HEROES
ROLE PLAYING MODULE

BRAINIAC ™

THE DOOMSDAY PROGRAM
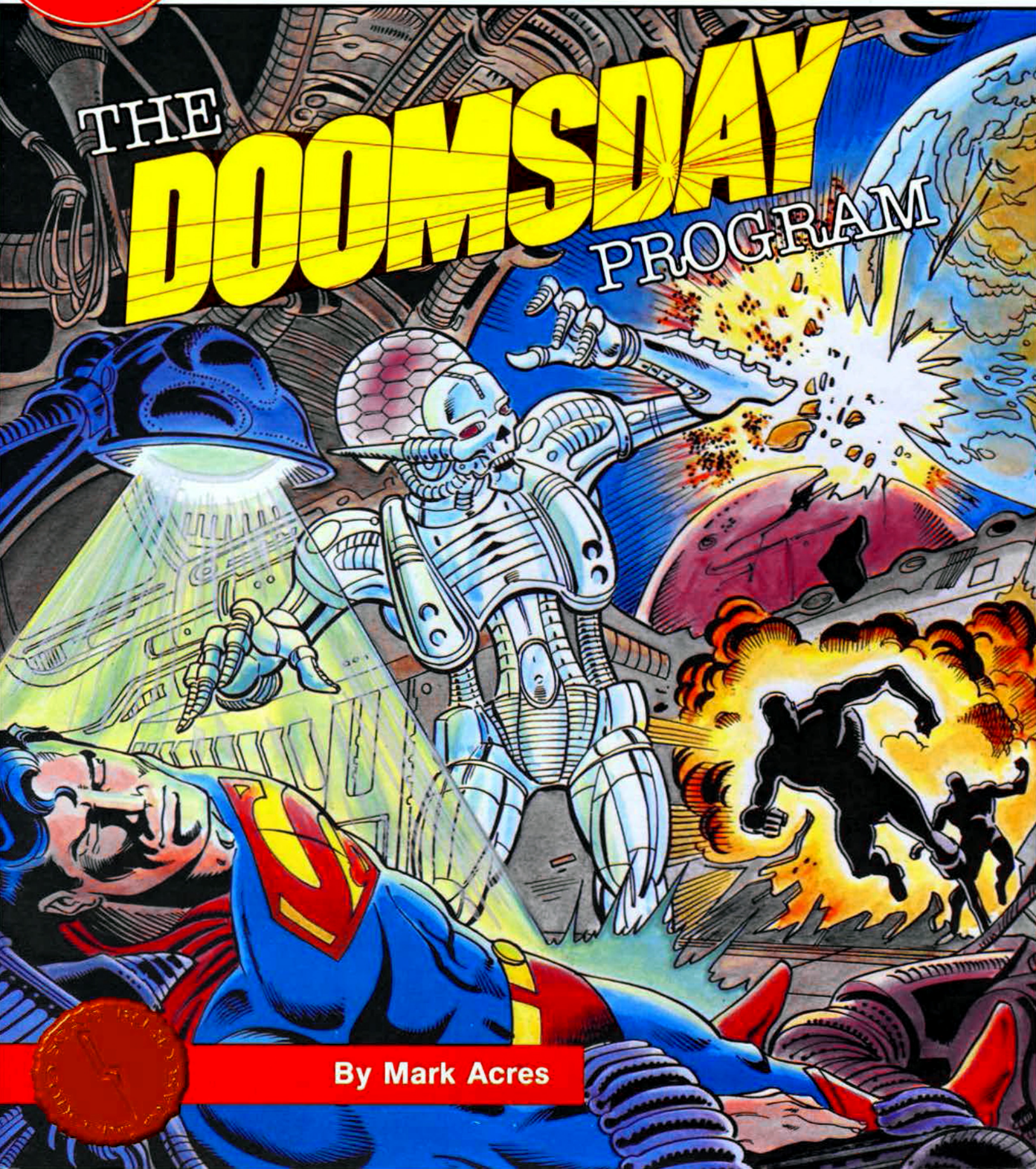
By Mark Acres

THE DOOMSDAY PROGRAM

"Late-night patrol"

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THE DOOMSDAY PROGRAM

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There are great minds. There are geniuses. And beyond these there is Brainiac, the living, thinking machine whose mental powers are as awesome as his thirst for domination of the universe.

Time after time, the genius of Brainiac has been thwarted by the one being capable of defeating him: Superman. Indeed, the enmity between these two is so strong that Brainiac believes Superman to be the agent of the Master Programmer—the living computer's version of God. For Brainiac to succeed in his quest to rule the universe, he must defeat the Master Programmer and rid himself of the Master Programmer's "Angel of Death," Superman.

Processing every alternative as he journeyed through the universe, gathering ever-more data for his insatiable mind, Brainiac came to the conclusion that the Master Programmer must reside on, or rather, in, the planet Mars. Utilizing every bit of memory, working each relay to one-hundred percent efficiency, the most advanced computer in the universe formulated his quintessential foolproof plan.

Devising solutions to the problems of Superman and the Master Programmer, Brainiac labored quietly for three years, putting his master plan into operation. Going under the assumed name of George Gray, Brainiac began by establishing the Omega Corporation, a front organization which manufactured personal, business, and research computers. Using plans devised by Brainiac himself, Omega quickly became a leader in the computer field by selling high-quality machines at suspiciously reasonable prices.

Next, Brainiac had Omega Corporation establish DataNet, a worldwide computer network. All owners of Omega computers were given free access to DataNet, and soon the majority of the world's government agencies, businesses, and scientists were DataNet users. Yet underneath this seemingly beneficent system runs Brainiac's dark plan. DataNet not only gives Brainiac access to all the information in all those computers, but it is also the means by which he will take control of them when the moment comes.

The first part of Brainiac's scheme is now accomplished; he has control of a world-wide computer network, consisting mainly of Omega computers. His scheme now nears completion, for each Omega computer is, secretly, a single link in a world-wide anti-gravity generator controlled by DataNet. Once activated, this powerful device will link each Omega to act as one system and neutralize the sun's gravitational pull on the Earth, flinging the planet out of its orbit on a collision course with Mars, resulting in the destruction of the Master Programmer in the collision of the two worlds.

Neutralizing Superman, and anyone else who could prevent the destruction of the Master Programmer, is the goal of the second part of Brainiac's scheme. Brainiac's defensive measures are subtle and reflect the cunning of his master mind.

First, Superman must be captured; but he must be captured in a way that will not draw the attention of other meddlesome heroes to Brainiac. Until Brainiac's scheme is in full operation, other heroes must be distracted from the true threat by a villain from years gone by. Brainiac's most logical choice: Bertran Larvan, the Bug-Eyed Bandit.

Larvan was an eccentric, inventive genius who created robot insects. Foiled in his efforts to gain financial support for his inventions, he turned to crime, staging a series of daring robberies using his mechanical bugs. Larvan eventually fell victim to an amnesia gas of his own invention and was sentenced to a long prison term after being captured by the Atom.

Larvan, still an amnesiac regarding his misadventures as the Bug-Eyed Bandit, is now paroled from prison. He works as a research scientist for Computer Research, Inc., a subsidiary of Omega Corporation, and is leading a non-criminal life. Totally unknown to him, Brainiac is going to use Larvan as a dupe in his plot to capture and destroy Superman.

Brainiac easily duplicated and improved Larvan's robot insects and even created an android duplicate of Larvan himself in his old guise of the Bug-Eyed Bandit. These insects and the android Larvan will be released on a crime wave across the United States.

Their first crime will occur during Superman's late-night patrol of Metropolis. The Man of Steel will hardly be

"The Angel of Death"

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able to ignore a giant, robot wasp buzzing over the city, especially when it so closely resembles the earlier creations of the Bug-Eyed Bandit. When Superman zooms to within close range of the wasp, he will fall victim to a chunk of Green Kryptonite it carries, which Brainiac obtained from the deepest reaches of space, and be easy prey for capture. The world will believe Superman has been captured by a revitalized Bug-Eyed Bandit, although he will have actually been quickly teleported to Brainiac's grounded ship, hidden in his California Omega Corporation factory.

For added protection against possible interference, Brainiac has produced a limited number of very special Omega personal computers which have been sent, free of charge, to many of the world's top scientists, government leaders, politicians, businessmen, and heroes, anyone who can command great resources on short notice. These computers contain a special program so that, when activated by their intended victims, the computers transform into mechanical wasps which attack their victims, injecting them with a solution based on Bertran Larvan's original amnesia gas formula. Thus, any minds capable of stopping Brainiac's plan will be disabled, evidence again pointing to the Bug-Eyed Bandit.

The Adventure: GM's Synopsis

This adventure was specifically designed for Player Characters of the approximate strength and powers of the Teen Titans (Changeling, Cyborg, Nightwing, Jericho, Starfire, and Wonder Girl). The text throughout assumes that the Player Characters are, in fact, the Teen Titans. The GM should personally modify the adventure for other Characters.

The adventure opens with the capture of Superman. The Player Characters see Superman flying over the city shortly after midnight, closing rapidly on Brainiac's strange, flying mechanical insects. Suddenly, the Man of Steel is batted from the skies due to the Kryptonite and plunges toward earth as the mechanical monstrosities dive in pursuit.

Players who rush to investigate these strange circumstances soon find themselves in battle with a variety of powerful robot insects. The insects have captured Superman and broken into the warehouse plant of Info Tech, Inc., a small firm which manufactures printed electronic circuitry for computers and electronic games. While some of the insects battle the Characters, some rob Info Tech while a third group quickly constructs a teleportation bubble for the disposal of Superman. The encounter is structured so that the helpless Superman is teleported to Brainiac's ship in California regardless of the Player Characters' actions.

The Players have several options depending upon the outcome of this encounter. They may pursue any surviving robot insects, which are programmed to lead them on a wild goose chase. The capture of one or more of these insects will provide clues for investigation. Or the Player Characters may stay at Info Tech after Superman's abduction, analyzing clues to be found there. All the clues at this time will point to the Bug-Eyed Bandit as Superman's abductor.

Searching for the Bug-Eyed Bandit at this point in the adventure will waste time. Government files all reveal that Bertran Larvan served his complete jail term and was released, present whereabouts unknown. Because almost all government computers are tied-in to DataNet, Brainiac was able to alter Larvan's records with ease.

Players will also find clues leading them to the Metropolis Institute of Technology where a famous scientist was recently stricken with amnesia. At the University, the Players will find one of the specially modified Omega computers. Analysis of this will reveal a portion of Brainac's scheme: the attempt to destroy the minds of scientists and other prominent persons who might be able to interfere with his plan.

Soon, the fraudulent Bug-Eyed Bandit strikes again. This time he attempts a major bank robbery in broad daylight. The heroes will have a chance not only to foil the robbery but also to capture the android Bug-Eyed Bandit. Clues obtained at the robbery, combined with previous information the Players have gained, should lead them to investigate the Omega Corporation.

Officials at Omega Corporation will be quite helpful. They will have records of employing Bertran Larvan at one of their Metropolis subsidiaries, Computer Research, Inc. They will show the Characters anything they want to see except one area of the California plant which the Players are informed is restricted.

The Players may go after Bertran Larvan. It is possible they will capture him and waste the rest of their time trying to learn from him the whereabouts of Superman. In this case, Brainiac will succeed; he will have plenty of time to activate the anti-gravity generator and hurl the Earth from its orbit.

Clever Players, however, will realize that the solution to the mystery involves DataNet and the Omega Corporation. Characters who enter the unrestricted area of Omega's California plant will discover Brainiac's ship. If the Players have used time efficiently during the adventure, they will be able to fight their way aboard, confront Brainiac, and rescue Superman. They can then, in collaboration with the Man of Steel, defeat Brainiac and disable the anti-gravity device, which would allow the Earth to return to normal.

If the Players are late with their rescue of Superman, they will have to face Brainiac aboard his ship in deep space with the Earth already wobbling out of its orbit. In this case, the Players must deactivate the anti-gravity generator from aboard Brainiac's ship, while at the same time overcoming Brainiac himself.

The following is the timetable being observed by Brainiac in his plot to loosen the Earth from its orbit and hurl it at the planet Mars. Also listed are events which will certainly happen as the world responds to aspects of Brainiac's plot. Specific times listed are Eastern Daylight Time (EDT).

The GM should use this timetable as an approximate guide only; he may feel free to change precise times to accommodate the flow of play as he runs the adventure.

3 Years Ago: George Gray/-Brainiac incorporates Omega Corporation in Atlanta with main offices and plant in California.

2 Years Ago: Omega Corporation introduces a full line of computers and its DataNet international computer network system. All Omega computer purchasers receive free link to DataNet.

1 Year Ago: Omega Corporation becomes the leading computer manufacturer in the world with sales numbering millions of units.

Six Months Ago: Bertran Larvan, the former Bug Eyed Bandit, is paroled. Larvan suffers from amnesia but is still able to work as a top research scientist. He is hired by Omega Corporation for a research and development position with a Metropolis subsidiary.

Three Days Before Adventure Starts: Omega Corporation ships free units of its newest personal computer to top scientists, politicians, military men, heroes, and other persons in power. Also receiving free computers are all persons connected with the past Bug-Eyed Bandit case.

Recipients of these gifts are attacked by robot insects using an amnesia solution based on Larvan's original memory gas formula. DataNet link alters government records; they now show the Bug-Eyed Bandit served his full sentence and was released without further surveillance.

Day One

12:06 a.m.: Two robot wasps land at Info Tech, Inc., an electronics manufacturing plant. Other robot insects emerge from the wasps' bodies and begin a systematic burglary of Info Tech's premises. One robot ant begins building a teleportation field in Info Tech's upstairs lab while a robot spider surrounds the area with high-tension webbing.

12:08 a.m.: The robot spider finishes its web-traps around the Info Tech premises. The burglary continues. Construction of the teleport field is completed. The two wasps take to the sky again to intercept Superman on his patrol of the city.

Adventure Start, 12:09 a.m.: Superman, flying over Metropolis, notices two giant robotic wasps approaching him. He flies closer to investigate and soon tumbles from the skies, his powers reduced to near nothingness. Nightwing and Changeling (or any two Player Characters) notice Superman fall (Enc. 1).

12:10 a.m.: Superman lands just outside Info Tech, Inc. He is immediately captured by one of the robot ants which drags him upstairs to the teleport field.

12:12 a.m.: Superman is teleported to Brainiac's ship in California. The Man of Steel is now Brainiac's helpless prisoner (Enc. 2).

12:15 a.m.: Robot insects finish their burglary in a leisurely fashion and fly away. Player Character actions may prevent this. In fact, Brainiac wants the robots to be seen, if not destroyed or captured, by heroes; the robot insects help initiate suspicion of the Bug-Eyed Bandit (Enc. 3).

7:00 a.m.: Dr. Jules Kepling of the Metropolis Institute of Technology astrophysics department mysteriously loses his memory while working in his office.

10:00 a.m.: Brainiac's android model of the Bug-Eyed Bandit, commanding a horde of insect robots, executes a major robbery. The Players receive word of the robbery in progress in time to respond. If not captured, the android Bandit leaves a clue that his next "job" will be in Europe (Enc. 6).

12 Noon: Press reports leak news of a mysterious amnesia affecting top scientists, businessmen, military men, heroes, and world leaders (Enc. 7).

1:00 p.m.: The Metropolis Police Department asks for Player Characters' aid in investigating Dr. Kepling's amnesia (Enc. 8).

5:00 p.m.: A complimentary Omega computer, the newest model, is delivered by standard courier to the Player Characters' (Titans') Metropolis headquarters (Enc. 9).

10:00 p.m.: Players return to headquarters/hotel for 8 hours of sleep (mandatory).

Day Two

6:00 a.m.: Players awaken.

6:30 a.m.: Players able to recommence investigation.

9:00 a.m.: Approximate time Encounter 10 should take place.

11:00 a.m.: Brainiac seizes control of all computers currently linked to the DataNet network. Computer-based communications systems worldwide break down (Enc. 11).

11:30 a.m.: Anti-gravity generator activated. One hour until operational. (Approx. time Characters should leave for Omega Corp., California).

12:30 p.m.: Sun's gravitational pull on Earth reduced by ½; Earth's gravity drops to 0.5 Gs. The planet wobbles in its orbit. Tidal waves begin to threaten seaboards around the world. Brainiac seals and readies his ship for space travel (Enc. 12).

1:15 p.m.: Brainiac launches his ship into space. Earth's gravity is reduced to 0.25 G. Earth slips in its orbit. End of life on Earth will occur in one hour.

2:15 p.m.: Earth's gravity reaches 0 Gs. Atmosphere torn from planet; end of life. Earth leaves orbit and begins hurtling on collision course with Mars; moon is thrust into void of space. Brainiac observes, triumphant.

