

# DAILY PLANET™ GAMING SUPPLEMENT

Special Summer Edition

July 4th, 1987

Number 1

## MAYFAIR SOLVES YOUR HERO BLUES.

### THE LEAD

*You've played the rest—now play the best.*

**Scenario:** Your hero just walked into an ambush and is laying in a crumpled heap. You can't resist thinking: "This wouldn't have happened to Superman™."

**Question:** What are you going to do about it?

**Solution:** Play Superman, of course, or Batman™ or Green Lantern™. Don't be frustrated. Play the oldest and the best comics characters around. All you need is in the *DC™ Heroes Role-Playing Game*.

The critics and fans rave about it. After all, it did win the award for best role-playing game of the Year at Origins (H.G. Wells Award) and at Gen Con (Gamers' Choice Award). You can't beat the game system ("a minor miracle"—*Space Gamer*) which allows you to play the full range of comics characters from Jimmy Olsen™ to Superman. The possibilities are *legendary*.

### THE STORY

*The Daily Planet™ Gaming Supplement* will answer many of your questions about the *DC Heroes RPG*. What kind of campaigns can you build? What characters are available? Can I play my favorite team? How many adventures are out there? Where can I get the current adventures? How much information is available about characters like Batman or groups like the Legion of Super-Heroes™? How much material is there on cities like Gotham™ and Metropolis™? And are there any really good villains I can play?

We'll answer all these and more.

### THE WRAP-UP

With each *DC Heroes RPG* release, the line keeps getting better. In future issues we'll sneak preview upcoming titles like the *Teen Titans™ Sourcebook* and present new stats for characters like Booster Gold™, Captain Boomerang™, and Mr. Miracle™.

Information is our goal. Go to your local shop and look at the variety of our adventures and references. And if your curiosity is piqued, *subscribe* to our *DC Heroes RPG Newsletter* (see story below). Every issue will give more exciting information about this terrific game system.

Step up to the Big Guys for more fun and excitement than you've ever had in a role-playing game. *DC Heroes RPG* is more than a lot of classic heroes, it's a well-crafted game based on the breadth of DC characters, designed to be of interest to gamers and comic fans alike. That's what *The Daily Planet Gaming Supplement* is all about—letting you know what's in it for you. Be a part of the legend. Be a part of *DC Heroes RPG*.

## MAYFAIR GIVES AWAY NEWSLETTERS

Robert Garcia, Director of Advertising, announced today that Mayfair Games is giving away *DC Heroes RPG Newsletters* to readers of *DRAGON®* Magazine for a limited time.

If readers send a Self-Addressed Stamped Envelope to Mayfair Games, DEPT. DRG, P.O. Box 48539, Niles, IL, 60648 by September 30th, Mayfair will send them a copy of the Summer issue **FREE**.

"This is a great introduction to *DC Heroes RPG*. The articles, the new characters' stats, the indexes to modules, the letters to the editor are all a terrific way to get acquainted with our system," says Bob.



## Wonder Woman™

WONDER WOMAN <small>alias Princess Diana™</small>					
DEX: 13	STR: 17	BODY: 13			
INT: 10	WILL: 8	MIND: 8			
ENL: 10	AURA: 5	SPIRIT: 5			
INITIATIVE: 33 (43)			HERO POINTS: 180		

### Powers (\*Linked)

Flight\*: 13

Superspeed\*: 13

### Skills (\*Linked)

Charisma\*: 12

Martial Artist: 10

Medicine\*: 10

Military Science: 8

(Cartography, Tracking)

Scholar\* (Mythology): 10

Weaponry: 10

Detective: 7

### Equipment

Bracelets (Dex: 0, Str: 0, Body: 20)

Charges: NA

Lasso of Truth (Dex: 0, Str: 20, Body: 35)

(Int: 0, Will: 0, Mind: 0)

Powers: Control: 10 Charges: NA

Tiara (Dex: 0, Str: 0, Body: 10)

### Limitations

Equipment Power Limitation: The Control Power of the Lasso of Truth can only be used to force the victim to tell the truth.

### Connections:

Paradise Island (High Level)

Olympian Gods (Low Level)

U.S. Government (Low Level)

### Motivations:

Responsibility of Power

Wealth: Comfortable

### Occupation:

Teacher, Ambassador

Race: Human (Amazon)

### Wonder Woman A Brief History:

When the Olympian Gods discovered that Ares (god of war) had gone mad and schemed to destroy the world, they charged the Amazons of Paradise Island™ to choose a champion to go out into 'Man's World' to stop him. Princess Diana, daughter of Queen Hippolyte™, asked to participate in the contest to choose the champion, but was forbidden to by her mother.

Diana donned a disguise and participated nonetheless and won. When Diana unmasked, her mother was shocked. It was then that Diana told her mother Athena had told Diana to join the contest despite Hippolyte's wishes. Unable to defy the gods' will, Hippolyte allowed Diana to become the champion to be sent against Ares.

Diana donned the costume of her namesake and went to defeat Ares. After a tremendous struggle, Diana did stop Ares scheme and has since become an ambassador of Paradise Island, hoping to teach the world, her society's peaceful and just ways.

### Bullets and Bracelets

When Wonder Woman enters a combat situation which involves gunfire, she will often use her bracelets to deflect any shots fired at her. To do this she uses her DEX as her Acting Value against her opponent's Weaponry Skill as the Opposing Value. The Body of the bracelets is the Effect Value and the Effect Value of the weapon fired is the Resistance Value. Positive RAP's indicate that the shots were successfully deflected. If the roll fails, treat the attack normally. If Wonder Woman attempts against more than one opponent, she receives normal Multi-Attack penalties.



**Mayfair Games, Inc.**  
P.O. Box 48539  
Niles, IL 60648

# DAILY PLANET™ GAMING SUPPLEMENT

Special Summer Edition

September 4th, 1987

Number 2

## MAYFAIR GAMES CREATES THE GAMEMASTER CONNECTION.

Mayfair Games announced today the creation of the *Game-master Connection* for DC™ HEROES RPG Gamemasters. The GC will supply Gamemasters around the country with DC HEROES RPG Newsletters, new posters, and information about what's new in the DC HEROES RPG.

All you, as a gamemaster, have to do is send us your name and address and the names and addresses of those in your gaming group, and you'll become a member of the *Game-master Connection*.

Later this year, we will be publishing a directory. When you join, please tell us if you would like to be listed in it. Send letters to:

DC HEROES RPG  
Gamemasters Connection  
P.O. Box 48539  
Niles, IL  
60648

## SUPERMAN™ SOURCEBOOK RELEASED.

The first 48 years of the Man of Steel™ is featured in Mayfair's 96 page *Superman Sourcebook*. It includes the history and the statistics of the pre-Crisis™ Superman as well as those of Lex Luthor™, Lois Lane™, Brainiac™, Jimmy Olsen™, and others.

The floorplans for the original Fortress of Solitude™ and the Daily Planet™, are included and the book has a brand new cover by Superman author-artist John Byrne. Pick it up at your local hobby or comic shop.

NOTE: We're not releasing the post-Crisis™ *Superman Sourcebook II* until early next year, but we're going to give you a special preview of the new Superman's stats at right.



### Superman

#### SUPERMAN *alias Clark Kent*™

DEX: 25	STR: 35	BODY: 24
INT: 12	WILL: 22	MIND: 15
INFL: 10	AURA: 10	SPIRIT: 4
INTI: 45	HERO POINTS: 210	

#### POWERS:

Directional Hearing: 8, Extended Hearing: 8, Flight: 15, Heat Vision™: 19, Invulnerability: 22, Microscopic Vision: 15, Recall: 19, Sealed Systems: 11, Super Breath™: 16, Super Hearing™: 8, Superspeed™: 14, Systemic Antidote: 20, Telekinesis: 22, Telescopic Vision™: 13, Thermal Vision: 13, X-Ray Vision™: 13

#### SKILLS:

Artist/Writer: 5, Charisma/Persuasion: 20, Scholar: 10, Thief: 4

#### LIMITATIONS:

• Superman obtains his Powers and his enhanced Physical Attributes through exposure to a yellow sun. He has a 240-point solar reserve when he is away from a sun, and until he is re-exposed to solar radiation, he loses 5 points per hour from this reserve. He can only lift 19 APs in weight. In addition, each use of a Power or Physical Attribute per phase reduces the reserve by the number of APs that he uses. (He may choose to use less than all of the APs he has in a Power or Attribute.) Superman may use no more than 10% of his remaining reserve to power any single Attribute, Skill, or Power during one phase. When his reserve falls to 40 points or below, he may use 4 APs for any Attribute, Power, or Skill until the reserve is depleted. While using his solar reserve, Superman cannot push Powers and Attributes. He can, however, spend Hero Points for Desperation Recovery or to increase his AV, EV, OV, or RV. Deduct Hero Points spent in this manner from the solar reserve.

• STR or Telekinesis cannot be Pushed.

• Telekinesis has a range of Touch, and only works when Superman is flying.

• X-Ray Vision can't penetrate lead.

#### VULNERABILITIES:

(All of Superman's loss Vulnerabilities and reductions affect his Attributes, Powers and Skills)

Rare Fatal and Loss: Green Kryptonite™; Range: 3

Magic Miscellaneous: All Powers, Skills, and attributes against magic (Mystical Powers or objects) are at 4.

#### CONNECTIONS:

Metropolis™ (high-level)  
Metropolis Prison™ (high-level)  
White House (high-level)

#### MOTIVATION:

Upholding the Good

#### WEALTH:

Affluent

#### JOB:

Newspaper Reporter/Novelist

#### RACE:

Normal Humanoid

#### PSYCHOLOGY

The Crisis on Infinite Earths™ did not alter Superman's basic attitudes. His adopted parents here on Earth have raised their son to value "Truth, Justice, and the American Way™." He still fights the good fight against villainy wherever it rears its ugly head, and he is always there to help in times of trouble. He still Upholds the Good.

However, the post-Crisis Superman differs in subtle ways from his former self. Although he is still Earth's most powerful hero, he is more vulnerable than before. He does not view himself as primarily a citizen of Earth, but as a true American champion.

Superman holds life in high regard. He would do anything in his power to rescue an innocent life, including putting his own life in jeopardy or allowing a villain to escape. But there are times when his anger gets the best of him, such as when he thought Luthor had kidnapped his parents; at that time it seemed that he was willing to take a human life. Any such lapses only occur when there seems to be no other possible solution. It should be noted that these occasions are, fortunately, few and far between.

As Clark was growing up, he had no memory of his Kryptonian™ heritage and no idea where he came from. When he recently learned of Krypton's™ history and culture, he found it ultimately meaningless. Superman is now, first and foremost, a human being of Earth. His otherworldly origin is something he'll treasure forever, but something which is only a curiosity. It is his rearing on Earth that matters.

#### METHODS

Due to the fact that the Man of Steel has fought relatively few powered opponents, his methods are characterized by a relaxed confidence. He will let gunmen shoot at him before disarming them, rather than whisking them off to jail immediately. He rarely tries to get a tactical advantage over a foe. This has gotten him into hot water in more than one situation.

DC HEROES RPG won both the Gamer's Choice and the H.G. Wells Awards in 1986 for best new role-playing game rules. For more information, write to:

Mayfair Games, Inc.  
P.O. Box 48539  
Niles, IL  
60648



# DAILY PLANET™ GAMING SUPPLEMENT

Special Fall Edition

October 4th, 1987

Number 3

## MAYFAIR GAMES SLOGS THROUGH THAT EXTRA MILE.

Mayfair Games line editor, Jonatha Caspian, went that extra mile to meet DC™ Heroes RPG players in Texas this August. She did it through four feet of water.

That's right. Mayfair had a special demo set up at Buddy Saunders' warehouse sale in Texas, and on the day Jonatha was to travel to it, Chicago was plunged into its worst flood in recorded history. Cars were bobbing on the expressway. All roads to O'Hare airport were closed. Telephone switching centers were flooded, and hotels near the airport were evacuated. In short, it looked like her trip was all washed up.

But that didn't stop Jonatha. After circumventing a fire department official and plunging into the waves, Jonatha made it to the airport's National Guard station, just inside the outer fringes of the airport's grounds. There, a fine upstanding Illinois National Guardsman seeing an attractive woman wading through hip-deep water with a bag on her head took it upon himself to wade out and ask her if she needed any help. Jonatha, being nobody's fool, said, "Of course."

Liberating a canoe that had been sitting unused in front of the offices, and acquiring a senior officer who never canoed in his life, our intrepid editor and her companions set off for what was now being called O'Hare island.

Many perils did they brave: floating taxi-cabs, speeding busses, turning trucks, but they got through to the waters' edge three miles from the airport. Bidding goodbye to our brave National Guardsman, and wishing them luck on their amphibious maneuvers scheduled for tomorrow (No

lie.), Jonatha started on her trek to the terminal.

On her way, a vanload of teenagers, seeing an attractive wet woman with luggage, stopped and asked if she needed a lift. Jonatha, being nobody's fool, said, "Of course."

Well folks, she got there, and had a wonderful day at Buddy Saunders' and was treated just grandly by everybody. Which just goes to show you nobody's foolin' you, when they tell you Mayfair Games staff'll go that extra mile for you.

## RETAILERS NOTE

You too can have a committed (or soon to be committed) Mayfair editor (or the nearest equivalent) do a demonstration of the DC Heroes RPG in your store. If you're interested, just send us your business card and we'll contact you about arrangements. Simple, eh?

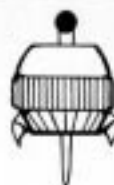
## WE HAVE A WINNER!

By now, all of you have bought a copy of our new **Hardware Handbook** sourcebook. If you haven't, by gosh, run out and get it today. It has over 275 gadgets listed, including The Legion of Super-Heroes™ arsenal, Titan's Tower™ defenses and equipment, and loads of other stuff, plus... **New Gadgetry Rules!!!!** Whew! — End of plug.

Anyway, we conducted a contest through our easy-to-subscribe-to newsletter for the best new gadget. David Persinger of Portland, Oregon won first prize for his "Trakker." You have to buy the book to see that, but at the right we have the two runners up of the contest.

We regularly run contests through our newsletter. For details on how to subscribe send an S.A.S.E. to:

DC Heroes RPG Newsletter  
Dept. DRG3  
P.O. Box 48539  
Niles, IL 60648



### Control Bug

DEX: 0 STR: 14 BODY: 18  
INT: 6 WILL: 8 MIND: 5  
CHARGES:  
COST: 1155 HPs + \$12.75M

Powers: (\*linked)  
Claws\*: 14  
Control\*: 8

Control Bugs latch onto mechanical objects, puncturing their skin with the base spike and clamping in place with their claws. They can use Control on any electronically driven device, turning it into a sentient being with their mental statistics. Since a Control Bug has at least 1 AP in each mental attribute, it has an artificial intelligence and can make its own decisions. However, it does not have free will, and therefore must try to carry out the intent of its owner-programmer. Since the Control Bug has no DEX it cannot direct the movement of any machine that has no DEX itself.

— by Ray Boone  
Willington, FL

### Stargate

DEX: 0 STR: 0 BODY: 2  
INT: 0 WILL: 0 MIND: 8  
CHARGES: 27  
COST: 1097 HPs + \$2.4B

Powers:  
Warp: 28

The Stargate is a device developed to allow Darkseid's™ elite forces instantaneous travel. He is not likely to sell a Stargate to a hero.

