



CITY OF HEROES

FISH ROBINSON

#17

JANUARY 2007



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THE MOST EXPERIENCED GROUP OF HEROES IN PARAGON CITY, STATESMAN, MANTICORE, POSITRON, SYNAPSE, AND SISTER PSYCHE GATHERED TOGETHER TO FORM THE FREEDOM PHALANX. EACH OF THESE POWERFUL HEROES HAS A SIDEKICK, A STALWART COMPANION THAT AIDS THEM IN THEIR FIGHT AGAINST THE DARK FORCES THAT PLAGUE THE CITY OF HEROES. MS. LIBERTY, GRANDDAUGHTER OF THE MIGHTY STATESMAN, HAS TRANSFORMED THESE SIDEKICKS INTO A FORCE TO BE RECKONED WITH. ALL HAVE SOMETHING TO PROVE, SOMETHING TO OVERCOME FROM THEIR PAST. THEY ARE KNOWN AS...THE VINDICATORS.

THE FREEDOM PHALANX HAS DEPARTED TO BATTLE THEIR DARK REFLECTIONS FROM ANOTHER DIMENSION, LEAVING MS. LIBERTY TO SUMMON THE VINDICATORS AND WATCH OVER PARAGON CITY IN THEIR ABSENCE. THE YOUNG HEROINE PREPARES FOR HER TASK, UNAWARE THAT A SINISTER PLOT IS BREWING...*



*EDITOR'S NOTE: THE FOLLOWING EVENTS TAKE PLACE SIMULTANEOUSLY WITH THE EVENTS OF ISSUE #16.

SAFEGUARD

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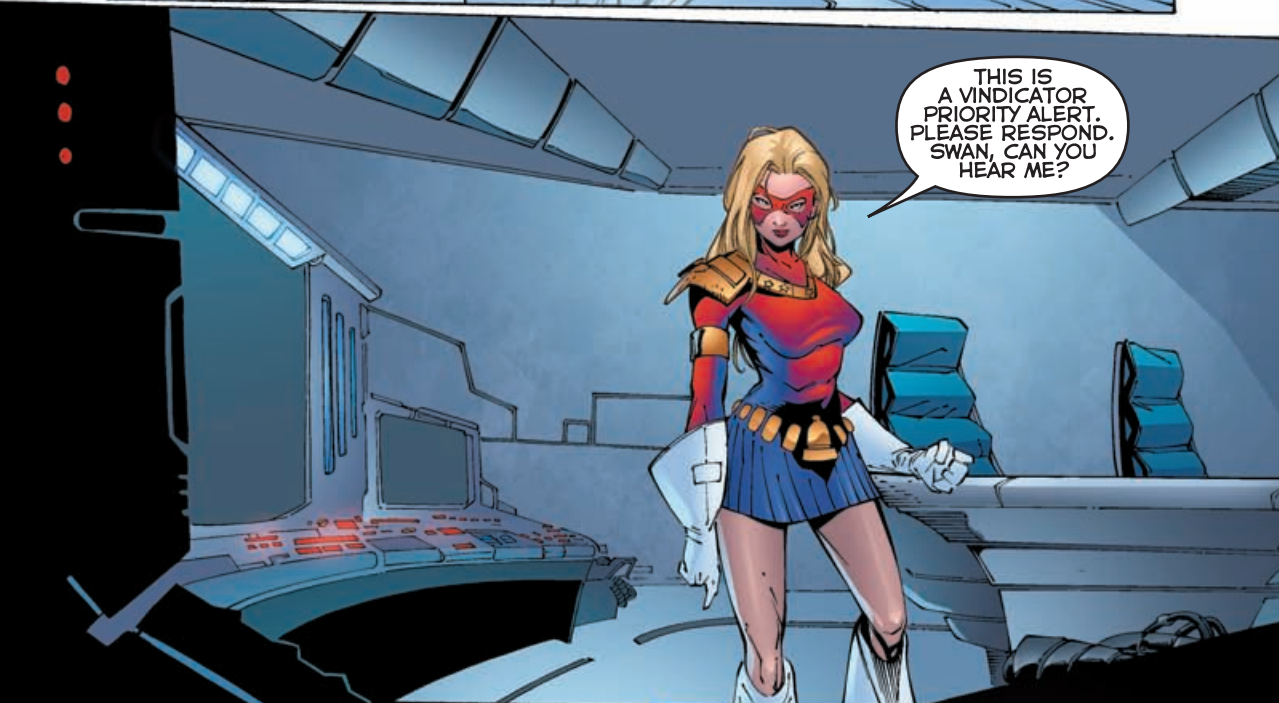
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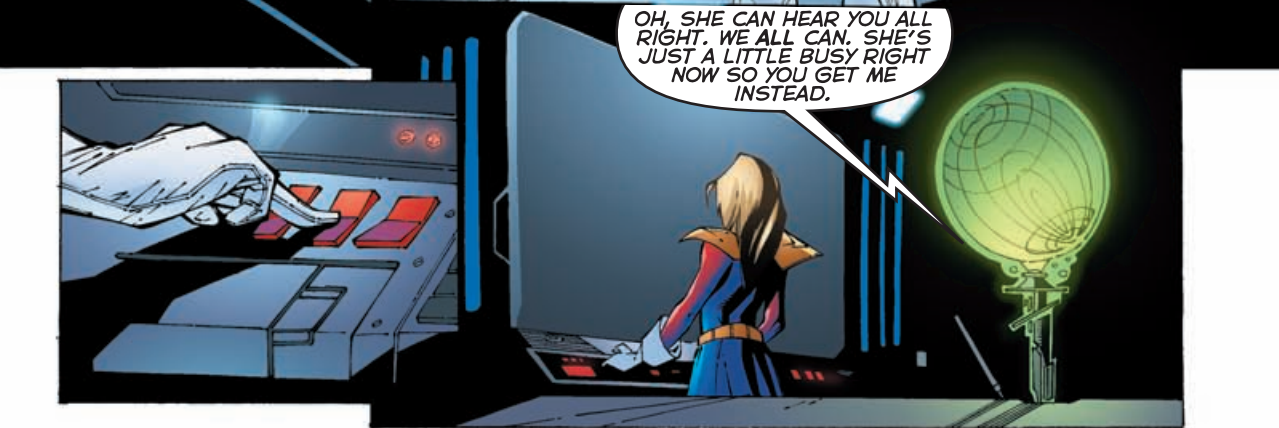


SO,
GRANDPA
FINALLY
LEFT ME
THE KEYS
TO THE
CITY.

IT'S
ABOUT
TIME!



THIS IS
A VINDICATOR
PRIORITY ALERT.
PLEASE RESPOND.
SWAN, CAN YOU
HEAR ME?



OH, SHE CAN HEAR YOU ALL
RIGHT. WE ALL CAN. SHE'S
JUST A LITTLE BUSY RIGHT
NOW SO YOU GET ME
INSTEAD.



MYNX,
WHAT'S
GOING
ON?

FROM WHERE
I'M CROUCHING
IT LOOKS LIKE A
BATTLE.





SWAN

NOW
GET YOUR
TAIL OVER
HERE!

INFERNAL

MYNX

VALKYRIE

MALAISE



I'M
ON MY
WAY!



YOU HEAR THAT, GANG? THE SIDICK IS ON HER WAY. I FEEL SAFER ALREADY.