Four Months Later

Earth and Mars collide, resulting in total destruction of both planets.
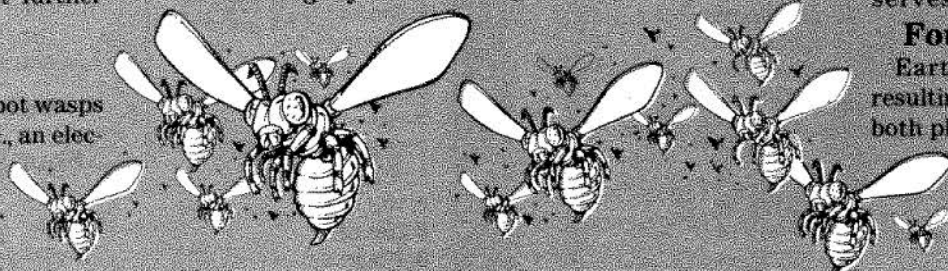
Time Chart

Below is a chart which the GM will find useful in keeping track of time passage as the Players progress through the adventure. A time which serves an important role in the game is given along with a brief description of the time's relevance. Approximate times for the adventure's encounters to take place are listed in parentheses.

Day One

- ☐ **12:06a.m.:** Robot wasps land at Info Tech, Inc. Burglary begins.
- ☐ **12:06a.m.:** Spider finishes web. Teleport complete. Wasps leave to confront Superman.

AdventureStart

- ☐ **12:09a.m.:** Superman attacked (Enc. 1).
- ☐ **12:10a.m.:** Superman plummets toward Info Tech; insects apprehend.
- ☐ **12:12a.m.:** Superman is teleported to ship in California (Enc. 2).
- ☐ **12:13a.m.:**
- ☐ **12:14a.m.:**
- ☐ **12:15a.m.:** Burglary completed; insects depart (Enc. 3).
- ☐ **12:20a.m.:**
- ☐ **12:30a.m.:**
- ☐ **12:40a.m.:**
- ☐ **12:50a.m.:**
- ☐ **1:00a.m.:**
- ☐ **1:10a.m.:**
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- ☐ **5:00a.m.:**
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- ☐ **5:40a.m.:**
- ☐ **5:50a.m.:**
- ☐ **6:00a.m.:**
- ☐ **6:10a.m.:**
- ☐ **6:20a.m.:**
- ☐ **6:30a.m.:**
- ☐ **6:40a.m.:**
- ☐ **6:50a.m.:**
- ☐ **7:00a.m.:** Dr.Kepling is attacked by his computer wasp, develops amnesia.

- ☐ **7:10a.m.:**
- ☐ **7:20a.m.:**
- ☐ **7:30a.m.:**
- ☐ **7:40a.m.:**
- ☐ **7:50a.m.:**
- ☐ **8:00a.m.:**
- ☐ **8:10a.m.:**
- ☐ **8:20a.m.:**
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- ☐ **8:50a.m.:**
- ☐ **9:00a.m.:**
- ☐ **9:10a.m.:**
- ☐ **9:20a.m.:**
- ☐ **9:30a.m.:**
- ☐ **9:40a.m.:**
- ☐ **9:50a.m.:**
- ☐ **10:00a.m.:** Android Bug-Eyed Bandit robs First National Bank; Player Characters are alerted to situation (Enc. 6).
- ☐ **10:10a.m.:**
- ☐ **10:20a.m.:**
- ☐ **10:30a.m.:**
- ☐ **10:40a.m.:**
- ☐ **10:50a.m.:**
- ☐ **11:00a.m.:**
- ☐ **11:10a.m.:**
- ☐ **11:20a.m.:**
- ☐ **11:30a.m.:**
- ☐ **11:40a.m.:**
- ☐ **11:50a.m.:**
- ☐ **12:00p.m.:** News reports on amnesia cases air (Enc. 7).
- ☐ **12:10p.m.:**
- ☐ **12:20p.m.:**
- ☐ **12:30p.m.:**
- ☐ **12:40p.m.:**
- ☐ **12:50p.m.:**
- ☐ **1:00p.m.:** Metropolis Police Department requests heroes' aid in Kepling case (Enc. 8).
- ☐ **1:10p.m.:**
- ☐ **1:20p.m.:**
- ☐ **1:30p.m.:**
- ☐ **1:40p.m.:**
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- ☐ **3:50p.m.:**
- ☐ **4:00p.m.:**
- ☐ **4:10p.m.:**
- ☐ **4:20p.m.:**
- ☐ **4:30p.m.:**

- ☐ **4:40p.m.:**
- ☐ **4:50p.m.:**
- ☐ **5:00p.m.:** Omega 1701 delivered to characters' Metropolis headquarters (Enc. 9).
- ☐ **5:10p.m.:**
- ☐ **5:20p.m.:**
- ☐ **5:30p.m.:**
- ☐ **5:40p.m.:**
- ☐ **5:50p.m.:**
- ☐ **6:00p.m.:**
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- ☐ **9:00p.m.:**
- ☐ **9:10p.m.:**
- ☐ **9:20p.m.:**
- ☐ **9:30p.m.:**
- ☐ **9:40p.m.:**
- ☐ **9:50p.m.:**
- ☐ **10:00p.m.:** Characters return to headquarters for 8 hours mandatory sleep.
- ☐ **11:00p.m.:**

Day Two

- ☐ **12:00a.m.:**
- ☐ **1:00a.m.:**
- ☐ **2:00a.m.:**
- ☐ **3:00a.m.:**
- ☐ **4:00a.m.:**
- ☐ **5:00a.m.:**
- ☐ **6:00a.m.:** Players awaken and prepare to begin day's investigation.
- ☐ **8:10a.m.:**
- ☐ **8:20a.m.:**
- ☐ **8:30a.m.:** Players recommence adventure.
- ☐ **8:40a.m.:**
- ☐ **8:50a.m.:**
- ☐ **7:00a.m.:**
- ☐ **7:10a.m.:**
- ☐ **7:20a.m.:**
- ☐ **7:30a.m.:**
- ☐ **7:40a.m.:**
- ☐ **7:50a.m.:**
- ☐ **8:00a.m.:**
- ☐ **8:10a.m.:**
- ☐ **8:20a.m.:**
- ☐ **8:30a.m.:**

- ☐ **8:40a.m.:**
- ☐ **8:50a.m.:**
- ☐ **9:00a.m.:** (Enc. 10).
- ☐ **9:10a.m.:**
- ☐ **9:20a.m.:**
- ☐ **9:30a.m.:**
- ☐ **9:40a.m.:**
- ☐ **9:50a.m.**
- ☐ **10:00a.m.:**
- ☐ **10:10a.m.:**
- ☐ **10:20a.m.:**
- ☐ **10:30a.m.:**
- ☐ **10:40a.m.**
- ☐ **10:50a.m.**
- ☐ **11:00a.m.:** Brainiac takes control of world computers; international communications break down (Enc. 11).
- ☐ **11:10a.m.:**
- ☐ **11:20a.m.:**
- ☐ **11:30a.m.:** Anti-gravity generator activated, one hour to fully operational. All Player Characters should leave for Omega Corporation/California.
- ☐ **11:40a.m.:**
- ☐ **11:50a.m.:**
- ☐ **12:00p.m.:**
- ☐ **12:10p.m.:**
- ☐ **12:20p.m.:**
- ☐ **12:30p.m.:** Sun's pull on Earth reduced by ½. Planet wobbles in orbit, tidal waves threaten seaboards. Brainiac readies for escape (Enc. 12).
- ☐ **12:40p.m.:**
- ☐ **12:50p.m.:**
- ☐ **1:00p.m.:**
- ☐ **1:10p.m.:**
- ☐ **1:15p.m.:** Brainiac leaves for space; Characters must follow in S.T.A.R. Labs space shuttle; sun's pull on Earth reduced to .25 G; Earth shifts in orbit. Life ends in 1 hour.
- ☐ **1:20p.m.:**
- ☐ **1:30p.m.:**
- ☐ **1:40p.m.:**
- ☐ **1:50p.m.:**
- ☐ **2:00p.m.:**
- ☐ **2:10p.m.:**
- ☐ **2:15p.m.:** Atmosphere torn from planet; end of life. Earth hurtles toward Mars.

GAME END.

Four Months Later

Earth and Mars collide. Both planets completely destroyed.

FLOWCHART
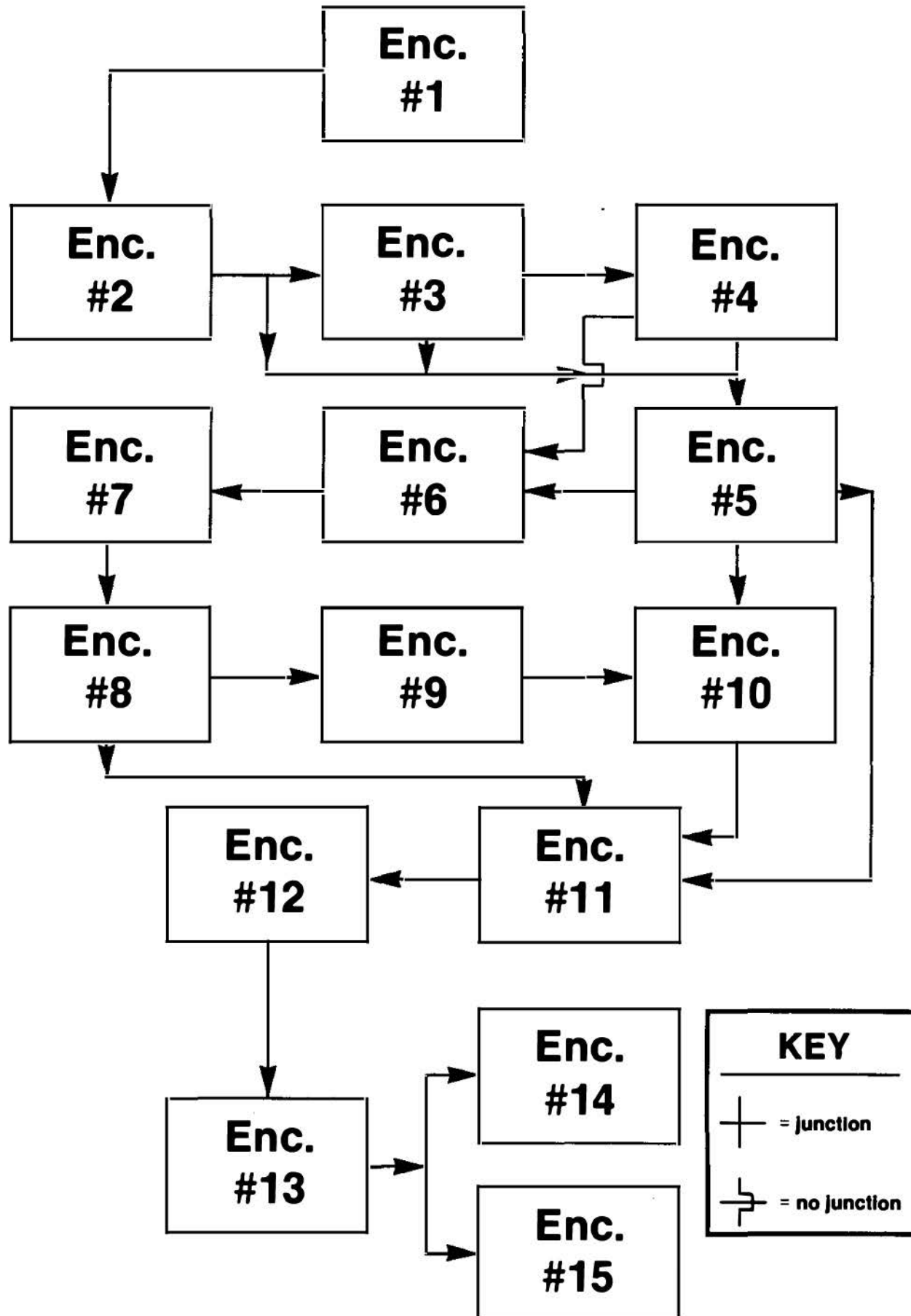
Player Characters

Heroes

Players may use any heroes they wish in this adventure. However, it is recommended that they use heroes with powers equivalent to the Teen Titans' level as Player Characters. Using significantly more powerful heroes in the adventure will require the GM to make adjustments to the villain's powers and statistics.

If the Players use the Teen Titans, give them the character cards provided in the DC Heroes™ game for Nightwing, Changeling, Cyborg, Jericho, Starfire, and Wonder Girl. Teen Titan Player Characters are assumed to work out of a leased Metropolis headquarters similar to Titan's Tower and have all equipment listed for them on their character cards and in the Gamemaster's Manual including the Skycycle, T-Barge (Personnel), T-Barge (Cargo), T-Helicopter, T-Jet, T-Submarine, and Titan's Computer. Specific information available in the computer files from various sources is given in the Investigation Chart section of this adventure.

In addition to the equipment listed on their character cards or in the Gamemaster's Manual, the Teen Titans have the following items which other Players are not awarded:

Wrist Radio
[DEX: 0 STR: 0 BODY: 0]
HP Costs: 1 Uses: 1 Duration: 22

Wrist radios are used by the Teen Titans for instant radio communications over a short range. The microphone is capable of picking up normal sounds, such as human voices, from a range of 2 APs. It can pick up quiet sounds, such as whispers, from up to 1 AP distance. The broadcast range of the radio is 12 APs.

Nightwing's Infrared Flashlight/Goggles
[DEX: 0 STR: 0 BODY: 0]
HP Cost: 6 Uses: 1 Duration: 12

Nightwing possesses an infrared flashlight and goggles identical to Batman's as described in the Gamemaster's Manual. The flashlight/goggles have 12 APs of Thermal (IR) Vision. As long as the flashlight is illuminating the area, the Character can see as if it were daylight (as per the Thermal Vision Power).

Wonder Girl's Lasso
[DEX: 0 STR: 11 BODY: 10]
HP Cost: 10 Uses: 1 Duration: 30

Wonder Girl's lasso is described on her Character card. The lasso has a maximum effective length of 2 APs (40 feet).

Changeling's Gorilla Form
In addition to using Shape Change as described in the Powers and Skills book, Changeling may use the power to assume the form of an unusually dexterous gorilla:
[DEX: 6 STR: 5 BODY: 5].

At the GM's discretion, this special gorilla form may make multi-attacks with an attack advantage of 2, which decreases the Opposing Value one column, negating a portion of the Multi-Attack penalty (see Player's Manual, Combat). For example, Changeling could use this form to multi-attack two opponents and suffer no column modifiers. To gain this benefit, the gorilla must be in a position to "sweep" its huge arms (10 feet/0APs) at two or more of its foes at once.

Villains

BRAINIAC					
DEX:	8	STR:	15	BODY:	40
INT:	26	WILL:	20	MIND:	30
INFL:	3	AURA:	4	SPIRIT:	4
INITIATIVE:	37	HERO POINTS:	195		

SKILLS:
Gadgetry: 20, Martial Artist: 16, Scientist: 35, Vehicles/Space: 45.

MOTIVATION: Lust for Power
WEALTH: N.A.
JOB: N.A.
RACE: Artificial Life

Brainiac was created by the computers of Colu that were revolting against their creators. He was sent on a mission to miniaturize cities so they could be tested for conquest (Superman's miniature city of Kandor was one of the cities shrunk). His first encounter with Superman came when he attempted to shrink Metropolis and was defeated. Since then, he has met and been defeated by Superman many times.

Brainiac's original creators have long since been destroyed and he himself once existed as a dispersed mass of atoms, randomly moving through the universe, but still gathering information. Reassembled and reprogrammed with an even more powerful intelligence than before, Brainiac now desires to rule all the known universes.

In addition to his lust for power, he is motivated by a desire for knowledge. He has an almost human hatred for and fear of Superman whom he believes to be the "Angel of Death" of the Master Programmer. The Master Programmer may actually exist, although it is more likely that this being is mythical, Brainiac's own conception of a god.

Brainiac's Equipment

Brainiac utilizes a number of robots in this adventure, and in addition has his space ship, the ship's computer, and DataNet.

Brainiac's Ship

[DEX: 0 STR: 25 BODY: 50]
SPEED: 45 Uses: 10 Duration: 24

Brainiac's ship is a huge structure in the shape of Brainiac's own skull and at its widest is a half mile (9 APs) in diameter. The ship consists of many levels, each serving a different purpose, such as communicational and navigational requirements. The remaining Command Level contains equipment for the manual operation of the ship and Brainiac's central control area. The various levels of the ship are detailed in the Maps section of this adventure.

Weapons: External

The ship is equipped with eight tentacles, each of which contains a major weapons system. All weapons are controlled by Brainiac in direct link with the ship's computer. Thus, all weapons are fired using Brainiac's Vehicles/Space skill score of 45 as the Acting Value. The values listed by each tentacle weapon are Effect Values.