— by Robert F. Maharty, Jr.  
Utica, NY

## GADGETEER GAFFS.

As a public service to those fine upstanding brilliant individuals who have already purchased a copy of **Hardware Handbook**. We want to clear up some small inconsistent-with-reality-items (errors) that crept into the text. Nothing important mind you. Just a few minor items.

Like that "Dark Knight™" reference on the contents page, just ignore that. Didn't happen. Just a fiction.

And that Batcomputer™ without stats? Well a minor inconvenience like that is easily fixed:

### Batcomputer

DEX: 0 STR: 0 BODY: 6  
INT: 6 WILL: 6 MIND: 0  
CHARGES: EPS  
COST: 2376 HPs + \$26.5B

See. No problem.

Finally, the column shift for miniaturization should be to the right (on top of page 20) just as it is for repair attempts. After all, it is more difficult to miniaturize things, not easier.

We are happy to clear up these matters, and help you to create better and healthier campaigns for all good Americans everywhere.

## SOURCEBOOK SUGGESTIONS

We want your feedback on what our next sourcebook should be. Currently we have **Batman™**, **The Legion of Super-Heroes™ I & II**, **Superman™ I & II**, **Teen Titans™** (forthcoming), **Green Lantern Corps™** (forthcoming), and the **Hardware Handbook**.

Please send your suggestions to the address below. Thank you.



Mayfair Games  
P.O. Box 48539  
Niles, IL 60648



# DAILY PLANET™ GAMING SUPPLEMENT

Special Fall Edition

November 4th, 1987

Number 4

## MATCH-PLAY\* ADVENTURES COME TO MAYFAIR GAMES.

Mayfair Games announces a new game system for the DC™ Heroes Role-Playing Game; Match-Play adventures. In this system, two players alternate adventuring and Gamemastering for each other as they follow two separate but intertwining storylines.

Mayfair's first Match-Play adventure is **Lines of Death**, the new Green Arrow™ and Black Canary™ adventure coming out this November. It closely follows the characterizations built in the summer's Prestige Comic series **The Longbow Hunters**.

Oliver Queen™ is older, more experienced, and has chosen to return to the basics: a more dangerous, less frivolous hero.

**Lines of Death** explores the limits of his choice in a déjà vu chase after a serial killer.

Black Canary, meanwhile, faces a crisis of self-confidence as she unravels another web of drug-trafficking, touching off painful memories of failure. Will she succeed this time?

Either plotline can be played independently of the other, but the new Match-Play system increases the tension as the heroes move in tandem toward the conclusion.

For a new approach to one-on-one gaming and a story brimming with excitement, look to Mayfair's new Match-Play game system. Check out the first adventure this November in **Lines of Death**.

For information, write:  
Mayfair Games  
Dept. DRG 4  
P.O. Box 48539  
Niles, IL  
60648



CAPTAIN BOOMERANG™ <small>(aka George "Digger" Harkness)</small>					
DEX:	8	STR:	4	BODY:	5
INT:	4	WILL:	5	MIND:	4
INFL:	5	AURA:	4	SPIRIT:	4
INIT:	17 (20)	Hero Points:	40		

### SKILLS (linked)

Acrobatics/Dodging: 8+  
Charisma: 3  
Gadgetry: 8+  
Martial Artist: 3

### WEAPONRY/EXOTIC:

(Boomerang): 10

### EQUIPMENT: At Right

### CONNECTIONS:

Secret Society of Super-Villains™ (High Level)  
Criminal Underworld (High Level)  
Flash™ (Low Level)  
Task Force X™ (High Level)  
MOTIVATION: Mercenary (Greed)  
WEALTH: Affluent  
OCCUPATION: Reluctant Govt. Agent  
RACE: Human

George "Digger" Harkness, an Australian outlaw, arrived in the United States at the same time W.W. Wiggins Co.™ was mounting a search for a boomerang expert to become their commercial spokesman, "Captain Boomerang." Harkness used the job as a cover for his robberies until the Flash caught up with him during a jewel heist. Frequent encounters with the Flash made him a prominent member of Flash's Rogues Gallery™.

During Darkseid's™ recent attack on the heroes of Earth, Harkness was offered a way out of prison through working for Task Force X. In exchange for his services on a secret mission, he would be granted a pardon for his crimes.

His failure to keep quiet about the existence of the task force, resulted in his being assigned 'permanent' membership in the force with limited freedoms. This halfway-house existence has allowed him to secretly take up a third identity as the Mirror Master™, and perform crimes in the New Orleans area.

He is a master of his weapon, and like Green Arrow, has developed an arsenal of specially modified tools to fit every need. He is reluctant to stick his neck out, preferring to dodge or talk his way out of dangerous situations if he can — or just talk, period. His speech is rife with Australian slang.

### WEAPONS

Captain Boomerang uses a constantly changing array of gimmicked boomerangs. Samples follow.

### Sonic Boomerang™

DEX:	0	STR:	0	BODY:	5
CHARGES:	1				
COST:	90 HPs				+\$1200

### POWERS:

Sonic Beam: 7 (10)

### Razorang™

DEX:	0	STR:	0	BODY:	5
CHARGES:	4				
COST:	71 HPs				+\$500

### POWERS:

Claws: 5

Note: Use of this boomerang is considered Killing Combat.

### Bafflerang™

DEX:	0	STR:	0	BODY:	5
CHARGES:	1				
COST:	85 HPs				+\$1200

### POWERS:

Flash: 7 (5)

### Smokarang™

DEX:	0	STR:	0	BODY:	5
CHARGES:	1				
COST:	80 HPs				+\$1200

### POWERS:

Fog: 7

### Regular Boomerang

DEX:	0	STR:	5	BODY:	5
CHARGES:	NA				
COST:	64 HPs				+\$500

Captain Boomerang can make up to 2 attacks with a boomerang, one on the forward half of the throw, and the second as the boomerang returns. Even if he misses the target on the forward throw, he still has a chance of completing the attack on the return arc.

If he misses his target accidentally or intentionally (in order to blind-side his opponent), he makes a trick shot. Combining the two column shift-to-the-right penalty of a standard trick shot with the one column shift-to-the-left for a blind-side attack, Digger gets a one column shift-to-the-right penalty on the intentional attack. If the forward throw missed accidentally, he picks up at least one additional column shift-to-the-right. Use the Universal Modifier Chart to determine how difficult it will be for the boomerang to still hit the target, even though it wasn't aimed perfectly.

The second (return) attack always occurs at the end of the combat phase, after all other actions have been completed.

# DAILY PLANET™

## GAMING SUPPLEMENT

Special Winter Edition

December 4th, 1987

Number 5

### CHESSMAN SERIES COMPLETE.

**King For All Time**, the final installment in the Chessman series, is now in print. This is the last book detailing the Time Trapper's™ complex plan to control the universe. As his gambit plays out, the Khunds™ raid United Planets™ territory, Matter-Eater Lad™ and Sensor Girl™ get kidnapped, Computo™(?) plans to overthrow the government on Bismoll™, the Infinite Man™ comes back into action, the Miracle Machine™ is recreated, Darkseid™ releases the Four Horsemen of Apokolips™ on a future Earth, and more. Much more.

Does the Legion of Super-Heroes™ have a hope of stopping the Time Trapper, or will he finally succeed? The answer lies in the largest adventure set ever created for the DC™ Heroes Role-Playing Game.

This Chessman series takes the Legion throughout the universe, from 17th century France, to the beginning of time, to outside time and space in Time Trapper's fifth-dimensional fortress. The action is non-stop in all four exciting adventures.

Each adventure can be played separately, or the four books combined create an epic battle for Legion fans. With the publication of **King For All Time**, they are now *all* in print and your local store should have them in stock or can order them for you. Make your move and join in on this legendary adventure.

Checklist of titles in the Chessman Series:

- ☐ Pawns of Time
- ☐ Knight to Planet 3
- ☐ Mad Rook's Gambit
- ☐ King For All Time

### LEGION'S 30th ANNIVERSARY.

Next year, marks the thirtieth anniversary of the first appearance of the Legion of Super-Heroes. Currently, all the game information for the characters is now in print. The Legionnaires™, their friends and their adversaries are described in the **Legion of Super-Heroes Sourcebook Vol. 1**. The worlds of the 30th century are detailed in **LSH Sourcebook Vol. 2**, and the Legion's equipment (along with new gadgetry rules) is detailed in the **Hardware Handbook**.

Grenadier Models™ has released a set of miniatures of the Legion featuring Wildfire™, Blok™, Dawnstar™, Sensor Girl™, Element Lad™, Mordru™, The Persuader™, Tyr™, Lightning Lord™, and the Emerald Empress™.

DC Comics is coming out with a special series on the Legion characters for the thirtieth anniversary. Watch for it at your local shop.

All you need to be a part of this 30-year old legend can be at your fingertips, just ask your shopkeeper for these Legion tie-ins.

- ☐ Legion of Super-Heroes Sourcebook 1
- ☐ Legion of Super-Heroes Sourcebook 2
- ☐ Hardware Handbook
- ☐ Legion of Super-Heroes Miniatures Set
- ☐ New DC Comics Legion of Super-Heroes Series

The current issue of the **DC Heroes RPG Newsletter** contains more ideas for adventures in the 30th Century.

For a copy of the newsletter send a business size SASE to: Mayfair Games Dept. DRG 5 P.O. Box 48539 Niles, IL 60648



#### LAUREL KENT™

DEX: 10 STRE: 25 BODY: 25  
INT: 9 WILL: 9 MIND: 11  
INFL: 7 AURA: 7 SPIRIT: 4  
INIT: 26 (32) HERO POINTS: 80

#### POWERS:

Bio-Energy Blast 75/15  
Flight: 15  
Illusion: 12  
Invulnerability: 28

#### SKILLS:

Detective: 9  
Scientist: 15  
Gadgetry: 14  
Martial Artist/Att. Advantage: 6  
Weaponry: 10

#### LIMITATIONS:

Miscellaneous: Illusion only usable to transform appearance.

Miscellaneous: Bio-Energy Blast Power of 75APs is actually a self-destruct system which the android can only use upon itself. The android can use 15APs of Bio-Energy Blast against other targets.

EQUIPMENT: Legion Flight Ring

#### CONNECTIONS:

Legion of Super-Heroes (High-Level)  
Legion Academy™ (High-Level)  
Manhunters™ (High-Level)

MOTIVATION: Power Lust

WEALTH: Affluent

OCCUPATION: NA

RACE: Android

#### BACKGROUND:

Laurel Kent was a trusted companion of the Legion, and originally joined the Legion Academy under the guise of being a descendant of Clark Kent™, Superman™. She started quickly gained the confidence of all the Legionnaires.

Recently, she broke her trust and stole information from the Legion's computers in order to find the Chosen™ of the Millennium™. She exposed herself as an android Manhunter™. When she discovered no traces of the Chosen left on Earth, she assumed her mission was a failure and destroyed herself.

### DC HEROES RPG CONVENTION TOURNAMENTS.

DC HEROES RPG tournaments will be run at the following conventions:

**Universe 88**  
January 1-3  
L.A. Airport Hilton  
Universe  
P.O. Box 2577  
Anaheim, CA 92804

**Creaturecon 88**  
February 26-28  
Ice House Ball Room  
Decatur, IL  
Creature Shop of Decatur  
P.O. Box 2875  
Decatur, IL 62526



# DAILY PLANET™

## GAMING SUPPLEMENT

Special Winter Edition

January 4th, 1988

Number 6

### NEW PRODUCTS FOR THE NEW YEAR

Whew. Things are heating up here in the middle of Winter. We've been preparing for the new year, and things look hot.

We thought you'd like a preview of what's to be released in the next few months.

We'll premiere a new type of DC™ Heroes RPG product in 1988. It's a combination sourcebook and adventure set, designed not only to give you an exciting scenario featuring your favorite hero, but to also give you the backgrounds and histories of the comic series' major characters (including villains).

The Wonder Woman™ and Doom Patrol™ books will be published in this format.

Our regular adventures with such heroes as Batman™, Blackhawk™, Superman™, Flash™, etc. will be back in our 1988 schedule as well as our great sourcebook line: with a special Belle Reve™ Sourcebook including more villains than you can shake a stick at, and the long awaited Teen Titans™ Sourcebook.

But that's not all. We have a few interesting surprises in store for you as well.

Starting this Winter, the heat is on at Mayfair.

If your favorite hero is being ignored or you need something for your campaign that's not in print, please suggest any possible new titles for our 1988 release program. Send a letter to:

DC Heroes RPG Titles  
Dept. DRG6  
P.O. Box 48539  
Niles, IL  
60648

And for being so interested, we'll send you a free color Watchmen™ poster. (One entry per person, please.)

### CROSS-OVER ADVENTURES INVADE DC HEROES RPG

That's right. The device of presenting one storyline in two different characters' titles makes its debut in the two DC Heroes RPG adventures, *When A Stranger Calls* and *All That Glitters*.

*When A Stranger Calls* is a rollicking Justice League International™ adventure. The JLI™ is called into battle by the mysterious Phantom Stranger™. Whether the team meets this mystical evil in full force is dependent on whether Booster Gold™ decides to join them during his adventure, *All That Glitters*.

*All That Glitters* details Booster's public appearance tour for his new Booster Gold boardgame. In the course of his tour he receives the summons to aid the JLI. He must decide whether to keep his contract with the game company or act on his duty to the JLI.

But either course of action will bring Booster into deadly danger. If he goes with the JLI, he faces an evil force from another dimension trying to dominate the world. If he stays he faces an evil alien general trying to dominate the world.

Each adventure can be played separately from the other. But together they make an interesting and complex adventure for your gaming group.

(Note: *All That Glitters* also contains an actual copy of the *Booster Gold Boardgame*, to be played for fun and profit.)

### DC HEROES RPG TOURNAMENTS

Tournaments will be run at the following conventions:

*The New Orleans Science Fiction & Fantasy Festival*  
January 22-24, 1988  
Landmark Hotel, Metairie, LA  
P.O. Box 791089  
New Orleans, LA  
70179-1089

*Magnum Opus Con 3*  
March 25-27, 1988  
Columbus Ironworks Convention Center  
4315 Pio Nono Avenue  
Macon, GA  
31206



RICK FLAG, JR.™

DEX: 8	STR: 4	BODY: 5
INT: 8	WILL: 5	MIND: 5
INFL: 6	AURA: 4	SPIRIT: 4
INITI: 22 (30) HERO POINTS: 60		

#### SKILLS (\*Linked):

Detective: 6  
Charisma\*: 6  
Military Science\*: 8  
Manual Artist\*: 8  
Scholar: 5  
Spy\*: 8  
Thief\*: 3  
Vehicles\*: 8  
Weaponry\*: 8

#### LIMITATIONS:

Serious Irrational Attraction to the safe successful completion of his current mission.

#### EQUIPMENT:

.45 Automatic Pistol (AV:0/EV:4)  
Range: 1-3/4/5 Ammo: 7  
Two Reload packs.

#### CONNECTIONS:

Task Force X (High-Level)  
MOTIVATION: Seeks Justice  
WEALTH: Affluent  
OCCUPATION:  
Government Agent  
RACE: Human  
BACKGROUND:

Rick Flag, Sr.™ was the head of a secret government agency after World War II: Task Force X™ (aka the Suicide Squad™). He died stopping The War Wheel™ from destroying a U.S. city.

Rick Flag, Jr., his son, wanted to follow in his father's footsteps, and under the guidance of his godfather, J.E.B. Stuart™ successfully completed military training, and became a top-rated test pilot.

