTORY OF THE ZODIAC

Nearly 3,000 years ago, the minotaur was born as the result of a mating between the god, Zeus and the maiden Europa. Although the offspring of a god, he was born with the size and head of a bull and shunned by the Grecian people. Viewed as a mindless monster, he was tossed into a vast labyrinth which no mortal man could solve.

But Theseus was no mortal man, he was a hero of legend. Through his ingenuity, he realized the only way to solve the labyrinth was to use a ball of yarn. Stringing the yarn out behind him, he entered the maze and eventually found the minotaur, slaying him in a dramatic battle of mind and muscle. Theseus then followed the yarn out of the labyrinth, bearing the treasure which he was sent to retrieve...



It's in the stars...

**MEET ZODIAC**—twelve of the most sophisticated villains ever to plot world conquest! Outwit *Taurus*, ageless cybernetic Minotaur and leader of this fearsome team. Foil the schemes of *Gemini*, a diabolical inventor whose magico-technical creations can threaten all humanity! Do battle with *Cancer*, an alien legionnaire who exists solely to fight. Together, the deadly dozen form Zodiac—a powerful conclave whose secret aims include nothing less than complete global mastery. Manipulating events and other beings to serve its own ends, the immortal team works from its living headquarters, high in orbit. Hour by hour, Zodiac plots the fate of Earth below....

Inside **The Zodiac Conspiracy™** you'll find...★ The twelve villainous members of Zodiac **in full color!**★ Full details on the *Zodiakos Kyklos*, the team's living base★ Team history, tactics and politics★ Four ready-to-run adventures★ And much much more!★

Follow your destiny!  
Send your heroes on a star-crossed adventure against...

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