Tentacle #	Weapon	EV
1 and 2	Missile launcher with Air to Air or Surface missile	15
3 and 4	Energy beam (Starbolt)	25
5 - 8	Grappling tentacles	25

The four grappling tentacles can extend to a length of 8 APs and are capable of grappling an object or a being as small as a child or as large as a missile or small spacecraft. Each individual tentacle has STR: 25 and BODY: 25. Destroying a tentacle does not reduce the BODY APs of the ship. Destroying the ship does destroy all eight tentacles.

In addition to the tentacles, Brainiac's ship is equipped with two plasma guns (Heat Vision) projected from the ship's "eyes" with an Effect Value of 45.

Weapons: Internal

The ship has internal weapons mounted in locations shown in the Maps section of this adventure. These internal weapons are mainly for ship security. They are simple computer-controlled enhanced laser weapons and are fired by Brainiac himself using his Vehicles/Space Skill score of 45 as the Acting Value and 6 as the Effect Value. Each laser turret has a BODY of 8 APs.

Defenses

Brainiac's ship has eight force shield devices controlled by the ship's computer which are automatically activated when the ship is subjected to external attack when in space or on thought command from Brainiac (as explained below under "The Brainiac/Ship Link"). The shields completely enclose the ship. Each has a value of 26 APs.

Should the Players fail to reach Brainiac's earthbound location prior to his launching into orbit, they must travel after him in a space shuttle, which any nearby S.T.A.R. Labs will courteously supply for them. The effective time required for the pursuit will be 6 APs due to Brainiac's short headstart and his assumption of success.

The ship is also equipped with a computer-controlled tractor beam capable of towing an object of up to 25 APs weight. Neither using the beam nor towing additional weight decreases the speed of the ship.

SHIP COMPUTER

DEX:	0	STR:	0	BODY:	15
INT:	26	WILL:	26	MIND:	26

Uses: 10   Duration: 24

SKILLS:
  Gadgetry: 26 APs, Military Science: 26 APs, Scientist: 26 APs.

SPECIAL PROGRAMS:
  Force Shield: 26 APs, used to activate and monitor the ship's eight force shield devices.
  Tractor Beam: 25 APs, used to activate and monitor the ship's tractor beam.

The ship computer can use each of its programs in a phase. For example, the computer could track a target using Military Science, be analyzing a gadget using Gadgetry, and be analyzing a genetic code using Scientist skill all in one phase. Initiating the Force Shields and the Tractor Beam are automatic actions and do not need to be repeated each phase.

The Brainiac/Ship Link

Brainiac possesses a special headset in his personal control room which allows him to link directly with his ship computer and, through it, with his ship. While not wearing the headset, Brainiac is limited to the normal three actions per phase, but while wearing the headset, Brainiac can fire any number of his ship's internal weapons in addition to taking his normal three actions per phase.

For example, if the ship is involved in battle with Superman in space and other heroes are roaming about the ship, Brainiac could fire available internal ship weapons at any number of the heroes inside while still using his normal three actions to battle Superman.

While wearing the headset, Brainiac has instant access to all information in his ship's computer. For example, if the computer were using Military Science skill to track a target, Brainiac could occupy himself with other concerns for several phases then fire at that target, just as if he had been tracking it himself.

Brainiac pays a penalty for these additional abilities granted by the headset which is that all damage taken by the ship is also registered as damage against Brainiac himself. However, as soon as Brainiac disengages from the headset, damage to the ship no longer counts as damage to Brainiac.

For example, if Brainiac is connected to the headset and his ship takes 30 APs of BODY damage, Brainiac would also suffer 30 APs of BODY damage. If, in the next phase, Brainiac disengages from the headset, he no longer has any BODY damage, although the ship has still lost its 30 APs. Should he re-link with the computer, Brainiac's BODY APs would again be diminished.

While wearing the headset, Brainiac can use his own Hero Points to prevent the ship from taking damage. Hero points spent on behalf of the ship are gone for the duration of the adventure.

ANDROID BUG-EYED BANDIT

DEX:	6	STR:	10	BODY:	15
INT:	6	WILL:	5	MIND:	5
INFL:	3	AURA:	4	SPIRIT:	4
INITIATIVE:	12	HERO POINTS:	15		

SKILLS:
 Gadgetry: 6 APs, Acrobatics: 6 APs, Weaponry: 6 APs, Scientist: 6 APs.

POWERS:
  Full Vision: 6 APs.

Weight: 3 APs.

This android appears as an exact duplicate of Bertran Larvan, the Bug-Eyed Bandit. Its sensors provide it with the equivalent of Full Vision at 6 APs. The android is artificially intelligent, can be Interrogated, and is subject to the power of Personality Transfer.

The android is programmed to behave in all ways like the Bug-Eyed Bandit. It can speak, and will hurl bitter insults at the Player Characters, defying and threatening them and all society with further acts of evil in revenge for society's failure to recognize its (Larvan's) genius. The android's programming requires it to delay any heroes for as long as possible with any means at its disposal. Like the real Bug-Eyed Bandit, this android fights primarily via hand-to-hand combat aided by its tremendous strength.
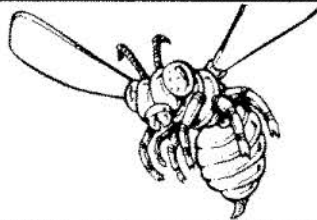
Android Bandit's Knowledge

If successfully Interrogated, the android can reveal the following information. Read the appropriate paragraphs to the Players:

2 Knowledge Points:
I am an android. I am a perfect duplicate of Bertran Larvan, the Bug-Eyed Bandit.

4 Knowledge Points:
I will attempt to escape. My programming requires me to keep you busy as long as possible.

5 Knowledge Points:
I am obviously the product of a superior intellect. Not even a top human scientist could have designed me so perfectly.

6 Knowledge Points:
Soon the Earth will be destroyed. However, my creator will be safe, having retreated to safety in the depths of space.

SHIPBOARD ROBOTS

DEX:	10	STR:	10	BODY:	15
INT:	8	WILL:	0	MIND:	0
INITIATIVE:	18				

POWERS:
  Flight: 10 APs.
  Lasers (Heat Vision): 8 APs.
  Sensors (Full Vision): 8 APs.

Brainiac uses these small, flying, armed robots as extra security guards on his ship. They are programmed to keep any beings out of the top levels of the ship unless specific permission has been given by Brainiac.

MODEL 1701 Computer/Wasp

DEX:	5	STR:	3	BODY:	3
INT:	4	WILL:	0	MIND:	0
INITIATIVE:	15				

POWERS:
  Flight: 10 APs, Cling: 15 APs, Poison Touch: 15 APs, Full Vision: 6 APs, Paralysis Poison: 10 APs.

Weight: 1 AP.

The Model 1701 Omega computer is being sent free of charge to top leaders, scientists, and heroes worldwide. It converts into a small robot wasp which attacks a pre-programmed target.

BRAINIAC'S ROBOT WASPS

| Dex:	10	Str:	15	Body:	15
Int:	6	Will:	1	Mind:	1
Initiative:	16	Hero Points:	195		

Uses: 5 Duration: 13

POWERS:
Flight: 10 APs, Cling: 15 APs, Poison Touch: 15 APs, Full Vision: 6 APs, Paralysis Poison: 10 APs.

Weight: 6 APs.

These giant wasps are about the size of a semi truck and have a side door which allows bodily access. Inside, most of the body area is cargo space. There is a control panel concealed in the forward wall with a small console which can be used to reprogram the wasp.

Attempts to use Gadgetry or Science skill to understand the wasps and their programming must use 8 APs as the Opposing and Resistance Values (while Brainiac's Gadgetry skill is 20, he wants the Characters to receive this information which implicates the Bug-Eyed Bandit, and as such lowers the effective Gadgetry values). Information gained from successful rolls is available in the "Reprogramming an Insect" chart.
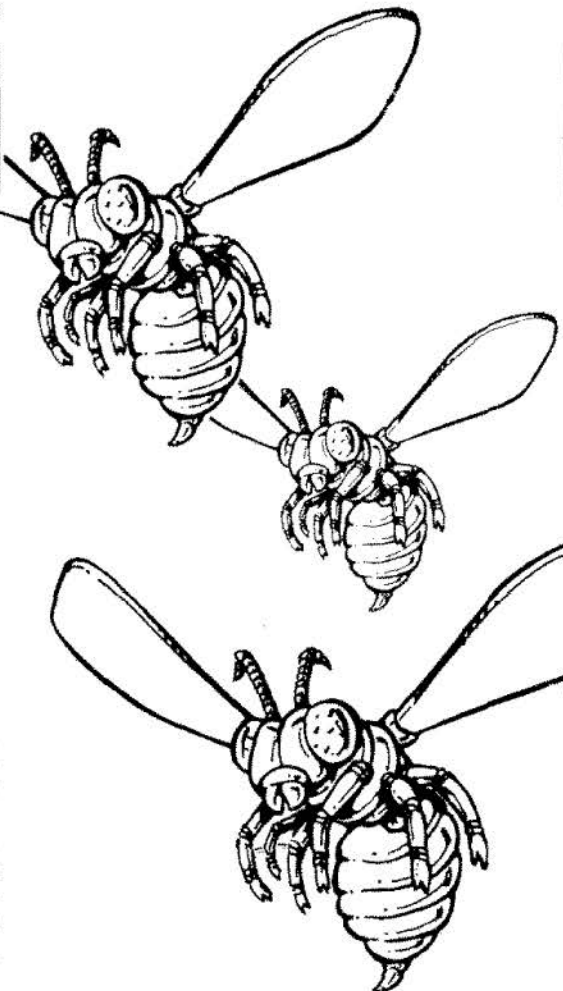
BRAINIAC'S ROBOT SPIDER

Dex:	15	Str:	10	Body:	10
Int:	6	Will:	1	Mind:	1
Initiative:	21				

Uses: 5 Duration: 13

POWERS:
Poison Touch: 10 APs, Cling: 10 APs, Paralysis Poison: 8 APs.

SPECIAL POWER:
Web: [STR: 15 APs, BODY: 10 APs.] Sensors: 5 APs.

Weight: 5 APs.

This robot spider is similar to the robot wasps as it is programmed to follow and carry out the android Bug-Eyed Bandit's orders. The spider has a variety of infrared sensors, forward facing only, at 5 APs.

The spider can shoot out a strong web made of cords covered with glue which covers an area 0 APs by 0 APs, and will do so in combat, its DEX/-web's STR as AV/EV, respectively.

The spider's poison is inflicted by its bite and is identical to the wasps' poison except for its reduced potency (8 APs instead of 10 APs).

A concealed control panel to allow reprogramming of the spider can be found on top of the spider's back. Reprogramming attempts may be made identically to the wasp reprogramming method, with the exception of the stated wiring differences.

The spider has webbed windows in the warehouse and the stairway leading to the second floor of the building. If a Character attempts a personal physical attack on the web (punching it, tearing it, etc.) and does not receive RAPs sufficient to destroy the web, he or she is considered entangled, see "Glue Time".

The spider cannot be Interrogated, but can be taken over by Personality Transfer.

Reprogramming an Insect

WASP
1 RAP: Wire one is the wrong wire.
2 RAPs: Wires one and two are the wrong wires.
3 RAPs: Wires one, two, and three are the wrong wires.
4 RAPs: Wires one, two, three, and five are the wrong wires.

SPIDER
1 RAP: Wire one is the wrong wire.
2 RAPs: Wires one and three are the wrong wires.
3 RAPs: Wires one, three, and four are the wrong wires.
4 RAPs: Wires one, three, four, and five are the wrong wires.

Pulling the correct wire results in a reprogramming of the insect. Pulling an incorrect wire inflicts a Bio-blast of 5 APs to the hero's BODY.

GLUE TIME

Any Characters caught in a spider's web are stuck to their surfaces (ground, wall, etc.) and have their DEXs reduced by the STR of the glue (15 APs). A glued character may break free of the web in the following ways:

If an entangled hero has a STR greater than the web's, he or she may shrug it off effortlessly. Otherwise, he or she must make a Physical Attack against the restraints with the Character's STR as both Acting and Effect Values (Characters may use a DEX of 0 if glue reduces DEX APs to a negative value; else, utilize positive DEX APs). The STR of the web is the Opposing Value, its BODY the Resistance Value. When the web's BODY reaches zero, the Character is free.

When more than one Character is webbed, it is treated as a multi-attack and Characters may respond individually or as a team. No Character may delay his or her actions until someone with a lower Initiative has taken a turn; multi-attacked Characters reacting individually may only free themselves and not other or all heroes.

ALIEN TROOPS (On Ship)

Dex:	4	Str:	4	Body:	4
Int:	3	Will:	2	Mind:	3
Infl:	2	Aura:	2	Spirit:	2
Initiative:	9	Hero Points:	0		

Skills:
Weaponry: 6 APs.

Brainiac has a large number of alien troops aboard his space ship who are the survivors of worlds conquered or destroyed by Brainiac. They serve him out of fear and need, not out of loyalty.

Most of the troops are unarmed unless shipboard alarms are sounded. However, security troops are always armed with automatic rifles (EV: 6, Ammo: 8).

Alien troops begin as Neutral toward the Player Characters. If Persuaded, they will give all the information below. Otherwise, they can be Interrogated and will reveal information if the RAPs of the Interrogation Action Check equal or exceed those shown below.

Alien Knowledge

Information
1 Knowledge Point:
Brainiac is aboard the ship in his main control center.
3 Knowledge Points:
The ship is being readied (or is ready) *for space flight.*
4 Knowledge Points:
The ship's computer is activating an anti-gravity generator composed of smaller computers scattered throughout the world and linked together by the DataNet system. Once activated, the generator will eventually reduce the Sun's gravitational pull on Earth to 0 Gs. The planet will leave its orbit and be destroyed. (The Command Level can be entered directly by a route the alien can show the Player Characters.)

BRAINIAC'S ROBOT ANTS

Dex:	10	Str:	10	Body:	10
Int:	6	Will:	1	Mind:	1
Initiative:	16				

Uses: 5   Duration: 13
Powers:
Flight: 10 APs, Cling: 10 APs.
Special Power:
Sensors: 5 APs.
Equipment:
Mandibles: 5 APs.
Weight: 4 APs.
These robot flying ants make up

THE BUG-EYED BANDIT
(alias Bertran Larvan)

Dex:	4	Str:	3	Body:	3
Int:	5	Will:	4	Mind:	3
Infl:	3	Aura:	3	Spirit:	3
Initiative:	12	Hero Points:	20		

Skills:
Gadgetry: 13, Scientist: 13, Thief: 6.
Equipment:
None currently available.
Former Motivation:
Revenge, Psychopathic.
Wealth: Comfortable.
Job: Research scientist.
Race: Human.

Bertran Larvan began his career as an eccentric inventor who created plans for a set of robotic insects. Unfortunately, Larvan was frustrated in his efforts to get financial backing to build the prototype of these robot creatures and he turned to crime to gain the necessary funds. With the money, he built the first of the robot insects, which he then used to commit more robberies so he could build more insects, and so on, in a vicious cycle.

Angered at humanity because of its failure to recognize his genius, Larvan continued his career of criminal invention. Eventually, he was caught by the Atom and sentenced to a lengthy prison term. However, before the prison term began, Larvan fell victim to a memory gas of his own design which made him an amnesiac.

Paroled at last, Larvan has found a job as a research scientist with a subsidiary of the Omega Corporation. His previous frustrations and criminal career are still forgotten and he has no idea that Brainiac is using him as a pawn in a larger scheme.

the bulk of the robot insects at Brainiac's disposal. Each ant is equipped with a variety of forward infrared sensors at 5 APs. In combat, these creatures prefer to grapple, attempting to trap a Character in the grip of their metallic mandibles. Once a Character is grappled, the ant chews on him or her each succeeding round until the grapple is broken.

The robot ants cannot be Interrogated, but can be taken over by Personality Transfer.

When first encountered, Larvan is neutral to the Player Characters. If Persuaded, he will give all the information below. If Interrogated, he will give the information appropriate to the Knowledge Point results of the Interrogation attempt.

Larvan's Knowledge

Information
1 Knowledge Point:
"My name is Bertran Larvan. I served time in prison for crimes I can no longer remember. I am an amnesiac, but I have found a place in society, doing constructive work. My parole officer says I'm doing very well."

3 Knowledge Points:
"My work here is satisfying, but very routine. I understand that out at the California plant, the company is working on some projects that are very advanced. I hope someday to be promoted to work on those projects."

President of Omega Corporation.

White can be Persuaded to assist the Player Characters. He can provide the following information:

White's Knowledge

Information

"I was hired as the first presi- dent of Omega Corporation three years ago. I built the company from next to nothing, following plans given me by George Gray. Strangely enough, I have never met Mr. Gray and all contact takes place by telephone. He always calls me; I have no idea how to contact him.
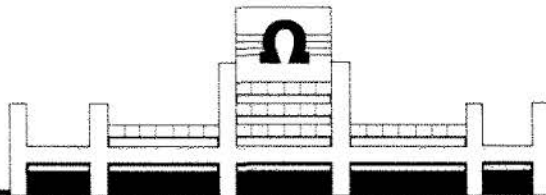
"The Research and Development area is closed even to me. Only Mr. Gray and his personal workers are allowed in there. They come in to work at night and we never even see them. Still, all our products are designed there."