He was accepted into astronaut training school, where he met and fell in love with Karin Grace™.

During the course of their training, Task Force X was reactivated, and both of the young lovers joined. The group became Mission X™, and fought monsters, organized crime, spies, etc. In the course of one of their adventures two of the four teammates died. Karin left Rick, wrongly blaming him for the deaths of the others.

After the group was officially disbanded, Rick joined the group called the Forgotten Heroes™. After the Crisis on Infinite Earths™, that group broke up also.

The government formed the new Task Force X shortly afterward. Rick was assigned as its new leader, and Karin rejoined as well. In recent missions, Flag has been replaced as head of the group by the Bronze Tiger™, and Karin Grace died fighting the Manhunters™.

Even though his conscience bothers him about the morality of the actions of the current Task Force X, Rick is staying a member.





# DAILY PLANET™

## GAMING SUPPLEMENT

Special Winter Edition

February 4th, 1988

Number 7

### WORLD WAR II ACTION IN THE DC™ HEROES RPG

This month, Blackhawk™ takes to the skies in all-new adventure, **Blitzkrieg**. Following on the heels of the events in the DC Graphic novel, **Blood and Iron**, Blackhawk battles Nazi forces once again.

From the south of France to Yugoslavia to Blackhawk Island™ to Switzerland, the Blackhawk squadron™ follows a trail of kidnappings, secret laboratories, and dangerous weapons during one of its most daring exploits of the war.

**Blitzkrieg** also contains a map of Blackhawk Island and descriptions of the planes of the Blackhawk squadron.

### DC HEROES RPG CONVENTION TOURNAMENTS

Tournaments will be run at the following conventions:

*Magnum Opus Con 3*  
March 25-27, 1988  
Columbus Ironworks Convention Center  
4315 Pio Nono Ave.  
Macon, GA  
31206

If your convention will be running a DC Heroes RPG tournament. Please contact Mayfair Games for prizes. If we're notified well enough in advance, we will list your convention in this *Daily Planet™ Gaming Supplement*.



Mayfair Games, Inc.  
P.O. Box 48539  
Niles, IL 60648

In the Justice League International™ adventure, **When A Stranger Calls**, we gave you the statistics for Shazam's™ Captain Marvel™. Below we present the history and statistics for his greatest adversary.



#### DR. THADDEUS BODOG SIVANA™

DEX: 6	STR: 2	BODY: 2
INT: 5	WILL: 3	MIND: 2
INFL: 3	AURA: 2	SPIRIT: 2
INITIATIVE: 14 HERO POINTS: 30		

#### Skills:

Gadgetry: 10  
Scientist: 10  
Weaponry: 2

#### Equipment:

Unknown

#### Motivation:

Power Lust

#### Wealth:

Affluent

#### Race:

Human

#### Job:

Scientist

#### Background:

Dr. Thaddeus Bodog Sivana is a bitter, warped man who has been trying to attain status in the scientific community all of his life. His unorthodox theories, and personality have left him ostracized.

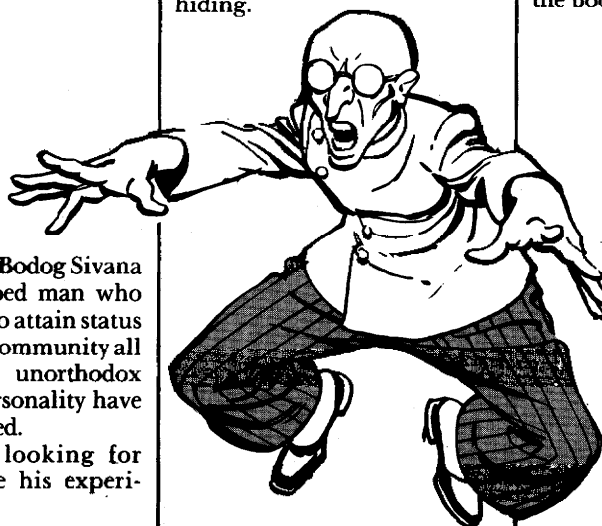
Continually looking for ways to finance his experi-

ments, he has gone as far as arranging the "accidental" death of his younger sister and her husband in order to gain their insurance money. Along with the money, came Billy Batson™, his nephew, the boy destined to soon become Captain Marvel.

Billy was promised by Sivana's son, Magnificus™, and his daughter, Beautia™, a perfect home life if he would become Sivana's ward. Billy agreed, and soon found out that the love promised was a lie. He also discovered his uncle's plot to get his mother's insurance money, and his role in her death. He escaped Sivana's home only to encounter the wizard, Shazam™, who gave him the power to transform himself into Captain Marvel.

Sivana had completed his work shortly afterward, and opened the portal into another dimension releasing the ancient, evil, Egyptian Black Adam™, who quickly forced the scientist to do his bidding. Captain Marvel and Black Adam battled several times before Captain Marvel tricked the Egyptian into sending himself back into the other dimension.

During that last battle, Dr. Sivana discovered his nephew's secret identity, and escaped capture. He currently is in hiding.



### NEW DC HEROES RPG STAFF EDITOR

Jack Barker joined our DC Heroes RPG team right before Christmas. He's acting as a line editor, working with Tom Cook and Ike Scott.

He'll be helping us keep the line accurate and up-to-date with the new DC Universe™. The first sign of his talent came just a few days ago, when he correctly deciphered a note from the DC offices, which had us stumped.

Welcome aboard, Jack.

### UPDATE ON DC HEROES RPG PRODUCTS

Over the holiday season, Mayfair released several new DC Heroes RPG adventures. Just so you make sure that you have them all, here's a quick checklist:

- ☐ **Superman™ Sourcebook I**
- ☐ **Watchmen™ 2**
- ☐ **All That Glitters**
- ☐ **When A Stranger Calls**
- ☐ **Lines of Death**

If you've missed any of them, check out your local shop. All the books are now available.

# DAILY PLANET GAMING SUPPLEMENT

Special Winter Edition

March 4th, 1988

Number 8

## DC™ HEROES RPG CONVENTION TOURNAMENTS

Tournaments will be run at the following conventions:

**Balticon 22**  
April 1-3, 1988  
Hunt's Valley Inn  
P.O. Box 686  
Baltimore, MD  
21203

**Amigocon 3**  
April 29-May 1, 1988  
P.O. Box 3177  
El Paso, TX  
79923

If your convention will be running a DC Heroes RPG tournament. Please contact Mayfair Games for prizes. If we're notified well enough in advance, we will list your convention in this *Daily Planet™* Gaming Supplement.

## QUESTIONABLE STATISTICS

The Question™ battles for truth on the streets of Hub City™, a city as dirty in its politics as Chicago, as gritty in its atmosphere as New York, and as explosive in its crime as Gotham City™. Its corruption goes so deep and is so commonplace that only The Question's curiosity and persistence ever forces anyone to expose it at all.

### THE QUESTION alias Charles Victor Szasz™

DEX: 5 STR: 4 BODY: 5  
INT: 4 WILL: 5 MIND: 4  
INFL: 5 AURA: 4 SPIRIT: 4  
INITIATIVE: 14(22) HERO POINTS: 60

### Skills:

Acrobatics: 5  
Charisma: 5  
Detective: 4  
Martial Artist: 8  
Thief: 4  
Vehicles (Land): 4  
Weaponry (Missile Weapons): 5



### Powers:

Danger Sense: 5  
Systemic Antidote: 4

### Limitations:

Catastrophic Irrational Attraction to Learning the Truth (curiosity)

Serious interest in the Welfare of Children (especially orphans)

### Connections:

Hub City Underworld: Low  
Hub City Government: High  
Newspaper/TV: High

### Motivation:

Seeking Justice

### Wealth:

Comfortable

### Race:

Human

### Occupation:

Reporter

### Equipment:

#### Face Mask

DEX: 0 STR: 0 BODY: 3  
CHARGES: N/A  
COST: 16 HPs +\$60

Limitation: The adhesive is subject to Szasz's physiological changes

The Question's face mask is a featureless mask which completely obscures his own facial features yet allows him to breathe, view, and talk through it without difficulty. The mask is adhered to The Question's face through the use of an after-shave mixture formulated to Szasz's body chemistry. When the mask is not in use, it can be stored in a compartment in The Question's belt buckle.

#### Color Changing Gas

DEX: 0 STR: 0 BODY: 0  
CHARGES: 10  
COST: 96 HPs +\$500

### Powers:

Fog: 5  
Matter Manipulation: 5

The Question uses a special binary gas emitted through his belt buckle to change the color of his chemically treated clothes and hair. Aside from its color changing properties, the gas is totally harmless and a neat special effect.

### Background:

The early life of Charles Victor Szasz is a mystery, except

for an account of his having lived at a Hub City orphanage as a child. How he adopted the identity of Victor Sage™ is still unknown, as is how he became acquainted with Aristotle Rodor™, the man who created The Question's equipment.

When Sage reached adulthood, he became a television reporter and learned of the corruption that had found its way into Hub City's government. He decided to put an end to the corruption and with the help of Rodor created the guise of The Question.

In one of his first outings as The Question, he acquired a videotape which exposed Mayor Wesley Fermin's™ activities. One of Fermin's underworld associates, the Rev. Dr. Jeremiah Hatch™ vowed to see The Question destroyed. The Reverend subsequently hired Lady Shiva™ to defeat the hero. She did and several of Hatch's assistants then beat The Question nearly to death, and tossed his body into the harbor.

Sage woke up in the home of Prof. Rodor, where he learned he had been rescued by Lady Shiva. He then went to a remote mountain retreat where he lived with a handicapped, Richard Dragon™, master of the martial arts. Although Dragon was crippled and in a wheelchair, he trained Sage in the martial arts.

Sage returned to Hub City, and resumed his life as The Question.

### Role-Playing: The Question

When role-playing The Question, two facets of his personality should be kept in mind at all times: his determination to fight corruption, and even more important, his passion for learning the truth at any cost. His Irrational Attraction has gotten him into trouble on many occasions, yet this never deters him.



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# DAILY PLANET™

## GAMING SUPPLEMENT

Special "Guy Fawkes" Spring Edition

April 1st, 1988

Number 9

### DC™ HEROES RPG CONVENTION TOURNAMENTS

Tournaments will be run at the following conventions (Really no joke):

#### *Munchcon* \*\*

April 15-17, 1988  
Marshall University  
6466 Farmdale Rd.  
Apt. 7  
Barbourville, WV  
25504

#### *Kubla Khan (SF con)*

May 20-22, 1988  
Rodeway Inn Nashville  
647 Devon Dr.  
Nashville, TN  
37220

#### *Syndicon* \*\*

April 22-24, 1988  
Holiday Inn Glen Ellyn  
P.O. Box A3918  
Chicago, IL  
60690

\*\* Mayfair personnel will be attending convention. Not all will be running DC Heroes RPG tournaments, but greet and meet our talented crew.

If your convention will be running a DC Heroes RPG tournament. Please contact Mayfair Games for prizes. If we're notified far enough in advance, we will list your convention in this *Daily Planet Gaming Supplement*.

### MAYFAIR GAMES MAKES IT THROUGH EXTRA, EXTRA MILES

Remember when we talked to you about our editor Jonatha Caspian and her tumultuous trek to Buddy Saunderson's open house? Sure you do.

Well, here is another cheery tale of Mayfair madness. This

one however bears no semblance to reality.

One day we received a phone call from one Dayton Blood about a convention to be held in Oshkosh, WI. Senior editor Tom Cook\* decided to hike his way up to the convention since it was only a hundred or so miles away, and he took a few manuscripts to edit on his way to keep him occupied.

The snow was only a few feet deep as Tom set out. Wrapped warmly in shredded Darkseid™ posters, he sang a merry tune, slogging along on his snow shoes. Little did he know that the worst storm in Midwest history would be descending that night.

Four hours after he left, in Zion, Illinois, Tom was looking for a Federal Express box to drop off the six manuscripts he edited so our staff could have them typeset when he got back; that's when the blizzard hit.

The wind was howling, the snow biting into his skin; the ice was forming on his eyeballs, but he got to a box, dropped off his package, and then decided to stop for lunch.

Discerning a set of golden arches a block away, health-conscious Tom instead entered the restaurant he was standing next to and ate a hearty meal of three or four chickens and biscuits.

Well, the rest of the trip was much the same: He fought off snowmobile bandits on the Illinois-Wisconsin state line; got stopped on the outskirts of Milwaukee by radar-carrying police (he's going to try and beat the ticket on the basis that he wasn't in a car at the time); the bear in Fond du Lac only took a small chunk out of his left leg, but that was healed by the time Tom got to the convention at five o'clock that night.

Tom offered to help dig out the parking lot for the rest of the conventioners when

he found out the blizzard was so bad that all the hotel's equipment was covered.

After eating a hearty dinner, where he finished eight steaks and edited ten manuscripts, he was happy to find all of the conventioners who made it to the convention were DC Heroes Role-Players. They all soon started an all-night siege of Apokolips™

The next day after the roads were cleared, more gamers arrived and Tom launched into a wonderful oratory convincing all that they wanted to join in on the assault since there were two groups already lost in the Armagetto™ and someone had to save them. Soon the whole convention was playing, with Tom gamemastering all but four of the groups (he did, after all, need to make his deadlines).

A good time was had by all, due to the dedication, dependability and darn good gaming spirit of Tom Cook.

What a guy.



#### Clark Kent's™ Glasses

DEX: 0 STR: 0 BODY: 1  
CHARGES: N/A  
COST: 46,838 HPs+\$\*\*\*

\*\*\* more than you can afford

#### POWERS:

Cling: 1

Illusion: 184

#### LIMITATIONS:

Cling is only operable when glasses contact Kent's ears.

### THE ULTIMATE, SAY-NO-MORE, DEFINITIVE, SET-IN-STONE, NOT-OPEN-FOR- DEBATE TIME TRAVEL RULES FOR THE DC HEROES ROLE-PLAYING GAME

Many of our fans have been confused of late by the emergence of several varying, even contradictory, rules for Time Travel within the DC Heroes RPG. Well, after months of intensive and laborious research, we here at Mayfair (the last bastion of civilized gaming) have devised the definitive Time Travel system.

Time Travel allows a Character to travel through Time. The Character attempting Time Travel uses his/her APs of the Power as both the Acting and Effect Values. To determine the Opposing and Resistance Values, the GM should follow these simple rules:

First, decide how much time is left for the game (in minutes, not APs) then add together the ages of all the Players (since Time Travel is an attempt to alter a person's presence in Time and age is a measure of Time, too). Then subtract the number of pages contained in the module being played. If you are playing your own adventure, add photocopying costs and distance travelled (in miles) to obtain these items to the subtotal.

Take this figure and divide it by the the number at which the little hand is currently pointing. Multiply this by the number of DC comics in which the adventure's villain appeared. This is the almost-total of the OV/RV Value.

Finally, have the Player pick a number between one and fifty. Create a fractional number with the almost-total OV/RV as the numerator and the chosen number as the denominator. Round this up to the nearest whole number. This is the new Time Travel OV/RV.

Optional Rules: wing it.



Mayfair Games  
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Niles, IL  
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# DAILY PLANET™

## GAMING SUPPLEMENT

Special Spring Edition

May 4th, 1988

Number 10

### ADD AN ELEMENT OF DANGER TO YOUR NEW FIRESTORM™ CAMPAIGN

Professor Stein™ is dead. However, the new Firestorm has powers which are remarkably similar to the old. There shouldn't be any difficulty in running him through Mayfair's AN ELEMENT OF DANGER.