GIVE MS. LIBERTY A BREAK, MYNX.

INDEED, YOUNG ONE, VALKYRIE IS CORRECT. OUR LADY OF LIBERTY IS IN MANY WAYS THE PATRON OF THIS BAND OF WARRIORS.



PERSONALLY, I THINK THE GIRL IS JUST LIKE THIS BUFFOON, AFRAID OF HER ANCESTORS.



THE FIGHT'S OVER, MALAISE.

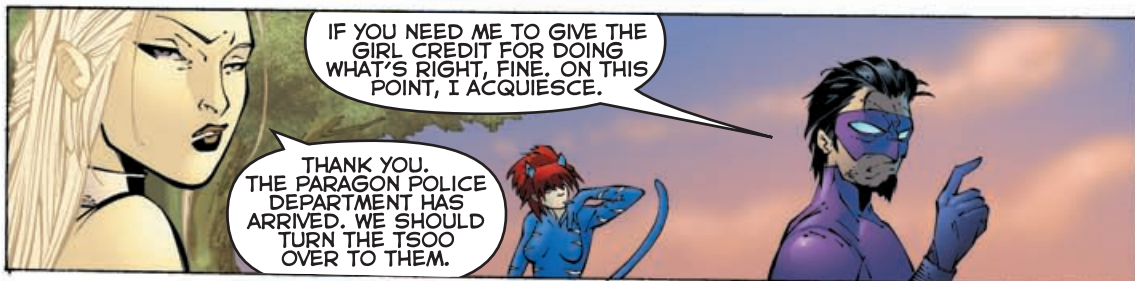


RELEASE HIS MIND AND STOP TALKING THAT WAY ABOUT SOMEONE WHO GAVE YOU A SECOND CHANCE. IF NOT FOR MS. LIBERTY, YOU'D STILL BE BACK UNDER SISTER PSYCHE'S MENTAL THUMB.

SISTER PSYCHO MIGHT HAVE A LITTLE SURPRISE IN STORE FOR HER IF SHE TRIES THAT ON ME AGAIN, SWAN. IF ANY OF YOU COULD SEE THE BEAUTY OF MY MIND PAINTINGS YOU WOULDN'T BE SO QUICK TO JUDGE ME.



I'M NOT SURE I'D BE SO PROUD OF YOUR ABILITY TO MENTALLY PAINT ANYONE'S WORST FEAR, BUT AS USUAL YOU'RE MISSING THE POINT. MS. LIBERTY DESERVES YOUR RESPECT.



IF YOU NEED ME TO GIVE THE GIRL CREDIT FOR DOING WHAT'S RIGHT, FINE. ON THIS POINT, I ACQUIESCE.

THANK YOU. THE PARAGON POLICE DEPARTMENT HAS ARRIVED. WE SHOULD TURN THE TSOO OVER TO THEM.



I'M DETECTIVE ROGERS. WHAT'S THE SCORE HERE?

VINDICATORS ONE, TSOO ZERO.

WHAT MYNX MEANS TO SAY IS WE INTERRUPTED THE TSOO IN THE MIDST OF A KIDNAPPING.

IF THAT'S TRUE, WHERE'S THE VICTIM?



AURORA BOREALIS

LUMINARY

RIGHT HERE, OFFICER. THE TSOO WERE HOLDING THIS GENTLEMAN INSIDE. LUMINARY AND I WERE ABLE TO CONVINCE THEM TO LET HIM GO.

CONVINCE THEM MY METAL BUTT, WE TOOK THOSE SUCKERS DOWN!



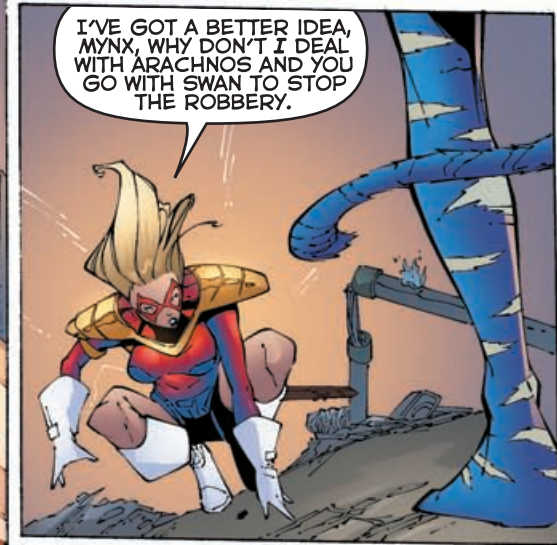
THANK YOU SO MUCH FOR SAVING ME, MS. BOREALIS, BUT YOU HAVE TO STOP THE OTHERS. THEY MADE ME TELL THEM ABOUT THE BANK I WORK AT. THEY'RE ON THEIR WAY TO ROB IT!



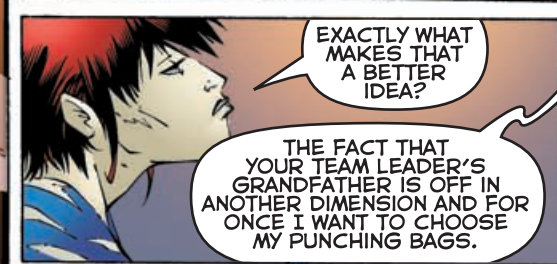
SOUNDS LIKE YOU HAVE TWO PROBLEMS, THEN. I CAME TO TELL YOU SEVERAL ARACHNOS FLIERS WERE SPOTTED IN THE AREA DROPPING OFF WOLF SPIDERS. THEY'RE TRASHING TALOS ISLAND.

WE'LL NEED TO DEAL WITH BOTH THREATS.

YOU GOT THAT RIGHT, SWANNY. I'LL HANDLE THE ARACHNOS GOONS. YOU STOP THE BANK ROBBERS.

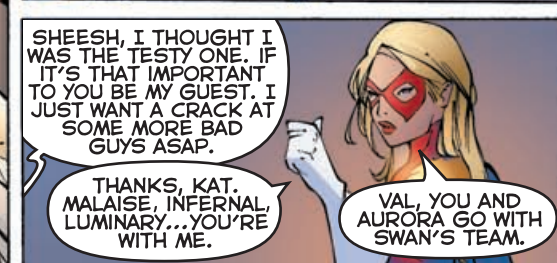


I'VE GOT A BETTER IDEA, MYNX, WHY DON'T I DEAL WITH ARACHNOS AND YOU GO WITH SWAN TO STOP THE ROBBERY.



EXACTLY WHAT MAKES THAT A BETTER IDEA?

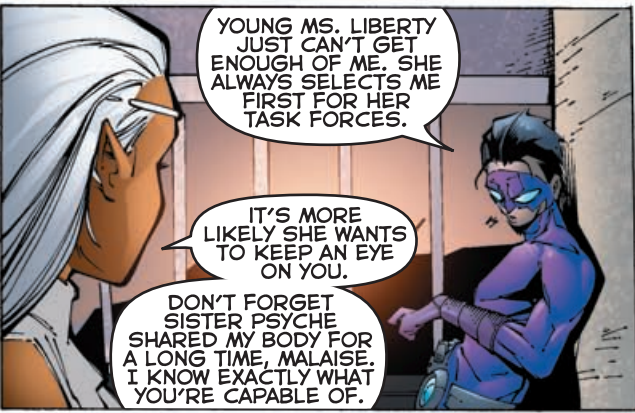
THE FACT THAT YOUR TEAM LEADER'S GRANDFATHER IS OFF IN ANOTHER DIMENSION AND FOR ONCE I WANT TO CHOOSE MY PUNCHING BAGS.