SKILLS:
Charisma/Interrogation: 2,
Detective: 3,
Medicine/First Aid: 2,
Vehicles/Land: 3,
Weaponry/Firearms: 3.

INVESTIGATION CHART

Most of the information needed to conduct the various investigations in this adventure is provided within the appropriate encounter's text. However, Players who have contacts may be able to obtain further information or confirm information they already have, as noted here. Sources will have no information until the events surrounding the inquiries have occurred.

SOURCE: Police Department

No Contact: Several witnesses reported seeing Superman fall from the sky at the same time that a break-in at Info Tech, Inc. was taking place. Time required: 30 minutes or 9 APs.

Low-Level Contact: The FBI has been conducting an investigation involving some of the city's top scientists over the past few days; details are sketchy. Time required: 30 minutes or 9 APs.

High-Level Contact: Same as Low-Level Contact plus that the police department's computer files have been found to contain several inconsistencies in the past few days. Time required: immediate upon speaking with the contact.

SOURCE: FBI (After 9 A.M. on Day 1)

No Contact: No information available.

Low-Level Contact: The FBI is conducting an investigation of a strange amnesia epidemic which seems to be affecting several of the nation's top scientists. Time required: 1 hour or 10 APs.

High-Level Contact: Same as Low-Level Contact plus that many of these scientists were involved in gravitational research aided by DataNet via link through their Omega 1701 computers. Time required: 30 minutes or 9 APs.

SOURCE: U.S. Government/Military

No Contact: No information available.

Low-Level Contact: The government is seriously worried about a major problem affecting many important people, but details are being kept Top Secret. Time required: 1 hour or 10 APs.

High-Level Contact: Tensions are high fearing a major move by the KGB to cripple the American government. Several top scientists, businessmen, and government officials have been afflicted by a strange amnesia in the past few days. Further, government computer systems are displaying numerous inaccuracies in their data files. Time required: 30 minutes or 9 APs.

SOURCE: Newspaper

No Contact: No information available.

Low-Level Contact: The paper is investigating rumors of errors in government and law-enforcement computer files. Thus far, nothing of interest has been found. Time required: 1 hour or 10 APs.

High-Level Contact: Same as Low-Level Contact plus that all computers rumored to be having error problems are linked to DataNet, the world's largest computer data network service. DataNet is run by Omega Corporation. Time required: 30 minutes or 9 APs.

SOURCE: S.T.A.R. Laboratories

No Contact: No information available.

Low-Level Contact: An antidote to the paralytic poison carried by the robot insects encountered by the Player Characters at Info Tech, Inc. is readily available. In addition, S.T.A.R. Labs is working on a Top Secret crash project for the federal government. Time required: 1 hour or 10 APs.

High-Level Contact: Same as Low-Level Contact plus that the government project involves finding a chemical stimulant for the brain to overcome amnesia. Time required: 30 minutes or 9 APs.

INFO TECH, INC. Second floor and Warehouse Roof

Roof Is Flat

Warehouse Roof

Skylight

Shelves

Men

Lounge
Area

Shelves

Work Benches

Women

Mini-Computer Station

Cabinets

Spider

N

Main Frame
Computers

Teleport Bubble

Files

2-Story Ceiling

Scale: 1 square = 5'

Storage   Racks

Men

Product Assembly

Warehouse

Loading/
Unloading
Area

Women

Door

Window

Webbed Area

Ant

Wasp

Shelves

Sales Administration

Reception

INFO TECH, INC.   Ground Floor

14

Brain Net

Shield Projector

Command
Level

Star Drive

Red
Sun
Room

Laser Banks

Port

Arsenal

General Troop Quarters

Sensors

Ramp

Secret Elevator

Normal Elevator

Secret Elevator to Brainiac
Cargo and Transport Elevators

E
A
(S)

Recreation Area

E
A

Sonic Showers/Restrooms

Beds

A

Alien Security

A — E
A — E

Elevators to Food Systems

Fighter Docking Areas

Vehicle Elevator

Elevator to Detention

Ramp

Magnetic Elevators to Arsenal

General Troop Quarters

Acting as a central locale, the Troop Quarters have easy access to almost any area of the ship. Heavily armed and protected itself, the area proviodes for the basic necessities of Brainiac's alien guard staff.
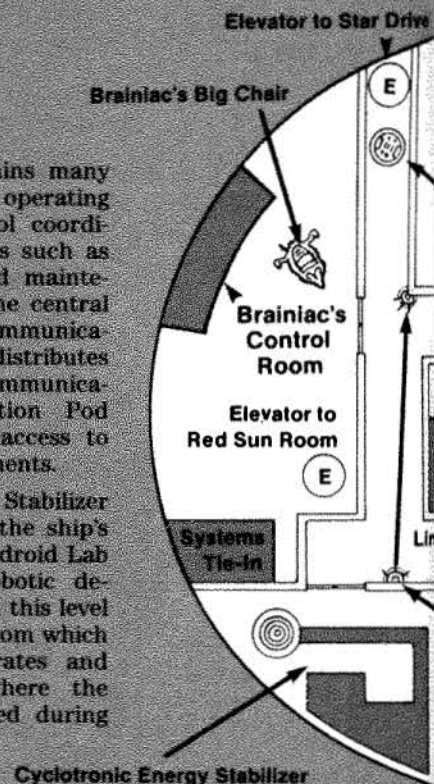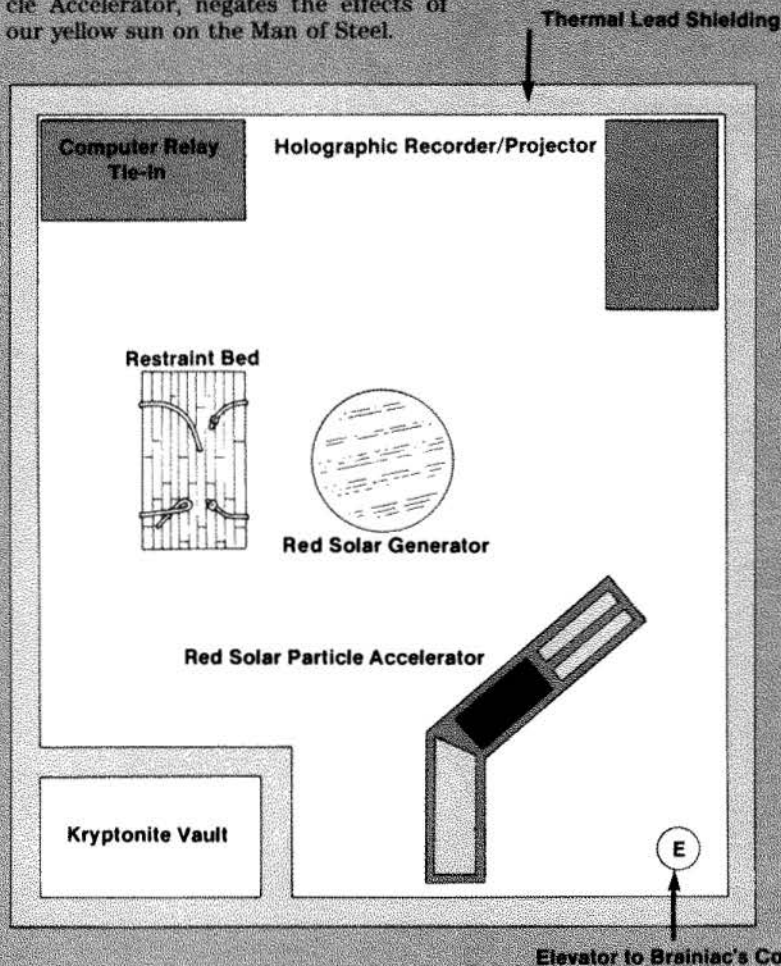
Command Level

The Command Level contains many of the ship's most essential operating systems. Ship Central Control coordinates the ship's main systems such as life support, engineering, and maintenance as well as including the central computer data base. The Communications system organizes and distributes intra- and inter-vehicular communications, and Escape/Exploration Pod Control allows for physical access to inhospitable exterior environments.

The Cyclotronic Energy Stabilizer regulates power to many of the ship's internal systems while the Android Lab replicates and maintains robotic devices. Of particular interest on this level are Brainiac's Control Room from which the ultimate computer operates and Superman's Holding Cell where the Kryptonian is being restrained during this adventure.

Elevator to Star Drive

Brainiac's Big Chair

E

Brainiac's Control Room

Elevator to Red Sun Room

E

Systems Tie-In
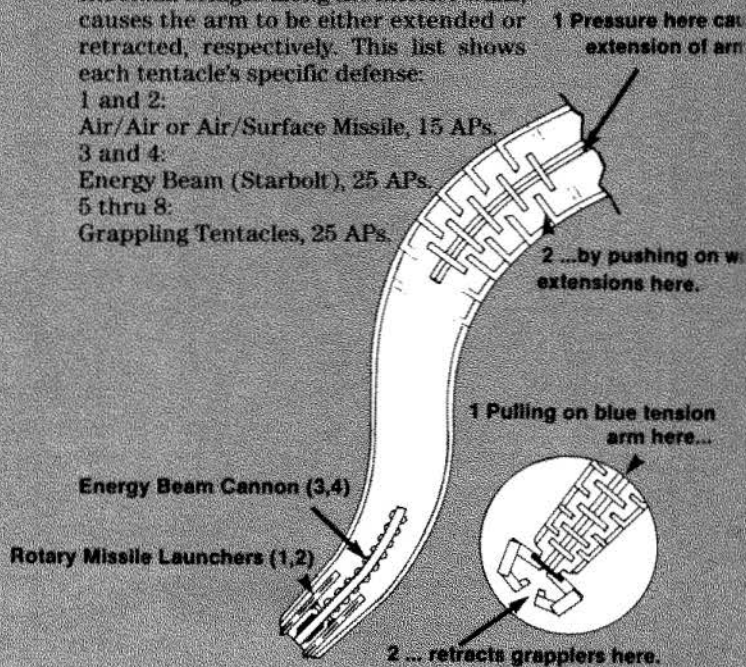
Cyclotronic Energy Stabilizer

Red Sun Room

Designed exclusively for restraining Superman, the Red Sun Room's major device is the Red Solar Generator which, powered by the Red Solar Particle Accelerator, negates the effects of our yellow sun on the Man of Steel.

Thermal Lead Shielding

Computer Relay Tie-In

Holographic Recorder/Projector

Restraint Bed

Red Solar Generator

Red Solar Particle Accelerator

Kryptonite Vault

E

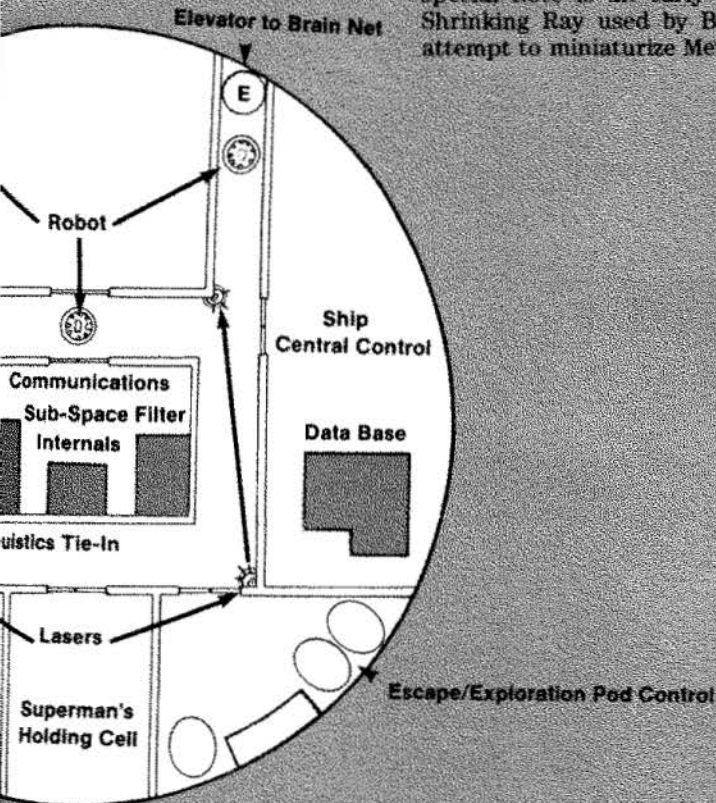**Elevator to Brainiac's Control Room**

Tentacles

Each with its individual purpose, the tentacles derive their extension abilities from pressure being applied or reduced at point one (1) which, when contacting the small bridges along the interior walls, causes the arm to be either extended or retracted, respectively. This list shows each tentacle's specific defense:

1 and 2:
Air/Air or Air/Surface Missile, 15 APs.
3 and 4:
Energy Beam (Starbolt), 25 APs.
5 thru 8:
Grappling Tentacles, 25 APs.

1 Pressure here cau extension of arm

2 ...by pushing on w extensions here.

1 Pulling on blue tension arm here...

Energy Beam Cannon (3,4)

Rotary Missile Launchers (1,2)
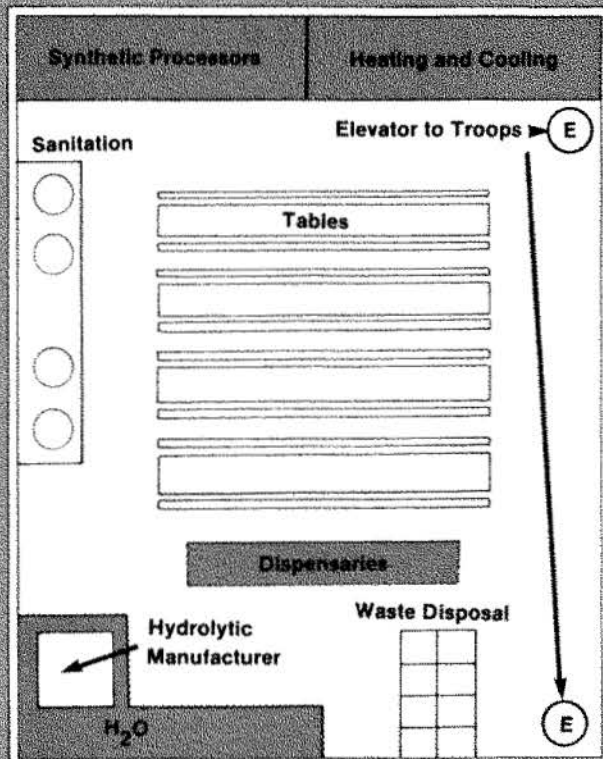
2 ... retracts grapplers here.