The set up is one of the few things that needs to be changed. Briefly, Hawkman™ and Hawkwoman™, recommended PCs, should *definitely* be Firestorm's companions. (They would be called when Matter Master™ escapes prison.) To introduce Firestorm to the adventure, have "the Hawks™" pick up Ronnie Raymond™ (the American half of Firestorm). The villains are not only in his stomping ground, but rumor has it Silver Deer™, his old adversary, is involved.

This scenario is only slightly different than the adventure as it stands now, but should work well.

We also recommend that you add an extra dimension to the role-playing by having "the Hawks" justify their own actions and their need for his involvement to the new Firestorm, who is ignorant of "heroic action" and knows very little about his own history.

### THE NEW FIRESTORM

**FIRESTORM™** *alias Ronnie Raymond & Mikhail Arkadin™*

DEX: 6 STR: 8 BODY: 12  
INT: 6 WILL: 5 MIND: 4  
INFL: 6 AURA: 4 SPIRIT: 6  
INITIATIVE: 18 HERO POINTS: 40

#### Powers:

Dispersal: 10  
Energy Absorption: 6  
Flight: 7  
Matter Manipulation: 12



Radar Sense: 10  
Regeneration: 5  
Sealed Systems: 15  
Bio-Energy Blast: 8  
Starbolt: 5

#### Skills:

(Raymond) Acrobatics: 2  
(Arkadin) Scientist/Nuclear  
Power Plants: 2

#### Limitations:

1. Matter Manipulation does not work on organic materials.
2. Matter Manipulation, Bio-Energy Blast, and Starbolt do not work when Firestorm is dispersed.
3. Bio-Energy Blast only works when Firestorm is in physical contact with the ground, and manifests itself as miniature exploding volcanoes.
4. Minor Irrational Attraction to confusion about the world.
5. Miscellaneous: Firestorm is a third personality distinct from the two men who combine to form him. Raymond and Arkadin can mentally advise Firestorm, but cannot directly control his actions.

#### Motivation:

Responsibility of Power  
Wealth: Struggling  
Connections:  
JLI™ (Low)  
Soyuz™ (Low)

#### Race: Human

#### Job:

(Raymond) Unemployed  
(Arkadin) Unemployed,  
prisoner of the KGB

**Background:** When Martin Stein learned he was dying of an incurable disease, it seemed Firestorm would die with him. As their final act as Firestorm, Ronnie Raymond and Stein agreed to try to force the world to rid itself of nuclear weapons.

The great military powers of the world refused to give in, and Firestorm became a hunted hero. On the Nevada desert, Firestorm met and fought the Soviet nuclear hero, Pozhar™. In the battle, Pozhar's containment suit was destroyed, and Firestorm split into his original personae, Martin Stein and Ronnie Raymond. Pozhar (Mikhail Arkadin) refused to fight them, but the U.S. government already launched a nuclear missile hoping to destroy both heroes. In a desperate attempt to reform Firestorm, Raymond, Arkadin, and Stein joined hands, hoping their combined efforts would be enough. At that moment the missile struck.

Firestorm did not die. Rather, he was reborn. After

absorbing all the energy of the nuclear blast, a new Firestorm emerged. He seemed to have no memory of the past, and had all of Firestorm's and Pozhar's powers as well. After a brief confrontation with the U.S. military, Firestorm left the site of the nuclear blast. He later split into two people again; this time, however, the people were Ronnie Raymond and Mikhail Arkadin, each in his own country. Martin Stein was presumed dead.

It has since been revealed that Firestorm is now a separate entity from the men who make up his physical body. Raymond and Arkadin are conscious of what happens to them as the Nuclear Man™, but they cannot control his actions.

### DC HEROES RPG CONVENTION TOURNAMENTS

Tournaments will be run at the following conventions:

#### Kubla Khan

May 20-22, 1988  
Rodeway Inn at Briley Parkville  
647 Devon Dr.  
Nashville, TN  
37220

#### Congames 13

May 20-23, 1988  
Ottawa, Ontario  
c/o Fandon II  
231 Laurier Ave. E.  
Ottawa, ONT  
K1N 6P1  
Canada

If your convention will be running a DC™ Heroes RPG tournament, please contact Mayfair Games for prizes. If we're notified well enough in advance, we will list your convention in this *Daily Planet™ Gaming Supplement*.



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# DAILY PLANET<sup>TM</sup>

## GAMING SUPPLEMENT

Special Spring Edition

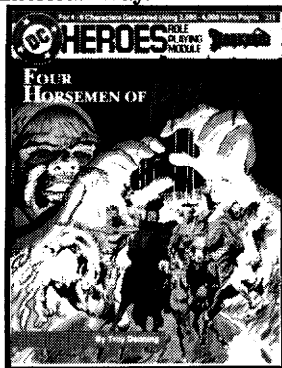
June 4th, 1988

Number 11

### THE PREMIERE OF THE AWESOME INCREDIBLE CHECKLIST

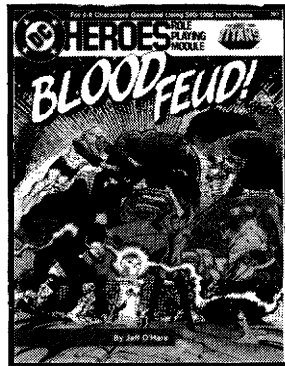
You have asked us to start putting more information about our adventures in this gaming supplement. Okay. Now every *DPGS* will have a section called the: **CHECKLIST**. (Original, eh?) We'll fit in a description of either a sourcebook or an adventure every month. The listing will vary between the older and newer modules, so you'll eventually have a description of the whole line.

To kick this off we're going to describe not one, not two, but a perfectly ridiculous *six* modules. Just to prove we believe in excess, as well as "Truth, Justice and the American Way."<sup>TM</sup>



#### □ FOUR HORSEMEN OF APOKOLIPS<sup>TM</sup>:

This module features the first appearance of Darkseid's<sup>TM</sup> minions: War<sup>TM</sup>, Famine<sup>TM</sup>, Pestilence<sup>TM</sup>, and Death<sup>TM</sup>, who are also in the Legion of Super-Heroes<sup>TM</sup> adventure, **King For All Time**. Darkseid and Desaad<sup>TM</sup> have placed these warriors at the four corners of modern day Earth, and your equivalent of the Justice League of America<sup>TM</sup> or Justice League International<sup>TM</sup> must stop them destroying the world.

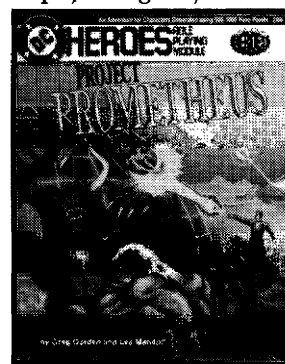


#### □ BLOOD FEUD

The reviewer at *White Dwarf* magazine called this, "The best super hero adventure I've ever seen."

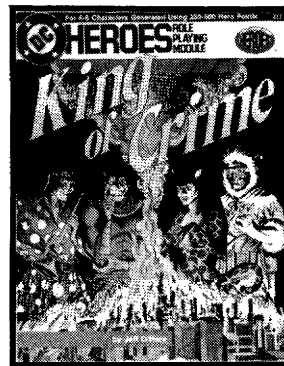
The Teen Titans<sup>TM</sup> battle against the New Brotherhood of Evil<sup>TM</sup> in defense of Brother Blood<sup>TM</sup>. Not only is there plenty of action, there is the moral dilemma of defending a villain who assaulted and tortured you. It's an archetypal adventure about what it means to be a hero.

**Blood Feud** contains stats and bios for the New Brotherhood of Evil: Brain<sup>TM</sup>, Monsieur Mallah<sup>TM</sup>, Phobia<sup>TM</sup>, Warp<sup>TM</sup>, Hounigan<sup>TM</sup>, Plasmus<sup>TM</sup>.



#### □ PROJECT PROMETHEUS

A powerful new weapon has been created and your heroes fly to Crete to investigate and neutralize any threat. Power-mad villains, political manipulations, a murder, slugfests, and an airstrike are all part of this deadly mission.



#### □ KING OF CRIME

This is one of our favorite modules. It has everything you could want in a DC<sup>TM</sup> Heroes Role-Playing Game adventure, from the Carmine Infantino portrait of some of the members of Flash's Rogues' Gallery<sup>TM</sup> gloating over a burning Central City<sup>TM</sup> to histories and stats on the members of the Secret Society of Super-Villains<sup>TM</sup>.

This version of the society includes Goldface<sup>TM</sup>, Captain Cold<sup>TM</sup>, Cheetah<sup>TM</sup>, Chronos<sup>TM</sup>, Copperhead<sup>TM</sup>, Golden Glider<sup>TM</sup>, Killer Moth<sup>TM</sup>, Matter Master<sup>TM</sup>, Mirror Master<sup>TM</sup>, Pied Piper<sup>TM</sup>, Shadow Thief<sup>TM</sup>, and the Shark<sup>TM</sup>. Your heroes must stop them from looting Central City<sup>TM</sup>.



#### □ FIRE AND ICE

The Fearsome Five<sup>TM</sup> (Jinx<sup>TM</sup>, Shimmer<sup>TM</sup>, Gizmo<sup>TM</sup>, and Mammoth<sup>TM</sup>) races against eight other villains to the top of the world to battle for the secrets of a crashed alien spaceship. Your heroes are caught in the middle. **Fire and Ice** has a great George Perez cover.



#### □ ETERNITY, INC.

People turning into Sabretooth tigers? Ancient Neanderthal shamans and Gorilla Grodd<sup>TM</sup> attempting to send the world back in time? Infinity, Inc.<sup>TM</sup> in the Pleistocene Age? Yes, all this and more. **Eternity, Inc.** sports a great cover by Denys Cowan.

Well that's the first **CHECKLIST**. Next time we'll have stats for the new Manhunter<sup>TM</sup>, our summer convention schedule, and a **CHECKLIST** entry for **Wheel of Destruction**.

### DC HEROES RPG CONVENTION TOURNAMENTS

Tournaments will be run at the following convention:

**Westercon**  
July 1-4, 1988  
Hyatt Regency & Adams Hilton  
Phoenix, AZ  
P.O. Box 26665  
Tempe, AZ  
85282

If your convention will be running a DC<sup>TM</sup> Heroes RPG tournament, please contact Mayfair Games for prizes. If we're notified 3 months in advance, we will list your convention in this *Daily Planet<sup>TM</sup> Gaming Supplement*.

Mayfair Games will have a booth at the **International Superman<sup>TM</sup> Exposition** at the Cleveland Convention Center on June 16-19th. Stop by, and see us.



**Mayfair Games, Inc.**  
P.O. Box 48539  
Niles, IL 60648



# DAILY PLANET™

## GAMING SUPPLEMENT

Special Spring Edition

July 4th, 1988

Number 12

# FIRST ANNIVERSARY EDITION

## FIRST ANNIVERSARY ADVENTURE GIVEAWAY

Hello friends. Exactly, one year ago we introduced the *Daily Planet Gaming Supplement* and gave you the stats for the new Wonder Woman™. Oddly enough, Dan Greenberg's and George Perez's *Strangers in Paradise* Adventure + Sourcebook featuring her is coming out next month. It includes the first mythological setting for the DC™ Heroes Role-Playing Game system.

In that *DPGS*, we also gave away copies of our first newsletter. To top ourselves this year, we're giving away **FREE** DC Heroes RPG Adventures.

The first 250 gamers who send in their names and addresses will receive a **FREE** adventure of our choice.

If you want a **FREE** adventure, just send a card or letter, and we'll get it right out to you. It's our way of thanking you for reading this page every issue, and to commemorate a year of this **FREE** silliness. Send letters to:

Mayfair Games, Inc.  
P.O. Box 48539  
Niles, IL 60648

## SUMMER CONVENTION SCHEDULE

Meet our madcap Mayfair personnel at the following conventions this summer season:

Atlanticon June 30-July 3  
Baltimore, MD

Chicago Comic Con July 1-3  
O'Hare Ramada Inn

San Diego Comic Con Aug. 4-7

Gen Con® Origins 88  
Mecca Center  
Milwaukee, WI  
August 18-21

Look for our booths at these conventions. We'll have giveaway posters on our products even the non-DC™ Heroes Role-Playing Game stuff. (Can we say that here? Really? Oh well, too late. Heh-heh.)

We will be running DC Heroes RPG demos at Atlanticon, Gen Con®/Origins, and Chicago Comic Con.

Come out and meet us. Look at our new releases. See what we have planned. It'll be exciting. It'll be fun. Besides, you'll get a chance to nag us all you want.

## THE NEW MANHUNTER™

MANHUNTER *alias Mark Shaw™*

DEX: 10 STR: 5 BODY: 6  
INT: 6 WILL: 9 MIND: 5  
INFL: 9 AURA: 4 SPIRIT: 6  
INITIATIVE: 25 (35) HERO POINTS: 60

### Powers:

Danger Sense: 5  
Directional Hearing: 4  
Extended Hearing: 4

### Skills (\*linked):

Acrobatics\*: 10  
Charisma\*: 9  
Detective (ID Systems, Law, Police Procedures)\*: 6  
Martial Artist\*: 10  
Spy (Coding, Photo Interpretation)\*: 6  
Thief: 6  
Vehicles: 6  
Weaponry\*: 10

### Connections:

Task Force X (High)  
The Key (Low)

### Motivation:

Thrill of Adventure

### Wealth:

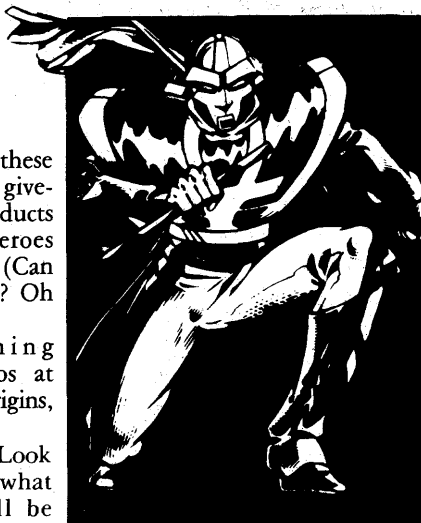
Struggling

### Occupation:

Bounty Hunter

### Race:

Human



### Equipment:

For information about Manhunter's Power Baton™ just send us a self-addressed stamped envelope, and we'll send it out to you.

### Background:

Mark Shaw was a district attorney on the East Coast who found himself increasingly despondent over the lack of justice that he saw in the judicial system. He was approached by the group of semi-mythical beings called the Manhunters™ and recruited into their organization.

As a Manhunter, Shaw fought against the Justice League of America™ until the true android nature of the Manhunters was revealed.

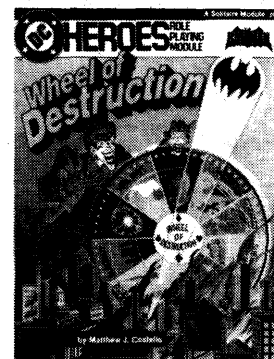
Shaw forsook the Manhunter name and became known as the Privateer™, working alongside the JLA™. However, the mental conditioning he had received from the Manhunters soon reasserted itself and he began committing crimes under the new identity of Star-Tsar™. When the Star-Tsar was unmasked by the Red Tornado™, Shaw was sent to prison.