SHEESH, I THOUGHT I WAS THE TESTY ONE. IF IT'S THAT IMPORTANT TO YOU BE MY GUEST. I JUST WANT A CRACK AT SOME MORE BAD GUYS ASAP.

THANKS, KAT. MALAISE, INFERNAL LUMINARY...YOU'RE WITH ME.

VAL, YOU AND AURORA GO WITH SWAN'S TEAM.



YOUNG MS. LIBERTY JUST CAN'T GET ENOUGH OF ME. SHE ALWAYS SELECTS ME FIRST FOR HER TASK FORCES.

IT'S MORE LIKELY SHE WANTS TO KEEP AN EYE ON YOU.

DON'T FORGET SISTER PSYCHE SHARED MY BODY FOR A LONG TIME, MALAISE. I KNOW EXACTLY WHAT YOU'RE CAPABLE OF.



DON'T WORRY YOUR PRETTY LITTLE HEAD ABOUT IT. I'M ON THE STRAIGHT AND NARROW... FOR NOW.



HEAR THAT, MY DEMON-INFESTED FRIEND? WE GET TO TAKE DOWN MORE TSOO TOGETHER.

THE DEMONS WITHIN MY ARMOR AND WEAPONS ARE BOUND BY POTENT MYSTICAL SPELLS AND THE POWER OF MY WILL. REFERRING TO THEM AS AN INFESTATION IS MOST UNREASONABLE.

I SAY PO-TAY-TO, YOU SAY PO-TAH-TO...



WE'RE SETTING UP AN EMERGENCY CENTER. IF YOU NEED HELP, WE'LL BE HERE.

THANK YOU, DETECTIVE, BUT FOR NOW WE NEED TO GET MOVING!

TALOS ISLAND
BRANCH OF
THE PARAGON
CITY BANK.

THEY'VE
STARTED
THE ROBBERY.
WE NEED
TO MOVE
FAST.

AURORA
AND I WILL TAKE
THE FLANKS, YOU
AND VALKYRIE
GO UP THE
MIDDLE.

WORKS
FOR ME!





WELL, THAT WAS...

...SATISFYING?

...EFFICIENT?

...EASY!



HANG ON, I'M GETTING A CALL FROM MS. LIBERTY.



WE'RE ABOUT TO WADE INTO A GROUP OF ARACHNOS. THEY'RE ACTING STRANGELY, CAUSING RANDOM DESTRUCTION. SOMETHING ELSE IS GOING ON HERE, SWAN. STEP CAREFULLY.

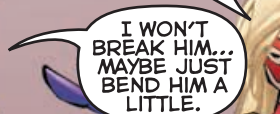
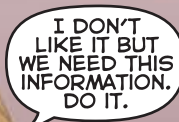
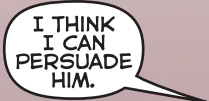
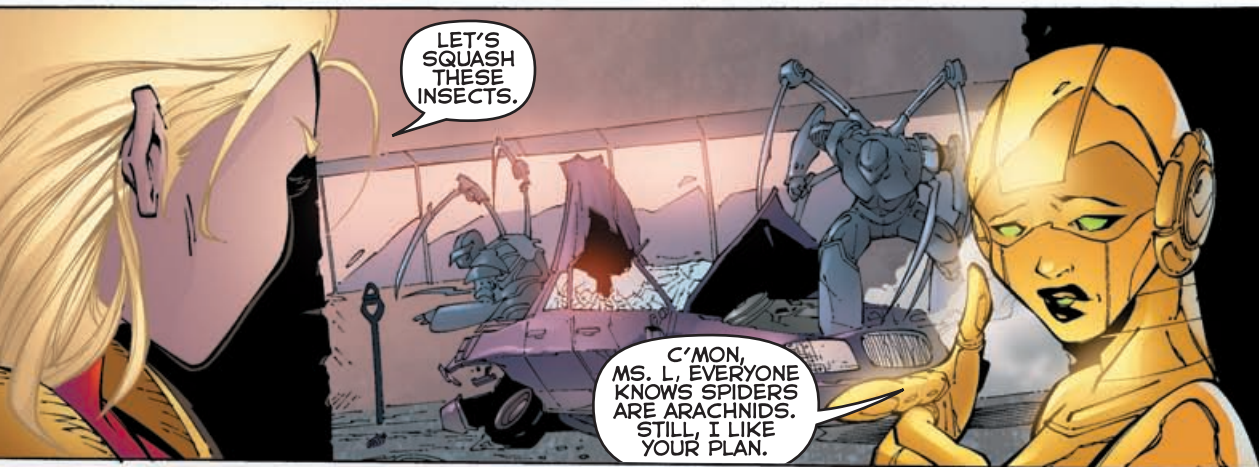


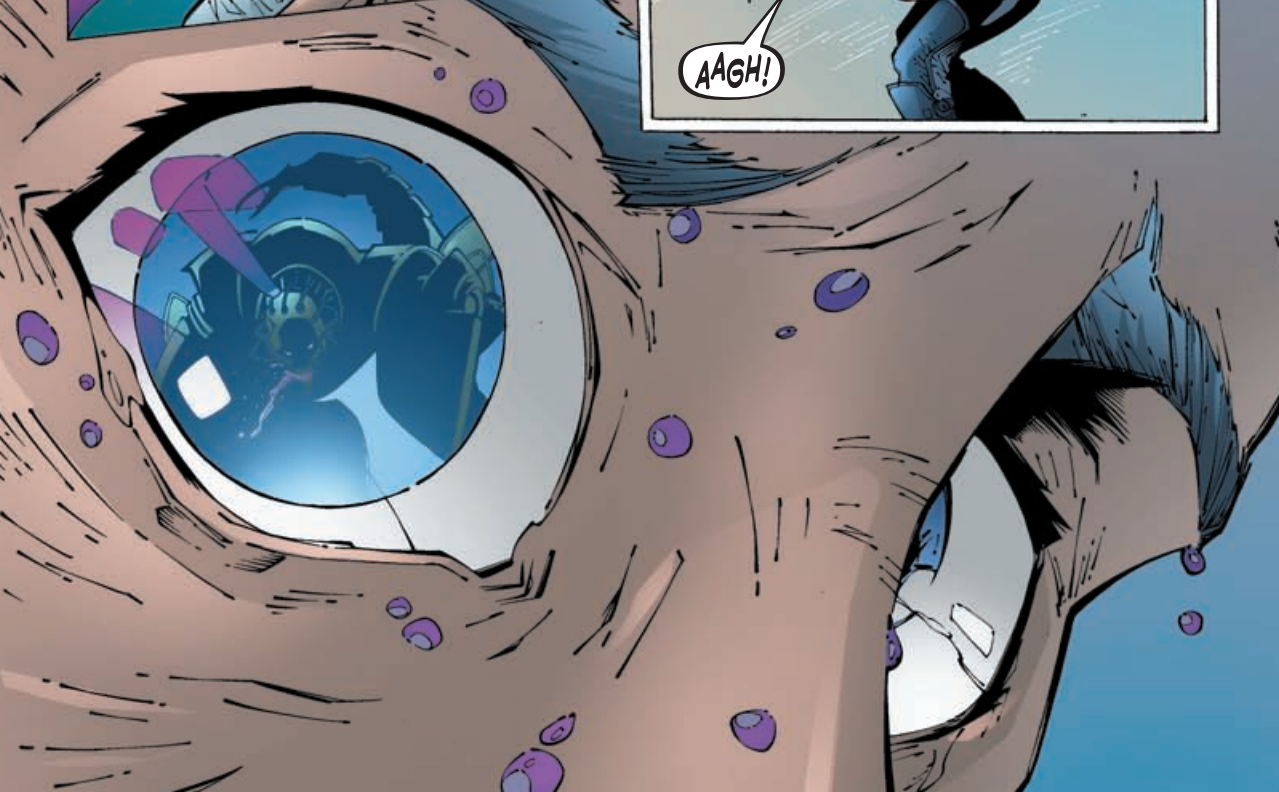
THE VAULT...