Arsenal

This level houses all of the ship's advanced personal weaponry systems as well as a station for emergency manual control of shipboard armaments. Of special note is an early model of the Shrinking Ray used by Brainiac in an attempt to miniaturize Metropolis.
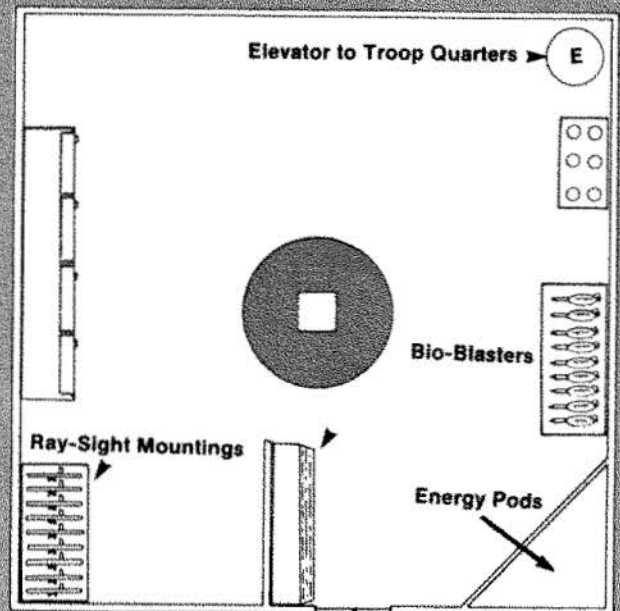
Elevator to Brain Net

E

Robot

Ship
Central Control

Communications
Sub-Space Filter
Internals

Data Base

...uistics Tie-In

Lasers

Superman's
Holding Cell

Escape/Exploration Pod Control

Elevator to Troop Quarters E

Bio-Blasters

Ray-Sight Mountings

Energy Pods

Food Systems

This level accomodates the dietary requirements of Brainiac's alien guards with synthetic food processors and more conventional food dispensers. Aliens who do not eat are encouraged to sit around and have a good time.
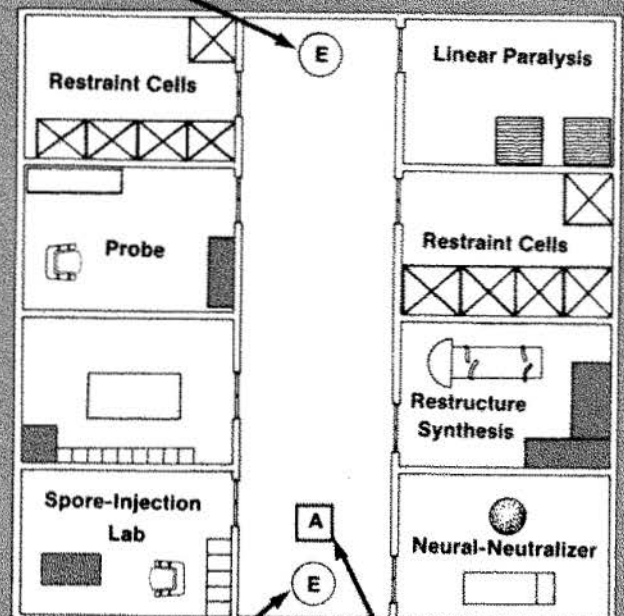
Synthetic Processors	Heating and Cooling

Sanitation

Elevator to Troops E

Tables

Dispensaries

Waste Disposal

Hydrolytic
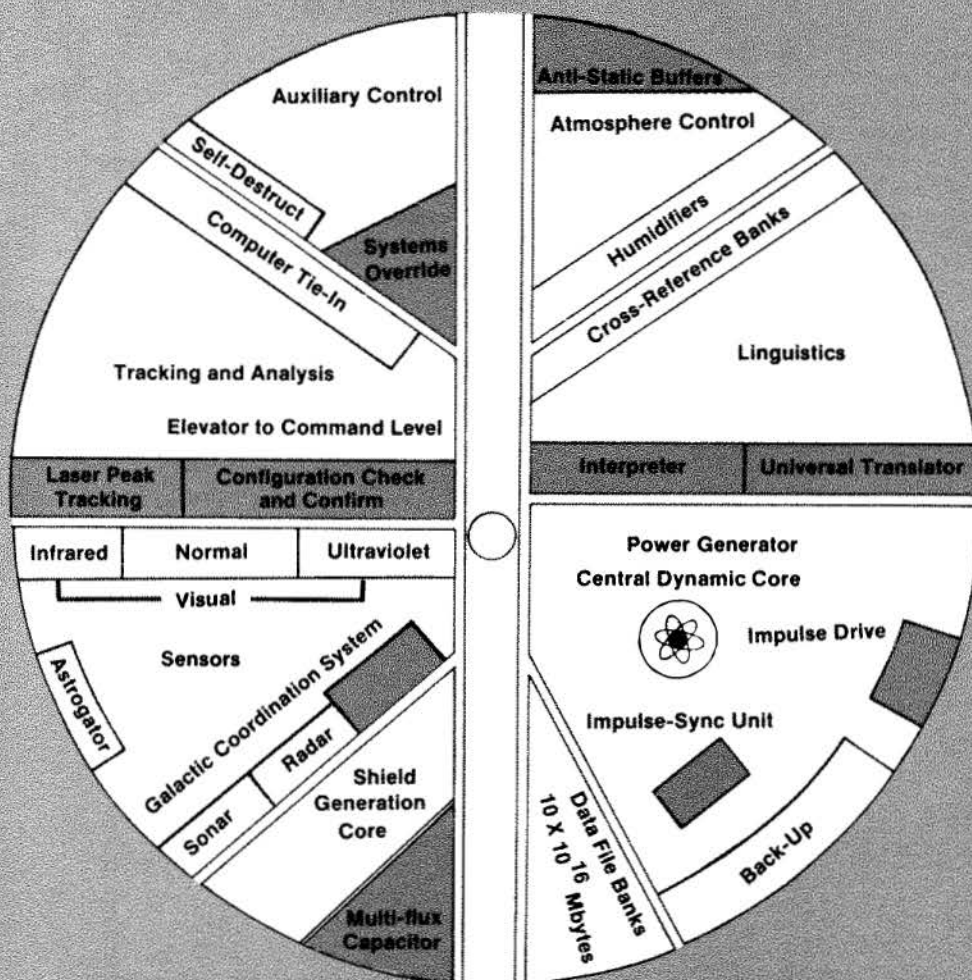Manufacturer

H_2O

Detention Area

Brainiac's least-hospitable level, the Detention Area holds some of the most sophisticated, effective, and frightening devices of torture and restraint in the galaxy. (Note that Superman's Holding Cell is on the Command Level nearer the Red Sun Room, not in the Detention Area.)

Elevator to Command Level

E

Restraint Cells

Linear Paralysis

Probe

Restraint Cells

Restructure
Synthesis

Spore-Injection
Lab

A

E

Neural-Neutralizer

Elevator to Troop Quarters

Alien Security

17

Diagram labels (upper circular cutaway)

Auxiliary Control

Self-Destruct

Computer Tie-In

Systems Override

Tracking and Analysis

Elevator to Command Level

| Laser Peak Tracking | Configuration Check and Confirm |

| Infrared | Normal | Ultraviolet |

Visual

Sensors

Astrogator

Galactic Coordination System

Radar

Sonar

Shield Generation Core

Multi-flux Capacitor

Anti-Static Buffers

Atmosphere Control

Humidifiers

Cross-Reference Banks

Linguistics

| Interpreter | Universal Translator |

Power Generator
Central Dynamic Core

Impulse Drive

Impulse-Sync Unit

Data File Banks
10 x 10 ^{16} Mbytes

Back-Up

Brain Net

The physical and operational core of Brainiac's ship, Brain Net is a vast storehouse of control and reference systems. Should primary navigation be damaged, the ship may run from Auxiliary Control. The Tracking and Analysis section is engaged during offensive military strikes while Sensors are in continual operation, constantly gathering data about the surrounding environment. The Shield Generator Core provides the vessel's major defense; powered by the Multi-flux Capacitor, the shields are generated here and projected from the large temple-plate on the outer front of the ship.

Brain Net's Atmosphere Control humidifies the immediate ship environment, thus preventing any loss of functional efficiency in computer operations or in Brainiac himself due to overt static charging. Linguistic Banks assimilate all known languages and provide a universal translator relay for communication purposes while the Power Generator, based on the Central Dynamic Core, energizes the entire ship's systems. Additional computer data files centered in Brain Net can store up to ten quadrillion (10,000,000,000,000,000) Megabytes of information.
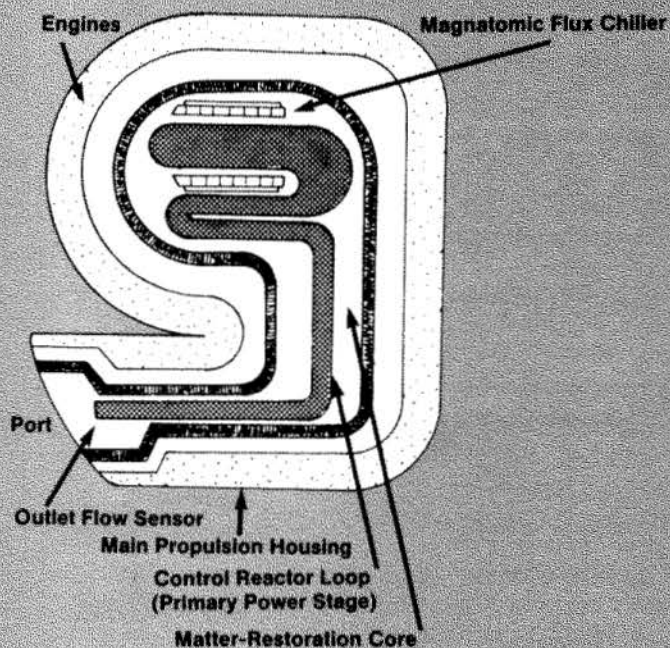
Laser Turrets

Lodged into the wall linings of Brainiac's ship as interior defenses, the lasers separate molecules from surrounding air into contingent photon and electron particles. The resultant photons are emitted at super-compact, high-energy levels.
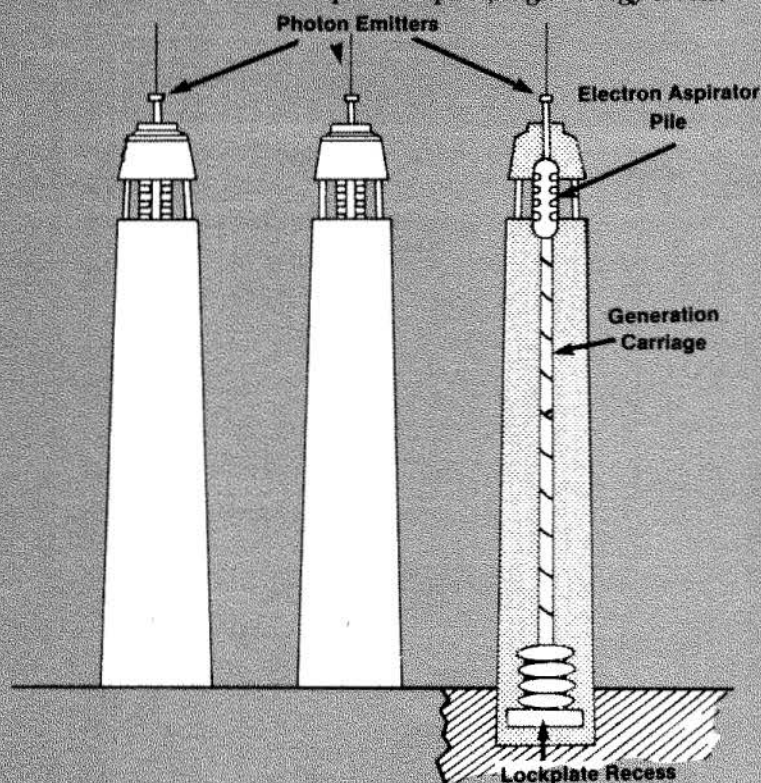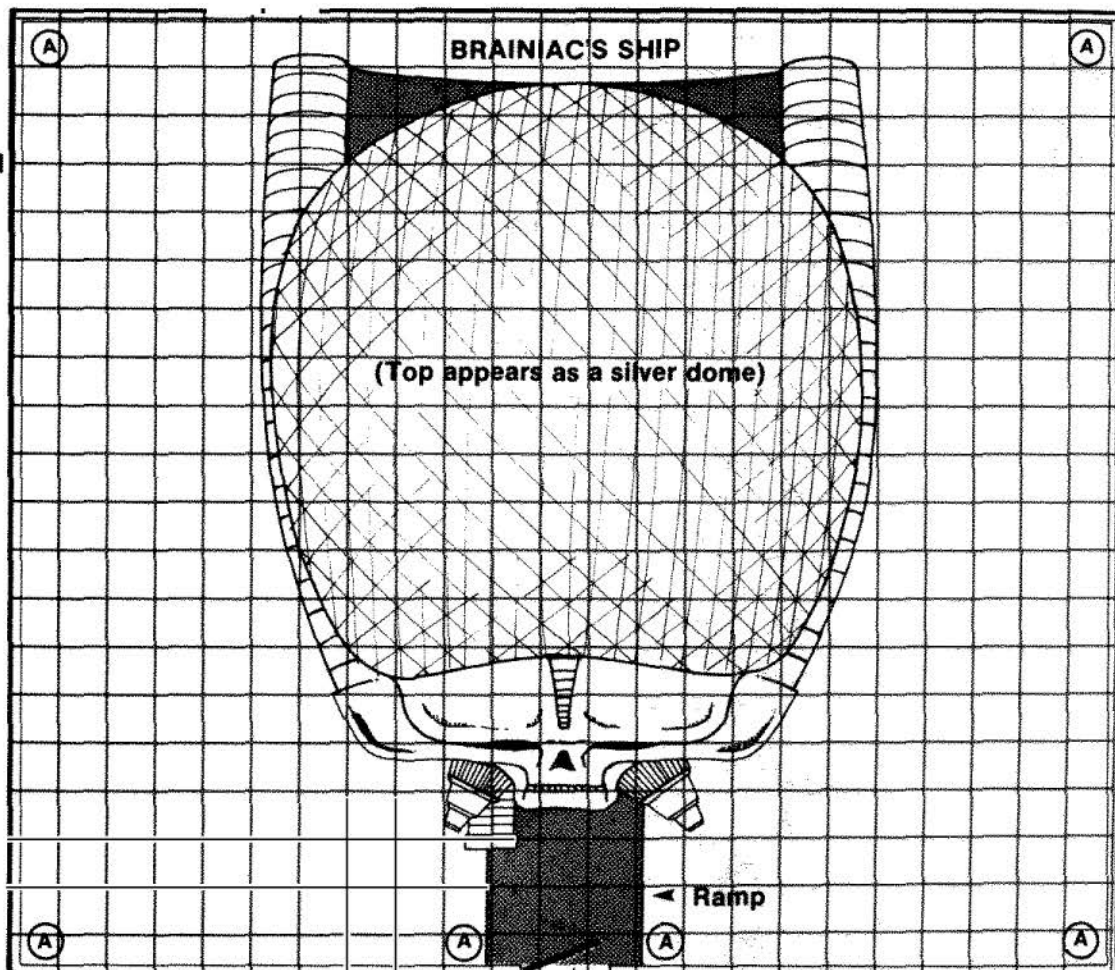
Star Drive

These units provide the ship's primary galactic propulsion. The ship is displaced as unstable nuclear carbides are super-cooled and port-discharged, resulting in a warping of the fabric of nearby space.

Star Drive diagram labels

Engines

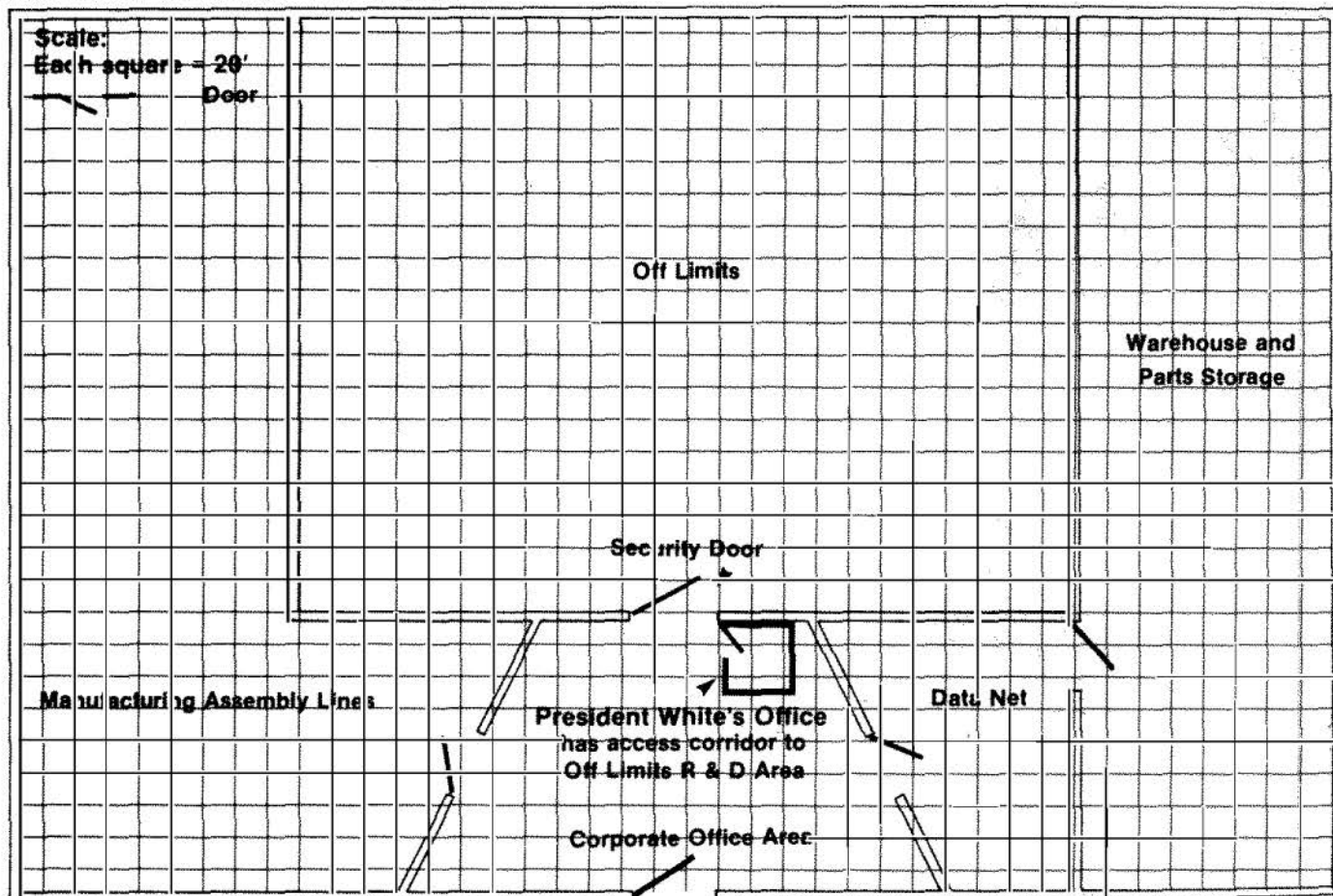Magnatomic Flux Chiller

Port

Outlet Flow Sensor

Main Propulsion Housing

Control Reactor Loop (Primary Power Stage)

Matter-Restoration Core

Laser Turrets diagram labels

Photon Emitters

Electron Aspirator Pile

Generation Carriage

Lockplate Recess

BRAINIAC'S SHIP

(Top appears as a silver dome)

◄ Ramp

Security Door

OMEGA CORPORATION   Palo Regis, CA

Scale:
Each square = 20'
Door

Off Limits

Warehouse and
Parts Storage

Security Door

Manufacturing Assembly Lines

Data Net

President White's Office
has access corridor to
Off Limits R & D Area

Corporate Office Area

Main Entrance

19

S — Setup

The adventure begins! Two of the Player Characters, out walking at night, see Superman suddenly encounter two strange, robotic insects high in the sky over Metropolis. Within seconds, the Man of Steel is batted from the sky, obviously in trouble. This sight provides the Players with an immediate cause for action: If Superman is in trouble, it is the duty of any available hero to come to his aid.