Shaw remained in prison for several years, eventually freeing himself from the Manhunters' influence with psychiatric help. When the Manhunters attacked Earth during the Millennium™, Shaw was recruited by Task Force X™, a.k.a. The Suicide Squad™, as an expert on the Manhunters, to help defeat them.

Afterwards, Shaw's sentence was commuted to time served.

In order to vindicate himself, Shaw became a bounty hunter and assumed the identity of the new Manhunter in order to restore his dignity and his commitment to the ideals for which he originally stood. He now specializes in tracking down and capturing costumed criminals.

## CHECKLIST:



### □ WHEEL OF DESTRUCTION

This is the first solitaire module for the DC Heroes RPG system and has stayed on the top of our list for over 3 years.

The Joker™ has taken over the televisions of Gotham City™, and is broadcasting *his* idea of a fun game show: Wheel of Destruction, where each space on the giant spinning wheel equals one of Gotham's landmarks. If he isn't paid the ransom he demands, he spins the wheel to see which landmark gets destroyed. You have to find out from where he's transmitting and stop him.

Simple? Well, no. The Joker's crazy, not stupid.


## JUST OUT

### Green Lantern Corps™

This Sourcebook details the history of the largest peacekeeping force in the DC Universe™ with heroes from over a dozen worlds.

### Blitzkrieg

World War II action at it finest, as Blackhawk™ battles an evil Nazi plot.

 Mayfair Games, Inc.  
P.O. Box 48539  
Niles, IL 60648

# DAILY PLANET™ GAMING SUPPLEMENT

Summer Edition

August, 1988

Number 13

## LUCKY NUMBER EDITION

### REVENGE OF THE NEWSLETTERS

We've just mailed out lots of copies of the *DC Heroes Role-Playing Game Newsletter* to thousands of interested Players around the country. If you want a copy of this latest issue, just send a postcard with your name and address, and we'll send you a copy within a few weeks.

If you subscribed to the Newsletter and haven't yet received your copy, write us and we'll get it out to you, right away.

Send your cards/letters to:  
DC Heroes RPG Newsletter  
P.O. Box 48539  
Niles, IL  
60648

### SUMMER CONVENTION SCHEDULE

Meet our madcap Mayfair personnel at the following conventions this summer season:

**San Diego Comic Con**  
Aug. 4-7

**Gen Con/Origins 88**  
Mecca Center  
Milwaukee, WI  
August 18-21

Look for our booths at these conventions. We'll have giveaway posters on our products... even the non-DC™ Heroes Role-Playing Game stuff.

We will be running DC Heroes RPG demos at Gen Con/Origins.

The entire DC Heroes Role-Playing Game staff will be at Gen Con/Origins. Be prepared for lots of weird stuff.



### PLASTIC MAN™

Plastic Man alias "Eel" O'Brien™

DEX:	10	STR:	5	BOU:	8
INT:	4	WIL:	6	MIND:	9
INFL:	5	AURA:	4	SPIRIT:	6
INITIATIVE:	19 (24)	HP:	40		

#### Powers:

Stretching: 15  
Dumb Luck: 6  
Shape Change: 8

#### Skills:

Detective: 5  
Martial Artist: 5  
Thief: 10  
Spy: 8

#### Limitations:

Always retains red-and-gold costume motif in whatever shape he changes into.

Shape Change is not limited to animals only, but can be used to duplicate any object that Plas™ can imagine. He frequently uses his power to disguise himself as an ordinary object such as an umbrella, an automobile tire, or a beach ball. He retains his elasticity in any form.

#### Connections:

Federal Bureau of Investigation (High)  
National Bureau of Investigation™ (High)  
All-Star Squadron™ (High)  
Freedom Fighters™ (High)

#### Motivation:

Thrill of Adventure

#### Wealth:

Comfortable

#### Race:

Human

#### Background:

Eel O'Brien was the top safe cracker in the country during the days just prior to World War II. Not allying himself to any one gang, he preferred to rent out his criminal services to the highest bidder. On one of these jobs, he helped to rob the Crawford Chemical Works, but the gang was surprised by a security guard. O'Brien was shot and knocked into a vat of unknown acid, some of which entered his bloodstream through the wound. The gang deserted him, and he was forced to flee on foot into the hills, finally losing consciousness.

When O'Brien awoke, he was surprised to find himself in a monastery called Rest Haven™, where his wound had been treated and bandaged. Even more startling, however, was his discovery that the acid in his body had somehow given him the power to stretch his body into any length or shape he desired. At first he planned to use his newfound abilities for crime, but then he learned that the monks had turned away police that were searching for him because they believed O'Brien had the capacity to become a good man.

O'Brien changed his mind and decided that he would fight crime instead of perpetrating it. Adopting the identity of Plastic Man, his first task was to bring to justice the very gang which had deserted him at the chemical factory.

Plastic Man enjoyed a string of successes against criminals, both as a solo operator and in tandem with a partner, the bumbling but well-meaning Woogy Winks™. Plas eventually came to the attention of the federal authorities. At the behest of top government officials, Plas became a highly placed FBI agent. When the Japanese attacked Pearl Harbor in 1941, President Roosevelt asked Plas to become the official government liaison to the newly formed All-Star Squadron. Plas served in that capacity for some time, then later joined Uncle Sam's™ splinter group known as the Freedom Fighters™. After the war, Plas became a secret agent again, this time for the National Bureau of Investigation, Woogy Winks worked closely with him, trying to become an N.B.I. agent as well.

Plastic Man's current activities and whereabouts are unknown, presumably kept classified by the N.B.I.

### CHECKLIST:



#### □ DON'T ASK

Ambush Bug™ in control of Time and Space? *Fanmag*™ magazine? Disembodied word balloons? What are we talking about? **Don't Ask:** Mayfair Games' humble attempt to capture the crazed spirit of the Ambush Bug series. Did we succeed? Well, how many role-playing adventures have you played that direct you to the House of Gadgetry™ only to find you have to sell 4 million copies of *Oat* magazine in order to get a time machine? Not many webetcha.



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# DAILY PLANET™

## GAMING SUPPLEMENT

Summer Edition

September 4th, 1988

Number 14

### NEW WONDER WOMAN™ VILLAIN, ERIS, GODDESS OF DISCORD PREMIERES IN STRANGERS IN PARADISE

Game designer Dan Greenberg and George Pérez have been working together on the new DC™ Heroes Role-Playing Game Adventure/ Sourcebook, *Strangers in Paradise* for many months. To their delight, it became a stunning project.

"Dan Greenberg has managed to capture the essence of Wonder Woman in this game. I was more than happy to cooperate with someone so respectful of the concept," says George.

This convinced Pérez to debut his new Wonder Woman villain, Eris in *Strangers in Paradise*. Later this year, she will be introduced into the comic series.

*Strangers in Paradise* has a great new cover by Pérez. Look for it at your local hobby shop.

#### SHADO™

Shado alias Unknown

DEX: 10	STR: 3	BODY: 3
INT: 4	WILL: 8	MIND: 4
INFL: 11	AURA: 8	SPIRIT: 10
INITIATIVE: 25 (35) HERO POINTS: 50		

Skills: (\*linked)

Detective: 4\*

Acrobatics: 10\*

Martial Artist: 10\*

Thief: 10\*

Scholar (Bushido): 4\*

Weaponry (exotic/bow & arrow): 13

Limitations:

Catastrophic Irrational  
Attraction to obeying the  
Oyabun of the Yakuza.

Connections:

The Yakuza (High)

Green Arrow™ (Low)

Underworld (Low)

Motivation:

Responsibility of Power

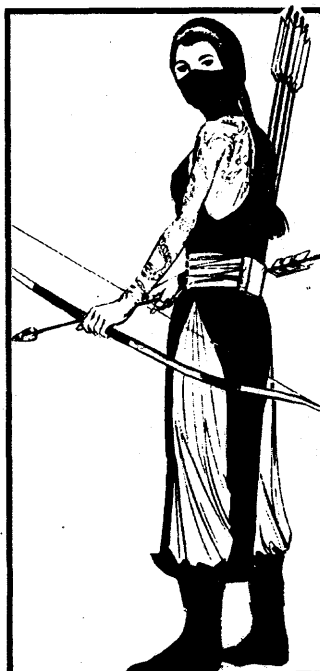
Wealth: Comfortable

Race: Human

Background:

During World War II, Tomonaga™, a friend of a Yakuza chief was incarcerated in an American Detention Camp. He had been entrusted by the Yakuza with two million dollars in gold to build a business in the United States.

Several members of the O.S.S. in charge of the internment camp, discovered this fact. They tried torturing him to get the money. He never gave it to them. In 1950, they decided to steal the money.



Tomonaga had married after the war and had a daughter. The former O.S.S. agents captured him and his wife. To stop them from torturing his wife, Tomonaga gave them the money.

Returning to Japan dishonored, he committed seppuku. His wife had died by the hands of foreign soldiers. Their child Shado, was taken by the Yakuza and given to

a teacher of the art of Kudo, to be raised as an assassin.

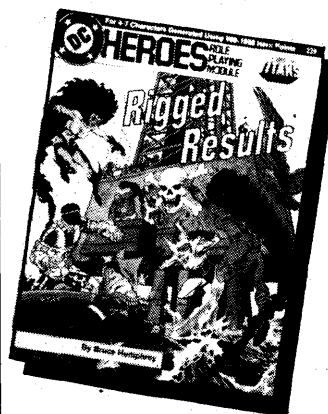
Almost thirty years later, Shado was called upon by the Yakuza to kill the men who tortured her mother and dishonored her father.

During her mission, she killed all but one of the men. It was then she first crossed paths with Green Arrow. After she completed her mission, she came home and reported to her Oyabun in the Yakuza. Failing to personally kill all the targets of her assignment, she was asked to lose a thumb as an apology. She offered willingly, but her instructor refused to let the maiming occur.

Shado was then requested to kill her teacher. She fired the arrow as instructed, but did not kill her teacher, and the Yakuza did. She became a renegade at that point, with a vendetta against the Yakuza.

After fleeing the Yakuza, she once again encountered Green Arrow in Hawaii.

#### CHECKLIST:



#### ☐ RIGGED RESULTS

The streets of Manhattan are flooded; blackouts are occurring; looting begins; after a small tidal wave hits New York. The mayor calls you to his office. The city is being

held for ransom. If the villains don't get what they want in 24 hours, they will send a larger, deadlier tidal wave to destroy the city.

You have to find them. You have to stop them. And you have to get through the Masters of Disaster™ to do it.

This Adventure contains not only complete stats for the Masters of Disaster, but also the detailed history and hierarchy of a major worldwide, ocean-based, criminal organization called the Reavers™.

### DC HEROES RPG TOURNAMENTS

The following conventions will be running DC Heroes Role-Playing Game tournaments:

#### DragonCon

October 7-9, 1988

Pierremont Plaza Hotel  
Atlanta, GA

P.O. Box 47696  
Atlanta, GA  
30362

If your convention will be running a DC Heroes RPG tournament, please contact Mayfair Games for prizes. If we're notified well enough in advance, we will list your convention in the *Daily Planet Gaming Supplement*.



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# DAILY PLANET™ GAMING SUPPLEMENT

Fall Edition

October 4th, 1988

Number 15

## UPDATED SUPERSPEED RULES DEBUT IN NEW FLASH™ ADVENTURE: CITY OF FEAR

Available now at finer game and/or comics shops near you is **City of Fear**, a one vs one adventure featuring the new Flash. The Flash must race against time to track down a mysterious villain before Manhattan Island is plunged into a state of total chaos.

Featured in the adventure are new rules relating to the Superspeed Power. A Character with Superspeed moves so quickly that s/he can sometimes perform more than one Standard Action per phase. Here's how it works:

The Player declares that s/he is using Superspeed and makes an Action Check using the APs of Superspeed as the AV/EV and as the OV/RV (this is similar to the roll that is made when Pushing an Automatic Action). The RAPs received on the Superspeed Check are equal to the number of Standard Actions that the Character may perform in that phase. Actions cannot be saved and used on later phases.

If there are no positive RAPs, something happened to preclude the Character from performing multiple actions that phase (GM's discretion). A Character may always make the usual single Standard Action for any given phase, even if the Result Table yielded an 'N.' Hero Points may be used to increase the AV/EV when making a Superspeed roll.

This new rule is in addition to the effects of Superspeed already listed in *Powers and Skills*. As a side effect of the *Crisis On Infinite Earths™*, Characters with Superspeed may no longer travel through time unless they also have the Time Travel Power.

### AMANDA WALLER™

Amanda Waller alias "The Wall"™

DEX:	2	STR:	3	BOO:	3
INT:	3	WIL:	4	MEN:	2
INFL:	5	ALRA:	2	SPIR:	3
INITIATIVE:	10	HERO POINTS:	25		

#### Skills:

Charisma: 8  
Detective (Law): 4  
Scholar (Political Science): 7  
Weaponry (Firearms): 2

#### Connections:

Checkmate™ (High)  
Republican Party (High)  
Suicide Squad™ (High)  
Task Force X™ (High)  
U.S. Government (High)

Motivation: Seeks Justice

Wealth: Affluent

Job: Task Force X Supervisor

Race: Human

#### Background:

Amanda Blake was born in the Cabrini-Green housing projects in Chicago, and later married Joseph Waller™ at age 18. When her husband and two oldest children were killed in street violence, Amanda swore that she would not allow the streets to claim any more of her family.

Waller sent her remaining children through college and then went to school herself. Upon graduating, she helped an idealistic Congressional candidate to get elected and then moved to Washington as part of his staff. While researching a crime control bill, Waller discovered old records of the World War II-era Suicide Squad. She then used her influence to convince the President to authorize a new Squad comprised of ruthless, expendable agents.

Since then, Waller has acted as Operations Supervisor of Task Force X. In addition to overseeing all of the new Suicide Squad's missions, she is also the "queen" of Checkmate.

### CHECKLIST:



#### □ NIGHT IN GOTHAM™

The streets of Gotham City™ are brought vividly to life for your heroes in this reference work by Walter Hunt. It includes techniques for running adventures in Gotham, the city's famous villains, members of its police force, and of course, the Batman™. Will your heroes be able to survive, let alone clean up the streets of comicdom's most famous city?

### DC™ HEROES RPG TOURNAMENTS

The following conventions will be running DC Heroes Role-Playing Game tournaments:

**Syndicon Two**  
October 21-23, 1988  
Glen Ellyn, Illinois

If your convention will be running a DC Heroes RPG tournament, please contact Mayfair Games for prizes. If we're notified far enough in advance, we will list your convention in the *Daily Planet Gaming Supplement*.

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# DAILY PLANET™ GAMING SUPPLEMENT

Winter Edition

November 4th, 1988

Number 16

## SECRET MISSION FILES OF TASK FORCE X™ REVEALED

Espionage comes to the DC™ HEROES RPG in two releases this winter featuring Task Force X, a.k.a. the Suicide Squad™. The **Belle Reve™ Sourcebook** is a complete reference work on Belle Reve prison, the Squad's secret headquarters and the most sophisticated facility for holding villains ever built. Following the sourcebook is **Operation: Atlantis**, a 32-page adventure featuring the Suicide Squad.

Released this month, **The Belle Reve Sourcebook** is a complete sourcebook on the Squad, containing histories, psychological reports, and statistics for every Squad member, from core agents like Rick Flag, Jr.™, Bronze Tiger™, and Nightshade™, to one-shot specialists like Plastique™, the Privateer™, and Slipknot™, to casualties like Mindboggler™, Multiplex™, and the Thinker™.