CLOSED



THINGS HAVE BEEN SMOOTH AS SILK HERE SO FAR, BUT I'M GETTING THE IMPRESSION WE AREN'T DONE. GET BACK TO ME.







THOSE
PARAGON CITY
CLOWNS HAVE MY
WOMAN. I WANT HER
BACK. BUST SILVER
MANTIS OUT OR I'M
GONNA TURN YOUR
SKULL INTO AN
ORNAMENT FOR
MY ARMOR.

YES,
MASTER.

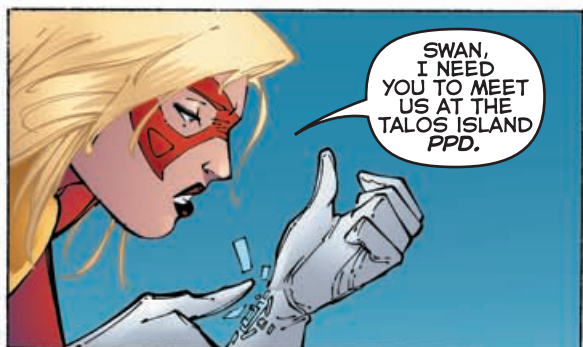
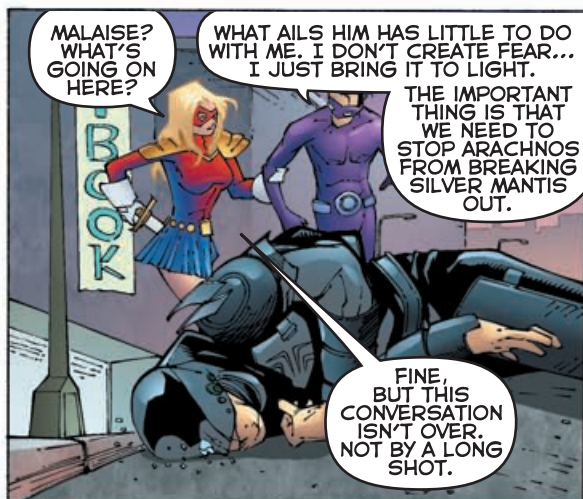


SO,
THAT'S
WHAT BLACK
SCORPION
LOOKS LIKE
IN YOUR
NIGHT-
MARES?

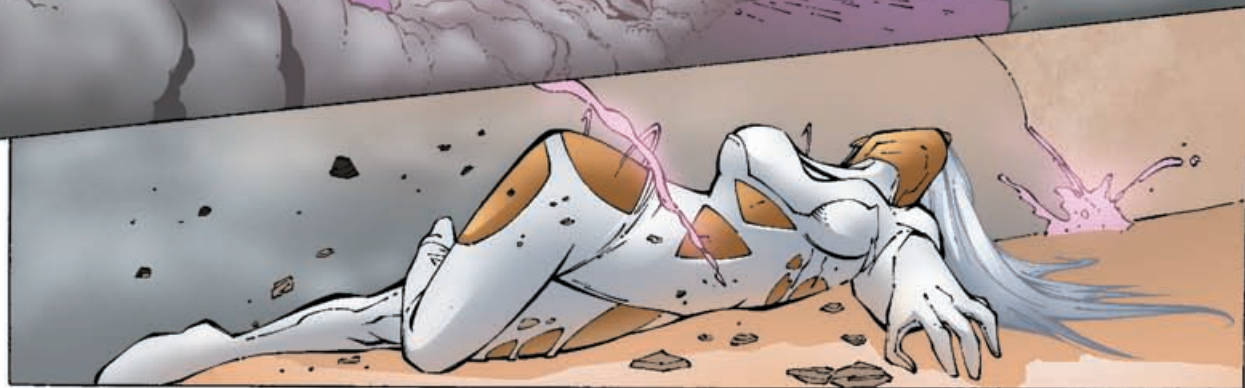
WHA...?

WELL, ISN'T THAT
INTERESTING?

GET
OUT OF MY
MIND!









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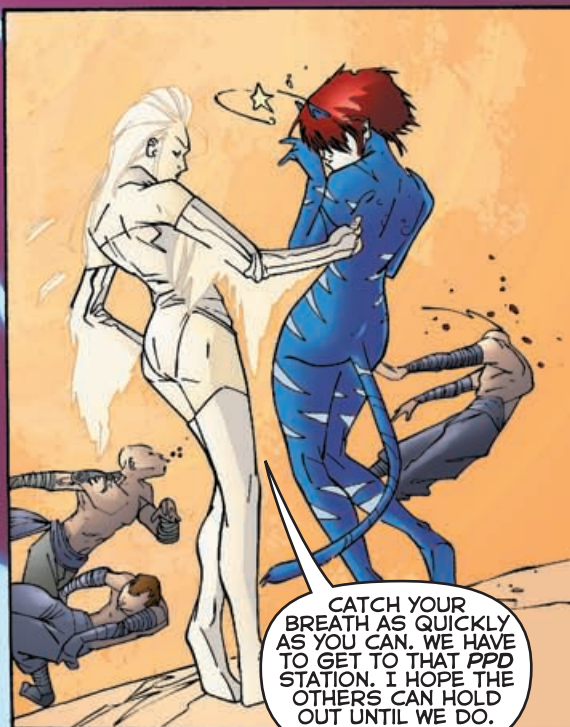
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I TOLD YOU I WOULDN'T STAY DOWN. THE SPECTRAL NANITES IN MY BLOOD ASSURE THAT. YOU WERE WARNED, NOW FEEL MY WRATH!



AIEEEEEEE!



CATCH YOUR BREATH AS QUICKLY AS YOU CAN. WE HAVE TO GET TO THAT PPD STATION. I HOPE THE OTHERS CAN HOLD OUT UNTIL WE DO.



THESE MINIONS ARE SLOWING US DOWN. WE HAVE TO FIGHT OUR WAY INTO THE HOLDING CELLS. SILVER MANTIS MIGHT ALREADY BE FREE.