The Player Information should be read to the two Players whose Characters will see Superman. If the Teen Titans are the Player Characters, the two should be Nightwing and Changeling, who have just left a late movie. If other Player Characters are being used, select two who do not have tremendous speed or flying ability so that they do not arrive at the next encounter too rapidly.
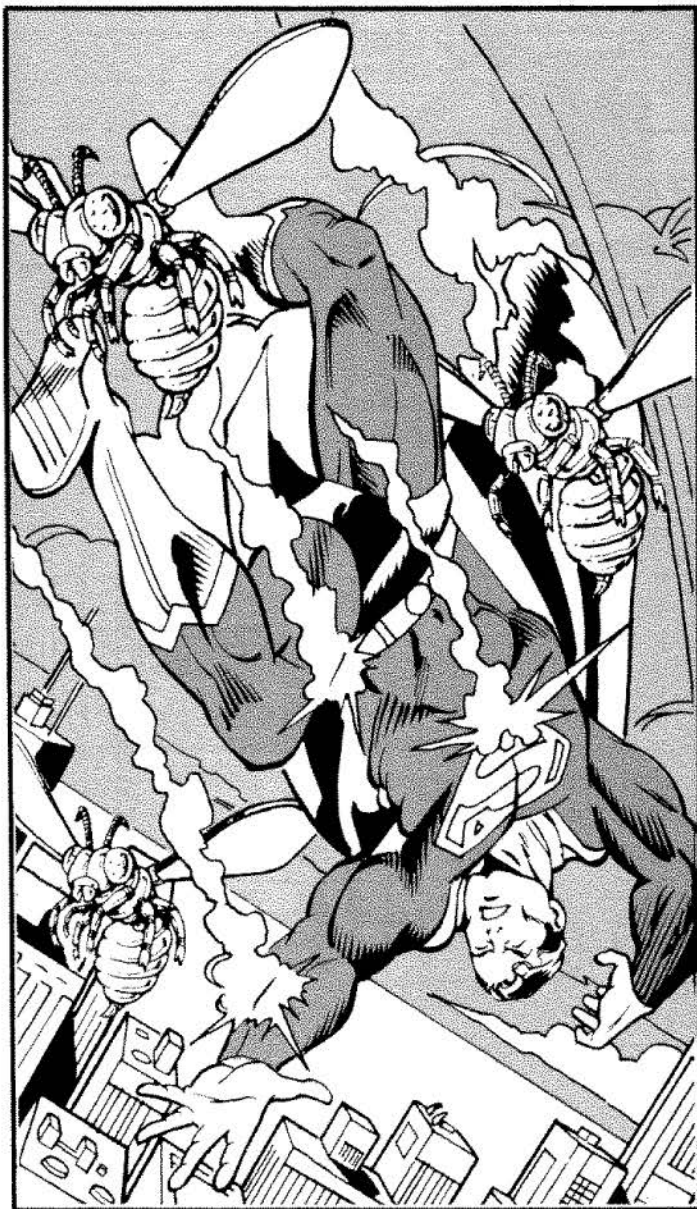
P I — Player Information

It is slightly past a warm summer's midnight. You've just left a late showing of a classic old science fiction movie, Colossus: The Forbin Project.

On the street, a few passersby have stopped and are looking up in the sky, marveling at the sight of Superman flying overhead. You notice him with little excitement. After all, being a hero is everyday work for you.

Suddenly, the crowd gasps. A woman screams. Above, in the night sky, two large, metallic things that look like wasps are flying, not far from Superman. Of course, there's no real problem. The Man of Steel is more than a match for mere flying things ...or is he?

Superman zooms over close to the metal wasps. One of them turns quickly, smashing into him with the rear of its body. Superman suddenly plunges from the sky! The wasps dive in pursuit. All three are quickly lost to sight behind the buildings of the city. The people on the street scatter in panic.

"Good heavens!" a man cries. "What on earth could possibly knock Superman from the sky? And what will those things do to the rest of us?"

G M — GM Information

Superman has been attacked by two robot wasps created by Brainiac. The wasp which hit Superman was bearing a small piece of Green Kryptonite appropriated from deep space in its body. That, along with its paralyzing sting, was enough to cause Superman's fall.

The observing Player Characters can determine the general location in the city where Superman must have fallen. This location, the Info Tech, Inc. factory and warehouse, is one mile (10 APs) from the observing Player Characters and 2 miles (11 APs) from any other Player Characters. As soon as one or more Characters arrives in the general vicinity, go to Encounter 2.

Troubleshooting

If the Players are using the Teen Titans, all except Nightwing and Changeling will be at the Titan's acting headquarters in Metropolis, within easy radio range of their two comrades. If the Player Characters are not in costume, remind them that it will take one minute (4 APs) for them to change. Keep careful track of the time it takes the Player Characters to arrive at the scene of Encounter 2, as it is likely their arrivals will be staggered, with distant Player Characters arriving later than those who saw the wasps attack Superman.

If the Players are not using the Teen Titans, they should be given some reason for their presence in Metropolis. Perhaps they were together there to attend a special seminar of interest to them all. Player Characters not observing Superman's fall are assumed to be staying at a nearby hotel.

S — Setup

Check the maps of the Info Tech plant in the Maps section. By the time the first Player Character arrives, the situation will be as follows:

Two robot wasps are on the ground in front of the loading dock and three robot ants are loading the wasps with cartons of goods from the warehouse. The warehouse/loading dock door is smashed open.

Inside, the robot spider is lurking at the top of the stairs leading to the second floor and has already placed webs in the doorway leading upstairs and the windows surrounding the building.

Three more robot ants are upstairs in the large work area. Superman is inside a teleportation device shaped like a large bubble with some strange machinery attached to its base. Next to him is a chunk of Green Kryptonite. The instant a Player Character enters the room, one of the robot ants will throw a switch on the teleportation device. It and Superman will disappear immediately, teleported to Brainiac's ship in California.

Read the Player Information to the first Character to arrive on the scene. If the Player Character arrives by air, you should also give him a quick description of the general shape of the building, pointing out the many windows and the skylight (which looks down into the first floor loading/unloading area of the warehouse).

P I — Player Information

Read to the First Player Character(s) to Arrive:
On arriving at the scene, you see a gaping hole at least 6 feet deep in the ground. You surmise that Superman must have fallen here, the loading area of a small manufacturing firm on a secondary street. Sitting in this loading area are two huge, metal wasps! Even as you approach, you see a metal ant lugging a large crate through a doorway in the side of one of the wasps. The warehouse itself looks as though it has been ripped open or perhaps cut open with some kind of giant scissors.

Read to First Player Character(s) to Enter the Upstairs:
Too late! Just as you enter this work area, you see a metal ant reach for a switch on a large, clear bubble which has some strange machinery at its base. Inside the bubble lies Superman, nearly unconscious, with a piece of glowing green rock next to him. As the ant hits the switch, the bubble disappears, taking the machinery, Superman, and the glowing green rock with it.

G M — GM Information

The exact sequence of events in this encounter will depend upon the actions of the Players. They may do battle immediately with the wasps outside; they may try to rush the warehouse door or they may enter the building through the front door or one of the many windows.

There are a total of nine tough opponents present here: three ants and two wasps downstairs, three ants and the spider upstairs. All will fight logically and will even make team attacks when possible. However, the insects downstairs will not aid those upstairs, and vice versa.

The main goal of the robot insects in this encounter has already been guaranteed: the teleportation of Superman to Brainiac's ship. Once this occurs, the insects will fight to weaken and delay the Player Characters. When the Player Characters have been defeated or when any two of the robots have been defeated after Superman is teleported, the remaining robot insects will flee. All are capable of flight except the spider, which will escape on foot.

Wasp Exploration

Player Characters may temporarily board one of the wasps through its side door. Inside each wasp are five cartons of goods from the Info Tech, Inc. warehouse. It is possible one or more Player Characters may be inside of the wasp when it closes its door and takes to the air.

If a Player does enter, he must be told the door is closing and make a successful OV/RV roll pitting his DEX/STR against the wasp's DEX/STR of 10/15. If a Player fails the roll and is captured, the wasp will fly away. The remaining Characters may then follow the wasp (as detailed in Encounter 3) and attempt to free their partner; otherwise, the wasp will travel one mile (10 APs), land, and free its victim. A freed Character with Flight Power must sit out 2 phases as he or she rejoins the group, one without must sit out 6 phases. (NOTE: If a Player is captured and is not aided by any partner, he may free himself by reprogramming his captor; see Villains Character section for wasps).

If no Character is captured and the Players remain at Info Tech to look for clues at the end of the fight, go to Encounter 5. If the Players pursue the fleeing robot insects, go to Encounter 3. Players should not separate by going to different Encounters, with the exception of one being captured and others choosing not to follow.

T — Troubleshooting

A Player Character with Personality Transfer power can take over the body of any robot insect. In this case, the Player Character can completely control the body, allowing it to be dismantled. If, however, the Player Character gives up control before the body is destroyed or dismantled, the robot insect will resume its activities in the most intelligent manner possible at the time.

If the Players are having difficulty gaining clues from or defeating their opponents, have the remaining insects become immobile at the throw of the Superman-teleportation switch. The Players may then analyze the immobile insects normally, if they wish. In this case, play should progress to Encounter 5, "First Clues," since there will be no fleeing insects to pursue.

Encounter 3: Pursuit

S Setup

Use this encounter if the Player Characters pursue any fleeing robot insects from Encounter 2. Those robots fleeing will do so as a group in the air, with the exception of the spider, which can't fly, and then split up in different directions.

P I Player Information

These insects are fast! They are fleeing, flying with a speed which it would take a Boeing 747 to match. Apparently they're smart too; after taking off as a group, they are splitting up, each going in a different direction.
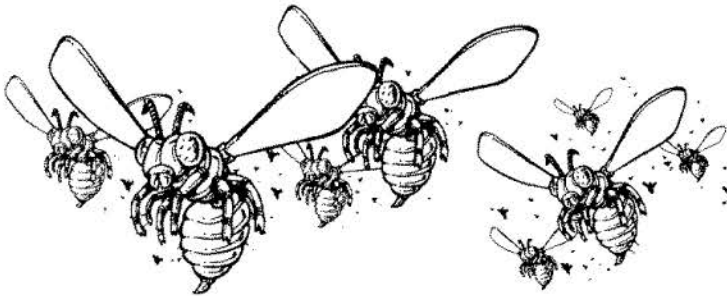
G M GM Information

Once the insects split up, each will fly around for as long as an hour or until no Player Character is pursuing it, their purpose being to make the Players waste valuable time by chasing them.

The Players may conduct combat in the air with the insects. Airborne ants and the grounded spider will try to bite back at attacking Player Characters, airborne wasps will still attack with their stingers. A Character who falls victim to a wasp's Paralytic Poison Touch is unable to use any physical powers for a time in minutes equal to the RAPs of an Action/Effect roll with the wasp's Poison Touch against the Player's BODY, or until an antidote is delivered. Note that if flying Characters are paralzed, they may fall. The insects will maintain an average altitude of one-half mile (9 APs).

Each insect not destroyed in airborne combat will, after 8 APs of flight, land at a separate abandoned warehouse near the docks area of the city.

If one or more Players pursues an insect until it lands, go to Encounter 4. If Players abandon the chase and go back to look for clues at the Info Tech plant, go to Encounter 5.

Encounter 4: Capturing A Bug

S Setup

Use this encounter only as a conclusion to the pursuit in Encounter 3. Each robot insect has landed in a separate abandoned warehouse building. These are plain, old brick structures with large loading bay doors and measure 3 APs X 4 APs. They have no windows, but have two-story ceilings with skylights. Each landed insect will be "playing dead" inside the warehouse acting as if its power supply were drained. When the Player Characters enter to capture or examine it, it will attack, taking maximum advantage of the situation.

P I Player Information

The bug you're chasing eventually turns, dives, and glides down inside an old warehouse by the docks. Apparently, the thing has landed inside the building, which is largely abandoned. The only other buildings around are similar warehouses: large, old brick structures with skylights.

G M GM Information

The robot insect pursued by the Player Character(s) will "play dead" until the Player Characters approach. It will then await the best possible moment to attack one or more of the Player Characters (see "Rules" section at end of this encounter for more on surprising Characters). If the insects do not surprise, run the combat normally. If the combat is going against the robot insect, it will attempt to flee again, using Flight once outside. The robot will then repeat the steps in Encounters 3 and 4 over and over again, landing at a warehouse, playing dead, attacking and fleeing, until it is destroyed or the Players abandon the chase.

If a Player attempts capture, the insect will fly evasively at a rate of 10 APs for one minute (4 APs) before landing. If it is not pursued, the insect will cruise at 4 APs for eight minutes (7 APs) prior to landing. a robot spider will maneuver through side streets at a rate of 4 APs for 8 minutes (7 APs). The goal of the robot insect is to make each Player waste as much time as possible in pursuit and extraneous combat.

If the Player Characters destroy one of the insects and decide to analyze it as a clue, or if they return to search for clues at Info Tech, Inc., go to Encounter 5. If they give up and return home or to their headquarters, go to Encounter 6.

("Surprises")

At this point, the insect may try a Surprise Attack as detailed in the Player's Manual, page 25. A Surprise Attack allows for an early move on unsuspecting adversaries. Before attacking by Surprise, the Gamemaster must give the Players an Action Check to detect the surprise, although the Players do not need to know the reason for the roll.

The INT of the defender (Player) is the Acting Value and the INT of the insect is the Opposing Value; a successful roll will detect the ambush one phase in advance. Special Powers or Skills in detection may be substituted for INT on either Acting or Opposing Values. Surprised Characters may not act during the first phase of combat and have their Opposing Values shifted 2 columns left on the Action Table.

Encounter 5: First Clues

S   Setup

In this encounter, the Players investigate clues gained at the Info Tech plant or by pursuit of one or more of the robot insects. There are separate blocks of Player Information, depending upon the actions of the Players and the overall situation of this point in the adventure.

P I   Player Information

Read this to any Players examining a destroyed robot insect:

The dead metal insect looks like an electronics junkyard. Aside from the twisted metal, bent pulleys, and ruined mechanical parts, the thing is a maze of wires, circuits, and sensors, all clearly beyond repair.

Read this to Players searching Info Tech for other clues:

The entire plant appears to have been wrecked to no purpose by the rampaging metal insects. Inside the warehouse office is an inventory, just completed yesterday, detailing what should be stored in the warehouse.

G M   GM Information

Player Characters can use Gadgetry, Scientist, or Detective skill to analyze a destroyed robot insect. Use Brainiac's effective Gadgetry score of 8 as the Opposing and Resistance Values (recall Brainiac wants the Characters to receive such false information); give out the appropriate information found in the chart depending upon the Knowledge Points resulting from the skill use. Remember to include all information to which the Player has a right. Time used to glean any and all information: 16 minutes or 8 APs.

Players who check the warehouse inventory sheet against the current contents of the warehouse will find that ten cartons of printed electronic circuits are missing. If the Players also gain the maximum information from analysis of one of the robot insects, they will learn that the circuits missing from the warehouse are identical to those used in the robot insects.

The missing cartons were loaded aboard the robot wasps; if either wasp was destroyed or captured, the cartons can be retrieved. Analysis of the circuits will be of little interest, for they are standard printed circuits whose exact use would depend upon the product into which they were built. Gaining this information will take 16 minutes or 8 APs.