Inside Belle Reve, you'll meet the Squad's Ground Crew, including Briscoe™, John Economos™, and Amanda Waller™. You'll tour their headquarters and examine their specialized equipment, including the high-tech helicopter known as Sheba™.

To help get your Squad adventures off to a rip-roaring start, next month's release will be **Operation: Atlantis**, a full-length Task Force X adventure. An Advance Team of Squad members is called in to protect a diplomatic mission to the undersea city Poseidonis™. While there, they uncover a plot by the insidious Ocean Master™ to destroy the city. A Combat Team is assembled and sent to the Middle Realm™ in order to stop the Ocean Master before the whole world is annihilated.

You won't want to miss either of these exciting modules. **The Belle Reve Sourcebook** is on sale now, and **Operation: Atlantis** will be out soon.

### THE JOKER™

**The Joker** *alias Unknown*

DEX: 4	STR: 4	BODY: 3
INT: 9	WILL: 12	MIND: 5
INFL: 10	AURA: 7	SPIRIT: 6
INITIATIVE: 23	HERO POINTS: 120	

#### Skills:

Artist (Actor): 5  
Charisma: 10  
Martial Artist: 8  
Gadgetry: 11  
Vehicles: 4  
Weaponry: 4

#### Advantages:

Connections:  
Arkham Asylum™ (High)  
Underworld (High)  
Batman™ (Low)

#### Drawbacks:

Catastrophic Irrational  
Attraction to practical jokes.  
Miscellaneous: Insanity.

#### Equipment:

Acid Flower  
[Acid: 8, BODY: 2, R#: 2]  
Range is 0 APs.  
Electric Joy Buzzer  
[Lightning: 9, BODY: 4, R#: 2]  
Range is Touch  
Joker Venom™ Ring  
[Poison Touch: 8, BODY: 5, R#: 2]

The Joker can poison his victims by scratching them with this ring. When the Joker Venom kills, it leaves its victim's lips pulled back in a twisted smile.

**Motivation:** Psychopath  
**Wealth:** Varies

#### Job:

Former Comic, now Criminal  
**Race:** Human

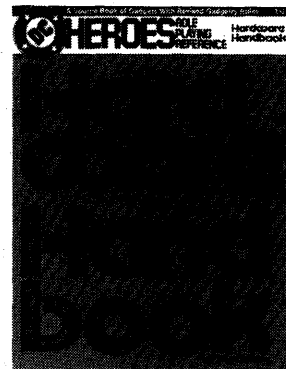
#### Background:

Recent finings about the man now known as the Joker indicate that he originally worked for the Ace Chemical Company™, but quit to become a stand-up comedian. He could not find work as a comic, and became increasingly desperate for money to support his pregnant wife. He somehow came into contact with the Red Hood Gang™ and agreed to help them rob the chemical factory where he had once worked. Before the crime could take place, however, the comedian's wife was electrocuted in a freak domestic accident.

Under duress, he still accompanied the gang on the robbery dressed as the Red Hood™. The break-in was interrupted by police and the Batman. The other two members of the Gang were shot, and the would-be comedian dove into a chemical waste tank in an attempt to escape. He managed to get free, but discovered that the chemicals had turned his skin white, his lips blood red, and his hair green. The combined stress of the day's events finally caused his mind to snap and he went insane, becoming the notorious criminal called the Joker.



### CHECKLIST:



#### □ HARDWARE HANDBOOK

This 96-page sourcebook is entirely devoted to bringing you the high-tech equipment used by heroes in the DC Universe™ to help them in their never-ending battle against crime. Included are a host of Batman's Bat-Gadgets™, Green Arrow's amazing arsenal of trick arrows, the Teen Titans™ heavy-duty gear, and the futuristic gizmos of the Legion of Super-Heroes™. It's a must for Gadget fans.

### DC™ HEROES RPG CONVENTION CALENDAR

The following conventions will be attended by members of our DC HEROES staff. Come and visit at:

#### Quad Con '88

November 4-6, 1988  
Rock Island, Illinois

#### Rock Con '88

November 5-6, 1988  
Rockford, Illinois

If your convention will be running a DC Heroes RPG tournament, please contact Mayfair Games for prizes. If we're notified far enough in advance, we will list your convention in the *Daily Planet Gaming Supplement*.

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Niles, IL 60648





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by Jon Slobins

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# A Little Less Super



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*Variable creation points in  
DC™ HEROES games*

Illustration by Richard Bennett



There's only one aspect of Mayfair's DC™ HEROES game that disturbs me: the idea of unlimited growth. Using the game's rules, you can start with 250 Hero Points when you create a character, then build him up indefinitely. Granted, a comic-book universe is not supposed to function like the real universe, but it's stretching things a little too far when the rules let a 98-pound super-heroic weakling grow through his adventures to eventually rival Superman™ at 41,000 + Hero Points! Unlimited growth works fine for a game like the D&D® game, in which power grows linearly, but the DC HEROES game measures power *logarithmically*; each one-step increase in power level doubles the amount of power existing before. The drawback to unlimited growth is that you wind up watching every Hero Point with an eye to increasing your character's powers still further, which can make you reluctant to use Hero Points when they're needed — which can lead to the death of your character through miscalculation.

The game rules say that if you want to begin with a more powerful character, have everyone in the group multiply the base 250 Hero Points by 2 or 3 (or some other integer), and start with that. But this method ignores the possibilities arising from different characters starting at different levels. Sometimes it's more fun to be the weakest character because you have more reason to learn how to use your powers effectively in order to keep up with the powerhouses. The D&D game achieves this by its use of dice to determine a character's starting attributes.

For players who would rather take the risk in starting with a randomly selected number of Hero Points, or who don't want unlimited growth in their DC HEROES game campaign, the following Origin Table is presented. A player rolls percentile dice, generating a random number from 1-100. The table row that contains the percentile-dice result (1d100) also contains an optional origin background result for use by players who have a hard time thinking up origins for their characters, as well as giving the "Additional Hero Points" result. All characters still begin with a base Hero Point amount of 250 Hero Points, but the additional Hero Points resulting from the 1d100 roll on the Origin Table are added to the 250 points.

Normally, a player makes only one roll on the table to try to get more Hero Points. But the origin-background result that reads "Multi-origin" means that the player rolls 1d10 to determine the number of additional rolls he receives on the table. If another multi-origin result comes up, more rolls are allowed, racking up still more Hero Points for the character (this is how heroes like Superman come about).

*Example:* A player rolls a 22, which renders a result of "Multi-origin." He gets a 3 on the die roll and receives three rolls

on the table. The first roll is an 87 for 1,100 points. The second roll is an 18 for another multi-origin. The player then rolls 1d10 for 2, resulting in two more rolls *plus* the roll he still has remaining from the original multi-origin roll; in other words, a total of three more rolls (unless he gets another multi-origin result). The player now rolls 27, for 50 points; a 45 for 5,000 points, and a 92 for 2,000 points. He adds all these points to his base of 250 Hero Points for 8,400 Hero Points to use in creating his character.

The "Unexplained origin (minor)" result has the player roll 1d10 and multiply the result by 10 to yield the number of Hero Points won. The "Unexplained origin (major)" result has the player roll 2d10 and

become the mightiest hero in the universe) and a scientific origin (due to Krypton's advanced civilization). Cyborg™ has a personal-injury origin and a scientific origin. Dr. Fate™ has an archaeological origin; and Zatanna™ has a mystic-heritage origin. Batman™ is a crime victim, while Plastic Man™ has an industrial-accident and a serendipitous-origin.

Because new characters start out with more Hero Points for their creation than those afforded by the regular rules, and in order to limit their growth to more realistic levels, certain limitations apply when heroes are created using the Origin Table. First, all attributes, powers, and skills that are bought at a level higher than zero may not be raised to more than 6 APs beyond

**DC™ HEROES Game Origin Table**

1d100	Origin background	Additional Hero Points
01-07	No extraordinary origin	—
08-11	Unexplained origin (minor)	1d10 x 10
12-15	Unexplained origin (major)	2d10 x 100
16-23	Multi-origin (roll 1d10 times)	—
24-27	Crime victim (minor)	50
28-31	Crime victim (major)	1,000
32-35	Mutation (minor)	250
36-39	Mutation (major)	800
40-43	"Chosen One" (minor)	400
44-47	"Chosen One" (major)	5,000
48-51	Archaeological origin (minor)	70
52-55	Archaeological origin (major)	1,900
56-59	Personal injury (minor)	85
60-63	Personal injury (major)	1,300
64-67	Serendipitous origin (minor)	300
68-71	Serendipitous origin (major)	1,500
72-75	Industrial accident (minor)	75
76-79	Industrial accident (major)	1,200
80-83	Scientific origin (minor)	150
84-87	Scientific origin (major)	1,100
88-91	Mystic heritage (minor)	200
92-95	Mystic heritage (major)	2,000
96-98	Other-world origin (minor)	500
99-00	Other-world origin (major)	10,000

total the results, then multiply the sum by 100 to get the number of Hero Points won.

As noted above, you can use the origin background listed to come up with a personal history of your character, although you are not bound by the result from the table. If you want an alien as a hero, you don't have to have a result of "Other-world origin" from your 1d100 roll. Origin backgrounds are intended to prompt creativity when needed.

By way of example, here are several origins. Superman™ has an other-world origin (his home planet is Krypton™), a "chosen one" origin (it's been pointed out in the comics that it was his destiny to

the level at which they start. Second, powers and skills may be purchased at level zero as latent powers or skills to be increased later. These powers or skills may not be raised above 6 APs. No latent powers or skills may be bought later.

In using the Origin Table, GMs may wish to adopt a method from the AD&D® game's character-creation system. You may allow each player three attempts to generate a character's Origin Hero Points from the table, allowing him to use the highest resulting point total. This method makes it less likely that a player will feel cheated by the dice.



# Just How Big Is This Bomb?

## New AP tables for Mayfair's DC™ HEROES game

The Gamemaster's Manual of Mayfair's DC™ HEROES game gives several benchmark tables on page 4 relating Attribute Points (APs) to different types of measurement: time, weight, distance, volume, and information. But, as friends and I realized during a late-night gaming session, there is no table relating APs to area, the measurement that fits between distance and volume. How large an area can be affected by a superpower? Then I realized there was no table dealing with explosive force, either. How do you know how powerful a supervillain's bomb is? This article resolves these problems by presenting benchmark AP tables for area and explosive force.

### Acres of APs

Players of DC HEROES games should note that the items in Table 1 are given for

ease of conceptualization. A field hockey field is much easier to visualize than a half acre. But these items do not necessarily represent the upper range of each AP level. For instance, a soccer field is only slightly larger than a football gridiron, not twice as big — but the football gridiron lies just under the upper range of area covered by 14 APs of area, while a soccer field is just above that (thus 15 APs).

To calculate the actual number corresponding to the upper range of area, start with a numerical measurement from the table; for example, 250 square miles (Chicago) equates to 31 APs. Divide by 2 each time you go down 1 AP, and multiply by 2 each time you increase by 1 AP. Note that there is a slight change in this procedure involving calculations that double 64 (I use 125 for the result, not 128) or halve 125 (I

use 64, not 62.5). This is done to make the numbers easier to handle.

Let's calculate the size of Washington, DC. (29 APs) from the 250 square-mile size of Chicago (31 APs). From 31 APs (Chicago) to 30 APs, you divide 250 by 2, yielding 125 square miles. From 30 APs to 29 APs (Washington), you divide 125 by 2, yielding 62.5, but changing it to 64 square miles. Therefore, Washington, D.C. is about 64 square miles in size (it's actually 67). The square-mile areas of other real-world cities, states, islands, and nations can be found by consulting an almanac and converting the result to APs using Table 1 and the above calculation method.

Note: There's a mistake in the Volume table of the Gamemaster's Manual (page 4). The first three entries that refer to "square feet" should read "cubic feet." The same table on the Gamemaster's Screen is printed correctly.

### Measuring megatons

The APs given on the explosive force APs table, Table 2, are the number of APs experienced (as both Acting Value and Effect Value) by a character standing at the center of a blast — that is, at 0 APs from (within 10 feet of) an exploding object. For each AP of distance beyond 0 APs, a physical explosion drops by 2.5 APs in its force. This only applies to physical,

**Table 1**  
**DC™ HEROES Area APs**

APs	Area
0	½ square yard
1	Coffee table
2	2 square yards
3	4 square yards
4	Ping-Pong table
5	16 square yards
6	Bowling alley
7	Boxing ring
8	125 square yards
9	Singles tennis court
10	Baseball diamond
11	Olympic-size pool
12	Ice hockey rink
13	Field hockey field
14	Football gridiron (1 acre)
15	Soccer field
16	4 acres
23	1 square mile
29	Washington, DC.
31	Chicago (250 square miles)
32	Los Angeles
34	Rhode Island
40	United Kingdom (125,000 square miles)
42	Texas
43	Alaska (1,000,000 square miles)
45	United States of America
47	Soviet Union
48	Asia
49	Atlantic Ocean
50	Pacific Ocean
51	Surface of the Earth

bomb-type explosions, not to ray-beam weapons. (This drop in force, like the gun-use system in the game, means that explosions are less likely to kill heroes than would be the case in the real world.) If a character is one mile (10 APs) away from a 100-megaton nuclear explosion (46 APs), he would experience an AV/EV blast effect of  $46 - (2.5 \times 10) = 21$  APs, which makes one hope that the character in question is at least equal to Superman®.

An important note about explosions is that an explosion not caused by a ray beam is always considered “killing” combat if the force at its center is at least 4 APs. Such blasts continue to be “killing” combat even after distance has dropped their force levels below 4 APs. Explosions with less than 4 APs of force at their centers are not automatically “killing” combat; if the person initiating the explosion does not declare “killing” combat, a character might be injured, but death cannot occur. Incidentally, after I designed Table 2, I checked the Gamemaster’s Manual and found that the 3 AP stun bomb used by Nightwing™ and 8 AP plastic explosive used by Batman™ fit exactly within this table’s design!

Nonphysical (ray-beam) blasts in the form of a directed beam from weaponry such as Lex Luther’s™ Warsuit can be at any level of power and are not “killing” combat unless so declared. These types of

weapons will always subject a target to the full APs of the attack because the target will be hit (which is like being at the center of an explosion). Only the target will suffer the effect of the force of a beam blast, although if the beam misses its intended victim it may hit an innocent bystander, building, etc. Beam blasts have a range equal to the range of the weapon or superpower being used.

But explosive force delivered by physical means (missiles, bomb shells, etc.) is a different matter. A physical explosion of 28 APs or less will usually be nonnuclear or chemical in nature. A physical explosion above 33 APs will usually be nuclear in nature, and even a 33 AP nonnuclear explosion will be extremely rare, as it would require 20,000 tons of TNT. Natural disasters like asteroid strikes and volcanic blasts could create multimegaton explosions, but are (hopefully) incredibly rare. Military arsenals are unlikely to stock that amount of chemical explosives in one location, so most chemical explosions should be kept to considerably less than 28 APs in power. In the case of matter-antimatter nuclear explosions, the matter and antimatter must be equal in quantity (e.g., a 1 gram matter-antimatter blast will have ½ gram of matter and ½ gram of antimatter involved).