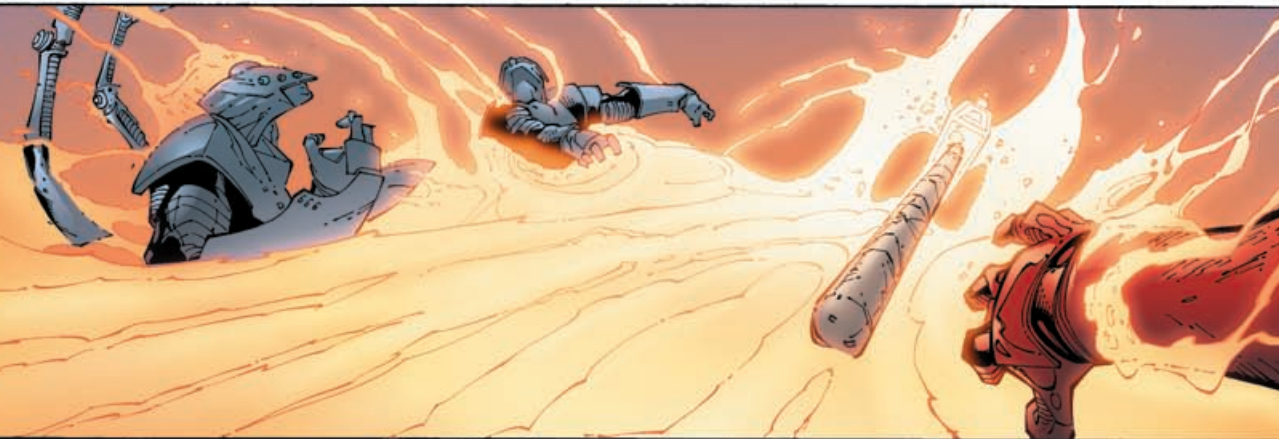
SINCE YOU ASKED SO NICELY, IT WOULD BE MY PLEASURE.

IT HUURRRRTS!



I'VE GOT YOUR BACK. YOU HEARD THE LADY, MAKE A HOLE.

CONSIDER IT DONE!



MOVE!

SILVER
MANTIS.

GET BACK
IN THAT CELL,
MANTIS. YOU
AREN'T GOING
ANYWHERE.

THIS CRAB
SPIDER HAS A
DIFFERENT OPINION
ON THE MATTER,
DON'T YOU,
WEBMASTER?

MALAISE,
DON'T LET HER
GET PAST
YOU!

NO
WORRIES. I
CAN HANDLE
HER.

THIS ISN'T
POSSIBLE...
YOU AREN'T
AFRAID OF
ANYTH--
URK!

SURPRISE!
I THRIVE
ON FEAR.

THAT'S
ONE...
FOLLOW
ME AND
YOU'LL ALL
GET THE
SAME.



WE CAN'T LET
HER ESCAPE.
YOU TWO DEAL
WITH THE CRAB
SPIDER!

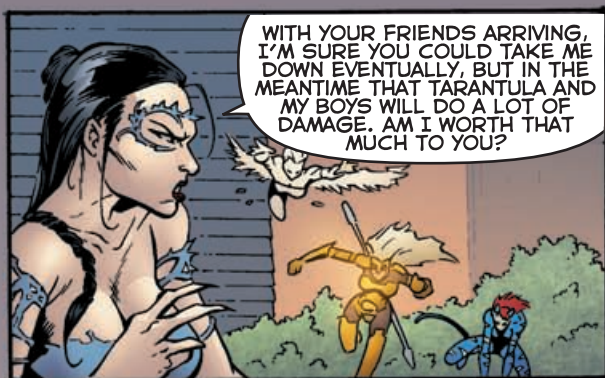
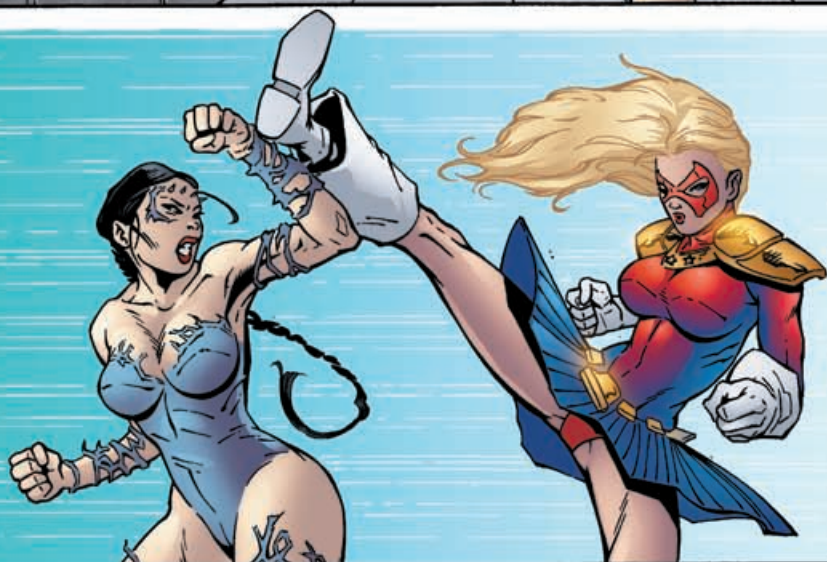
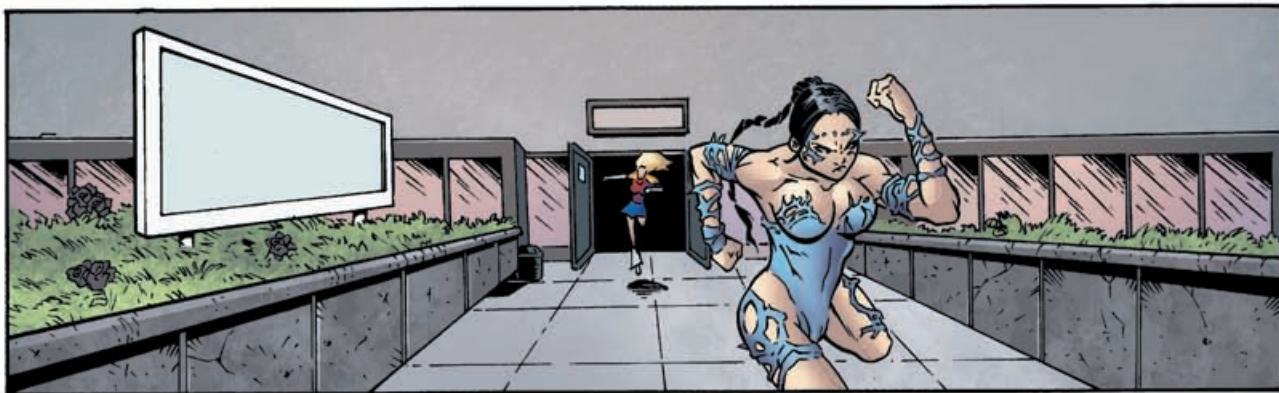
GO!
WE'VE GOT
THIS GUY'S
URL!