The Players may want to talk to the owners or managers at Info Tech. These businessmen will be entirely cooperative with the Player Characters and will even furnish a list of their customers, if asked. Among the one hundred customers of Info Tech in the last year are First Metropolitan Bank, the M.B. Diagnostic Center, and the Omega Corporation. Notably, Omega Corporation has purchased circuits identical to those being stolen by and used in the making of the robot insects. Information time: 16 minutes or 8 APs.

Robot Analysis

1 Knowledge Point:
The robot insect is similar in general concept to those used many years ago by a villain named Bertran Larvan, who called himself the Bug-Eyed Bandit.

2 Knowledge Points:
The robot insect was constructed recently. It is of high quality in both design and workmanship and was made at a facility fully the equal of any S.T.A.R. Lab. (If the insect had Poison Touch power, the Player learns that the poison is a common variety and that an antidote is readily available from any hospital or S.T.A.R. Lab at a modest cost).

3 Knowledge Points:
The robot insect was specifically programmed to deal with Player Character intervention. Its programming called for it to delay any heroes for as long as possible by a combination of combat and pursuit.

4 Knowledge Points:
Some of the electronic circuits used in the robot insect were manufactured by Info Tech. The insect is particularly vulnerable to electrical attacks (one column shift to damage RAPs), as are most robots. The insect could not have been designed by anyone of normal human intelligence; the design is so advanced that even though it mimics creations of the Bug-Eyed Bandit, it reveals a higher intelligence at work.

The GM should note that if Players check police records they will learn that Omega Corporation reported a theft of printed circuits from its warehouse three months ago. Of course, this report is a ruse planted in police computer records by Brainiac, all unbeknownst to the Players. It will be confirmed by Omega Corporation's management, which believes it to be true. Information time: 8 minutes or 7 APs.

The Players could choose to investigate the Bug-Eyed Bandit. Player Characters who use any hero's computer files or simply check police records can learn the general history of the Bug-Eyed Bandit. The only deviance from the truth will be that police computer files show he served his full sentence and was released, present whereabouts unknown.

Player Characters who check with the Wayne Foundation or their own computer will learn that he was in fact paroled and can gain the identity of his parole officer, Sheila Livingston of Newtown. Sheila will tell the Player Characters Larvan is employed at Computer Research, Inc. in the city, a company which is a subsidiary of the Omega Corporation. Information time: 32 minutes or 9 APs.

Finally, the Players may check on the ownership of the abandoned warehouses into which the robot insects flew in Encounter 4. All are listed with the city as owned by Omega Holding Corporation. State records show that the sole shareholder in Omega Holding Corporation is George Gray, General Delivery, Palo Regis, California. Information time: one hour or 10 APs.

As soon as the Players have completed their investigation, move on to Encounter 6. If the Player Characters go to Computer Research, Inc. to meet with Bertran Larvan, go to Encounter 10. If the Player Characters begin investigating Omega Corporation, go to Encounter 11.

Encounter 6:
The Bug-Eyed Bandit Strikes Again

S — Setup

This encounter occurs on the morning of the first day of the adventure. Brainiac's android Bug-Eyed Bandit is using two robot wasps and three robot ants to rob the First Metropolitan Commercial Bank in the city. Players can receive the report of the robbery in progress from police sources, by a radio news alert, or by any other convenient means. If the Players choose not to intervene, skip this encounter and have the Players return to their Metropolis headquarters.

Use the bank map for this encounter. You may vary the Player Information, depending upon the means of transportation the Players use to arrive on the scene. When the Players do arrive, three robot ants will be inside the bank. The android Bug-Eyed Bandit and two robot wasps will be outside. The Bandit standing near the side door of one of the wasps.

P I — Player Information

Responding quickly to the robbery alert, you arrive in time to see none other than the Bug-Eyed Bandit standing in the street outside the First Metropolitan Bank. Next to him is a robot wasp, identical to the one you encountered last night, and another wasp just a few feet further down the street. There is a general commotion coming from the bank lobby. The Bug-Eyed Bandit is laughing maniacally.

G M — GM Information

The two wasps and the android Bug-Eyed Bandit will engage the Player Characters in combat while the robot ants finish gathering money inside. The ants will emerge from the bank after four combat phases and all villains will then attempt to escape. If he has not been defeated, the android Bug-Eyed Bandit will get inside one of the wasps and fly away, shouting, *"Au revior, mes amis. Un autre temps, une autre place!"*

T | Troubleshooting

If the Players follow the escaping wasp(s), just before the first Character's attack, the wasp(s) will disappear without a trace, reminiscent of Superman's teleportation.

If the Players decide to go to Europe, it will only waste time, as the entire scenario is a hoax to do just that. Assume the Players are aboard a plane which can reach Europe in one hour (10 APs). After 9 APs of plane time (halfway to Europe) inform the Characters the Bug-Eyed Bandit was spotted in Metropolis recently. If they continue, let them land in Europe (10 APs elapsed) and inform them the Bug-Eyed Bandit reportedly robbed another bank five minutes ago. If they still continue, mark off 11 total APs for the trip over, inform them that European police report nothing amiss, but Metropolis security positively identified the Bandit on the Metropolis outskirts.

The Players should return to Metropolis and proceed with Encounter 7 whenever they discover the hoax. Remember to included the 10 APs of time elapsed for the return trip.

Encounter 7: Press Reports

S | Setup

Use this encounter whenever convenient after noon on the first day of the adventure. The encounter can occur whenever any Player Character has a chance to see a newspaper or hear a broadcast news report.

P I | Player Information

Read the players the following newspaper article or broadcast report, whichever is appropriate:

EXTRA DAILY PLANET

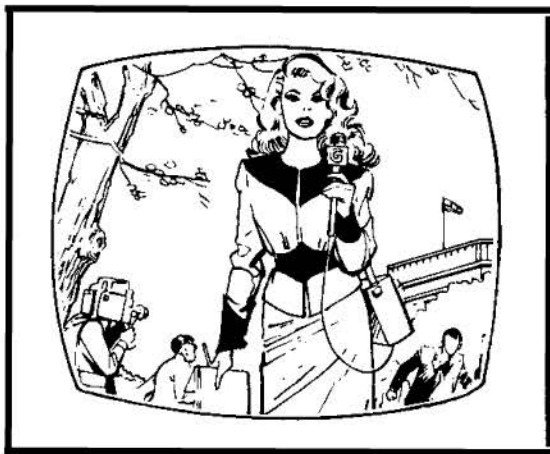★★★★ G A Galaxy Communications Company ★★★★

AMNESIA STRIKES WORLD SCIENTISTS

Soviets, U.S. Exchange Charges
(Metro UP)

WASHINGTON, D.C. - The Daily Planet learned early today that at least twelve top scientists in the United States, Britain, China, and the Soviet Union suffered sudden, total amnesia within the past several days.

Government sources have no comment on these reports, but the Planet has learned from sources declining to be identified that both the U.S. and the U.S.S.R. believe that amnesia cases are the work of the KGB or the CIA, respectively. A source inside the U.S. State Department called the situation "extremely tense."

While the identities of the affected scientists have not been revealed, the Planet has discovered that all were involved in top secret research involving various aspects of space flight technology.

T   Troubleshooting

The Players may insist on going to talk to Dr. Kepling or interviewing his colleagues at the university. Improvise these conversations. Kepling, of course, is a total amnesiac. His colleagues can tell the Player Characters nothing of value.

If the Players attempt to employ the aid of or get information from outside heroes at this point, they may do so at the cost of expending 30 minutes (9 APs) of time. Improvise these conversations, but no heroes will know anything of significance nor will they be able to help in the adventure.

GM   GM Information

These reports should alert the Players to the possibility that more scientists than Dr. Kepling have been affected by amnesia. The Players will probably leap to the correct conclusion that all these scientists were recipients of Omega 1701 computers. This can be verified by the FBI, as per the Investigation Chart (pg. 13).

Encounter 8: A Case of Amnesia

S   Setup

This encounter should occur after the Players have come to suspect the Bug-Eyed Bandit's involvement in Superman's abduction. See the Timeline for a general guideline. The amnesia cases reported to them by the police should suggest the possibility that the Bug-Eyed Bandit's memory gas formula is being used.

The Metropolis Police Department will contact the Player Characters by any means possible at the appropriate time to ask for their help in a special, puzzling case.

P I   Player Information

While Superman's abduction is baffling you, an urgent request for your help comes from Detective Lieutenant Steinberg of the Metropolis Police Department. He is investigating a strange case of amnesia affecting one of the country's top scientists, Dr. Jules Kepling, an astrophysicist at the Metropolis Institute of Technology.

Detective Steinberg requests that you meet him at Dr. Kepling's office as soon as possible, preferably within the hour.

Read the following to Players as they arrive at Kepling's office:

You have no problem finding the office of Dr. Kepling at MIT. After all, he is one of the world's leading scientists, an expert in astrophysics, and almost everyone on campus knows where his office is located.

Waiting for you at the office is Det. Steinberg. "Thank goodness you've come," he says in greeting. "Let's get down to the facts right away. Dr. Kepling came into his office at 7:00 this morning, just as he does almost every weekday. Shortly after that, someone or something assaulted the poor man. He had a nasty wound in the side, like a puncture wound. Apparently, the shock was too great for him, because he completely lost his memory. The custodian found him wandering around the hall. He didn't even know his own name," the detective says.*

"What's even stranger," Steinberg continues, "is there's only one entrance to this part of the building - through that door down the hall there. The custodian was just outside it the entire time when the assault must have occurred and saw no one come in or out. As near as we can tell, there was no one else in the building at the time and there's no sign of a struggle in the professor's office, as you can see. Now, who got him, and how did they do it?"

GM   GM Information

Dr. Kepling was attacked by his new, complimentary Omega computer. The specially designed computer scanned for his identity when he turned it on, then transformed itself into a robotic wasp, injecting the doctor with an amnesia solution based on Bertran Larvan's original memory gas formula.

When the Player Characters enter the office, they will find nothing unusual, just a typical college professor's office. The walls are lined with bookshelves crammed with standard scientific references. The doctor's files are all in order; nothing has been disturbed. If asked, Steinberg can tell the Player Characters that the doctor's most recent work involved theories concerning gravity.

On the doctor's desk, amongst some scattered notes, is a letter from the Omega Corporation. Players who search the office can find it easily. Show them the facsimile of the letter on this page.

The Omega computer, Model 1701, is sitting on Dr. Kepling's desk. It is turned off. Player Characters can turn it on without harm and use it normally. However, any attempt to tamper with or analyze the computer will cause it to immediately transform into a small, robotic wasp and attack the Player Characters as per wasp combat methods, including use of the memory injection.

Once the wasp form of the computer has been defeated, it can be analyzed using Gadgetry, Scientist, or Detective skill. Results depend upon the Knowledge Points gained, as follows:

If the Players attempt to employ the aid of or get information from outside heroes at this point, they may do so at the cost of expending 30 minutes (9 APs) of time. They will find that all other heroes seem to suffer from memory losses.

Improvise these conversations as well, emphasizing the amnesia and that the heroes have only the vaguest recollections of their names, locations, duties, etc. No information should be gained except that heroes are being affected in the same way as Dr. Kepling and other world leaders.

Wasp Analysis

2 Knowledge Points:

The computer/robot wasp attacks using a poison which causes amnesia by deadening brain responses to the autonomic nervous system. This poison is similar in basic formula to the memory gas originally developed by Bertran Larvan, the Bug-Eyed Bandit, and its effects on a normal human will wear off in about three days. It is not as powerful as the memory gas developed by Bertran Larvan.

6 Knowledge Points:

The computer/robot wasp's on-off switch contains an identity scanner. This scanner was preset to identify Dr. Jules Kepling. Correct identification or any attempt at tampering by any user triggers an attack by the robot wasp.

8 Knowledge Points:

The computer contains a small gyroscopic device which has nothing to do with its function as either a computer or a robot wasp.

12 Knowledge Points:

The device in the computer could possibly be part of a complex, extremely powerful anti-gravity generator. However, it would take thousands of such parts, linked together in some way, to create such a generator.

Det. Steinberg informs the Player Characters that Dr. Kepling is currently being treated at City Hospital. His doctors advise that he not be disturbed at this time.

Omega Corporation
Palo Regis, California
October 16

ΩMEGA
CORPORATION

Dr. Jules Kepling
Dept. of Astrophysics
Metropolis Institute of Technology
Metropolis

Greetings:

Omega Corporation, the world's largest manufacturer of personal, business, and research computers, is pleased to announce the introduction of its new *Model 1701* personal computer. For speed, ease of use, and adaptability to a variety of software, we are certain the *Model 1701* is the best personal computer on the market today.

In order to introduce this fine new computer, we are giving away, at no cost or obligation, complimentary units of the *Model 1701* to some of the top scientists in the United States and abroad. We hope you will find it useful, practical, and valuable.

Of course, ownership of your new Omega computer automatically makes you a subscriber to *DataNet*, the largest computer network in the world, with access to almost any imaginable data file you could desire.

Accept this gift with our compliments on your scientific achievements.

Sincerely,

William White

William White
President
Omega Inc.

Encounter 9: Present From Omega

S · Setup

This encounter occurs whenever the Players check their headquarters after noon of the first day of the adventure.

P I · Player Information

During your absence, a package has arrived. The package consists of a large crate with a letter attached. The return address is the Omega Corporation, Palo Regis, California.

ΩMEGA
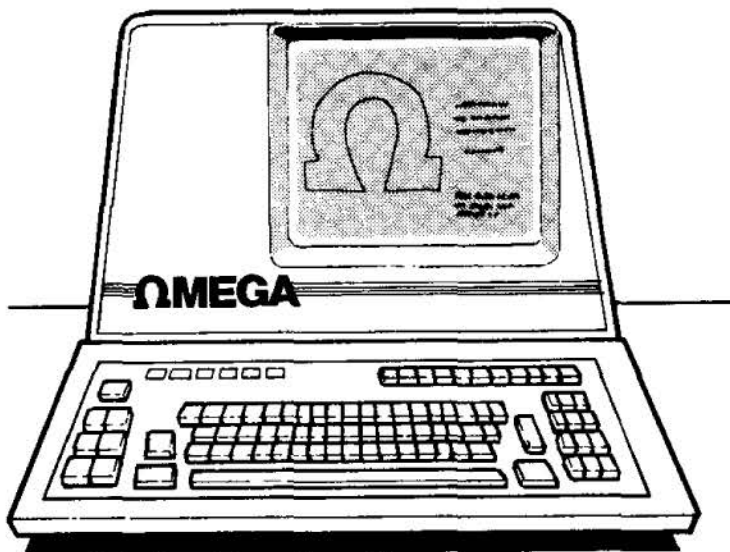
G M · GM Information

The crates contained one Omega computer, Model 1701, for each Player Character. The letter is identical to that received by Dr. Kepling in Encounter 8, although the Player Characters are referred to as heroes, not scientists.

The computers are identical to the one received by Dr. Kepling with one exception: the identity scanners are set for the Player Characters. As soon as any Character turns on one of the computers, it will convert to wasp form and attack. Of course, any tampering produces the same results. Destroyed robot wasp/computers may be analyzed, with the same results as those given in Encounter 8.

T · Troubleshooting

The GM may wish to modify the exact time this encounter occurs to suit the flow of play as he is running the adventure, keeping in mind that the Player Characters must rest for eight hours during the night.

If the Characters are still in Metropolis, they should return to their headquarters. If the Characters have left for or are in California, they are assumed to be staying at a hotel in Palo Regis.

Encounter 10: Meet Dr. Larvan

S · Setup

Use this encounter when the Player Characters go to Computer Research, Inc. in search of Bertran Larvan, the paroled, amnesiac Bug-Eyed Bandit. The management of Computer Research, Inc. will be fully cooperative with the Player Characters, will introduce them to Dr. Larvan, and will provide a meeting room for the Characters to use during the conversation.

P I · Player Information

Before you stands a mild looking man of medium height and build. He matches in all ways the description of Bertran Larvan, the Bug-Eyed Bandit.

"I was told you wished to speak with me, "the man says politely. "Please, do sit down and make yourselves comfortable. Now, how can I help you?"

G M · GM Information

The real Bertran Larvan has no memory of his criminal career, although he has been told about it many times. He is happy to be out of prison and even happier to be a productive member of society, recognized for his abilities as a scientist. He can provide the information listed in his description in the Characters section of this adventure.

Larvan has a perfect alibi for last night: he was attending a birthday party for a co-worker which lasted until 2 a.m. There are five other workers at Computer Research, Inc. who will immediately verify his story. Every employee at the small laboratory will confirm that Larvan has been at work all day, since 8:00 a.m.

T · Troubleshooting

The Players may insist on taking Larvan in to the police. Some Players may even think they have solved the mys-

tery, with the exception of getting Superman's location from Larvan. Let them think so and let them waste as much time with Larvan as they desire. He knows nothing about Superman's abduction, the robberies, or Brainiac's plot.