Furthermore, nearly all chemical-type physical explosions involve fiery blasts, so characters having a vulnerability to fire (as does the Martian Manhunter™) will suffer more than other characters. It is important to differentiate between an explosion and an explosive force, however. A water main might crack open with a force of 10 APs, but that’s an explosion due to water pressure, not combustion; thus, it is not a fiery attack.

There are some ambiguities in Table 2 herein – for example, between 15 and 19 APs. These arise because of the use in the DC HEROES game rules of upper limits in tables. If you take 100 lb. of TNT at 15 APs, doubling it each time you go up 1 AP, you only have 1,600 lb. at 19 APs, which is 400 lb. shy of the 2,000 lb. of TNT that make up one ton. But the values in the table were calculated in terms of joules, a measurement of energy. One hundred pounds of TNT would release about 20 joules of energy, and the upper limit at 15 APs is 25.6 joules. The upper limit at 14 APs is only 12.8 joules; too small for 100 lb. of TNT, so 15 APs was used. Other ambiguities come about for the same reason, but the table is accurate for the forces listed, which should be suitable for most situations. Other force levels used by the Gamemaster will not differ by more than 1 AP from their actual value.

#### Nuclear notes

Any mention of nuclear blasts brings up the question of fallout and other lingering radiation. (Ray-beam attacks leave no lingering radiation.) I personally recommend that players assume physical nucle-

ar blasts are “clean,” with no lingering radiation. Besides, characters will not normally hang around after a thermonuclear explosion and can wash off any radioactive dust (assuming your Gamemaster hasn’t turned the whole planet into a flaming ball). The APs of power in the table are for all radiation, heat, light, and blast effects at the time of the explosion, so a character who survives at the time of the blast and leaves the area will not die of radiation. This treats death by a nuclear blast as instantaneous, rather than trying to figure out if a character dies only after several days of radiation illness. Whether a character who dies from the effects of the actual blast lived long enough to put his estate in order is left to the Gamemaster to decide.

But for those of you who must have them, here’s what to do for post-blast radiation effects. Decide if the nuclear explosion was an air-burst or ground-burst explosion. An air-burst’s post-blast radiation effects are easy to work with: There aren’t any. Matter-antimatter explosions don’t leave lingering radiation, either; the leftover material is inert.

For a ground-burst explosion in which the nuclear fireball ate into the ground and formed a crater, characters within the area covered by the explosion and subjected to the direct effects of the blast suffer an attack by the radiation once a week. The radiation level begins at the blast’s AP level minus 30 for the week in which the blast occurred. This is the value of lingering radiation that exists within 10 APs (1 mile) of the center of the blast area. For each AP of distance beyond that, the radiation level decreases by 2 APs of AV/EV value. The lingering radiation value at the center drops at the rate of -1 AP for each week after the blast until it reaches 0 APs (normal background radiation).

Lingering radiation, no matter how weak, is “killing” combat like the blast that created it. A character in a radiation zone (anywhere that the radiation level is above 0) must undergo an attack by the radiation AV/EV against character STR and BODY at the end of each week. Furthermore, any damage from radiation effects does not heal while the character remains in the radiation zone; a character continues to risk damage once a week until he leaves the zone, the zone radiation drops to 0, or the character dies.

For example: Jonah Hex™ enters an area two weeks after an atomic bomb of 20 kilotons (34 APs) was detonated there. The lingering radiation in the first week was  $34 - 30 = 4$  APs. Now, in the second week, it has dropped by 1 AP to 3 APs. Hex gets no closer to the blast center than 11 APs (1 AP beyond the 10 AP primary radiation zone), so he suffers an AV/EV attack of  $3 - (2 \times 1) = 1$  AP by the lingering radiation, not enough to kill a superhero like Hex. At distances greater than 11 APs from the center of the blast area, no radiation exists.

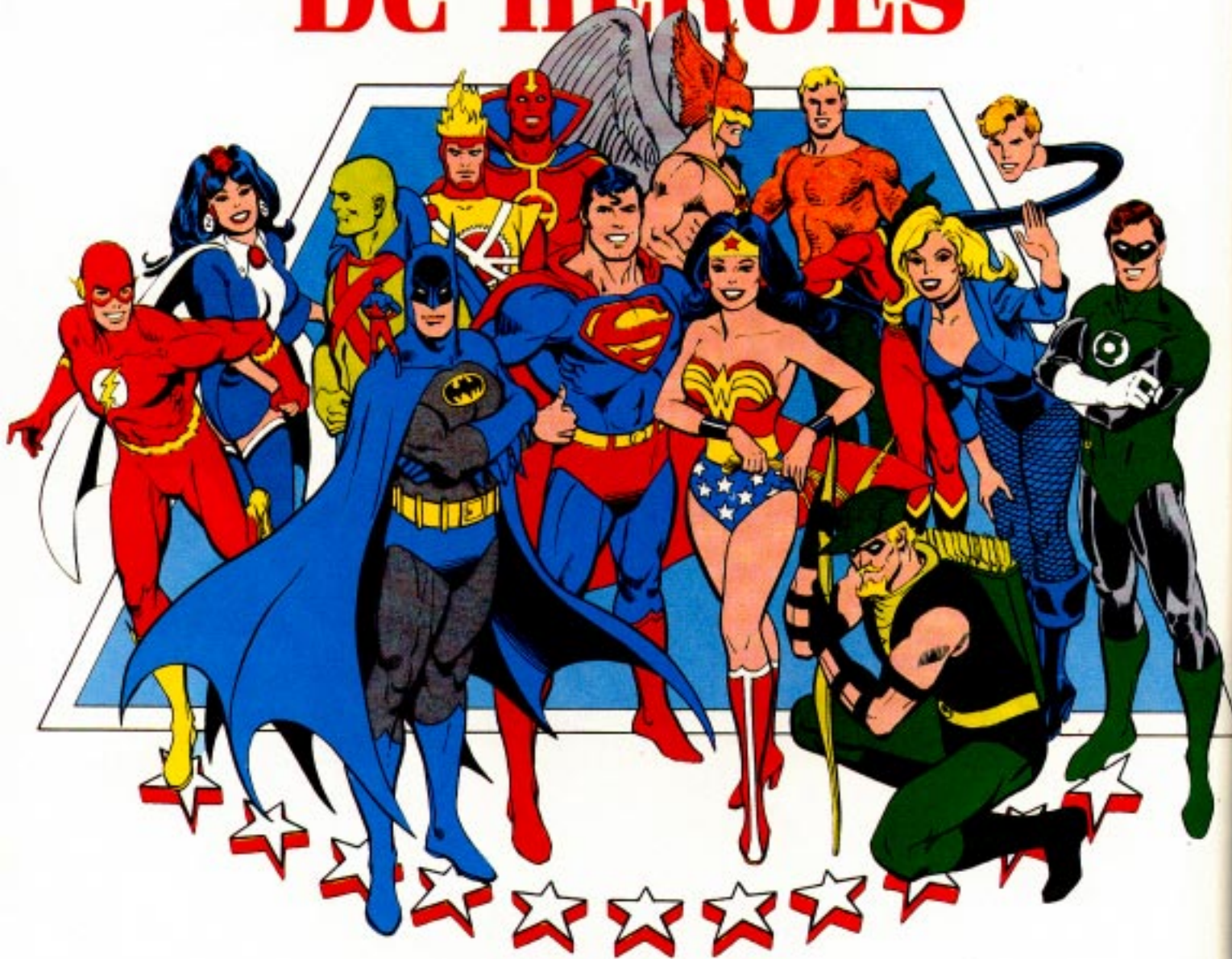
**Table 2**  
**DC™ HEROES Explosive Force APs**

#### APs Force

1	1 gram of TNT
4	1 oz. TNT
8	1 lb. TNT
9	1 kg TNT
10	Hand grenade
12	10 lb. TNT
15	100 lb. TNT
19	1 ton TNT
23	10 tons TNT
26	100 tons TNT
29	1 kiloton nuclear weapon
33	10 kiloton nuclear weapon
36	100 kiloton nuclear weapon
39	1-megaton nuclear weapon
43	10-megaton nuclear weapon
46	100-megaton nuclear weapon
57	1 gram matter-antimatter
62	1 oz. matter-antimatter
66	1 lb. matter-antimatter
67	1 kg matter-antimatter
83	Energy emitted by the Sun in 1 second
96	Energy emitted by a nova
110	Energy emitted by a supernova
141	Energy emitted by the Sun during its lifetime as a main-sequence yellow star (10 billion years)



# A Gamer's Guide to DC™ HEROES



## *All the heroes and villains you may ever need*

Since the publication of the DC™ HEROES game in April 1985, Mayfair Games has produced game statistics for an amazing number of the heroes, villains, and supporting characters who inhabit the vast DC Universe. This index lists all of those individuals who have had their statistics printed. The index is divided into three sections: heroes, villains, and their supporting casts. Some characters have appeared several times, and all such

occurrences are listed here. Some of the modules and sourcebooks mentioned herein have not yet been published, but all should be out by the end of 1988. Be warned, however — some changes may be made in upcoming books between now and publication. A product list and the abbreviation for each product follow.

*A Titan Nevermore!* (Master Set) . . . . .ATN  
*All That Glitters* . . . . .ATG  
*Batman Sourcebook* . . . . .BMS  
*Belle Reve Sourcebook* . . . . .BRS  
*Blitzkrieg* . . . . .BZG  
*Blood Feud!* . . . . .BF  
*Character cards* (Master Set) . . . . .CC  
*City of Fear* . . . . .CF  
*Countdown to Armageddon* . . . . .CA  
*Don't Ask!* . . . . .DA  
*Doomsday Program, The* . . . . .DP

*Dream Machine, The* .....DM  
*Element of Danger, An* .....ED  
*Escort to Hell* .....EH  
*Eternity, Inc* .....EI  
*Fire and Ice* .....FI  
*Four Horsemen of Apokolips* .....FHA  
*Gamemasters Manual (Master Set)* .....GM  
*Green Lantern Corps Sourcebook* .....GLC  
*Hardware Handbook* .....HH  
*H.I.V.E.* .....HIVE  
*King of Crime* .....KC  
*King For All Time* .....KAT  
*Knight to Planet 3* .....KP3

*Legion of Super-Heroes Sourcebook, Volume One* .....LSH1  
*Legion of Super-Heroes Sourcebook, Volume Two* .....LSH2  
*Lights, Camera, Kobra!* .....LCK  
*Lines of Death* .....LD  
*Mad Rook's Gambit* .....MRG  
*Moonshot* .....MS  
*Night in Gotham* .....NG  
*Pawns of Time* .....PT  
*Project Prometheus* .....PP  
*Rigged Results* .....RR  
*Siege* .....SG

*Strangers in Paradise* .....SIP  
*Superman Sourcebook* .....SS  
*Watchmen: Who Watches the Watchmen?* .....W1  
*Watchmen: Taking Out the Trash* .....W2  
*Wheel of Destruction* .....WD  
*When a Stranger Calls* .....WSC

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## Heroes

Air Wave .....GLC  
 Ambush Bug .....DA, SS  
 Aquiaad .....GM  
 Aquaman .....CC, GM  
 Arion, Lord of Atlantis .....MRG  
 Atom .....GM  
 Batgirl .....BMS  
 Batman .....BMS, CC, GM, WD, WSC  
 Beast Boy .....LSH1  
 Black Canary .....GLC, GM, LD, WSC  
 Black Lightning .....BMS, LCK  
 Blackhawk .....BZG  
 Black Orchid .....BRS  
 Blaze .....MS  
 Blok .....KAT, LSH1, LSH2  
 Blue Beetle .....WSC  
 Booster Gold .....ATG, WSC  
 Bouncing Boy .....LSH1, LSH2  
 Brainiac 5 .....KAT, LSH1, LSH2, MRG, PT  
 Brainwave .....EI  
 Bronze Tiger .....BRS  
 Broot .....GLC  
 Captain Atom .....WSC  
 Captain Metropolis .....W1, W2  
 Celebrand .....LSH1  
 Celsius .....MS  
 Chameleon Boy .....KP3, LSH1, LSH2  
 Changeling .....CC, GM, MS  
 Chemical King .....LSH1, LSH2, PT  
 Chief .....MS  
 Chlorophyll Kid .....LSH1  
 Color Kid .....LSH1  
 Colossal Boy .....LSH1, LSH2, MRG  
 Comedian .....W1, W2  
 Comet Queen .....LSH1  
 Controllers .....GLC, LSH1  
 Cosmic Boy .....KAT, LSH1, LSH2  
 Crystal Kid .....LSH1  
 Cyborg .....CC, GM  
 Dartalg .....LSH1  
 Dawnstar .....KP3, LSH1, LSH2  
 Demoniac .....GLC  
 Doctor Fate .....WSC  
 Doctor Manhattan .....W1, W2  
 Dollar Bill .....W2  
 Dream Girl .....KAT, LSH1, LSH2  
 Duo Damsel .....LSH1, LSH2  
 Duplicate Boy .....LSH1, PT  
 Element Lad .....LSH1, LSH2, PT  
 Elongated Man .....CC, GM  
 Elasti-Girl .....MS  
 Elu .....GLC  
 Elvo .....LSH1  
 Evolver Lad .....LSH1  
 Felicity .....GLC  
 Ferro Lad .....LSH1, LSH2, PT  
 Fire Lad .....LSH1  
 Firehawk .....ED  
 Firestorm the Nuclear Man .....CC, ED, GM  
 Flag, Colonel Rick .....BRS  
 Flamebird .....SS  
 Flash II (Barry Allen) .....CC, GLC, GM  
 Flash III (Wally West) .....CF, GM, RR  
 Fury .....EI  
 Gas Girl .....LSH1, PT  
 Geo-Force .....BMS, LCK  
 Goldstar .....ATG  
 Green Arrow .....CC, GLC, GM, LD  
 Green Lantern (Arisia) .....GLC

Green Lantern (Ch'p) .....GLC  
 Green Lantern (Arkkis Chummuck) .....GLC  
 Green Lantern (Driq) .....GLC  
 Green Lantern (Eddore) .....GLC  
 Green Lantern (Guy Gardner) .....WSC, GLC  
 Green Lantern (Hal Jordan) .....CC, GLC, GM  
 Green Lantern (K'ryssma) .....GLC  
 Green Lantern (Kilowog) .....GLC  
 Green Lantern (Medphyl) .....GLC  
 Green Lantern (Mogo) .....GLC  
 Green Lantern (Olapet) .....GLC  
 Green Lantern (Salaak) .....GLC  
 Green Lantern (Flodo Span) .....GLC  
 Green Lantern (Stel) .....GLC  
 Green Lantern (John Stewart) .....CC, GLC, GM  
 Green Lantern (Abin Sur) .....GLC  
 Green Lantern (Tomar-Re) .....GLC  
 Green Lantern (Katma Tui) .....GLC  
 Green Lantern (Charlie Vickers) .....GLC  
 Green Lantern (Xax) .....GLC  
 Green Man .....GLC  
 Guardians of the Universe .....GLC  
 Halo .....BMS, LCK  
 Harpis .....GLC  
 Hawk .....RR  
 Hawkman .....CC, ED, GM, WD  
 Hawkwoman .....ED  
 Hex, Jonah .....EH  
 Hooded Justice .....W2  
 Immorto .....LSH1  
 Infectious Lass .....LSH1  
 Invisible Kid I (Lyle Norg) .....LSH1, LSH2, PT  
 Invisible Kid II (Jacques Foccart) .....LSH1, LSH2, PT  
 Jade .....EI  
 Jericho .....CC, GM  
 Jonni DC the Continuity Cop .....DA  
 Kalista .....GLC  
 Karate Kid .....LSH1, LSH2, PT  
 Karma .....MS  
 Katana .....BMS, LCK  
 Kid Psycho .....LSH1  
 Kole .....BF  
 Krypto the Superdog .....SS  
 Lamprey .....LSH1  
 Life Lass .....LSH1, PT  
 Lightning Lad .....LSH1, LSH2  
 Lightning Lass .....LSH1, LSH2, PT  
 Lodestone .....MS  
 Looker .....LCK  
 Magnetic Kid (Pol Krinn) .....LSH1, LSH2, MRG  
 Man-Bat .....BMS  
 Martian Manhunter .....CC, GM, WSC  
 Matter-Eater Lad .....KP3, LSH1, LSH2  
 Mento .....MS  
 Metamorpho .....BMS, LCK  
 Mister Miracle .....WSC  
 Mon-El .....KAT, LSH1, LSH2  
 Mothman .....W2  
 Myg .....LSH1  
 Negative Man .....MS  
 Negative Woman .....MS  
 Nemesis .....BRS  
 Night Girl .....LSH1  
 Nighthound .....SS  
 Nightshade .....BRS  
 Nightwind .....LSH1  
 Nightwing (Grayson) .....ATN, BMS, CC, GM, WD  
 Nightwing (Van-Zee) .....SS  
 Nimbus .....GLC