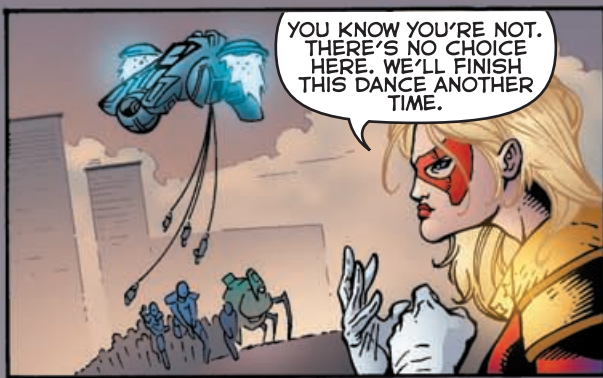
EXCELLENT TEAMWORK,
WE DEFEATED HIM
SOUNDLY. BUT TELL ME,
LUMINARY, WHAT
IS A URL?



SEE
THESE GUYS
ARE CALLED
WEBMASTERS
AND... THIS
COULD TAKE
AWHILE. WE
NEED TO GET
OUTSIDE.



WITH YOUR FRIENDS ARRIVING, I'M SURE YOU COULD TAKE ME DOWN EVENTUALLY, BUT IN THE MEANTIME THAT TARANTULA AND MY BOYS WILL DO A LOT OF DAMAGE. AM I WORTH THAT MUCH TO YOU?

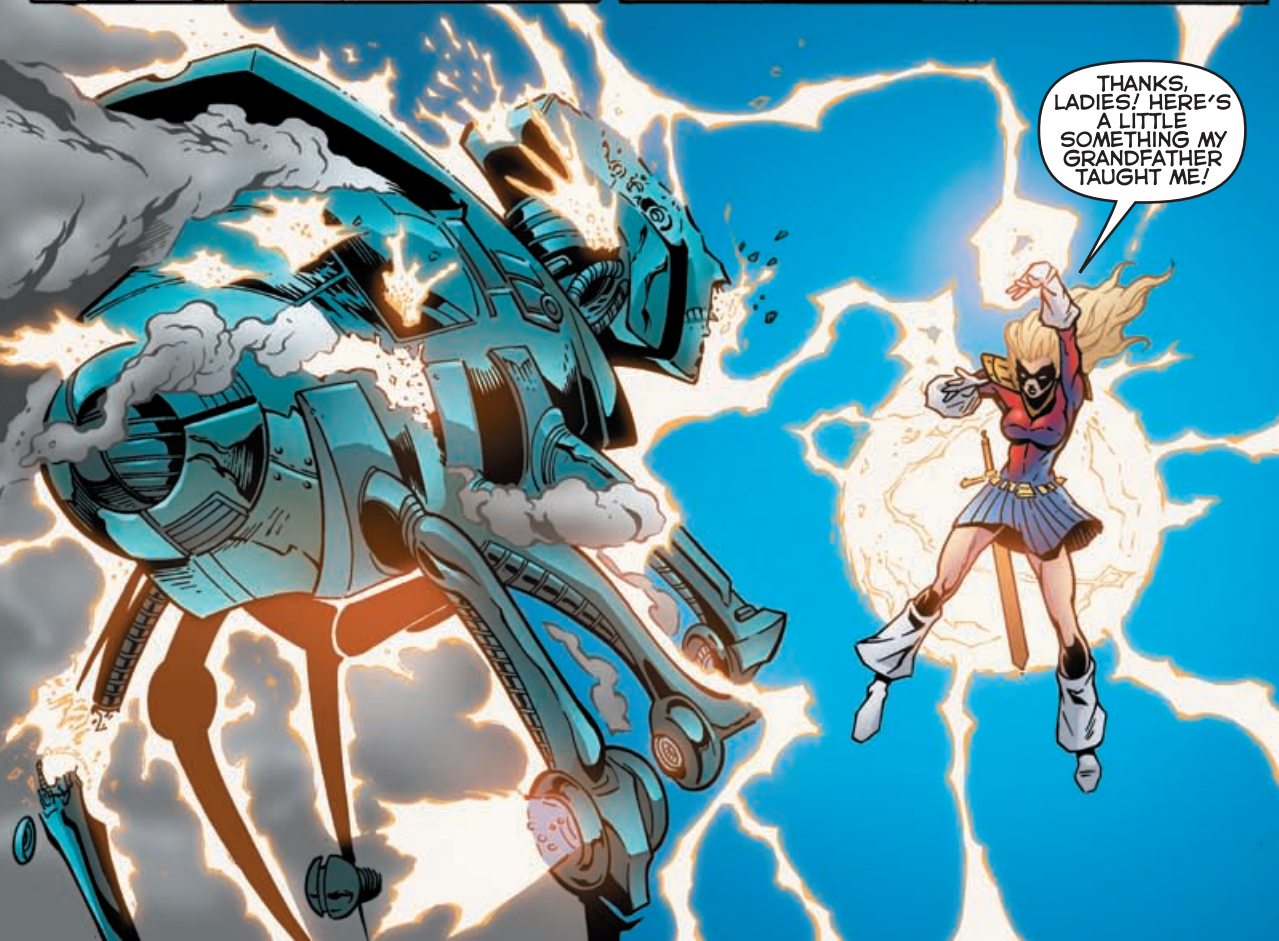
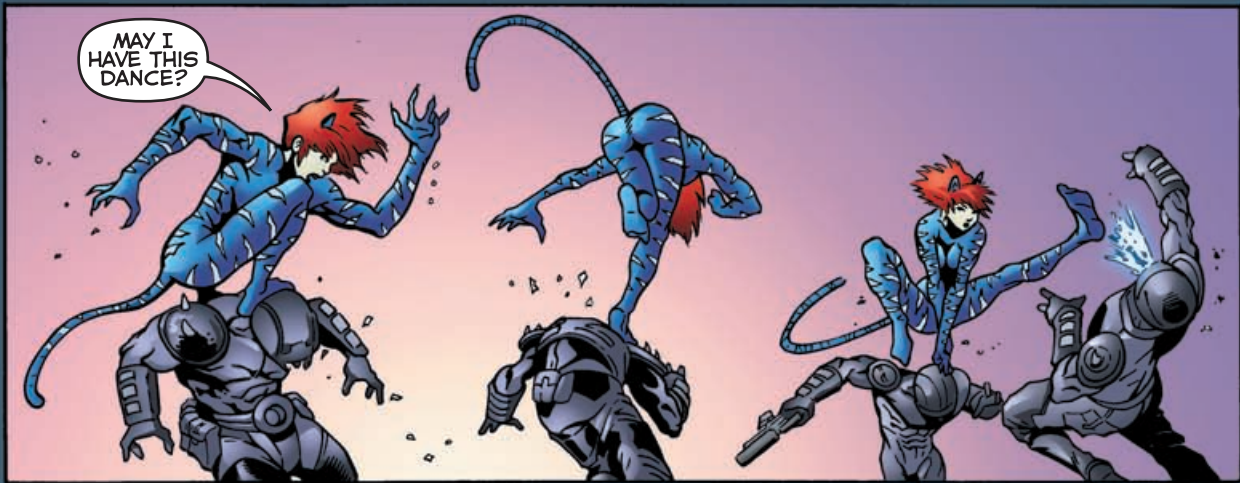


YOU KNOW YOU'RE NOT. THERE'S NO CHOICE HERE. WE'LL FINISH THIS DANCE ANOTHER TIME.



I'LL HANDLE THE TARANTULA, JUST KEEP THOSE WOLF SPIDERS OFF ME.

YOU HEARD THE LADY!





NEXT:
LADIES'
NIGHT!

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FANTASTIC FAN ART!