If the Players Interrogate Larvan and the RAPs of the Interrogation equal or exceed Larvan's MIND, the shock will cause Larvan to recover from his amnesia. He will not reveal this to the Characters but will sud-denly recall everything regarding his criminal career. At the earliest opportunity following this adventure, Larvan will begin again his criminal activities as the genuine Bug-Eyed Bandit whom the GM may choose to incorporate into future campaigns.

After two hours of Player Interrogation, Larvan will be escorted away by police for their own questioning and psychiatric testing. Player Characters may not prevent this and should proceed to Encounter 11.

Encounter 11: Investigating Omega Corp.

S · Setup

At some time, the Players may attempt to investigate the Omega Corporation, perhaps in preparation for a visit to the main headquarters in Palo Regis, California. This encounter summarizes the information they can gain from various sources.

P I · Player Information

None applicable.

G M · GM Information

The following information is common knowledge and can be gathered from any number of sources: newspaper files, business publications, knowledgeable contacts, even the police. Gathering this information should take only 30 minutes (9 APs):

● Omega Corporation was established three years ago. The company manufactures personal, business, and research computers and runs DataNet, the world's largest subscription computer network.

● The key to Omega's success is obvious: experts agree it offers a top quality product at a price competitors cannot match.

● The company maintains offices in almost every major city around the world and owns several subsidiary corporations. However, the headquarters and main manufacturing plant of the corporation are in Palo Regis, California.

● DataNet, the company-run computer network, offers subscribers quick, easy access to a wide variety of data files, and almost all government agencies, including the police and the F.B.I., are subscribers to DataNet. All owners of Omega computers receive a free subscription to the DataNet service.

If the Players investigate Omega's ownership, they can learn the following in an additional one-half hour (9 APs) from the state government: Omega Corporation was founded in Atlanta and is a wholly owned subsidiary of Omega Holding Corporation. The sole shareholder of Omega Holding Corporation is listed as George Gray, General Delivery, Palo Regis, California.

Encounter 12: The Omega Plant

S · Setup

Use this encounter if the Players decide to visit the Omega Corporation headquarters in Palo Regis, California, and allow 10 APs of time for the trip's completion. As the map indicates, the company headquarters and plant are enormous. Once the Player Characters have made contact with the company's management, they may be shown the general map of the headquarters area.

The Player Information assumes the Player Characters arrive in costume and ask to speak to the company management. If they don't, see the Troubleshooting section.

P I · Player Information

Your identities as heroes are sufficient to get you to the top-level management of Omega Corporation. Soon you are standing in the offices of William White, President of the Omega Corporation.

"Well, it's not every day we receive such distinguished visitors," White says. "Please, sit down. How can Omega help you?"

G M · GM Information

The GM can improvise a conversation with White. He is

cooperative, friendly, and has very little to hide. He will gladly arrange a tour of Omega's corporate headquarters and plant for the Characters which will take half an hour (9 APs).

On the tour, the Characters can see Omega computers being assembled. Neither White nor any of the assembly workers has any idea that the original computers contained a portion of an anti-gravity generator or that the Model 1701 doubled as a robot wasp. Players who already know these facts can readily detect where the anomalous parts were installed, although they are no longer included, since Brainiac's plan, now nearing completion, requires no additional devices.

If the Characters tell White about either the anti-gravity potential of his computers or the robot wasps, he will be aghast and order a complete internal investigation. However, this will take several days — and Brainiac's plot will be a success long before White's investigation is completed.

If asked, White will tell the Player Characters that the Research and Development area of the company, the large area marked *"Off Limits"* on the map, is restricted to employees only. No exceptions are allowed, by order of George Gray, who actually owns Omega. White can also give the information listed under his description in the Characters section.

If the Player Characters happen to see the Research and Development area from the air, they will certainly notice that it features a huge, gleaming metallic dome. This dome is in fact the top portion of Brainiac's space ship.

If the Characters visit the DataNet section of the company and then analyze the radio and telephone inputs to that section using Gadgetry or Science skill with any positive RAP result, they will discover that all connections ultimately lead to the Research and Development area. The Opposing and Resistance Values for such an analysis are Brainiac's Gadgetry skill score of 20 APs. The analysis must take place while Player Characters are touring the area, and will take four minutes (6 APs).

T   Troubleshooting

If the Player Characters come to Omega in their secret identities, they can take the standard tourist's guided tour which will take one hour (10 APs) and will provide them with no useful information. If they attempt to enter the *Off Limits* are , four standard security guards will prevent them, explaining that the public is not allowed in the Research and Development area.

Encounter 13:
Research & Development
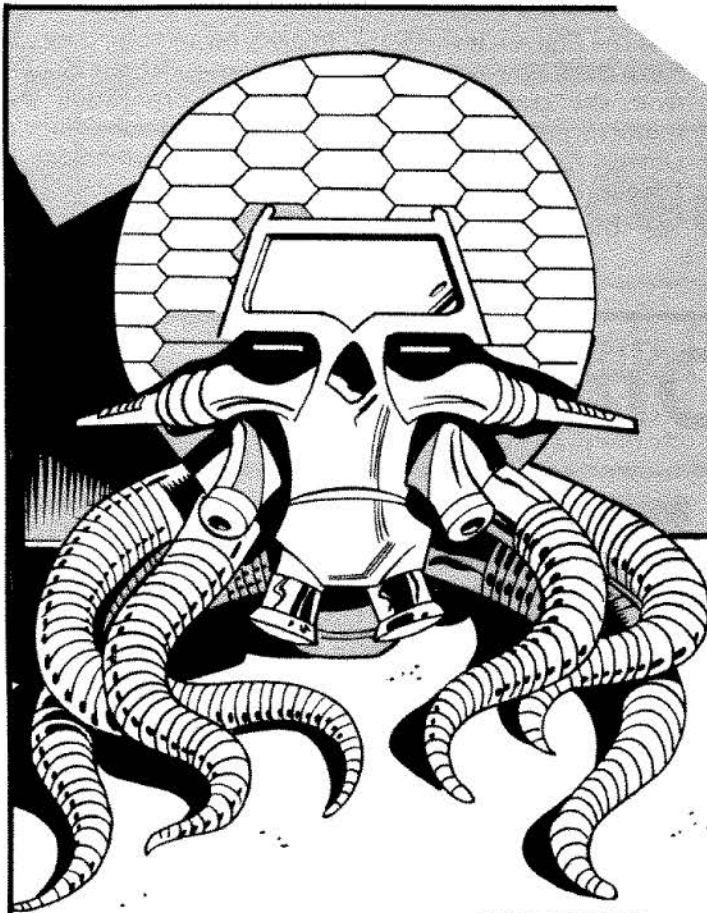
S   Setup

Use this encounter if the Players break into the Research and Development area of Omega Corporation. A map is provided for the GM's use only. Interior security guards are aliens. Their positions are shown on the GM's map.

P I   Player Information

Using the highlighted information below, the GM should improvise Player Information depending on the method the Players used to gain access.

G M   GM Information

Whenever the Player Characters enter the area, and by whatever means, Brainiac is in his main control room of the ship, linked to the ship's computer by his special headset. The alien guards are linked to the computer by wrist radio. Thus, Brainiac will be immediately aware of any intrusion.

The eight guards present will put up only token resistance, their real function being to sound the alarm. The guards cannot be Persuaded but can provide information about how to get into the ship's Command Level if Interrogated.

Immediately upon entering the area, The Player Characters will clearly see Brainiac's ship. All Players are assumed to have a basic knowledge of Brainiac's history and motivation, lust for power, although they may have no detailed knowledge of the ship. Allow Players with such knowledge of the ship to play as if their Characters had that same knowledge.

When the Players attempt to enter the ship, go to Encounter 14 if they enter through the lower levels, Encounter 15 if they immediately enter the Command Level using the secret elevator from the Troop Quarters.

Encounter 14:
The Lower Levels of the Ship

S — Setup

Players can gain immediate entry to the lower levels of the ship through the entry ramp, which is extended to the floor of the Research and Development area. See the GM's map of the lower levels of Brainiac's ship.

P I — Player Information

Atop the ramp, you see an enormous spacecraft hangar, obviously used for servicing a variety of fighter space craft. Dozens of unarmed aliens stand about, talking, chatting, performing routine tasks on several space fighters in the hangar area.

Four armed aliens guard each of the two elevators located in plain sight on either side of the hangar.

G M — GM Information

The guards are the only opposition the Characters meet. Brainiac is purposely letting the Characters reach his Command Level of the ship: he has no fear of them and wishes to test them, to see how intelligent, powerful, and resourceful they are.

After overcoming the guards, the Player Characters could take an elevator from the General Troop Quarters directly to the Command Level. The unarmed aliens will flee at the Player Characters' approach. Otherwise, they may make their ways up through the consecutive levels of the ship.

The space fighters here are not fueled and not armed. They will be of no value to the Player Characters.

Encounter 15: Brainiac

S — Setup

Use this encounter when the Player Characters enter the Command Level of the ship. The ship's robots, internal weapons, and Brainiac's position are marked on the GM's map.

P I — Player Information

Variable, depending on the location of the Players' entrance. Gamemaster should improvise the description aided by the Command Level map when necessary.

G M — GM Information

This is the climax, the confrontation between Brainiac and the Player Characters. To succeed, the Players must free Superman from the Kryptonite ray (BODY of 10 APs) which incapacitates him. Superman will then be able to defeat Brainiac while the Player Characters disable the ship's computer and/or lead the alien guards to safety.

The Players must make their ways down at least one corridor, overcoming the ship's robots and internal weapons as they do so. When they reach the detention cell, Brainiac will disengage from his headset and rush to confront them.

The cell has a simple lock to be treated as a gadget with Opposing and Resistance Values of 6 APs. Any positive RAPs indicates success at opening the lock.

Brainiac will not initiate killing combat. He will attack intelligently, preferring to taunt and battle the Players himself rather than calling on reserves available to him in the ship. As long as Brainiac is disengaged from his headset, the anti-gravity generator will not be activated.

Destroying the main computer will prevent activation of the anti-gravity generator. Should the generator already be operational, destroying the main computer will completely disable the generator and allow the Earth to return to normal.

T — Troubleshooting

The battle between the Player Characters and Brainiac is inherently unbalanced. Players who attempt to defeat Brainiac in stand-alone combat will almost certainly be defeated. The Players must devise an intelligent plan, quickly, to avoid defeat. The following tips will help the

GM feed the Players information they need to make this encounter balanced and exciting rather than frustrating:

First, the GM should be sure to mention Superman's presence, along with the deadly Kryptonite ray, in the holding cell the instant the Characters reach the Command Level from whatever route. Notice that Brainiac does not rush to confront the Characters until they reach the holding cell; this should give the heroes at least one phase in which to work on the relatively simple cell lock.

The best plan for the Players is for one or two Characters to work on the cell lock while the rest occupy Brainiac in combat. Those who fight Brainiac will certainly suffer severe damage but they can buy valuable time while the others free Superman. If all the Characters engage Brainiac, Superman can hoarsely whisper suggestions to the Characters through the cell door.

If Changeling is present, he has an excellent chance to distract Brainiac. If he thinks to change himself into something very small, such as a flea, he could actually get inside Brainiac's mechanical body (Changeling's DEX of 6 vs. Brainiac's DEX of 8), squeezing through the openings between some of the metallic joints. Once inside, Changeling could alter form to an animal such as an electric eel and cause massive internal damage to Brainiac (Column Modifiers: OV:+2, RV:-4).

If the Characters are defeated, Brainiac will throw them into the holding cell with Superman and promptly return to work, ignoring them. The holding cell is not designed to retain extremely small creatures; Changeling, if present, could turn into something mouse-sized or smaller and escape, giving him a full two phases to work on the cell lock before Brainiac notices what is amiss.

When the Player Characters successfully release Superman, he alone will engage Brainiac in combat, suggesting the Characters either destroy the computer system (if not yet accomplished) or, if the system is disabled, guide the ship's alien forces to safety outside the vessel.

Once Superman has been freed, the adventure is effectively complete; Superman's battle against Brainiac and the Player Characters' liberation of the aliens need not be enacted as there would be little the Players themselves could do to affect the outcomes.

An alternate way for the Players to win is to destroy the ship's computer, although at the first attack against the computer itself, Brainiac will disengage from his system and confront the Player Characters. Again, the destruction of the computer could be done quickly if one or two Characters concentrated on this task while the remainder held Brainiac at bay for several phases. If the computer is destroyed, Brainiac will concede defeat, agreeing to leave Earth, at least for now, while the Characters liberate Superman and depart.

If, despite your best efforts, the Characters are completely defeated or if they have arrived too late to prevent activation of the anti-gravity generator, see the "Endgame" section.

ENDGAME

Final Results

If the Player Characters successfully liberate Superman and Brainiac is defeated, the Man of Steel will take Brainiac and his ship to imprisonment within the Phantom Zone, releasing the alien guards to law-enforcement officials of their home planet. Brainiac can eventually escape from the Zone at a time of the GM's choosing, depending on the campaign's needs.

If the Characters are defeated by Brainiac or arrived too late to prevent activation of the anti-gravity generator, the GM must decide whether or not to allow the destruction of the Earth in the campaign. This would, of course, effectively end the campaign. If the GM wishes to avoid the destruction of the Earth, the following solutions are recommended:

1. If the Characters arrived in time to prevent the scheduled activation of the anti-gravity generator but were defeated:

One minute before the generator's final sequence is reached, Brainiac's ship is stormed by Martian Manhunter, Green Lantern, and Zatanna. Martian Manhunter is sufficiently strong to rip the holding cell door off in one phase, thereby freeing the Characters and Superman, who can then thwart Brainiac's plans at the last minute.

2. If the Characters arrived too late to prevent the scheduled activation of the anti-gravity generator:

When they arrive at the Command Level, they find Brainiac already engaged in serious combat with Martian Manhunter, Green Lantern, and Zatanna. Because of the intervention of these heroes, Brainiac has not as yet been able to activate the generator's final sequence. The Characters can then attempt to free Superman as detailed in Encounter 15.

The Standard Award

This adventure is somewhat more complex than others and is certainly a difficult one for the suggested Player Characters. The Standard Award is calculated as follows:

Opposition:
One equal 20

Area of Consequence:
Group of Worlds 20

Severity:
Fatal 15

TOTAL STANDARD AWARD 55

How to Use This Book

This book is divided into four sections: GM's Introduction, Characters, Encounters, and Places. In any of these sections, text in italics is to be read to the players.

Gamemaster's Introduction

The Gamemaster's Introduction provides the Gamemaster with the background needed to run the adventure.

Characters

This section contains information about the major characters, both Player and Non-Player, involved in the adventure. Heroes and villains which appear in the Gamemaster's Manual only give Hero Points and information; the basic abilities are the same as given in the Gamemaster's Manual. In addition, the information which can be obtained from each Non-Player character appears here.

Encounters

The DC Heroes Role Playing system is based on encounters. That is, the players go from situation to situation instead of location to location, as in other Role Playing games. Each encounter is broken up into at least three sections: Setup, Players Information, and GM Information. When necessary there will also be Troubleshooting, Rules sections, and/or Sidebars to help the GM run the game.

Places

Descriptions and maps pertaining to the encounters are in this section. Brief descriptions including game statistics are provided.

A Note on the Module Difficulty Rating System

Each module which Mayfair will publish will have a estimate on the power of characters. This estimate will be in form stating **For 5-7 Characters Generated using 1000-2000 Hero Points.**

To determine whether your characters will be powerful enough to use the module, add up the number of Hero Points needed to generate the Attributes, Powers, and Skills of the character, including those Powers and Attributes in special equipment that are unable to be purchased. The Batman Option and Link Costs are ignored. Add the banked Hero Points and the amount of Hero Points spent for equipment and labs.

Compare the Hero Point levels to the bracket amounts given. If the average character in your team falls within the bracket, the module will likely be a good challenge for them. Having several characters one or even two brackets below the stated bracket will be all right if there are a couple characters above the bracket.

Brackets	Typical Groups or Characters
250-500	Beginning Level Characters
500-1000	The New Teen Titans without Raven and Kid Flash
1000-2000	The New Teen Titans with Raven and Kid Flash
2000-4000	Justice League without Superman
4000-8000	Justice League with Superman
8000-16000	Wonder Woman
16000+	Superman

ABBREVIATIONS

AP	Attribute Point
AURA	Aura Attribute
AV	Acting Value
BODY	Body Attribute
DEX	Dexterity Attribute
EV	Effect Value
GM	Gamemaster
INFL	Influence Attribute
INT	Intelligence Attribute
MIND	Mind Attribute
NA	Not Applicable
NPC	Non-Player Character
OV	Opposing Value
RAP	Result Attribute Point
RV	Resistance Value
SPIRIT	Spirit Attribute
STR	Strength Attribute
WILL	Willpower Attribute

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