Nite Owl (Dan Dreiberg) .....W1, W2  
 Nite Owl (Hollis Mason) .....W2  
 Northwind .....EI  
 Nuklon .....EI  
 Obsidian .....EI  
 Ornitho .....LSH1  
 Ozymandias .....W1, W2  
 People's Heroes .....BRS  
 Phantom Gil .....KP3, LSH1, LSH2  
 Phantom Stranger .....DA, WSC  
 Polar Boy .....LSH1, LSH2, PT  
 Porcupine Pete .....LSH1  
 Power Boy .....LSH1  
 Power Girl .....SS  
 Primus .....GLC  
 Privateer .....BRS  
 Psyche .....LSH1  
 Quantum Queen .....LSH1  
 Quislet .....KP3, LSH1, LSH2  
 Raven .....CC, GM  
 Red Tornado .....SG  
 Robin .....BMS, CC, GM, WD  
 Robotman .....MS  
 Rocket Red #13 .....WSC  
 Rorschach .....W1, W2  
 Ryandr .....GLC  
 Saturn Girl .....LSH1, LSH2  
 Sergeant Rock .....BZG  
 Sensor Girl .....KAT, LSH1, LSH2  
 Shadow Lad .....LSH1  
 Shadow Lass .....KAT, LSH1, LSH2  
 Silhouette .....W2  
 Silk Spectre (Sally Jupiter) .....W2  
 Silk Spectre (Laurel Jane Juspezyk) .....W1, W2  
 Silver Scarab .....EI  
 Speedy .....BRS, GLC, RR  
 Star Boy .....KAT, LSH1, LSH2  
 Star-Spangled Kid .....EI  
 Starfire .....ATN, CC, GM  
 Stone Boy .....LSH1  
 Sun Boy .....KP3, LSH1, LSH2, MRG  
 Superbaby .....SS  
 Superboy .....LSH1, LSH2, SS  
 Supergirl .....LSH1, LSH2, PT, SS  
 Superman (Earth-2) .....SS  
 Superman .....CC, GM, SS  
 Superwoman .....SS  
 Tellus .....LSH1, LSH2, MRG, PT  
 Tempest .....MS  
 Tigorr .....GLC  
 Timber Wolf .....LSH1, LSH2, PT  
 Tornado Twins .....LSH1  
 Tyroc .....LSH1, LSH2  
 Ultra Boy .....KP3, LSH1, LSH2  
 Vartox .....SS  
 Vixen .....BRS  
 White Witch .....LSH1, LSH2, MRG  
 Wildfire .....LSH1, LSH2  
 Windfall .....LCK  
 Wonder Girl .....ATN, CC, GM  
 Wonder Woman (pie-crisis) .....CC, GM  
 Wonder Woman (post-Crisis) .....SIP  
 Zatanna .....CC, GM



Charma	LSH1
Cheetah (pre-Crisis)	GM, KC
Cheetah (post-Crisis)	SIP
Cheshire	ATN, GM
Chief Zoltaurus	LSH1
Chill, Joe	WSC
Chronos	BRS, KC
Clayface	BMS
Coldsnap	RR
Colonel Future	SS
Command Kid	LSH1
Computo	KP3, LSH1, LSH2
Copperhead	KC
Cosmic King	LSH1
Crazy Quilt	BMS
Dagon the Avenger	LSH1
Dark Man	LSH1
Darkseid (20th Century)	CC, FHA, GM
Darkseid (30th Century)	KAT, LSH1
Deadshot	BMS, BRS
Decay	SIP
Deimos	SIP
Deregon	LSH1
DeSaad	DM, FHA
Doctor Alchemy	ED
Doctor Light	GLC
Doctor Phosphorus	NG
Doctor Polaris	GLC
Doctor Psycho	GM
Doctor Regulus	LSH1
Doctor Tzin-tzin	NG
Doctor U'bx	GLC
Dynamo Boy	LSH1
Eclipso	GLC
Emerald Empress	LSH1
Enemy Ace	MRG, PT
Enchantress	BRS
Eris, goddess of Discord	SIP
Esper Lass	LSH1
Evil Star	GLC
Evillo	LSH1
Faora Hu-Ul	SS
Female Furies	BRS
Femme Fatale	WSC
Galactic Golem	SS
Galtry, Nicholas	MS
Garguax	MS
General Immortus	MS
General Zuhl	MS
General Dru-Zod	SS
Ghast	WSC
Gizmo	FI
Glorious Godfrey	BRS
Golden Glider	KC
Goldface	GLC, KC
Golgoth	LSH1
Goodman, Dr. Sebastian	MS
Gorilla Grodd	EI, GM
Grimbor	LSH1
Hardhat	GLC
Heatstroke	RR
Hector Hammond	GLC
Hell, William	BRS
H.I.V.E.	HIVE
Holdur	LSH1, MRG
Houngan	BF
Hunter	LSH1
Immune	LSH1
Infinite Man	LSH1, PT
Jackhammer	GLC
Javelin	BRS, GLC
Jax-Ur	SS
Jer-Em	SS
Jihad	BRS
Jinx	FI
Joker	BMS, CC, DM, GM
Jungle King	LSH1
Kalki	MS
Karb-brak	SS
Khunds	LSH1, KP3
Killer Croc	BMS
Killer Frost	BRS, GM
Killer Moth	KC
Kobra	LCK
Krona	GLC
Kru-El	SS
Lazon	LSH1
Lightning Lord	LSH1
Lord Satanis	SS
Luther, Alexei (Earth-2)	SS

## Villains

Absorbancy Boy	LSH1
Amalgamax	LSH1
Amazo	SS
Animal-Vegetable-Mineral Man	MS
Apollo (30th Century)	LSH1
Arsenal	MS
Atomic Skull	SS
Az-Rel	SS
Baron Tyrano	GLC
Bizarro	SS
Black Bison	GM
Black Hand	GLC
Black Mace	LSH1, MRG
Black Manta	GM
Black Mask	NG
Blackbriar Thorn	SS
Blackout	PT
Blackout Boy	LSH1
Blackrock	SS
Blockbuster	BRS, NG
Bounty	LSH1
Brain	BF, MS
Brainiac	CC, DP, GM, KAT, SS
Brimstone	BRS
Brother Blood	CC, GM
Bug-Eyed Bandit	DP
Calendar Man	NG
Calorie Queen	LSH1
Captain Boomerang	BRS
Captain Cold	BRS, KC
Cat-Man	BMS
Catwoman	BMS, GM
Chameleon Chief	LSH1
Chameleon Kid	LSH1



Luther, Lex	.CC, DA, GM, SS	Persuader	.LSH1, PT	Size Kid	.LSH1
Mad Hatter	.BMS	Phantom Lad	.LSH1	Slipknot	.BRS, ED
Madame Rouge	.MS	Pharox	.LSH1	Sonar	.GLC
Magnetic Kid	.LSH1	Phobia	.BF	Spider-Girl	.LSH1
Magno Lad	.LSH1	Pied Piper	.KC	Spook	.NG
Magpie	.LSH1	Pike, Fenton	.LSH1	Star Sapphire	.GLC
Major Disaster	.GLC, WSC	Plasmus	.BF	Starburst Bandits	.LSH1
Mammoth	.FI	Plastique	.BRS	Starfinger	.LSH1
Manhunters	.BRS, GLC	Poison Ivy	.BMS	Steamroller	.GLC
Mano	.LSH1	Prankster	.SS	Strange, Professor Hugo	.BMS
Mantis	.GM	Predator	.GLC	Stratos	.ED
Mantis Morlo	.LSH1, PT	Prophet	.LSH1	Sugyn	.LSH1, MRG
Master Jailer	.SS	Psi	.BRS	Sun Emperor	.LSH1
Matter Master	.ED, KC	Psions	.ATN	Sun-Eater	.LSH1
Metallo	.SS	Psycho Pirate	.WSC	Syrene	.SS
Micro Lad	.LSH1	Pulsar Stargrave	.LSH1, MRG	Tarik the Mute	.LSH1
Mindboggler	.BRS	Puzzler	.SS	Tattooed Man	.GLC
Mind Dancer	.ATG	Quanto	.LSH1	Terminator	.ATN, CC, GM
Mirror Master	.KC	Quicksand	.LSH1, MRG	Terra	.GM, PT
Mist Master	.LSH1	Ras Al Ghul	.BMS	Terra-Man	.SS
Mister 104	.BRS, MS	Radiation Roy	.LSH1	Tharok	.LSH1
Mister Element	.ED	Rath	.WSC	Thespis	.NG
Mister Freeze	.BMS	Reactron	.MS	Thinker	.BRS
Mister Morden	.MS	Reaper	.WSC	Thunderers	.GLC
Mister Mxyzptlk	.GM, SS	Resource Raiders	.LSH1, MRG	Time Trapper	.LSH1, KAT
Mole	.NG	Riddler	.BMS, GM	Titania	.LSH1
Molecule Master	.LSH1	Rogarth	.LSH1	Titano	.SS
Moloch	.W1, W2	Ron-Karr	.LSH1	Toyman	.SS
Mongul	.SS	Rosie	.GLC	Trigon	.CC, GM
Monsieur Mallah	.BF, MS	Sadahuru	.LSH1	Tupeng	.NG
Mordru	.LSH1	Saturn Queen	.LSH1	Two-Face	.BMS
Multiplex	.BRS	Savage, Vandal	.SS	Tyr	.LSH1, KP3
Mystelot	.LSH1	Scarecrow	.BMS	Ultra-Humanite	.SS
Nadira	.SS	Scoopshovel	.GLC	Universo	.LSH1, KAT
Nam-Ek	.SS	Sden	.LSH1, MRG	Va-Kox	.SS
Nemesis Kid	.LSH1, PT	Shadow Demons	.GLC	Validus	.LSH1
Neutrax	.LSH1	Shadow Thief	.KC	Vibrex	.LSH1
New Wave	.RR	Shagrek	.LSH1	Von Tepp, Colonel	.BZG
Night-Slayer	.BMS	Shakedown	.RR	Warp	.BF
Ol-Vir	.LSH1	Shark	.GLC, GM, KC	Weaponers of Qward	.GLC
Omega	.LSH1	Shimmer	.FI	Weasel	.BRS
Omen	.LSH1	Shockwave	.ATG	Wild Huntsman	.LSH1, MRG
Ontiir	.LSH1	Shrapnel	.MS	Wizard	.SS
Organus	.LSH1	Silver Deer	.ED	Wolfigham, J. Wilbur	.SS
Parasite	.BRS, SG, SS	Silver Slasher	.LSH1	Wotan	.WSC
Pares, Benn	.LSH1	Sinestro	.CC, GLC, GM	Zamarons	.GLC
Penguin	.BMS, BRS, CC, GM	Sister Dread	.BF	Zymyr	.LSH1

## Supporting Cast

Amazons	.SIP	Kent, Martha	.SS
Appa Ali Apsa	.GLC	Klybern, Dr. Jenet	.BF
Blanc-Dumont, Capt. Andre	.BZG	Lane, Lois	.GM, SS
Brande, R.J.	.LSH1	Lang, Lana	.GM, SS
Bullock, Harvey	.BMS, GM, NG	Lemaris, Lori	.SS
Candy, Etta	.SIP	Limbo, Kari	.GLC
Chan, Lt. Weng ("Chop-Chop")	.BZG	Lombard, Steve	.SS
Cheeks the Toy Wonder	.DA	Long, Terry	.GM
Clay, Dorine	.GLC	Nocturna	.BMS
Cusimano, Gigi	.LSH1, LSH2	Olsen, James (Earth-2)	.SS
Dasor, Chairman	.GLC	Olsen, Jimmy	.GM, LSH1, SS
Davis, Dirk	.ATG	Pennyworth, Alfred	.BMS, GM
Davis, Capt. Richard	.GLC	Potter, Prof. Phineus	.SS
Doremus, Eve	.GLC	Protty II	.LSH1
Drozdowski, Capt. Stanislaus	.BZG	Relnic, Ambassador	.LSH1
Dvrom, Lt.	.LSH1, LSH2	Remarque, Julia	.BMS, GM
Easy Company	.BZG	Ross, Jon	.SS
Edge, Morgan	.SS, CA	Ross, Pete	.SS
Erin, Shvaugn	.LSH1, LSH2	Senius, Circadia	.LSH1
Ferris, Carol	.GLC	Sensei	.LSH1
Fox, Lucius	.BMS	Sirianni, Capt. Carlos "Chuck"	.BZG
Friedriksen, Capt. Olaf	.BZG	Skeets	.ATG
Gordon, Commissioner James	.BMS, GM, NG	Solar Council	.GLC
Greek Gods	.SIP	Soo, Jack	.ATG
Gym'll, Dr.	.LSH1	Stefancci, Antonio	.LSH1
Hagga	.LSH1	Talia	.BMS
Hendricksen, Capt. Ritter	.BZG	Trevor, Steve	.SIP
Hippolyte	.SIP	Vail, Vicki	.BMS, GM
Itty	.GLC	Vane, Iona	.GLC
Jace, Dr. Helga	.LCK	Vidar, Rond	.LSH1
Jordan, Jack	.GLC	White, Perry	.GM, SS
Jordan, Jim	.GLC	Williams, Sue	.GLC
Jordan, Titus Thomas	.GLC	Yera	.LSH1
Kalmaku, Thomas ("Pieface")	.GLC	Young, Tawny	.GLC
Kane, Francis (Magenta)	.ATN	Zendak, Chief	.LSH1, LSH2
Kaoatelis, Prof. Julia	.SIP		
Kent, Lois Lane (Earth-2)	.SS		
Kent, Jonathan	.SS		

## LOOKING FOR A GAME CONVENTION?

If your gaming group is too small or if you've just moved into the neighborhood, finding friends who are also gamers can be a problem. However, your local hobbies and games shop may have a bulletin board where gamers can advertise their groups and meeting times. The hobby store may also know of local game conventions where you can meet dozens of other gamers with the same interests. The Convention Calendar in this issue may also be of help. Don't sit at home and wish you knew more gamers. Go out and find them today.