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THE PARAGON TATTLER

January, 2007

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Rose in Bloom



Part 1, PAGE 2



Safeguard Missions

Mini Strategy Guide

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THE FURTHER MISADVENTURES OF

Q-4ORCE

PAGE 7



Rose in Bloom, Part I

By Robert Bergeron (Roughtrade)

The word went out quickly and anyone sane got off the streets. Rosa scurried along the sidewalk, hoping she could cross the Gish to Highpark and the relative safety of her home before it was too late. She paused at a corner, looking down along the wide expanse of Eisner Avenue.

Nothing moved, except the occasional bit of garbage and debris blowing in the wind and the trailing smoky column from a burnt-down building. No hunters that she could see, but their prey rarely saw them until it was too late.

"C'mon, c'mon..." She whispered under her breath, gathering her courage. "It's not that far. You're almost home."

Before he died, Papa told her never to run if the hunters were out. You might not be their prey, but if you ran, if you gave them an excuse to give chase, then you could easily become their target. Never run, and if they do pursue you, then fall to your knees and pray to Tyrant. He won't answer your prayers, of course, but the hunters are more likely to be interested in prey that tries to fight back. Besides, even the hunters aren't all knowing -- if they think you are one of Tyrant's spies, it might give them pause rather than risk his wrath. Never run. Never look at them. Never speak in disrespect of them.

Papa died three years ago. He had been returning from the market with real apples. Rosa loved them and Papa had gotten them for her as a present for her sixteenth birthday. Forgetting his own rule, he had spoken back harshly to one of Mother Mayhem's subordinates who tried to take the apples. Now, Rosa wouldn't eat an apple if Tyrant himself offered it on a gold plate.

Not happy memories, but a child growing up in King's Row had few of those anyways. Rosa pinched herself on the leg and gritted her teeth.

Memories, good or bad, were not getting her across the street. She took a deep breath and stepped out of the shadow of the building and into the street.

Five steps, nine steps...

Rosa was in the middle of the street when she heard the howl of the hunters.



Fearful tears blurred her vision as she began to hyperventilate. Yet she forced herself to remain at a walking pace. "They don't hunt me. They don't hunt me." She murmured the desperate mantra fervently repeated by every citizen who ever heard the sound. Every citizen cowering behind broken shutters, hiding in the rubbish, or dashing for safety hoped it was true.

As Rosa reached the far side of the street the hunters came into view. A handful of men, maybe some women too, dressed in ragged tatters of clothing.

The pack howled again, moonlight gleaming off the metallic gauntlets they wore. Jagged claws of tempered steel that could rend flesh and flay muscle from their victim's bones. Unable to look away, terrified beyond her capacity, Rosa stumbled and collapsed against the building, shivering and holding herself as she fought to simply breathe.

Even when she caught sight of their prey, Rosa could not force herself to move on. A man ran from the hunters, pausing at times to turn and face one of his attackers. Spikes burst from his body, shooting at the hunters and possibly wounding one or more. But they laughed, darting and dodging. They hounded him along the street and never let him fully engage any of them.

"Well, well, well..." A seductive voice purred. "Hello little mouse."

Rosa squeaked, involuntarily complying with the metaphor as she reflexively jerked away from the voice that whispered in her ear. The movement caused her to bang her forehead on the brick wall

beside her, invoking bright laughter from the feline woman who had stalked her so quietly.

"Careful, careful, little mouse." Bobcat giggled, showing fangs that did nothing to calm Rosa's thundering heart. "You've cut yourself."

Purring, Bobcat leaned closer, her face right against Rosa's. She sniffed her for a second, then suddenly licked the blood on Rosa's forehead.

"Ahh, so sweet." Her tongue felt rough, like sandpaper. "But you should be more careful. The blood stink might incite some of my pack to choose you as their next toy, little mouse."

With those words, Bobcat sprung into the air. Vaulting in a high arc, her back flip carried her more than sixty yards down the street to land in front of the day's chosen meal.

To his credit, he didn't shy away. He sprouted his deadly spikes, firing at her, but striking nothing as Bobcat twisted lithely as if performing a waltz. She closed with him, suddenly, and Rosa heard the sickening crunch echo off the buildings as Bobcat broke his right arm. Bobcat then grabbed the man by his hair and hauled him back up the street while her pack howled in delight and followed at her heels.

Rosa wanted to run, realizing Tyrant's pet had not forgotten her. She wanted to flee but her limbs would not obey.

"This, little mouse, is real prey." Bobcat told her, lifting the spiny man over her head and then slamming him to the concrete beside the cowering girl. "Oh, he doesn't look like much, now...but you should have seen his fire last night."

Bobcat crouched over the man, driving her knee into his back and lifting his head, forcing him to look at Rosa. "Look at what you throw your life away for?" Bobcat said. Rosa could see the man had been severally beaten, one eye swollen nearly shut, bleeding from wounds and burns all over his body. "See the people who you claim to love? Your idiotic protests, your mewling about overthrowing tyranny...it's all for little nothings like this mouse here. Little nothings who are glad that you have my attention instead of them.

"Look around you, hero man." Bobcat continued. "These buildings are full of people, yet none of them will help you. None of them want to save you. They want you to be the one that dies, instead of them.

"You were special, born with power," she said to him, reaching down and breaking off one of the bony projections that his body produced as weaponry. He stifled a scream. "You could have been a hunter, but in your heart you're just a mouse. Now you'll pay the penalty.

"Watch closely." Bobcat looked up, and locked onto Rosa's eyes. "See what happens when mice think they can be hunters."

It happened, slowly. Bobcat was capable of killing the man in a second, but instead she leisurely twisted his head around. Rosa watched as his eyes bulged, his skin stretched impossibly, tearing as it reached its limit. His body twitched and struggled but Bobcat's strength was far greater. She giggled, showing those fangs again, and her pack echoed with maniacal laughter. Finally there came a sickening crackle, the man gave a final spasm, and then he was dead.

"Lesson over for the day," Bobcat purred and licked her claws. "Run along to your hole and don't forget to say your prayers of thanks to Tyrant that today, we had more active prey."

Rosa nodded, but could only shiver in terror. Bobcat's dark vertical pupils narrowed and her yellow eyes seemed to burn in annoyance. Her hand flashed, claws slashing Rosa's thighs and drawing blood. "I said RUN!"



Safeguard Missions -- Mini Strategy Guide

By EJ Nelson (aka Ravenstorm) -- Designer

The Bank Robbery

Your primary objective in the Safeguard Missions is to prevent the robbery of one of the city's banks. Upon arrival in a safeguard operation, you should review your mini-map to identify the bank's location, and make your way there as quickly as possible. You won't have more than a few minutes to reach the bank before the robbery starts. Once it has begun, the main boss will make his or her way to the vault to destroy the vault door and rob the bank. Do everything you can to prevent this from happening. Defeat the main boss and his accomplices inside of the bank, and your primary mission will be complete. If the boss manages to destroy the vault door, a warning message will be displayed, and every villain in the bank will attempt to escape. Don't give up yet, you can still save the day! Should you see this warning, use every resource available to stop the bad guys from escaping. The villains will try to head to a location identified on your mini-map as "Robbers' Escape Vehicle." If you defeat all of the villains from the bank before they escape, you can still complete the mission; however, if even one villain makes it to their exit, they will have escaped with their stolen goods and the mission will be a failure.

TIP: Control your surroundings with your powers! If the vault is destroyed while you are engaged in the lobby, use an AoE slow power if you have one, such as Caltrops or Tar Patch. You can make this even more effective by placing them near doorways to create choke-points. This will allow you to control the villains and give you a better chance to successfully stop the robbery. And don't forget about taunts and powers with stun or knockback effects, either!

TIP: The villains who destroyed the vault will have money bags strapped to their backs, and all of the villains you must defeat will have a specific display name to help you identify them. If you see "Robber," "Thief" or "Looter" in a villain's name or see someone running with a bag of loot, take them down quickly!

Cleaning the Streets

Once the thieves have been defeated, you will have an opportunity to clean up the streets for additional experience, badges, and temporary powers. Once the bank robbery has been taken care of, a 15 minute timer will be displayed on your compass. This is your time limit to clean up the streets. You can add time to the clock by completing side missions and defeating vandals; however, you can also lose time

if vandals cause too much damage. When the timer reaches zero, the PPD will lock down the area and you will automatically exit from the mission.

Vandals

Vandals are villains who have only one objective: to vandalize the city. When the vandals arrive, they will follow a path to a specific location and attempt to destroy property. Defeating these vandals will yield you a time bonus, but if you leave them alone for too long they may cause enough damage to cost you time.

TIP: When the warning text for the vandals appears, open your mini-map, and look for a flashing red icon. That will show you the Vandal's destination. You can use this information to stop them cold!

Side Missions

The bank robbery has enabled the various villain groups of the city to begin their own nefarious operations. Identifying and stopping them will yield you extra experience, additional time bonuses, and possibly a temporary power for you to use! To start a side mission, you will need to find the "keys" to each mission. There will be villains acting suspiciously in each map, and their activities and dialog will help to identify which side mission you will be activating (for example, villains examining and cleaning weaponry would activate the weapon raid side mission).

The Arsonists

Villains are attempting to set a building on fire! You must put a stop to them before it's too late. Look for villains tossing around fire bombs; these are the "key" villains for this side-mission. Defeat them and you will be warned that you have three minutes to stop the arson attempt. Open your mini-map, and locate the building you need to save. When you enter the building, you'll be inside a heavily guarded lobby where the villains have planted four bombs. Defeat the villains and click on the bombs to defuse them, but be wary of an attack by villain reinforcements! If you don't defuse the bombs in time they will detonate, you will fail the side-mission and the building will be set on fire.

TIP: Stealth powers can be quite useful here. If you or anyone in your party has a stealth power, have that hero grab the bombs. This can save a lot of time. Be careful though, once you begin defusing a bomb, your stealth power will lose some of its effectiveness, and you may get spotted!



Minding the store

In addition to the bank, several businesses in the city have been targeted for robbery. The villains' objective is to break into the vault or secured area. If you find villains carrying boxed merchandise around, you can bet they are involved. Defeat them and head to the shop as quickly as possible. Once inside, clear out as many of the villains as you can, and make your way to the secured area, located at the back of the shop. Defeat the villains who are attempting to break into the vault, and then defeat their reinforcements and victory will be yours!

TIP: There are hostages in each shop. Rescue them, and you will earn either an enhancement, or salvage pieces that give credit for the Bloody Bay Shivan Strike or Warburg Missile Launch mini-games!

Sewer Bombing

Villains are planning to destroy buildings in Paragon City. They've blown paths through the sewers to reach the building from below! The villains have planted four bombs to destroy the building and cover their tracks.

Additional villains are attempting to bring more bombs in from the topside, so if you see them, stop them to find out where to go. From here, you will have 6 minutes to reach to the bomb site and defuse the bombs. Once inside the sewers, make your way

to the building and defuse any bombs you may find on your way. The villains will send reinforcements after you when you enter the building, so be careful. If you do not defuse the bombs in time, the building will be set on fire by the explosion.

TIP: Much like the arson mission, stealth is very beneficial here. Make sure to utilize it to get to the bombs quickly, but be careful of defusing the bombs near a villain!

TIP: The villains will go after the first person to enter the building. If you are on a team, send a tanker or other character with good defenses in first, then spread out and go after the bombs.

Weapons Raid

Paragon City's villains are selling illegal weapons to other villain groups. These weapons could shift the balance of power if they hit the streets, so if you can intercept them you'll do a major service to the safety and security of the city. If you spot any villains cleaning or examining weaponry on the streets, make sure to take them out to find the location of the warehouse the deal is going down in. Make your way to the warehouse, find the stash of weaponry, and confiscate it. Successful confiscation of the weapon will yield you an experience bonus, time bonus, and the hero who confiscated the weaponry will be granted a temporary power!

FANTASTIC FAN ART!

Statesgirl

By Matt H.



The Purple Bomber

By Anthony Goodsell



Slip Stream

By Liz



Astroblast

By Kevin G.

Safeguard Missions

Continued from page 5

TIP: Keep an “ear” out for any villains talking about a weapons deal. These villains will be the “key” to this side mission.

Breakout

While securing the area, you may stumble across a PPD officer being held up by villains. If you rescue the officer, you'll be tipped off on a jailbreak attempt in progress at the PPD station. Villains from the Rogue Isles are being broken out by local villains. You must prevent the Rogue Isles villain from escaping the law!

Once inside the station, you'll notice that there are other PPD officers being held hostage. Fight hard to rescue them as quickly as possible and they will assist you. Make your way down to the jail cell area, and defeat the Rogue Isle villain before he or she can escape. Be wary of any villain reinforcements that may try and help complete the jailbreak. If you defeat the Rogue Isle villain, the PPD officers you rescued will continue to assist you until the end of the mission. Rogue Isle villain, the PPD officers you rescued will continue to assist you until the end of the mission.

TIP: The PPD officers can serve as valuable reinforcements. If you have the opportunity to do the

breakout side mission first, having the PPD to help you will make the rest of your mission easier.

Rewards

Saving the city's citizens and institutions is its own reward, but there are other benefits a hero can earn for fighting crime.

Badges

There are several badges you can attain over the course of your Safeguarding career. Each map contains one exploration badge, and there are six other achievement badges you can earn. There are a total of 15 badges associated with the Safeguard missions. Try to earn them all!

Temporary Powers

Each Safeguard mission presents the opportunity to receive up to two temporary powers, one as a reward for preventing the bank robbery, and one as a reward for completing the weapon raid side mission. Please note that while everyone on a team will get a temporary power for preventing the bank robbery, only the hero who confiscates the weapons in the raid mission will get that temporary power reward.

The Paragon Tattler Fan Art & Fiction Submission Guidelines are now Online! FOR THE SCOOP ON HOW YOU CAN BE A TATTLE-TALE TOO VISIT US AT http://www.cityofheroes.com/community/fansubmission_guidelines.html

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Diabolical Physics

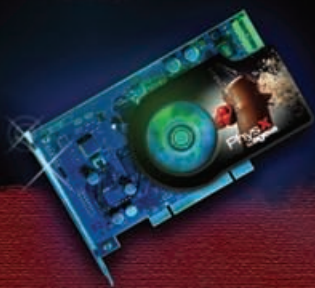


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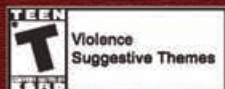
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physx.ageia.com

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